

Game of Money - Cheat Sheet for Facilitator - 2019-05-18

(Estimated time to hold in 97 min... but if you want to say it all... 2h30 is not a luxury)

Number of cards: 1 square per player + 4 pick squares

→ 5 sets of 36 cards = 41 people. (180 cards)

→ 4 sets of 36 cards = 32 people (144 cards)

→ 3 sets of 36 cards = 23 people (108 cards)

Introduction.... 3 min

- Hello... I'm Mathieu, this is Cedric and Johnny... → monnaie@martouf.ch monnaie@martouf.ch
- Context: discussions about money... complementary money, basic income, full-reserve banking, Bitcoin
- → We observe that the debate is difficult, we cannot propose to change something without it being known!
- → practice instead of theory.
- It's a fork from the basket game.... Also invent your own variant.

Goal of the game.... 4 min

- experiment with various economic systems.
- "Is the money neutral?"
- We will make 4 games of 8 minutes each.
- common thread: We can create "houses".
- → 1 house is 4 walls symbolized by 4 cards.
- assignment of labels → assignment of people to different "offices".

Game 1... 13 min

- the simplest..... there are no clear rules.
- each person starts with 4 cards.
- We count the squares.
- Our card sorting machine. → a demo!
- → drop the cards in 4 different piles.
- → resume in 1 pile.
- Any questions?
- Come and get your cards and wait for the start.

Discussion around the game 1.... 5 min

- How did you feel?
- evaluation (people place themselves on a scale)
- Do you think we wanted to model which economic system with this game?
- → We think it is the "Gift in a community of trust" (Communism?)
- → e.g. from the community of smokers who give fire... and trust.
- → ex: from the community of drinkers who pay for the tour... and know that one day it will come back. → if this is not the case, the community disintegrates. "Abusers are no longer my friends"
- → Bistro slate.... when you have blackouts.....

Game 2.. 13 min

- To transfer cards. We need a useful exchange.
 - only between 2 people.
 - ex: the three of a kind looking for his last card..... the other party only makes the exchange if it suits him.
- demo.
- Each person starts with 4 cards.
 - Come and get your cards and wait for the start.

Discussion around the game 2.... 5 min

- How did you feel?
- evaluation (people place themselves on a scale)
- What economic system has your experienced?
- → Here we wanted you to experience bartering. (very strict)
- Does it work?
- You have created a marketplace by joining forces.
- I heard the word "cheating"..... there are people who have made exchanges at 3!!!
- → need an intermediary... a trusted intermediary!
- → either accounting... or currency.
- SNB brochure: "It all begins with bartering..."... But since it doesn't work.... Money was invented... <https://our.snb.ch/en/documents/SNB-Brochure-en.pdf>

- → and before?... it's a bit like forgetting the 2600 years during which the Sumerians were doing accounting... → half the story! And before... probably "gift" but we don't have any archaeological evidence.

Game 3... 13 min

- So we're going to test the currency.
- This time, same game. But we'll have to buy the cards to build the houses!
- → We will sell the cards. (or between you)
- → 1 card = 1 banknote.
- Did you take your banknotes? No ? .. It's a pity....
- → We can lend you some. (There are 3 bankers at your service)
- You will go to your banker before the game to take your credit.
- Be careful, there is interest on the credit! → 2% / year. → 10 min game = 50 years!
- → So: interest = 1x the credit. (In total, the principal + interest must be returned = 2 times the credit)
- It is necessary to earn money We buy back the houses at 5, that is to say 1 of gain, (20% gain)
- Be careful, little subtlety... the state asks for taxes! → 1 at the end.

10 minutes to apply for credits.

15 minutes to settle the accounts.

Discussion around the game 3.... 5 min

- How did you feel?
- evaluation (people place themselves on a scale)
- Why are taxes being introduced into this game?
- → origin of the currency. "Tax" → "Taxing the currency"
- <https://martouf.ch/2016/06/notes-resume-du-livre-de-david-graeber-dette-5000-ans-d-histoire/>
- Public debt? Here we balance the accounts at the end of the game... but in reality we never do it.

Game 4... 13 min

- We will return here to an accounting system.
- Your wallet is a sheet of paper. <https://martouf.ch/utile/fichiers/jeu-de-la-monnaie-regles-du-jeu.pdf>
- We're all starting from 0. → the balance
- As soon as you make a card purchase..... between you or with us...
- → you decrease your balance.
- As soon as you make a sale:
- → you increase your balance.
- We always buy houses at 5.
- → You write down the number of houses created yourself... that's a peak of 5 on the sheet.
- Be careful, there is a limit of consumption on credit! → 6.
- Subtlety, we're going to do a melt, towards equilibrium of 10% every 3 minutes. (rounded up to 1)
- → debts are melting
- → assets are melting.

Discussion around the game 4.... 5 min

- How did you feel?
- evaluation (people place themselves on a scale)
- What happens if you have already used up your credit consumption limit and a melt arrives?
- → it is a basic income → it is on this that the system is calibrated.
- limit = $RB + (1/tre * RB) = 2200 + 100 * 2200 = 222'200$ CHF