

BACKGROUND INFORMATION

For as long as societies have existed, there have been people who've cared about changing their rules. From before Martin Luther to Martin Luther King Jr. and beyond, **Wheel of Faction** is a game that will help you use the Duchin Formula to categorize activists based on their observed tendencies.

The Duchin Formula was developed by Ronald Duchin, who spoke about it in 1981 at a marketing conference for cattlemen. Far from wholesome, this strategy aims to meliorate and invalidate the effects of grassroots activists in the western world. Using four basic categories, Ronald Duchin was able to develop a system that some western governments later adopted and used against the public in sociological and memetic warfare.

Now you can feel the power of discrimination. This game utilizes the Duchin Formula as an educational tool and is geared for western activists from the Boomer to the Homeland generations. This is a beta version, and if you have an improvement to make, please share it and contact the designers. The four categories are defined as follows:

Idealists could be called bleeding hearts, but why not call them human beings? This kind of activist is concerned with equality for everyone, and above all the principals which guide them throughout their lives. Idealists can be compromised by demonstrating their ideals to be harmful.

Realists hold a dynamic perspective, and are rooted in the traditions and needs of their communities. Not exactly your average Joe or Jane, this activist seeks to work within the system (if it's salvageable) to improve the quality of life for the people they care about. Realists can be compromised by misleading them about the facts and distancing them from their communities.

Radicals are usually focused on the core issue of a topic. These activists are often maligned as dangerous or extreme. Though it is true that in the originality of their perception they are outliers, these activists love to lead, and they live for the fight above all. Radicals can be compromised through isolation, which limits their effectiveness and fulfillment.

Opportunists are motivated by personal gains, be they financial, status, sexual or otherwise. This activist cares about their cause because they see personal benefit. Such activists often follow any faction possessing their desired rewards, and they easily flip or seem two-faced. Opportunists can be compromised easily with appropriate incentives.

Thank you for downloading and/or playing this game, and please share it! If you have hacks, solutions, designs, or improvements, please contact the designers.

Homo homini lupus est.

Wheel of Faction

A DUCHIN FORMULA GAME ABOUT ACTIVISTS

