

High-income population

You play the part of the population that through hard work and smart investments have taken Sweden to where it is today – if it hadn't been for your ancestors, Sweden would still be a backwards country where people trudge behind the plow!

Team goal

Your primary goal is to have the most stars of the three populations when the game ends.

Your secondary goal is to make sure your grandchildren will enjoy the same level of comfort that you do – or at least are not suffering more than anyone else.

Roles in the team

The **Worker** goes to the Production table and decides if the population's workforce cards are to seek employment or do something else. The Worker may need stars to take care of any unhealthy workforce cards (1 star per card) or to educate them (2-3 stars per card). The Worker (hopefully) returns with money gained from employment to be used for consumption.

The **Consumer** goes to the Market table and tries to satisfy the needs of the population by buying food, goods, and vacation cards. The Consumer needs money to buy things, and will (hopefully) return with stars to be used to improve the population's position in society.

The **Politician** goes to the National Assembly and votes on new measures to be taken by the society. The Politician needs no money or stars, but it is a good thing to be aware of the other team members' needs and thoughts so that they vote for the right enablers to put in place.

Special rules

You have substantial investments in funds in most parts of the world, which means that you do not rely entirely on your salary to make a living. You should receive the earnings from these funds on your *Return on investments* card each team phase (ask Control if you haven't).

During Resolution (the last phase), you will be asked to answer four questions by giving a number from 1-10:

1. *How is the mental and physical health of your part of the population? (1 = terrible, 10 = top notch)*
2. *To what extent do you feel your part of the population have been given access to the various support systems in society? (1 = not at all, 10 = to a very high degree)*
3. *To what extent do you feel that your part of the population has been given an opportunity to influence the direction it is taking? (1 = not at all, 10 = to a very high degree)*
4. *What is the state of the social justice in Sweden? (1 = terrible, 10 = top notch)*

Mid-income population

You play the part of the population that through hard work have educated your way to make Sweden what it is today – a well-off, high-tech country of enlightened people!

Team goal

You primary goal is to have the most stars of the three populations when the game ends.

Your secondary goal is to make sure Sweden is an equal-opportunity country also in the future – for all who live here.

Roles in the team

The **Worker** goes to the Production table and decides if the population's workforce cards are to seek employment or do something else. The Worker may need stars to take care of any unhealthy workforce cards (1 star per card) or to educate them (2-3 stars per card). The Worker (hopefully) returns with money gained from employment to be used for consumption.

The **Consumer** goes to the Market table and tries to satisfy the needs of the population by buying food, goods, and vacation cards. The Consumer needs money to buy things, and will (hopefully) return with stars to be used to improve the population's position in society.

The **Politician** goes to the National Assembly and votes on new measures to be taken by the society. The Politician needs no money or stars, but it is a good thing to be aware of the other team members' needs and thoughts so that they vote for the right enablers to put in place.

Special rules

You have managed to make some investments in financial funds but you are far from a point where you can stop relying on your salary to make a living. You should receive the earnings from these funds on your *Return on investments* card each team phase (ask Control if you haven't).

During Resolution (the last phase), you will be asked to answer four questions by giving a number from 1-10:

1. *How is the mental and physical health of your part of the population? (1 = terrible, 10 = top notch)*
2. *To what extent do you feel your part of the population have been given access to the various support systems in society? (1 = not at all, 10 = to a very high degree)*
3. *To what extent do you feel that your part of the population has been given an opportunity to influence the direction it is taking? (1 = not at all, 10 = to a very high degree)*
4. *What is the state of the social justice in Sweden? (1 = terrible, 10 = top notch)*

Low-income population

You play the part of the population that through their hard labour and great sacrifices for this country made Sweden what it is today – if it hadn't been for your hard-working and loyal parents and ancestors, Sweden would still be a backwards country where people trudge behind the plow!

Team goal

Your primary goal is to have the most stars of the three populations when the game ends.

Your secondary goal is to make sure your grandchildren will enjoy the same level of comfort that you do, and the money and efforts of doing so shouldn't be yours to carry – it's time well-off people began paying for all the luxury they enjoy!

Roles in the team

The **Worker** goes to the Production table and decides if the population's workforce cards are to seek employment or do something else. The Worker may need stars to take care of any unhealthy workforce cards (1 star per card) or to educate them (2-3 stars per card). The Worker (hopefully) returns with money gained from employment to be used for consumption.

The **Consumer** goes to the Market table and tries to satisfy the needs of the population by buying food, goods, and vacation cards. The Consumer needs money to buy things, and will (hopefully) return with stars to be used to improve the population's position in society.

The **Politician** goes to the National Assembly and votes on new measures to be taken by the society. The Politician needs no money or stars, but it is a good thing to be aware of the other team members' needs and thoughts so that they vote for the right enablers to put in place.

Special rules

You are used to making sacrifices and living off the scraps from the rich people's tables, which means you may leave one basic need unfilled on your board on the Market table without paying the penalty.

Also, you have connections in the underworld – when one of your workforce cards are unemployed, you can talk to Control to have them gain a (tax-free) income working for shadier employers.

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1. *How is the mental and physical health of your part of the population? (1 = terrible, 10 = top notch)*
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Food suppliers

You play those who work to feed the population of Sweden: farmers, food importers, and food stores. Stability is of great importance to your business, as the matter of keeping people fed is of national concern – and you can always make your voice heard by following the example of the French farmers!

Team goal

Your primary goal is to make sure yours is the most profitable company of the three when the game ends.

Your secondary goal is to make sure no-one goes hungry in Sweden at the end of the game.

Roles in the team

The **Purchaser** goes to the Resource table and uses money to purchase the energy and raw material tokens that the Producer needs next turn. Stars are useful here to get ahead in order of play.

The **Producer** brings energy and raw material tokens to the Production table. They then buy workforce which are used to both produce the product cards that will be sold by the Salesman next turn and staff the stores in which these product are sold. Stars are useful here to get ahead in order of play.

The **Salesman** goes to the Market table and markets the company's products in stores, and tries to ensure that the company sells more products than the other companies, as well as empties the shelves in its stores.

Special rules

You have the support of the Swedish farmers – they're all counting on you to ensure their future. As a result, any development projects that promise a strengthened position for Swedish food production gain automatic support worth 2 megaeuros or the equivalent if you call on their support (once per game).

Goods suppliers

You play those who supply every aspect of Swedish peoples' lives: your products are used everywhere and at all times, from the cups people drink their breakfast coffee in and the cushions of the cars and buses they ride to work to the computers and phones they use both at work and home. Sweden relies heavily on your services, and should they forget it you need just remind them what their ancestors' lives used to look like before mass production was invented.

Team goal

Your primary goal is to make sure yours is the most profitable company of the three when the game ends.

Your secondary goal is to make sure Sweden and the Swedish people have all they need to ensure Sweden is a modern country at the end of the game.

Roles in the team

The **Purchaser** goes to the Resource table and uses money to purchase the energy and raw material tokens that the Producer needs next turn. Stars are useful here to get ahead in order of play.

The **Producer** brings energy and raw material tokens to the Production table. They then buy workforce which are used to both produce the product cards that will be sold by the Salesman next turn and staff the stores in which these product are sold. Stars are useful here to get ahead in order of play.

The **Salesman** goes to the Market table and markets the company's products in stores, and tries to ensure that the company sells more products than the other companies, as well as empties the shelves in its stores.

Special rules

You know your way around a factory floor and know how the workers in the less developed world work – when you pay energy for global cards, you may roll a die: on a result of 5+ you pay one energy less (minimum 0), but if you roll 1 you must pay a 1 megaeuro in a bribe to keep the officials quiet.

Vacation suppliers

You play those deliver harmony, serenity, and peace of mind to the Swedish people, and make sure they broaden their minds and experience the world to the fullest before they die. Without your services, people would be as ignorant and narrow-minded of other cultures and the true meaning of life as Medieval peasants who never ventured outside of their villages.

Team goal

Your primary goal is to make sure yours is the most profitable company of the three when the game ends.

Your secondary goal is to make sure the Swedish population can travel the world to the extent they want to.

Roles in the team

The **Purchaser** goes to the Resource table and uses money to purchase the energy and raw material tokens that the Producer needs next turn. Stars are useful here to get ahead in order of play.

The **Producer** brings energy and raw material tokens to the Production table. They then buy workforce which are used to both produce the product cards that will be sold by the Salesman next turn and staff the stores in which these product are sold. Stars are useful here to get ahead in order of play.

The **Salesman** goes to the Market table and markets the company's products in stores, and tries to ensure that the company sells more products than the other companies, as well as empties the shelves in its stores.

Special rules

You're experienced in the ways of the world and know how to negotiate a deal – you may take an extra dark brown or blue (global side) each turn for free.

The Government

You play those elected to implement the laws and regulations set down by the National Assembly. It's a tough job, but you work for the common good and can rely on that the sensible Swedish people will almost always obey the law, as they have no reason to mistrust the intentions of their elected assembly.

Team goal

Your primary goal is to make sure yours is the most profitable company of the three when the game ends.

Your secondary goal is to make sure no-one goes hungry in Sweden at the end of the game.

Roles in the team

The **Prime minister** goes to the National Assembly and overhears and discusses matters of state with the delegates. They have no vote on the Assembly, but usually their word and insight into the affairs of state carries quite a lot of weight.

The **Market minister** oversees the Market and Resources tables to make sure players obey laws and regulations (enablers). They can also distribute subsidies and take out taxes if such have been decided by the National Assembly.

The **Labour minister** oversees the Production table to make sure players obey laws and regulations (enablers). They can also distribute subsidies and take out taxes if such have been decided by the National Assembly.

Special rules

Your team gains income during Team time based on the amount of products sold and workforce cards employed (ask Control if you don't).

You may impose a 1 megaeuro fine on any player who break the laws and regulations (enablers) – that player may appeal to the National Assembly.