**Gamemaster Resources**

Gamemasters have the option of allowing students to force other characters to vote a particular way based on other works written by the thinkers whose ideas their role sheets are based on. For example, Joseph Carens has written a book defending a version of socialism. A player in the game could potentially force the Carensite to vote for a generous welfare state measure by researching the real Caren’s view and finding a passage in his work that is naturally read to support extensive government intervention in the economy. Similarly, there are passages in Dworkin’s writings rejecting difference liberalism, which could potentially be used by an opponent of the difference liberalism faction, passages in Nozick supporting animal rights, which the Singerite player would welcome, and so on.

This option is meant to reward student’s research skills. In games that use it, students should first present the passage in question to the gamemaster to confirm that it supports a given position in the game.

Listed below are additional works by authors represented in the game, as well as a brief description of the view defended there. As many of the game’s authors are still actively publishing, this list will inevitably be a work in progress.

Carens

*Equality, Moral Incentives and the Market: An Essay in Utopian Politico-Economic Theory* (Chicago: The University of Chicago Press, 1981). Defends a version of socialism.

Dworkin

Ronald Dworkin Replies, in *Dworkin and His Critics*, Justine Burley ed. (Oxford: Blackwell, 2004). On pages 358-9 Dworkin rejects Kymlicka’s argument that Dworkin’s view lends support to difference liberalism.

Nozick

Anarchy, State and Utopia (New York: Basic Books, 1974). On pages 35-42 Nozick defends an animal rights-style view.

Tan Tan, K. C. (2004). *Justice Without Borders: Cosmopolitanism, Nationalism, and Patriotism.* Cambridge University Press. Outlines Tan’s cosmopolitanism, which has bearing on immigration policy.