Post-Marxist role sheet

**Core Beliefs**

You are a proponent of the philosophy of Karl Marx as it is outlined in “Profit of Capital” and “Rent of Land.” These texts, along with some ideas of your own, are the foundation of your beliefs. At some moments in the game, it may be obvious how Marx’s arguments oblige you to speak and act. However, at other times it will likely be unclear how to apply the chapters’ abstract principles to current political issues. In such instances, you will need to decide for yourself what to say or do. So long as your speech and actions do not contradict your foundational principles, you will be living up to your role.

You are extremely skeptical of law and law-making bodies. As Marx writes, people become capitalists “by means of positive law.” In your view the essential function of any legislature is to protect the power of capitalists and their ability to exploit workers. Although some laws may appear beneficial on their face, insofar as they presuppose the existence of law and lawmakers they only reinforce the status quo and stand in the way of revolution.

**Major Goals**

You would like to see the assembly become as dysfunctional as possible. The more you can slow down votes or prevent legislation from being passed, the better. Low welfare provisions immiserate workers while higher levels of welfare only preserve the existence of capitalism and its helpmate, the state. It is therefore immaterial to you what level of welfare spending the legislature passes. You are also openly hostile to rights for minority cultures. Not only do such rights presuppose property rights in land, and thus capitalism, issues of culture distract from improving the situation of the working class through revolution. One policy you are amenable to is open borders, as free migration would enhance the ability of workers of the world to unite. Thus there is some value in encouraging the legislature to remove itself as much as possible from the work of controlling migration. Far more important to you however is minimizing the ability of the legislature to continue to enforce law, which is the foundation of a capitalist legal order.

Most of the topics the assembly will discuss will strike you as a complete waste of time. The reason you ran for office is because speeches in the assembly are widely publicized. Thus there will be great value in you taking up as much floor time as possible giving speeches that expound Marx’s ideas in an understandable way. A major victory objective is giving a series of speeches to that end that total 30 minutes. Note that speeches by you on this subject given in the final assembly session count for double their actual time: a five minute speech then (and only then) will count as ten, for example. The closer you can come to spending 30 minutes expounding revolutionary communism to the masses, the more your decision to run for office will be vindicated. You will need to time your speeches.

**Tips and Strategies**

You know from experience that your ideas will be unpopular. In particular, many delegates will oppose your goal of making the assembly dysfunctional. Therefore a good strategy for you will be to adopt the pose of a proceduralist, often asking questions about whether all the relevant parties have been consulted or had a chance to speak before legislation is voted on. Similarly, it will suit you to propose delaying votes so that the assembly may discuss or student them more. You may also want to propose drawn-out revisions to proposed legislation as a further delaying tactic. In such instances you may need to present yourself as genuinely concerned about some issue of procedure or substance. In reality you want only to cause the assembly to vote as little as possible.

Another strategy you will likely want to employ is to destabilize the speaker’s authority. The speaker can be removed by a vote, and the more time the assembly spends debating and voting on the question of who should be speaker, the less time it will devote to producing more oppressive laws. You should consider trying to convince other indeterminates or faction members that the speaker is treating them unfairly, and that someone else, perhaps one of them, would make a much better speaker. If the speakership does change it will be perfectly within your goals to then try to convince someone else that the new speaker is now treating *them* unfairly.

Because you care little about the outcome of votes, with the partial exception of loosening border control, you have great freedom in interacting with others. You also feel no compunction to be honest with anyone. Everything you do is justified by the goals of slowing down the legislature and popularizing communist ideas. One thing you might negotiate in exchange for your vote is help to obtain as much speaking time as possible. Additionally, if you can convince other delegates to help you ensure the assembly is “following all the proper procedures” (i.e. performing its tasks in the most time-consuming manner possible), that too will be all to the good. Long live revolution!

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| **Points** | **Objective** |
| 2 | You speak for thirty minutes on Marx’s ideas (minutes in the final session count for double time) |
| 1per vote | The assembly holds a vote on changing the speaker |
| 0.5 per vote | The assembly votes on measures beyond the initial three described in the issue sheets (welfare, borders, minority rights) |
| 1 | The assembly only passes (as opposed to votes on) two measures in the entire game |
| 2 | The assembly only passes (as opposed to votes on) two measures in the entire game |

**Primary Text:**

Marx, Karl (1964). “Profit of Capital,“ and “Rent of Land.“ *The Economic and Philosophic Manuscripts of 1844*. Dirk Struik, ed. (New York, International Publishers.)

**Further Reading:**

Kymlicka, Will (2001). “Marxism.“ *Contemporary Political Philosophy : An Introduction*. Second Edition (Oxford: Oxford University Press).