

RULE BOOK

1. Objective

§ Conquer powers and privileges in the social world through the accumulation of rare and exclusive capitals.

2. Symbolic Capital

§ Symbolic capital indicators function as “markers of distinction”. They are divided into three types: social capital, economic capital and cultural capital.

3. Values of Symbolic Capital

§ All symbolic capital indicators have a value that varies between -4 and 4. Such values represent the number of points that each indicator adds (or subtracts) to people who have such distinction markers. There are no limits to the amount of symbolic capital indicators that someone can accumulate.

4. Metacapital; Negative Capital; Null Capital

§ Some capital indicators not only add points, but also grant special privileges and powers, as is the case with “Metacapital”. It is also possible to accumulate “Null Capital”, in which there is no gain or loss. Finally, we have the stigma of “Negative Capital”, which, in addition to removing general points from the total volume of capital, can bring other disadvantages.

SYMBOLIC STRUGGLES

5. Accumulation of Symbolic Capital

§ The amount of accumulated symbolic capital indicators of each person should be read in two ways:

A) Individual sum by type of capital: determines the amount of points that each person has at that moment in each of the three symbolic capitals.

B) Total volume of capital: determines the number of points in the global sum of all symbolic capital indicators that a given person has.

In the example below, we can observe: 3 points of social capital; -4 points of economic capital; 3 points of cultural capital (FIGURE 1). The total volume of capital is 2 points (FIGURE 2).

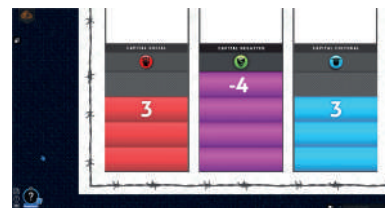


FIGURE 1

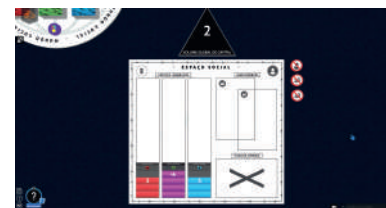


FIGURE 2

6. Como gahar o jogo

§ **GENERAL RULE:** The first person who manages to accumulate at least 10 (ten) points in two different types of symbolic capital will win the game. **Note:** Action cards can add other ways to win the game.

7. Symbolic Action

§ Symbolic actions are the practical repertoires of actions that symbolize each person's ways of acting in the game. Such cards function as opportunities and it is from them that people have access to symbolic capital, among other actions. Symbolic actions are divided into four types: Order; Subversion; Dogma; Virtue.



8. Seal of the Symbolic Action

§ Every action card has a seal and there are three different seals. Let's see:



SEAL OF INDIVIDUALITY

Realize only a single action of that type on your turn. Discard actions of that type in your AMNESIA PILE after realizing this action.



SEAL OF INITIATIVE

Realize actions of this type at any time and with no limit. Discard actions of that type in your AMNESIA PILE after realizing this action.



SEAL OF INVESTMENT

During your turn, invest/disinvest in actions of this type in your SOCIAL SPACE. After investing, such actions can be realized in your turn or at any time (according to the description of the effects of the cards). These cards can remain in play after their effects have been realized. If they are disinvested or discarded, they must go to the AMNESIA PILE.

9. Beginning of the Game

§ Arrange the cards according to the image below (FIGURE 3). Each person accumulates an indicator of each symbolic capital, which must be arranged according to the image below (FIGURE 4) and three action cards.



FIGURE 3

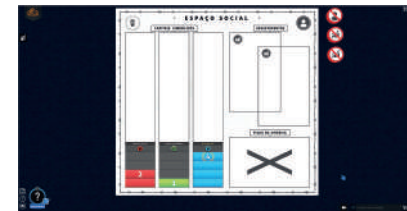


FIGURE 4

§ The player with the highest volume of global capital starts the game. In the event of a tie, whoever obtains a METACAPITAL indicator wins. If not, the oldest person starts. The person who starts chooses the turn order.

10. TURN PHASES

PHASE 1) RENOUNCE PHASE

At the beginning of their respective turns, all people must discard one action card from their hand (if they have two or more cards in their hand at the beginning of the turn).

PHASE 2) MANAGEMENT OF OPPORTUNITIES

It's time to decide what to do with the action cards. It is possible to: realize the action; hold the action; discard the action. If you choose to realize the cards that are in your hand or invested in SOCIAL SPACE, remember to act according to the "rule of seals".

PHASE 3) NEW OPPORTUNITIES

It's the end of the turn. The person receives X amount of action cards until that person has three cards. The turn ends and another turn begins following the order.