

CAPITALVERSE

A true cost accounting board game to redefine capitalism for the benefit of the environment



A game designed to create an engaging and enjoyable experience that leaves a lasting impression about the relationship between

nature and human action.

By translating other forms of capital (social, natural) into dollar values, we can make sure that our economic algorithm produces results we actually want to happen. In other words, if money is the universal language, we can make it speak to the true values of humanity through true cost accounting. This game aims to teach true cost accounting to the younger generation in order to spark the reimagining of capitalism.

The original Monopoly board game was created in 1903 by Elizabeth Magie. It sought to teach basic economic principles and demonstrate that an economy that rewards individuals is better than one where monopolies hold all the wealth. I decided to use this as inspiration to create Capitalverse: a Monopoly-inspired board game that incorporates man-made capital and natural capital to teach true value accounting to children and young adults to redefine capitalism for the benefit of the environment.

Rules of the game:

Objective: Become the wealthiest player in the game through buying, and renting property, and by investing in natural capital. Players optimize their wealth by investing in both forms of capital, aligning economic and environmental outcomes.

Each player begins with \$1,500. Starting with tokens on the “GO” space, each player takes turns rolling the dice and moving the token the number of spots indicated. Each time a player passes the “GO” space, they collect \$200 as salary. Depending on the space they land on, players will have the option to buy a property (if it is unowned), upgrade a property (if already owned by that player), invest in natural capital, collect investment returns or pay rent to other players. There are also two mystery spaces where players draw from a set of mystery cards.

Buying Property and Rent:

Each time a player lands on an unowned orange property or red industrial space, they can choose to buy it for the price listed on the Title Deed card. The first time a player buys a property, it is a housing development. If the player lands on a property space they already own, they can choose to upgrade from housing development to commercial development for an additional cost. Industrial spaces cannot be upgraded. The player collects the Title Deed to their purchased properties to show ownership. When a player lands on a property or industry space owned by another player, they must pay the rent listed on the Title Deed to that player. Housing developments bring in less rent than Commercial developments, which bring in less rent than industrial assets.



Example Title Deed card for the 'Summit' Example industrial capital card for the Examples mystery card; varies. property. Oil company.

Investing in Natural Capital:

Represented by the tree spaces on the board. There are three different types of natural capital to collect³: (1) natural resource capital – stocks of renewable and nonrenewable resources (e.g., minerals and energy, forests, water, fisheries) (2) ecosystems or environmental capital – systems that provide essential environmental goods and services such as our atmosphere and waste assimilation provided by wetland

(3) land – the space in which human activities take place

Natural capital spaces are color-coded; each time a player lands on a natural capital space, they can choose to invest in that form of natural capital for \$200 and collect a natural capital card corresponding to that category. A full set of one of each of the three different types of natural capital can be traded in for an Eco Card- a special \$1000 bonus that can be collected on the player's turn only. This favors diversified investments in natural capital.



Examples of the three different types of natural capital: natural resources, ecosystems capital, and land. Categories are color-coded and correspond to colored spaces on the board.

Earth Day:

Each time a player lands on a color-coded Earth Day spot, they collect \$100 dollars for each natural capital card they hold of the corresponding type. For example, if a player holds a total of 3 natural resource capital cards and lands on a green color-coded Earth Day space, they would collect \$300.

Environmental Tax:

The environmental tax accounts for the withdrawals and additions from industry and property developments to natural capital. Each time a player lands on an Environmental Tax space, they must pay according to the amount of man-made capital (property and industrial) that they own. For each housing/commercial development and industrial asset they own, they must pay the tax listed on the Title Deed/Industry card. Taxes are higher for commercial versus housing developments, and are highest for industrial assets. Natural Capital is not taxed; therefore players with diversified assets and a larger investment in natural capital are more resilient to the Environmental Tax.

How to win: Either the first player to reach 20K in value (cash and both forms of capital).