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PRESENTS

# PAX EMANCIPATION

The global struggle for freedom: 1776-1917

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«The universal extinction of slavery and the slave trade and the protection of the rights and interests of the enfranchised population in the British possessions and of all persons captured as slaves.»<sup>1</sup>

## A. WHAT'S THIS GAME ABOUT?

### A1. HISTORICAL BACKGROUND.

Imagine yourself as a typical 18th-century serf. You suffer under **economic slavery**: your work output legally belongs to the local warlord, you are bought and sold with the land, and are legally disallowed non-agricultural work. Perhaps you enjoy small economic freedoms: working for yourself one day of the week, or a small wage. But not the freedom to quit, if you flee to find work in the city, you will be branded and dragged back in chains if caught. You are also **intellectually enslaved**, and must worship, express opinions, or fight, marry or have sex, at the behest of your master.<sup>2</sup>

At least 90% of the global population is like you, enslaved in the plantations or harems of the Ottoman Empire, Russia, China, India, Japan, Egypt, Mali, Zanzibar, Kongo, southern U.S.A., Mexico, Brazil, or the Caribbeans. Nor was slavery confined to the literate civilizations: indigenous farmers in Arizona, Sudan, and Papua New Guinea practiced serf horticulture. The global maritime trade, principally English but practiced by every nation, was mainly in slaves and slave products. In the tribalistic lands of the New World, Africa, central Asia, and New Zealand, warlords took slaves routinely, as they had for millennia. Only in Western Europe was coerced labor under feudalism replaced by wages, a gift of the Renaissance.

Now imagine you are a gentleman of England, living at the same time, during the **Enlightenment**.<sup>3</sup> Perhaps you read the treatise by John Locke, in which he says that a man "may not, unless it be to do

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**1** GLOBAL EMANCIPATION, the stated objective of the 1840 World Anti-Slavery Convention, would become the greatest political achievement in history. Such a lofty goal had never been even contemplated in earlier times when slavery was uncontroversially accepted as a necessary, if ugly, byproduct of living in a society. In fact, all men lived their life for others in a hierarchy of servitude with an absolute monarch on top. Making every individual legally sovereign took a century and was far more ambitious, and expensive, than going to the moon.

**2** ECONOMIC VS. INTELLECTUAL SLAVERY. A chattel slave is enslaved both in body and mind. Under intellectual slavery, she is told which God to believe in, who to vote for, and what she can say or express. Under economic slavery, all that she produces belongs to her master, as does her body, possessions, and her life. Both types of slavery are enforced at gunpoint: intellectual slavery by censorship of the right to protest, enforced conversion, banned books, and conscription, and economic slavery by "perpetual servitude", employment at gunpoint, chains to the land, migratory barriers, and government ownership of property.

**3** THE ENLIGHTENMENT was the political discovery that freedom is the fundamental human virtue. It gave birth to the two most momentous revolutions in history, one industrial and one abolitional. Thinkers in the Age of Reason ascertained that all humans have the same basic nature, which could be identified using reason and science, and this nature thrives under a politics free of physical force. Montesquieu (#41), Voltaire (#43), Rousseau (#110), Diderot (#46), Smith (#49), and Condorcet (#50) were the first to challenge the legitimacy of forced subordination. But is it not coldly rational to pursue happiness by enslaving others? No. To flout an individual's rights undermines reason, the very basis a

justice on an offender, take away, or impair the life, or what tends to the preservation of the life, the liberty, health, limb, or goods of another";<sup>4</sup> or heard about the Lockean Bill of Rights installed by the 1689 Glorious Revolution.<sup>5</sup> Perhaps you find his philosophy resonates with the Bible's Golden Rule.<sup>6</sup> If you are inspired enough to question the ethics of slavery, you would be among the very first in history to do so. For all the millennia that warlords have been enslaving weaker neighbors, not one significant political or religious thinker had challenged slavery as an institution. Royalty and commoners alike assumed, without debate, that civilization depended upon coerced labor. Occasionally a tyrant would free some slaves in a gesture of magnanimity, but without relinquishing the authority to unilaterally demand the obedience or work of anyone.

**Abolitionism** was especially unthinkable in the British Empire, which led the world in slave trading throughout a quarter of the planet. Nevertheless, unrelenting grass roots efforts and enlightened anti-slavery petitions with thousands of signatures to Parliament culminated in the historic British ban against the slave trade in 1808. Britain abolished slavery altogether in 1833-43, after which courageous activists resolved to end slavery globally, by force of arms if necessary. At great expense, and even during the height of the Napoleonic wars, the British Navy enacted abolitionist blockades, political coercion, economic bribes, and gunboat diplomacy against every other nation in the world. For decades Britain acted alone, but the anti-slavery crusade swept the moral consciousness of Western civilization, so by 1888 the last Western nation (Brazil) had emancipated its slaves. In non-Western nations, the fight continues to this very day. Today in the 21st century, the last holdout nations have finally criminalized

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*human needs to prosper. It negates the motivation either to think or produce. Each compromise on a principle of freedom erodes the only barrier preventing a slide into total tyranny. Moreover, slavers are ignoble parasites, and every parasite knows in the bottom of his dark heart that if the overtaxed producer quits producing, then he is doomed.*

**4** JOHN LOCKE (#109). "The state of nature has a Law of Nature to govern it, which obliges every one: and reason, which is that law, teaches all mankind, who will but consult it, that being all equal and independent, no one ought to harm another in his life, health, liberty, or possessions... (and) when his own preservation comes not in competition, ought he, as much as he can, to preserve the rest of mankind, and may not, unless it be to do justice on an offender, take away, or impair the life, or what tends to the preservation of the life, the liberty, health, limb, or goods of another."—2nd treatise, 1689.

**5** GLORIOUS REVOLUTION. "immense efforts were made...to project the image of a ruling class which was itself subject to the rule of law, and whose legitimacy rested upon the equity and universality of those legal forms. And the rulers were, in serious senses, whether willingly or unwillingly, the prisoners of their own rhetoric; they played games of power according to the rules which suited them, but they could not break those rules or the whole game would be thrown away."—E.P. Thompson, *Whigs and Hunters*, 1975.

**6** THE GOLDEN RULE. "Do unto others as you would have them do unto you," Matthew 7:12. This biblical passage, reinterpreted along Enlightenment lines, inspired a 1688 petition that is the first known to say slavery is fundamentally immoral because of equal rights, regardless of race, color, or creed. It was drafted by Francis Daniel Pastorius and presented at a monthly meeting of Quakers in Germantown, Pennsylvania. However, the Bible also infamously contains passages describing in detail the status of slaves in ancient Israel, including their legal classification, economic roles, and innate responsibilities to their masters. Nowhere in the Bible is slavery condemned in the abstract, as an institution. Slavery was so entwined with society that its non-existence was unthinkable until the Age of Reason.



slavery. This game replays this mighty global struggle for freedom<sup>7</sup> and individual rights.<sup>8</sup>

## A2. THE PLAYER IDENTITIES.

Pax Emancipation is a card-game where one to three players represent one of three abolitionist agencies on a joint quest to end slavery worldwide, starting in the 18th century:

- ◆ **The British Parliament (Player Red), and their Agents, the colonial imperialists.**<sup>9</sup> Their monopoly of sea power allows them to create Marines to fight slaver ships, anarchy, and embargoes.
- ◆ **The evangelicals (Player White), and their agents, the missionaries.**<sup>10</sup> Unlike the agents of other players, missionaries are installed without barrier costs.
- ◆ **The philanthropists (Player Green), and their agents, the merchants and explorers of London.** They enjoy a financial advantage when installing Agents from their boards (e.g. during Syndication or Posting).<sup>11</sup>

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*Remember: All 3 players are abolitionist heroes in the game. There are no "take that" cards.*

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## A3. METARULES (RULES ABOUT RULES).

The rules are divided into two parts: **sequential processes** and **alphabetical glossary**. The sequential processes are arranged in the order you meet them in a typical game: *setup* (C), *sequence of play* (D), *general processes* (E), *actions* (F), *ops* (G), *elephant's walk* (H), *hate*(I), and *market refresh/victory* (J). Game terms and non-sequential processes are listed alphabetically in the glossary, where they make for

**7** FREEDOM as used in this game means political freedom, i.e. freedom from physical force inflicted by others. It does not mean freedom from forces of nature. It is invalid to claim enslavement because you have to obey the law of gravity, can't afford a Mercedes, or fly to Alpha Centauri. Cheap transportation and starships are possible only if all possible entrepreneurs are granted political freedom, a theme explored further in my game High Frontier.

**8** INDIVIDUAL RIGHTS are moral principles sanctioning an individual's freedom of action in a social context. It is the freedom to act on her own judgement, for her own goals, by her own voluntary choice, uncoerced by any weapon. It is the right to her own life, and sanctions legal punishments against those who would flout this fundamental right. The source of this right, as identified by John Locke, is "God or nature", i.e., embodied in the nature of humans as creatures possessing free will.

**9** GOVERNMENT is the agency with the monopoly of the use of force in a geographical area. Such agencies range from empires to neighborhood gangs. By definition a government has the exclusive power to enforce rules of social conduct in an area, including slavery. The goal of the players of Pax Emancipation is to force or convince the governments of the world to make slavery illegal. Illegality makes slavery impractical, since any slave who escaped would have a cause of action, and could testify against the slave-owner.

**10** EVANGELICALS. "There was simply nothing like the western Church anywhere in Eurasia - no religion that was politically autonomous and equipped with an organized clergy that could keep rulers from getting too strong" —Philip Hoffman, *Why Did Europe Conquer The World?*, 2015, p. 133.

**11** PHILANTHROPIST ABOLITIONIST COMPANIES included Quaker-owned shipping and banking firms, the very ones most likely to profit from the slave trade. Yet from 1758 they refused to deal with the slave trade.

easily-found reference during a game and do not bog the sequential rules with unnecessary minutiae. These terms are necessary to understand the processes.

- ◆ **Capitalized terms.** (e.g., Viable, Liberated) are defined in the glossary. **Bold** indicates the term is being defined.<sup>12</sup>
- ◆ **Pronouns.** In the footnotes, I use feminine pronouns when referring to slaves and masculine pronouns when referring to slave masters. This choice is not entirely arbitrary, as men are historically more likely to be the aggressor in coerced transactions (e.g. in the sex slave trade). Nevertheless, this pronoun choice is for clarity and not as a political statement. Master and slave are defined by the use of physical force, not by gender.<sup>13</sup>
- ◆ **Card Numbers.** The symbol “#” in the rules refers to a card’s number, from 1 to 120.
- ◆ **Golden Rule.** If the text on a card contradicts these rules, the card has precedence. If text on a play aide contradicts these rules, the rules have precedence.
- ◆ **Advanced Game.** Text with a blue background is for the **advanced game**, which adds Splays, Disease, Industrial Revolution, Freedom Pairs, legislation, lawsuits, plebiscites, impacts, Revolutions, and Modern States. See Book II.

#### A4. THE FIVE ARENAS OF PLAY.

1. **Finance Board.** Move financial Agents downward to generate just enough gold to pay for each costly action. Reset them upward using the fundraiser action. **Divesting** is the movement of Agents from another arena to the finance board (e.g. fundraiser). **Installing** is the movement of Agents to another arena of play from the finance board (e.g. Syndication, posts, Marines).
2. **Market.** Choosing from among a two-column Market of East and West Ideas, you syndicate anti-slavery organizations to gain their Ops.

12 *DEFINITIONS.* It is self-evident that unambiguous rules and definitions are required to make a game playable. Unfortunately, a politician normally finds it advantageous to leave terms such as “freedom” or “slavery” undefined, so as the better to justify all sorts of initiation of force to further his power. Rousseau (#110), the self-professed champion of liberty, anticipated Orwell by redefining it to mean its opposite: social cooperation and subservience to the “General Will”. Because Rousseau asserted the state knows your true self better than you do, he saw nothing contradictory in being “forced to be free”. “There is not a dictator in the West who in the years after Rousseau did not use this monstrous paradox in order to justify his behavior.” —Isaiah Berlin, *Liberty*, 1969.

13 A SLAVE IS DEFINED as any person under initiatory force or bondage to serve the interests of another. The most abject slaves have all freedoms taken from them by force of arms: the rights to life, liberty, property, and pursuit of happiness. The term “force” means coercion exercised by a physical agency: a weapon, fists, or lynch mob. Force is the opposite of persuasion, the other means of settling a dispute. The term “initiatory” means to start the use of physical force against another. To initiate force against a victim turns her into a slave to the degree that the force usurps her ability to make her own decisions. One who initiates force can himself be incarcerated (e.g. as a prisoner of war or a convicted rapist), and this justice does not constitute slavery since it is non-initiatory.

3. **Map.** On the 10-card global map, each square represents 2 million slaves. Liberate each square by placing a Freedman (meeple) there. Each circle represents an admin spot, for placing colonial, missionary, or trader agents who enable westernization, suffrage, or literacy. Warships in Sea Borders suppress slavers, Anarchy and blockades. Merchantmen establish Underground Railroads.

4. **Victory Pile.** Any chit or disk in your Victory Pile counts as a VP at the end of the game. Claim them with legislation impacts, suffrage, revolutionary laws, or Warships. Corruption can regress them back to the map.

5. **Splays.**<sup>14</sup> Two public tableaux are columns of overlapping cards called Splays. One is a Bill of Rights<sup>15</sup> and the other is the General Will. Pairs of Adjacent icons in a Splay, called Freedom Pairs, indicate if an Idea or Revolution is Viable (i.e. qualified to be legislated to the Splay).

#### A5. FROM TYRANNY TO MODERN USING THE FOUR TOKEN CYCLES.

The 10 Spheres start with millions of serfs under an absolute monarch. Four of them have 5 Barrier (regulation) chits, making them Tyrannies where “everything not forbidden is mandatory”. Everyone is miserable, but at least it is stable. Your job is to disrupt this through tearing down Barriers, Liberation, Literacy, and Revolution.

- ◆ **The Agent Cycle.** The pawn tokens represent Agents. Shift them on your finance board to Generate Gold, or install them to the Market as Syndications or Revolutionaries, or to the map as Admin. If lost, they are Divested back to the finances as wealth. If lost on the map, they additionally create a Dissident meeple of the same color. Add additional Agents into the game by shipbuilding.
- ◆ **The Meeple Cycle.** Meeples represent freedman populations. A square without a meeple is a slave/serf. Liberation places a meeple on it, representing a free laborer. If a meeple is killed by hate, it becomes a Dissident. If there are more Dissidents than spots to place them, Anarchy breaks out.
- ◆ **The Anarchy Cycle.** Anarchy is generated by frustration, pogroms or an excess of Dissidents. If

14 COMMON LAW is a set of precedential decisions, based on a nation's founding principles, which are reviewed by a common law court for applicability to the current facts. Common law had its roots in medieval England and developed over centuries. Without such precedents, the law of the land is guided by the whim of the current judge or dictator instead of principle. The game simulates common law as a “Bill of Rights” Tableau accreted over generations.

15 THE ENGLISH BILL OF RIGHTS was signed by the English monarchs William and Mary in 1689, ending the Glorious Revolution. Significantly, the judiciary was made fully independent. “Judges’ appointments could no longer be revoked, except for misconduct - and that could only be done by Parliament, which itself was removable by the electorate. ...in the same spirit, freedom of the press from prior censorship was instituted in 1695. All these things, which are now so much taken for granted, can be taken for granted only because the British pioneered in their development.”—Thomas Sowell, *Conquests and Cultures*, 1998. p. 89.

there are too many Anarchy disks, extra disks move as Refugees to Adjacent Spheres. Any Sphere with its maximum of 2 Anarchy must suffer a pogrom roll (try to avoid this).

- ◆ **The Nation Cycle.** If a Sphere has both Anarchy and Dissidents, it goes into Revolution. If a Revolution gains enough revolutionary Agents, and it is philosophically Viable, it succeeds and the Sphere card is flipped to its modern side. Laws for the new nation reduce Barriers, slavers, and Anarchy.

#### A6. COMPETITIVE & COOPERATIVE SCORING OVERVIEW (MULTI-PLAYER GAME).

The cooperative-competitive game is played in 2 eras: first cooperative (7-10 rounds, from 1776 to ≈1841) and then an optional competitive era (4-5 rounds, ≈1877). Both eras use the same rules. The cooperative era ends when both decks run out, whereupon a counter-enlightenment check (J3) is made. If one or more players failed to avoid their personal counter-enlightenment, then the game ends and the non-failing players jointly add up their cooperative VP to see how well they did jointly (J4). But if all players avoided their counter-enlightenments, then a new deck is prepared and the game enters the competitive era. When this deck runs out, players individually count their final VP to determine the final winner.

- ◆ **Counter-Enlightenments.** If there are more slavers than Marines, then Player Red counts no VP. If there are fewer than 15 Freedmen Player White counts no VP. If there are 26 or more Barriers remaining on Spheres, then Player Green counts no VP.
- ◆ **Your Cooperative VP** is basically equal to the number of tokens of your color on the map, plus the number of chits and disks in your Victory Pile.
- ◆ **Your Final VP** is the same as your cooperative VP, plus 2 VP for each token in a Sphere that leans your way politically, **plus a bonus for Revolutions of your color visible in the Splay.**
- ◆ **The Nature of Evil.**<sup>16</sup> During the cooperative era of the cooperative-competitive game you can gain advantages through deliberate corruption, pogroms, assassinations, or nationalization. This threatens your victim with *counter-enlightenment* (J3), in which case the advantages count for nothing since there will be no competitive era and no competitive winner. But you can also perform these evils, not for competitive advantages, but simply to ensure the game will have no winner. In the name of all the simulated slaves left languishing in misery, I humbly ask that you refrain from this, and fight to the bitter end.

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**16** *EVIL AS BANAL.* All players in this game fight for Good, following my view of Evil as something mundanely bureaucratic. Just as slavery is what happens in the absence of freedom, evil is what happens when good men do nothing. I disagree with the depiction of evil as omnipotent in, say, the typical horror film. Although the unscrupulous would seem to have more freedoms than a man of principle, only the latter is capable of both goal-directed behavior and long-range happiness. "The essence of totalitarian government, and perhaps the nature of every bureaucracy, is to make functionaries and mere cogs in the administrative machinery out of men, and thus to dehumanize them."—Hannah Arendt, *Eichmann in Jerusalem: A Report on the Banality of Evil*, 1963



## B. COMPONENTS

### B1. GAME CONTENTS.

- ◆ **3 Finance Boards:** one for each player.
- ◆ **120 cards:** 98 Idea cards, 10 Map cards, 10 Revolution cards, & 2 starting Splay cards.
- ◆ **48 Cardboard Counters.** They represent Barriers and slavers worth victory points (VP) at the game's end.



**45 Agents** (15 red, 15 white, 15 green) representing Agents and investments.



**48 meeples.** 16 white (Christian Freedmen), 16 green (entrepreneurial Freedmen), 16 red (literate Freedmen).



**Elephant token.** The Elephant represents media focus, in an era when worldwide communications through newspapers was just beginning.



**9 purple Ship Tokens.** Place these in Sea Borders to indicate anti-slave squadrons or merchantmen.



**21 disks:** 18 black (Anarchy), 3 yellow-green (Disease).

◆ **4 dice, 6-sided, white.** Used for the hate, piracy, and pogrom rolls.

◆ **3 cubes:** (1 red, 1 white, 1 green) Represent Factories in the Advanced Game

### B2. MAP CARD ANATOMY

There are 10 two-sided Map Cards, which form a map of the world with ten **Spheres**. One side shows the starting (serfdom) side and the flip side shows a modern (westernized) side.

- a. Name.** The name band of the Sphere indicates if it is on its starting serfdom side (black), or its modern side (white). The letter in the corner indicates if the Sphere is East (E)





or West (W).

**b. No Mosquitos.** A central slashed-mosquito icon indicates that the Sphere starts with a yellow-green Disease disk in the advanced game.

**c. Ports.** Each Sphere has one or two **Ports**, indicated by a named dot (London, etc.). Each Port has one or more **slaves** (black squares) and an **admin spot** (circle).

**d. Slaves.** The black squares are called **slaves**. Each represents perhaps 2 million chattel slaves<sup>17</sup> or serfs<sup>18</sup> (and about an equal number of slave-owners and non-slaves). If the square is covered by a meeple, the slaves are Liberated and become Freedmen. Red Freedmen are also called **citizens**.

**e. Admin.** An Agent in this spot is called an **Admin**, and represents colonial administrators (red Agent), missionaries (white meeple), or traders in legitimate goods (green meeple). Your Admin is required to perform Actions and Ops labeled “Agency”, and is installed by using the post action or a legislation impact.<sup>19</sup> The color of the spot’s frame indicates the color of the default admin (K8) when the card is flipped to a Modern State. A colored dot indicates the color of the *starting Admin* (C6).

**f. Borders** are the gap between two Map Cards. Some have a “ship” icon indicating they are a Sea Border, where slaver chits and ship tokens may be placed. The ship tokens may be either Warships or merchantmen, depending if they are stacked with a Marine or not.

**17** CHATTEL SLAVERY is a form of slavery in which the slave is treated as a commodity who can be legally bought and sold. A slave’s chattel status says nothing on the degree of slavery she suffers under: a non-chattel slave is often more enslaved than a chattel one. Serfdom is a form of chattel slavery, in that a serf is bought and sold with the land, and it is illegal for her to flee. Since feudalism is a loose confederation of warlords in a near anarchy, with each warlord a government suffering no social costs if cruel or capricious, a serf is often worse off than other chattel slaves. Chattel serfdom prevailed throughout the world, until it first disappeared in Western Europe between the 16th and 18th centuries. Even here, freedmen still suffered under the seigneurial fees, taxes, and labor obligations that they were born with.

**18** ARE SERFS SLAVES? Yes. A serf is a worker, usually a field laborer, in forced servitude to a lord who is vested full or partial legal power over her agricultural production. She differs from a chattel slave only in that she is bought and sold with the land, instead of in a market. Her economic slavery exists in the percentage of her work she must surrender as corvée to her lord. Because she has no freedom to quit or rebel, she remains a slave even if she receives compensation for her work, e.g. wages or protection from marauders. She is usually also an intellectual slave denied freedoms of conscience and speech. It hardly matters to her if her master is a private lord or a public socialist, or if her work is claimed for selfish reasons or “for the good of society”. All she knows is that her life and work is not her own, and that she lives under force for the sake of others.

**19** WESTERN COLONIALISM AS THE PAINFUL FIRST STEP FOR FREEDOM. The rush to condemn colonialism ignores the illiteracy, tribal slavery and warlord anarchies that the colonies replaced. Slave conditions would have lasted for centuries until indigenous literacy or Enlightenment values were independently discovered. Whatever vices and abuses occurred under the name of Western imperialism, it was the only tortuous path to freedom. “...what destroyed slavery in the non-Western world was Western imperialism... Nothing could be more jolting and discordant with the vision of today’s intellectuals than the fact that it was businessmen, devout religious leaders and Western imperialists who together destroyed slavery around the world. And if it doesn’t fit their vision, it is the same to them as if it never happened.” — Thomas Sowell, *On the Real History of Slavery & Racism*, 2005.

**g. Dissent.** The white squares above or below the name strip are squares for **Dissidents**. If all these squares are occupied by meeple, any additional dissenting meeple become Anarchy disks. Too much Anarchy spills over to Adjacent Spheres.

**h. Token Limits.** Each circle can hold one Agent and each square can hold one meeple. No tokens are placed on Ports. Each Sea Border can hold one ship plus one Slaver maximum. Each Sphere can hold any number of chits but only 2 black anarchy disks and up to 5 Barriers, stored to just one side of the card, placed to the north of each Sphere (in northern hemisphere) or to the south (in southern hemisphere).

### B3. FINANCE BOARD ANATOMY<sup>20</sup>

Agents of your color start in one of 3 boxes on your finance board. From top to bottom these boxes are **capital**, **wealth**, and **debt**. You generate one gold by moving an Agent down your board (i.e. from capital to wealth, or to the south to debt).

◆ **Managing Wealth.** Divesting and capital accumulation during *fundraiser actions* (F1) is so important, that perhaps 40% of your turns might be fundraisers. Adding Agents from *legislated impacts* (M1-4) or *people's hero* (K1) are important financially in the advanced game.

◆ **Agents are not gold, rather moving them generates gold.** Gold cannot be directly saved from turn to turn, nor even from Action to Action. Gold Generation (see glossary) is always

PARLIAMENT		No VP if FREE MAP AGENTS = SLAVERS	PLAY ORDER
ACTIONS (2)	Prerequisite	Cost	Effects
fundraiser (F1)			Direct political, capital revolution Some maritime action
syndicate (F2)		Market + Agent	-Syndication
shipbuilding (F3)		3 gold	+1 ship, +1 Debt Agent
post (F4)		Barrier	+1 Martyr (gunboat diplomacy)
legislate (F5)	Visible & syndicated		impacts, add Idea to a visible Spher
join revolution (F6)	Revolution in Market Opt. counter-revolution	Agent!	+ Revolutionary Flip Revolution
OPS	Prerequisite	Cost	Effects
maritime (G1)			Martins or move any (all) Martins to any ship (gunboat diplomacy)
manumission (G2)	Slaver & Warfare in same border.	# Dice	Claim slave if roll > slaves in adj. spheres.  corruption
westernize (G3)	Red Agent or no red-barrier		+ Freedman
suffrage (G4)	Red Agent, Majority or no white-barrier	Slaver!	Claim or Regress Barrier
literacy (G5)	Red Agent		+ Dissident
lawsuit (G6)	+ 1 Idea to Bill of Rights		nationalize legislation
plebiscite (G7)	+ 1 Idea to General Will	Agent!	confession
<b>ELEPHANT PHASE (H)</b>	Roll 1 die		with elephant (if it hasn't moved): cultural diffusion (if no gaps)
<b>HATE ROLL (H)</b>	In Elephant Roll 6 = freemasonry spaces		Dice:  = kill,  = gold
<b>POGROM ROLL (H)</b>	Spheres with 2	Roll 1 die	Replace lowest Freeboard (F.1/W.1) Flip sphere to modern
<b>REVOLUTION (K)</b>	Launch: Anarchy + Dissident Success: Visible + Full		
<b>MARKET REFRESH (H)</b>	End era if a Market Gap can't be refreshed		

CAPITAL

WEALTH

DEBT

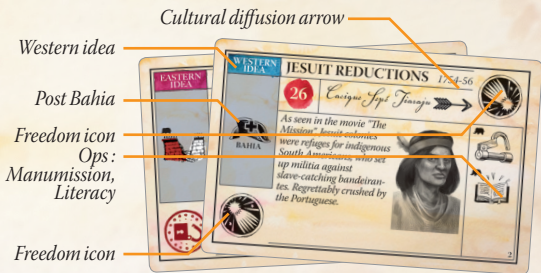
<sup>20</sup> *ECONOMICS* was established as a science by the Enlightenmenters such as Smith, Ricardo and Mill. They established economics as the study of the allocation of resources to produce wealth, in a division of labor society with limited resources. There are three levels: **debt** (obligations incurred for consuming wealth), **wealth** (any human value, from food to freedom), and **capital** (wealth employed in the production of wealth). Capital is consumed to produce wealth, and wealth is consumed to produce debt.

just enough to perform a costly Action or Op.

- ◆ **Divest.** At the start of a Fundraiser, it is normal that you find yourself spread too thin and voluntarily *divest* (F1.1) Agents invested in the map or Market (like Admin or Syndications). Return divested Agents to your finance board wealth to be used in other ways (like fundraisers).

#### B4. IDEA CARD ANATOMY.

All of the Market Cards in the draw decks are **Ideas**, which have two Freedom icons in the top right and bottom left portions of the card. This pair of icons are used to see if the Idea is Viable (able to be legislated given the political environment).<sup>21</sup>



- ◆ **East vs. West.** The backs of the Ideas indicate if they are west or east. This is relevant only in setup.
- ◆ **Cultural Diffusion Arrow.** This arrow is used to shift the card after a cultural diffusion roll (H3).
- ◆ **Ops.** The icons in the right side column indicate the Ops of this Idea or Revolution.

- ◆ **Impacts.** The icons in the left side column indicate the impacts (M) of this Idea if legislated.

- ◆ **Freedom.** Each Idea or Revolution has two Freedoms, used to determine Viability.



<sup>21</sup> FREEDOM IDEAS can be rearranged to form new ideas, in the same way technological ideas can be rearranged in my game High Frontier. Moral premises can be reason-based, supernatural based, or entirely absent. Activism can be for liberty of mind or liberty of work. These can be combined different ways, and the Enlighteners tried them all.

## B5. REVOLUTIONS CARD ANATOMY [ADVANCED GAME]

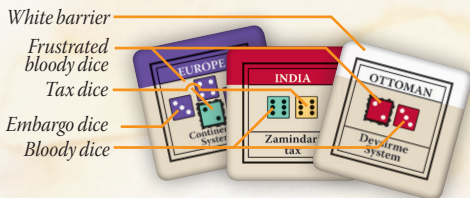
These cards represent Revolutions on the road to modernity. There is one for each Sphere. They have 2 features not found on Ideas:

- ◆ **Engagement Spots.** Each Revolution has 1 - 4 circles for the placement of Revolutionaries (F6, L1).
- ◆ **Sphere & Preview.** On the left side of the card is the Sphere associated with the Revolution, and below that a **preview** of the 2 Freedom icons on the flip side of the card.

## B6. BARRIER CHIT ANATOMY.

These chits, called **Barriers**, are worth 1 VP each if held at the end of the game. The information on them is for *setup* (C5) and during *hate rolls* (I1) or *piracy rolls* (E6).

- ◆ **Sphere.** Each Barrier is labeled with its Sphere, either America, Europe, Ottoman, China, Japan, Brazil, W. Africa, E. Africa, India, or East Indies. This indicates placement during setup (C5) or Regression.
- ◆ **Leaning.** Barrier headers are color-coded as follows: **Red** = left,<sup>22</sup> **White** = right,<sup>23</sup> **Purple** = embargo.
- ◆ **Bloody Dice.** The colored dice indicate which token color is Killed (see glossary). A red dice kills a red token, a white dice kills a white token, a green dice kills a green token, a yellow dice inflicts a gold loss, a purple dice sinks a merchantman, and a black dice Regresses a Barrier (*corruption*, E7).
- ◆ **Frustration.** Dice icons surrounded by a black collar indicates *frustrated hate* (I3).
- ◆ **Reverse Side.** Indicates the starting number of Barriers in that Sphere, which is useful during *setup* (C5) or *corruption* (E7).



22 LEFTIST SOCIALISM is the doctrine that a man's life and work do not belong to him, but belong to society. "From each according to his ability" in the words of Marx (#65). Chattel slavery differs only in that the owner is a lord and master rather than a societal representative.

23 RIGHTIST CONSERVATISM favors freedom in the material realm, opposing government ownership and control of a man's life and work, but imposes intellectual controls of his mind for the sake of a unified society.



## C. SETUP (The actual rules begin here)

### C1. CHOOSE GAME VARIANT.

Players decide which game variant they are playing. Any variant played as a basic game skips all rules in **blue** font. If playing a 2-player game, Player Red must be one of the players:

- a. **Cooperative-Competitive Game.** Players agree that the game will continue into the competitive era if all players avoid their *counter-enlightenment* (J3).<sup>24</sup> If one or more fail, the non-failing players score per J4.
- b. **Cooperative Game.** Players agree that the game will end at the end of the cooperative era (J3) and the non-failing players score per J4. The game is played with no *Tyrannies* (I3b).
- c. **Solitaire Game.** One player controls either Players Red and White, or Players Red and Green, and the game ends at the end of the *cooperative era* (J3). Play either basic or advanced. No *Tyrannies* (I3b). Victory per J4.
- d. **The 1865-1917 Variant.** This game starts with a modern West and a feudal East. Choose variant C1a, C1b, or C1c. During *map formation* (C4), flip 13 Colonies, Europe, and India to their modern side, retaining all tokens, Barriers, and chits. The Elephant starts in Edo.
- e. **The Malthusian Variant.**<sup>25</sup> This is the entirely competitive game. At the end of the cooperative era, the game ends and all players score per J4. Ignore *counter-enlightenment* (J3), so all players score.

### C2. ASSIGN PLAYER ROLES.

Assign randomly each player a color. Up to three players can play:

- ◆ **Parliament Left (red)**.<sup>26</sup> (e.g. a leftist abolitionist MP). Historical example: Lord Palmerston (#84).

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24 *FELIDALISM is an agricultural system of forced labor with noble warlords acting as the government and serfs as the bottommost and most common constituent. Serfs are under legal force to engage only in agricultural activities, and only on their assigned land. Feudalism prevailed throughout Eurasia for centuries, alongside similar extractive hierarchies in the agricultural regions of the Americas and Africa. Feudalism declined in Europe during the Renaissance, but rebounded in East Europe during the "second serfdom". By the start of the game, serfdom had died out in England, France, Spain, Austria, Greece, Italy, Switzerland, and Scandinavia, but remained dominant throughout the remaining agricultural world.*

25 *MALTHUS (#57) was a behaviorist, meaning he believed that humans had no free will and thus no ability to avoid catastrophic increases in population during a resource glut. Malthus has been proven wrong in all these conclusions.*

26 *WAS BRITAIN THE FIRST ABOLITIONIST STATE? With the possible exception of the 1256 Liber Paradisus in Bologna, the historical record shows that each case of abolition in Asia and Africa, just as in Europe and America, involved "pressure from European abolition movements, the extension of capitalist relations or production, the concerns and perceptions of the colonial state, and the efforts of non-Western elites to modernise their cultures. ...There is no evidence that slavery came under serious attack in any part of the world before the 18th-century."*

—Martin A. Klein, *Breaking the Chains*, 1993.

- ◆ **Evangelical Right (white).**<sup>27</sup> (e.g. a rightist anti-slavery religious zealot). Example: David Livingstone (#25).
- ◆ **Philanthropists (green).** (e.g. wealthy abolitionist businessman). Ex.: William Wilberforce (#9).

### C3. STARTING FINANCE BOARDS.

Each player gets the Finance Board and 6 Agents of his color.

- ◆ **Financial Agents.** Place 3 Agents into the **capital** (top box), 3 into **wealth** (middle box).
- ◆ **Pool.** Place the remaining Agents and meeples into a common pool storing the unused tokens of all the players.

### C4. FORM THE MAP.

Position the ten starting Map Cards, serfdom side up, in a 2 X 5 matrix. Each of these cards depicts one of the ten Empires on the map: 13 Colonies, Europe, Ottoman, Qing China, Tokugawa Japan, Brazil, Congo, Zululand, India, and East Indies.

- ◆ **Borders.** Leave a small amount of space (10mm) between each card.

### C5. PLACE BARRIER & SLAVER CHITS.

Place the Barriers faceup and next to the location marked on their chit as shown.

- ◆ **Northern Hemisphere.** America (3), Europe (3), Ottoman (5), China (5), & Japan (5).
- ◆ **Southern Hemisphere.** Brazil (3), W. Africa (3), E. Africa (4), India (5), & East Indies (3).
- ◆ **Slavers.** Place a ship-shaped chit in each of the 9 Sea Borders corresponding to the **blood product**<sup>28</sup> marked on the map (cotton, sugar, rubber, etc.).

**27** *QUAKERS (Society of Friends) were a dissenting Christian sect established in England in 1650 (#20). Among the most worldly of the Christians, they were natural capitalists and individualists. Quakers founded banks and financial institutions such as Lloyds of London, Barclays, and Friends Provident, and like all institutions worldwide were invested in the slave trade. As late as the 1705, most of the leaders of the Philadelphia Quakers were slave-owners. And they were Christians, which had already run almost 2000 years without challenging slavery. And yet, perhaps as a result of the prevailing Enlightenment zeitgeist combined with their own history of breaking with tradition, Quakers become the first known group to find slavery a threat to their own eternal salvation. They were the first to ban its members from owning slaves (Philadelphia, 1758), and the first organization to petition Parliament (1783) and Congress (1790) to abolish slavery. Because the Quakers were legally excluded from Parliament, they persuaded wealthy Anglican evangelists, such as Granville Sharp, Thomas Clarkson (#10) and William Wilberforce (#9), to represent the cause. Gradually, more Christian religions found slavery morally intolerable, and the religious right came to lead abolitionism.*

**28** *BLOOD PRODUCTS are those produced by slave labor and fraudulently sold on the free market. Their history goes back to the Kingdom of the Kongo, an illiterate warlord state whose economy had depended on enslavement since the Bantu peoples had conquered Africa. The Kongolese king welcomed the Portuguese, converted to Christianity, and escalated slave raids for export. The Europeans were confined to a few slave ports, while the actual kidnappings were performed by native Imbangala mercenaries in warfare or raids. This depopulated neighboring villages in Kongo's eastern frontier and Angola. As the export trade exploded, the domestic population were also enslaved and the entire law structure became centered around slavery; no matter what the offense, the penalty was slavery. After 330 miserable years, the slave export trade was abruptly ended under British pressure in 1839. The king's slave monopoly had no more revenues and thousands of unsold slaves. These*

## C6. PLACE STARTING MAP TOKENS.

- ◆ **Elephant.** Start the Elephant token with its trunk pointed toward London.
- ◆ **Anarchy.** The remaining 18 black disks are divided equally to each player, who puts them into a **Victory Pile** (disks and chits here are worth 1 victory point at the game's end.)
- ◆ **Starting Admin.** Where indicated by the colored dots, place an Agent of that color (the British Parliament in London, British colony in Virginia, Jesuit reductions in Brazil, and the EIC in Mughal). Place these even if that color is not in the game.
- ◆ **Freedmen.** Where indicated by the colored squares in Europe, place a meeple of that color (1 red, 1 white and 2 green meeples).<sup>29</sup>
- ◆ **Disease (advanced game only).** Place one yellow-green disk where indicated in the Kongo, Zululand, and East Indies, see **B2**. This disk indicates the Sphere is Diseased.
- ◆ **Pool.** All other tokens go into a common pool.

## C7. PREPARE THE DECKS.

- ◆ **Cooperative Era Draw Decks.** For all variants (**C1a**, **C1b** or **C1c**), shuffle the West Ideas and place 16 into a deck (2-player game) or 22 (3-player game).<sup>30</sup> Also shuffle the East Ideas into a deck with the same number of cards as the West. Place the decks side by side with the East to the right of the West. The remaining cards won't be used.
- ◆ **"Astrology" Setup (mandatory).** Both draw decks are faceup instead of facedown so that players

slaves were put to work producing "legitimate" blood products for export: kola nuts, copper, ivory, and later rubber. When the Kongo finally lost its independence in 1890, this royal monopoly was seized by King Leopold II of Belgium. In *Heart of Darkness*, Joseph Conrad recorded the brutal conditions in the king's Congo Free State, including illegal enslavement enforced by terrorism and atrocities. (This novel was made into a notorious movie, *Apocalypse Now*, with the setting changed to Vietnam.) When a photojournalist broke the story, the king was dislodged and the Congo came under civil colonialism and relative sanity. Hundreds of thousands of commoners and freedmen began carrying goods from inland to coastal ports, creating a new wealthy merchant class. Unfortunately, immediately after gaining independence in 1960, the Congo once again fell under petty tyrants, civil war, and anarchy, which have continued to the present day. "The horror!"

**29** LONDON MERCHANTS. "Despite the absence of a single institution to order and control it, her [London's] urban sensibility helped London practitioners successfully investigate nature... seek financial support from civic and court figures, and negotiate their way through the challenges... Shouting to be heard over the din from market stalls on nearly every street, working in cramped backyards over furnaces and smelting ovens, and operating out of storefronts in the Royal Exchange and other merchant neighborhoods, hundreds of men and women of all nationalities engaged in the work of science, medicine, and technology in London." —Deborah E. Harkness, *The Jewel House*, 2007, 8–9.

**30** WESTERN IDEAS have become the standard by which the whole world is now judged. Take a moment to look through the West Idea cards — freedom of speech, trial by jury, rights of man, separation of church and state, elected representatives, consent of the governed, habeas corpus — all standards taken for granted today. For instance, torture was a legal and accepted practice before the Enlightenment treatise on cruel and unusual punishment (#8). Political progress has stagnated since the Enlightenment, as the principles that made it possible have been forgotten or scorned. The very concept "principle" has been largely redefined. Instead of being an objective truth independent of culture, it is now a culturally-biased opinion.

can see one card into the “future”.

- ◆ **Starting Splays.** Place the two starting splay cards (**Bill of Rights** and **General Will**) side by side, with plenty of room below for expanding the two Splays. The orientation of the cards is not important now, as it will be decided by the Founding Father for each column.

## SPLAYS

(ONLY in ADVANCED GAME)



## MARKET



## REVOLUTIONS

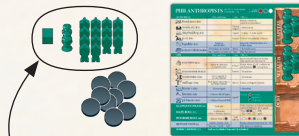
(ONLY in ADVANCED GAME)



## SPHERES



## PLAYER COMPONENTS



These components are stored in a central pool with those of other players



◆ **Public Stack.** The ten 2-sided cards are **Revolutions**. One side has a white border, and the other has a red border. Place these into a faceup public stack. You can examine a public stack any time during a game.

## C8. DEAL OUT THE MARKET.

Deal 6 cards from the West draw deck to form a column of six faceup cards below the draw deck. Do the same for the East draw deck, just to the right of the West column.

- ◆ **Orient** all the cards in the same direction (the *cultural diffusion arrow* (H3) of cards in the Western column should point right toward the Eastern column).
- ◆ **Start the first round** with Player Red (see top center of your placard).

## D. SEQUENCE OF PLAY

During each **round** (including the first), players take their turns in this sequence: the Parliament (Player Red), the philanthropist businessmen (Player Green), and then finally the evangelicals (Player White). Then go to the next round.

### D1. OVERVIEW OF A PLAYER TURN.

Each game round turn represents about 8 years of history. During your turn, take these 5 steps:

#### ACTION PHASE (F).

Perform up to 2 per turn. You may perform the same Action multiple times. Choose from this list:

- ◆ **Fundraiser** allows divestment of map or market Agents and increases the capital on your finance board.
- ◆ **Syndicate (costly)**. Moves a financial Agent onto a card in the Market, e.g. forming an abolitionist organization with special Ops.
- ◆ **Shipbuilding (costly)**. Creates a ship token for 3 gold.
- ◆ **Post (costly, Elephant)**. Installs an Admin onto the map, necessary for making the natives literate or westernized.<sup>31</sup>

**31** JOHN COMPANY is a boardgame designed by Cole Wehrle and published by me in 2017. It is the story of the East India Company, a joint stock company that started with a trading posts in India (1611). It was not entirely private, given that its maritime monopoly was backed by the cannon of the British Navy. But on land the Company only commanded a hundred guards and thus existed only at the whim of the local governments. This changed during the 7-Years War with France, when the Company was outfitted with troops and by 1757 was governing parts of the subcontinent. Any institution with a dominance of arms is a government rather than a business, and this was perfected in 1765 when Robert Clive was granted the *diwani* (legal power to collect revenue by force of arms in Bengal and Bihar). In 1793 the Permanent Settlement was signed, an agreement giving the *zamindars*, the landlord aristocrats who had collected taxes for the Mughal emperor, a similar tax collection monopoly for John Company. This Company dependence on slaveholding zamindars was thrown into crisis by the British abolition of slavery in 1833. The crisis was defused by delaying the Abolition Act in India for a decade, and thereafter decreeing that all enslaved under the *Pariah*

- ◆ **Legislate (Elephant).** Globalizes a *Viable* and *syndicated* Idea from the Market into one of the 2 Splays (where it may make other Ideas Viable). This generates *impacts (M)* to your advantage.
- ◆ **Join revolution (costly, Elephant).** Overthrow an outmoded *feudal* nation into a modern westernized one (K).

### Ops PHASE (G).

You may perform one Op per Syndication or Revolutionary Agent. Choose Ops from among those listed on the syndicated cards, as described here:

- ◆ **Maritime.** Move Marines from one ship to another and perform *gunboat diplomacy (E5)*,
- ◆ **Manumissions (costly, Elephant)** to buy the Liberty of slaves,
- ◆ **Westernize (Elephant)** to Liberate slaves in a legal theocracy or republic,
- ◆ **Suffrage (costly, Elephant)** to Claim Barriers if in a British colony or legal democracy,
- ◆ **Literacy (Elephant)** to create Dissidents,<sup>32</sup>
- ◆ **Lawsuits & Plebiscite (costly)** to churn the Market & create new and advantageous arrangements of Ideas in the Splay. These confer *bonus petitions (L)*.

*Note: Actions and Ops marked "Elephant" must be performed in the Elephant's Port. Actions and Ops marked "costly" may require gold expenditure to perform. Pay costs (E3) before performing the action or op.*

### ELEPHANT PHASE (H)

Roll 1d6 to see where the Elephant walks to (H2) and which Market card is discarded (H3).

### HATE & POGROM ROLLS PHASE (I).

- ◆ **Hate roll.** Roll one or more dice inflicting attrition in the Elephant's Port (I2).
- ◆ **Pogrom Rolls.** For each Sphere with 2 disks of Anarchy, roll 1d6 (I4).

### REVOLUTION PHASE (K).

If there are both Anarchy and Dissidents in a Sphere, then *launch* a Revolution into the Market (K1)

*caste system be referred to by the euphemism "agrestic labourers". "It seems not unlikely that slaves who are fairly well-treated by their masters and are paid in kind are really happier...than free men struggling for a bare existence in a state of competition." —Collector of Tanjore, 40 years after the legal abolition of India in 1843.*

**32** EDUCATED ELECTORATE AS ESSENTIAL FOR FREEDOM. Thomas Jefferson wrote that an "enlightened people and an energetic public opinion" is required to keep the "aristocratic spirit of the government" under control. Printers such as Benjamin Franklin used newspapers to instruct the populace in moral virtues, which he held as essential for the new republic's survival.

unless it is already launched. If a Revolution is Viable and has all its Revolutionaries, it *succeeds* (K4).

## MARKET REFRESH PHASE

Consolidate all Gaps in the Market (J1), and reset all Market Agents (J2). Check for end of game (J3, J5).

## E. FINANCES & GUNBOAT DIPLOMACY (see last page)

Your **finance board** keeps track of your funds during costly actions or ops. **Gunboat diplomacy** is a bonus action that is the consequence of Actions or Ops involving Marines.

### E1. PAYING FOR COSTLY ACTIONS OR OPS.

During your turn, you perform **costly** Actions or Ops (i.e. those that cost gold) by moving Agents on your finance board in order to generate the gold needed. One gold is generated by moving an Agent from capital to wealth, or from wealth to debt. You may do this multiple times to generate the gold you need.<sup>33</sup>

- ◆ **Finance Tokens.** Your Finance board can hold Agents but never meeple or other tokens.
- ◆ **Transparent Funding.** Your finance board is public knowledge.

☛ **Example:** *Your financial Agents are 2 capital, 2 wealth, and 4 debt. You perform a syndicate action which costs 5 gold. You move 2 capital into wealth (generates 2 gold) and then 3 wealth into debt (generates 3 gold). At this point you have 1 wealth and 7 debt. To actually perform the Action, you must install your last wealth to use as the Syndication.*

### E2. NATIONALIZED AGENTS.<sup>34</sup>

By using a *bonus petition* (L) after a lawsuit or plebiscite Globalization, Player Red can capture and use an Agent of an opponent's color on his finance board. The captured Agent, called a **Nationalized Agent**, is transferred from Syndication of the globalized Idea to the wealth of Player Red.

- ◆ **No Installation.** A Nationalized Agent cannot be *installed* (E3).
- ◆ **Privatized Debt.** If Player Red moves a Nationalized Agent into debt, Divest it to the finance board of its owner (as wealth).

**33** LABOR is a precondition to the production of wealth, but is not itself wealth. The ownership of slaves has market value, but it is a fallacy to regard slaves as wealth. Slavery reduces wealth production at its root, depriving people of the incentive to produce. Any slaveowner would ultimately be better off working with freedmen than with slaves. The economic differences between North and South in the antebellum USA was partly due to the Southern plantation owner's fallacy of viewing slaves as wealth or capital. If he thinks himself rich merely because the existence of workers, then he feels no need to accumulate or possess genuine capital. A Northern industrialist regarded capital as his factory and machines, plus his inventory of materials and finished goods. —George Reisman, *Capitalism*, 1998.

**34** NATIONALIZE is the legal theft of property by a government official. Following the Sepoy mutiny of 1857, the EIC was nationalized and the British Raj assumed direct rule of India.

- ◆ **Privatization.** As a *bonus petition* (L), you may Divest your Nationalized Agent from Player Red.  
— *Example:* By using a *plebiscite op*, as Player Red you Globalize a card previously Syndicated by Player White. For your *bonus petition*, you nationalize his white Syndication Agent into your wealth. You still have another op in your turn, and you move the Nationalized Agent into debt to pay for it. This returns the Agent to the wealth of Player White's finance board.

### E3. INSTALLING AGENTS FROM YOUR FINANCE BOARD.

Some Actions or Ops (e.g. syndicate) **install** financial Agents onto market cards (as Syndication or Revolutionary Agents), or onto the map (as Admin or Marines). If this Op or Action is costly, first shift Agents down to generate the gold to pay for it, then install the Agent.

- ◆ **Installation Hierarchy, Players Red & White.** When installing Agents from your board into the map or market cards, take them from your board from the top down. In other words, install from capital first, then wealth if there is no more capital, then debt.
- ◆ **Installation Hierarchy, Player Green.** Player Green has the financial advantage to ignore the above bullet and install Agents from anywhere on his finance board he chooses.

### E4. DIVESTING AGENTS TO YOUR FINANCE BOARD.

An Agent returned to your finance board for any reason is placed in your wealth box.<sup>35</sup> This is called a **Divest**.

- ◆ **Circumstances.** Returning wealth occurs if you *Divest* (F1.1), if your Admin suffers a *coup* (F4) or a *hate kill* (I2)
- ◆ **Advanced Game.** Returning wealth occurs also if your Revolutionaries *succeed* (K4), or if you *privatise* (L1.1) a Nationalized Agent of yours.

### E5. GUNBOAT DIPLOMACY.<sup>36</sup>

Whenever you install (F3) or move (G1) a Marine (see glossary) onto a ship token, you may immediately perform **gunboat diplomacy**. The Marine is a red Agent, so only Player Red can install or Divest it, but any player can move it once it is Installed. For each gunboat diplomacy, you have 3 options:

1. **Claim an Anarchy.** Choose one of the 2 Adjacent Spheres, and Claim one Anarchy from it. It

<sup>35</sup> WEALTH is the material goods necessary to gain a human value. For an abolitionist, the value to be gained is political freedom. The capital to produce this wealth are the warships and arms capable of shutting down the slaver ships and warlords practicing slavery, plus the colonial, missionary, and trading posts capable of installing the values of free mind, free body, and free trade respectively.

<sup>36</sup> GUNBOAT DIPLOMACY is the use of force to open up free trade, such as the Barbary Wars (#80), Opium Wars (#82), and Commodore Perry's black ships in Edo (#85). In as much as the use of force is directed at a government which is suppressing the transactional freedom of its own merchants, gunboat diplomacy (as defined here) is a form of benevolent imperialism.



goes into your Victory Pile.

2. **Claim an Embargo.** Choose one of the 2 Adjacent Spheres, and Claim one embargo (purple Barrier) from it.

3. **Piracy Roll (costly).** See E6.

#### E6. **PIRACY ROLL (COSTLY).**

If during gunboat diplomacy you choose to pay for a piracy roll, follow this procedure:

- ◆ **Dice-squared Cost.** Choose a number of dice to roll, from 1 to 4, and pay the Dice-squared Cost (see glossary).
- ◆ **Roll the dice and add up the results,**
- ◆ **Sink Slaver.** If the number rolled is greater than the number of slaves in the two Spheres Adjacent to that Border combined, Claim the Slaver to your Victory Pile.
- ◆ **Corruption.** If you roll just one dice, and the face number in this roll is one of the black dice shown on the slaver, *corruption* (E7) additionally occurs.<sup>37</sup>

◀ **Example:** *You move a Marine to a ship in the same Sea Border as the Pacific tea traffickers. You decide to pay one gold and roll one dice. There are 2 Japanese Freedmen, leaving 1 slave each in Edo, Korea, and Batavia.<sup>38</sup> This means you must roll more than a 3 on one dice to sink the slaver. But you roll a "1" and fail. Since the slaver has a black "1" dice, corruption occurs (Continued in E7).*

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**37** WEST AFRICA SQUADRON was established at substantial expense the year after Parliament passed the Slave Trade Act of 1807. This Royal Naval squadron shut down the African triangular slave trade, capturing 1,600 slave ships and freeing 150,000 Africans between 1808 and 1860. Most of the slaves liberated chose to settle in Sierra Leone, the first British colony in West Africa, as for fear of otherwise being re-enslaved. The costs to Britain included not just the naval and resettlement costs, and the employment costs for up to a sixth of the British marines, but also bribes paid to obtain the cooperation of Spain and Portugal and the costs of dangerous frictions with France, the United States, and others. More squadrons were established in the Pacific, Indian Ocean, Red Sea, and the Persian Gulf, but pursuing the low draft slaver dhows into the shallows proved difficult. Despite the mounting costs, and despite the utter lack of financial benefit to Britain, this crusade was pursued relentlessly to eventual success. —David Brion Davis, *The Problem of Slavery in the Age of Revolution, 1770-1823*, pp. 68-69; —R.W. Beachy, *The Slave Trade of Eastern Africa*, pp. 87, 100-101; —W.E.B. Du Bois, *The Suppression of the African Slave Trade to the United States of America, 1638-1870*, p. 141.

**38** VOC SLAVE TRADE. The Dutch East India Company thrived on spices imported to Europe from Batavia, its colony in the East Indies. The route to Europe went around the Cape of Africa, where a Dutch colony served as an entrepot. The Cape governor, beset by chronic labor shortages and unable to attract laborers from the local Khoi peoples, conscripted sailors and soldiers from passing ships. Starting in 1685, slaves were imported into the Cape colony, primarily from India/Ceylon but also from Madagascar, Kilwa in East Africa, and the East Indies. The slave trade did not proceed into the Atlantic because of an agreement between the East and West India Companies, and later because of the threat from the West Africa Squadron. In 1792 a final Council of Policy resolution abandoned the slave trade altogether, but the Dutch were otherwise slow to emancipate and plantation slavery was legal in the Dutch East Indies until 1862.

*Tip: Besides reducing the cost of suffrage, there are 2 other reasons to make a piracy roll: either you want to meddle in the politics with corruption, or you want to sink the slaver and make sure nobody else meddles with the politics.*

#### E7. CORRUPTION.<sup>39</sup>

Corruption Regresses one Barrier (if available) from a Victory Pile and returns it to its assigned Sphere. The Victory Pile robbed can be any that contains an appropriate chit.

- ◆ **Corruption from 1d6 Piracy Roll.** Corruption occurs if the dice face in a 1d6 piracy roll matches a number on one of the black dice icons (■) of the slaver chit. If no Barrier can be Regressed because both Spheres have their full quota of Barriers (these quotas are listed on the back of the Barrier on each chit), Regress an Anarchy instead. The affected Sphere must be one of the two Adjacent to the Sea Border where the pirate battle is occurring.

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*Note: Corruption occurs even if the Pirate is sunk.*

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#### ◆ Corruption from Revolutionary Law #4: See K6.

- ◆ **Example:** In the 1d6 piracy roll for example E6, you suffer a corruption. You are Player Red, and would prefer to re-install red left-wing barriers if possible. Unfortunately there are only 2 Barriers available, both white right-wing. You return the Sonno joi ronin (a type of wandering samurai) to Japan.

## F. ACTIONS PHASE

Choose up to two Actions to perform.

- ◆ **Order.** You may perform your Actions in any order, or the same Action twice.
- ◆ **Elephant Action.** Sets the Elephant's Port for your turn. Assuming you have not yet performed an Elephant Action this turn, this moves the Elephant from wherever it is.
- ◆ **Agency Action.** May only be performed if the Elephant is located in a Port where you have an Admin.
- ◆ **Costly Action.** Pay the cost by Generating Gold (see glossary) before performing the Action.

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**39** CORRUPTION is the payment made by a person in business in return for the freedom to make a livelihood. This is a force-dominated transaction, with the aggressor always the government and the victim always the merchant. This hierarchy necessarily follows from the definition of "government" as the institution with the monopoly of the use of force. Contrary to Marxists claims, the right to buy and sell is a basic right, and "bribes" made at gunpoint are simply illegal taxations. However, a business can buy enough guns and mercenaries to become the government, as was the case for John Company in India or a modern drug lord in Colombia. If so, it is no longer a business.

## F1. FUNDRAISER ACTION.



This 3-step process improves your capital in your finance board:

- 1. Divest.** You may freely return any number of Agents (but not meeple) of your color in play (i.e. in Syndication, Revolutionaries, Marines, and Admin) to your wealth box.
  - 2. Collateral.**<sup>40</sup> If you have Agents in both debt and capital, spend one capital Agent into wealth for each debt Agent raised out of debt into wealth, until you either have no more debt or no more capital.
  - 3. Capital Accumulation.**<sup>41</sup> Move all the Agents in your wealth box to your capital.
- ◆ **Player Red Bonus Step.** If you did not Divest any Marines in **F1.1**, perform 1 free maritime op (**G1**).<sup>42</sup>

☛ **Example:** *You have 5 financial Agents: 2 in capital, 0 in wealth, and 3 in debt. For divest, you pull 1 Syndication from the Market to your wealth. For collateral, move 2 Agents from capital to wealth, and 2 Agents from debt to wealth. For capital accumulation, move the 5 Agents in wealth into capital. You end up with 5 in capital and 1 in debt.*

## F2. SYNDICATE ACTION (COSTLY).



Take one of the uppermost Agents from your finance board (**E3**) and *install* it on an Idea. This Agent is called a **Syndication**. This Agent allows you to choose one of the card's listed Ops to perform during each turn's *op phase* (**G**). **This Agent is also a necessary first step**

towards legislating that card (**F5**).

- a. Market Costs.** The purchase price for syndicating depends on the Idea's location in the Market, by row, bottom to top. The bottommost Idea costs 0 gold, the next 1 gold, then 2 gold, 3 gold, 4 gold, and 5 gold for the most expensive, closest to the draw deck.

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**40** COLLATERAL is ownership of capital, which is proof to a creditor that you are capable of repaying a debt.

**41** CAPITAL ACCUMULATION occurs when an economic system devotes more effort to the production of capital goods than required for the mere replacement of worn-out or consumed capital goods. An example is a self-sufficient farmer whose own output, in the form of seed, is the source of capital for further production. If he can only produce 2 bushels of crop with 1 bushel of seed, then he must employ half his productive output as seed for next year's crop. His family non-productively consumes the other half. But if with an improvement in efficiency, say with a tool, he can produce 3 bushels of crop with one bushel of seed, then he is enabled to accumulate capital and be an exporter of grain instead of a sustenance farmer.

**42** BRITANNIA RULES THE WAVES. A government is the institution with a monopoly of the use for force in an area, and on the maritime trade routes, this often was the British Parliament (or one of its bureaucracies, such as the EIC). Therefore, Player Red commands the maritime antislavery operations, while the other players have subsidiary or advisory roles.

☛ **Example:** John Brown is in the second row from the bottom. The Market Costs to syndicate this idea are 1 gold.

◆ **Agent-squared Costs.** In addition to Market Costs, syndicating costs an amount of gold equal to the current number of Agents (of any color, including your own) on the Idea squared [0,1,4,9 respectively].

◆ **Sharing Ops.** If multiple players syndicate the same Idea, all such players will gain the card's Ops (one Op per Syndication).

☛ **Example:** For the John Brown card of the previous example, suppose there are already 2 Agents on it, each from a different player. Therefore, syndicating costs  $1 + 4 = 5$  gold. All three players now have access to the card's manumission op.

### F3. SHIPBUILDING ACTION (COSTLY).<sup>43</sup>



This Action costs 3 gold and places 1 new ship token on any Sea Border that does not have a ship token. This Action additionally adds 1 financial Agent, taken from the pool and placed into your debt (this simulates that shipbuilding increases your capital capacity). For Player Red, this Action may additionally and optionally install a Marine to any ship (see glossary) and perform *gunboat diplomacy* (E5).<sup>44</sup>

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**Tip:** Player Red is key to installing Marines, and moving Marines is key to sinking pirates (E6). Move Marines with the maritime op (G1).

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**43** BLOCKADE. "In 1849 and 1850...the British government took drastic action against the slave merchants in Brazilian territorial waters in complete disregard of Brazilian sovereignty, with the intention of wresting a commitment from the Brazilian government to pass an effective anti-slave-trade-law and see to its enforcement. Thoroughly humiliated by British incursions into the harbors of the Empire and their seizure and destruction of Brazilian slave ships even within Brazilian territorial waters, faced with threats to the legal shipping of the Empire, with military conflict, and even a blockade of Brazilian ports, the Government of the Empire was compelled in 1850 to accede to British demands in exchange for a promise to suspend the naval attacks."—Robert Conrad, *The Destruction of Brazilian Slavery: 1850-1888, 1972.*

**44** PAX BRITANNICA was the period of general peace when Great Britain ruled the waves with a global police force of unchallenged sea power. This benefited the civilized world by suppressing slavery and piracy, and, after 1840, adopting free trade. Moreover Pax Britannica also globally suppressed the endless cycles of warlord aggression, wars of succession, and casual violence, as compiled in a massive 832-page tome by Harvard University social scientist Steven Pinker. "On average, nonstate societies kill around 15 percent of their people in wars, whereas today's states kill a few hundredths of a percent." The decrease in tribal warfare in the colonies was partly due to top-down state controls as advocated by Thomas Hobbes, to prevent the imminent war of all versus all demanded by man's basic savage nature. Yet the Enlightenment was a culmination of a bottom-up process: "Beginning in the 11th or 12th [century] and maturing in the 17th and 18th, Europeans increasingly inhibited their impulses, anticipated the long-term consequences of their actions, and took other people's thoughts and feelings into consideration. A culture of honor—the readiness to take revenge—gave way to a culture of dignity—the readiness to control one's emotions. These ideals originated in explicit instructions that cultural arbiters gave to aristocrats and noblemen, allowing them to differentiate themselves from the villains and boors. But they were then absorbed into the socialization of younger and younger children until they became second nature."—Steven Pinker, *The Better Angels of Our Nature: Why Violence Has Declined* (Viking, 2011).



**a. Underground Railroad.** Shipbuilding immediately sets up an Underground Railroad (see glossary) between the two Spheres whenever one of them contains the Elephant.<sup>45</sup>

**b. Costs With Industrial Revolution.** If you have an Industrial Revolution *Factory* (K6.7) in any Sphere, then it costs just 2 gold instead of 3 for shipbuilding.<sup>46</sup>

— **Example.** As Player Red, you build a Warship in the Pacific for 3 gold. You gain an additional debt Agent. You decide to perform gunboat diplomacy on Japan, removing the Sakoku seclusion (purple embargo chit).

#### F4. POST ACTION (COSTLY ELEPHANT).<sup>47</sup>



This Action adds an Admin to the Elephant's Sphere's admin spot (👤). This Agent is installed from your finance board according to the *installation hierarchy* (E3).

- ◆ **Cost.** For Players Green and Red, the amount of gold expended is the Barrier Cost (see glossary). For Player White, it does not cost any gold (missionaries are rather abstemious).
- ◆ **Coup.** If the spot is occupied by an Admin (either yours or an opponent's), it suffers Martyrdom (see glossary).

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*Note: The post action and certain impacts are the only ways to add an Admin.*

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**45** UNDERGROUND RAILROADS transport fugitives to independent sanctuaries of escaped slaves. Such refuges existed in Jamaica, Liberia, Argentina, and Brazil, and havens created by the 1834 emancipation of the British colonies. American slaves followed hidden routes to Canada, the slaves of Dutch Borneo fled to Sarawak under the abolitionist white Rajahs (#83), and the sugar, coffee, and tobacco slaves of Dutch Surinam escaped to British Guyana.

**46** THE QING CONQUEST THEORY explains how China stagnated while Europe was experiencing an Enlightenment and an industrial revolution. Restrictions placed on commerce and industry and the persecution of non-orthodox thought following the Manchu conquest of China caused the country to fall behind the west. The Manchu (1) restricted foreign trade to a single federal monopoly at the single port at Canton, (2) expropriated vast amounts of land, turning millions of tenant farmers into hereditary serfs, (3) set up slave markets for those enslaved during conquests, (4) set new standards of literary inquisition, including the execution of hundreds of intellectuals for miniscule offenses and burning thousands of ancient texts, and (5) abandoned the laissez-faire policies of the previous Ming dynasty in favor of widespread economic regulations on merchants and investments in commercial crops and mining. Thus was budding entrepreneurial capitalism quashed. —Zhang & Mao, 2008

**47** COLONIALISM (often called imperialism) is the (usually seaborne) extension of a government's monopoly of power over a territory that is unoccupied or in a state of anarchy (e.g. warring tribes or states). Thus it is distinguished from territorial wars between states, as in the Russian-Ottoman wars (#84) or Napoleonic France (#101). The European colonies in Asia, Africa, Pacifica, and the Americas beginning in the 16th century often came to mind, but other seaborne powers in this period such as the Maori established colonization of weaker peoples. At first the governments followed mercantilism, a type of economy which allowed the colony to trade only with the home government. By the mid-19th century, however, the British government gave up mercantilism and introduced the Smithian principle of free trade, with few restrictions or tariffs.

## F5. LEGISLATE ACTION.<sup>48</sup>



This Action (1) triggers the impacts of the Idea (leftside card column), (2) Divests all Syndications, and (3) Globalizes the Idea into a Splay where that Idea is *Viable*.<sup>49</sup> See Globalization in the glossary.

- ◆ **Preconditions.** (1) You must have a *Syndication* on the Idea (F2), and (2) the Idea must be **Viable**. To be **Viable**, the Idea must have a *Freedom Pair* in one of the Splays that matches the two Freedoms on the card (candle/feather, feather/comet, etc.).
- ◆ **An Idea or Revolution is Viable** if its two icons appear in a **Freedom Pair**,<sup>50</sup> i.e. in any two Adjacent cards in the either of the two Splays. Each new Idea added to a Splay (via Legislation, Lawsuit, Plebiscite) creates a new Freedom Pair and may make other Market Ideas **Viable**.<sup>51</sup>



*Note: At the start of the game, each Splay has only one card and thus nothing is Viable.*

- ◆ **Impacts.** Legislation triggers the *impacts* (M), starting from the top down.

**48** *NATURAL RIGHTS* are universal and inalienable rights that cannot be repealed or constrained by human legalities. They are objectively authoritative because they derive from the nature of humans and society, as discovered by science. They differ from legal rights, those bestowed onto an individual by a given legal system in a given culture. The Enlightenment thinkers were the first to challenge the divine rights of kings, replacing it with the natural rights of the individual as the only valid basis for Law.

**49** *MIXED ECONOMY* is a compromise between a bill of rights and a democracy. However, any compromise on moral issues such as freedom and slavery mean that Common Law loses its fundamental basis, and a nation drifts, rudderless, more and more from capitalism into statism. Almost by definition, this drift is one-way as no totalitarian institution has ever chosen to relinquish its powers. Modern examples of "little tyrants" in the mixed economy of the USA are the "alphabet agencies": SEC, EPA, FCC, EEOC, etc. These agencies churn out far more law than Congress, tens of thousands of minutia per year, with little constitutional oversight. The Occupational Health and Safety Administration (OSHA) is a typical example of a tyranny, because (1) It is a legal monopoly, (2) It doesn't pay the costs of its mistakes, (3) Like any frontier judge, it receives a cut of the fines imposed. (4) Legal costs to argue fines and senseless regulations are borne by the victims, while OSHA's legal costs are borne by taxpayers. (5) OSHA has nothing to lose by delays and mounting costs, and everything to gain. (6) By combining executive, legislative, & judicial roles, OSHA violates the constitutional (and Enlightenment) separation of powers. (7) OSHA's economic toll is proportional to the human sufferings, ruined careers, and massive delays on technology and progress inflicted.

**50** "FREEDOM was, and for many still remains, anything but an obvious or desirable goal. Other values and ideals were, or are, of far greater importance to them - values such as the pursuit of glory, honor, and power for oneself or one's family and clan, nationalism and imperial grandeur, militarism and valor in warfare, filial piety, the harmony of heaven and earth, the spreading of the 'true faith', nirvana, hedonism, altruism, justice, equality, material progress - the list is endless. But almost never, outside the context of Western culture and its influence, has it included freedom. Indeed, non-Western peoples have thought so little about freedom that most human languages did not even possess a word for the concept before contact with the West." —Orlando Patterson, *Freedom*, Vol. 1, p. 8, 1991.

**51** *WHEN IDEAS HAVE SEX.* A pair of ideas, combined in a novel way, is subjected to a kind of Darwinian natural selection, but a selection among ideas instead of genes. No other animal has "idea sex" or memes as well as genes. This has not touched human nature or morality, but has revolutionized human culture. —Matt Ridley, *The Rational Optimist*, 2010.

◆ **Globalized Legislation.** Choose which Freedom (via its orientation) you would like to be visible when Globalized in the Splay. Move the legislated Idea onto the bottom of the appropriate Splay (Bill of Rights or General Will, depending on where it is Viable) tucked so that only the chosen Freedom is visible. This forms a new Freedom Pair.<sup>52</sup>

◆ **Tyranny of the Majority.** If legislation adds a 6th Idea to the General Will, the first Idea in the Splay is discarded (see “Tyranny of the Majority” in the glossary).

*Tip: Legislation will trigger impacts that either remove Barriers added to your Victory Pile, or add Agents of your color to the map or Market. On the other hand, once in a Splay, the Ideas become public law and you lose its Syndication Ops.*

← **Example:** You have syndicated the Liberty Party, which has the 🇺🇸🇨🇦 icons. This matches the Freedom Pair in the Bill of Rights (see example G6). You perform the legislate action, putting the Liberty Party into the Bill of Rights so that its unlock side is visible. This forms the Freedom Pair 🇺🇸🇨🇦. The Liberty Party impact is “Claim Red Barrier”, and the Elephant is in West Africa, so you Claim the Imbangala slavers. Your Syndication is Divested.<sup>53</sup>

## F6. JOIN REVOLUTION ACTION (COSTLY).<sup>54</sup>



This Action takes an Agent from the uppermost position in your finance board and *installs* (E3) it as a **Revolutionary** on a Revolution Market Card.

**52** RIGHTS are properly defined so that they cannot infringe on anyone else's right to life, liberty, or property. In defiance of this Lockeian principle, politicians often gain political advantage by promising to farm out the services of professionals. Such promises of free loans, housing, medical care, education, etc. with unilaterally enforced conditions flout the principle that no person has the right to demand, at gunpoint, the services of another. You do not have the right for food, because someone has to work to grow that food and forcing a serf to grow it for you makes you no better than a medieval lord. Instead, you have the right to negotiate or barter for food, using the trader principle. You do not have the right to medical care on demand, because medical care professionals (like me and my wife) are not slaves and deal with others on mutually agreed upon terms.

**53** OUT OF AFRICA. Why Africa? As the world consolidated from tribes into nation states, it became harder and harder for slavers to find regions they could raid unopposed. As Russia began to dominate the Caucasians and the Balkans, the Islamic world and later the Western world turned to Africa as the last unconsolidated source of slaves. Africa was already internally enslaved, and the major slaveholding empires were the Zulu in the East and the Asante in the West. The transport of slaves across the Sahara to the Ottoman Empire soon averaged 7000 per year, with another 6000 arriving from the Red Sea and the Swahili coast. The annual transport of slaves to the West in the notorious Atlantic slave trade was even higher, 24,700 slaves per year. Ralph Austen estimates the total slave populations transported to the East as 17 million, and to the West is 11.5 million (the reason the East is higher is because it occurred over a longer period, between the years 650-1920 compared to 1450-1870 for the West.)

**54** REVOLUTIONS that have (to some extent) overthrown serfdom or slavery in favor of Western ideas of freedom include the American Revolution of 1765-83 (#102), French Revolution of 1789-99 (#101), U.S. Civil War of 1862-65 (#102), Japanese Meiji Restoration of 1868-69 (#108), Chinese Xinhai Revolution of 1911 (#107), and the Russian Revolution of 1917-22 (#106). These were not the usual mindless power plays by a new warlord or successor; they were the climax of a long philosophical development of yearning to breathe free, eventually liberating vast numbers of peoples.

- ◆ **Engagement spots.** Each Revolution has 1 to 4 **engagement spots**. Place the Revolutionary in the leftmost open circle. You can join even if the spots are full.
- ◆ **Agent Costs.** Joining a Revolution costs an amount of gold equal to the current number of Agents (of any color) already on the Revolution **squared** [0,1,4,9 respectively].
- ◆ **Counter-Revolution.** If you join a Revolution, you have the option to flip its card to its other side, preserving the location of all Agents. This carries a Dissident-Squared Cost (see glossary), counting only opponent's Dissidents, (so 2 white Dissidents would cost you 4 gold if you are not Player White).
- ◆ **Example.** *You decide to join the Satsuma Rebellion, where you already have a Revolutionary. The cost is 1 gold to add the 2nd Revolutionary. You decide to make it a counter-revolution, flipping the card to its Senmin Haishirei Edict side. There are 2 opponent's Dissidents in Japan, so the cost is 4 additional gold.*

## G. OPS PHASE

Perform up to as many Ops as you have Syndications. Each Agent can be used for only one of the Ops listed on the card. After you have used a Syndication to activate an Op, move the token to cover that Op's icon, to show that Agent is expended towards your Ops this turn. It will be reset later in your turn (J2).

- ◆ **Order.** You may perform your Ops in any order.
- ◆ **Elephant Op.** Sets the Elephant's Port for your turn.
- ◆ **Agency Op.** May only be performed if the Elephant is located in a Port where you have an Admin.
- ◆ **Costly Op.** Pay the cost by Generating Gold (see glossary) before performing the Action.

### G1. MARITIME OP.



This Op activates any number of Marines, which may either move from one ship to another, or from one ship to the same ship. This may perform one *gunboat diplomacy* (E5) in each destination.

- ◆ **Install Marine.** Player Red may alternatively use this Op to install a Marine to an existing ship, taken from the uppermost position on his finance board. This may perform *gunboat diplomacy* (E5).

***Remember:** This Op can "move" a Marine to the same ship, performing gunboat diplomacy without changing its location.*



☛ **Example.** You have the Barbary Wars syndicated. You use its maritime op to move a Marine from a Warship in the North Atlantic to a merchantman in the Pacific and another Marine from the Mediterranean to the Sea of Japan. For your first gunboat diplomacy, you make a piracy roll (E6) to try to sink the VOC slavers. For the second, you Claim an Anarchy in China.

## G2. MANUMISSION OP (COSTLY ELEPHANT).<sup>55</sup>



This Op Liberates a slave by placing a meeple of your color taken from the pool (see “Liberate” in the glossary).<sup>56</sup> You cannot perform this Op if the Elephant has no slaves to Liberate.

◆ **Barrier Cost.** Gold equal to the number of Barriers remaining in the Sphere, see glossary.

☛ **Example.** As Player Red, the Elephant is in the Port of Luanda, where Kongo has 3 Barriers. You pay 3 gold for manumission, then move a red meeple into the Luanda slave square.

## G3. WESTERNIZE OP (ELEPHANT AGENCY).<sup>57</sup>



This Op Liberates a slave by placing a meeple of your color taken from the pool. You cannot perform this Op if the Elephant has no slaves to Liberate.

◆ **Precondition:** The Elephant’s Port must either (1) have an Agent of your color, or (2) have no red

**55** MANUMISSION is the freeing of a slave by her master. After British emancipation, since slaves were legal property, their owners had to be compensated for their manumission. This cost was £20 million, approximately 5% of the British GDP in 1833. Although this was a huge sum, the U.S. would have been wise to imitate it. The monetary costs of the U.S. Civil War would have been enough to purchase every last Southern slave (and give each 40 acres and a mule). In Pan Columbia, the costs of manumissions bankrupted the government and delayed abolition for over a decade, leading to civil war.

**56** FREEDMEN. The gulf between “slave” and “near-slave” is huge. “Few workers have been more vulnerable than newly freed blacks in the United States after the Civil War. They were extremely poor, most completely uneducated, unorganized, and unfamiliar with the operation of a market economy. Yet organized attempts by white employees and landowners in the South to hold down their wages and limit their decision-making as sharecroppers all eroded away in the market, amid bitter mutual recriminations among white employers and landowners. When the pay scale set by the organized white employers was below the annual productivity of black workers, that made it profitable for any given employer to offer more than the others were paying, so long as his higher offer was still not above the level of the black worker’s productivity. With agricultural labor especially, the pressure on each employer mounted as the planting season approached...” —Thomas Sowell, *Basic Economics*. 2015

**57** THE WEST in this game means any person, idea, or government that upholds Enlightenment principles of individual freedoms. Any abuses of individual freedoms, regardless if it was perpetuated by an agency located in the western world, is not Western by definition (e.g. the concentration camps in the Boer War). Western ideas have set the standards by which actions and regimes are judged today, including abolitionism. An example of a mixed freedom/slavery compromise is the U.S. Constitution, the first (and last) in the world to be founded on Enlightenment principles. Here slavery was an obvious and irreconcilable contradiction, that it came under ideological attack from the first draft of the Declaration of Independence. As a historic first, a number of Northern states historically banned slavery in the years immediately following independence.

(left-wing) Barriers. You may use an Underground Railroad to fulfil option (2).<sup>58</sup>

**Tip:** *Westernize is a cheaper way to liberate slaves than manumission, but it requires more preconditions.*

☛ **Example:** *The Elephant is in the Ottoman Empire Sphere. Although this Sphere still has a left-wing barrier (timar feudalism), there is a merchantman to the south (in the Red Sea) leading to Zululand, which has no left-wing barriers. This allows you to perform the westernization op, which you have syndicated. You place a meeple to liberate an Ottoman slave.*

#### G4. SUFFRAGE OP (COSTLY ELEPHANT)<sup>59</sup>



This Op Claims one Barrier, choosing from among the chits in the Elephant's Sphere. Alternately, it can Regress one Barrier, returned to the Elephant's Sphere.

◆ **Preconditions.** Either (1) you have the Majority, i.e. in the Elephant's Port there are more tokens of your color than slaves + tokens of opponent's colors, or (2) the Elephant's Admin has a red Agent,<sup>60</sup> or (3) there are no white (right-wing) Barriers.<sup>61</sup> You may use an Underground Railroad to fulfil option (3).

◆ **Slaver-squared Cost.** This Op costs an amount of gold equal to the square of the number of Slavers Adjacent to the Elephant's Sphere.

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**58** *MIGRATION FREEDOM is compared by Michael Clemens to picking up a trillion dollar bill off the sidewalk: "Minor reductions in the barriers to labor mobility would add more value than the total, global elimination of all remaining policy barriers to goods trade and all barriers to capital flows, combined." The trillions plucked from the sidewalk include de-enforcing the Berlin Wall and the Chinese hukou system. Remaining to be plucked are the walls around North Korea and along the U.S.-Mexican border. —Brad Gardner, China's Great Migration - How the Poor Built a Prosperous Nation, 2017.*

**59** *CITIZENSHIP AND SUFFRAGE are distinguishing features of a democracy, yet incidental in a republic. Citizenship, the granting of special powers by a politician, is not germane in a republic where castes are illegal and everyone who manages to swim or crawl to its borders enjoys equal rights. Suffrage is used in a republic to elect public officials, but since these officials are not leaders (the populace is self-led) and are highly regulated, their identity is unimportant. Indeed, in a country like Switzerland, the voter turnout is abysmal and the majority neither knows nor cares who their prime minister is. This is a sign of a free nation. Votes in a republic, in contrast to those in a democracy, cannot be used to gain favors or powers over your neighbors, since freedom is defined as the exclusion of such powers and not subject to vote.*

**60** *THE PRIME DIRECTIVE prohibits interference in the internal development of alien civilizations in the Star Trek universe. In 19th century Africa, two such "Captain Kirks" who violated the prime directive were Stanley (a reporter) and Livingstone (a missionary), as immortalized by "Dr. Livingstone, I presume?". The problem they faced was that slavery in Africa was commonplace for millennia, and colonization seemed to be the only alternative to letting the natives figure out literacy and Enlightenment values themselves. To bring abolition to Africa, Dr. Livingstone favored a chain of Peace Corps style missions (i.e. Player White), while Stanley collaborated with the king of Belgium to bring indirect civilized rule to the Congo Free State (i.e. Player Red), a collaboration which would tragically utilize existing enslavements for export of blood products.*

**61** *DEMOCRACY in this game is a nation where there are no right-wing barriers to freedom, such as censorship or a state religion. Yet left-wing barriers directed at minorities, such as mercantilism (protectionist regulated prices and wages), are often favored by the majority. The dark side of democracy is that the rights of an individual are not protected if the majority wills it so.*

**Tip:** Stopping the sales of blood products, represented by sinking slavers in piracy rolls (E6), makes it cheaper to remove Barriers through suffrage.

**Tip:** Because suffrage is expensive, it is normally cheaper to eliminate embargoes (purple Barriers) by gunboat diplomacy (E5) rather than suffrage.

- **Example:** As Player White, you move the Elephant to Edo for suffrage. Edo has a mission and one red Freedman. Unfortunately there is a Japanese right-wing barrier. If there is a ship to the south, you can use it as an Underground Railroad to the East Indies, which has no Barriers. But if there is no ship, you must manumit one slave to gain the Majority before you can suffrage.

#### G5. LITERACY OP (ELEPHANT AGENCY).<sup>62</sup>



This Op places one Dissident of your color in the Elephant's Sphere, taken from the pool. If the dissident squares are full, this op Regresses one Anarchy.

- **Example.** As Player White, you move the elephant to Brazil to start a Revolution using literacy. There are already two white Dissidents there so you must Regress an Anarchy to Brazil, taken from your Victory Pile.

#### G6. LAWSUIT OP (COSTLY).<sup>63</sup>



This Op allows you to Globalize (see glossary) one Idea into the Bill of Rights Splay. This is the only way to get a card into the Bill of Rights without a Viability check. The Globalized Idea must be somewhere below (i.e. cheaper than) your syndicated lawsuit card, in the same

**62** LITERACY is a requirement to appreciate any political idea more sophisticated than "might makes right". Yet the illiterate tribal lands predominant throughout the Americas, Pacifica, Australia, and Africa would have required centuries to become lettered without Western imperialism. It is no accident that Great Britain, which led the world in political and industrial ideas, was also the most literate nation (53% in 1650, compared to the rest of the world at a few percent). Being able to read and write links you to the lessons of history, and all that has been discovered by Western culture since Aristotle. In an era when most slaveholders could not read, literate slaves were rare. Yet missionary-trained slaves led many revolts (#02, #02, #12, #13, #14, #16, #19, #21, #23, #28, #33), and thus slaveholders persecuted missionaries who attempted to teach slaves to read and write. One literate slave, Joseph Knight, who had read about the Somersett Case (see footnote "SLAVES SLING THEIR MASTERS?"), filed and won a freedom suit on his own behalf (Knight v. Wedderburn, 1778). The liberated slaves who most rapidly became lettered citizens were those in the United States, over half of whom were literate 50 years after the Emancipation Proclamation. This was higher than most nations and the world average of 26% in 1915. Robert Higgs has called this "an accomplishment seldom seen in human history".

**63** SLAVES SLING THEIR MASTERS? Only in Great Britain, with its long history of common law and Enlightenment discoveries. In the case of Somerset v Stewart, a test case sponsored by the abolitionist Granville Sharp, the defendant was James Somerset, a fugitive Jamaican slave who escaped to England. His advocates argued that while colonial laws might permit slavery, it was unlawful in England because both Parliament and the common law of England were silent on the issue. The opposition argued that property was paramount and that it would be dangerous to free all the slaves in England. The judge ruled that Somerset was to be set free: "The state of slavery is of such a nature that it is incapable of being introduced on any reasons, moral or political, but only by positive law, which preserves its force long after the reasons, occa-

Market column. This represents a court battle in an abolitionist test case.<sup>64</sup>

- a. **Agent-squared Costs.** A lawsuit costs an amount of gold equal to the current number of Agents (of any color) on the Globalized card squared [0,1,4,9 respectively].
- b. **Court's Decision.** Choose which Freedom (via its orientation) you would like to be visible when placed in the Splay. Move the legislated Idea onto the bottom of the Bill of Rights Splay tucked so that only the chosen Freedom is visible. This forms a new Freedom Pair.<sup>65</sup>
- c. **Founding Father.** If you are the first to Globalize the Bill of Rights, you become the Founding Father (see glossary).
- d. **No Impact.** Globalization of an Idea by lawsuit or plebiscite generates no impacts (**M**).
- e. **Divest.** All Syndication (of any color) on the Globalized card is Divested (see glossary). If you are Player Red, you may be entitled to Nationalize foreign Syndication (next bullet).
- f. **Bonus Petition.** Immediately after you perform a lawsuit or plebiscite, perform one *bonus petition* (**L**). If the *court's decision* was red (leaving a red icon visible, **G6b**), then perform a red (**L1.1**) or red-black (**L1.3**) bonus. If it was black, perform a black (**L1.2**) or red-black bonus.

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sions, and time itself from whence it was created, is erased from memory. It is so odious, that nothing can be suffered to support it, but positive law. Whatever inconveniences, therefore, may follow from the decision, I cannot say this case is allowed or approved by the law of England; and therefore the black must be discharged."— Judge Lord Mansfield, *Somerset v Stewart*, 1772.

**64** BRITISH LEGAL TRADITION. "...the British landed aristocracy, unlike that in some landed European countries such as Russia, was locally based, both in economic and political power terms. This meant that the landed nobility threw its weight behind a decentralization of power, especially since these local elites would themselves exercise much of that power as justices of the peace and other roles. By contrast, the Russian nobility derived much of its economic sustenance and political power from its role as either military or civil agents of the central government and therefore threw its weight behind czarist despotism."—Thomas Sowell, *Conquests and Cultures*, 1998, p. 88. Also see endnote 1 in the game *John Company*.

**65** LAWSUITS were the result of the Enlightenment principle of an independent judiciary, expected to uphold a body of law rather than the will of a monarch. The Bill of Rights encodes the philosophical fundamentals of a regime (i.e. the black icons). The General Will reflects the topical activism of the populace (i.e. the red icons). Such activism must not contradict the fundamentals. The closest equivalent in the East were challenges by religious authorities that an action violated sacred texts, and this was of limited utility as a curb on state enslavement since the Eastern theocracies did not practice separation of church and state.






## G7. PLEBISCITE OP (COSTLY),<sup>66</sup>



This Op is identical to the lawsuit op (G6), except it Globalizes ideas into the General Will Splay instead of the Bill of Rights.<sup>67</sup>





- ◆ **Tyranny of the Majority.**<sup>68</sup> If this op adds a 6th Idea to the General Will, the first Idea in the Splay is discarded (see “Tyranny of the Majority” in the glossary).

☛ **Example:** (*plebiscite then bonus legislation*) *The Western column has (from bottom to top): Liberty Party (with your red Syndication), Liberalism (with 2 Syndication, green and red), Bleeding Kansas, Great Awakening (also with your Syndication), Uncle Tom's Cabin, and Communist Manifesto. During your Ops, as Player Red you perform the plebiscite op found on the Awakening, targeting Liberalism below. This costs 4 gold (two squared), and Divests the two Agents. Liberalism has the   icons, and you choose to Globalize it on its  side. This is the first card added to*

**66** A MISSIONARY must have enough guts to enter a foreign culture, unarmed and alone, and tell them what they have been doing for centuries is evil, such as slavery. Perhaps the greatest abolitionist missionary was Dr. Livingstone (#25), whose intolerance for slavery got him into trouble with more than one African potentate. He lobbied the British government to fund a non-commercial version of European colonialism with settlements of dedicated Christians living among the people to help them learn ways of life that did not involve slavery. Today his ideas would be derided as disrespectful of native cultures, but at that time his main hurdles were treasury officials who understood the bleak economic prospects in Africa. Nevertheless Christian missionaries enjoyed astonishing success converting indigenous cultures in the colonies. (I speculate this is because centuries of Christian scholars in the tradition of St. Thomas Aquinas had integrated the natural and supernatural worlds.) Besides proselytizing the word of God, they often mastered the native tongues and devised writing systems for them, a quantum leap for the illiterate indigenous cultures. Some of the new missionary-trained literates, such as the Haitian leader Louverture, went on to lead revolutions based on Enlightenment ideas. However, missionaries assigned to the already literate Eastern cultures achieved few gains and occasional massive reprisals such as the Boxer Rebellion.

**67** REPUBLIC VERSUS DEMOCRACY. A Bill of Rights, such as that in the Constitutional Law of a Republic, encodes self-evident truths and scientific discoveries about the nature of a proper society. To the degree that a Bill of Rights is objectively true means that any attempt to circumvent it has consequences as a rule of nature, not of man. A Bill of Rights is held to be fundamentally inviolate regardless of rulers, votes, or opinion polls: a minority cannot be enslaved even if the majority wishes it. In a republic, the use of force is regulated to be employed only against the use of force. In contrast, a democracy reifies the subjective will of voters rather than objective laws of nature. A democracy tends towards a blizzard of amoral regulations, each backed by a gun to establish or protect a public or private fiefdom at the cost of somebody's freedom. The first thing lost in a rule of the majority is the rights of minorities. This includes individual rights, given that each individual is a minority of one. This suppression of minority views means a democracy is conservative in the face of change, and (using evolutionist terms) that the occasional beneficial mutation will never be naturally selected.

**68** TYRANNY OF THE MAJORITY. In this game, red icons represent activism, and black icons represent the moral basis of activism (either Enlightenment or religious). The game's thesis is that morality should be excluded from a democracy, otherwise a tyranny of the majority occurs, with the minority being forced to accept the moral standards of the majority. On the other hand, activism should be excluded from the Bill of Rights of a republic, leaving only the moral standard upon which the nation was founded.


the General Will, so as the Founding Father you choose the first Freedom Pair to be   During your black bonus petition, you are free to globalize the Liberty Party as extraordinary legislation (L1.2), since you have it syndicated and its   icons matches the Freedom Pair in the Bill of Rights.

## H. ELEPHANT PHASE



The Elephant token (see glossary) locates the media focus of abolitionist efforts. Roll 1d6 for the **elephant's walk roll**, and use this number both to possibly move the Elephant, and to possibly discard one Market Card via **cultural diffusion**. Then remove all Gaps in the Market. If Gaps cannot be removed due to cards running out in both decks, the era ends (**J3**, **J5**) and scoring occurs (**J4**, **J6**).

### H1. ELEPHANT ACTIONS, OPS, & IMPACTS.

The small **elephant icon**  designates an elephant action, op, or impact. If you perform an elephant action, op, or impact, immediately move the Elephant to point at the Port where you are performing it. The elephant must remain in this Port for the rest of your turn. In other words, all your elephant actions, ops, and impacts must be performed in the same port.

- ◆ **The only Elephant Action is *post*** (F4).
- ◆ **Elephant ops are *manumission*** (G2), ***westernize*** (G3), ***suffrage*** (G4), and ***literacy*** (G5).

- ◆ **The only Elephant Impact is *claim barrier*** (M6).
- ◆ **Quinine.** You cannot move the Elephant to a Sphere with a yellow-green Disease disk unless you have a Factory.<sup>69</sup> If you do so, Claim that Disease disk into your Victory Pile.

### H2. ELEPHANT'S WALK ROLL.

If you have taken no elephant *actions*, *ops*, or *impacts* (**H1**) during your turn, move the Elephant a number of Spheres indicated by the elephant's walk roll (**H**). Otherwise, the Elephant stays where it is.

- ◆ **Clockwise Walk.** The Elephant moves Sphere by Sphere, in a clockwise direction around the map.
- ◆ **Bypass.** The walking Elephant skips a Sphere that has Disease (even if you have an Industrial Revolution factory) or is Modern.

**69** ARE FACTORY WORKERS SLAVES? No. Since the Renaissance, fugitive serfs have fled to the cities for employment, despite severe punishments including branding for leaving the manor without permission. "Stadluft macht frei" (city air makes you free) was the slogan of the times. Much has been written bemoaning the harsh conditions in urban factories, without mentioning that the workers were there voluntarily, escapes from a system even more harsh. Workers are never slaves because of poverty or poor factory conditions. Workers are only slaves if there is a gun or whip installed to insure that they cannot quit in favor of something better. Were workers better off in the factories or the fields? Many studies have confirmed the answer the workers themselves gave, using their feet.

◆ **Port.** Once at its destination, point the Elephant to the Port with the most Freedmen plus Admin. You choose if tied.

☛ **Example.** *The Elephant is in Europe, and the elephant's walk roll is "4". Move the Elephant: Ottoman-China-Japan-East Indies. If this is an advanced game, and the East Indies still has disease, skip it so the Elephant ends up in India. There are two Ports to choose from, but Mughal happens to have more Freedmen, so point the Elephant at Mughal (Continued in H3)*

### H3. CULTURAL DIFFUSION<sup>70</sup>

If the Market does not contain any Gaps to fill (because no advanced game Globalizations or successful Revolutions occurred), then one Market Card is discarded from the game. The elephant's walk roll indicates which card is discarded, counting from the zero-cost position and going higher, towards the draw deck. For instance, if you roll a '1' the lowest Market card is discarded. Any Agents on it are Divested and any Revolutionaries are massacred. The Market column impacted is always West.<sup>71</sup>

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*Note: In the basic game there will never be any Gaps to fill, so the elephant's walk roll will always leave a Gap in the West, and new cards will always come from the Western deck.*

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➡ **West to East Cultural Diffusion.**<sup>72</sup> If the affected card of the elephant's walk roll (following the arrow) instead of being discarded. The card ends up in the same row in the East column, carrying any Agents on it and leaving behind a Gap. Discard the card currently in the East column position, Divesting any Syndication on it, but massacring any Revolutionaries on it. This represents the disruptive diffusion of ideas from West to East.

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**70** CULTURAL DIFFUSION is the spread of cultural styles, religion, technologies, languages, and other ideas between individuals, usually from one culture to another. In this game, it is through persuasion rather than coercion (e.g. no forced marriages, conversions, invasions, etc.).

**71** THE WEST. "The idea of liberty is and has always been peculiar to the West." —Ludwig Von Mises, *The Anti-Capitalistic Mentality*, 1956.

**72** EAST/WEST SCHISM. "Though in 1346 there were few differences between Western and Eastern Europe in terms of political and economic institutions, by 1600 they were worlds apart. In the West, workers were free of feudal dues, fines, and regulations and were becoming part of a booming market economy. In the East, they were also involved in such an economy, but as coerced serfs growing the food and agricultural goods demanded in the West." —Acemoglu & Robinson, *Why Nations Fail*, 2013.

☛ **Example.** The elephant's walk roll from the previous example is "4". This discards the fourth from the bottom from the West column. But this card, "Freedom of Speech", has a cultural diffusion arrow, so it instead moves to knock out the fourth from the bottom in the East column. The card in this position, which happens to be the Russian Revolution with one Revolutionary, is returned to the Revolution stack as a failure (K2) and the Revolutionary is discarded into the pool.

## I. HATE & POGROM ROLLS PHASE

Make a mandatory **hate roll** to check survival of Freedmen and missionaries in the Elephant's Port.<sup>73</sup> Then, make a mandatory 1d6 pogrom roll for each Sphere with 2 Anarchy.

### 11. NUMBER OF DICE, HATE ROLL.

The number of dice in the hate roll is equal to the number of uncovered spaces in the Elephant's Port, up to a maximum of 4 dice. Uncovered spaces include the Admin, the Port (which is always uncovered!), and the slaves.

☛ **Example:** The Elephant is pointing at Hong Kong.<sup>74</sup> Hong Kong has 1 Freedman but no Admin. Therefore, the number of hate dice is 2 for the uncovered Admin plus the uncovered Port. If an Agent is posted to Hong Kong, the number of hate dice is reduced to 1.

### 12. HATE KILLS.<sup>75</sup>


When the hate roll is made, check each dice face. If a dice face matches the number on a Barrier, the color of the dice indicates which token suffers a loss:

**73** **HATRED**, what is it? In *Bios: Megafauna I* describe emotions as decision-making states of mind that first arose in the limbic system of certain reptiles. Hatred may have its foundations in territorial anger and sexual jealousy, but seems to have become a purely human idea directed collectively against a religion, race, or social status. In this game, hatred reifies collectivist ideas directing legal or extralegal violence against freedmen and Western abolitionists. „In 1855, when the Sultan's firman (making the slave trade illegal) was read out in Mecca and Jeddah, it caused a revolution. Turkish officials, including the kadi who read the firman, were murdered, the garrison shut, and Mecca was in a state of revolt until the Porte repealed the obnoxious order... And when the Governor-General of the Hedjaz issues orders on 25 February 1860, forbidding the slave trade in all Turkish ports in the Red Sea, there was great excitement and fear of the 1855 violence. There was no Ottoman cruiser in the Red Sea capable of giving effect to this order, and Turkish officials were too frightened to enforce it.“ —R.W. Beachy, *The Slave Trade of Eastern Africa*, 1976.

**74** **HONG KONG** is a tiny desolate island ceded to Great Britain in 1842, after the Qing dynasty lost one of the Opium Wars. This had huge consequences for all of Asia. Lacking all resources except human capital, and impoverished until the second half of the 20th century, it became the world's fastest growing economy. It now has one of the world's highest per capita income and a top personal tax rate of only 15%. Canada's Fraser Institute ranks Hong Kong number 1 in the world for economic freedom. Former British colonies dominate economic freedom in the world: Singapore (2nd), New Zealand (3rd), Ireland (5th), the United Kingdom (6th), Mauritius (7th), Australia (9th), and USA & Canada (tied 11th). (Venezuela, socialism's basket case, is in last place). —Fraser Institute, *Economic Freedom of the World Report*, 2017.

**75** **OUT DAMNED SPOT!** What does it mean to flout an inalienable right? Laws of nature cannot be violated: e.g. 300,000 km/sec is not just a good idea, it's the law! An individual right is also a Law of Nature, and flouting it (e.g. in enslavement or reprisal murders) also brings about an inviolable consequence: your loss of status as a rational being. Because you depend on reason for your very survival, this loss of human-



- ◆ **Red, White, or Green Bloody Dice (Freedom Barriers).** Each red dice icon  on a Barrier causes either a Kill (see glossary) of a red Freedman or a Martyrdom of a red Agent (your choice). This is similar for the white and green dice icons. All Kills are in the Elephant's Port, and their resulting Dissidents are put into the Elephant's Sphere. If the Dissident slots are full, convert each extra meeple into an Anarchy. If Anarchy is full, then export each excess Anarchy as a Refugee.

*Exception: In non-tyrannies, frustrated hate produces Anarchy if no token of the dice color is Killed, see I3.*



- ◆ **Example:** *If you roll three 1's in Beijing, the boxers<sup>76</sup> kill off three Christian tokens. If there are 2 white Freedmen and a white Admin, both meeple are killed and moved into a dissident square, and the Agent is Martyred, adding a 3rd Dissident. But there is only one Dissident square remaining empty, so the other two victims become Anarchy disks.*
- ◆ **Purple Dice (Embargoes).**<sup>77</sup> Each purple dice sinks one Adjacent merchantman (of your choice, if there are more than one).
- ◆ **Yellow Dice (Taxes).**<sup>78</sup> Each yellow dice forces you to spend 1 gold (ignore if you are totally in debt).

ity is a serious, even fatal, detriment to your self-identity. Yes, doing evil may cause loss of status before others, or before God, but this is nothing compared to your divorce from a life of principle. Even stealing a nickel, or similar tiny infringements of a principle, means you are a thief with nothing in principle stopping you from stealing millions and living the unhappy jealous life of a professional parasite.

**76** **BOXERS** (i.e. "Righteous and Harmonious Fists") were an anti-Western nationalist mob united under the slogan "Support the Qing government and exterminate the foreigners." Mystically believing themselves immune to Western bullets, they killed 32,000 Chinese Christians and 200 missionaries and besieged thousands more in the Legation Quarter of Beijing. The Chinese government was split between those supporting the Boxers, led by Empress Dowager Cixi, and those favoring conciliation, led by Prince Qing. An 8-nation Western alliance defeated the Chinese army and the Boxers and lifted the siege after 55-days.


**77** **EMBARGOES** use force to block the right of an individual to transact with another. Free trade is another Enlightenment principle of economic freedom, discovered by Adam Smith and enacted by Robert Peel on the eve of industrial take-off. Free trade was installed to a degree never before seen in history: repealing the corn laws, terminating the navigation acts, removing all tariffs, and applying all liberalisation measures equally to all trading partners, all of whom were accordingly enriched.

**78** **TAXATION WITHOUT REPRESENTATION** represents the portion of your productive earnings seized at gunpoint and used for causes you disagree with. An extreme example: the taxes of Jewish bankers helped pay for the gas chambers of Austerlitz. The only legitimate use of tax monies is for the direct defense of individual rights. Legitimate expenses include funds for a judiciary to settle arguments between individuals, a police force to suppress armed struggles between individuals, a standing army to prevent invasions, and a fleet to blockade the slave trade.

### 13. FRUSTRATED HATE IN NON-TYRANNIES.<sup>79</sup>

A **Tyranny** is any Sphere that starts this phase with 5 Barriers (iron hand icon). It represents the iron hand of a supreme monarch repressing any protests or Anarchy.<sup>80</sup> There are still hate rolls and pogroms in Tyrannies, but no frustrated mobs.



- a. Frustrated Mobs.** If a Sphere is not a Tyranny (i.e. 4 or fewer Barriers) then any dice icons result with the **frustration icon**  generate 1 Anarchy if they fail to kill anything due to lack of targets. In other words, in a non-tyranny if you roll a “frustrated” dice result showing on a Barrier, and there are no tokens of that color available to kill, then the mob generates Anarchy out of sheer frustration!
- b. The Solitaire or Coop Game.** If playing a totally cooperative game (C1b or C1c), consider all Spheres non-tyrannies no matter how many Barriers they have. This makes the world less stable and more anarchal.

☛ **Example:** *The elephant is in Istanbul. The Ottoman Empire has all 5 Barriers and thus is under the iron hand of the sultan. A hate roll is relevant if any “6” are rolled (Jizya tax). But if the empire has previously lost the “dvoryane<sup>81</sup>” Barrier, the iron hand relaxes and now Anarchy is possible from frustrated mobs. If the hate roll is 1,1,2,2, four citizens (red Freedmen) should be killed from Pan-Islamism and the Devsirme system. But there are no citizens to kill, so the mobs create 4 Anarchy instead. Since the Ottomans can only hold 2 Anarchy, Refugees spread the extra Anarchy to China and Europe.*

<sup>79</sup> CRUELTY. A treatise by Cesare Beccaria (#8) served as authorization for unprecedented laws against “cruel and unusual punishment”. Nineteenth century Europe was the first to concretize moral challenges to child labor, execution as a spectator sport, and punishment by torture and mutilation. Voltaire (#43), Hume (#45), Diderot (#46), and more recently Matt Ridley have argued that commercial behavior, with its dependence on trust and its absence of coercion, made people nicer. It was the nouveau riche merchants like Wedgwood and Wilberforce who financed the abolition movement. Sarah Wedgwood, Charles Darwin’s spinster aunt, was the largest donor.

<sup>80</sup> TYRANNY is any government that does not respect the rights of individuals. In the game, the 5 Eastern Spheres other than East Africa start as Tyrannies.

<sup>81</sup> RUSSIAN SERFS became chattel in 1658 and could be sold to other estates yet retain their families and property. About four-fifths of the population were enslaved according to the 1719 census, evenly split between those held by the Czar and those held by the dvoryane (nobility). Runaway serfs fled along underground railroads to the south, and the dvoryane constantly demanded that the government assume responsibility for apprehending them.

#### 14. POGROM ROLLS.<sup>82</sup>

For each Sphere with 2 Anarchy (indicating economically-motivated genocide), roll 1d6 (one six-sided dice) to see what is **Massacred** in that Sphere. Massacring removes the token into the pool, without being Martyred or generating Dissidents. You choose the order.



- ◆ **Victim Color.** If you roll a 1, Massacre a white token (if none are available, nothing happens). If you roll a 2, Massacre a red token (if none are available, nothing happens). If you roll a 3, Massacre a green token (if none are available, nothing happens). The token discarded is your choice of a Freedman, Dissident, Admin, or **Factory**.
- ◆ **Refugees.** If you roll a 4, 5, or 6, Regress an Anarchy. Since the Sphere is already at its maximum of 2 disks, assign this Anarchy as Refugees to an Adjacent Sphere. If this creates conditions for a new pogrom, roll 1d6 for that pogrom as well.<sup>83</sup>

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*Note: Unlike hate, pogroms impact the entire Sphere and do not depend on Tyrannies frustration, or where the Elephant is.*

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☛ **Example:** There are 2 Anarchy in India, and the Indian pogrom roll is 1, which massacres a red token. The only available red token in India is a British Colonial Agent, discarded into the pool. On your opponent's turn, the pogrom is still there, and a 1 is again rolled. But there are no more red tokens, so nothing happens. It's your turn again, and the pogrom is still festering. You roll a 5, adding an Anarchy taken from your own Victory Pile. Since India is full, the overflow is spilled to an Adjacent Sphere. You choose China, which brings China to 2 Anarchy. So you must roll for a pogrom in China as well.

**82** POGROMS are officially-tolerated attacks against a target group. Tribal pogroms are often suppressed by European colonialism yet resurface after independence. Examples include Hindus versus Muslims in India, Serbs massacring Croats and Albanians in post-Tito Yugoslavia, Muslims murdering Ibos in Nigeria, Hutus butchering Tutsis in Rwanda/Burundi, Idr Amin slaughtering Ugandan minorities, Muslims killing Pied-Noirs, etc. in Algeria, and Matabele annihilating Shona in Zimbabwe, and the current Rohingya pogrom in Myanmar. The victims are always relatively wealthy minorities, and the aggressors are motivated by economic jealousy under the "Shylock Syndrome", the fallacious belief that the victims are enjoying undue prosperity. Racism and religion play only superficial roles. The Nazi Holocaust is another example of a modern pogrom, targeting Jewish bankers and other economic middlemen.

**83** ASIAN SECOND SERFDOM was inflicted by outlawing private farming during Mao Zedong's Great Leap Forward and Pol Pot's Killing Fields. They were replaced by coerced agricultural collectives, following the socialist theory that the sacrifice of individual liberties is necessary for a better society. Setting the clock back to feudalism under the Qing Dynasty, the new serfs were disallowed to own property, to rent, sell, or use land that was once theirs, to perform non-agricultural work, to protest, or to flee from hunger. Tens of millions died under starvation, cannibalism, militias, torture, and suicide. The destruction of private homes to relocate the serfs to labor communes exceeded the scale of destruction wrought by WWII bombing campaigns in Europe.

## J. MARKET REFRESH PHASE & END OF GAME

To end your turn, restore the Market to a 6 X 2 matrix of cards. If you run out of cards in the deck, the cooperative era ends per **J3**, and if this is the end of the game, score per **J4**. If it is not the end of the game, then continue into the competitive era per **J5**.

- ◆ **Dark Age.** The game ends in failure if all Anarchy is on the map at the very end of this phase.

### J1. MARKET REFRESH.

To end your turn, fill in any Gaps in the Market, following this procedure:

- ◆ **Slide Cards Down.** Move cards (and any Agents on them) down to fill each Gap in its market column, starting with the lowermost Gap.
- ◆ **Draw New Cards.** Draw cards from the respective east or west draw deck and fill the column from the lowermost empty slot. This restores the Market so that there are again 6 cards in each column. If one deck (east or west) runs out, start drawing from the other instead. Fill Gaps in the East first. This will put West cards into the East Market or vice versa.<sup>84</sup>

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*Important: If the Market can't be refreshed because both decks are empty, the cooperative (J3) or competitive (J5) game ends instantly, and scoring is made.*

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### J2. RESET MARKET AGENTS.

Slide all Agents that are sitting on an ops icon (**G**) to elsewhere on the Market card.

- ◆ **Revolutions in the Market.** Slide the expended Revolutionary back to the empty engagement spot (**F6**) he came from, so he does not lose his place in line.

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**84** EASTERN MYSTICISM COUNTERFLOW. The point in the game where the Western Ideas run out and Eastern ideas start to flood the Western Market may be considered the occult fads as popularized by Swedenborg, Mesmer, and other spiritualists. Mesmer's name inspired the term "mesmerize", but his seances were debunked by a committee headed by Benjamin Franklin (#44).



### J3. END OF COOPERATIVE ERA & COUNTER-ENLIGHTENMENT.<sup>85</sup>

The cooperative era ends if, during the *Market Refresh Phase (J1)*, a Market card cannot be refreshed because both East and West decks are empty. Each player in the game checks to see if he avoided his personal **counter-enlightenment**.<sup>86</sup> If so, he can count victory points per **J4**.

- ◆ **Player Red Counter-Enlightenment.** In the cooperative endgame, Player Red cannot count any VP if the game ends with more Slavers than red Agents (British colonies plus Marines) and red Default Admin.
- ◆ **Player White Counter-Enlightenment.** In the cooperative endgame, Player White cannot count any VP if the game ends with fewer than 15 Freedmen (Dissidents do not count).
- ◆ **Player Green Counter-Enlightenment.** In the cooperative endgame, Player Green cannot count any VP if the game ends with greater than 25 Barriers remaining.

### J4. COOPERATIVE OR SOLO SCORING/VICTORY.

If the game has ended (i.e. you are not playing the competitive era, either because everyone agreed beforehand that the game would be cooperative, or not everyone avoided their counter-enlightenment), all those players who are allowed to count their victory points.

- ◆ **Scoring.** Each chit or disk in your Victory Pile is worth 1 VP, **except Disease disks which are worth 3 VP**. Each token of your color on the map (Freedmen, Admin, Factory, and *default admin (K8)*) count 1 VP. All dissidents, regardless of color, count for Player White (they worship Martyrs).
- ◆ **Victory.** Unless the game continues *competitively (J5)*, the game ends. Add up the combined VP

**85** WAS ABOLITION INEVITABLE? *The abolitionists could not have known they were under a time limit. Emancipation could only have attained a moral basis during an Age of Reason, where morality is held as absolute as any other Law of Nature. It could not have occurred under modern "cultural relativism", which judges a person's decisions and actions on local culture rather than objective criteria. Contrast individual rights, sanctioning an inalienable right to life, liberty, and property, with "human rights", "defined" thusly by the UN's Universal Declaration of Human Rights: "a man is free only when he lives as his society defines freedom". In other words, a local bigwig can artfully redefine any form of slavery as "freedom"! (Something that changes by caprice is the opposite of a definition.) Although slavery (loosely defined) is now globally illegal, other coerced transactions (such as the caste system, female infanticide, coerced birth control, genital mutilation rituals, wife abuse, nationalization) still flourish. The missionaries who once fought these evils are in retreat, charged by multiculturalist intellectuals with "eurocentrism" or "disrespecting native cultures". If the Industrial Revolution had not occurred and the abolitionists had been a bit less zealous, slavery would still be, not a "peculiar institution", but the dominant way of life.*

**86** THE COUNTER-ENLIGHTENMENT refers to the philosophy overthrowing the Age of Reason in favor of the Age of Romanticism and eventually today's Age of Subjectivism. Isaiah Berlin, summarizing the Counter-Enlightenment as relativist, anti-rationalist, vitalist, and organic, puts the blame on German idealists such as Kant and Hegel who rejected reason as the authority for knowledge and morality. Other historians such as Everdell and Melzer situate Rousseau as both the founder of the Counter-Enlightenment and the philosophy of the Terror during the French Revolution. Whichever, for no good reason that I can see, the intellectuals abandoned the Enlightenment at the moment of its most spectacular successes in the emancipation of mankind. "I have had to deny knowledge to make room for faith"; —Immanuel Kant, *Critique of Pure Reason*, 1781.

of the “enlightened” players: 50 or more for a marginal victory or 75 or more for a decisive victory.

### J5. COMPETITIVE GAME ERA.

If all players in a multi-player game avoided the counter-enlightenment, the game continues a few more turns in a *competitive* era. At the end of this era, the single winner is the one with the most VP (and can boast that his politics was the one that ended slavery).

- ◆ **Decks.** Shuffle all West Ideas discarded during the cooperative era with previously unused cards, and place 5 in faceup deck (2-player game) or 7 (3-player game). Do the same for the East Ideas. Then continue play where you left-off.

### J6. COMPETITIVE FINAL SCORING.

The competitive era ends the same as the cooperative era did (**J3**): if a Market card cannot be refreshed because both East and West decks are empty. Then each player individually counts final VP as follows, and the player with the most is the final winner. If tied, they share victory.

*Note: VP earned at the end of the cooperative era (J4) does not count toward final victory!*

- Victory Pile.** Each chit or disk in your Victory Pile is worth 1 VP, **except each Disease is worth 3 VP.**
- Map Tokens.** Each token of your color on the map (Freedmen, Admin, and *default admin* (**K8**)) each count 1 VP. All dissidents, regardless of color, count for Player White. **However, each Factory cube (K6.7) counts a number of VP equal to the number of adjacent ship tokens squared.**
- Democracies.** Player Red gains 1 VP for every token (Freedmen, Agents, default agents, and Factories but not including Dissidents) in a **democracy** (i.e. a Sphere with at least one red Barrier but no white Barriers).<sup>87</sup>
- Theocracies.** Player White gains 1 VP for every token (Freedmen, Agents, default agents, and Factories but not including Dissidents) in a **theocratic monarchy** (i.e. a Sphere with at least one white Barrier but no red Barriers).<sup>88</sup>

**87** *FREEDOM must be distinguished from democracy, with which it is often confused. The British people had many rights that were lacking in much of Europe, and in the rest of the world, long before they acquired the franchise with which to control the government. Few of the Members of Parliament were elected by popular vote prior to the Reform Act of 1832. Yet freedom of speech, separation of powers, the right to a jury trial, and other hallmarks of a free society existed in Britain for generations before then.”—Thomas Sowell, Conquests and Cultures, 1998, p. 91.*

**88** *SLAVERY UNDER ISLAM. In the game’s time period, no region was as infused with slavery as the Ottoman Empire. The koran sanctions slavery, although only for non-Muslims. Slaves were everywhere: sex slaves from Circassia, Syria, and Nubia, galley slaves (including Europeans stolen in Barbary pirate raids), Zanj household and plantation slaves, Mamluk slave-soldiers, African eunuchs and Christian harems for the sultan, and Turkish boys seized in the devşirme to serve the state. Even the lower classes could afford slaves in markets close to the sources*

e. **Republics.** Player Green gains 1 VP for every token (Freedmen, Agents, default agents, and Factories but not including Dissidents) in a **republic** (i.e. a Sphere with no Barriers).

*Remember: Democracies, theocratic monarchies, and republics can occur in either feudal or modern states.*

f. **Globalized Revolutions.** Revolutions in the Splay with visible VP are counted for the player indicated.

☛ **Example.** As Player White, you have 5 Barriers, 1 Slaver, and 7 disks in your Victory Pile. On the map, there are 8 white Freedmen and Admin, 4 Dissidents (of various colors), plus a Factory cube in Europe (with 2 Adjacent ships). There is one theocracy, and it has 3 meeples. The Taiping Rebellion in a Splay is oriented to give you 4 VP. Your final VP is  $13 + 16 + 3 + 4 = 36$ .

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*of slaves, such as Tripoli, Egypt, Arabia, and the Persian Gulf. After the British suppressed the slave trade in 1857, small-scale traffickers (such as Mecca pilgrims, returning army officers, colonial administrators in Tripoli, and Istanbul vacationers in Africa) often brought back a few slaves to sell in order to defray travel costs. —Ehud R. Toledano, The Ottoman Slave Trade and Its Suppression, 1983.*

## CREDITS

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