

Under the Table

A 3-player expansion of the iterated prisoner's dilemma themed around secrecy and money.

Required equipment;

- Up to 75 counters to used as currency. Loose change works well.
- 6 identical objects known as stones. Identical dice will suffice.
- A person or place players can take currency without others being aware of the amount.

Setting:

Three people trapped by debt, and a gambit that will free one of them from a life of debt or from their life. In a smoky gambler's den, our three anti-heroes gather around a table circled by the loan-sharks they owe. They are here to do whatever underhanded deals, bribes, lies, and espionage is needed to leave with no debt. The "Taxman" looms overhead always demanding his next instalment, as ever present as the Grim Reaper who sits beside him.

	c	N	b
c	8 8 8	6 9 6	4 10 4
N	9 6 6	7 7 4	5 8 2
b	10 4 4	8 5 2	6 6 0

	c	N	b
c	6 6 9	4 7 7	2 8 5
N	7 4 7	5 5 5	3 6 3
b	8 2 5	6 3 3	4 4 1

	c	N	b
c	4 4 10	2 5 8	0 6 6
N	5 2 8	3 3 6	1 4 4
b	6 0 6	4 1 4	2 2 2

}

c

}

N

}

b

Overview:

This game is designed around obscurity. You can go a whole game without ever knowing what your opponent's goal was, what moves they made, or how much they had. Spying, Lies & Bribery are encouraged but remember people won't cooperate with suspicious people. There's only one rule you truly must abide by and that's not to take more than the chart tells you to. The Loan-sharks aren't kind to other thieves. Cooperation can see everyone leave a winner, but there's not enough trust in the world for that.

PTO for Game instructions.

Each player is assigned a colour (Red, Green, & Blue) randomly selects a character from the character sheet or creates their own. Each character has their own goal and starting worth. You may hide your goal and initial worth.

Player's introduce themselves. Tell others of their occupation, how they ended up here, and what there goals are. Lying throughout of course.

Round start.

A stone is placed in each of the player's hands.

Each player must figure out whether they will (C)ooperate, Do (N)othing, or (B)etray.

The players must discuss among themselves what they should do & bluff what they will do. Players are allowed to bribe other players into making a specific choice, though they need not honour it.

Next the players place their hands (stones held) under the table and drop;

0 stones if they wish to Cooperate.

1 stone if they wish to Do Nothing.

2 stones if they wish to Betray.

on the count of 1, 2, 3.

Players can drop a stone anywhere they want as long as it's out of immediate view of all players.

Next players may demand or pay other players show if either/both of their hands still contain a stone to themselves or everyone.

Players may now look under the table and count how many stones were dropped.

Use the chart provided to decide how much money to take based on the number of stones dropped and whether you C, N, or B. You are encouraged to hide how much money you take from the pot.

Do not take more than the chart says! A Loan-shark/Moderator who verifies withdrawals is useful.

Players place their hands (stones held) under the table and drop any remaining stones on the count of 3.

Finally players can freely reveal how much money they have and players can demand/pay to see how much others have.

Players can reveal if they have 25 counters or more and pay their final debt. Any players who have achieved their goals escape the game with a win.

If a player cannot afford to put 5 counters into the pot they pay with their life, and escape the game with a lose. Any other players who have achieved their goals escape the game with a win.

The game ends if any player has won or lost, else each player pays 5 and a new round starts.

Untraditional Character Sheet

To select a character, roll 2d6, and match with the corresponding character. Dice order matters.

Profession	Goal	Worth	Dice roll to play
Youth	Pay your final debt.	10	Any double e.g. 11
Clown	Pay your final debt.	8	12 33 44 55
Retiree	Pay your final debt.	12	13 24 35 46
Conmen	Pay your final debt, while always lying.	10	14 25
Nurse	Pay your final debt, while always being honest.	10	15 26
Banker	Pay your final debt with 10 left over.	12	16 27
Turncoat	Pay your final debt, always choosing betray.	10	17 28
Clocksmith	Pay your final debt, always choosing Nothing.	10	18 29
Choirboy	Pay your final debt, always choosing Cooperate.	10	19 30
Guard	Stay in the game for 10 rounds.	10	14 25
Mastermind	Get the other two players killed	20	15
Pastor	Get the other two players final debts paid	12	16
Captain	Get everyone to pay their final debts.	8	17
CEO	Get everyone killed.	12	18
Chef	Get yourself killed	12	19
Assassin	Get the Blue player killed (Green if you're Blue).	20	20
Office Drone	Stop Green fail their goal (Red if you're Green).	12	21
Life Guard	Help Red achieve their goal (Blue if you're Red).	12	22

Enter your own:

Profession: _____ | Goal: _____ | Initial Worth: ____

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Please verify the character is fair with either the group (ruining the secrecy of your goal) or with your Loan-shark/Moderator if you have one.