**Education Cost Matrix for Traditional Society:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Role of learner** | **Conditions met** | **Cost to learner** | **Cost to teacher** |
| Student | Has teacher present with desired skill and rank. | 1 activity point per rank, up to two ranks per round. | 1 activity point per rank, for all students, using highest # of ranks achieved. |
| Student | No teacher, but has library access to skill and rank | 2 activity points per rank, up to one rank per round. | N/A |
| Non-Student | Has character to teach skill, in possession of skill at appropriate rank. | 2 activity points per rank, up to one rank per round. | 2 activity points per rank, up to one rank per round. |
| Non-Student | No character to teach skill but has access to skill through library at appropriate rank. | 4 activity points per rank, up to one rank per round. | N/A |

*Prerequisites:* Any skill or knowledge that has a prerequisite must have that prerequisite met by the character attempting to learn the skill or knowledge.

*Interests align with learning:* If the learning character has an interest that aligns with the knowledge or skill being used, they get 1 free activity point that round to spend towards the acquisition of ranks in that skill or knowledge.

**Industry Cost Matrix for Traditional Society:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Role of Worker** | **Conditions met** | **Cost to Worker** | **Other Costs** |
| Worker / Manager | Working in work group. Skills prerequisites met. Manager present | Worker cost is 1:1 per activity point.  Manager cost is 1 activity point per worker on project. | Workers are paid out of profits (rank of skill x activity points) / 2.  Contractors are paid x2 workers.  Managers are paid x2 highest paid worker. Work group retains excess profits. |
| Worker | Working in work group. Skills prerequisites met. Manager not present. | Worker cost is 2:1 per activity point. | Workers are paid out of profits (rank of skill x activity points) / 2.  Contractors are paid x2 workers.  Work group retains excess profits. |
| Academic | Working inside University to extend knowledge. Skills prerequisites met. Administrator directing work. | Academic cost is 2:1 activity point per rank of new skill. Administrator cost is 1 activity point per rank of new skill.  Academic may extend up to 3 ranks of all knowledge skills combined per round. | Knowledge is available through library at University, and is approved curriculum for any teacher. |
| Academic | Working inside University to extend knowledge. Skills prerequisites met. Administrator not directing work. | Academic cost is 3:1 activity points per rank of new skill. Academic can extend up to 3 ranks of all knowledge skills combined per round. | Knowledge is available through direct work with Academic or through library, but is not approved curriculum for teachers. |
| Any role | Working as a volunteer. Goal is defined and managed by someone. Skills prerequisites met. | Activity cost is 1:1. | No wealth is earned for the worker, but happiness for worker and society may be improved. |
| Any role | Working as an entrepreneur, on a goal that is managed by self. Skills prerequisites met. | Activity cost is 3:1. | All costs come out of individual’s pockets, but individual keeps all profits. |

*Prerequisites:* Any goal or task that has a prerequisite must have that prerequisite and rank met by the character attempting to contribute to the project for that given skill. A character may not contribute to a goal or task for which they have no aligning skills to contribute.

*Interests align with industry:* If the working character has an interest that aligns with the task or goal, they get 1 free activity point that round to spend towards the accomplishment of that task or goal.

**Reorganization Costs for Traditional Society**

|  |  |  |  |
| --- | --- | --- | --- |
| **Role of Change Agent** | **Conditions Met** | **Cost to Change Agent** | **Other Costs / Notes** |
| Any individual | Role is available | 1 Activity point to change current role; 2 Activity points to add role but not change current role. | Workers promoted to Managers do not spend activity point. |
| Teacher | Curriculum available to teacher and approved by Administrator. | 1 activity point per additional skill or knowledge. | If curriculum not approved by Administrator, it will take 1 activity point from the teacher, 1 activity point from the administrator, and 1 full round to add the skill or knowledge to available items that may be added to curriculum. |
| Manager or Administrator | Position available for hiring into, or no condition necessary if firing. | 1 activity point on part of manager/administrator and 1 activity point on part of employee. | Severance package for employees: wealth = rank of highest relevant skill or knowledge to project goal. |
| Manager or Administrator | Rule to change has advocate. Vote is had and change is ratified by majority of society members. | 2 action points from advocate and all assenting members in vote. | 1 full round must pass before new rule is put into action. |
| Any individual | Attention from manager or administrator. | 1 activity point from lobbyist, 1 activity point from authority. | After one round, authority may bring change up for vote. |

**End of Round Scoring**

In the final phase of the round, each individual will tally his or her current wealth points and happiness points.

**Lifestyle:**

At this point, a player may wish to spend wealth on maintaining a lifestyle. Every point spent on lifestyle equates to an increase in happiness points for the round.

At the beginning of the score phase, however, the player must subtract the happiness equivalent to the lifestyle purchased the previous round. This models our tendency to grow accustomed to a specific way of living.

**Vacations:**

Individual wealth may also be spent along with leftover Activity points on Vacations or other Leisure activity, and the benefit is the total activity points plus wealth points converted to happiness points.

An individual can spend no more than 3 Activity points on leisure/vacations a round.

The next round, during the score phase, the individual must subtract ½ of the total happiness points gained by any leisure/vacations spent the round before. This models our ability to quickly forget the good times in the face of the current moment.

**Final Scoring**

At the end of the game, both societies will tally the individual wealth and happiness scores for every member, and then will create a total score by adding up all these points together. A highest member score and a lowest member score will be noted as well, denoting the individuals with the highest individual score and the lowest individual score, respectively. The team with the lowest span between highest and lowest will be granted an additional +20 happiness points. This is to reflect the lack of social unrest that is caused by great disparity between the upper and lower classes in a society.

**Education Cost Matrix for Dewey Society:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Role of learner** | **Conditions met** | **Cost to learner** | **Cost to mentor** |
| Any | Has mentor present with desired skill and rank. | 1 activity point per rank, up to two ranks per round. If mentor is a teacher, up to three ranks per round. | 1 activity point per rank, for all students, using highest # of ranks achieved. |
| Any | No mentor, but has library access to skill and rank | 2 activity points per rank, up to one rank per round. | N/A |
| Any | Has mentor or cohort with desired skill’s prerequisites known or available through library. | 2 activity points per rank, one rank per round. If member of cohort is Academic, 2 ranks may be developed. | Each member of cohort must spend two activity points per rank, but each learns the skill at the end of the process. |

*Prerequisites:* Any skill or knowledge that has a prerequisite must have that prerequisite met by the character attempting to learn the skill or knowledge.

*Interests align with learning:* If the learning character has an interest that aligns with the knowledge or skill being used, they get 1 free activity point that round to spend towards the acquisition of ranks in that skill or knowledge.

*Synergy between learning and doing:* Any learning that is done in concert with a stated goal or objective (learning skills necessary to complete the task while completing the task) allows for a +1 activity point to be applied to the completion of said task.

**Industry Cost Matrix for Dewey Society:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Role of Worker** | **Conditions met** | **Cost to Worker** | **Other Costs** |
| Worker / Manager | Working in work group. Skills prerequisites met. Manager present | Worker cost is 1:1 per activity point.  Manager cost is 1 activity point per worker on project. | Workers are paid out of profits (rank of skill x activity points) / 2.  Contractors are paid x2 workers.  Managers are paid x2 highest paid worker. Work group retains excess profits. Learners earn -1 wealth but +1 happiness. |
| Worker | Working in work group. Skills prerequisites met. Manager not present. | Worker cost is 2:1 per activity point. | Workers are paid out of profits (rank of skill x activity points) / 2.  Contractors are paid x2 workers.  Managers are paid x2 highest paid worker.  Work group retains excess profits. |
| Any role | Working to extend knowledge. Skills prerequisites met. Group cohort formed for skill development. | See rules for education –  ½ skill points spent on learning can be applied to tasks. | Knowledge is available through library at University, and is approved curriculum for any teacher. |
| Any role | Working as a volunteer. Goal is defined. Skills prerequisites met. | Activity cost is 1:1. | No wealth is earned, but happiness for worker & society improved. |
| Any role | Working as an entrepreneur, on a goal that is managed by self. Skills prerequisites met. | Activity cost is 3:1. | All costs come out of individual’s pockets, but individual keeps all profits. |

*Prerequisites:* Any goal or task that has a prerequisite must have that prerequisite and rank met by the character attempting to contribute to the project for that given skill. A character may not contribute to a goal or task for which they have no aligning skills to contribute.

*Interests align with industry:* If the working character has an interest that aligns with the task or goal, they get 1 free activity point that round to spend towards the accomplishment of that task or goal.