

The “HEGEMONY” game rules

Players and statuses:

There are 12 players in the game. Each is assigned a **personal card** with the state name (these cards are open). These states are in the game: Italy, Spain, the Netherlands, France, England, Germany, USA, Russia, Turkey, Japan, China, and India. All players are assigned cards with **main statuses** (open cards) and cards with respective values of political-economic capitals (C): 3 cards with the “core state” status (C=16), 3 cards with the “semiperipheral state” status (C=8), 6 cards with the “peripheral state” status (C=4). Some players are also assigned **additional statuses**: 1 with the “hegemonic state” status (open card) (C=32), 1 with the “terrorist state” status (covert cards). The main status can change during the game. Besides, a player can get an additional or a **temporary status** (“rogue state” or “strikebreaker state”).

Game goals:

Terrorist states goals: keep its covert status covert from all other states, but other terrorist states, consolidate other terrorist states to create a nuclear weapon and start a global nuclear warfare.

Peripheral states goals: attract foreign investments to become semiperipheral states and make advantageous diplomatic and cultural ties with core states in order to support the core state, which will become the next hegemon.

Semiperipheral states goals: attract foreign investments to become core states and make advantageous diplomatic and cultural ties with core states in order to support the core state, which will become the next hegemon.

Core states goals: by investments, diplomacy, and cultural influence create an alliance of client states, which would support them in their aspiration for hegemony, become a hegemon, with the game as a hegemon.

Hegemonic state goals: annex a state with a large capital, choose a promising ally to make it a core state; win the game as a hegemon – that is, either create a world-empire at the beginning of the 2nd-4th systemic cycle or become a hegemon at the beginning of the 5th systemic cycle.

All states, but rogue states, aim to neutralize terrorist states by “peacekeeping missions” to avoid nuclear warfare.

Any player can become a **winner** by either winning the game as a hegemon or by making an antisystemic revolution.

Gameplay:

Before the first systemic cycle, when all players sit with their eyes closed, the moderator randomly distributes the cards using random numbers table and gives them to the players.

The game consists of alternating **systemic cycles**, till the beginning of the 5th cycle or till another **systemic scenario** takes place. In each systemic cycle, there is the **rise phase** (with the respective stages of **investments and interventions**) and the **decline phase** (with the respective stages of **the struggle for hegemony and crisis**).

In the **rise phase**, the results of the world war and the new hegemon become known, new capital accumulation becomes possible.

At the beginning, the moderator announces the end of the crisis stage, all players open their eyes, the moderator announces the beginning of the new systemic cycle (or the occurrence of a certain systemic scenario) and reads out the open statuses of the players (hegemonic state and strikebreaker state). Starting from the 2nd systemic cycle there is a change of open statuses: the hegemony contender, who has won the world war, becomes the hegemonic state (gains benefits and automatically increases its political-economic capital by two times); the hegemony contender, who has lost the world war and the former hegemonic state lose there statuses of core states and become new semiperipheral core states (their capital is automatically decreased by two times); rogue state loses its temporary status.

At the **investments stage**, each player one by one delivers a 30-second speech. The hegemonic state chooses 2 former semiperipheral states for “**investments**” (thus they become core states and their capital automatically increases by two times). Then the 3 core states by simple majority choose among strikebreaker states 1 peripheral state for “**investments**” (if there was only 1 strikebreaker state, then it receives the “investments”). Thereby the invested state becomes a semiperipheral state (its capital is automatically increased by two times)

At the **intervention stage**, the hegemonic state chooses 1 peripheral state for the “**antiterrorist operation**” and the subsequent annexing (thus this state becomes a part of the hegemonic state and automatically increases the capital of the hegemonic state by the value of its own capital); if such state was a terrorist state, it loses this status.

Starting from the 2nd systemic cycles, the **collective security negotiations** take place (in the 2nd cycle – Westphalia Peace, in the 3rd cycle – Vienna Congress, in the 4th cycle – UN General Assembly). All players one by one put forward a candidate for the “rogue state” to conduct a “peacekeeping mission” (among peripheral or semiperipheral states). Then, there is a voting for the suggested candidates – the candidate, which has been voted for by the states with the largest total capital, is chosen. In case of equal capital votes for several candidates, the one, for which hegemonic state has voted, is chosen. The candidate with the biggest capital votes is announced a “rogue state” and becomes the subject of a “peacekeeping mission”, loses half of its capital, and does not participate in the world war in this cycle. If such a state is a terrorist state, it suffers “economic blockage” and can not initiate neither “military coup”, nor start a global nuclear warfare.

At the end of the rise phase of each systemic cycle the capital of each player is increased: of the hegemonic state – by 8, of the core states – by 4, of the semiperipheral states – by 2, of the peripheral states – by 1.

At the **decline phase** the hegemonic status is lost (the hegemonic state automatically lose half of its capital) and the **hegemonic rivalry stage** begins. The 2 other core states become hegemony contenders, so they announce their speeches for 30 seconds: hegemony contenders announce their goal – world-economy leadership or world-empire domination. All players but the core states make their decisions and simultaneously openly votes for joining to one of the two contenders for hegemony.

At the **crisis stage**, all players close their eyes.

Starting from the 2nd systemic cycle, the moderator asks terrorist state(s), which choose 1 more state (with less capital), organize a “military coup” there, create a “puppet state”, thus this state becomes a terrorist state too. A player, which has become a terrorist state, opens the eyes, learns the new status, and recognizes other terrorist states. After this, all terrorist states close their eyes. If there are 3 terrorist states in the game, it is considered that they have created a terrorist union and the **global nuclear warfare** has occurred.

If the global nuclear warfare has been evaded, hegemony contenders mobilize their alliances and start the **world war** for hegemony. The moderator calculates the total capital value of both alliances and defines the alliance with the biggest capital value – the world war winner (in case of equal values of capital in both alliances, the contender with the former hegemonic state wins). The leader of the winning alliance becomes the new hegemon. After this, the moderator takes into account the goal of the hegemon (leadership in the world-economy or domination in the world-empire) and defines whether the new **systemic cycle** of world-economy or a new **world-empire** takes place.

The moderator speaks to the semiperipheral and peripheral states asking whether they support an antisystemic revolution. All semiperipheral and peripheral states, supporting an antisystemic revolution, should raise their hands. All semiperipheral and peripheral states, which have not supported an antisystemic revolution, are considered strikebreakers. If the support is unanimous, then the **antisystemic revolution** has occurred.

Systemic scenarios:

The **global nuclear warfare**: the systemic scenario, occurring in the game situation, when a terrorist state has found all rogue states, created the nuclear weaponry, and has started the nuclear warfare. Because of the global nuclear warfare, the nuclear winter occurs and the humanity dies out, the game finishes. This is a “lose-lose” outcome.

A **sustainable world-economy**: the systemic scenario, which occurs in the in the game situation, when by the beginning of the 5th systemic cycle no other systemic scenario has happened. This means that the capitalist world-economy has overcome its internal contradiction and can self-perpetuate sustainable keeping its structural inequalities. This is a “win-lose” outcome.

A **world-empire**: the systemic scenario, which occurs in the in the game situation, when the hegemonic state is a state, which has posed a world-empire domination as its goal. Thereby it has won the world war and has created a world-empire. Under these circumstances, a single political system is established in the system, a world-economy is transformed into a world-empire and the game ends. This is a “win-lose” outcome.

An **antisystemic revolution**: the systemic scenario, which occurs in the in the game situation, when semiperipheral and peripheral states (as representatives of world proletariat) have united and posed demands to core states (as representatives of world bourgeoisie) concerning a fair redistribution of capital, and core states, without a strikebreaker state for unequal exchange are forced to agree. Due to the world revolution, the capitalism world-economy is transformed into an essentially new and fairer world-system and the game ends. This is a “win-win” outcome.