Social Structures of Accumulation:

Turn-based game in which the player can make a choice or pass for 100 turns.

After 100 turns, Dem Murricuns will come and destroy the regime that validates the player's claim to land rights, placing them arbitrarily with somebody else. Player one has land rights, and thus, governance over the people and resources on the land.

Player starts with XXXXX dollars.

A map with random resource blotches/rivers on screen.

Upon hiring a Surveyor, the blotches gain their names.

Player begins with four abilities which each present nested choices when selected:

Employ Local/Émigré Worker:

Here is a list containing Manual Laborer plus any other workers that have been trained.

Employ Modern Postmodernist Worker Type from afar:

Surveyor (he will tell you about random sellable resources on your land and special super-profitable deals with Les Deutchophones, Dem Murricuns, The JapNiponese, or The Jolly Old Engdutch. These will cost you land rights indefinitely for a sold plot.

Engineer

Build/upgrade extractor

Build/upgrade factory

Start a School (This requires twice the money you start with)

This will take away a local/emigre worker and make a local/emigre survery or engineer.

Sell Land

A list of (maybe 24 to start) remaining plots and prices based on the resources they contain.

Sell Products

Base mined resources

Refined (extractor) products

Manufactured (factory) products