



małopolski
instytut
kultury

miK





"PEASANT BUSINESS SCHOOL" - EDUCATIONAL ECONOMIC GAME INSTRUCTION MANUAL

I. Introduction

In 18th century, peasants from Andrychów in Małopolska wove flaxen fabrics, established *kolegacje* - trade partnerships - and organised trade expeditions to cities throughout Europe. They established an enormous weaving and trading centre that exported approx. 80% of its production abroad. At that time no other location in Poland could boast equally far reaching business contacts. Unquestionably, both the large manufacturing range and international nature of the trade were possible thanks to the cooperation between local peasant artisans. As a result of dynamic economy development, in 1767 Andrychów was granted city rights on the power of King Stanisław August Poniatowski's privilege.

During the game, the players become historical entrepreneurs who manufacture goods for sale, interact with other players on the market, and accumulate the products necessary to organise trade expeditions to various European cities.

The game can be played at two levels: basic and advanced. The basic version is intended for people playing the game for the first time. It can be used to explain and discuss basic market mechanisms and forces in the contemporary market (including supply and demand, competition, commercial companies, economic clusters), as just entertainment, or to compete.

The advanced version is intended for teams who have already played Peasant Business School and mastered the basic rules of the game. In this version, players are divided into teams (trading partnerships). Additionally, they can hire helpers, whose skills increase the player's options in the game. Other rules remain the same.

Playing time: 45–60 minutes

Number of players: 12–30

Age of players: 12 and over

II. Contents of the box

HELPER CARDS

CHARACTER (ARTISAN) CARDS

EXPEDITION CARDS

PRODUCT CARDS

BOARD



MOUNTAIN GOLD PIECES (MGPs)

TIME CARDS

LANYARDS



Character (Artisan) Cards:



FRONT



BACK

16 Blacksmith Cards

16 Baker Cards

16 Weaver Cards

Time Cards:



120 Blacksmith
Time Cards
of 1 month
value

120 Baker
Time Cards
of 1 month
value

120 Weaver
Time Cards
of 1 month
value

Mountain Gold Pieces (MGPs):

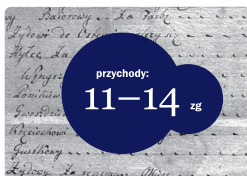


180 cards with nominal value of MGP 1

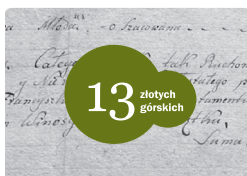
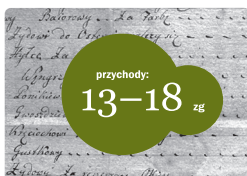


180 cards with nominal value of MGP 5

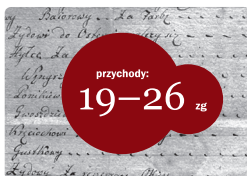
Expedition Cards:



24 cards of nearby trade expeditions (dark blue) with values: 11-14



24 cards of medium-range trade expeditions (green) with values: 13, 16-18



24 cards of long-range trade expeditions (brown) with values: 19, 24-26

BACK

FRONT

Product Cards:



90 Wain Cards with a nominal value of 1 waggon



90 Bread Cards with a nominal value of 1 loaf



90 Fabric Cards with a nominal value of 1 sheet

III. The object of a game

During the game, players assume the role of bakers, weavers and blacksmiths. The aim of the game is to accumulate the most wealth. The players manufacture, trade on the markets, and organise commercial expeditions. Each player receives: Mountain Gold Pieces cards, Bread Cards, Fabric Cards, and Wain Cards. The player ending the game with assets of the greatest value in hand wins the game.

IV. Getting ready to play

Peasant Business School is a game intended for large groups (from 12 to 30 people). The game is played in real time: there is no division into turns, and players take actions simultaneously. For that reason, a gamemaster (GM) should be appointed to keep order (e.g. if played at school, the role is usually assigned to the teacher). The GM does not participate in the contest like other players but:

- prepares all elements of the game before it starts,
- acts as the Banker.

The Banker provides services to players producing bread, fabric and waggons. This means that the person who plays the banker receives time cards and MGPs from the players, draws city cards, and pays out the earnings. If there are over 16 players, the GM may need help from one or two people to take over the bank. This streamlines and speeds up the game (e.g. if played at school, the GM may appoint two pupils: one to handle production, and the other expeditions).

Before the first game:

Playing the first time, prepare Artisan Cards, i.e. hang 33 character cards on the lanyards (11 Baker Cards, 11 Weaver Cards, and 11 Blacksmith Cards) and tie the lanyards so that the players can display them for identification hanging around their necks.

Before every time you play:

- Prepare the room for playing: a large table and a plenty of free space (if the game is played in a classroom, desks and chairs may be put up against the walls so that there is plenty of room left in the centre of the classroom. It is a good idea to set up two desks together at the front of the classroom, at the place normally taken by the teacher's desk).
- Lay out the board (towards the players) on the prepared table.
- Divide Expedition Cards into 3 piles, according to their colours: (dark blue, green, brown). Shuffle each pile and distribute them evenly on the City Fields, front-side up:
 - cards of nearby expeditions (dark blue) for Kraków, Lemberg, and Warsaw,
 - cards of medium-range expeditions (green) for Amsterdam, Hamburg, and Lübeck,
 - cards of long-range expeditions (brown) for Barcelona, Moscow, and Istanbul.
- On the banker's side of the board, lay out stacks of products (Bread Cards, Fabric Cards, Wain Cards) and money (banknotes with the face value of MGP 1 and MGP 5).
- Determine the number of players, and distribute cards in so that cards of particular trades (the Artisan Cards for bakers, weavers, and blacksmiths) are in the same number. If the number of players does not allow this, add 1 Blacksmith Card, and if this does not solve the problem – also add 1 Weaver Card.

Example:

If there are 17 players, have 5 Bakers, 5 Weavers, and 5 Blacksmiths (3×5 players) plus additionally 1 Blacksmith and 1 Weaver.

- Distribute the following to each player:
 - Artisan Card (randomly)
- and primary supplies:

- MGP 12 (2 x MGP 5 and 2 x MGP 1)
- 6 Time Cards (Baker's Time Cards to Bakers, Weaver's Time Cards to Weavers, and Blacksmith's Time Cards to Blacksmiths)

- The GM takes the position of the banker, sitting between the board and the wall, so the access to the board is limited from one side.

V. The contest

Starting the game

The game starts after distributing Character Cards and Time Cards to players. Players start the game on a cue from the GM.

Gameplay

Players can become involved in three kinds of action:

- production,
- trading at the market
- going on trade expeditions

Each player decides if – at the given moment – they want to manufacture, trade or prepare a trade expedition. This means that while the game is on some players do things independently, some follow others and some just do the same things. This lends dynamism, life, and decibels to the game. Players are expected to haggle and make business contacts.

At the beginning, each player is in possession of MGP Cards and Time Cards. Depending on the character we are playing, we can spend them on the production of bread (bakers), fabric (weavers) or waggons (blacksmiths). It is also possible to buy these goods from other players by trading at the market. Collected products may be used to furnish your trade expeditions: the main source of your income. To prepare for an expedition, players must collect a specified number of loaves of bread, sheets of fabric and waggons. The corresponding amount is shown on the corresponding City Field on the Board.

Time Cards

Every decision to manufacture or go on a trade expedition means the player must use 1 Time Card (i.e. 1 month). On the other hand, trading at the market (between the players) does not require Time Cards. Every profession (type of artisan) uses different Time Cards: a baker uses baker's Time Cards, a weaver uses weaver's Time Cards, and a blacksmith uses blacksmith's Time Cards. Time Cards contain information about a character's productivity.

Action: production

At the bank, players exchange MGP Cards and Time Cards for products they have manufactured (bakers for Bread Cards, weavers for Fabric Cards, and blacksmiths for Wain Cards).

Every production costs an adequate number of MGP Cards and Time Cards.

Production expenses:

1 bread – MGP 1

1 linen – MGP 2

1 waggon – MGP 3

Production expenses are specified on the individual product cards.

Productivity:

During the period denoted by 1 Time Card, i.e. 1 month, the players can produce:

4 loaves of bread (baker)

3 sheets of fabric (weaver)

2 waggons (blacksmith)

Even if a player decides to produce less than the maximum possible number of products, the Time Card must still be spent, e.g.:

- the production of 4 loaves of bread costs MGP 4 and 1 Time Card

- the production of 2 loaves of bread costs MGP 2 and 1 Time Card.

A character's productiveness is specified on Time Cards.

The banker operates the exchange of currency cards (MGPs) and Time Cards against the bread loaf, fabric sheet and wain cards, and verify if the players manufacture products in accordance with their profession (as specified on their Artisan Card).

Action: trading on the market

- Players collect Product Cards (bread loaves, fabric sheets, or waggons) required to organise a trade expedition, by trading at the market.
- The prices of products at the market depend on negotiations between the players.
- At the market, players exchange Product Cards (bread loaves, fabric sheets, or waggons) and MGP Cards. Time Cards cannot be used for trade!

The banker cannot participate in dealings at the market.

Action: Trade Expedition

In order to organise a trade expedition to a selected city, players must collect an adequate number of products. The number of bread loaves, fabric sheets and waggons required to take for a trade expedition is specified on each City Field on the Board. When an adequate number of Product Cards has been collected, players set off for the expedition by naming the city they want to go to on the Board, and handing over the collected bread loaves, fabric sheets and waggons for the chosen city together with 1 Time Card to the banker. The banker uncovers the top card from the pile on the particular city field and then pays out the revenue specified on the back of the Expedition Card. Used cards should be placed at the bottom of the pile.

The game features 3 kinds of expeditions:

- nearby expeditions (Kraków, Lemberg, Warsaw) – a low degree of risk, yet low returns,
- medium-range expeditions (Amsterdam, Hamburg, Lübeck) – a medium degree risk with average returns,
- long-range expeditions (Barcelona, Moscow, Istanbul) – a high degree of risk, yet offering an opportunity of high revenue.

The risk:

Cities from particular areas vary in the revenue ranges they offer. Maximum and minimum incomes are specified on the reverse of Expedition Cards. The more long-range an expedition, the more products are required to organise it. The longest-range expeditions may bring more profits but they do it at a higher risk of loss. The invested capital may prove higher than the achieved return. Lower returns from the cities that lie closer go hand in hand with lower risk of loss.

Each Trade Expedition costs 1 Time Card.

In case of expeditions, the Banker's task is to receive Product Cards and Time Cards from players, uncover the top card from the trade Expeditions pile chosen by the player, read out the revenue, pay it out to the player, and put the card back at the bottom of the pile. The banker should make sure that the number of Product Cards that the player hands over to the bank corresponds to the required expenses corresponding to an expedition to the given city (shown on the Board).

VI. The end of the game

The game is over when no more actions are available for players, i.e. when the Time Cards have been used up or when no more trade expeditions can be organised (e.g. the players hold Time Cards but do not have sufficient MGP Cards to manufacture products).

Concluding the game and naming the winner

- Each player counts the value of their possessions, i.e. MGP Cards and Product Cards. Product Cards should be converted into MGPs, at the rate of cost of manufacture.
- The GM asks the players to share their results, and names the winner(s): the player(s) who collected the most assets (counted in MGPs) during the game.

- During contests, teams may establish partnerships in which players put their funds together. Should this be the case, the value of all the partnership's assets should be added up as the team is regarded as one player.

ADVANCED VERSION

In the advanced version, there are two new elements introduced into the game:

- The players form teams which are established at the beginning of the game and remain unchanged until the game is finished. As in the basic version, each player plays a character (artisan) while the team receives the following primary supplies:
 - 12 MGPs for the team of two
 - 6 Time Cards for each player.

After the game is finished, the assets of each team are added up.

- There is an additional element in the contest: Helper Cards. Helpers are representatives of several professions and can be hired by players. Their specific skills provide the players with additional strategies and options. The value of Helper Cards counts as part of the partnerships' assets.

I. Getting ready to play the advanced version

In the advanced version, preparations for the game follow those in the basic one. However, players are divided into teams (two people representing two different artisans in each team) called partnerships. Should there be an odd number of players, instead of becoming an artisan, one helps the GM and/or plays the Banker. Possible team line-ups are: a blacksmith with a baker, a weaver with a blacksmith, and a baker with a weaver. To avoid complications, such sets of two artisans should be prepared before the game starts. The table below shows how many sets of particular Character Cards are needed before a game with a specified number of players.

| Number of players | Sets of characters | Number of players | Sets of characters |
|-------------------|--|-------------------|--|
| 12 | 2 blacksmith and weaver partnerships 2 blacksmith and baker partnerships 2 baker and weaver partnerships | 22 | 4 blacksmith and weaver partnerships 4 blacksmith and baker partnerships 3 baker and weaver partnerships |
| 14 | 3 blacksmith and weaver partnerships 2 blacksmith and baker partnerships 2 baker and weaver partnerships | 24 | 4 blacksmith and weaver partnerships 4 blacksmith and baker partnerships 4 baker and weaver partnerships |
| 16 | 3 blacksmith and weaver partnerships 3 blacksmith and baker partnerships 2 baker and weaver partnerships | 26 | 5 blacksmith and weaver partnerships 4 blacksmith and baker partnerships 4 baker and weaver partnerships |
| 18 | 3 blacksmith and weaver partnerships 3 blacksmith and baker partnerships 3 baker and weaver partnerships | 28 | 5 blacksmith and weaver partnerships 5 blacksmith and baker partnerships 4 baker and weaver partnerships |
| 20 | 4 blacksmith and weaver partnerships 3 blacksmith and baker partnerships 3 baker and weaver partnerships | 30 | 5 blacksmith and weaver partnerships 5 blacksmith and baker partnerships 5 baker and weaver partnerships |

Before the game, Helper Cards are placed on the Helper Fields marked with the name of the cities on the left of the Board. Helper Cards are assigned to different groups of cities:

- helpers available in nearby cities (dark blue) – Master Baker, Stall Holder, and Itinerant Draper,
- helpers available in medium-distance cities (green) – Master Weaver, Trading Post Keeper, and Trader,
- helpers available in faraway cities (brown) – Master Blacksmith, Trading Agent, and Master Trader.

Only one kind of helpers is available in each city. At the beginning of the game, 3 cards with helpers of the same type are placed on each Helper Field. Before Helper Cards are distributed on the Board, they should be divided into 9 separate piles with 3 Helper Cards in each pile. Then these

piles are placed randomly at appropriate places on the Board, marked with the corresponding colours, e.g. the Stall Holder may be located in Kraków, Lemberg, or Warsaw, Master Weaver in Lübeck, Hamburg or Amsterdam. The cards must be placed with the description up, i.e. so that the cost of employment is visible.

II. The advanced version of the game

In the advanced version, the game is played according to the rules operating in the basic one – the players collect the products necessary to organise trade expeditions. Players can manufacture some products, exchange them for other ones by trading at the market, and organise trade expeditions which provide them with income (MGPs). Additional possibilities in the advanced version include playing in partnerships and helpers' cards.

Playing in teams

Each partnership has two of three different character skills at their disposal. This means that a partnership is capable of manufacturing two of three different products required for trade expeditions. When counting points at the end of the game, each partnership is regarded as one player – all points gained by the two members of the partnership are added up.

Both products and money gained during the game are regarded partnership assets: partners may share and/or exchange their MGPs, bread loaves, fabric sheets, and waggons (cards). This rule, however, does not apply to Time Cards! Time Cards are each player's possession and cannot be swapped, even within the team. During production and trade expeditions each player may only use the Time Cards assigned to their profession.

III. Helpers

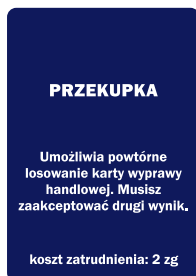
Helper Cards represent various craftsmen and specialists, whom the players may meet when setting out to the chosen cities. A player with sufficient assets who has just arrived in a city may hire a local helper assigned to the given city on the Helper Field. The cost of hiring a helper and their functions are shown on Helper Cards. Once acquired, a Helper Card remains part of a partnership's assets and can be used an unlimited number of times. At the end of the game, points from Helper Cards count as partnership's assets. To hire a particular helper, the players must organise a trade expedition to the particular city where the given Helper Card is located – they first obtain the products necessary for a trade expedition to the city, surrender them to the Banker, and receive their revenue from the bank. This being done, the players pay the cost of hiring a helper (specified on the corresponding Helper Card) and keep the Helper Card. From that time on, the players may make use of the helper's skills and expertise throughout the game. Helpers provide assistance in production and trade expeditions. A player who wants to use the helper's assistance shows and keeps the relevant Helper Card to the banker whenever required. There are nine types of helpers available: three in every type of City Field (nearby, medium-distance, faraway). While planning your campaign, it is good to remember that the cost of employing the helper is lower than the helper's value at the end of the game.

Helpers from nearby cities:



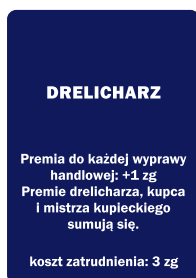
Master Baker

By using a production action, the baker can produce no more than 4 loaves of bread at the expenditure of 1 Time Card. Thanks to the assistance of a Master Baker, the baker can produce up to 5 loaves of bread for 1 Time Card.



Stall Holder

When carrying out a Trade Expedition, the player employing a Stall Holder may draw another card from the pile on that City Field if the first one does not satisfy them. The player has to accept the result from the second card, though.



Itinerant Draper

A player who hired an Itinerant Draper may add MGP 1 to the income from an expedition. If the player also hired a Trader and/or a Master Trader, bonuses from these cards add up (e.g. a player who hires an Itinerant Draper, a Trader and a Master Trader receives the total bonus of MGP 6 to their income from each expedition).

Helpers from medium-distance cities:



Master Weaver

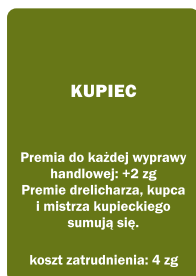
In the normal production, the weaver can produce a maximum of 3 fabric sheets, spending 1 Time Card. Thanks to the assistance of a Master Weaver, the weaver can produce up to 4 fabric sheets in return for 1 Time Card.



Trading Post Keeper

While collecting a set of goods required to organise a trade expedition to a selected city, a player who has hired a Trading Post Keeper may use 1 Bread Card as 1 Fabric Card, and 1 Fabric Card as 1 Bread Card. During a trade expedition, such a conversion is possible only for one card.

If the player has also hired a Trading Agent, they may combine the functions of both the helpers (in this way, with their assistance, the player may convert two cards and may have a fabric sheet pass for a loaf of bread or a loaf of bread as a fabric sheet, and a waggon as a fabric sheet or a fabric sheet as a waggon).



Trader

A player who has hired a Trader may add MGP 2 to their income from each expedition. If the player has also hired an Itinerant Draper and/or a Master Trader, the bonuses from these cards add up (e.g. a player who has hired an Itinerant Draper, a Trader and a Master Trader receives the total bonus of MGP 6 to their income from the expedition).

Helpers from faraway cities:



Master Blacksmith

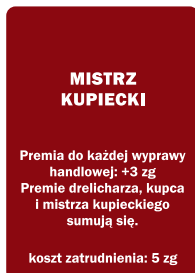
In normal production, blacksmiths can produce a maximum of 2 waggons at the cost of 1 Time Card. Thanks to the assistance of a Master Blacksmith, the blacksmith can produce up to 3 waggons for 1 Time Card.



Trading Agent

Collecting a set of goods required to organise a trade expedition to a selected city, a player who has hired a Trading Agent may consider 1 Wain Card as 1 Fabric Card, and 1 Fabric Card as 1 Wain Card. During a trade expedition, such a conversion is possible only for one card.

If the player has also hired a Trading Post Keeper, they may combine the functions of the two helpers (in this way, with their assistance, the player may convert two cards and may have a fabric sheet pass for a loaf of bread or a bread pass for a fabric sheet, and a waggon pass for a fabric sheet or a fabric sheet as a waggon).



Master Trader

A player who has hired a Master Trader may add MGP 3 to their income from each expedition. If the player has also hired an Itinerant Draper and/or a Trader, the bonuses from these cards add up (e.g. a player who has hired an Itinerant Draper, a Trader and a Master Trader receives a total bonus of MGP 6 to their income from the expedition).

IV. The end of the game in the advanced version

As with the basic version, the game is finished when no partnership can take any action. The partnership's assets are then counted: the MGPs are added to the value of the Product Cards in hand. Product Cards are converted to MGPs according to their cost of production. Additionally, the value of helpers hired by partnerships is added to their assets.

Helper value is taken from the following table:

| Helper type | Value in MGP |
|--|---------------------|
| Helpers from nearby cities (Itinerant Draper, Stall Holder, Master Baker) | Labour cost + MGP 1 |
| Helpers from medium-distance cities (Trader, Trading Post Keeper, Master Weaver) | Labour cost + MGP 2 |
| Helpers from faraway cities (Master Trader, Trading Agent, Master Blacksmith) | Labour cost + MGP 3 |

To make counting easier at the end of the game, the value of the helpers is specified on Helper Cards. When the game is over, that value must be added to the total value of the partnership's assets. The partnership with most assets wins the game.

General principles governing the organisation of interschool Peasant Business School simulation game tournaments: guidelines for the organiser

I. Introduction

The rules below concern the organisation of an interschool tournament of the Peasant Business School game with the participation of any number of schools from 20 to 60, represented in the finals altogether by 120 students. Participants in a tournament play the advanced version of the game.

Organisation of an interschool Peasant Business School tournament consists of the following stages:

- recruitment of schools for the tournament,
- preparation of schools for participation in the tournament,
- qualifying round held at individual schools,
- interschool final round of the tournament.

II. Recruitment of schools

Assuming that the final round of the interschool tournament gathers 120 participants, the organiser may invite the participation of no more than 60 schools. In this case, every school may be represented by one team of two students at an interschool tournament. In a case when 20 schools participate in the finals, each of them can be represented by three such teams. In other cases, the number of participants is at the discretion of the organiser. Every school that wants to participate in the interschool tournament should nominate a representative responsible for the organisation of the internal games (qualifying round at school), selection of the winners of the qualifying round (i.e. participants of the final round), and making sure they arrive at the finals, i.e. at the interschool tournament.

The organiser of the interschool tournament provides the schools applying for the tournament with information about the need to nominate the school's representative, as well as about the stages of tournament organisation (recruitment of schools, preparation for participating in the tournament, qualifying round at school, and the final interschool round).

III. Preparation of schools for participation in the tournament

The organiser of the interschool tournament should prepare representatives of the schools that have declared participation in the tournament in the following matters:

- independent overseeing of games of Peasant Business School at school,
- conducting the qualifying round at school and naming of qualifying round winners,
- preparing the participants in the final round for participation in the interschool tournament.

Moreover, the organiser of the interschool tournament should pass the following information to the representatives of schools participating in the tournament:

- the dates (of the qualifying round, deadline for providing the organiser with the names of the final round participants – winners of the qualifier held at school, planned date of the final round of the interschool tournament),
- the number of teams that the school may put forward to participate in the final tournament (from 2 to 6 students, i.e. from 1 to 3 teams; possibility of appointing substitute teams).

The organiser may share the information listed above by:

- informing and training every representative submitting their school,
- conducting an organisational meeting for school representatives.

In either case, all the schools participating in the tournament should receive all the required information on how to run the game and how to participate in interschool Peasant Business School tournaments.

IV. Qualifying round at school

The schools participating in the tournament select participants for the final round through a qualifier conducted at school level. One school may be represented in the final rounds by one, two or three teams of two.

The organiser decides on the number of teams to represent a given school. Moreover, the organiser may also decide that the school will be represented in addition by substitute teams. The school hosting the finals may be represented by a larger number of teams to complete the missing number of tournament participants.

The teams that obtained the best results in qualifying rounds conducted at the school level become the winners of the qualifying round. It is up to the school to decide how the winners are selected. Possible ways of nominating winners:

- school tournaments with the participation of selected classes,
- school tournaments with the participation of volunteers,
- games conducted in selected classes and selection of the most successful teams,
- two rounds in a single selected class and selection of teams with the largest number of points.

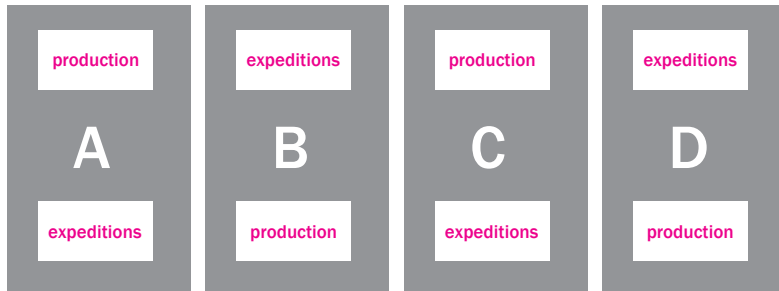
V. The final round of the tournament

The finals of the interschool tournament is an event that consists of three rounds of the Peasant Business School game: 2 play-off rounds and 1 final round. The participants in the finals are the teams selected in the qualifying round at school. There are 120 participants competing in 60 teams of two in the final round.

Setting up the finals

As far as possible, the game should be played in a spacious classroom, so that it is possible to run 4 parallel games, each for 30 people. The fields of the individual games should be separated clearly from each other, and visibly marked A, B, C, and D. The teams that qualified to play in each of the groups will compete on the fields marked as specified above. Each game field should be provided with two tables set up at opposite ends.

Every game should be handled by 5 bankers. It is recommended that appropriately instructed students are used for the purpose. The production and trade expedition posts should be separated and situated on the tables set up on the opposite sides of the game field.



Setting up the game fields

Each post is operated by 2 bankers. The fifth banker carries the money and product cards between the production and trade expedition posts whenever required.

Before beginning the game, the teams receive envelopes with their names. Inside the envelope is the number that the team will be identified by through all the three games. Besides it, the contents of the envelope identify the group to which the given team was selected for the play-off (A, B, C, or D). Moreover, each envelope contains the game report sheet to be filled in by the players after either play-off round and the final round. The data from the report card is used to nominate the participants in the finals.

Two play-off rounds

The finals of a Peasant Business School tournament begin with two play-off rounds. Each of them consists of four simultaneous games held in groups A, B, C, D. There are 15 partnerships (30 people) playing in each group. Each game takes place in a specified game field. Points acquired during individual play-off games cumulate (see: Scoring).

Dividing finals participants for the play-off phase

The tournament organiser decides on the assignment of players to individual groups in the first play-off round. The envelopes that the teams receive at the beginning of the tournament contain information about the group to which the given team was assigned (A, B, C or D).

Note: as far as possible, teams from one school should be assigned to play in various groups (i.e. on different game fields) in the first play-off round.

The decision to assign teams to the groups in the second play-off round is based on the number of points won in the first round. The top 15 teams play in group A, the following 15 in group B, etc.

Scoring during play-off

The teams obtain points in a number equal to the assets of the partnership (jointly: money, products, helpers), in line with the general rules of the game. The players use the game report to count the points. Additionally, the teams receive bonuses for ranking at the top of the group, as specified in the table below:

| Rank | I | II | III | IV | V | VI | VII | VIII—XV |
|-------|----|----|-----|----|---|----|-----|---------|
| Bonus | 20 | 13 | 8 | 5 | 3 | 2 | 1 | 0 |

In the case of a draw, the team that has more cash wins.

Final round

During the final round, the four winning teams are selected from all the participants in a tournament and awarded 1st, 2nd, 3rd, and 4th place. The final round consists of 4 simultaneous games. Decisive for the assignment of teams to individual groups are the points they won at the play-off phase. The groups are formed on the grounds of the results obtained by the teams at the play-off phase. Much like in the second

play-off phase, the first 15 groups with the highest number of points compete in group A, the following 15 in group B, etc. In group A, teams compete for 1st, in group B for 2nd, in group C for 3rd, and in group D for 4th place.

Note:

Should the difference between the last team qualifying for the given group and the first team in the group below be smaller than five points, the tournament organiser may decide that one and only one team from the lower group is transferred to the higher group. This results in a unique situation when there are the maximum of 16 teams (32 people) competing in a group.

Scoring in the final round

In the final round, every team begins the game with zero points (as points acquired during the play-off round no longer count). No bonuses are awarded for the place in the group in the final round. In the case of a draw in the final round, the winner is the team which won more points in the qualifying rounds. Should these be identical, decisive is the number of bonus points received for the rank at the play-off phase. The best teams from each group are awarded 1st, 2nd, 3rd, and 4th places respectively. However, should the organiser decide to do so, it is at the organiser's discretion to provide awards or distinctions also to the teams that ranked second and third in all the groups.

VI. Remarks on the game

Before every game, a number of Character Card sets corresponding to the number of players to be drawn by the teams must be prepared (see: Instructions). While drawing them, the players should not see the cards (envelopes may be used for the purpose).

Trade expeditions and production should be handled by bankers separately. The tables with the two types of commodities should be situated on opposite sides of the game field.

In every round of the finals, the placement of helpers is random, but identical on every game field: they should be placed at random on one Game Board, and their order should be copied onto all the remaining ones.

Trade Expedition Cards should not be dealt at random. In preparing the game, it must be remembered that the same set of cards covering the full scope of revenues from the given city should be provided in each city (nearby, medium-distance, and faraway cities). The cards should be well shuffled!

Production without displaying the appropriate Artisan Card is not allowed.

After the completion of every round, the team fills in the report from the game in the game report sheet and passes it to the referee for verification.

Any cheating results in immediate exclusion from the tournament. Especially (but not solely) the following are inadmissible and treated as cheating:

- transfer of money and/or goods between players from different games,
- theft of money, goods, and time cards from the bank or other players,
- any trading in time cards.

Every game should be assigned a referee (an adult, nominated by the organiser), who will adjudicate on potential controversies and impose punishment for prohibited behaviour. The referee's decision is final, and no appeals will be considered.



"PEASANT BUSINESS SCHOOL" TOURNAMENT REPORT SHEET

Names of the players:

.....

Team number:

Report from the first round of the play-off

Group A B C D*

Value of all Mountain Gold Pieces:

Value of all goods:

Value of all helper cards:

Total:

Position in the group:

Report from the second round of the play-off

Group A B C D*

Value of all Mountain Gold Pieces:

Value of all goods:

Value of all helper cards:

Total:

Position in the group:

Total number of points from the first

and second play-off rounds:

General rank:

Report from the final (third) round

Group A B C D*

Value of all Mountain Gold Pieces:

Value of all goods:

Value of all helper cards:

Total:

* Mark the group as appropriate.



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- map of Europe in 1789 from the collection of David Rumsey, www.davidrumsey.com

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