

Base Premises	<p>P1 - A norm is in place</p> <p>P2 - Compliance decision</p> <p>P3 - Monitoring and Sanctions</p>	<p> Rulers - Resource Allocation Policy</p> <p> People - Appropriation of resource</p> <p> Police - Check if appropriation = allocation</p>
Disobedience Premises	<p>P4 - Fairness decay over time (corruption)</p> <p>P5 - Possibility of pardon by law enforcers</p>	<p>U - Corruption of allocation policy towards clique first</p> <p>PCheat - Decision of compliance as reaction of system's feedback (<i>sanction, pardon, not caught</i>)</p> <p>PForg - Probability of pardon as function of perceived unfairness ($PForg = f(Gini)$)</p>
Transformation Premises	<p>P6 - Rule Destitution</p>	<p>Satisfaction - Individual satisfaction as function of allocated (political) or received (apolitical) resources</p> <p>Reformation - If disobedience is above a threshold (lost of governability), new Rulers and Police are appointed</p>