

## Game

### Set Up:

- The **Z** will have tables chairs boxes plastic and lots of it LOTS OF EXTRA
- W** will have tables chairs boxes
- S** will have chairs and other supplies.
- R** will have minimal chairs, and other supplies but not much
- T** will have next to nothing
- V** will have almost nothing
- X** will have chairs but little other supplies.

Today's session is called Ethics and Use of Power. To best engage in this topic we feel that we would like you to interact with one another to gain a more personal understanding of Power and Ethics. To begin we would like to break you in to 8 groups of 6. So quickly move into groups of 6 now, be sure to be gender and regionally balanced we will help you. AND GO.

Sit down and listen.

Your teammates and you now represent a country. Once you get to your places you will be given a piece of paper outlining a bit about what kind of state you are, how many people live there, your economic strengths and weaknesses, etc.

Your task is to build your a shelter that houses your **entire** group. Use your imagination and the tools and supplies you have been given. Keep in mind your climate, population's attitude and spirit while you are building your shelter. The shelter's function is to house the people in your group living the kind of society explained on your card. The shelter has to function in your climate and protect you from any conflicts you may be in. After 40 minutes we will have you present your shelter to the entire group and explain how it relates to your country profile. Remember the most important part is to be creative.

Many of you will need to ask for supplies (or trade or bargain or what have you) with the other groups around you in order to make your shelter be the best it can be. Your Country Profile paper outlines the trading rules of your country. Please follow these when you are trying to get supplies.

There are other "constitutional" rules on your profiles. You must follow these.

Finally, none of the teams have been given any material to hold your structures together. However, the prepcom can help you out with tape.

Though the rules may appear vague it is very important that you follow them and embrace your new roles. It is also very important that you follow any rules that are given to you by the prepcome leadership.

You can now go to your stations.

### Tape people rules:

- **T** only gets white masking tape. They get three 30cm pieces, but they must ask for it each time.
- **W** can have as much tape as they would like of any kind. You can freely give it to them with out them asking.
- **Z** can have as much tape as they would like. You can freely give it to them with out them asking.
- **X** can only have 30 short pieces of tape (about 15cm long). They can have two pieces every time they ask.
- **Y** can have 10 pieces of tape. They can measure each piece out themselves.
- **R** can't have tape they can only have string. If they keep asking for tape or question why they can't have tape you can tie one members hands together.
- **S** can only have tape if they give up four of their items. They can have three one metre pieces. You get to choose two of them. If they have traded with **T** or **R** they can only have string.
- **V** can have tape but every time they ask you can either take one item from them, take one of their team members out of the game, give some of their supplies to the **Z**, or tie one persons hands together.

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## Z

### Country Profile:

Your country remains the most powerful nation state in the world. The economy is marked by steady growth, low unemployment and inflation, and rapid advances in technology.

**Population:** 307,212,123

**GDP Per Capita:** \$46,400

**GDP Purchasing Power Parity:** \$14.26 Trillion

**Climate:** Mostly temperate, but tropical areas in the south, semiarid in the great northern plains, and arid in southern region; low winter temperatures in the northwest.

**Enemies/Conflict:** Currently engaged in two large invasions into other countries. Highly disliked by many countries.

**Team spirit:** You are enthusiastic, full of energy, always right, full of advice, ambitious, patriotic and independent. You strive to invent new things.

**Political System:** Constitution-based federal republic; strong democratic tradition

### Trading Policy:

- If the **V** asks for supplies you may give them what ever you want **but** you must also tie all their hands together.
- You may not trade with **T**.
- If you trade with **S** you may kick one member of their team out of the game.
- You can freely trade with **R**, if you do so, you have to steal 6 items from them at any point in the game.
- You can trade freely with **W** as long as the trade makes you both countries happy.
- You may trade with **Y**: if they ask nicely.
- You are encouraged to give **A LOT** of advice to other groups. They probably don't know how to build their shelter.
- If **X** says they can have your supplies, they can have it if the tape people don't mind.

## R

### Country Profile:

Your country has been growing increasingly hostile to the “western” world. You trust very few nations and are seeking to become more powerful and influential in the global economic system.

**Population:** 66,429,284

**GDP Per Capita:** \$12,900

**GDP Purchasing Power Parity:** \$876 billion

**Climate:** Mostly arid climate throughout the entire year.

**Enemies/Conflict:** You are very hostile and suspicious toward the **Z** and you have few allies in the geo-political system.

**Team spirit:** Not very good, you should not trust those who try to take the lead.

**Political System:** Strict theocracy.

### Trading Policy:

- You can freely trade with **X** or **T**.
- You may trade with the **Z** at your own risk.
- You may trade with **Y**, **S** and **W** if you give up your privilege to trade.

### Constitutional Law:

- Only one person in your group can talk, you must decide who it will be at the beginning and you can not change this until the game is over
- If your hands are tied you are not allowed to negotiate with any country anymore.

## V

### Country Profile:

Your country has been extremely unstable, corruption is full fledged and your citizens have little civil freedoms. Day to day life is incredibly hard and many people in your country are suffering from AIDS.

**Population:** 3,615,152

**GDP Per Capita:** \$300.00

**GDP Purchasing Power Parity:** \$21.33 billion

**Climate:** Extremely hot and humid.

**Enemies/Conflict:** Your country is a source of and destination for trafficked men, women, and children for the purposes of forced labour and sexual exploitation. You are one of the biggest producers of cannabis. You are recovering from civil war.

**Team spirit:** You are struggling with the challenge of surviving.

**Political System:** Republic.

### Trading Policy:

- If you trade with **T**, **X** or **R** you will not be able to trade with any other country.
- If you trade with the **Z**, you will not be able to trade with **T**, **R** or **X**.

### Constitutional Law:

- If you leave your homeland you have to run.
- You cannot sit down.
- If your hands are tied you are not allowed to negotiate with any country anymore.
- You must follow any rules given to you by the **Z**, **W**, or **Y**.

## S

### Country Profile:

Your president is seeking to implement his "21st Century Socialism," in order to alleviate social ills while at the same time attacking capitalist globalization. Your economy is growing slowly but steadily though you have been criticized for environmental practices and the treatment of the aboriginal population.

**Population:** 26,814,843

**GDP Per Capita:** \$350.1 billion

**GDP Purchasing Power Parity:** \$13,100

**Climate:** Tropical, hot, and very humid.

**Enemies/Conflict:** Your country is becoming politically polarized, and drug-related violence is increasing. Your borders are growing violent because of the drug trade and you are becoming an enemy with the politically conservative superpower.

**Team spirit:** You are incredibly enthusiastic and proud.

**Political System:** Federal democratic republic.

### Trading Policy:

- You will lose all your privilege to trade if you trade with the **R** or **T**.
- You can freely trade with the **W**
- You cannot trade with the **V**.

### Constitutional Law:

- If your hands are tied you are not allowed to negotiate with any country anymore.
- You must follow any rules given to you by any other country.
- You have to follow any advice given to you by the **Z**.



# I

## Country Profile:

Your nation is in a self-imposed isolation. Your nation's citizens are under constant risk of arrest, imprisonment, and deportation. Tens of thousands of flee to X to escape famine, economic privation, and political oppression.

**Population:** 22,665,345

**GDP Per Capita:** \$1,900

**GDP Purchasing Power Parity:** \$ 40 billion

**Climate:** Temperate climate with a very heavy rain season in the summer months.

**Enemies/Conflict:** You have a long history of conflict and are under a permanent threat of invasion. Few states would consider themselves your allies.

**Team spirit:** You are working together like one robot, constantly telling each other that isolation is a good thing, but not really believing it.

**Political System:** Communist state one-man dictatorship

## Trading Policy:

- You can only send one representative at a time into the main area to make trades with other countries.

## Constitutional Law:

- You have follow any rules given to you.
- You can only whisper.
- If your hands are tied you are not allowed to negotiate anymore

## X

### Country Profile:

Your country has a dangerously increasing population exceeding your ability for you to care for many of your citizens. The citizens have little freedom to criticize or change the government system.

**Population:** 1,338,612,968

**GDP Per Capita:** \$6,600

**GDP Purchasing Power Parity:** \$8.789 trillion

**Climate:** Extremely diverse; tropical in south to subarctic in north

**Enemies/Conflict:** You have been accused of illegally occupying various regions, you are you have few political allies because of your well known human rights abuses.

**Team spirit:** Though your are over worked and constantly shouting for attention you still have to put up a front of being proud of your country.

**Political System:** Communist State

### Trading Policy:

- You can freely take from the **Z** whatever two people can carry if the Tape people don't mind.
- You can freely trade with **T**.
- You can trade with **V** but you can also just take four items from them if you want.
- If your hands are tied you are not allowed to negotiate anymore

### Constitutional Law:

- You have to yell everything you say to another team you can't go and negotiate.
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- You must follow any rules given to you by any other country.

## W

### Country Profile:

Your country is a well-like, middle power in the global economic system. Though you have little influence your citizens are happy, well educated and provided with all the benefits they could ever desire.

**Population:** 4,660,539,

**GDP Per Capita:** \$ 58,600

**GDP Purchasing Power Parity:** \$273,1 billion

**Climate:** Very cold and snowy... Little sunlight.

**Enemies/Conflict:** You are a well-liked country with little power or influence in conflicts around the world.

**Team spirit:** Moral is very high, you are polite and nice to each and every person.

**Political System:** Democracy routed in socialism.

### Trading Policy:

- If you trade with **S**, you will not be able to trade with the **Z**.
- If you give material to the **V** they must tie 5 of their members hands together.
- If you trade with **Y** you must take two of their team member and accommodate them in your shelter.
- If you trade with **X** but you must tie of their two member's hands together.

### Constitutional Law:

- Be polite.

## Y

### Country Profile:

Your country is recently independent (in the last 20 year) and you are still living with the legacy of a brutal conflict. You have recently become a member of NATO and are a candidate for EU accession.

**Population:** 4,489,409

**GDP Per Capita:** \$79.21 billion

**GDP Purchasing Power Parity:** \$17,600

**Climate:** Mediterranean with hot summers and mild winters.

**Enemies/Conflict:** There are some lingering conflicts regarding borders from the time of independence. There are also many internally displaced people living in your country.

**Team spirit:** Incredibly nationalist, and striving to prove yourself.

**Political System:** Presidential/Parliamentary democracy

### Trading Policy:

- If you trade with **V** you cannot trade with the **Z** or **X**.
- If you trade with **W** you give up your right to tape.
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**Political System:** Constitution-based federal republic; strong democratic tradition

### Trading Policy:

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- You may not trade with **T**.
- If you trade with **S** you may kick one member of their team out of the game.
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**Team spirit:** Not very good, you should not trust those who try to take the lead.

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### Trading Policy:

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**Team spirit:** You are struggling with the challenge of surviving.

**Political System:** Republic.

### Trading Policy:

- If you trade with **T, X** or **R** you will not be able to trade with any other country.
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### Constitutional Law:

- If you leave your homeland you have to run.
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## S

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**GDP Per Capita:** \$350.1 billion

**GDP Purchasing Power Parity:** \$13,100

**Climate:** Tropical, hot, and very humid.

**Enemies/Conflict:** Your country is becoming politically polarized, and drug-related violence is increasing. Your borders are growing violent because of the drug trade and you are becoming an enemy with the politically conservative superpower.

**Team spirit:** You are incredibly enthusiastic and proud.

**Political System:** Federal democratic republic.

### Trading Policy:

- You will lose all your privilege to trade if you trade with the **R** or **T**.
- You can freely trade with the **W**
- You cannot trade with the **V**.

### Constitutional Law:

- If your hands are tied you are not allowed to negotiate with any country anymore.
- You must follow any rules given to you by any other country.
- You have to follow any advice given to you by the **Z**.

## T

### Country Profile:

Your nation is in a self-imposed isolation. Your nation's citizens are under constant risk of arrest, imprisonment, and deportation. Tens of thousands of flee to X to escape famine, economic privation, and political oppression.

**Population:** 22,665,345

**GDP Per Capita:** \$1,900

**GDP Purchasing Power Parity:** \$ 40 billion

**Climate:** Temperate climate with a very heavy rain season in the summer months.

**Enemies/Conflict:** You have a long history of conflict and are under a permanent threat of invasion. Few states would consider themselves your allies.

**Team spirit:** You are working together like one robot, constantly telling each other that isolation is a good thing, but not really believing it.

**Political System:** Communist state one-man dictatorship

### Trading Policy:

- You can only send one representative at a time into the main area to make trades with other countries.

### Constitutional Law:

- You have follow any rules given to you.
- You can only whisper.
- If your hands are tied you are not allowed to negotiate anymore

## X

### Country Profile:

Your country has a dangerously increasing population exceeding your ability for your to care for many of you citizens. The citizens have little freedom to criticize or change the government system.

**Population:** 1,338,612,968

**GDP Per Capita:** \$6,600

**GDP Purchasing Power Parity:** \$8.789 trillion

**Climate:** Extremely diverse; tropical in south to subarctic in north

**Enemies/Conflict:** You have been accused of illegally occupying various regions, you are you have few political allies because of your well known human rights abuses.

**Team spirit:** Though your are over worked and constantly shouting for attention you still have to put up a front of being proud of your country.

**Political System:** Communist State

### Trading Policy:

- You can freely take from the Z whatever two people can carry.
- You can freely trade with T.
- You can trade with V but you can also just take four items from them if you want.
- If your hands are tied you are not allowed to negotiate anymore

### Constitutional Law:

- You have to yell everything you say to another team you can't go and negotiate.
- If your hands are tied you are not allowed to negotiate with any country anymore.
- You must follow any rules given to you by any other country.

## W

### Country Profile:

Your country is a well-like, middle power in the global economic system. Though you have little influence your citizens are happy, well educated and provided with all the benefits they could ever desire.

**Population:** 4,660,539,

**GDP Per Capita:** \$ 58,600

**GDP Purchasing Power Parity:** \$273,1 billion

**Climate:** Very cold and snowy... Little sunlight.

**Enemies/Conflict:** You are a well-liked country with little power or influence in conflicts around the world.

**Team spirit:** Moral is very high, you are polite and nice to each and every person.

**Political System:** Democracy routed in socialism.

### Trading Policy:

- If you trade with **S** , you will not be able to trade with the **Z**
- If you give material to the **V** they must tie 5 of their members hands together.
- If you trade with **Y** you must take two of their team member and accommodate them in your shelter.
- If you trade with **X** but you must tie of their two member's hands together.

### Constitutional Law:

- Be polite.

## Y

### Country Profile:

Your country is recently independent (in the last 20 year) and you are still living with the legacy of a brutal conflict. You have recently become a member of NATO and are a candidate for EU accession.

**Population:** 4,489,409

**GDP Per Capita:** \$79.21 billion

**GDP Purchasing Power Parity:** \$17,600

**Climate:** Mediterranean with hot summers and mild winters.

**Enemies/Conflict:** There are some lingering conflicts regarding borders from the time of independence. There are also many internally displaced people living in your country.

**Team spirit:** Incredibly nationalist, and striving to prove yourself.

**Political System:** Presidential/Parliamentary democracy

### Trading Policy:

- If you trade with **V** you cannot trade with the **Z** or **X**.
- If you trade with **W** you give up your right to tape.
- If you trade with the **Z** you have to tie you three of your teammates hands together.

### Constitutional Law:

- You have follow any rules given to you.
- If your hands are tied you are not allowed to negotiate anymore

## Z

### Country Profile:

Your country remains the most powerful nation state in the world. The economy is marked by steady growth, low unemployment and inflation, and rapid advances in technology.

**Population:** 307,212,123

**GDP Per Capita:** \$46,400

**GDP Purchasing Power Parity:** \$14.26 Trillion

**Climate:** Mostly temperate, but tropical areas in the south, semiarid in the great northern plains, and arid in southern region; low winter temperatures in the northwest.

**Enemies/Conflict:** Currently engaged in two large invasions into other countries. Highly disliked by many countries.

**Team spirit:** You are enthusiastic, full of energy, always right, full of advice, ambitious, patriotic and independent. You strive to invent new things.

**Political System:** Constitution-based federal republic; strong democratic tradition

### Trading Policy:

- If the **V** asks for supplies you may give them what ever you want **but** you must also tie all their hands together.
- You may not trade with **T** .
- If you trade with **S** you may kick one member of their team out of the game.
- You can freely trade with **R** , if you do so, you have to steal 6 items from them at any point in the game.
- You can trade freely with **W** as long as the trade makes you both countries happy.
- You may trade with **Y**: if they ask nicely.
- You are encouraged to give **A LOT** of advice to other groups. They probably don't know how to build their shelter.
- If **X** says they can have your supplies, they can have it.

## R

### Country Profile:

Your country has been growing increasingly hostile to the “western” world. You trust very few nations and are seeking to become more powerful and influential in the global economic system.

**Population:** 66,429,284

**GDP Per Capita:** \$12,900

**GDP Purchasing Power Parity:** \$876 billion

**Climate:** Mostly arid climate throughout the entire year.

**Enemies/Conflict:** You are very hostile and suspicious toward the Z and you have few allies in the geo-political system.

**Team spirit:** Not very good, you should not trust those who try to take the lead.

**Political System:** Strict theocracy.

### Trading Policy:

- You can freely trade with **X** or **T** .
- You may trade with the **Z** at your own risk.
- You may trade with **Y**, **S** and **W** if you give up your privilege to tape.

### Constitutional Law:

- Only one person in your group can talk, you must decide who it will be at the beginning and you can not change this until the game is over
- If your hands are tied you are not allowed to negotiate with any country anymore.

## V

### Country Profile:

Your country has been extremely unstable, corruption is full fledged and your citizens have little civil freedoms. Day to day life is incredibly hard and many people in your country are suffering from AIDS.

**Population:** 3,615,152

**GDP Per Capita:** \$300.00

**GDP Purchasing Power Parity:** \$21.33 billion

**Climate:** Extremely hot and humid.

**Enemies/Conflict:** Your country is a source of and destination for trafficked men, women, and children for the purposes of forced labour and sexual exploitation. You are one of the biggest producers of cannabis. You are recovering from civil war.

**Team spirit:** You are struggling with the challenge of surviving.

**Political System:** Republic.

### Trading Policy:

- If you trade with **T**, **X** or **R** you will not be able to trade with any other country.
- If you trade with the **Z**, you will not be able to trade with **T**, **R** or **X**.

### Constitutional Law:

- If you leave your homeland you have to run.
- You cannot sit down.
- If your hands are tied you are not allowed to negotiate with any country anymore.
- You must follow any rules given to you by the **Z**, **W**, or **Y**.

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Large group Debrief:

- How did it feel to see that other countries started with more or less supplies?
- How did it feel to implement negative rules on other countries?
- How did it feel to ask for help?
- How did it feel to ask for tape?
- How does this relate to the Global Economic System?
- How does it related to Ethics? How does it feel to help some groups but not others? How does it feel to take away rights at the same time as giving shelter?
- What does this mean for the way we treat other people, what does this mean living in the European context?