The Game Manual of the WILD-PRISON

The prison is set up as several isolated islands and connected by some center market where people can buy daily needs. The inmates are expected to live independently in the island but the basic needs will be supplied such as the living cells, the sanitation and cooking places, etc. The inmates are expected to learn to survive and be familiar with the rules of economic game and the social game in the wild-prison, which will help to reduce the recidivism.

Rather than Administering or the incarceration, but being self-educating as the rehabilitation among the inmates.

1. The surviving game as the punishments. It is a kind of lifestyle for escaping from the moral and political correctness in normal society, but building up a new social system.

2. The real life of each group of people in the island is visible by the other island, leading to a mutual-supervision of the inmates being a sort of self-supervision.

3. The Marketing as the power of earning freedom. With the help of the buying and selling daily goods and facilities, the prisoners and inmates are encouraged to earn the lives with their own hands.

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