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PRESENTS

PAX EMANCIPATION

ADVANCED GAME - GLOSSARY



BOOK 2 - Advanced Game, Tips, Glossary.

"Freedom of men under government is having a standing rule to live by, common to everyone in the society in question, and made by the legislative power that has been set up in it; a liberty to follow one's own will in anything that isn't forbidden by the rule, and not to be subject to the inconstant, uncertain, unknown, arbitrary will of another man." —John Locke, 1689

The Advanced Game introduces the Revolution Phase (K), Bonus Petitions (L), Impacts (M), Strategy (N), Example Game (O), and the glossary.

K. REVOLUTION PHASE

The 10 Revolutions are stored in a *public stack* (C7), each corresponding to one of the 10 Spheres. If the Sphere of a Revolution has accumulated both Dissidents and Anarchy, **launch** (K1) it into the Market during this phase. On subsequent turns, the Revolution moves through the Market as it is churned (J1). During this period, players may join it by the *join revolution action* (F6) or by certain *impacts* (M4). If the revolution card itself is *culturally diffused* in the West column, it is bumped by its diffusion arrow to the East column. If culturally diffused in the East column, it is discarded as a *failure* (K2). It *succeeds* this phase if it is both Viable and enough Agents have joined (K4).

- ◆ **Order.** If there are several revolutions launched or successful in your turn, you choose the order in which you resolve them.

K1. LAUNCHING A REVOLUTION

During this phase, a Revolution is **launched** if its corresponding Sphere has at least one Anarchy and at least one Dissident. Launching can also occur from an *impact* (M4). Launching places the Revolution into the Market, and can't occur if the Revolution is already in the Market. Each Revolution is double-sided, and the faceup side depends on if it is a *slave revolt* or a *civil rights revolt*.

- a. Firebrand Replacement.** A Revolution card in the Eastern Sphere replaces a Market card in the East column, and a Revolution card in the Western Sphere replaces a Market card in the West column. The Market Card replaced, is the one with the lowest firebrand rating on that side of the Market. Discard the low firebrand card out of the game.
- b. People's Hero.** If the Sphere has all dissident squares full of Dissidents, all of the same color, draw one new Revolutionary of that color from the pool to add to the Revolution.
- c. First Revolutionaries.** Along with the people's hero, any Syndications on the low firebrand card become Revolutionaries, placed into the leftmost *engagement spots* (waiving costs). You choose

the order placed.

- d. Civil Rights vs. Slave Revolt.**¹ Place the left-wing “civil rights” side of the Revolution faceup if there are more red Dissidents than white Dissidents in the Sphere. This has a red frame. Place the right-wing “slave revolt” side of the Revolution faceup if there are more white Dissidents than red Dissidents. This has a white frame. You choose if it is tied.
- e. Instant Victory.** If the Revolution is Viable and its first Revolutionaries fill (or overfill) all the engagement spots, it is instantly *successful* (K4). All Syndications turn revolutionary and create *laws* in the victorious Revolution per K6.

☛ **Example:** During your Revolution phase, there is a red Dissident and an Anarchy in the 13 Colonies, launching the left-wing American Revolution.² The low firebrand in the West column is William Lloyd Garrison, with a rating of 11 and one red Syndication. You discard Garrison, and turn his Syndication into the first Revolutionary.

K2. REVOLUTION FAILURE.

A Revolution instantly **fails** if it is removed from the Market by *cultural diffusion* (H3) even if it is Viable with all Revolutionaries filled. Return the Revolution Card to the public deck. All of the Revolutionaries on the card and the Sphere's Admin and Dissidents on the map are Massacred (not Martyred or Divested). All the starting chits (Barriers and Adjacent slavers) of that Sphere are Regressed. Its Freedmen and Anarchy remain in place.

1 SLAVE REVOLTS are a type of *de facto* suffrage: if slaves are in the vast majority, as in China or the Caribbean, a majority rule is possible by the force of numbers alone. Prior to the Enlightenment, a slave was characterized by hopeless fatalism and no notion that she could advance in life. But a slave who was missionary-trained to read and write and exposed to Enlightenment ideas could catalyze revolt. The first successful slave revolt in history led to the slave-run independent Republic of Haiti in 1804 (#12). This inspired other slaves, such as Jamaican Sam Sharpe (#16). After reading that Parliament was considering emancipation, he led a general peaceful strike in 1832. His last words were “I would rather die among yonder gallows, than live in slavery.” His death contributed to the passage by Parliament of the Slavery Abolition Act the following year.

2 AMERICAN REVOLUTION is classified as left-wing because its Constitution favored intellectual freedoms yet accommodated economic chattel slavery. (Left-wing is defined in this game as when your mind is set free, but your work belongs to society or the politburo.) The glaring contradictions in the Constitution prompted the uncompromising abolitionist William Lloyd Garrison (#16) to smear it as “an agreement with Hell.” Yet in fairness, it was penned at a time when the Enlightenment was fresh, and the obvious abolitionist consequences of “all men are created equal” had yet to be expressed. One of the first official condemnations of slavery was Jefferson's first draft of the Declaration of Independence (#52), which criticized King George III for having enslaved Africans and for overriding colonial Virginia's attempt to ban slavery. Jefferson's draft of a state constitution for Virginia in 1776 proposed banning the importation of slaves and, in 1783, the gradual emancipation of slaves. He was defeated in both these attempts. In the next year, Jefferson proposed a law that would declare slavery illegal in all the western territories, including Alabama and Mississippi. The bill lost by one vote, that of a legislator too sick to come and vote. “Thus we see the fate of millions unborn hanging on the tongue of one man, and heaven was silent in that awful moment!”—Thomas Jefferson, 1786.

K3. WRITE MANIFESTO.

If you perform a *legislation* (F5), *lawsuit* (G6), or *plebiscite* (G7) Globalization that makes a Revolution in the Market Viable, when it was not previously Viable, then you must add a Revolutionary Agent to it, taken from the pool (not your finance board!). This costs neither gold nor an Action.

- ◆ **Current Revolution.** Manifestos are only effective on the visible side of the Revolution.
- ◆ **Supreme Revolutionary.** You can join the Revolution even if all its engagement spots are filled.
- ◆ **World-wide Revolution.** A Manifesto can add Agents to multiple Revolutions.

☛ **Example:** *Player White decides to join (F6) the American Revolution in example K1. Because there is already 1 Agent in the American Revolution, it costs 1 gold to place his white Revolutionary. He decides to make a counter-revolution (F6), flipping the American Revolution to the U.S. Civil War. This Revolution is not Viable: there is no candle-unlock freedom pair in either the Bill or Rights or the General Will. On his turn, Player Green plebiscites a card with a unlock orientation into the General Will, where the last card is already a unlock. This forms a candle-unlock freedom pair, which creates a manifesto. Thus he adds a Green Agent to the third and final engagement spot, causing a Union Victory with the Revolutionaries being (first to last) Red, White, and Green.*

K4. REVOLUTION SUCCESS.

During this phase, if a Revolution is both Viable and has all its engagement spots filled, it **succeeds**. *Modernize* the Sphere (K5), pass laws, then discard revolution card if law 8 (K6.8) is not taken and Divest revolutionaries not posted by law 5.

K5. MODERNIZATION.

Flip the Map Card corresponding to the Revolution to its *modern* side. Preserve Freedmen meeples and Admin Agents in their original spots.³

- ◆ **Dissidents** are moved to the slave spots of your choice in the Modern State. If there is no room, they emigrate (next bullet).
- ◆ **Emigrants.** If there is no room for a Dissident because the slave spots are occupied, move it to become a Freedman in a another Sphere. Choose the non-diseased Sphere with the fewest

³ THE FOREIGN POLICY of Victorian England Britain generally supported constitutional monarchies. Canning's recognition of the South American republics may be seen as part of this policy. There was little physical presence by Britain. This method became more important as free trade developed. —Dr. Marjrie Bloy, 2002.

number of Barriers among Spheres having at least one slave.⁴ You choose if tied.

- ◆ **Elephant.** If the elephant is in a modernized Sphere, walk it one Sphere clockwise (skipping Diseased and Modern Spheres).

☛ **Example:** *The 13 Colonies Sphere of the previous example is flipped to its modern side: the United States of America. The colonial Agent in Virginia and the Citizen in Virginia persist.*

K6. VICTORIOUS REVOLUTION LAWS.

Finally, each player with a Revolutionary performs one **law** per Agent. The choice order goes from the most recently placed Agent to the first Agent placed. You can choose laws 1 through 6 multiple times. There are 8 Laws to choose from:

1. **Claim one Barrier** in revolutionary sphere.
2. **Claim one Anarchy** in revolutionary sphere.
3. **Claim one slaver Adjacent to revolutionary sphere.**
4. **Regress one Barrier** (from any Victory Pile to the revolutionary sphere). This is a *corruption* (E7).
5. **Post one Admin** to an unfilled Agency in any Sphere, using one of your Revolutionary Agents. Return any Revolutionaries not used for posting to the wealth box of the owner.
6. **Place one Freedman** (of any color) into an empty slave spot in the revolutionary Sphere, drawn from the pool.
7. **Build Your Factory Cube (if not yet built).**⁵ Place your cube on the map within the Sphere,

4 **INDEPENDENCE FROM COLONIALISM** can be catastrophic. The leaders of newly independent nations in Africa and India were often Western-trained, but unfortunately were trained in untested speculations born of the age following the Age of Reason. Freedoms once enjoyed under colonial law were lost in the newly-independent socialist democracies and petty dictatorships that trampled Enlightenment principles of Individual Rights. The renewed economic and intellectual enslavement was often accompanied by renewed tribal bloodshed. Food production plummeted, turning Africa from almost self-sufficient to a massive importer of food. Uganda, Tanzania, Chad, Zambia, Ghana, Senegal, Madagascar, Zaire, Niger, Benin, Central African Republic, Burundi, Rwanda, and Equatorial Guinea suffered negative growth in output per capita, making Africans poorer after a generation of independence then they had been under imperialist rule (Alpine & Pickett, 1993). The answer is not a return to colonialism, but rather a return to the Western traditions respected during the Age of Reason. After independence, most British colonies that were founded during the Enlightenment became today's powerhouses of freedom and economy, including USA, Canada, Australia, New Zealand, and Hong Kong. Even the African colonies of South Africa, Mauritius, and Botswana seem to have benefitted from their British colonial experience. Botswana is exceptional in defending property rights during the 30 years after independence, and saw an astonishing 8% per capita GDP growth while avoiding coups, civil wars and dictators. These examples refute exploitation theories of income disparities.

5 **FREEDOM AS THE CAUSE OF THE INDUSTRIAL REVOLUTION.** As far as I know, the Industrial Revolution could have occurred centuries earlier or later. Likewise, abolitionism could have occurred centuries earlier or later. It is surely no coincidence that both happened a generation apart on the same small island! Yet despite this many modern intellectuals blacklist the Industrial Revolution as causing rather than defeating slavery. In reality both phenomena have the same root: the Enlightenment. Although the Industrial Revolution made slavery

representing the Industrial Revolution, see **J6** and glossary for the advantages. Once built, your factory is permanent.

8. Globalization & Purge. Globalize the Revolution into a Splay in which it is Viable, without flipping it to its other side. You choose the orientation, which in the endgame confers VP to a particular player. If added to the Bill of Rights, this placement *purges* (**K7**) out of the game all prior Ideas from the Splay, leaving only the starting card set by the Founding Father and previous Revolutions.

Note: If nobody chooses Law 8, discard the Revolution out of the game.

Tip: The player to launch a Revolution has the last law. The last law is crucial in a competitive game, because it often determines which way the government leans! See the following example.

➤ **Example.** In the successful Civil War of the previous example, Player Green chooses Law 5, posting his green Revolutionary as the Agent in Virginia. Player White chooses Law 1: Claiming the red chit (Fugitive Slave Law). This leaves only the white chit (Ku Klux Klan), making the government lean to the right. Player Red makes the final choice, and peevishly chooses Law 4 and Regresses Jim Crow, so the U.S. government has both left- and right-wing barriers.⁶

K7. BILL OF RIGHTS PURGE.

If Law 8 is chosen to Globalize a card into the Bill of Rights (but not the General Will), then discard all older cards in the Splay out of the game, with the exception of previous Revolutions and the starting Founding Father. This may make Ideas and Revolutions no longer Viable.

economically obsolete, it postdated by centuries the end of serfdom in England, without any specific legislation, and postdated by half a century the abolition movement. Enriched by overseas trade and the Enlightenment freedoms, the urban job demand exploded. As migrants flocked to the cities, wages also exploded. The high wages motivated inventors to find ways to replace expensive labor with cheap machinery. The inventors, who were mostly of humble origin and would have been slaves themselves in another society, benefited from freedom of thought and economy under an independent legal system. They also benefited from two British political freedom innovations: Common Law and the Patent System. They benefited only marginally from Enlightenment science and math, such as Newton's Laws or calculus.

6 THE 13th AMENDMENT of 1865 abolished slavery and involuntary servitude in the antebellum USA, except as punishment for a crime. In the game this is the removal of the fugitive slave law (left-wing barrier).

☛ **Example.** As a Revolutionary in the Union Victory in the U.S. Civil War, you enact Law 8. The Bill of Rights has 5 cards: comet (starting John Locke #109), feather, candle, unlock, and unlock. The Civil War has the candle unlock pair, and so is Viable in the Bill of Rights. You Globalize the Civil War into this Splay, and chose to orient it to unlock so that Player White gets the 3 VP. You then purge all the previous cards, except for the starting (Lockean) founding father, and the feather, which is on the Philippine Revolution card. The final 3-card Bill of Rights is comet (starting founding father), feather (Philippines), unlock (U.S. Civil War).

K8. MODERN STATE.

Neither the Elephant nor Dissidents can be added to a state flipped to its modern side.⁷

- ◆ **Default Admin.** In a Modern State, each Admin is always filled. In case no Agent is posted, then a **default admin** of the color shown in the admin spot is considered to be there for victory purposes.

Note: Corruption during gunboat diplomacy and Refugees/emigrants are the only ways to influence the status of a Modern State.

☛ **Example.** In the modern USA from the previous examples, there is an empty red Admin in the Caribbean. During endgame scoring (J6b), this is considered to be a token for Player Red.

L. BONUS PETITIONS

L1. RED, BLACK, OR RED-BLACK PETITIONS. (●●●●)

Immediately after a **lawsuit** (G6) or **plebiscite** (G7), you may **petition** parliament. There are 3 types: red (if you globalized a visible red icon), black (if you globalized a visible black icon) or red-black (you globalized any icon).

1. Nationalize/Privatize (red dot icon). If Player Red, **nationalize** (E2) a white or green Syndication Agent. The targeted Agent must be a Syndication on the card Globalized by the lawsuit or plebiscite. If Players Green or White, you may privatize (de-nationalize, E2) a Nationalized Agent of your color Divested from the finance board of Player Red.

2. Extraordinary Legislation (black dot icon). Perform one **legislate** (F5) on an Idea that you have syndicated and is Viable in the Market. Take a random card from a random unused pile and use it to fill the Gap thus formed (this rule is necessary to avoid a premature ending to the game).

⁷ DISSIDENTS of course exist in a modern state, but only in a modern state is the right to protest respected and legal. The game minimizes British interference with modern states, a historic consequence of the decline of colonization. But those states which modernized under semi-Enlightenment ideals, enfranchising some but without liberating their slaves such as in the USA, Brazil, and India, would pay in blood later.

3. Bailout Fundraiser (half red-half black icon). Perform one bonus fundraiser (F1).

☛ **Example.** As Player Red, you syndicate the Baptist Missionary Society #76, and use it to for its lawsuit op, globalizing Habeas Corpus, syndicated by Players White and Green. (This costs 4 gold.) You orient Habeas Corpus in the Bill of Rights with its red icon visible, and so are entitled to Nationalize either the white or green Agent. You choose green, which goes into your wealth, while the white Agent is Divested to Player White's board. If you had instead oriented Habeas Corpus with its black icon visible, you could not nationalize, and so may have chosen extraordinary legislation as your bonus. Assuming the Baptist Society is Viable, you choose to legislate that to the Splay and apply its impact (remove a red or white barrier from the Elephant).

L2. SEPARATION OF CHURCH & STATE.⁸ (HALF RED-HALF BLACK ICON)

Player White can perform any bonus petition (privatize, legislation, fundraiser) with either a red or black bill of Parliament.

M. IMPACTS

An **impact** is an optional bonus op that only occurs through *legislation* (F5). As a first step in legislation, execute the icons on the left section of the card from top to bottom per **M1** to **M6**. These are called **impact icons**. Ignore impacts that can't be performed (e.g. claiming a red barrier from a Sphere with none to claim).

- ◆ **New Agents.** Impacts **M1** - **M4** add a new Agent of your color to the map, Market, or finance board. These represent growth, so draw these from your pool (not finance board).

M1. NEW SYNDICATION.



Place a new Syndication on any Idea, even on an already syndicated idea, without needing to pay any gold. You may use this Syndication for Ops immediately.

☛ **Example.** You legislate the Social Contract, which confers a new Syndication. You take an Agent from your pool, and decide upon the most expensive Idea in the East column to place it on.

⁸ SEPARATION OF CHURCH AND STATE was another principle discovered by John Locke. He argued that the government lacked authority in the realm of individual conscience, since a rational person could not cede her own mind to the government. This principle freed minority religions to adopt abolitionist positions that a state religion, heavily invested in the status quo, would never consider. The major state religions of this time promoted a hierarchy of obedience with a supreme authority on top and slaves at the bottom, including Christianity in the West, caste-system Hinduism in India, the Shinto mixture of native kami and mystical buddhism in Japan, the more reality-based Neo-Confucianism in Qing China and Korea administered by bureaucrats, and Islam in the Ottoman Empire and North Africa.

M2. POST.



Obtain a new Admin Agent (not a meeple) from the pool, and place it in the Admin spot of the Port specified, even if the Sphere is Diseased or Modern. This does not move the elephant.

- ◆ **Disease.** If the Sphere has Disease, claim its yellow-green disk into your victory pile (even if you do not have Industrial Revolution).
- ◆ **Coup.** If there is already an incumbent Agent there (even your own), it suffers Martyrdom.

M3. WEALTH.



You obtain a new *financial* Agent, placed into your wealth.

M4. REVOLUTIONARY.



You obtain a new *Revolutionary*, placed into an ongoing Revolution, without needing to spend an action or pay any gold. You can even add a Revolutionary to a Revolution that is full. Alternatively, you may *launch* a new Revolution (bypassing all prerequisites) with 1

Revolutionary per K1.

- ◆ **Example:** As Player Red, you legislate a card with a + revolutionary impact, and choose India to revolt. This has 3 green Dissidents, so you may choose either side, and you choose the red side. Take a green Agent from the pool to become the people's hero. You choose green to be the first Revolutionary, and your red Agent as the second.

M5. MERCHANTMAN.



You obtain a new *ship* token, placed as a merchantman into any Sea Border that does not already have a ship, without needing to pay any gold. If there are any Red Agents on the map, you may move one to the ship, and perform *gunboat diplomacy* (E5).

M6. CLAIM RED/WHITE BARRIER (ELEPHANT).



Claim a Barrier of the specified color (if any) from the Elephant's Sphere and put it in your Victory Pile. Red barriers are left-wing, and white barriers are right-wing.⁹ A half-red/half white Barrier can remove either color.¹⁰

⁹ LEFT & RIGHT WING POLITICS derive their names from seating arrangements in the Estates General of the French Revolution. Under left-wing politics you have a duty to work for society, but can think for yourself. Under right-wing politics you can work for your own benefit, but suffer under coerced conformity of thought.

¹⁰ THE POLITICAL DIAMOND. Players of my boardgame High Frontier will note that the rosette of this game corresponds to the diamond-shaped chart in High Frontier. The labeled "right", "left", "up", "down" directions correspond to "right-wing family values", "left-

- ◆ **Elephant Op.** This is an Elephant Op (H1), so move the Elephant to the Port chosen, assuming you have not yet taken any Elephant Actions or Ops.

N. STRATEGY OVERVIEW (cooperative & competitive games)

N1. ACTIONS.

- Syndicate Market Cards.** A Market card is syndicated if it has an Agent on it. You should have at least 1 card syndicated, in order to get the ops bonus. Syndicate low Firebrand Ideas to get the first revolutionary in the next Revolution.
- Post Admins.** Admins are important for the *westernize* (G3) and *literacy* (G5) ops, and for decreasing hate, attaining Majority, and adding to endgame VP. Red Admins are important for *suffrage* (G4). Until the Barriers are removed, posting is expensive for everyone except Player White.
- Taming The Elephant.** If you perform no Elephant actions or ops in your turn, the Elephant is free to move to a Sphere and generate hate or Anarchy, leading to pogroms.
- Hate Management.** It is actually safer to move the Elephant to a Tyranny, because the tyrant suppresses *frustrated hate* (I3). Once the number of Barriers is below 5, frustrated hate will generate first Anarchy and then pogroms.

N2. BOOST FINANCES.

- Short Term.** Use *fundraiser*. Perform it twice if deep in debt, remembering to Divest everything that is not absolutely essential to your plans. If totally in debt, you must first install an Agent somewhere for free (perhaps a free syndication, post, or revolutionary), then immediately Divest it in a fundraiser.
- Adding Agents.** Normally, the number of Agent tokens is fixed, cycling between your finance board, and either the map or the Market. Adding Agents to the game significantly improves your scope of possibilities. In the Basic Game, the only way is with *shipbuilding* (F3). Do this early, before you start running up debt. In the Advanced Game, add Agents using legislated *impacts* (F5), *people's hero* (K1.2), *manifestos* (K3), or *nationalization/privatization* (L1.1). Any Agent of your color added to the map, finance, or Market, will greatly improve your chances to win.¹¹

wing equality", "Libertarian Work Ethic", "Authoritarian Command Structure" respectively. This is an adaption of the Nolan Diagram, which also has a freedom-slavery axis and a left-right axis, as defined by intellectual and economic enslavements.

¹¹ MONEY SUPPLY of each country follows its proportion of the world's production and trade (about 50% for Great Britain in 1840). The money supply is tied to money demand, for making purchases and paying bills. Assuming invariable money, the money supply only

c. Avoid Nationalization. In a competitive game, Divest any of your Syndication in danger of being Nationalized by Player Red.

N3. VICTORY PILE.

- a. Suffrage** is key to Claiming Barriers and victory, but it needs either a Majority (#tokens of your color > #slaves + tokens of other colors), a British colony, or no white (right-wing) barriers in the Elephant. You might be able to get rid of white barriers with legislation, or it might be faster to build an Underground Railroad “bridge” to a Sphere without white barriers.
- b. Claim Red/White Barrier Chits** through *legislation* (F5) or *suffrage* (G5). Legislation needs Freedom Pairs formed by lawsuit, plebiscite, or other Legislations.
- c. Claim Embargoes, Anarchy, or Slave Ships** by creating or moving *Marines* (E5, F3, G1). Ships do not move in the game, but Marines can move from ship to ship. Only Player Red can create a Marine, but any player can move it once created. Player Red has a powerful incentive to create Marines, since he cannot count VP if at the end of the game there are not more red Agents on the map than remaining slavers.

N4. VICTORY POINTS.

- a. Liberating slaves** is necessary to gain Freedmen of your color, make Slavers easier to sink (E6), and avoid the counter-enlightenment (J3). Use manumissions and westernize ops to Liberate slaves into Freedman meeples.
- b. Political Leaning.** Use *legislation impacts* (F5), *suffrage* (G4), or *revolutionary laws* (K6) to Claim white or red Barriers in a Sphere. Player Red prefers red barriers to remain, Player White prefers white barriers to remain, and Player Green prefers no Barriers.

c. Revolutionary Laws. If you cause a victorious and Viable Revolution, and enact *Law 8* in the new Modern State (K6.8), then you gain substantial victory points (VP).

increases with productivity increases, such as the Industrial Revolution or the abolition of slavery. A non-inflationary increase in money supply is simulated in this game by increasing the number of Agents. The rapid growth of the British economy caused an inflow of gold to Britain as the demand for money declined in places like China and India. Contrary to the theory of mercantilism, such globalization, like all voluntary trade, is greatly beneficial to the peoples of both lands. The British beneficiaries of, say, cheap factory-made textiles exported to India are mainly the British factory workers, whose salaries claim typically 80% of the company payroll (the rest goes to capital equipment and stockholders). The standard of living of the consumers of India greatly benefit from cheap textiles, which take only man-hours to produce in a British factory compared to man-months in India. The time-savings enjoyed by the Indian consumers can be employed for other things, like growing food.

N5. AVOID COUNTER-ENLIGHTENMENT.¹²

- a. **Player Red, Sink Pirates.** Since you need to end the game with at least as many red map Agents as Slavers (J3), you must build ships and fight pirates. Getting the Industrial Revolution is a high priority. A typical turn might be to first divest a Marine during a fundraiser, then take a shipbuilding action to build a new Warship for gunboat diplomacy. A first target might be the barbary pirates, allowing cheaper suffrage in London, where you have a post.
- b. **Player White, Emancipate The East.** You need to have 15 Freedmen at the endgame to avoid a counter-enlightenment (J3). And most of the slaves are in the East. A first step might be a post in Korea or Hong Kong, free for you but costing 5 gold for the others. This allows you to westernize the Port's single slave. Now that you have the Majority, you can use suffrage to Claim Barriers. Suffrage only costs 1 gold in China or the Ottomans, where there is but one slaver. Warning, once the number of Barriers drops below 4, the government's hold on the populace relaxes, leading to chaos, frustrated hate, and revolution.
- c. **Player Green, Claim Barriers.** At the endgame, you need 25 or fewer Barriers remaining. Suffrage is possible in the starting British colonies of Virginia or London, or in India or France where you have or can get a Majority. **If you syndicate low Firebrand cards, you will be part of the Revolutions they launch and will be able to choose Revolutionary Laws to claim Barriers.**

12 THIS GAME'S THESIS: the Enlightenment provided the reason-based premises and ideas enabling anti-slavery activism. However, the Enlightenment philosophers were not themselves activists, and wrote comparatively little about slavery. (Thus, in this game the thinkers have few ops and the activists have many ops listed on their cards.) Rather, abolition was an unexpected blessing stemming from a new concept of morality based on universal individual rights. An early Enlightenment activist was James Oglethorpe, who banned slavery on moral grounds in the Province of Georgia in 1733. Arguing against slavery in Parliament, he prompted his friends to form a voting block of abolitionist "Clapham Saints" (#9). Modern charges of hypocrisy against the Enlighteners, for instance that Locke "benefited from the slave trade", are out of context. Locke (#109), one of the first to label slavery as "vile and miserable", lived in an era when abolitionism as concept was still in the future, and could not help but benefit from the slave trade if he invested in anything at all.

O. EXAMPLE GAME (advanced 3-player coop-competitive: 1776-1836)

O1. GAME ROUND 1 (1776-1782, the FRENCH REVOLUTION RESTORES THE MONARCHY).

Slaves are freed in Virginia, but some are murdered by the Klan. A trading post is established in France, but the resulting dissent launches the French Revolution. The revolution ends the next turn, inspired by a manifesto delivered by an anti-western syndicate reestablishing the monarchy, taking action against the Barbary pirates, and tax reform. The head revolutionist Lafayette inspires suffrage and anarchy in Brazil.

◆ **Red Actions (Raimund).** Syndicate #46 & #92. These cost 0 gold. **Ops:** Move the elephant to 13 colonies, westernize twice (1 for each syndication). **Elephant (6):** discards #42 by cultural diffusion. **Hate:** Ku Klux Klan (1) kills one of the new Freedmen in the 13 colonies, creating a red dissident. **Red Finances** (capital/wealth/debt): At start = 3/3/0 with 2 posts (USA & UK). At end = 1/3/0 with 2 posts, 2 syndications.

◆ **Green Actions (Phirax).** Post to Nantes (costs 3 gold and moves elephant), then syndicate #23 (Frederick Douglass) for 1 gold. **Ops:** Frederick Douglass literacy creates a green Dissident in Europe. **Elephant (4):** discards #59. **Hate (1):** The Terror in France creates frustrated anarchy in Europe, taken from Player Green. **Revolution:** Louverture (#12) discarded to start French Revolution. Player Green chooses the white (Lafayette) side.

Green Finances: At start = 3/3/0 with 2 post (Mughal). At end = 0/3/1 with 2 posts, 1 syn. **Phirax says:** "Player Green is strong financially, so I thought I could afford this strong opening move. In retrospect, I should have built a ship, to gain early capital."

◆ **White Actions (Simon).** Join revolution for 0 gold, then syndicate #72 (anti-west democracy) for 2 gold. **Ops:** Use #72 plebiscite to globalize #96 (independence club). **Manifesto:** #96 set into General Will to create the unlock-candle pair, which is a manifesto for the French Revolution. A new white revolutionary is installed from the pool to complete the French Revolution. **Bonus Petition** (for plebiscite): Fundraiser. **Ops** (continued): One of Lafayette's revolutionaries uses suffrage, moving the elephant to Brazil and claiming the bandeirantes (red barrier). This costs 4 gold. The other revolutionary westernizes Brazil. **Hate (6):** White pays 1 gold for dizimo taxes. **Revolution:** The French Revolution succeeds with 2 white revolutionaries. **Laws:** Gabelle tax repealed, Barbary pirates sunk. **Simon says:** "Big blunder to not sink the Atlantic 'king cotton' instead." **Emigrants:** One green meeples emigrates to the Caribbean. **Raimund says:** "Simon first tried to emigrate them to Virginia. He changed his mind when I reminded him that this was still a cooperative game, and messing up my majority in Virginia would interfere with American suffrage." **White Finances:** At start = 3/3/0 with 1 post

(Bahia). At end = 0/5/1 with 1 post, 1 syn.



O2. GAME ROUND 2 (1783-1788, THE AMERICAN REVOLUTION)

In this version of history, “the shot heard round the world” was fired by a Maroon musket in Barbados. But the American Revolution degenerates into a civil war, viable yet with no sign of ending.

- ◆ **Red Actions.** Fundraiser, divesting a syndication and the London Agent. With no Marines, the bonus maritime op is wasted. Then build a North Atlantic warship (cost of 3). **Gunboat Diplomacy:** Piracy roll is (2), just enough to sink ‘king cotton’ and create corruption, regressing the gabelle tax farmers. **Raimund says:** “The restoration of the French monarchy is totally unacceptable, and I am not above a little graft to make things right.” **Simon replies:** “In our Virginia deal, you promised to remove barriers, not add them.” **Hate:** No effect. **Red Finances:** 1/4/0 with 1 post (Virginia), 1 Marine, 1 syn.
- ◆ **Green Actions.** Fundraiser then post to the Caribbean, costing 3. **Ops:** Frederick Douglass uses suffrage to end Jim Crow in America, costing 1. **Hate (5):** The Fugitive slave law creates anarchy. **Revolution:** Maroons (#3) discarded to start American Revolution. Player Green chooses the white (Washington) side. **Green Finances:** 0/2/1 with 3 posts, 1 syn.
- ◆ **White Actions.** Join the revolution for zero gold, make it a counter-revolution for 1 gold, then add a 2nd revolutionary for 1

gold. **Ops:** Again, the anti-west democracy uses a plebiscite to globalize an idea into the General Will, which is now unlock-candle-comet. Lincoln's 2 maritime ops defeats the Napoleonic continental system blockade and quells European anarchy. **Bonus Petition:** Fundraiser (divesting from Bahia). **Elephant (3):** Walks to Japan, where White chooses Korea. **Hate (1,4,5):** No effect, as only a '6' has an effect in this tyranny. **White Finances:** 2/0/3 with 2 revolutionaries, 1 syn.

03. GAME ROUND 3 (1789-1794, INDUSTRIAL REVOLUTION IN THE USA UNDER KING LINCOLN).

Green loses his foothold in India as Hindus overrun the EIC trading post. But the orator Frederick Douglass turns warring America into a barrier-free rural republic (rural because it is not yet modern). Historically, Jefferson promoted just such a slave-free rural utopia. However, the South kept its slaves, and the North became urbanized. Nevertheless, as late as 1860, over half the Americans were still farmers.

◆ **Green/Red Negotiations:** **Phirax says:** *"In the 13 Colonies, there is a Red Agent on a default Green Admin, and a Green Agent on a default Red Agent. We would both be better off if we both divest these agents. As a show of good faith, you divest first."*

◆ **Red Actions.** Fundraiser, divesting Virginia as promised, and the bonus maritime takes an anarchy from the warring 13 Colonies. Then syndicates (2 gold) a peasant war. **Ops:** Two

peasants globalize the anti-west democracy, then petition to have them nationalized! General Will now at unlock-candle-comet-feather. **Elephant:** Walks to Mughal. **Hate (3):** Those supporting the Caste system martyr the green Admin. **Red Finances:** 3/3+W/0 with 1 Marine, 1 syn. The "W" stands for the nationalized white agent.

◆ **Green Actions.** Fundraiser (divesting Caribbean as promised) then adding a 2nd syndication to Douglass, costing 1. **Ops:** Frederick Douglass uses a double suffrage to end the Klan and the Fugitive Slave Law in America, costing 2. **Phirax says:** *"Douglass is a great American and a personal hero of mine."* **Hate:** Skipped (no barriers in America). **Green Finances:** 1/3/0 with 1 post, 2 syn.

◆ **White Actions.** Join the Civil War for 4 gold, then post to Edo for 0 gold. **Ops:** Triple westernize in Japan. **Hate:** A white meeples is victimized by the shogunate. **Revolution:** The Civil War succeeds with 3 white revolutionaries. **Laws:** The USA is industrialized and slave-sugar outlawed. Yet the Klan returns, making America into a theocracy under King Lincoln.¹³ **White Finances:** 0/3/3 with 1 post. **Simon says:**

13 LINCOLN, THE GREAT DICTATOR perpetrated widespread unconstitutional acts, including regarding secession as treason, declaring martial law and invading the South without consulting Congress, suspending habeas corpus, censorship of press and telegraphs, conscription, and ordering the imprisonment of virtually everybody who disagreed with his radical views. —Thomas DiLorenzo, *The Real Lincoln*, 2002.

"My first attempt at this turn was a syndicate, plebiscite, then a legislate petition with a bonus revolutionary to win the Civil War. This failed because I forgot about the tyranny of the majority, making Lincoln unviable. Fortunately my opponents allowed me to reset my turn."

O4. GAME ROUND 4 (1795-1800, ORIENTAL SECLUSION ENDS).

The British fleet finally expands (to 2 ships) and ends the long seclusion of Japan and China by forcing Edo and Beijing to open for free trade. War breaks out between White Russia and Red Russia.

- ◆ **Red Actions/Ops.** Shipbuilding (3 gold) in the Sea of Japan, then Fundraising. **Gunboat Diplomacy:** Claims embargos from China and Japan. **Hate:** Because Japan with 4 barriers is no longer a tyranny, frustrated hate generates Anarchy, launching a Revolution (white side). **Red Finances:** 6+W/0/0 with 2 Marine.
- ◆ **Green Actions/Ops.** Post in Hong Kong, then Syndicate (0 gold). **Ops:** Westernize and suffrage in China (1 gold). **Hate:** Frustrated anarchy in China. **Green Finances:** 4/0/0 with 1 post, 2 syn.
- ◆ **White Actions.** Syndicate Baptist Missionaries (1 gold), then join the revolution as a Satsuma counter-revolutionary (1 gold). **Ops:** Lawsuit Barbary Wars so that the Bill of Rights is candle-unlock. **Petition:** Privatize his nationalized Agent. **Hate (6):**

taxes suffered. **White Finances:** 0/1/4 with 1 revolutionary, 1 post, 1 syn. Deep in debt.

O5. GAME ROUND 5 (1801-1806, DISASTER IN JAPAN CAUSES THE GREAT BRITISH DEPRESSION).

The Japanese Revolution fails with the massacre of 3 Agents. The ensuing great depression will last 3 rounds, to the financial distress of the players.

- ◆ **Red Actions.** Syndicate the Great Awakening (1 gold), then join the revolution (1 gold). This latter is risky, the revolution is at risk of failure. **Ops:** Plebiscite a card previously syndicated by green (1 gold). **Petition:** Legislation with a +syndication impact, then using a plebiscite on the freshly created syndication, then a fundraiser for this petition. The resulting tyranny of the majority discards 2 cards in the General Will. **Red Finances:** 2/2/0 with 2 Marine, 1 syn, 1 revolutionary.
- ◆ **Green Actions/Ops.** Shipbuilding (Mediterranean) then fundraiser. **Ops:** Literacy in Kongo, using an underground railroad to Europe. **Elephant (3):** Cultural diffusion causes the Japanese Revolution to fail! This massacres the red and white revolutionaries and the white Admin Agents. **Green Finances:** 4/0/0 with 1 post, 2 syn. **Phirax says:** "I had just 5 barriers to go, and then the shogun commits seppuku. I should have done a plebiscite or lawsuit that would avoid cultural diffusion. This is the worst game ever."
- ◆ **White Starting Finances:** 0/3/4 with 1

syndication. **White Actions.** Post in Zululand (claiming disease) and a Fundraiser that divests everything. **White Finances:** 4/0/4. By using a free post followed by divest, Simon gained a small amount of capital.

O6. GAME ROUND 6 (1807-1812, IN HISTORY, THE SLAVE TRADE IN THE BRITISH EMPIRE IS ABOLISHED, 1807)

- ◆ **Red Actions.** Syndicate then legislate into the General Will. The impact removes a white barrier from China.
- ◆ **Green Actions.** Post & westernize in St. Petersburg to attain majority. **Ops:** Double suffrage in Ottomans, making it a democracy.
- ◆ **White Actions.** Fundraiser, then shipbuilding in the Caribbean.

O7. GAME ROUND 7 (1813-1818, COUNTERFLOW OF EASTERN MYSTICISM INTO THE WEST BEGINS.)

- ◆ **Red Actions.** Fundraiser (bonus maritime removes Japan embargo) then syndicate.
- ◆ **Green Actions.** Syndicate Dr. Livingston and fundraiser. **Ops:** Double suffrage in China.
- ◆ **White Actions.** Fundraiser, then post to Luanda, claiming disease.

O8. GAME ROUND 8 (1819-1824). THE DEMOCRATIC OTTOMAN EMPIRE)

- ◆ **Red Actions.** Syndicate then legislate Habeas Corpus. **Impact:** Post in Bahia. **Ops:** Suffrage Brazil into a democracy.
- ◆ **Green Actions.** Syndicate 2 ideas. **Ops:**

Double suffrage in Kongo. **Counter-Enlightenment:** 10 barriers to go.

- ◆ **White Actions.** Syndicate Grass Roots (Although it cost 4 gold, Grass Roots is the cheapest card with suffrage). **Counter-Enlightenment:** 4 freedmen to go.

O9. GAME ROUND 9 (1825-1830, THE FINAL 3 TURNS IN THE COOPERATIVE ERA)

- ◆ **Red Actions.** Shipbuilding (Java Sea), and fundraiser. The 2 gunboat diplomacies claim blockades from East Indies and India. **Counter-Enlightenment:** Red has succeeded, with 6 slavers, and 6 map pieces (3 Marines, 1 post, and defaults in London and Caribbean).
- ◆ **Green Actions.** Fundraiser, syndicate Grass Roots (5 gold). **Ops:** Triple suffrage and literacy in the Ottomans. **Counter-Enlightenment:** 4 barriers to go.
- ◆ **White Actions.** Syndicate, then post to Marantha. **Ops:** 2 westernizations and literacy in India. **Simon says:** *"I started my turn needing to liberate 2 slaves to avoid my counter-enlightenment, and break down 4 barriers to avoid Green's counter-enlightenment. I just couldn't do both."*

O10. SCORING (1831-1836, IN HISTORY, SLAVERY IN THE BRITISH EMPIRE IS ABOLISHED, 1833)

The game ends with slavery lingering in China, Japan, East Africa, East India, and East Indies. Player Green failed, with 27 barriers remaining (he

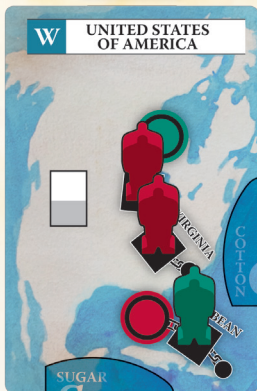
needed 25 or less). There were as many red agents as slavers, and 15 Freedmen, so Players Red and White succeeded. Since one player failed, the game cannot proceed into the competitive era. Instead, the successful players add up their cooperative score:

- ◆ **Victory Pile.** 15 red + 16 white (includes 6VP for 2 disease) = 31.
- ◆ **Map Tokens.** 6 red + 13 white (includes 5 VP for dissidents and 1VP for factory) = 19.
- ◆ **Total Cooperative Score.** 50 VP (just enough for coop victory).

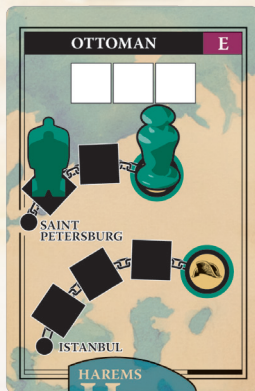
ENDGAME BILL OF RIGHTS AND GENERAL WILL



The USA ends up as an industrialized theocratic kingdom, with slavery abolished, as shown below:



The Ottoman Empire ends up as a rural democracy, as shown below:



WHAT IS FREEDOM AND SLAVERY?

"Freedom of men under government is having a standing rule to live by, common to everyone in the society in question, and made by the legislative power that has been set up in it; a liberty to follow one's own will in anything that isn't forbidden by the rule, and not to be subject to the inconstant, uncertain, unknown, arbitrary will of another man." John Locke, 1689

FREEDOM AND SLAVERY DEFINED. Freedom, in a political context, is the absence of physical coercion or compulsion, i.e. man-made force against the products of one's mind or body. As Locke puts it "under no restraint except the Law of Nature". Under freedom, all actions are voluntary, and all transactions are free of force or threat of force. Freedom is the opposite of slavery. To the degree one rises, the other sinks. Freedom is correctly defined such that one man's freedom cannot eclipse another's.

WHAT FREEDOM IS NOT. Political freedom is not freedom from hunger or poverty, which is akin to asking to be free from the laws of physics and chemistry. Robinson Crusoe, alone on a desert island, had complete freedom from force, but was not "free" from the principle that you must work to eat. Freedom is not pointing a weapon at someone to produce food for you. Freedom is not life in a democracy, not if the majority vote for slavery. Neither is freedom life in an anarchy, not if the neighboring family or clan has more members and decides to enslave you. The only road to freedom is what Locke called "freedom under a rule of Law". That is, life in a constitutional republic, in which the monopoly of power is vested, not in the neighborhood gang, but in a heavily-regulated police force with separation of powers. Whose officers are sworn to uphold a constitution

guaranteeing individual rights, for the good of each of them as well as the fabric of society.

SLAVERY IS EVIL. Why bother with such a trite statement? Because in the fog of today's moral relativism and "tolerism", the use of the word "evil" is frowned on, and "toleration" is glorified. But any default of morality allows evil to exist! The thinkers in the Age of Reason argued that that which is proper to the life of a rational being is the good, and that which opposes it is the evil. And since a person under compulsion cannot act according to her own mind, she is denied her basic means of survival: Reason. To allow slavery would not only leave individual rights undefended, it would undercut the tools necessary for individuals to flourish in a society. And since this reasoning is a Law of Nature, "slavery as evil" rings true in every culture. It is an universal evil.

IS SLAVERY A "NECESSARY EVIL"? No. "Evil" is something you chose to do, even though it degrades your self-identity as a rational being, and secondarily corrupts both the intellect and economy of civilization. "Necessary" and "Evil" are contraries.

BLACK AND WHITE WORLD. A pragmatist (i.e. one who rejects morality and other principles in favor of what seems to be practical for the moment) likes to justify evil with the adage "There is no such thing as black or white, only shades of gray". Any painter knows this to be a falsehood - shades of gray are illusions formed by mixtures of black and white, right down to the mixed molecules of carbon and titanium dioxide in the paint. It is more correct to say: "there are no good or evil people, only good or evil decisions", or to say "The world is black and white, and shades of gray exist only in the minds of men."

ABOLITION, THE ECONOMIC ARGUMENT. The British anti-slavery crusaders are today usually depicted as somehow motivated by economic self-interest, rather than by the kinds of moral imperatives that today's intellectuals find so hard to understand. But are such moral imperatives irrational? Were the British taxpayers unsound to squander so much on global emancipation without apparent benefit? Their Enlightenment judicial system crucially depended upon individual complaints under a system of law, rather than some monarch making pronouncements over entire classes of people. Freedom of thought, religion, trade, speech, and action of the individual were essential for their prosperity. Every slave-owner runs into practical limits to sheer subordination when higher quality work is demanded. In a free society, where all transactions are voluntary, both individuals must sense a profit, or else the deal won't proceed. The economy, which is no more than the sum of all free transactions, is helped by each one, regardless how humble, and hurt by each one conducted with a gun, regardless if that gun enforces a regulated price or wage, tariff, or slavery.

ABOLITION, THE INTELLECTUAL ARGUMENT. It is self-evident, almost Darwinian, that intellectual slavery such as the regulation of religion, language, sexuality, festivals, clothing, music, housing, and other coerced conformities will stifle diversity. Force is contrary to mind, and counters a person's own decisions about her own welfare as well as the free discourse of ideas. Suppressing discourse stagnates society: most of the intellectual achievements of the Enlightenment and Industrial Revolution came from persons of humble origins.

WHAT IS MORALITY? Morality is a code of values guiding a person's decisions, crucially identifying the proper beneficiary of her actions. Does she have a moral obligation

for her own life and welfare, or does she owe her life to society or her societal masters? Enlighteners agreed that each is the master of her own life, but split on the basis for this morality: is it emotion (Hutchinson) or Reason (Locke)? Is slavery evil and twinges your conscience because it feels disgusting and smelly, or because it catastrophically maims the otherwise reasonable society you are trying to live in? During my research for *Bios: Megafauna 2*, I have found out that emotions are an ancient mode for decision-making in animals, available to lizards and their descendants. Sensory cues trigger an emotion, and an entire ensemble of actions ensue, including fight or flight. In contrast, Reason requires the sophisticated technology of language, coupled with the discovery of logic to be an effective decision-making guide. Unlike emotions, which are automatic, Reason is a faculty that is exercised by choice (see my game *Bios: Origins* for the definition and origins of free will). Using biological discoveries not available to the Enlightenment thinkers (e.g. Darwin), I conclude that the basis of morality is both emotional and reasonable. A person who uses Reason as her moral guidance will also automatically develop emotions that guide her split-second decisions, using the same limbic chassis that a lizard uses.

ABOLITION, THE MORAL ARGUMENT. The Enlightenment breakthrough was that it was fundamentally immoral for any person to live her life for the sake of another, and accordingly slavery was bad for each and every one. Even a slave-master suffers under slavery, in as much as this artificial hierarchy ultimately undermines his own opportunity for a rational moral life, free of guns, clubs and parasitism, as well as stagnating both the general economy and intellectual discourse. Thus the moral argument subsumes both the economic and intellectual arguments for

freedom. In other words, what is morally humane is identical to what helps both free economy and free speech, both reason and emotion, precisely because morality is defined as what rationally maximizes human values (including profits and discourse) for each individual. In this definition, it is rational to liberate the innocent from coercion, and irrational to wield a gun as a slaver parasite.

HUMANITARIAN VERSUS INTEREST POLITICS. Drescher correctly observes that the taxpayers of Great Britain committed "econocide", spending a fortune on the worldwide abolition of slavery for no apparent fiscal return. Critics retort that a nation of shopkeepers would never offer to close down a shop, and the true cause of global emancipation was declining value of slavery in an industrialized world. Unsupported assertions that a booming economy requires slavery have been around since ancient Greece and are still popular among socialists today (such as Eric Williams, the nationalist politician who wrote "Capitalism and Slavery"). Like all globalization, emancipation saw fortunes won and lost. But under freedom more fortunes are won than lost, following a stern economic Law of Nature about the value-added in each voluntary transaction and the value subtracted in each force-dominated transaction. There is no dichotomy between "humanitarian" and "self-interest": what is humane is also in your rational self-interest.

THE INTELLECTUAL BASIS FOR SLAVERY BOTH RIGHT AND LEFT. The political right, as defined in this game, follows the philosophy of idealism, the idea that free will and consciousness comprise everything that is real and what we see is but an imperfect reflection of an unknowable spiritual reality. Idealists, such as Plato, St. Augustine, and the Enlightenment intellectuals Hegel and Kant, see knowledge of reality as springing from revelation, against which

Reason-based argument is futile and force is required. The political left, in this game, follows the opposite philosophy of behaviorism, the idea that consciousness and free will are illusionary and men are driven solely by animal instincts, genes, or a Hegelian dialectic. Hobbes was a behaviorist, seeing life without a supreme dictator as "solitary, poor, nasty, brutish, and short". Thus both the mystical right and the materialist left reject Reason and reasoning, leaving the use of force as the only way to resolve arguments. According to the idealist right, force is necessary to conform men's minds in intellectual slavery, while the behaviorist left sees force as required to conform men's bodies in economic slavery. As I make clear in my game *Origins*, the life sciences have proven, not that humans are programmed machines without free will, but rather they possess an unique decision-making attribute called consciousness.

WEALTH OF NATIONS. The Enlightenment philosopher Adam Smith proved that wages were always better for the economy than slavery. He described the nature of capitalism, the social system which had already emancipated the serfs throughout Europe and would eventually emancipate the entire world. Laissez-faire capitalism is defined specifically to reject slavery: it is the social system that excludes force from all transactions. If there is a gun present, then it can't be capitalism, by definition. The enemies of capitalists point to political entrepreneurs, who employ the force of government to, for instance, subdue competition or establish monopolies. By definition, such a person is better described as a bureaucrat than a capitalist.

WHY DID IT TAKE SO LONG? Why did even the concept of abolition, attacking slavery as an institution, take tens of thousands of years? The concept of freedom as

an universal value required language (paleolithic), logic and Reason (ancient Greece), and the rise of capitalism and non-force-dominated transactions (Renaissance Europe). And finally it required the rise of science (Enlightenment Europe), a methodology using logic, Reason, and observation to explain everything that exists, including crucially mankind and his machinations and morality.

ARE PRISONERS SLAVES? A slave is the victim of initiatory force. Therefore a criminal who has initiated force or fraud against his victim is a slaver rather than a slave, even if subsequently incarcerated by a proper system of justice. I agree with Locke that "Captives taken in a just War" have enacted an initiation of force. On the other hand, a political prisoner, prisoner of conscience, or one accused of a "victimless" crime has not initiated force and if imprisoned is a de facto slave.

IS AN INDENTURED SERVANT A SLAVE? An indentured servant is under contract to work for another person for a specified time period, in exchange for e.g. a free passage to a new country. Like all contractual relationships, this contract constitutes slavery if a threat to life, liberty, or property is used to accept its terms. This was the case following the historic 1833 Slavery Abolition Act in Britain, in which the former slaves were legally held as "apprentices" for a further 6 years. Thus the effective date for the end of legal slavery in the British Empire was 1840.

IS A DEBT SLAVERY? Locke argued that a man cannot sell himself into slavery. Nor can obligations be inherited; a person is morally responsible only for what she herself voluntarily does and voluntarily contracts for. Pro-forma slavery, such as offering your daughter or wife as security for a loan (common in Siam), is also immoral unless everyone

involved consents and is at the age of consent, and in no instances can individual rights be morally transgressed.

IS CONSCRIPTION SLAVERY? Yes. All involuntary sacrifices for the sake of "country" or "society" falls under the definition of slavery, and makes that country or society rather unworthy to fight for. As in Venezuela, where slaves given their freedom if they fought in revolutionary armies found themselves used as cannon fodder. My view follows Hutcheson's System of Moral Philosophy (which launched the Scottish Enlightenment in 1755): "[N]o endowments, natural or acquired, can give a perfect right to assume power over others, without their consent. This is intended against the doctrine of Aristotle, and some others of the ancients, 'that some men are naturally slaves ... The natural sense of justice and humanity abhors the thought.'" (Chapter V, p. 301). He admits that a debtor or a criminal may have to forfeit labor to repay their debt or amend for their crime. But "neither the criminal, ... much less the debtor, have lost any of the natural rights of mankind beside that one to their own labours." They have a right to enough resources to support themselves, to make contracts, and use force against those who would torture them, rape them or harm them in other ways (Vol II, Chapter III, pp. 201-202).

IS CORRUPTION SLAVERY? Yes. Corruption is the unlawful extortion of money (or other values) by a government official from a victim in return for some measure of freedom. Corruption is only possible in a system where a bureaucrat has an absolute power of enslavement over a producer, such as the power to shut down her business or livelihood at gunpoint.

IS CENTRAL PLANNING SLAVERY? Yes, when enforced at gunpoint. The "invisible hand of the market", an Enlightenment principle discovered by Mandeville,

Smith, and others, implies that persons are best entrusted to their own lives. Central planning is not the same as central government, which is essential to enforce a system of behavior that excludes the initiation of force against another. Central planners, insisting that someone has to be in charge, override the private decisions of the realm. Such autocracy is normally justified paternalistically, on the basis that "people are children, too stupid for freedom." A typical example is social security, the paternalism that persons are too stupid to save, therefore force should be used to seize her earnings for her own good. Similar arguments justify use of a gun to override her own mind in health, marriage, education, environment, population control, clothing, housing, migration, employment, safety, business, etc., exactly as it was in the days of warlords and their serfs. Paternalism remains, then as now, the #1 justification for slavery. Freedom, by definition, is a bottom up process that cannot be centrally-planned. "Socialism necessitates a system of forced labor - slavery. Forced labor is implied in the very idea of socialist planning. If the state is to plan the production of all commodities, it must also plan the skills that the workers will possess who are to produce those commodities, and where those workers are to live and work. It is incompatible with socialist planning for private individuals to have the freedom to acquire the skills they want and live where they want. Such freedom would make socialist planning impossible." George Reisman, 1994.

IS DUTY SLAVERY? Yes. "Duty" signifies legal obligations to a person or regime that you suffer, not by choice, but simply by being born. The classic example is the hereditary "duty" of a serf to obey her lord. "Patriotic duty", although it sounds more benevolent, means loyalty owed to whatever random politician is currently in power.

"Family duty" sounds even more noble, but it conflicts with the choice each grown-up child has to respect or financially support whoever she feels earned it in her upbringing. As with everything else, duty becomes slavery when you are under force to support someone else.

IS SOCIALISM SLAVERY? "Socialism is sacrificing the individual to society", Josef Goebbels. Others have sought a to define "socialism" in more euphemistic terms than the national socialists did, but if the definition implicitly contains the elements "individual", "gun", "society", then it is slavery, by definition. Socialism requires state ownership. Under class socialism (Marx #65), one's work is state-owned. Under national socialism (Hegel #58), one's mind is state-owned. Whether left or right wing, Socialism always features a segment of society under legal force to live for society rather than themselves.

ARE WALLS SLAVERY? Any barrier erected against the free migrations of peoples seeking a better life is just a modern version of slave chains. The Berlin Wall made East Berlin into a slave camp. When I lived in Tucson, I lived with the spectacle of hundreds of refugees dying in the desert practically at my doorstep, trying to cross the wall between the USA and Mexico. And this in a country with completely open migration a little over a century ago.

SEX SLAVERY DEFINED. A lingering enslavement, especially in the East, persecutes those trapped into forced marriages, harems, or prostitution. But how do you know if you are a sex slave? As with all slavery, the threat of physical force must be present. Since slavery is illegal, in theory a sex slave need only contact the police to be liberated and have the offender arrested. If it ends up in court, the victim must demonstrate that force or fraud was used or threatened, following a process similar to a Western rape trial. While this

is might not be easy, whatever the verdict the victim must remain free to leave her husband or pimp, if she chooses.

BLOOD DIAMONDS. Free enterprise and capitalism are defined by their exclusion of force from transactions. Nevertheless, a free enterprise transaction can involve goods produced by slaves, the so-called “blood diamond dilemma”. Such a transaction is morally treated in a court of law exactly the same way that a fence for stolen goods, with the aim of stopping the problem at its source.

ARE YOU IMMORAL FOR PURCHASING THIS GAME? This game was produced in a Chinese sweatshop, under a government with a long history of resisting Western freedoms. However, each sweatshop employee who worked to produce this game did so voluntarily, for his or her own benefit and livelihood. Many are liberated serfs who have flocked to the cities since the Chinese borders were opened for free trade amid rapid industrialization. The number of migrants flocking to the newly privatized Chinese industries rivals the entire population of the USA. This has exploded the Chinese GDP from USD 400 billion (1990) to USD 6 trillion (2010). Brad Garner observes that 20% of this miracle was attained simply by de-enforcing the hukou serfdom, the Chinese “urban or rural” ID card designed to prevent serfs from leaving the farms. By buying this game, you are part of a miracle which has transformed 50% of the world’s poorest into relative affluency. The extra 8 or 9 dollars a day may not seem much by the standards of the average urbanite, but it makes the difference between struggling to buy clothes or struggling to buy a phone, between illiteracy and a technical education, between an empty field and a flush toilet. I myself have worked in sweatshops, both in Mexico and in the Navajo Reservation, and I observed that every

worker from the janitor to the CEO works hard, knowing that their career and reputation is forfeit if they do not.

INDIVIDUAL RIGHTS VERSUS HUMAN RIGHTS. The two sound the same, but differ crucially in their Basal Societal Unit (BSU). (A Societal Unit defines who has the more fundamental rights: each individual or a collective.) An individual right is conferred to each individual, but a “human right” confers rights to a collective, or rather to the collective’s representative, who is supposed to act in the collective’s best interest. The BSU defines if individuals or society have the more fundamental rights. The crucial point is that individual rights forbid slavery as bad for the individual, while human rights allow slavery if humanity’s representative opines that slavery is good for the human species. But “Humanity” is not a decision-making unit, because only individuals can make decisions and be responsible for them. A “collective decision” is a myth. Therefore, no “humanitarian” representative has special rights over other individuals.

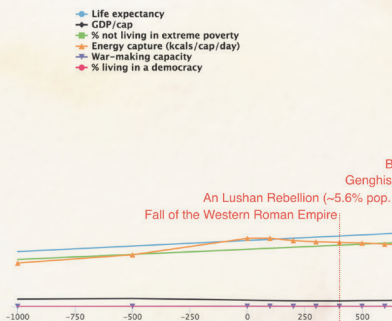
IS INITIATORY FORCE NECESSARY FOR SOCIETY? The debate over freedom today centers around the question whether and to what degree force is necessary for Western culture to function. The origins of society and the legitimacy of the authority of the state of the individual was addressed in the Enlightenment concept called the social contract. Actually two concepts: Hobbesian (by dwelling in society you sign an implicit contract stipulating that you agree to follow every single statute the local politician dreams up, and it is immoral to rebel against the state), or Milton/Lockean (the local politician protects your life, liberty, and private property from the initiation of the use of force, and it is moral to rebel if he breaches the contract by micromanaging your affairs). The latter vision is the basis for the political theory called capitalism, under which initiatory force is legally excluded

from all transactions. As detailed in my boardgame Pax Renaissance, the first capitalists were liberated mercantile serfs ultimately responsible for ending feudalism in the West. An opposed theory, called socialism, holds that force against designated victim groups is necessary for the sake of egalitarianism and “society”. The victims, who are not members of the government and therefore powerless, may be almost any minority that a socialist politician can rally votes around: lower castes, Jewish bankers, “the rich”, “big business”, immigrants, etc. In enacting their persecution, socialist politicians subvert free will in the marketplace by seizing control of property rights in agriculture, commerce, and industry.

THE CASE AGAINST FREEDOM boils down to “humans are stupid/evil”. This behaviorist claim, that unregulated humans are animals incapable of morality or long-range conceptual planning, was pioneered by the Enlightenment philosopher Thomas Hobbes (#34). Later Enlightenment behaviorists, such as Rousseau (#110), Malthus (#57), Hegel (#58), and Marx (#65), furthered this idea to justify a benevolent and absolute paternal monarch to keep his wards in line. A modern politician is Hobbesian when he claims that, without his benevolent coerced regulations, a free person would destroy X, in which X = the economy, national security, the environment, the supposed population crisis, scarce resources, her own savings, her own health, her own happiness, herself. In my “Bios” trilogy of games, I simulate the amoral Hobbesian/Malthusian world of animals, but observe how and why this world is contradicted with the introduction of consciousness and free will.

THE CASE FOR FREEDOM observes that if humans really are Hobbesian, concerned only with short-range brute survival, then installing an omnipotent socialist

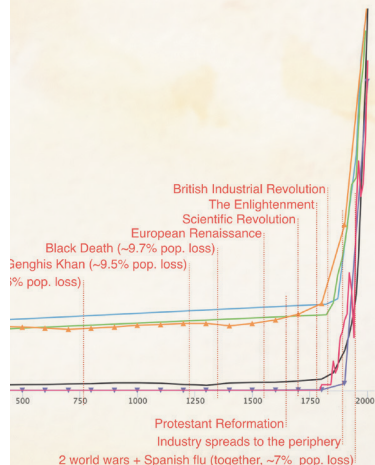
regime and hoping it will turn out to be benevolently non-Hobbesian is futile since the regime is itself composed of such humans. If unregulated people are so short-sighted as to be destructive to the economy, why are the most free nations also the most per capita prosperous, in places like Switzerland, Lichtenstein, Hong Kong, and Singapore? If free people would naturally allow their disabled, elderly, or destitute to starve, why is 100% of de facto starvation occurring in socialist countries such as “Great Leap Forward” China, North Korea, post-colonial Africa, or post-Chavez Venezuela? If freedom is bad for the environment, why are the cleanest in capitalist nations and the dirtiest are in environmental hellholes like Africa, China, South Asia,



and behind the former iron curtain? The case for freedom sees individuals as Lockean conscious beings, able to conceptualize and enact long-range plans for their own rational welfare, if given the freedom to do so. The only regulation or coercion required for human happiness is regulation against coercion itself.

Phil Eklund

Here is Luke Muehlhauser's "hockey stick" graph demonstrating that the Enlightenment-Industrial Revolution was the only significant event in the history of Earth, if human life is the measure of value:



WHY I DESIGNED PAX EMANCIPATION; A PERSONAL VOYAGE.

SLAVERY NEXT DOOR. Twice in one week I had brushes with slavery in my own small village. Under a column of poplar trees I met a neighbor, an garrulous old farmer told me he had planted the trees himself 40 years ago. Then he related gruesome experiences while conscripted as a teenager into the Nazi Army, surviving only by feigning death while the Russians executed his fellows. Just a few days later, I happened to notice a small plaque, commemorating the 2000 Zwangsarbeiter who had worked and died there, imported from lands invaded by the national socialists. In my hometown of Tucson, there is a colony of escaped serfs, Yaqui Indians who arrived as recently as 1908. And I relate in the endnotes of Pax Porfiriana the story how my son Matthew and I faced heavily armed Judiciale slavers in a remote corner of Sonora. Slavery, instead of being a remote historical phenomenon, was suddenly on display in my own neighborhood and in the living memory of my neighbors.

WAS D-DAY MORAL? I asked this question to some of my elderly neighbors: "Was the British and American armed invasion of your homeland morally justified?" It was certainly illegal (violating several Vichy anti-littering ordinances, I am told). But it freed slaves, including the survivors of our neighborhood death camp. And it transformed Nazi Germany into a Western society, one great enough that I live here by choice. My neighbors agree: not only was D-Day honorable, it was also successful to a degree never seen before or since. Force against force is moral; force against freedom is immoral. I argue that the British colonial occupation of tribal lands was equally honorable, for the same reasons. Today's Western world is largely composed of productive former colonies. No person living there, however much they

are a fan of Rousseau's "noble savage," would rationally want to see a return to tribal warlords and routine enslavement.

SLAVERY IS TABOO IN EURO GAMES. The game Puerto Rico doesn't mention the identity of its tokens, for instance. I broke this taboo in Origins, how we became human, a civilization-style boardgame in which it was possible for players to enslave each other. This taboo resurfaced in Greenland, where I learned that the maritime Vikings and the proto-Inuit were major slavers in the North, just as the maritime Maori were the major slavers in the far south. While researching Pax Renaissance, in which the slave trade is a major theme, I was surprised to discover that the Ottoman Empire had the world's largest slave trade, overshadowing anything that would later develop in the West.

THUS MY INSPIRATION to tackle the issue head-on. The freeing of the slaves was the world's greatest accomplishment, why is it that no game has been made on the subject? I can buy dozens of games about the 7 years war, why was the emancipation war, fought with ships and guns and pluck, totally ignored? The British and Christian abolition crusade, along with its Enlightenment roots, has been quietly dropped from the history books, to the point where most people I question have the impression that these politically incorrect groups started rather than ended slavery.

THE DOWNFALL OF ABSOLUTES. This shocking impression has resulted from the declaration by modern intellectuals that absolutes are passé. Newspeak asserts there are no absolutes, no principles, no good or evil. This trend, started by Hume, Hegel and Kant (all philosophers in this game), overthrew the Enlightenment views that had discovered that the universe and its inhabitants ran according to absolute laws of nature. As one Lockean scholar

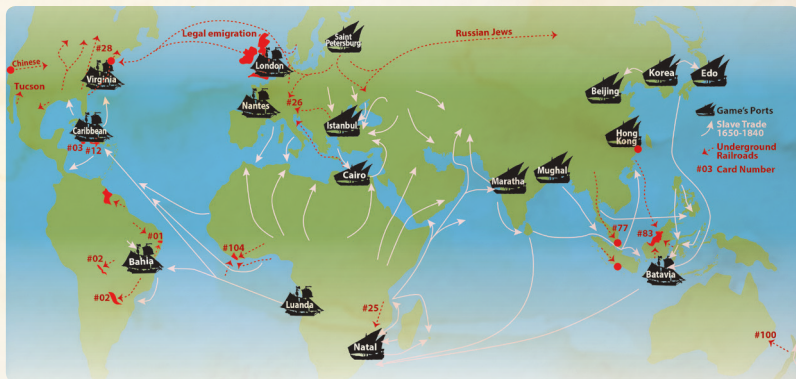
says: "We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness." Notice that the Declaration of Independence uses absolutist terms. Terms such as "truths", "self-evident", "all men", and "unalienable" describe facts necessitated by the nature of existence and, therefore, are unchangeable by human agency or opinion.

CAN CIVILIZATION SURVIVE THE FALL OF THE AGE OF REASON? No. We need reason to survive as much as the tiger its claws. Imagine a conversation with a post-modernist, a typical disciple of Kant (whether or not he has ever heard of Kant) who eschews all philosophy as mere opinion. He begins by denigrating principles, truth, beauty, knowledge, art, physics, and morals as mere opinions, without objective merit. "Hey, what's your evidence for this philosophy?", you might ask. "Evidence is a matter of opinion. In principle, there are no principles. As for absolute morality, there are 7 billion versions, one for each person alive." he replies. "Are there no absolutes?" "Absolutely not," he says, unashamed to use a principle he has just denied. "How do you know this?" "Knowledge are arbitrary social constructs." "Even Laws of Physics?", you wonder. "Physics is but a convenient mathematical description of appearances, having nothing to do with reality. What matters is if enough people believe it." "Hey, the volcano erupted, here comes a wall of lava!" "Let's imagine a more pleasant reality".

THE STORY THAT DESERVES TO BE TOLD. In particular, these truths are not shaken by local human laws, such as the former immoral laws protecting slavery. In Britain and her colonies, this led to the the first rule of Law in which the individual, not the state, was sovereign. The idea of unalienable individual rights eventually led Western

Civilization to become the first to find slavery to be morally repugnant. This story is worth telling, since today's moral erosion (to the point where its very existence is questioned) leaves the door wide open for slavery's return.

Phil Eklund, 2017



Map showing the historical trade routes and underground railroads during the period of this game. The “#” indicates a card number in the game. My home town of Tucson is shown, as the terminus of the Yaqui underground railroad through northern Sonora. The Chinese immigrants went underground in 1882, after the passage of the shameful Chinese Exclusion Act, the first racist immigration barrier in the USA. Fortunately, Mother Nature came to the rescue. The destruction of records after the 1907 Earthquake allowed almost a million illegal Chinese to claim their data were destroyed in San Francisco.

GLOSSARY (GAME TERMS IN CAPITAL LETTERS ARE DEFINED HERE)

Action - is one of the two game processes you can perform each turn during phase F.

Adjacent - Two Spheres are adjacent if they share a Border. A Border is adjacent to a Sphere if it lies on one of its edges between it and an adjacent Sphere. The visible Freedom on one Idea is adjacent to that of another Idea if it lies above or below it in a Splay.

Admin (B2) - is an Agent placed in the admin spot associated with each Port. It represents a British colony (if red), a mission (if white) or a trading post (if green). An admin is added by a *post* (F4), *impact* (M2), or *law* (K6.5), and is removed by Martyrdom during *coups* (F4) or *hate kills* (I2).

Agency (F0, G0) - You must have an Admin of your color in the Elephant's Port in order to perform an agency Op or Action. For a Modern State, if an Admin token is missing, a *default admin* (K8) is considered present for victory purposes only.

Agent (A5.1) - is a pawn token which assumes an identity depending upon its location: finance (finance board, either capital, wealth, or debt), syndication (Idea card), revolutionary (Revolution card), Admin (map), Marine (ship).

Agent Squared Cost - is an amount of gold equal to the current number of Agents (of any color) on the affected card squared [0,1,4,9 respectively]. Agent-squared Costs are used in the *lawsuit* and *plebiscite* ops (G6a)(G7), and in the *syndicate* and *join revolution* actions (F2)(F6).

Anarchy (B2) - is a black disk representing civil disorder. A Sphere with 2 anarchy must make a 1d6 pogrom roll during phase I4. A Sphere overfilled with anarchy generates Refugees. A Sphere with both anarchy and Dissidents launches a Revolution during phase K.

Regressing Anarchy Disks. *Anarchy is Regressed back to the map during Kills or Martyrdoms when there is no more room for Dissidents, corruption (E7), and pogrom rolls (I4).*

Claiming Anarchy Disks. *Anarchy is Claimed from the map during gunboat diplomacy (E5) and revolutionary law 2 (K6.2). This adds it to your Victory Pile. Each is worth 1 VP at the end of the game.*

Disk Management. *The amount of anarchy in the game is fixed at 18 black. They are never in the pool. If a disk is Regressed back to the map, take it from your Victory Pile, or an opponent's Victory Pile (of your choice) if you have no more in yours. If a disk is Claimed from the map, add it to your Victory Pile.*

Dark Age. *The game ends in failure if all Anarchy is on the map.*

Refugees. *The maximum amount of anarchy in any Sphere is 2 disks. If a 3rd is to be added, then you must choose an Adjacent Sphere to add it to instead. If this Sphere is full, then the Refugees cascade to an Adjacent Sphere, etc.*

Tip: *Sometimes you want anarchy to launch a Revolution, but ultimately you should seek to get rid of anarchy on the map for final victory.*

Barrier (B6) - is a red, white, or purple chit, placed just above or below each Sphere, and representing a political Barrier to liberty. In the *final scoring* (J6), each Claimed barriers is worth 1 VP, and remaining barriers create democracies, theocracies, or republics for player-specific VP.

Red Barriers are left-wing economic enslavements, including coerced forfeiture of the work output of a slave or serf.¹⁴

14 SLAVE-CATCHERS included Portuguese Bandeirante fortune hunters in Brazil, the Imbangala Kongolese in Africa (because of the dangers of disease, Europeans almost never captured African slaves), professional Ottoman slave-dealers, Bloodhounds in the U.S. (following the passage of the 1850 Fugitive Slave Law), and Blackbirders who shanghaied laborers through force or fraud into

White Barriers are right-wing intellectual enslavements, coercing conformity or thought or belief (enforced state religion, conscription¹⁵ or censorship¹⁶).

Purple Barriers are mercantilist embargoes preventing free trade.

Slaver chits and Anarchy are not barriers.

Barrier Cost - is the cost to place a token in a *post action* (F4) or *manumission op* (G2). This cost is an amount of gold equal to the number of Barriers (red, white, or purple chits) in a Sphere.¹⁷

such industries as Queensland and Fiji sugar, pearl diving in Australia, and guano mining in Peru. From 1859 blackbinder maritime trafficking was countered by the British anti-slaving ships of the Australian Squadron. However, it was difficult to discern how many of the islanders came willingly, due to harsh conditions at home such as coconut famines, and how many were tricked or kidnapped.

15 CONSCRIPTION was long illegal in England, but so-called "press gangs", rounding up men for the Royal Navy, were legalized in Elizabethan times and did not die out until after the Napoleonic Wars.

16 FREEDOM OF THE PRESS was another Lockean idea. Locke successfully campaigned in 1695 against the Licensing Act, the government monopoly on printing and censoring. Once the press no longer needed a license, abolitionist books and newspapers became possible. Unfortunately, government licensing (and censorship) still lingers, even in the West, for instance in television broadcast licenses. "In those wretched countries where a man cannot call his tongue his own, he can scarce call anything his own. Whoever would overthrow the liberty of a nation must begin by subduing the freeness of speech ... Without freedom of thought there can be no such thing as wisdom, and no such thing as public liberty without freedom of speech, which is the right of every man ..." —Benjamin Franklin, 1722.

17 BARRIER COSTS. "Economic growth due to commercial expansion —known as Smithian growth—, led to rent-seekers, taxmen, mercantilist protectionists, state-sponsored monopolies, and at times pure plunderers and pillagers. Such parasites often killed the geese that laid the golden eggs." Joel Mokyr, *The Industrial Revolution and the Netherlands: Why Did it Not Happen?*, 2000.

Border - is the gap between two Map Cards. For instance, Brazil has two Borders, one to the east and one to the north. If marked with a ship-shaped icon, it is a Sea Border.

Claim (A4.4) - Move a chit or disk into your Victory Pile. Each is worth 1 VP at the end of the game. (Disease is worth 3 VP).

Dice Squared Cost - is the cost to make a *piracy roll* (E6). Take the number of dice you wish to roll, and square this number to obtain the amount of gold cost. So, if you choose to roll 2 dice, it costs 4 gold.

Disease - is a yellow-green disk, initially covering the mosquito icon in both Africa and the East Indies. Its absence indicates the Sphere is disease-free. The elephant cannot walk to a Sphere with a yellow-green disk, and can only be moved there if you have a Factory anywhere. If you have a Factory, you can Claim the yellow-green disk into your Victory Pile if you perform any *elephant action, op, or impact* (H1) in that Sphere. Each disk is worth 3 VP. Once you have Claimed it, it can't be Regressed.¹⁸

18 MOSQUITO-BORNE DISEASES initially decimated European colonists in Africa to a similar degree the indigenous peoples of Australia and the Americas suffered from Eurasian epidemic diseases. However, the medicines (e.g. quinine) and steam navigation developed with Industrial Revolution technology initiated a "Race for Africa" between 1881 and 1914. However, even today malaria remains the number one killer of humans, and since the unfortunate ban of DDT millions die each year, especially in Africa.

Dissident (I2, E7) - is a meeple in one of the white squares found in each Sphere. White dissidents are revolting chattel slaves/serfs, red dissidents are civil rights freedom-fighters, and green dissidents are tax revolters. A Dissident is created in the Elephant's Sphere by the *literacy op* (G5). One is also created each time a meeple is Killed (e.g. *hate kill* (I2)) or an Agent is Martyred (e.g. in a hate kill or coup). If all the dissident squares are full, or if the Sphere is a Modern State, then place an Anarchy instead of a dissident. Dissidents do not count VP in the cooperative or competitive scoring.

Dissident Squared Coster - is the additional cost to make a Revolution into a counter-revolution while *joining* it (F6). It is an amount of gold equal to the current number of opponent's Dissidents in the affected Sphere squared [0,1,4,9 respectively].

Divest (A4.1) - means to move an Agent from the map or Market to your financial board, moving the token into the middle (wealth) slot. Agents can be Divested during a fundraiser (F1.1), *Martyrdom*, *Globalization*, *cultural diffusion* (H3), *Revolution success* (K4), or *privatization* (L1.1).

Elephant - is a token that points to the Port where the foreign policy of Victorian England is focussed, generally promoting constitutional monarchies and free trade. If during your turn you perform an action or op indicated on your finance board with the elephant icon, then you must move the Elephant to the Port where these are occurring. You can move the elephant only once per turn, so that all your postings, manumissions, westernizing, literacies, and suffrages occur in this Port. If you don't perform an action, op, or impact with the elephant icon, its token will *walk* (H2). This location determines the Sphere where you Claim Barriers during *impacts* (M6), and the Port where victims of the *hate roll* (I2) are Killed.¹⁹ The elephant cannot move to a Sphere with Disease or is Modern.²⁰

Emigrant - is a Dissident displaced during *modernization* (K5). It moves to become a Freedman in another Sphere. From among the Spheres with at least one slave and no Disease, choose the one with the fewest number of Barriers.²¹

19 SKIN COLOR is not in this game because it has nought to do with slavery. Only in the Ottoman Empire or in certain European colonies can one guess a person's former slave status by their physical appearance, and this is a result of the historical accident that Africa was the last place to easily obtain slaves (see "WHY AFRICA" footnote). Consider the Korean emperor's description of his slaves (exported as tribute to China) as "another race" even though they were Koreans physically indistinguishable from himself: "Our ancestors have taught us that these enslaved creatures belong to another race and it is therefore impossible for them to become normal men. To defy the teachings of our ancestors would endanger our social order." —Emperor Chungnyeol, circa 1300.

20 THE ELEPHANT was used during Lincoln's campaign as an icon for the Republican Party, and was popularized as such by the great lampoonist, republican, and abolitionist Thomas Nast. Moreover, the elephant has a quirky tradition in Sierra Madre Games, making cameo appearances in *Megafauna*, *Greenland*, *Netherthal*, *Pax Renaissance*, and *John Company*.

21 "GIVE ME YOUR TIRED, YOUR POOR..." During the 19th century, the destination of choice for *émigrés* was America. This was a golden age for the Northern USA, and for the South too

Enlightenment ☼ - is the dominant philosophy in the world of ideas during the Age of Reason in 18th century Europe. Enlightenment ideas centered around the individual as the basic unit of society²² and reason as the primary source of the individual's authority and legitimacy. The dominant religion of the Enlightenment, Deism, excludes the possibility of supernatural forces acting in the universe once it is created and assigns Natural Laws to humans and their scruples.

Factory - See Industrial Revolution.

after the fall of slavery in 1865. Her borders were completely open; anyone was welcome. Her booming economy was free of inflation and during the two periods of the greatest growth, from 1820 to 1850 and from 1865 to 1900, prices were cut in half. This all ended in the early 20th century, when America changed from a republic into a democracy. The first racist immigration laws were passed and the Fed seized the money supply. With the loss of the gold standard came constant inflation and periodic depressions.

22 WHY THE INDIVIDUAL? Classically, the base unit of society (BSU) was one's caste: kings, nobles, or serfs/slaves. These castes are based on heredity and are not changeable, despite individual preferences, abilities, and decisions. (Shockingly, immutable racist caste systems are still upheld by the supreme court in places like Haiti and India.) The Enlightenment argued that individuals were the basic decision-making units of society. The deist Enlightenmenters asserted that only individuals had souls, sinned, and were judged on their sins in the afterlife. (For instance, slaves would be judged on their volitional words and deeds, not on their slave status.) Secular Enlightenmenters similarly argued that only the individual can be lauded for accomplishments, punished for crimes, and in general was responsible for his own words and deeds. Collectivist philosophers of the Counter-Enlightenment have asserted new BSUs. For instance, under Marxism and unionism all individuals in a working caste are interchangeable units, to be paid the same regardless of individual merit or effort. Other collectivist BSUs are "society" (socialism), a master race (fascism), the majority (democracy), or the human species (eugenics and social Darwinism). In all forms of collectivism, an individual can be morally sacrificed or enslaved if someone judges it is good for the collective.

Firebrand - is the number in the upper left corner of each Idea 🔥 . It measures the activism level of the card, ranging from 1 (principled rabble-rouser) to 99 (milquetoast theorist). In the advanced game, the lowest firebrand becomes the Idea around which a Revolution is launched (K1).

Founding Father - If you are the first to Globalize a card to a particular Splay (e.g. lawsuit a card into the Bill of Rights, or plebiscite a card into the General Will), then you must set the orientation of the Starting Splay card (Locke or Rousseau) so that one of its 2 icons starts the first Freedom Pair. Once set, this orientation is fixed for the game. Founding Fathers are immune from purges (K7) or Tyranny of the Majority.

Freedman - is any meeple on a slave square on the map: white = Christian, green = entrepreneur, red = Citizen.²³ If the meeple is in a dissident square on the map, it is a Dissident, not a Freedman.

Freedom Pair - A pair of freedom icons (🕊️🔓 or 🔓🕊️) that are visible and Adjacent to each other in one of the two Splays. Together, they form a "right" in a Bill of Rights or a "legality" in the General Will. There are two Moralities (black icons) - candle and comet, and two Politics (red icons) - feather and unlock. The 10 possible freedom pairs define ideologies as follows:

Black-Black. Enlightenment philosophers based on religious morals (comet-comet), rationalism (candle-candle)²⁴, or

23 "A SLAVE is someone who is kept at his work against his will: by chains, whips, and guns—i.e., by physical force applied by other people. In the absence of such things, he would run off. A free worker, on the other hand, is someone who works of his own choice and who, more likely, can be kept from his work only by means of physical force." —George Reisman, *Capitalism*, 1998.

24 RATIONALISM is the idea that everything can be inferred from reason alone. The problem is that it tends to leave out the facts, as given by the senses. Thus, Descartes' physics, built on rationalistic assumptions about motion, is wildly wrong, while Newtonian

logical positivism (comet-candle). This last includes empirical scientists like Franklin and Newton, who used closet pantheism to reconcile a syncretic mixture of faith and reason.²⁵ These guys are thinkers, not doers (so not so many Ops).

Red-Red. Amoral activists who subscribe to **pragmatism** (i.e. doing what seems practical for the moment with no regard for principles or scruples), **polylogism** (i.e. the view that both reason and morality is subjective or culturally-biased), and **behaviorism** (i.e. the view that there is no free will and only animal instincts drive human behavior). This includes egalitarians²⁶ (feather-feather), idealists (feather-unlock)²⁷, and militants (unlock-unlock).

Black-Red. Principled activists based on supernatural (comet) or natural (candle) fundamentals, promoting intellectual

physics, derived according to the motto "I don't hypothesize (in the absence of facts)," is essentially true and remains part of the scientific canon to this day. —Shawn E. Klein, 2010.

25 ETHICS was treated by the Enlightenmenters as a natural law derived from the scientific method applied to human nature, as opposed to ineffable, God-given, or not subject to scientific scrutiny. Thus Newtonian science had more impact on morality and abolition than it did on the Industrial Revolution! Most Enlightenmenters (#27, #31, #37, #38, #39, #43, #44, #45, #46, #47, #49, #52, #54, #56, #60, #61, #63, #66, #102; #119, #120) were Deist, meaning they rejected miracles and divine intervention, but viewed Natural Law as divinely created. Deism attempts to avoid such questions as "does God have to follow his own Laws?" or "Is ethics knowable because it is Lawful or unknowable because it is ordained to a select few by a supreme being?"

26 EGALITARIANISM here means a de facto egalitarianism of social classes, with state ownership of personal abilities and possessions, as opposed to de jure egalitarianism which means equality before the law.

27 IDEALISM is an epistemology that sets consciousness as paramount, with reality as subordinate and ultimately unreal or unknowable. Popular movies such as The Matrix or Inception are idealist in that they depict the objective world as illusory and dominated by worlds created by subjective consciousnesses. German idealists were responsible for the Counter-Enlightenment ending the Age of Reason, and formed the basis for the dominant subjectivist philosophies today.

(feather) or economic (unlock) freedoms. (A **principle** is an objective truth, true in all times, places, and cultures, regardless of human desires or opinions.) Artists using emotional/humanitarian depictions of reality to illustrate social ills are rated (comet-feather).

Gap - is an empty spot in the 6 X 2 matrix that comprises the Market.

Globalize - moves an Idea or Revolution from the Market into a Splay, which occurs during *legislate*, *lawsuit*, *plebiscite*, or *revolutionary laws* (**K6.8**). If you globalize a card, choose its orientation in the Splay. A globalized card becomes public knowledge, meaning its Ops are lost and all Syndications and Revolutionaries are Divested. The Divested Agents may additionally suffer *Nationalization* (**L1.1**).

Lawsuit or Plebiscite Globalize (**G6, G7**). These do not need *Viability* to globalize, and confer a bonus petition (**L**).

Legislation Globalize (**F5**). This requires *Viability* to perform, and applies impacts (**M**).

Founding Father. If you are the first to globalize a particular Splay, permanently set the orientation of the initial card (Locke or Rousseau).

Manifesto. After a globalization, check each Revolution to see if a manifesto (**K3**) is created.

Gold Generation (B3) - If an Op or Action is **costly** (i.e. costs gold), generate the required gold by moving Agents to a lower box on your finance board. You generate one gold for each Agent shifted down your board (i.e. from capital to wealth, or wealth to debt).²⁸ For instance, if you start with 1 in capital and 5 in wealth, and need to pay 4 gold, shift 1 from capital to wealth, and then 3 from wealth to debt. If totally in debt and have nothing to divest (**N2a**).²⁹

Idea (B4) - is a draw card with a Firebrand Rating. Like Revolutions, it is a type of Market Card.³⁰

28 CONSUMPTION is simulated in this game by moving agents downward. Thus **capital** is consumed to produce wealth, and wealth is consumed to produce debt. The Enlightenment economists recognized two types of consumption: **unproductive** and **productive**. The former includes the eating of bread (from wealth to debt), and the latter includes the consumption of flour and the wearing-out of ovens for the purpose of baking bread (from capital to wealth). Flour and ovens are examples of capital, anything productively consumed to produce a wealth (here bread, but wealth includes any human value from food to freedom). If the proportion of labor to produce capital goods is large enough to more than offset productive consumption, then **capital accumulation** occurs—i.e., the supply of capital goods grows.

29 GOLD STANDARD. After the introduction of the gold sovereign by the new Royal Mint in 1816, the British Empire established the first ever 100-percent-reserve gold standard in 1821. Such a standard helps impede government intervention into the monetary system. Unlike today, a government could not simply print one's way out of debt, at the expense of everyone with a bank account.

30 CLASSICAL THEORY OF IDEAS was introduced by Locke (1690) as starting with observed existents and their relations in the natural world, mentally manipulated in one's consciousness as verbal units. These words and definitions subsume the essential nature of the idea or concept, including everything both known and not yet known. Valid ideas such as "freedom" are based on natural law and thus generally true for all cultures. Kant (#47) asserted the opposite, that ideas were man-made cultural constructs with nothing to do with the objective world. Thus an "idea" or "concept" is identical to its definition, thought is identical to language, and none of them having a component of reality. Following Kant, almost all modern philosophers have rejected the classical theory. Postmodern fallacies such as Whor-

Industrial Revolution (K6) - You have one factory cube of your color, and you can build this during modernization as a law option (**K6.7**), placing the cube on the map. Besides being worth one or more VP at the game's end (**J6**), it reduces the cost of shipbuilding actions (**F3b**) and enables Claiming a Disease disk anywhere (**H1**). This represents the quantum boost in productivity, wealth, health, and energy capture that follows rapid industrialization.³¹

Kill - slides a red, white, or green Freedman into a dissident square in the same Sphere following a hate roll. The color killed is indicated by the color of the dice icon on the Barrier. If an Admin is present of the correct color, you may Martyr it instead of killing a Freedmen. Kills only occur in the Port where the elephant is located (**not** the Sphere). If a kill is indicated by a "frustration" icon, but the appropriate color is not available, then either nothing happens (if the Sphere is a Tyranny), or the **frustrated mob** (**I3**) Regresses 1 Anarchy (if the Sphere is not a Tyranny). If the dissident squares are full (or missing, in the case of a Modern State), the dead meeple goes into the pool, and 1 Anarchy disk is Regressed by the player whose turn it is.

Liberate - places a meeple on a slave square on the map as a result of the *manumission* or *westernize* ops. This meeple, called a **Freedman**,³² is added from the pool.

fanism proclaim that it is impossible to communicate with a person of another culture or language, and so a missionary's task is futile, slavery is neither good nor evil, and that a foreigner can never understand what you are saying about the weather, let alone Shakespeare.

31 "Everything was awful for a very long time, and then the Industrial Revolution happened." Luke Muehlhauser, *Three Wild Speculations from Amateur Quantitative Macrohistory*, 2017.

32 BICAMERAL SLAVES. What makes us so different from the other animals? How can we simply choose the beneficiary of our moral systems, while the other animals are enslaved to behavior with the selfish gene as the sole beneficiary? Why do we crave authorization for our moral systems? Why are we born, regardless of culture, with some perception of a supreme being conferring such authority?

Majority (G4) - is achieved in the Elephant's Port if the number of tokens of your color is **greater** than the number of slaves (unoccupied squares) plus tokens of opponent's colors. This is important in **suffrage (G4)**.

Tip: Player Green starts with a **Majority** in Nantes, France.

Marine (F1, F3, G1) - is a red Agent on a ship token. Each ship may have up to one marine. A ship with a marine is a **Warship**, and a ship without any marines is a **merchantman**. Because Player Red represents the British Parliament, only he can introduce a marine. It goes onto an existing merchantman, either as part of his **fundraiser (F1)** or **ship-building (F3)** actions, or as part of his **maritime op (G1)**. His uppermost financial Agent is taken as the red Agent required. A marine cannot be killed, massacred, or martyred.

Market (A4.2) - has two columns: East (left) and West (right). Each column has 6 faceup Idea cards, arranged in 6 rows of two cards. Above each column is a draw deck for the East and West Ideas. Each row has a Market Cost.

Market Cost - The cost for the **syndicate action (F2)** depends on Idea's row location in the Market. The Idea in the lowermost row 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.

With trappings of worship, obedience, unquestioned loyalty, the power of suggestion and the sway of charisma? The remarkable theory of psychologist Julian Jaynes concludes that both consciousness and free will are technological inventions (rather than products of natural selection), enabled by the technology of language. Because of the mental hierarchy in the human bicameral (i.e. preconscious) mind, obedience and slavery are artifacts of how consciousness is formed. Consciousness is an emergent phenomena repeated every time a child learns language, any language. More information on the Bicameral theory is found in my game BiosOrigins. —Julian Jaynes, The Origin of Consciousness in the Breakdown of the Bicameral Mind, 1990.

Martyrdom (I2) - is the involuntary removal of an Admin Agent from the map, which is Divested to the wealth box of the finance board of its owner. Martyrdom occurs during **coups (F4, M2)**, and **hate kills (I2)**.

Dissident. Martyrdom always generates one Dissident of the Agent's color, placed in any dissident square in the Sphere of the Elephant.

Anarchy. If there is no room for a generated Dissident because the dissident squares are occupied, the player whose turn it is regresses an Anarchy instead.

Massacre (I4) - to remove a token and discard it into the pool, without generating Dissidents or Anarchy. This happens during **failed revolutions (K2)** or **pogroms (I4)**.

Modern State (K8) - is a Sphere flipped to its modern side. This happens as a result of a **successful Revolution (K5)**, and is permanent. The elephant cannot go to a modern state, since modern states are relatively immune to British intervention (and all the players are British abolitionists). Modern states are still influenced by Emigration and corruption.

Morality - is a black freedom icon, either Enlightenment (☉) or Mysticism (☪). A morality icon provides the natural or supernatural fundamentals behind the red icons (activism).³³

33 MORALITY is a decision-making code traditionally held to be God-given (the game's comet icon). However, a supernatural or mystical authority for ethics has the disadvantage that by definition one can't use reason, science, or logic to study it; one must instead wait for sacred texts or other revelations from an unknowable supreme being. Enlightenment philosophers, encouraged by the success of reason-based studies in physics, attempted reason-based studies in ethics and sociology as well (the game's candle icon), with stunning success that completely revolutionized human society, including global emancipation. Although Enlightenment thinkers such as Descartes (#35), Newton (#39), Locke (#109), Franklin (#44), Paley (#55), and Darwin (#66) have made syncretic Deist attempts to unite the natural and supernatural, they are fundamentally irreconcilable. Either the universe is run by a supreme supernatural consciousness,

Nationalized Agent (E2) - is an Agent of Player White or Green that has been captured onto the finance board of Player Red during Globalization. Capture can happen during lawsuits or plebiscites. This Agent is maneuvered by Player Red the same as Agents of his color, but it cannot be *installed* (E3).

Op (G) - Most Idea cards offer Ops which are shown as a column of icons down the right side of the card. Each Syndication or Revolution on an Idea can be used for up to one Op per turn. Slide the Agent over the op icon to indicate that it has been used.

Politics (B4) - is a red freedom icon, either left-wing (🦋) or right-wing (🐉). The feather icon represents an **intellectual freedom**: a person's right to speak her mind, follow the religion of her conscience, fight for the causes of her choice, marry whom she pleases, and migrate where she deems best. Intellectual freedoms are associated with left-wing politics. The unlock icon represents **economic freedoms**: a person's right to own what she produces, to contract her work or products with whom she chooses, and to quit or change employment when she wants. Economic freedoms are associated with right-wing politics.³⁴

or by supreme natural law. Both can't be supreme. Spinoza (#37) took the next logical step, defining a remarkable ethical system based entirely on reason, with no theological/supernatural involvement. For this he was excommunicated from the Jewish religion, with one Counter-Enlightenment critic calling his work "a book forged in hell by the devil himself".

34 IS SLAVERY GOOD FOR THE ECONOMY? No. By this theory, the 19th century economic and military powerhouses should be the ones with the most enslavement: Ottomans, India, China. Exactly the opposite was true: the nations adopting wholesale abolition enjoyed an economic boom, including Western Europe, United States, the British colonies, and Brazil. Even small doses of freedom invariably boost the overall economy, while every new enslavement invariably harms it. "Slavery is an institution hostile to the production of wealth by virtue of depriving the slaves of the incentive to produce it." —George Reisman, *Capitalism*, 1998.

Port (B2) - is a black dot printed on a map card, identified with a city or national name. No token is ever placed on a port.

Refugee (I4) - is an Anarchy disk moving from one Sphere to an Adjacent Sphere. This occurs when Anarchy is generated in or moved to a Sphere which already has its maximum of 2 Anarchy. If a 3rd is to be added, then you must choose an Adjacent Sphere to add it to instead. If this Sphere is full, then the Refugees cascade to an Adjacent Sphere, etc.³⁵

Regress - takes a chit or Anarchy from a Victory Pile and places it into a Map Sphere. The victory pile must be yours if possible, otherwise you choose the pile. Chits must be regressed into the Sphere from where they came, and are regressed during *corruption* (E7) and *Revolution failure* (K2). Anarchy is regressed when there are too many Dissidents during Kills or Martyrdoms. It also happens during *corruption* (E7) and *pogrom rolls* (I4), and the game ends in failure if all 18 Anarchy is regressed.

Revolution (K) - is a public card with two freedom icons, used to check for Viability, and one to four engagement spots where players can add Revolutionaries. It can be *launched* (K1), be *joined* (F6), *fail* (K2), and *succeed* (K4). Revolutions and Ideas are the two types of Market Cards.

Revolutionary (K1c) - is an Agent placed in one of the engagement spots of a Revolution. A Revolution succeeds when it is filled with Revolutionaries and is Viable.

Sea Border (B2) - is one of the nine Borders marked with a ship-shaped icon. Each can hold one Slaver plus one ship token.

35 REFUGEES fleeing from pogroms sometimes form their own successful nations, witness Liberia (#104) and Israel.

Slaver (E6) - is one of the nine ship-shaped brown chits that historically captured/transported slaves and blood products. Sink them by making a *piracy roll (E6)* during *gunboat diplomacy (E5)*.

Slaver Squared Cost - is the cost to Claim a Barrier during a *suffrage op (G4)*. This cost is an amount of gold equal to the number of Adjacent Slavers to the Elephant's Sphere *squared* [0,1,4 respectively].

Sphere (B2) - is one of the ten cards that form the **map** in a 2 X 5 layout. The Spheres are 13 Colonies, Europe, Ottoman, Qing China, and Tokugawa Japan to the north, and Brazil, Congo, Zululand, India, and East Indies to the south. Between each card is a gap called a **Border**. All Spheres are double-sided and start on their serifdom side (orange font), and can flip to a Modern State.

Splay (A4.5) - is an overlapping column of public cards formed by *legislations, lawsuits, plebiscites*, and successful *Revolutions*. There are two Splays: the Bill of Rights and General Will.³⁶ Together they represent the Enlightenment concept of international law. The orientation of the first card in the Splay is decided by the Founding Father. The Bill of Rights can be *purged (K7)* if a Revolution is added to it (**K6.8**).

36 *LIBERTY VERSUS EQUALITY* harken back to the second and third phases of the French Revolution. After the initial aristocratic protest against royal absolutism, the Lockean phase (including the Declaration of the Rights of Man and of the Citizen, written by Jefferson) clashed with the final egalitarian phase, the Terror, based on the philosophy of Rousseau. (Capaldi and Lloyd, *Liberty and Equality in Political Economy: From Locke versus Rousseau to the Present*, 2017) Law, like morality, can have but one fundamental, and liberty and equality are fundamentally incompatible. (By "equality" I am speaking of the sort of egalitarianism that a doctor would exhibit if he made a patient with a broken leg feel better by breaking the legs of ten others. I am not speaking of *de jure* equality, such as equality before the law.) Wealth redistribution, if done at gunpoint (regardless if the gun is held by politicians, mobs, or the Terror) is always at the enslavement of individual liberties. Because persons adopt different philosophies and make different choices, wealth inequality is a sign

Syndication - is an Agent on a Market Idea installed by the *syndicate action (F2)*. This Agent immediately allows you to perform the card's Ops if any. "To syndicate" means to organize a group around an idea or founding principle.

Token Management - You are limited to the tokens (Agents, meeples, ships, and disks) provided. The number of black disks in play is constant, and these are never found in the pool (see Anarchy). If you are adding an Agent and the pool is empty, you may take one from anywhere in your finance board (including debt). You cannot perform an Action or Op if there are no more tokens in the public pool for it.

Tyranny - is any Sphere with 5 Barriers. In a tyranny, there are hate Kills, but no Anarchy from frustrated hate. If India has, for instance, a Barrier with a "green dice 3" icon (caste system), then rolling a "3" during hate will kill a green token, regardless if India is a tyranny or not. But if there is no green token in India, the caste system does nothing if India is a tyranny, but regresses 1 Anarchy out if it is a non-tyranny. If playing the *coop* or *solitaire* games (**C1**), no Sphere is ever a tyranny (**I3b**).

Tyranny Of The Majority (G7) - The General Will is limited to 5 cards total (voters have a short attention span). If a 6th card is added (e.g. by legislation, plebiscite, or globalized Revolution), discard the oldest one from the game, but leaving the Founding Father (Rousseau, #110) undisturbed. This may make Ideas and Revolutions unviable or flush victory points.

of a healthy evolving society, invariably wealthier than with societies without freedom. Each person finds her own way, and gives or accepts charity on the terms of her choosing.

Underground Railroad - is established between two Adjacent Spheres if a ship (Warship or merchantman) is between them and one of the Spheres has the Elephant. If the non-elephant Sphere has no white (right-wing) barriers, the Elephant one is also considered to have no right-wing barriers when performing a *suffrage* (G4). Similarly, if one of the two Spheres has no red (left-wing) barriers, the other is also considered to have no left-wing barriers when performing a *westernize* (G3).


Viable (F5) - is an idea or cause supported by Enlightenment philosophy. An Idea or Revolution is viable if its two Freedom icons appear in a Freedom Pair, i.e. visible on any two Adjacent cards in a Splay. The order does not matter. A viable Idea is able to be *legislated* into either of the Splays (F5). A Revolution needs to be viable in order to succeed.

Important: No card is Viable until the first Globalization, which forms the first Freedom Pair!

Victory Pile (A4.4) - is an open stack of chits and disks for each player, each worth VP at the end of the game (J6).

Warship (E6) - is a ship token with a Marine on it. With a *maritime op* (G1), it can perform *gunboat diplomacy* (E5). Player Red can create a warship by installing a Marine onto a merchantman during a *fundraiser action* (F1), a *shipbuilding action* (F3), or a *maritime op*.

OPS	IMPACTS		
 Maritime (G1): Move any # of Marines from ship to ship, performing gunboat diplomacy. Red can Install a Marine.	 Syndication (M1): New Agent from pool placed in Market as syndication with immediate Ops Ability.	 Candle Freedom Icon: Represents reason-based Enlightenment fundamentals.	
 Manumission (G2): Pay cost & Liberate a slave with a meeple from your pool.	 Post (M2): Add a new Agent from pool as an Admin.	 Comet Freedom Icon: Represents faith-based religious fundamentals.	
 Westernize (G3): If no red barriers or an Admin of your color, Liberate a slave with a meeple from your pool.	 Wealth (M3): New financial Agent from pool as wealth.	 Feather Freedom Icon: Represents intellectual freedom (free speech, etc.)	
 Suffrage (G4): If you have a Majority or there is a red Admin: Claim or Regress a Barrier.	 Revolutionary (M4): New Agent from pool placed on a Revolution.	 Unchain Freedom Icon: Represents economic freedom (freedom to work for your own benefit).	
 Literacy (G5): Add 1 Dissident meeple of your color from the pool. Regress Anarchy if Dissidents are full.	 Ship (M5): New ship from pool placed in a Border as a merchantman. May move a Red Agent on the map to the ship.	ICONS ON BARRIERS	
 Lawsuit (G6): Pay cost & Globalize a card into the Bill of Rights, divesting any Agents on it.	 Claim Barrier (M6): Claim chit of the specified color into your Victory Pile.	 Frustration (I3): In a non-tyranny, if this roll fails to Kill, generate 1 Anarchy.	Kill one red unit
 Plebiscite (G7): Pay cost & Globalize a card into the General Will, divesting any Agents on it. The General Will can only hold 5 cards.	 Elephant (H1): Performing this moves the elephant to that Port.	 Kill one green unit	
	OTHER ICONS ON CARDS	 Kill one white unit	
	 Cultural Diffusion (H3): If this card is in the West & is to be discarded, shift it into the East instead.	 Taxes (I2): spend 1 gold.	
	 Firebrand (K1): The lower the number, the more likely it is to be used to launch a Revolution.	 Embargo (I2): lose 1 adjacent merchantman	

 Blue Background : advanced game only.