

Give each player \$100 at the start of the game. Place the rest of the game's money in a bank. Use a random method to determine the first player. Then begin the first player's turn and discard this rule.

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If any player has \$200 or more during her turn, she wins the game.

During a player's turn he has one
action to spend.

You may spend one action to collect
\$10 from the bank.

You may spend one action to add a new rule. If you do this, first write the text of the rule on a card and read it aloud. Then ratify the rule change. This rule cannot be changed, replaced, or discarded.

You may spend one action to discard a rule.
If you do this, first declare which rule will be discarded. Then ratify the rule change.

You may spend one action to replace a rule. If you do this, first declare which rule will be replaced. Write the new text on a card and read it aloud. Then ratify the rule change.

Ratify all rule changes by silent auction; all players vote "yea" or "nay", using any number of their dollars as votes; all players reveal their votes at the same time.

A rule change does not take effect unless it is ratified with at least twice as many "yea" votes as "nay" votes.

Ratified rule changes take effect at the beginning of the next turn before the next player can take any actions.

All money used to ratify rule changes
goes to the bank.

When a player has no more actions to spend, end the player's turn.

When a player's turn ends, begin the
turn of the player to his left.