

# Austerity

## Package Deal Game

### Role Briefing: Instructor

This role can be combined with the Observer role, if there are only 11 players. Otherwise, it is useful for extra people to observe.

**Players:** There needs to be at least one player for each role (i.e. 11 minimum). Additional people can either be allocated as observers, or roles can be doubled up.

**Time Frame:** 1 hour 15 minutes play time, plus 15 minutes minimum feedback.

**Equipment:** Each player needs the rules (below), as well as their own figures. It is optional as to whether players can see other players' figures.

**Comments:** This game demonstrates the difficulties of reaching multilateral agreements and coordinating different games. To an outside observer, the solution to the game is relatively simple: start at an across-the-board 10% cut and work from there. However, the sequencing will tend to make players look for national compromises first and foremost, rather than thinking about the Biczone. Government players therefore play a central role in mediating between levels, and can bring decisions into the other level as a bargaining chip (or barrier).

The game also shows how information matters. No one has complete data, nor complete preferences, and only governments play in both levels. This typically results in players focusing on what they do know, rather than noticing what they do not know, again skewering the outcome. Time pressures also limit the ability of players to calculate outcomes in a rationalising way.