

# OWNERS AND WORKERS v3.0

The game of both sides of the Fordist capitalist dream!

Owners hire workers to create product

Owners sell product for cash

Workers buy product for cash

Workers consume product to survive

The goal is to accumulate the most victory points (VP)

Use poker chips:

Basic  
Resource



Luxury  
Resource



HighTech  
Resource



Cash



Power  
Point (PP)



keep track  
of VP  
on paper



and 1 six-sided dice per worker  
(or automaton)



Owners can automate the factory

Workers can unionise

Either can lobby for government policies

Either can remove a government policy

cost PP	gain VP
4	1
4	1
3	1
5	1

The game lasts 5 rounds, where each player takes their owners and workers turn, in two half-rounds  
At the start of the first half-round

1. randomly select the market rates and display the card
2. for each player, randomly decide whether owner or worker goes first

In the second half-round, each player plays the other of owner or worker

OWNERS, start with 15 cash, choose production

- Turn:
1. (optional) management orders
  2. pay product cost (basic = 0, LT = 1, HT = 2)
  3. workers produce product (roll dice, half and round down)
  4. (optional) sell to external market
  5. pay workers ( $1 \times W$ )
  6. set price for product (at least 1 cash, no upper limit)
  7. (optional) lobby government

Management orders, one of:

- A. change production res - worker output halved 1 turn
- \* B. hire worker(s) - cost 3 cash  $\times W$ , max 2, max 4 total
- \* C. fire worker(s) - get 1 cash  $\times W$ , max 3
- D. automatise - cost 3 PP
- E. create automation - cost 2 cash, max 1

\* If workers are unionised, B or C must have union approval

- If can't pay workers, then loose 1 W (minus cash + nothing)
- If reach zero cash, government bail out of 10 cash, -1 VP
- Refer to market sell/buy rates, as set at start of round

WORKERS, start with 2 W, 2 cash, 2 basic and 1 LT resources

- Turn:
1. (optional) workers action
  2. (optional) buy resources - locally, other player or market
  3. consume product
  4. (optional) lobby government

Workers actions, one of:

A. unionise - cost 3 PP

B. if unionised, demand +1 cash wages, or strike (see turn)

- If workers do not have enough product to consume, remove workers until can afford

Workers consumption table:

	#workers			
	1	2	3	4
Basic (green)	1	2	3	4
Low Tech (red)	.	1	2	3
High Tech (blue)	.	.	1	2

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At end of year, tally all VP and add:

IL have 3 workers +1 VP, or 4 workers +2 VP  
and for every 5 cash owners have give +1 VP

The highest score wins.