

THE B.A.G.S. CITY JOURNAL

VOLUME I #1

GALA INTRODUCTORY ISSUE

PRICE 10 cents

Published by Robert E. Johnson (Overdue Press Disorganized) Box 134

Whippany, NJ 07981

201-361-7566

The purpose of this zine is to report on the actions of those playing simulation games dealing with cities, a country, ecology, politics or whatever I choose.

THE CITIES GAME designed by David Popoff as it appeared in Vol 2 # 3 of PSYCHOLOGY TODAY (Aug 1968).

This is a very easily played game for four people. It is a coalition game, which is to say that the four players must work together more or less if they hope to achieve their aims. This game has come out on the market since appearing in PSYCHOLOGY TODAY and runs around \$10.00--it would seem to be overpriced as there must be fewer pieces and parts than in DIPLOMACY, altho I have not yet been able to examine the packaged game.

The four people represent four elements of city dwellers: Government, Agitators, Slum Dwellers and Business. Each have three possible votes at voting time: ~~Government~~ @ 1, 0 or PA (police action); Agitators @ 1, 0, or Riot; Business @ 1, 0, or 3; Slum Dwellers @ 2, 0 or Riot.

The Object of the game is to collect the most cash within 10 moves or before FUTURE CITY is reached. Money is obtained as the result of CONSEQUENCES of the VOTING, or from bribes or sold votes or any other trickery. The directions of the CONSEQUENCES Must be followed to the letter, else anything goes. The game has three steps in a move.

NEGOTIATION- like DIPLOMACY, you try to make a deal and/or influence your opponents. You can also use your money to try to buy votes, etc. The object of negotiations is to have the VOTING come out in your favor or at least not to your detriment.

VOTING- follows NEGOTIATIONS and is done in secret. You are not bound by your commitments and neither money from another player or a vote can be conditional.

CONSEQUENCES- is decided by the sum result of the VOTING and is as follows:

1. VOTE is 0; or 1 Riot & 0, 1, 2 or 3; or 2 Riots & any sum--Each loses $\frac{1}{2}$ his \$.
2. If sum is 1, 2 or 5; or PA & 0--Govt gets 10% of each players cash. TAXES
3. Vote is 3--Business gets \$2,000 from each other player.
4. Vote is 4--everybody give the Agitator five grand.
5. Vote is PA & 1, 2, 3, 4 or 5--Govt loses Five thou to game treasury.
6. Vote is 1 Riot & 4, 5 or 6; or PA & 6--everyone loses 2,000 to game treasury.
7. Vote is 6 or 7--advance to FUTURE CITY and collect as follows:
 - a. First time- B/\$0,000; A/ 5,000; G/10,000; S/10,000.
 - b. second ---- B/20,000; A/10,000; G/10,000; S/20,000.
 - c. Third ---- B/10,000; A/20,000; G/10,000; S/30,000.
 - d. Final step- B/50,000; A/30,000; G/40,000; S/40,000. THE FUTURE CITY reached!

NOTE: If a PA is cast it neutralizes 1 Riot vote and vice versa, i.e. they equal 0. Players start as follows: B/50,000; A/ZILCH; G/30,000; S/10,000. This means the first two are way ahead and have most to lose by a riot. Money does tend to make the last two more conservative. It can definitely get involved.

I'll be running as many of these games as I have players at \$2.00 for first; Refunds at game end is probable. I'M interested in any games of like nature.