

THE TRADER HOUSE RULES

(I) FIRST-NO-SECOND ACTION:

you can enter the game by...

- (a) donating an art piece that will be auctioned – you receive 10 prestige points and become thereby a member of the BOARD - highest cast of the game
- (b) bring an commodity/good/service and enlist it to be transacted in the game – you receive 3 points and become thereby a middle class member and second cast of the game. you can alternatively also buy a commodity/good at the present booth and have it enlisted to be traded.
- (c) don't bring anything – but receive a black ball from the house – a container of chance information – that you are not allowed to open but transact (for points). you will receive zero points and fall into the lowest cast – the proletarian membership.

you cannot undo this action. You cannot enter the game a second time with a cleared record. only therefore your name has to be verified with your id. We apologize for the bureaucratic inconvenience.

(II) POINTS:

- 0-2 prestige points: proletarian nobels (PN)
- 3-9 prestige points: middle class club (mCC)
- 10-∞ prestige points: member of the BOARD (MB)

prestige points can not be transacted.

(III) TRANSACTIONS:

- (1) you can always trade (+1 point), give (+2 points) or receive (-2 points) – we call these action variations between players: transactions
- (2) every transaction has to be verified with a contractor: who sets up a contract for both parties and the house. Only then you will receive points for your transaction
 - (a) first find an agreement with any other player then go to the contractor tables to make the transaction legal
- (3) only enlisted commodities/goods/services can be transacted. At any point in the game you can enlist new commodities/goods/services at the present booth.
- (4) Who doesn't make a transaction within a timespan of 10 minutes loses 1 point.
- (5) Objects that don't make transactions within 30 minutes will be null and ceremonially destroyed by the house.
- (6) black balls are not allowed to be transacted between proletarians.
- (7) Transactions in circles is not allowed: (two objects are not allowed to make the same movement (e.g. from a to b to c = c to a to b only one object can make that movement)
- (8) you can at any time buy an object at the present booth and have it enlisted to be transacted – you will lose one point for buying.

(IV) PRIVILEGES

- (1) members of the BOARD (MB)
 - (a) MB have the privilege to eat – which allows them to help themselves for 1 plate of the feast table
 - (b) the BOARD receives 20 % of the money of every auctioned art piece. (fewer members in the BOARD guarantee a higher return for the single member)
 - (bi) the BOARD can democratically decide to either take the money or reinvest it collectively in new art pieces purchased at the roundtable of the udk (the house provides the board with a consultant at no extra costs. Pro bono)
 - (c) if the art piece was donated by a member he/she will receive 40 % of the created value by this piece.
 - (d) MB have the right to open black balls and make use of the chance information inside
- (2) middle class club MCC
 - (a) MCC players have the privilege to speech – which allows them for 1 minute to praise their object with an electrified voice over the microphone – please approach one of the contractors.
 - (b) MCC players have the right to open black balls and make use of the chance information inside
- (3) proletarian nobels PN
 - (a) PN have the privilege to revolt: they can make use of their consecutive veto to throw out one of the MB – by collectively uniting as many points as this member has. By this action they lose all their points, the MB will be dismissed from the game.

(V) GIVING – RETURNING - DESTROYING

- (1) two players can create a relationship of giving and receiving with delay and interest:
 - Player a is giving (2 points) what player B receives (-2 points).
 - Player b only has to accept a giving if he has no enlisted commodity/good/services in front of him.
 - After 10 minutes (delay) player b can return a gift (has to be a different commodity/good/service) which player a has to accept in any way – player b will receive 3 points – while player a loses 3 points.
 - After 10 minutes player a can return a gift to player b – which player b has to accept. player a receives 4 points and player b -4 points and so on.
 - This relationship can only be ended by the returning player destroying his return gift publicly (in attendance of contractors) he will receive +1 points of the last transaction in this relationship (e.g. +4) player b will lose -1 points (-4).
 - player b can then not return any gifts to this player, he will not receive a compensation in any form.
- (2) Black balls are not allowed to be destroyed