DEATH OF PROSPERITY

OFFICIAL RULEBOOK

Yellow Team is:

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Introduction

Death of Prosperity is an unconventional horror board game played with 3+ Players plus a Gamemaster (herein abbreviated as GM). Each Player takes the role of a government official and is given a living situation with a daily wage, as well as daily expenses they must manage. As the game progresses, the Players' situation will worsen depending on how their choices have affected the world around them. Each turn, Players will encounter a Lobbyist entity offering money in exchange for passing certain legislation. Each Player who voted in favour of it will receive the money if it passes, and tangibly alter both the game world and themselves.

Setup

The only materials required for play are scrap paper, writing paraphernalia, and an open mind. In a digital, long-distance context, the written notes may be replaced with a text message or other form of private digital communication. Each Player will each receive a written starting scenario from the GM, including their living situation and basic expenses to manage.

Tips for the Gamemaster

- Avoid mentioning real-world political issues in Lobbyist legislation. Opt instead to choose caricaturised noncontroversial issues, such as illegalising unhealthy foods, or enforcing a dress code upon the civilian population.
- Remember that the game world must change according to legislation that is passed (e.g. if certain foods are illegalised, it may affect the prices of groceries). Players should be made aware of every detail during the Exposition Phase to emphasise the impact of their actions upon the world.
- Every couple turns, add an additional complication to each player's living situation. This could be something random, such as a family member falling and requiring surgery, or contracting a disease; or it could perhaps be a result of the players' legislation (e.g. the expense of new clothing for your family to follow a legally enforced dress code, or bail money for a family member that breaks it).

Turn Phases

1. **Exposition Phase**

   The GM hands a written note to each Player stating their current financial and familial situation, and any complications that might have arisen. Publicly, the GM illustrates the current state of the game world and any consequences of the Players' previous actions.

2. **Declaration Phase**

   The GM narrates the approach of a lobbyist organisation to the Players. The Lobbyist offers a bribe in exchange for certain legislation.

3. **Debate Phase**

   The Players have a public open-ended debate over whether the Lobbyist's legislation should pass. They may use any game information, true or false, to consider whether the bribe money is worth it.

4. **Ballot Phase**

   Each Player privately casts a written Ballot to the GM. Abstention is allowed, but ambivalently discouraged. After receiving input from each Player, the GM announces whether the legislation was passed. A tie vote is resolved with a coin toss.

5. **Accounting Phase**

   The GM hands a written note to each Player, formatted like so:

   > Salary: $30
   > Bribe: $XX (if they vote for Lobbyist legislation AND it passes)
   > Expenses:
   > ☐ Food - $10
   > ☐ Heat - $10
   > ☐ Rent - $10
   > ☐ Any complications (e.g. a family member needs surgery after a fall) - $XX
   > Debt: $XX

   Each Player starts with $0 in debt, but may accrue it if their daily expenses total more than their daily profit. Each Player chooses their expenses using the checkboxes, and hands it back to the GM. The GM then gives feedback in the form of the written note in the Exposition Phase.
   If a Player's debt stays above $20 for more than one turn, they will be removed from play.

Objective

The objective for the Players is to try as hard as they can to stay moral, but slowly become corrupt and negatively affect the world around them out of simple necessity.
There are no winners.