

LGJ PermaCoin

Below the notes from 2 different games, the 7th and the 14th of december

Players (DEC7) : Gregory(regen net), Antonio, Paula(DLT, fashion, Berlin), Will(grassroots economy), Grace (Slovenia,ecovillage)

Players (DEC14): Gijs, Cristina, Gaia, NPGs (Biergarden Ecovillage, Ecochain Blockchain Infrastructure)

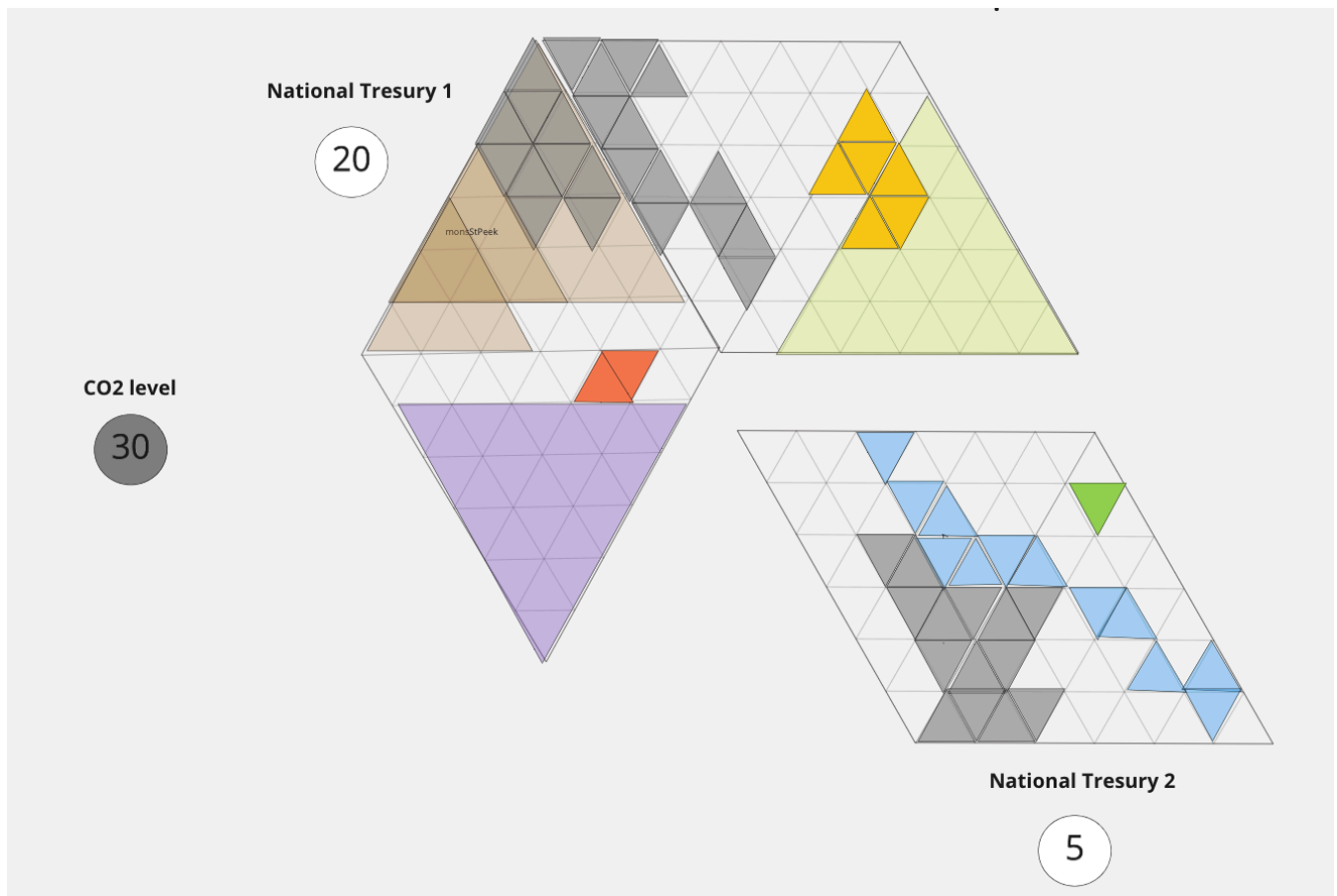
Observers: Jeff, Raff

date of the game: 7 Dec 2020 (online) 5pm to 19:30 CET; 14 Dec 2020 (online) 5pm to 19:00 CET

language used: english

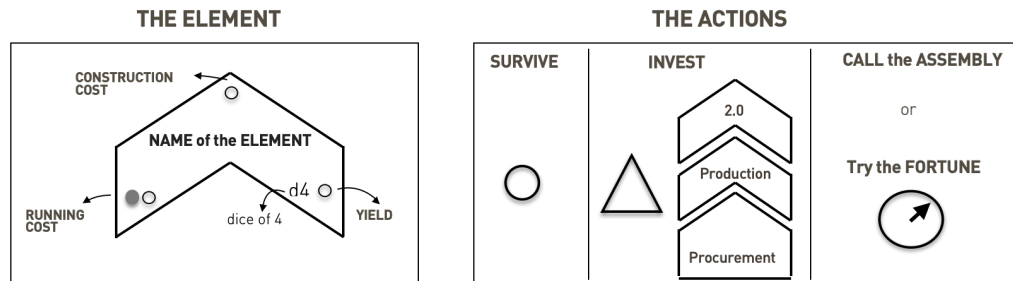
master: Fredd

Scenario



- 2 continents:
 - 2 different bioregions (natural features, soil erosion level, CC effects),

- 2 different economies (national treasuries, initial conversion rate of 1:3, chemical agriculture from big corporate in one continent)
- Players inherit as a start big/small land with established production
- Land value floats according to level of regeneration
- Planetary boundaries: level of air pollution is HIGH, 50 is death (Climate Change: now passing 390 ppmv CO2 in the atmosphere)



If you place your Off the grid you don't pay any to survive but you have no procurement

Set up			
Players		Pots	
2d6+10		20	
1d8		5	
		30	

Death

if are more than 50 in the Pot -> GAME OVER

if a player die -> 5 in the Pot

Wheel of Fortune



Rule of victory

To win this game you have to keep your part of the world from collapsing, contributing to the decreasing of the grey indicator. No one has to "die". Is therefore a collaborative game.

Board

- https://miro.com/app/board/o9J_ldFMajc=

Inventions during the game

Skills developed by players

LGJ Cards

The cards of the forces from the local chaotic events fro the two different continents. The drawing of the card is decided by the Master (probability throw)

1 A bioregion on your borders is taken over by a chemical intensive cereal production

2 Alien Technology

3 Universal Basic Income

4 Hyperinflation: all costs are increased 50% going forward

5 Bio terrorism: A country attacks and take another countries ressources but their infected go up (we roll the dice)

6 Death Cult

7 Carbon Trading positive

8 Global Warming: a climate catastrophe makes it harder to produce and isolate; roll dice to select type of event (famine, flood, fire, drought, hurricane)

9 Mining

10 Urban exodus/Green economy:

11 Migration

12 change of global policy (something becomes illegal)

13 Cartel: Cartel takes control of rule enforcement and resource distribution for the region of one player, determined by a dice roll

14 Fake news

15 Famine from lack of agriculture workers

16 Investments are available, make your pitch

17 Airport for cheap flights

18 UN rolls out regeneration programme based on credit

19

20

LOCAL EVENTS CARDS

yes, this happens to you, the player!

1 make a mistake! (be creative)

2 tax inspector

3 a gipsy camp sets in your land

4 you get depression

5 double your basic income (if you have any)

6 bees in your garden

7 a new mall opens up in your area

8 you find out you gave your friends in

9 cold winter halves your energy intake

10 you don't hear the alarm, miss a round

11 you fall in love

12 goats destroy everything

13 a flood destroys your garden

14 you learn to fly

15 new subsidies on wind plants

16 hard disk crash and backup does not work (or other fail in the IT infrastructure)

17 you get hacked

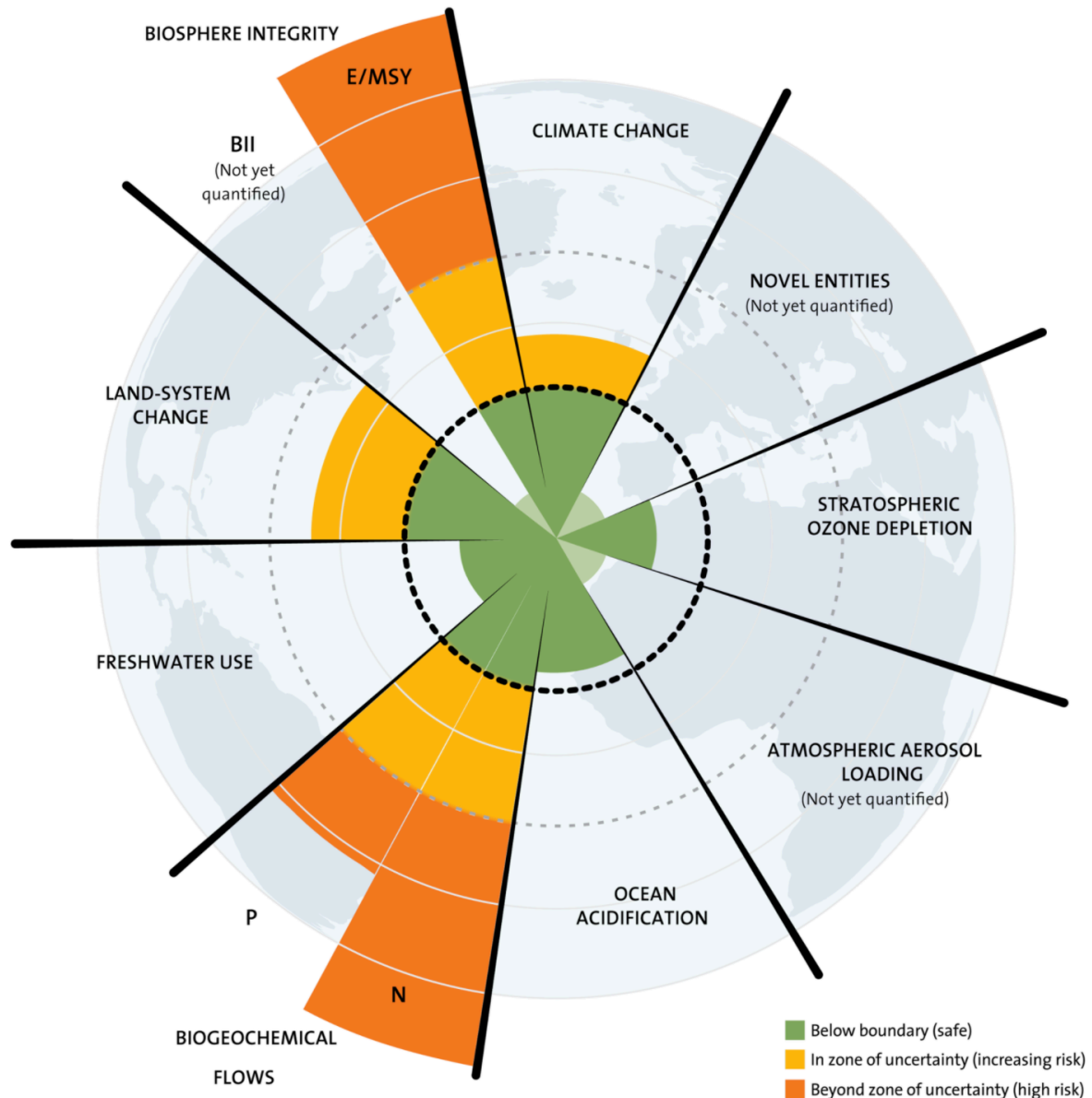
18 you decide to break bad

19

20

bibliography / inspiration

- Planetary boundaries



<https://www.stockholmresilience.org/research/planetary-boundaries/planetary-boundaries/about-the-research/the-nine-planetary-boundaries.html>

- Financial asymmetries between continents <https://www.theguardian.com/global-development-professionals-network/2015/nov/01/global-poverty-is-worse-than-you-think-could-you-live-on-190-a-day>

News that might give context

- <https://phys.org/news/2020-12-salt-tolerant-bacteria-appetite-sludge-biodegradable.html>

GAME NOTES

Round 1-3 (dec 7)

- Antonio - Yellow - 60h Farm
- Gregory - Blue - Blockchain
- Grace - Green - Veggie garden
- Paula - Red - Farm
- Will - Purple - Chemical farm

Round 1

- Antonio builds an eco-theme park on his farm and set up one in the wild
 - makes money on top of his farm, more cost but more yield
- Greg thinking about a law to use the tax money for a global carbon reward
- Grace buys two lands, one for engineering a food forest the other to restore naturally and learn one from the other
- Paula occupys 3 lands of Monsanto (!) She has a woderful success 9/10 (high participation and favourable public opinion)
- Will wants to restore land how: invest 2 turns 1w then it's restored, (maybe short/long term). he thinks about land stewardship. He decides to regenerate 2 lands around the occupied land (play along with the occupants).

Round 2

- Antonio 1d10=9 found a scheme (to be specified), involving hemp and the weeds) to regenerate his land, eco-material for construction, 1g+1w and regenerates in 3 rounds.
- Greg call the assembly:
 - collective decision about feedback loop between use of land and global pollution level. (remains as a request agreed upon by all players)
 - Use the tresury to fund a scheme to give resources to whom put carbon in the soil. Paula: how does it work? decision: 2 tresuries fund the investments in regeneration. Let's set some saving for the future. Half pot into a global regen funds and put the land as collateral, the land stay 10 turns in the fund. Agreed
 - Global carbon reward:

Half (or more) the national treasures to start. When a roll comes up regeneration. Waste land to normal land

Step 1- Emission / sequestration roll for each type of land

For chem ag: larger negative emission tax, and small dice roll for carbon balance

For hills / mountains:

For land marketed “regenerative” through agreed upon land use (food forest(, Agroforestry, silvopasture, no till veggie garden etc) you get two dice to roll for a sequestration ratio which determines your carbon income on a round by round basis

Key parameters:

Yearly carbon emission or sequestration added from all land. (We need to think this through given the 34 we have, to have a yearly increase and a plausible decrease scenario with game parameters.

This will make small farmers more competitive, and make reclamation and regeneration the most beneficial.

We will leverage the global treasury to under write this scheme.

And tax chemical agriculture designation on their emissions double to fund the treasury.

- Grace set up a food forest with regen fund, it will take 3 turns
- Paula wants to create a regeneration education centre (R on the occupied lands) throw the dice gets a 10/10 (huge success) so the idea was founded by the north township that gave her 6W. She uses them first to get a yeald and starts with the regeneration institute next round. (? to be checked again)
- Will **Green credit** Stewardship agreement: 1 white from the Green Fund turns into 4 greens of credit. Anyone can spend 6 greens to take a triangle as long as they regenerate it (forever!).
 - The Green credit runs on Greg's blockchain (and is written in a smart contract on the chain)
 - (comment from fredd) The concept of stewardship as is introduced (with taxation and connected to land regeneration) changes the idea of land property. Connected to a regeneration tax that feeds a regeneration fund seems to be a very powerful injection of liquidity in the sector.

Feedback

- we needed liquidity
- we had to create some solidarity between the 2 continents/regions
- more thought into transitioning...path if everyone get green, projections on the overall land, how much does it cost to regenerate the whole land
- feedback to CO2 level (sensationalize it the same way are the covid deaths) (!!!) NB: Connection with public opinion campains (for ex a +1 on the throw if the operation is green when the public opinion is "green", has to be accounted)
- regen fund: 12+2 no discussion about it (asymmetry is what made Kyoto agreements)
- missing the big pot
- we became like a global bank, linked the land regeneration to credit
- interesting Monsanto choice to use the opportunity to regenerate
- imposed tax for the more degraded land, like for the monsanto land
- communication by playing: yes for land owners, complex conversation
- less individual profile, alignment, role play
- blockchain managed by the whole community vs one individual...what does it change, some variants and see where you go

Notes/ACTIONS

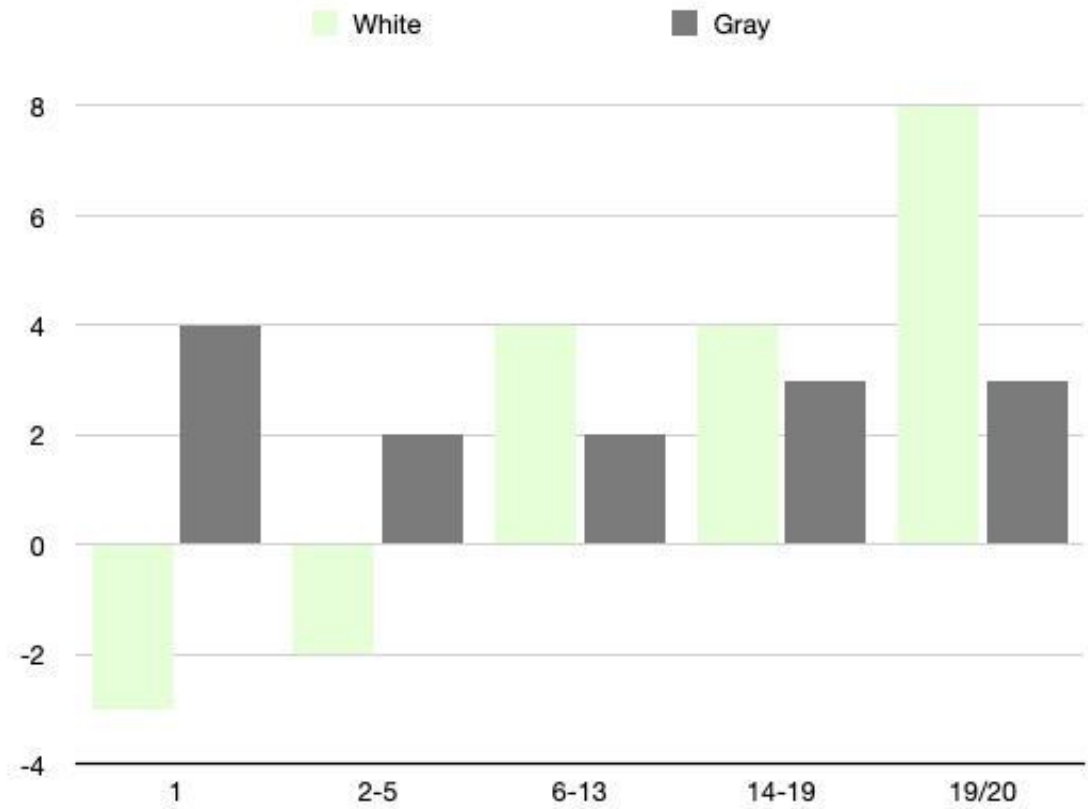
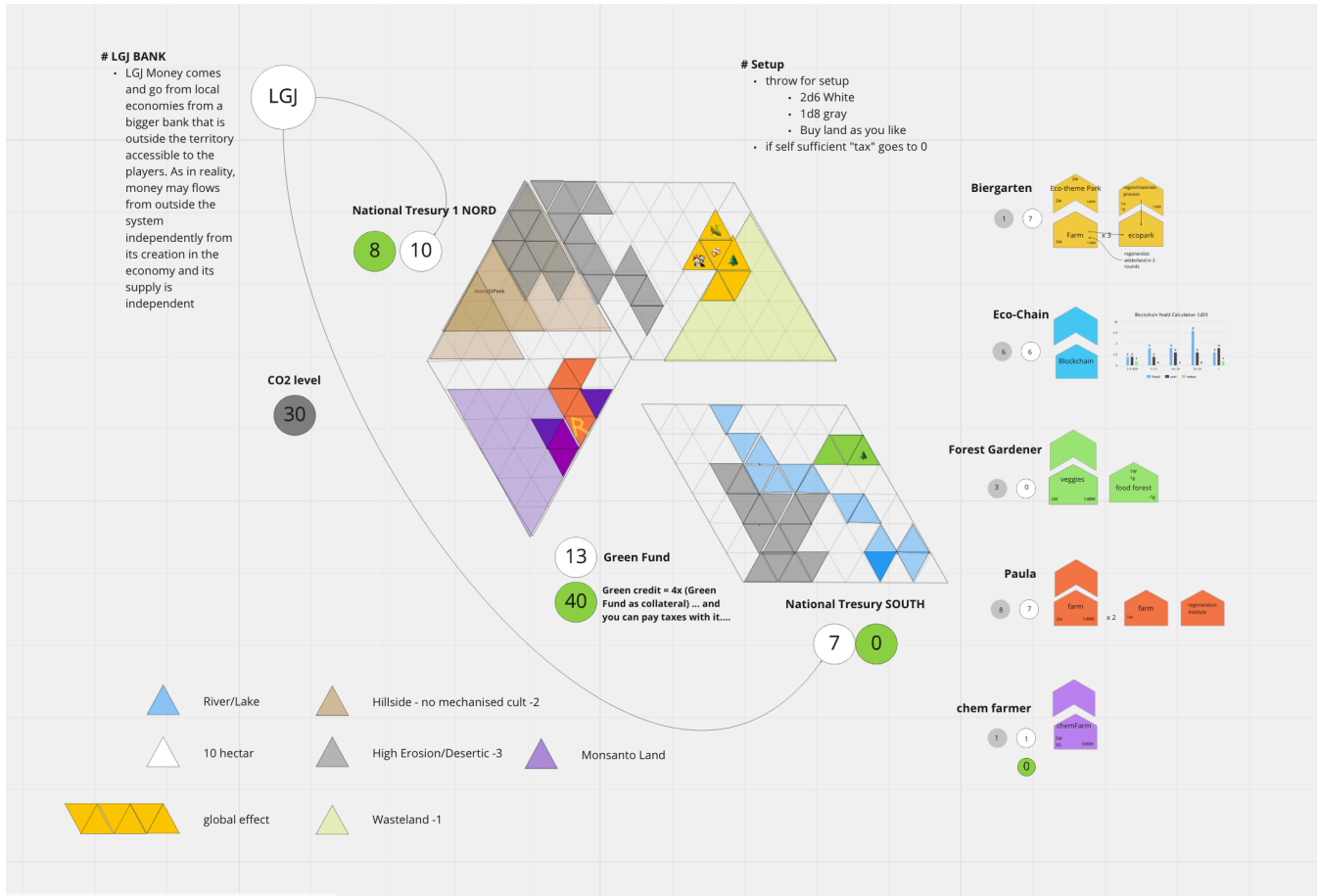
- prepare some examples of models made of processes in time (equivalent the masters' book) and put them in LGJ folder in a .md file
- Narrative: Corporate is transitioning into green leveraging the popular occupation of land and the crypto economy cutting out the bank of LGJ
- Calculate the cost of regeneration of whole land 1w for 3turns (to know max credit) + food forest take away 1g and give 1w + 6 food forests takes away 1g global pot

Data TABLES

Land Type distribution North/South	NORD		SOUTH	TOTAL
White Land	49		45	94
Mountain	4		0	4
WaterWay	0		12	12
Hill/wasteland -2	16		0	16
Wasteland -1	25		0	25
Desert/Depleted Terrain -3	23		15	38
Chem-Land	25		0	25
totals	142		72	214

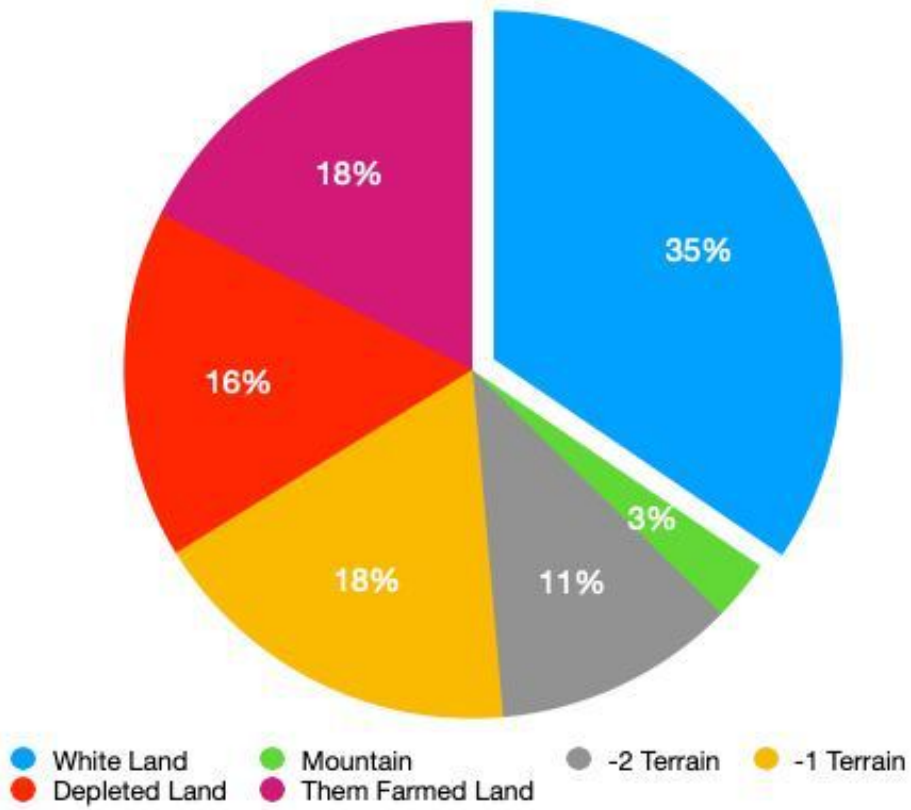
Blockchain performance model 1d20	1	2-5	6-13	14-19	19/20
White	-3	-2	4	4	8
Gray	4	2	2	3	3

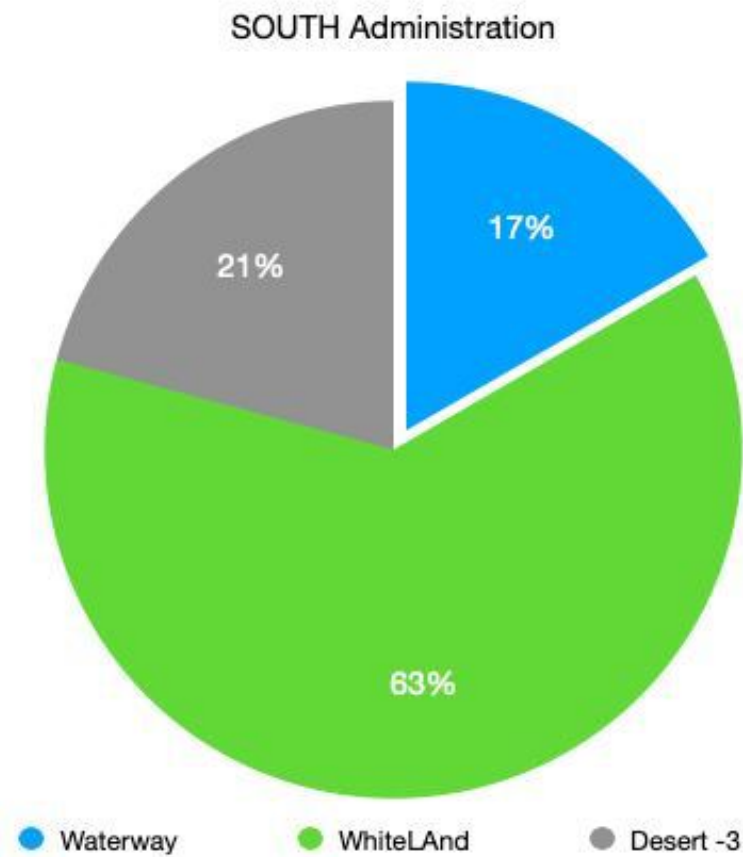
Images





NORD Administration





14 december LGJ PermaCoin round 4-5

Players: Paula(DLT, fashion, Berlin), Gaia (Trieste), Cristina (liguria), Gijs (india)

Observer: Raffa

Language used: english

master: Fredd

GAME NOTES

- (NPG) - Orange/yellow - 60h Farm
- NPGs (Eco-chain) (Gregory) - Blue - Blockchain
- Cristina - (Forest Gardener) (Grace) - Green - Veggie garden
- Paula - Red - Farm
- Gaia (Chemical Farm) (Will) - Purple - Chemical farm
- Gijs - Immigrant - Little shop in the north

Round 4

- Gijs enters the game
- Gaia (Chemical Farm) - she wants a plastic farm: collect plastic in the wasteland and create objects for the south. she asks for money to the green fund to collect plastic. approved she got (3 whites) 12 greens.
- Paula - supporting with basic research with the plastic farm/regeneration. 4 greens. shape the institute with greens
- Cristina (Forest Gardener) - not a good time she sells a land and get 3w, paula buys it. cristina asks for help to handle her forest: paula offers to make energy with the river, gaia offers labs for bio-pharma (chemical but trendy)-> cri chooses Gaia
- Fredd (eco-chain) - creates more greens
- Raffa (Biergarten) - donate 2 whites green fund

Round 5

LGJ event 16 Investments are available, make your pitch. Plastic farm eats 1w 1g makes 4w

- immigrant - set up a methan plant
- chem farm -

after play NOTES:

- there has been a spreading of the Green coin even if not always clear what it is used for and how, it managed to save first the chemical farmer and then the sociocracy in the north. The most relevant thing is that the coin backed up by the local administration worked seamlessly to generate flow of values in the local economy and saw a wide adoption by the players.
- The master decides to fork the game and keep the end situation of the first game with mostly new players. Taxes are low (dice throw favourable to the players)

So the game first round is to take over the situation left at the end of the first match.

- In the North administration we see a interesting political development. The red player, Paula, that played a regeneration popular movement with the occupation of chemically farmed land, the ecovillage close to the wasteland, the industrially farmed land that is approaching a go green policy but has no cash and the arrival of the first wave of migration from the south.
- Gaia takes over the big extension of property that was cultivated as a chemically based farm (violet); As we saw at the end of game one, this farm, that occupy a vast part of the east side of the north bioregion suffers of a lack of liquidity that blocks any possible activity but the political one. The political climate was set when the red player occupied part of the land and the previous management decided to go along with this occupation. To get cash enough to make some money chemFarm pushes a plan to the administration, to start up a farm that converts plastic to new materials and build that

on the land. She has a good argument within the council and gets a go from the other players, with some doubts from Paula. The master allows the chemFarm to get access on this plan to the green coin adding some white to the found. With the green coin that the chemFarm can farm the land and pay taxes, replenishing her wallets. There is a bit of perplexity on if this manouver is in the spirit of the regeneration found.

- A new player is introduced as "migrant from south to north". The role is taken over by Gijs. His "result throw" is excellent so the master allows him to come in the game with 2d6 of white, no property and 1d6 of gray. Could be a first wave emigration. To be a worker he has been modeled as such: he generates 1G, needs 1W to work and has a yeald of 1d4-2 Whites. This is because a migrant worker, even if is legal, lives in a state of economic fragility that "burns" the value he can carry with him. He is able to buy a little shop in the north ans settle. The player tries to find is niche as a go between for the investments in the south bioregion, either via "cousins" or profiting from the conversion rate from the coin value in the north or in the south. To be sure not to miss any opportunity he as well sets up a methane farm, that has to be modeled better by the master, but has the effect to store some CO2 somehow and allows him to get on the green coin.
- The farm in the south in the mean time is in difficulty. Cristina has no cash. She is forced to sell one third of her land. For the same price that she would get from the market in the souther region she decides to sell to a buyer from the north. Is interesting to unpack her reasoning. The buyer from the north imports a white to the south, that becomes 3W and buy the land making it a export asset. She manages to farm using green coin (her practice being regenerative she can access to the found) but still decides to follow the alluring proposals of the chemical farmers and let her establish a "research center" close to her forest.
- The Red player (Paula) once she settle her "restorative Research Institute" has an attempt to occupy more land from the Chemincal Farmer conglomerate but she fails and loses the support of the administration and part of her popularity and base. The support of the activists evaporated in a throw of dices! So she seems to think about how to check the ethical use of the green money, that nevertheless pumps in all the players on the base of immediate advantage: a coin put in the found is 4 coins in the green!
- The Blockchain fintech (NPG played by the master) pumps green coin hashes in the system and does not to much else in the two vorticious round were the adoption of the coin happens.

At the end of the two hours we saw this situation developing along those lines:

- the chem farm (Gaia) pushed by loss of liquidity goes in the direction of green tech using (maybe misusing) the green coin for the purpoise but with the agreement of the local government. She was propelled as well from a favourable LGJ Event card that sayed "push your investment ideas, LGJ foundings ahead"

- the red movement (Paula) goes in the direction of "putting under scrutiny the activities of the capital" by controlling the science through her research center
- the ecovillage/regeneration private enterprise (Cristina) is functioning and tries to map resources on a smaller scale using her own forces
- some activities to reconvert the gray seem to work but is not the primary focus of the players to do so
- the migration is an important factor of communication between the two bioregions and guides the investments when it can count on resources. We call the migrant player "the mafia" even if is not doing anything criminal, just because is favouring connections
- No one yet used some of the natural characteristics of the bioregion when the green cash fell in, the river south and the mountains north. The two players that are using permaculture strategies and were first movers are actually less prone to embark on the government/bank backed up green currency and use it to invest and seem to lose momentum.

Anyway what happened at the end might be DEATH:

- The global GRAY grows from this activity and if we count the grays at the end on the table they are more than 50 so technically, even if the economy is prospering there is the doubt that the game is over and everyone will die quietly. To a economic transition that does not focus on regeneration the first effect is a global growth of waste. A spiralling inevitable downworth path? Is it reversible still? but we have material for reflection...

Events in near future IN THE GAME:

- round 6 a LGJ card has to be taken again
- round 5 the regeneration of lands in chem farmed north is over and land can be considered as such

Questions for the players (answer below the question with your name/colour first)

- do you think this is because the focus had to be on regeneration first?
- was the effect of the green coin good or bad for your way to see the world of this game?
- We see what directions some forces naturally tend to go, for example the permaculture ecovillage to tackle "tourism", the chem farm to influence government and move to different bioregion, the migrant to present themselves as a economic vector for new interregional business and financial market to be trusted in adoption of coin but as well to be risky, because tends to found first the bigger economic mover that is not necessarily the most strictly regenerative. What do you think of this observation and who should be the authority that vigilates on the etical use of a green coin?
- How would you change the coin governance to change the effect and mitigate the negative effects?

- what were the essential measures/knowledge/facts overviewed by the players that lead to death?
- what is the missing fact?
- What have you learned from this game and What would you do next?
- were and how would you change a decision taken during your play for a better outcome?

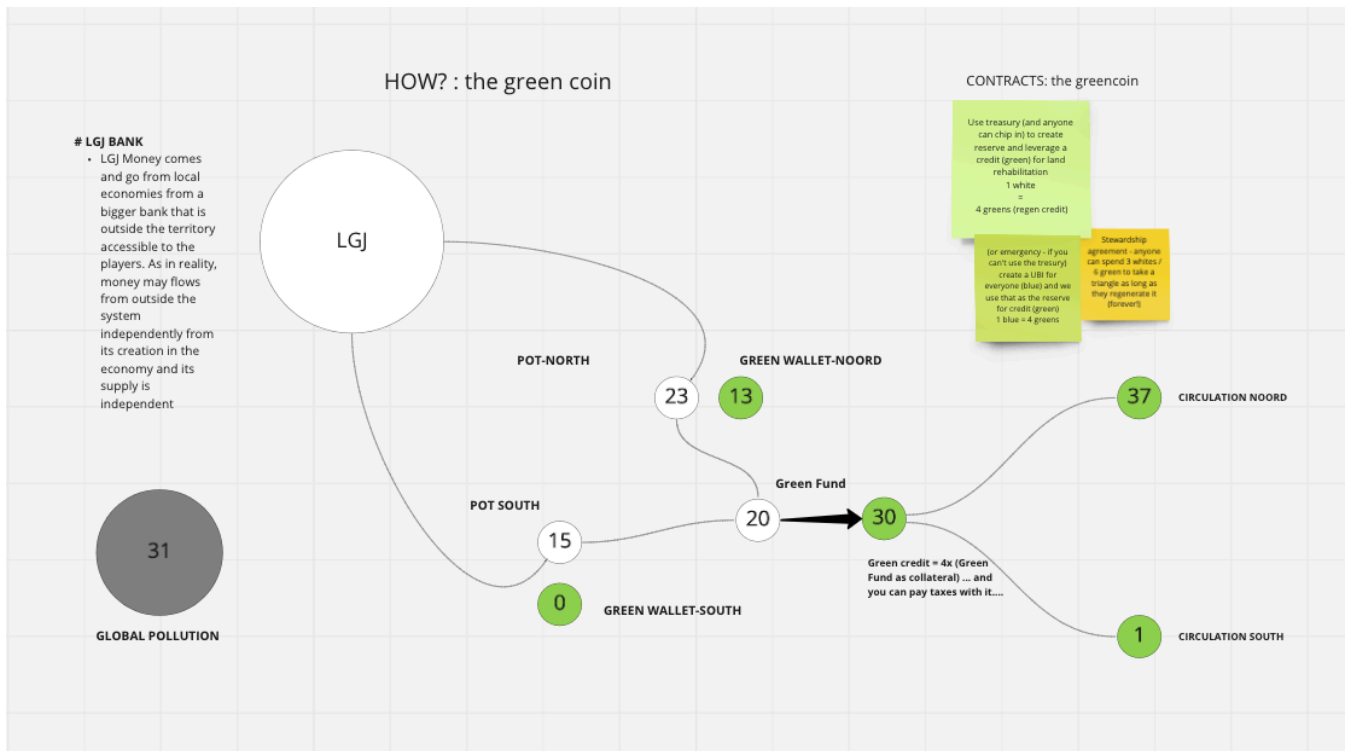
Tables/Images

Table with values per round of coins possession that shows the money adoption in round 4/5

rounds/entity	Player name	start	1	2	3	4	5
NORTH ADMIN		20			10-8		
SOUTH ADMIN		5			8-0		
GLOBAL GRAY		30			30		
Antonio/Farmer	biergarten				1-7		9-2-1
Greg/Blockchain	EcoChain				6-6		5-8-18
Grace/Veggie Farm	ForestGardener				3-0		3-2-1
Paula/Farm	Paula				8-7		4-10-4
Will/ChemFarm	ChemFarm				1-1-0		11-3-14
	immigrant					5-1-0	4-3-04
REGEN-POT					13		
GREEN FOUND					40		

Functioning of the Green Coin Scheme

Is shown with the notes that summarises the "contracts" and with the round 5 values inclusive the "global CO2 level"



Round 5 picture

