

Why Mario Party is an Allegory for Late-Stage Capitalism

by ericgu





Overall Game Flow

- Immediate divergence at birth based on chance
- Completely unregulated free market
- Life goal is to hoard shiny things



Asset Types



Coins
Liquid cash



Stars
Appreciating assets

How Assets Work

Coins:

Taxable (regressive tax structure)

- Red spaces (common)
- Toll gates (common)
- Board hazards (rare)

High exposure

- Battle minigames (uncommon)
- Bowser spaces (uncommon)
- Boo (uncommon)
- Chance time (rare)

Stars:

Only real way to lose a star is through theft

- Boo (rare)
- Chance time (very rare)
- Duels (very rare)
- Bowser (SSR 6* ultimate)

No forced liquidity!

Class Warfare



The Myth of Meritocracy

- Players work furiously for a paltry wage
- How much you earn is often up to chance
- Minigames often have little impact on outcome of game
- Some of the games are straight up rigged



The Futility of Welfare Checks

- Players can get pity items
- Except they're almost always insignificant



Land Privatization



Market Volatility

- Chance time
- Bowser revolution



Questions?

Thanks for watching!!!

Next time: Why Mario Kart is an Allegory for Communism