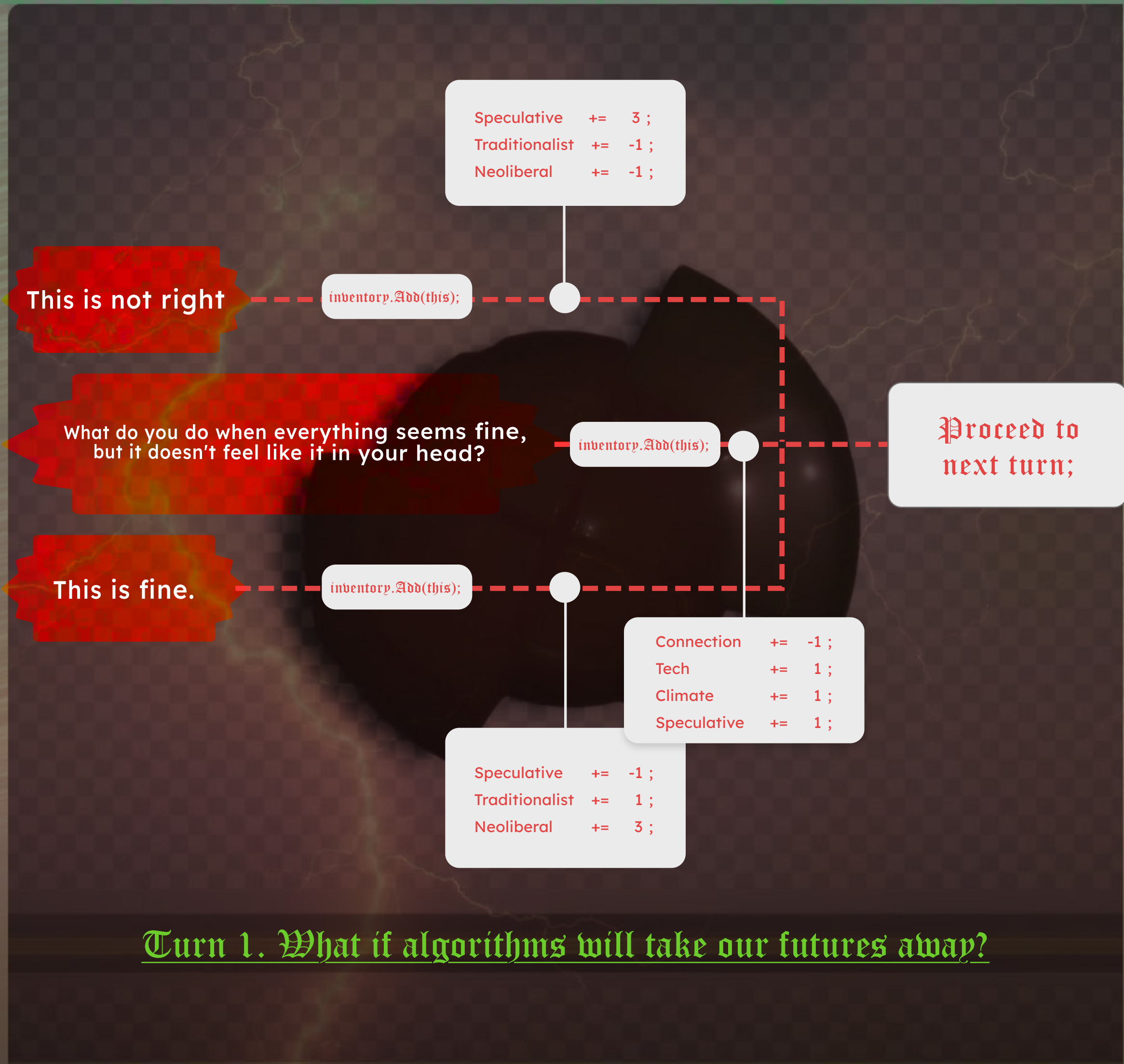


Dreaming About Work: The Board Game

For how many are your futures?



Dreaming About Work Board Game

In this speculative research game, you are playing for the futures of work and workers. Each turn you will choose agendas that will alter your stats and determine your final future. Your goal is to finish with a future that suits you the best.

Rules

You have a couple of variables or "stats" that you should track during the gameplay. You will need two dice.

Speculative agenda,
Neoliberal agenda,
Tech agenda,
Climate agenda,
Traditionalist agenda,
and **Connection** to reality,

If you lose your connection to reality you will be forced to skip turns and speculate the future straight away. There is also a global variable: Historical time.

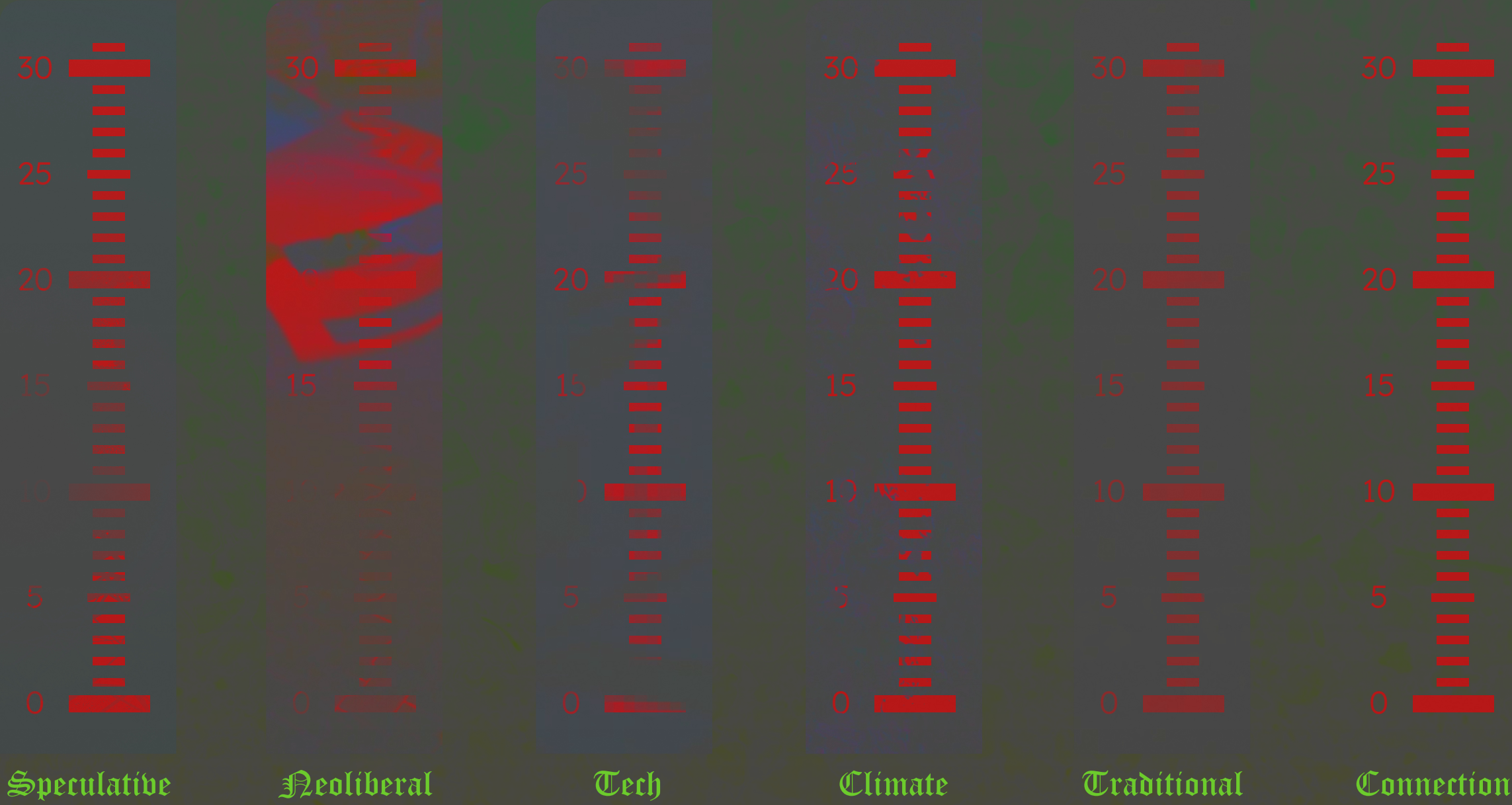
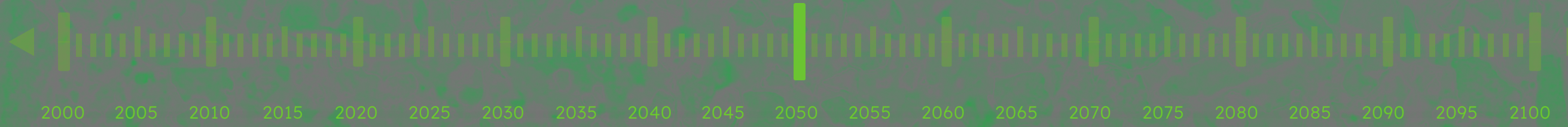
Each stat starting value is 3

The **historical time starts in 2050**. When you reach the year 2100, the game ends and you can choose one of the possible futures. If there are no futures to choose from you lose.

Each turn you will need to choose at least one agenda or answer. You will keep these agendas in inventory. In the final round, you may be able to build a future based on them.

You can choose as many agendas as you like during your turn but if you lose the second check you must proceed to the next turn.

Historical time



Research and agendas

Political stats

How to progress each turn

After selecting one agenda progress along red lines and alter the game state with each command, don't forget to check the following turn conditions each turn. You can think of new dialogue options as a references for multiplayer discussions.

Inventory

This is your inventory. You can print this page to track your stats, research technologies, and political agendas. All stats can range from 0 to 30.

Human
work
is slavery.

Roll 2x dice;
Add **Speculative** to result;
If (result is >= 9)
check



Historical t. += 20 ;
Neoliberal += -1 ;

inventory.Add(this);

Connection += 1 ;
Neoliberal += -1 ;
Speculative += 2 ;

Dialogue can unlock
Arendtian agendas.

Magic
post-work
society

Roll 2x dice;
Add **Connection** to result;
If (result is >= 9)
check



Historical t. += 5 ;
Connection += -1 ;

inventory.Add(this);

Connection += -1 ;
Traditionalist += -1 ;
Tech += 2 ;

Dialogue can unlock
centrist tech agendas.

Fear of the
machines

Roll 2x dice;
Subtract **Speculative**;
If (result is >= 5)
check



Historical t. += -20 ;
Tech += 1 ;

inventory.Add(this);

Connection += 1 ;
Traditionalist += 1 ;
Neoliberal += -1 ;

Dialogue can unlock
Luddist agendas.

Make-belive
protective force
of liberal
market

Roll 2x dice;
Add **Neoliberal** to result;
If (result is >= 9)
check



Historical t. += -30 ;
Speculation += 1 ;

inventory.Add(this);

Connection += -1 ;
Traditionalist += 2 ;
Neoliberal += 2 ;

Dialogue can unlock
totally neoliberal agendas.

if this is your second
failed check this turn.

if (Connection == 0)

if you added to inventory
this turn and want to pass

Proceed to
next turn;

Turn 2. Choose at least one agenda

Zero emission industry

Roll 2x dice;
result = roll + **Speculative** - **Neoliberal**;
If (result is >= 14)
Check




Historical t. += 30 ;



Neoliberal += 1 ;

inventory.Add(this);

Neoliberal += -3 ;
Speculative += 2 ;
Climate += 2 ;

if (historical time
>= 290)

3D printed construction material utopia

Roll 2x dice;
result = roll + **Tech** - **neoliberal**;
If (result is >= 14)
Check




Historical t. += 10 ;



Connection += -1 ;

inventory.Add(this);

Connection += -1 ;
Speculative += 3 ;
Tech += 2 ;

if this is your second
failed check this turn.

Full fledged GAI speculative narratives

Roll 2x dice;
result = roll + **tech** - **traditionalist**;
If (result is >= 14)
Check




Historical t. += 10 ;



Tech += 1 ;

inventory.Add(this);

traditionalist += -1 ;
Tech += 2 ;
Speculative += 1 ;

if (Connection == 0)

Full denial of climate crisis

Roll 2x dice;
result = roll + **neoliberal** + **traditionalist**;
If (result is >= 6)
Check




Historical t. += -10 ;



Climate += -1 ;

inventory.Add(this);

Climate += -2 ;
Traditionalist += 2 ;
Neoliberal += 2 ;

if (Climate == 0)

Dialogue can unlock Nationalization
of automation industries

Dialogue can unlock
post-scarcity agendas.

Dialogue can unlock
AI governance agendas.

Dialogue can unlock
extermination agendas.
(Living in present)

Proceed to
next turn;

Turn 3. Choose at least one agenda

Wealth redistribution

Roll 2x dice;
result = roll + **speculative** - **neoliberal**;
If (result is >= 16)
Check



inventory.Add(this);



Historical t. += 10 ;

inventory.Remove(Random neoliberal agenda);



Neoliberal += -1 ;

Dialogue can unlock
Marxist agendas.

non- human
post-work
society

Roll 2x dice;
result = roll + **tech** - **climate**;
If (result is >= 16)
Check



inventory.Add(this);



Historical t. += 20 ;

inventory.Remove(Random non-tech agenda);



Tech += -1 ;

Dialogue can unlock
tech governance agendas.

Personal
neo-
imperialism

Roll 2x dice;
result = roll + **neoliberal** - **speculative**;
If (result is >= 16)
Check



inventory.Add(this);



Historical t. += -20 ;

inventory.Remove(Random speculative agenda);



Speculative += 1 ;

Dialogue can unlock
imperial agendas.

Roll 2x dice;
result = roll + **X** - **D**;
If (result is >= 16)
Check



inventory.Add(this);



Historical t. += X ;

D += -2 ;
Connection += -1 ;
X += 2 ;



D += -1 ;

Dialogue can unlock
extreme agendas.

if (historical time
>= 290)

if this is your second
failed check this turn.

if (Connection == 0)

if you added to inventory
this turn and want to pass

if (Climate == 0)

Proceed to
next turn;

Turn 4. Choose at least one agenda



Turn 5. Meta-game?



Turn 5

This is the final stage of the future speculation research game. In this round, you will have to choose at least one future.

You have made several picks for possible future policies now is the time to choose your utopia or dystopia: To choose your future agenda for Dreaming about work.

Rules

Each utopia and dystopia has its perquisites and antagonists. You will have to check your inventory for perquisites to see which future agenda you will be able to pick. Then you need to check for antagonists.

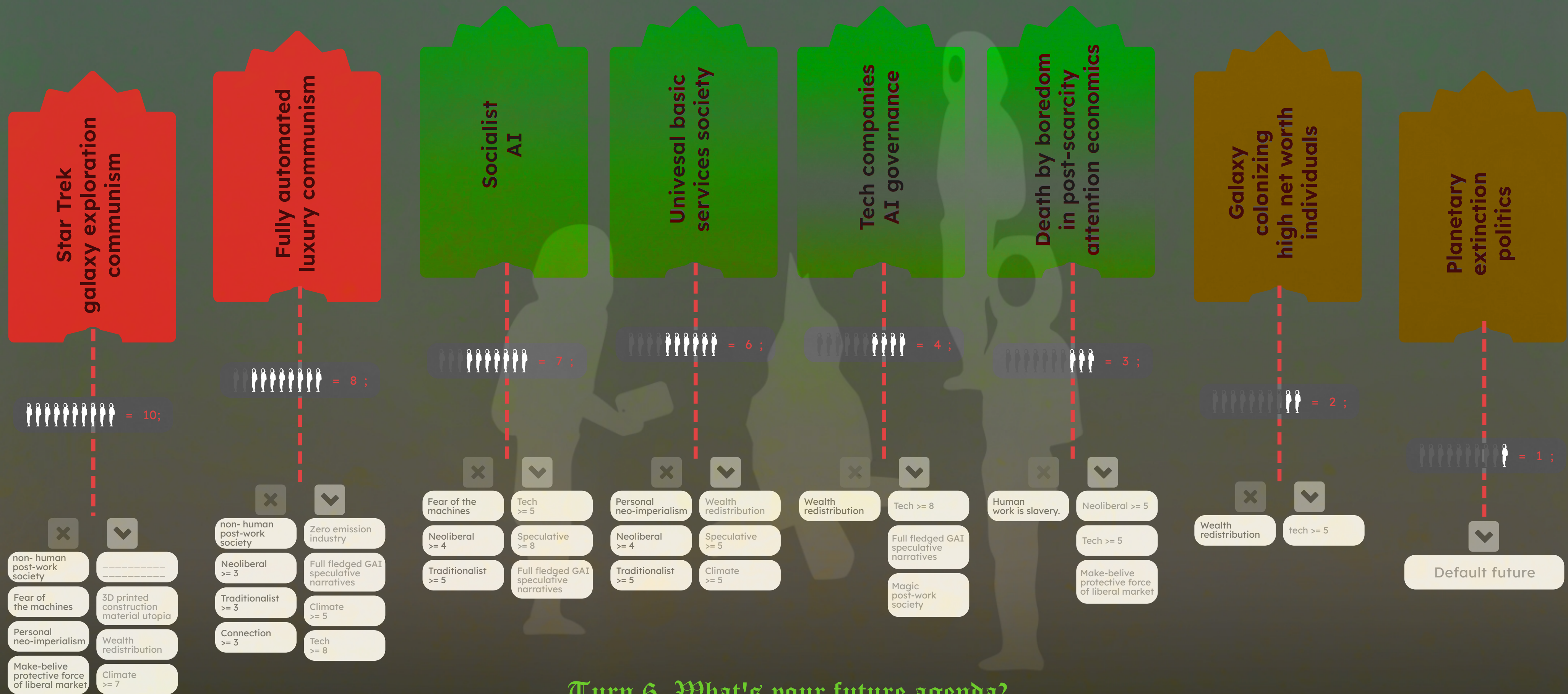
You may have no option rather than to choose **Planetary extinction politics** which may be the contemporary default agenda.* You may think about it as a losing scenario, at least in case you are rooting for the human future.

*See Four Futures article by Peter Frase on jacobin.com

What now?

You are not a policy maker in this game, the fiction here is that you are an employee recently laid off due to automation. You cannot enact policies but you can participate in the discussion and fight for a better future from the bottom up.

In the end, this is not a solitaire game, it's computational and social. Finally, you can fight different future agendas in the discussion (If you are playing solo you can fight neoliberalism). You can score the outcomes by calculating: For how many are your futures?

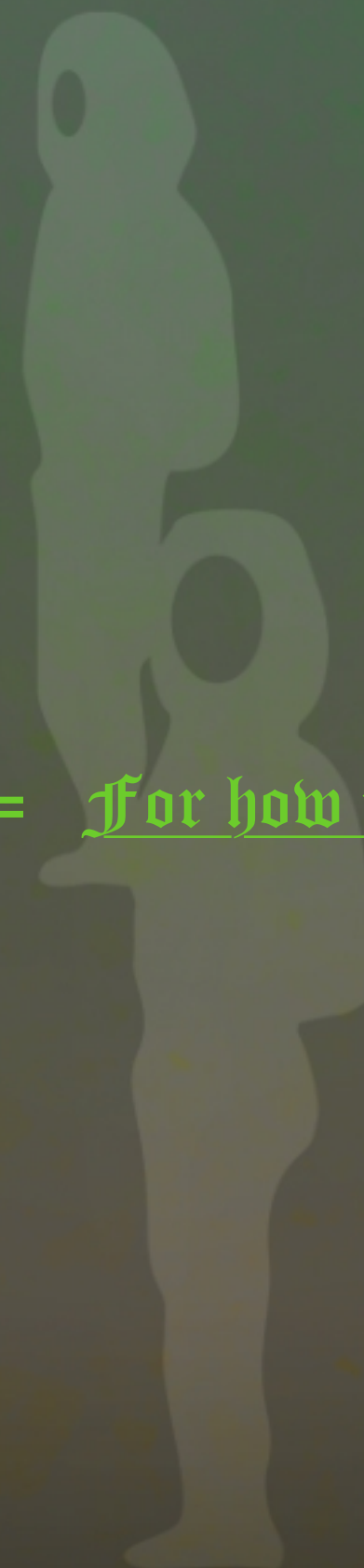
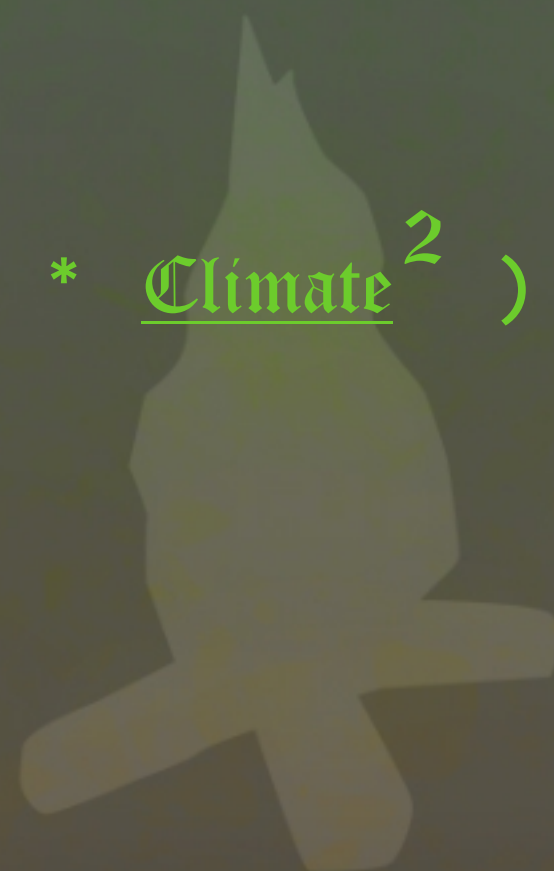


Turn 6. What's your future agenda?



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$$* \left(\left(\text{Tech} + \text{Connection} \right) * \text{Climate}^2 \right) = \text{For how many are your futures}$$



Turn 7. For how many are your futures?



Acknowledgements

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* see <https://cofutures.org>

** see <https://avu.cz/student/hauer>

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