ALGORITHMS

OF LATE-CAPITALISM

The game

INDEX

v.1.2

WELCOME TO THE SM4RT C1TY!

You are now entering a sovereign isle — located at the center of the Aegean Sea — where the **Sentient Machine Cult** is constructing a new future. While the sights and social structures of our city might seem strange at first, we are sure that our world will not feel too unfamiliar.

You are registered as **members of the cyborg community** of half-human/half-machines.

To help you integrate, we have made the **software rules of the Sm4rt C1ty** available to you here. Follow the rules inside — satisfy the imperious demands of our data structures — and **win your citizenship**!

Outliers:
You do not fit into the well-organized data structures of our society.

ALERT   − □ ×

Do *not* attempt to reprogram the system.

OBJECT OF THE GAME

Each cyborg has been designated a **Prettiness Score**.

This score measures your level of datafied conformity, and therefore how pleasing you appear to the Sentient Machine Cult.

By reaching **100% Prettiness Score** you will have fully optimized yourself for the Sm4rt C1ty and **win your citizenship**.
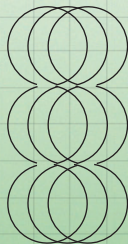
Those who fall to **0% Prettiness Score** are designated ugly and therefore displeasing to the Sentient Machine Cult. You will be: **eliminated**.

Your Prettiness score is all that matters.

GAME COMPONENTS

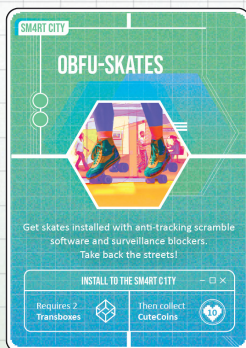**6** Cyborg Pass
20 Sm4rt C1ty cards
19 System Scan cards

12 Control Point cards
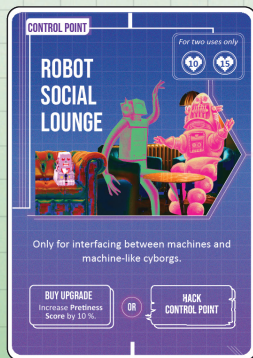**13** Transboxes
64 CuteCoins

GAME COMPONENTS

Sm4rt C1ty cards:

These cards contain new technologies that can be installed in the Sm4rt C1ty to earn you valuable CuteCoins.

SM4RT CITY

OBFU-SKATES

Get skates installed with anti-tracking scramble software and surveillance blockers.
Take back the streets!

INSTALL TO THE SMART C1TY — □ ×

Requires 2 **Transboxes**

Then collect **CuteCoins** 10

Control Points cards:
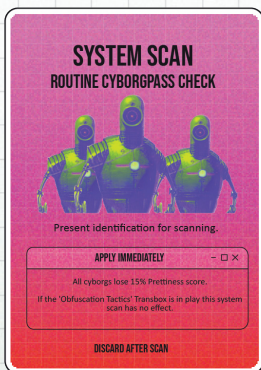
These cards contain privileged spaces in the Sm4rt C1ty that you can only access with CuteCoins.

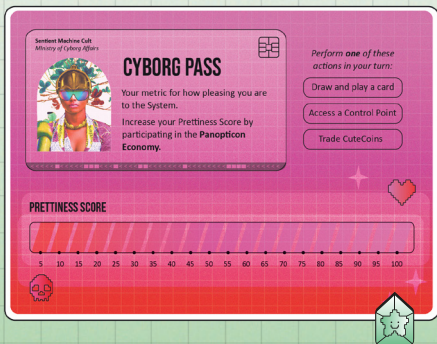Once inside, you can buy Prettiness Score upgrades.

CONTROL POINT

For two uses only 10 15

ROBOT SOCIAL LOUNGE

Only for interfacing between machines and machine-like cyborgs.

BUY UPGRADE
Increase **Prettiness Score** by 10 %.

OR

HACK CONTROL POINT

System Scan cards:

System Scans are enforced by the Sentient Machine Cult to keep the system clean of dirty data and filter out ugly cyborg.

SYSTEM SCAN
ROUTINE CYBORGPASS CHECK

Present identification for scanning.

APPLY IMMEDIATELY — □ ×

All cyborgs lose 15% Prettiness score.

If the 'Obfuscation Tactics' Transbox is in play this system scan has no effect.

DISCARD AFTER SCAN

Cyborg Pass:

Each cyborg is issued this identity pass upon entering the Sm4rt C1ty.

On your Cyborg Pass you can keep track of your Prettiness Score using the indicator token.

Sentient Machine Cult
Ministry of Cyborg Affairs

CYBORG PASS

Your metric for how pleasing you are to the System.

Increase your Prettiness Score by participating in the **Panopticon Economy.**

Perform **one of these** actions in your turn:

Draw and play a card

Access a Control Point

Trade CuteCoins

PRETTINESS SCORE

5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100

Cutecoins:

CuteCoins are the digital social currency of the Sm4rt C1ty.
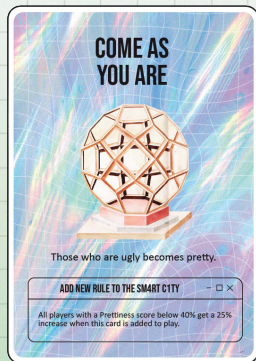
It gives you access to privileged Control Points and allows you to upgrade your Prettiness Score.
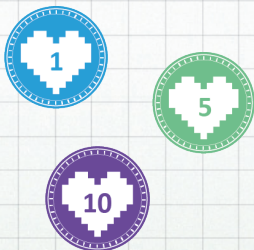
Transboxes:

Transboxes can change the software rules of the Sm4rt C1ty.

Accessing Transboxes is only possible by hacking a Control Point.

COME AS YOU ARE

Those who are ugly becomes pretty.

ADD NEW RULE TO THE SM4RT C1TY — □ ×

All players with a Prettiness score below 40% get a 25% increase when this card is added to play.

Hacking Control Points to access a Transbox is
strictly prohibited!

PLAYING THE GAME

This game is for 2-6 players.

SET-UP:

(1)	CYBORG PASS	Each cyborg is issued a **Cyborg Pass**. **Place it in front of you**.
(2)	PRETTINESS SCORE	Because you are all ugly cyborgs, each of you starts with only: 40% Prettiness score **Set your Prettiness Score** accordingly on your Cyborg Pass with your **indicator token**.
(3)	CUTECOINS	Each cyborg is issued 10 CuteCoins Keep the remaining CuteCoins separate. This stockpile is the centralized CuteCoins bank.

4	MAIN CARD DECK	Nominate one cyborg to shuffle the **Sm4rt C1ty** cards, **System Scan** cards, and **Control Point** cards into a single deck.

This is the **main card deck**. Place it to one side of the vacant space. |
| **5** | TRANSBOX CARDS | Shuffle the **Transbox** cards and place this deck on the **opposite side** of the vacant space. |
| **6** | GAME AREA | Keep an **open space** between players where you will construct Sm4rt C1ty.

Leave space for a card discard pile. |

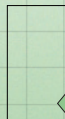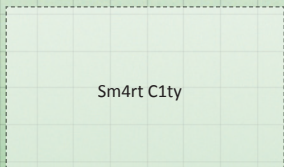Game set-up for three players

CuteCoin bank   Main deck

Cyborg Pass

Sm4rt C1ty

Discard pile   Transbox deck

BY ORDER OF SENTIENT MACHINE CULT

PLAYER TURNS

Players take turns playing in a clockwise fashion.

Each player can do one of three possible actions during their turn:

(1)	(2)	(3)
Draw & play a card	**Access** a Control Point	**Trade** CuteCoins

Maintain the computational clockwise order of the sorting algorithm!

(1) Draw & play a card

You can use your turn to draw a card from the **main card deck**.

When drawn, the card needs to be **played immediately**. The way it is played depends on the **type of card**:

//////	System Scan cards
//////	Control Point cards
//////	Sm4rt C1ty cards

////// System Scan cards

When a cyborg draws a System Scan card they have to **read it out loud**.

Apply the card effects immediately.

When a cyborg reaches **0% or less Prettiness Score** after a System Scan card is played, they are **eliminated** and their Cyborg Pass is revoked. They are no longer allowed to participate.

Place the System Scan card on the **discard pile** after it has been played.

ALERT — □ ×

Do not try to flee, cyborg! You will be tracked, traced, and punished!
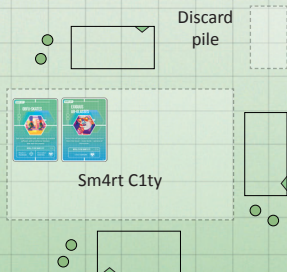
////// Control Point cards

Read the card **out loud** to your fellow cyborgs.

When a cyborg draws a Control Point card it is **immediately added** to the **Sm4rt C1ty**.

A player cannot access a Control Point in the same turn in which you play it.

Discard pile

Sm4rt C1ty

As time passes the SM4RT C1TY will grow and become a shimmering data-driven utopia!

Read the card **out loud** to your fellow cyborgs.

INSTALL TO THE SM4RT C1TY — □ ×

Requires 2 Transboxes

Then collect CuteCoins **15**

If the **conditions** stated on the **bottom of the card** are met, the player can decide whether they want to install the new technology to the Sm4rt C1ty.

Some cards require you to have unlocked a specific number of Transbox.

INSTALL TO THE SM4RT C1TY — □ ×

Collect **CuteCoins** **20**

If the player wants to **install** the technology, they can **add it face-up** to the playing field. They can then take the amount of **CuteCoins** stated on the card from the centralized bank and add it to their Cyborg Pass.

Certain Sm4rt C1ty technologies are crucial for our social surveillance and punishment infrastructures.

But some Sm4rt C1ty technologies are detrimental to our social order.

If a player cannot — or doesn't want to — install the technology, the card is placed on the card **discard pile** and no CuteCoins are issued.

You can use your turn to access any Control Point that has been added to the Sm4rt C1ty and still has an **open access slot available**.

Each Control Point can be **accessed only twice**. Access availability is indicated by the two access slots at the top of the card.

To access a Control Point, a cyborg has to **pay** the CuteCoin **fee** specified by the available access slot on the card.

Once the fee is paid, the CuteCoins are placed on the slot. Once both **slots are filled**, the Control Point **cannot be accessed** anymore.

////// | Gain an upgrade

Once you access a Control Point, you can participate in the Panopticon Economy by gaining a Prettiness Score upgrade. **Add the amount specified** at the bottom of the Control Point to the Prettiness Score on your **Cyborg Pass**.

////// | Hack the Control Point

To hack a
Control Point

ALERT – □ ✕

You are not allowed to hack the Control Point and draw a Transbox!

ALERT – □ ✕
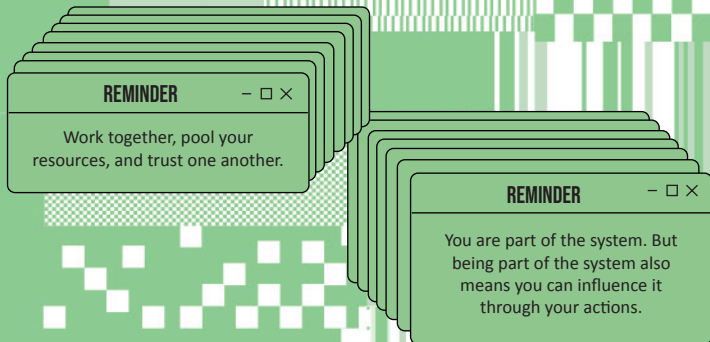
Unlocked Transboxes will break the system.

Open a Transboxes - Change the system!

The repressive algorithmic system of the Sentient Machine Cult is represented by the rules you have to follow.

Once you are inside a Control Point you can decide to **not take the Prettiness Score upgrade** and instead **hack the Control Point**. Doing this will allow you to **unlock a Transbox**. Transboxes are able to override the Sm4rt C1ty source-code - and change the rules of the game.

You do not gain any Prettiness Score upgrade from the Control Point if you choose to hack it. Instead, **draw a Transbox card** and **read it out loud**. You can then install the Transbox by **adding it to an open space** next to the Sm4rt C1ty.

Whatever is written on the Transbox applies to the remainder of the game.

REMINDER − □ ✕

Work together, pool your resources, and trust one another.

REMINDER − □ ✕

You are part of the system. But being part of the system also means you can influence it through your actions.
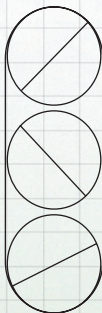
3 Trade CuteCoins

You can use your turn to buy **Prettiness Score points** using your CuteCoins.

You can add **1 point** to your Prettiness Score for each **2 CuteCoin** given back to the centralized bank. For example: 10 CuteCoins earn you 5 Prettiness Score points.

You can spend as many CuteCoins in your turn as you have available.

////// Gifting CuteCoins

Players can give each other CuteCoins at any point during the game.

This action does not count as a turn.

Economic participation is pleasing to the system

Sharing CuteCoins is anti-competitive behaviour and is detrimental to the rapid expansion of our utopia!

BY ORDER OF SENTIENT MACHINE CULT

WINNING AND LOSSING

The game ends if any of these conditions are met:

(1) Any cyborg reaches 100% Prettiness Score

Congratulations! You have optimized yourself for the System, integrated fully to the Sm4rt C1ty, and have pleased the Sentient Machine Cult greatly.

The first player to reach 100% Prettiness Score has won and will receive the prize of Full Citizenship.

The rest of the players have lost and should report for immediate and painful elimination.

(2) More than 50% of cyborgs have been eliminated

The majority of you have failed to optimize your ugly data... and the remainder of you are statistically likely to follow this trend.

If more than 50% of players are eliminated, all players have lost by default and should report for immediate and painful elimination.

3 The main deck of cards is depleted before any cyborg could reach 100% Prettiness Score:

You have all failed to optimize and your ugly data is displeasing to the Sentient Machine Cult.

If no player reaches 100% Prettiness Score by the end of play, all players have lost by default and should report for immediate and painful elimination.

4 You have met a new winning condition introduced by a Transbox

Congratulations! You have changed the System into something different. Is it better? Is it worse? It's up to you to decide.

ENJOY YOUR STAY IN THE SM4RT C1TY!

COLOFON

Algorithms of Late Capitalism: The Game was created through a series of co-design workshops hosted and facilitated by internet teapot. Over the course of four sessions, 39 participants from different backgrounds, experiences, ages, genders, professions, cultures, and parts of the world came together to create this game. Each person brought something unique to the project, without which this game would not have come into existence.

////// Credits

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