

PEOPLE

A dystopian food-production boardgame
for 2 to 4 players aged 10 and up by
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INTRODUCTION

'People' is a tribute to the 1973 movie *Soylent Green*. Please watch the movie before reading this rulebook – it contains spoilers.

Watch it. Now. Okay...

In **People**, you run a licensed food company that produces 'human-based' edibles. Build factories on strategic locations to maximize your profit. You can also bribe authorities to install roadblocks or to cause mass displacements between districts by deploying Riot Control units¹.

MATERIALS

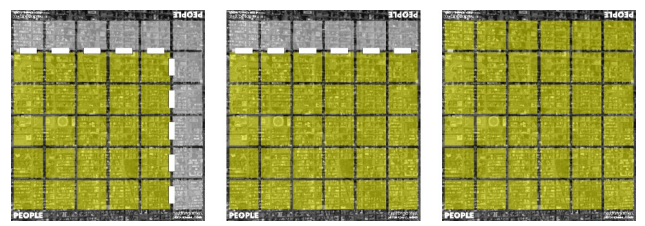
- A board representing a '15-minute city'².
- 80 meeples (humans).
- 60 factories in 4 colours (15 each).
- A Riot Control shield.
- A Riot Control bulldozer.
- 12 roadblocks.
- 40 orange discs (bitcoin tokens).

GAME SETUP

Place the board in the center of the table. Determine the game area:

- **Small:** 5x5 area. Recommended for 2 players.
- **Medium:** 5x6 area. Recommended for 3 players.
- **Large:** 6x6 area. Recommended for 4 players.

Each square is a **district**. Place roadblocks between districts to fence the game area (no fencing needed for 6x6; place roadblocks along the edges, not perpendicular).



Small Medium Large

¹ For some reason, they only accept Bitcoin.
² Also called 'smart city'.

Some roadblocks will remain unused.

Each player takes as many factories of their colour as indicated below (regardless of game area size):

Players	Factories
2	15
3	14
4	13

Each player starts with **10 bitcoin tokens**.

Randomly distribute 72 humans among the districts, ensuring each district has at least one. 8 humans remain unused.

Randomly place the bulldozer on any district in the game area.

Place the shield and remaining roadblocks next to the board.

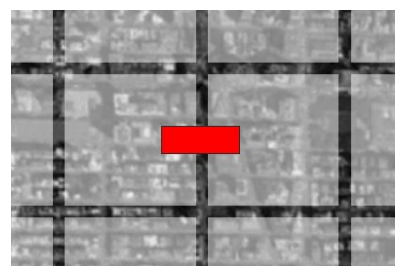
The last player to have eaten another human (or part of one) starts³. Turns proceed clockwise.

HOW TO PLAY

General rule: Roadblocks block all movement. Factories do not.

On your turn, perform the following in this order:

1. **Place a factory** (if possible): Choose an edge between two districts without a roadblock or factory. Place the factory perpendicular, connecting both districts. If you can't legally place a factory, the **game ends**.



Example of legal placement.

2. **Optionally**, you can spend **one bitcoin**⁴ to **bribe the authorities** to perform **one** of these 4 actions. You can do this only **once** per turn and only if you have unspent bitcoins.

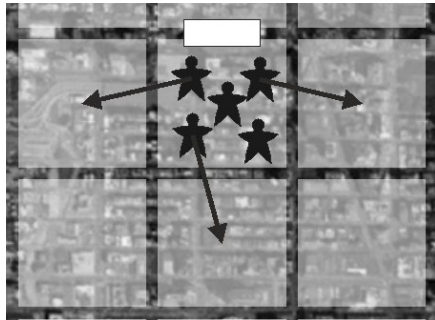
³ A bite of a fingernail or some fluid is enough.
⁴ Discard it to the game box.

DEPLOY THE POLICE (SHIELD)

Move the shield to any district that contains humans but not the bulldozer.

Distribute **1 human** from that district to each adjacent district (orthogonal, not diagonal). Skip blocked ones.

If short on humans, choose which adjacent districts receive none.



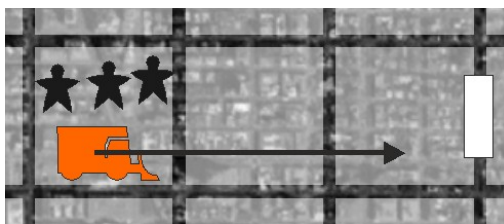
Police: Disperse the herd!

SWEEP HUMANS (BULLDOZER)

Collect **no more than 5** humans from the bulldozer's district⁵.

Move the bulldozer in one straight direction (up/down/left/right) as many districts as you want, dropping **at least one** human on every district along the way.

Limits: You cannot move the bulldozer when it's empty, exit the game area, or cross a roadblock (factories do not block movement).



The bulldozer picks up all 3 humans from its district ...



... and drops them along the way, stopping at a roadblock.

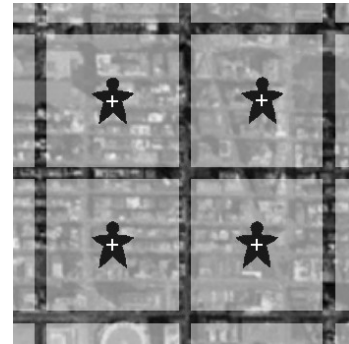
⁵ There will always be at least one human, by design.

INSTALL A ROADBLOCK

Place 1 unused roadblock on any factory-free edge between districts.

LET MORE PEOPLE IN

Add 1 human to each district in a 2x2 area (if at least 4 humans are available outside).



Example

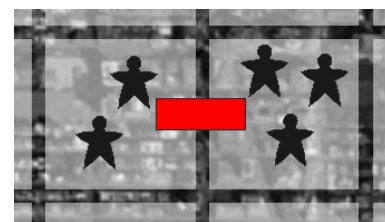
END OF GAME

The game ends immediately when the current player cannot place a factory.

SCORING

Factories process human corpses into food⁶: corpses enter one side, food exits the other. The more humans there are on both sides of a factory the better (more raw material and more customers).

Each factory scores points equal to the **product** of the number of humans on its two sides.



Example: This red factory scores $2 \times 3 = 6$ points.

Add up the scores of all your factories plus the number of unspent bitcoins. This is your total score.

The player with the highest score wins. In case of a tie, play again. Ties are rare, though.

⁶ It's made of people!