

DONATION CEREMONIES

Each night, the players gather to donate tokens and to vote to issue new tokens to award recipients. The total number of tokens is increased by five percent at each donation ceremony unconditionally. Voters decide how to distribute those tokens.

To start the ceremony, token holders must establish consensus on the current market price of the tokens. If a new consensus has been established on status levels, any token holder can initiate a consensus challenge to update status levels as well.

Next, token holders can donate as many tokens as they want. Their donations are locked away forever. Players are recognized for the status they've achieved with the dollar value of their donation.

Finally, active members are given votes to approve applications. One vote is generated for each dollar of award application value, and the votes are split equally between members. Each application needs to reach its value in votes to be approved. Instead of using all votes on award applications, voters can choose use some votes to focus on fewer awards to avoid spreading tokens too thin.

Once all the votes have been allocated, the newly issued five percent of tokens is divided among the approved awards by the dollar value of their applications.

CONSENSUS CHALLENGES

To demonstrate consensus on membership statuses and token prices, a player must wager a token on their claim of consensus. Players that disagree can wager a greater amount against their claim. The total wagers for or against consensus cannot exceed double the other. For instance, when one token is wagered for consensus, no more than two tokens can be wagered against it. Consensus supporters can then wager up to four tokens. Only a simple majority of tokens is required to establish or oppose consensus. The validators run the consensus challenge and determine when enough time has passed for the challenge to be complete. The losing side forfeits their tokens, and the winning side divides the winnings according to their contributions.

TRADING

Players can freely trade their tokens with other players, and with people who haven't joined the game yet. Potential trading partners can be found in person, or in a chat channel for traders. Each player can choose the price they're willing to buy and sell tokens for.

AWARD APPLICATIONS

Throughout the day, players can do work that furthers the collective mission and apply for an award to be granted at the donation ceremony. An application consists of a description of the work, and a dollar-denominated estimate of the market price for the work. The group will approve award applications that maximize the impact without spreading the new tokens too thin. People who haven't yet joined the game can work for awards instead of trading their way into the game.

THUSIACRACY

Governance by sacrifice



Thusiacracy is an alternate reality game that brings out the **altruist** and the **organizer** in everyone. You get to choose the objectives. The starting players choose the group objective, but each individual can choose whether to pursue donating the most value for the cause, doing the most work for the cause, or even making the most money by trading tokens. But the best way for any player to achieve their goals is to get more people to join the game.

EQUIPMENT

- A set of token chips
- An award application form
- A donated tokens jar and form
- Chat channels for discussion and trading

WHITE CHIPS
are worth

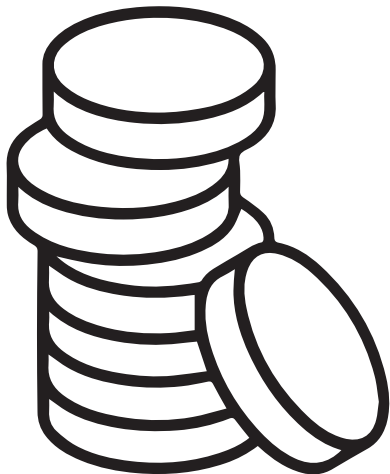
1 TOKEN

RED CHIPS
are worth

5 TOKENS

BLUE CHIPS
are worth

25 TOKENS



SETUP

A group of one to three **validators** starts the game by volunteering to honestly administer the token system. The validators choose a name for the game session, the collective mission for the session, and when the players will meet for the opening ceremony and donating ceremonies. Validators can choose to be players as well if they can maintain the trust of potential players.

At the opening ceremony, each player buys 100 tokens while the validators record the total supply of tokens. The buy-in price is set by the validators, and each day, the players will come to consensus on what the current market price of the token is. To start, the token holders need to reach consensus on how many dollars of tokens must be donated per day to attain the desired levels of membership status. Each membership status can be granted the same number of award votes, or different levels can receive different quantities of votes. To demonstrate consensus, players must initiate consensus challenges when they believe consensus has been reached.

Member	Supporter	Benefactor
\$5	\$10	\$25

To close out the opening ceremony, the validators reaffirm the task at hand. Players should trade tokens, especially to new members. Players should earn tokens by doing work and applying for awards. And players should vote for awards that make them and others want to donate more tokens.

ENDGAME

At the end of the last donation ceremony, the final balances are recorded to use in future games—it's more fun to play with holders! The top holders, top award recipients and top token donors are acknowledged, and the top traders use their self-reported gains to rank themselves.

More importantly, players get a chance to celebrate their collective goal. Their gameplay made it all possible.



CONSENSYS