

ECONOMIC SYSTEM OF ANGLO SAXON ENGLAND

Purchasing Power of Currency

- Money can be used to wage war against the king in order to get his weekly revenue and monies from taxes.
- Anglo-Saxon money is legal tender on Market Day.
- The peasant or noble with the most money will be awarded a grand prize.

Denominations

<i>Worth</i>	<i>Monarch on denomination</i>	<i>Special Aspects of Money</i>
1/2 A. S. Dollar	Edwig	Two Edwigs combine to make an Aethelstan
1 A. S. Dollars	Harold	None
2 A. S. Dollars	Edmund the Ironside	None
5 A. S. Dollars	Cnut	None
10 A. S. Dollars	Penda	This currency cannot be taxed
20 A. S. Dollars	Athelstan	None
25 A. S. Dollars	Offa	None
30 A. S. Dollars	Ini	None
50 A. S. Dollars	Edward the Confessor	None
100 A. S. Dollars	Alfred the Great	one Golden Alfred can buy an army

Bonds and Collectible Currency

- A bond will be given out in a contest of questions at the beginning of each month on Numismatist Day, when students can sell their collectible currency or old bonds. Peasants or nobles may also buy bonds (or collectible currency) at the value indicated on the bill if they answer one question posed by the treasurer. Peasants and nobles may buy their own class currency at the time it is issued.
- The bond and collectible currency will go up or down in value.
- Collectible currency includes old currency, old currency with code markings on back (most valuable) commemorative currency, proof commemorative currency, currency signed by students, first printings, and proof first printings.

Ways of earning Currency

- Be crowned king or earn a preferment as chief minister by earning the top grades on a literature or history test. The king and chief minister will receive a weekly revenue of \$20.00

and \$10.00 respectively. The king will earn 50% in taxes from the peasants who through their hard labor produce wealth.

- Win a competition of answering weekly questions in class. The denomination of currency will be announced before the questions.
- Become the jester through a competition.
- Become the official herald through a test.
- Invest in collectible currency or bonds, which rise and fall with the market. Their market value will be predetermined, but will not be revealed to either the king, chief counselor or peasants.

Calendar of Events

- A literature and or history test will be given six times in the year after each period of literature has been completed.
- There will be at least one Market Day at the end of the year.
- At the beginning of each month there will be a Numismatist Day when the treasurers will buy and sell bonds and collectible currency. The worth of the bonds and collectible currency will be set at the beginning of the year.
- A history test will be given at the end of the year to determine the *perpetual king*.
- Every week there will be questions to earn currency.

Special Points

- Special points are given out for homework completed well.
- KING ARTHUR: by earning five, possessors can muster an army against the king.
- CYMBELINE, which will double the currency earned next. Possessors must announce that they will be using it *before* the contest and lose it if they do not win.
- ROBIN HOOD, which will allow the possessor to “steal” any one of ten denominations from the treasurer
- JOHN MILTON “The Pen is Mightier than the Sword” point will give the possessor the ability to reenter any contest once after answering a question incorrectly.
- HENRY VII Penalty Point will given to any student who does not compete a homework assignment. It makes the possessor in debt 50 A. S. dollars.
- OLIVER CROMWELL, described below.
- GUY FAWKES, described below.
- WATT TYLER, described below.

Ways of Becoming King

- Score the highest mark on a test.
- Muster up an army and wage Baron's War against the king in a contest of questions and win. To muster up an army, a noble or peasant must earn five Arthur points, one Golden Alfred, or 200 Anglo-Saxon dollars. Both the peasants and the king's court can participate.
- Blow the king up by using a Guy Fawkes point in a Gunpowder Plot. Anyone involved in the Gunpowder Plot must enter a contest of questions and win against the king.
- Stage a Civil War using an Oliver Cromwell point. Anyone involved in the Civil War must enter a contest of questions and win against the king. The one fighting against the king has an advantage in that they can reenter the contest after answering one question incorrectly.
- Stage a Rebellion. Only the peasants can stage a rebellion in the Watt Tyler Rebellion, which will be a war waged by all the peasants against the king and his court. The Watt Wyler Rebellion is only possible when all of the peasants have a Watt Tyler point. The peasants will have an advantage over the king and his court in that they have to answer only one question to his two. If the peasant win, they will get 20 A. S. dollars each to the end of his reign.
- A history test will be given at the end of the year to determine the perpetual king.

Privileges of Being King and in the King's Court

- The king's revenue is 20 A. S. Dollars each week.
- The chief counselor's revenue is 10 A. S. dollars each week.
- The jester is paid weekly according to the king's appreciation of the jester's joke (1 to 10 A. S. dollars). If the king's subjects sharply disagree (3 or more A. S. dollars difference), the jester will be awarded 10 A. S. dollars, which the king will have to pay from his own treasury.
- Ordinarily, the king receives 50% of the labor of his subjects. In the beginning of his court session, he can alter his tax percentage. If he trusts the wisdom of his chief counselor, he can ask the treasurer to ask a question the counselor on English history or literature. If his counselor answers the question correctly, the tax rate will be raised to 90% on that day. If he does not, however, answer the question correctly, he will receive only 10%.