

SIM Democracy

Instructions



Friedrich Naumann
STIFTUNG **FÜR DIE FREIHEIT**

Change**Fusion**



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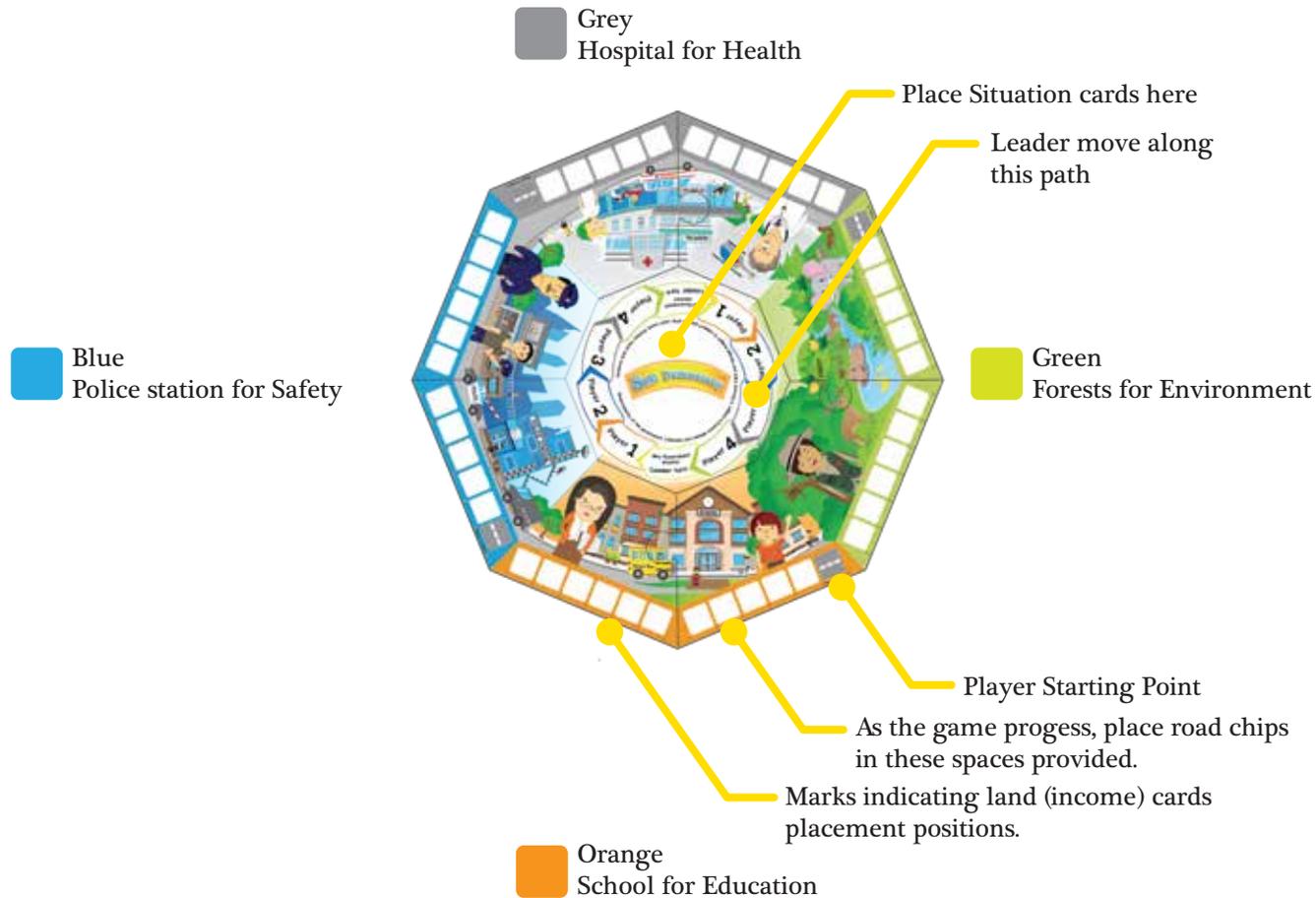
www.facebook.com/SIMDemocracy

Play and Learn “Democracy” simply by enjoy playing
the game through role plays
as active citizens and responsible country leaders.



Contents

1. Board



Place the octagon board at the centre of the table then place the rest of the pieces around the centre, according to colour (see above). Imagine this board to be a country or a community, and each quadrant represents important sectors that make up a country or a community.

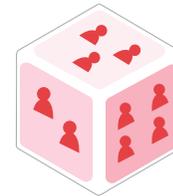
2. Situation Cards



3. Dice



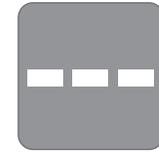
Green = Income dice: determines how much money players receive. (contains numbers 1 – 6)



Red = Problem dice: The symbol of a person on the dice indicates number of people in the country with problems; this will be in relation

to the problems that need to be solved by the leader and citizens belonging to which sectors will be randomly picked by the player from the box that contains problem chips.

4. Road Chips



Players can build roads under two conditions:

a) Players use their own savings to build roads: 1 road costs 2 Million and 1 star will be awarded.

b) A leader or a government offers to build roads for citizens using public utility budget: 1 road costs 1 Million.

5. Reward or Good Deeds Stars



Players may be rewarded stars in two ways:

a) When players use their own savings to invest in Resource chips or Roads for themselves or for others (Investment of 2 Million is rewarded 1 Star)

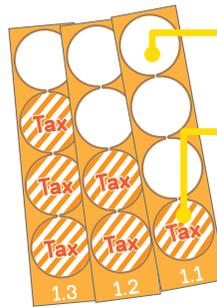
b) The government's team may receive Stars at the completion of a term. This depends on the other players' evaluation of the Government's performance during that term.

6. Money Chips



At every round, a person who is not one of the current players is appointed as a Banker, who is responsible for distributing money to all players. Throughout the game, a player receives money ("Income") in the form of 1 Million coins ("1M" coins). These coins can be used to purchase Roads and invest in Resource chips.

7. Income Cards (long rectangular cards)



The area within the circle is for placing money chips; the white circle is for savings.

The shaded circle is for taxes and revenues.*

*refer to page 10, number 6 for details on how to collect savings and taxes and revenues.

Number arrangement of Land card (for example: number 1.3 means land card of player 1, card number 3)

Notice: The purple card is used when the original land card of any player is missing.

Each player is given Income Cards. The colour of income cards correspond to the colour of each sector. Each card is numbered (e.g. 1.2, 1.3, and 1.6) and must be placed in ascending order according to colour (e.g. Blue has to be given to the Blue player, and aligned from 2.1 to 2.6). The Income card is placed under the Roads, from right to left.

Initial Income is earned by tossing the Green dice. The number on the dice indicates the amount of Income each player has (Rolling a 6 entitles a player to 6 Million). The money collected has to be placed on individual circles on the Income Cards, from top to bottom.

Each Income Card can be brought to play only when there is a road on top of it.

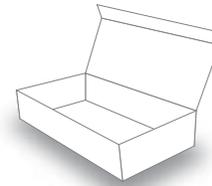
Remark: Roads can be bought by any players (2 Million), they can request or negotiate with the government to pay for road construction (1 Million). In case players earn more income than income cards available and if the government does not offer to build roads for citizens and citizens do not have enough savings to build their own roads, the remaining income must be returned to the bank. However, if roads are taken away during the game (e.g. as mandated by a Situation Card), players can keep income cards but aren't required to take the money and to pay taxes to the government.

8. Problem Chips



Problem chips indicate issues that need to be resolved by all players. Each chip corresponds to a sector. Students must be placed in the school (Orange) sector, Criminals or Thieves in the police station (Blue) sector, Patients in the hospital (Grey) sector and Wildlife must go to the forest (Green) sector.

9. Problem Box



Put problem chips inside the box.

10. Resource Chips

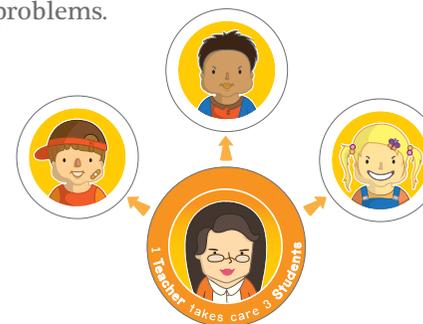


Teacher Police officer Doctor Forest

Resource chips allow a player to solve Problems. The chips coincide with the four colours and each chip can handle three Problems.

A Resource chip costs 2 Million for the Government and 4 Million for citizen.

At times of emergency and crisis, player can share resource investment with another player or with the government, when the government have insufficient fund to purchase resources in order to solve problems.



The ratio is 1 Resource: 3 Problems, and applies to all sectors

11. Voting Chips



Each team will be given 4 chips (representing 4 candidates) after campaigning. Each team must vote for 2 candidates. Voting is confidential and players may cast their votes into the box provided. The candidate who receives the most votes wins the election. In case two candidates receive the same amount of votes, the re-election between the two candidates shall be conducted.

12. Budget Planning Sheet



Show the number of Problems received, policies and evaluation for the Government (backside).

13. Budget Board



For a leader to plan for budget allocation.

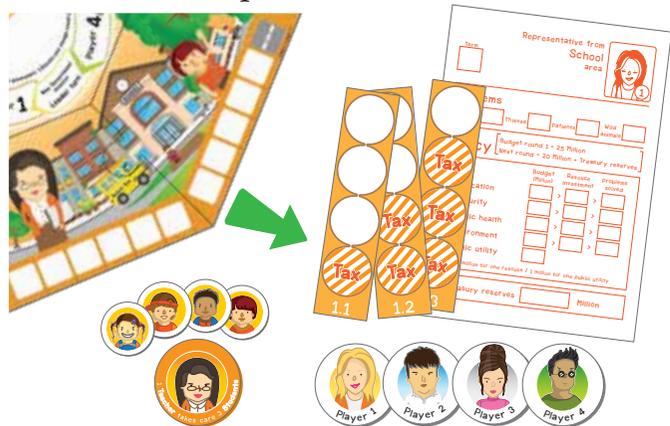
Set up

1. Select area to start the game

The players are divided into 4 teams and select their area/sector of responsibility where the player is going to be the representative of that area/sector. These areas or sectors are as follows:

- Orange
School for Education
- Blue
Police station for Safety
- Grey
Hospital for Health
- Green
Forests for Environment

Player (s) of each sector will receive 6 Income Cards, Budget Planning Sheet, Resource chips and Problem chips.



2. Shuffle situation cards.

Shuffle the situation cards and place them at the centre of the octagon board.

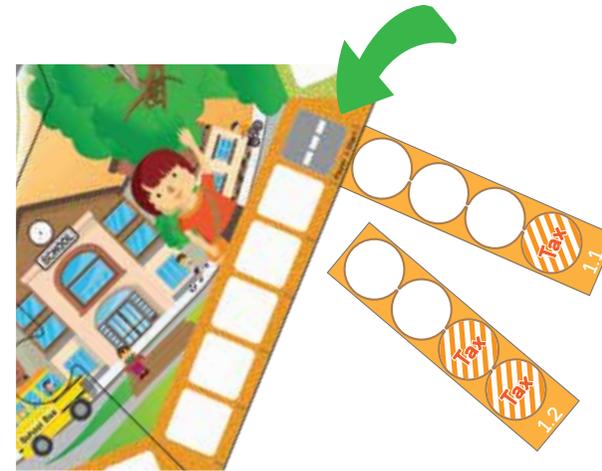


3. Place your income card

At the provided correspondence space as indicated on the board.

A player of each sector starts the game by placing the first income card on the "Starting point" position, where the first road is provided.

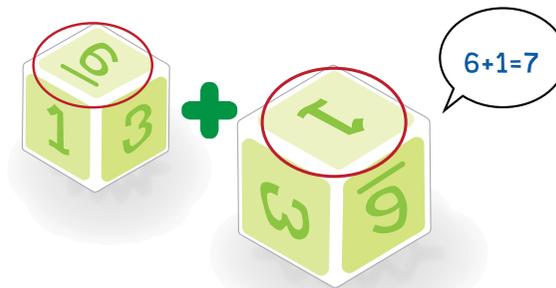
Keep other land cards ready. There are a total of 6 cards. Once you have used all six income cards, start over with the first income card and repeat the order.



4. Determine the number of problem chips.

(Number of people in the country with problems)

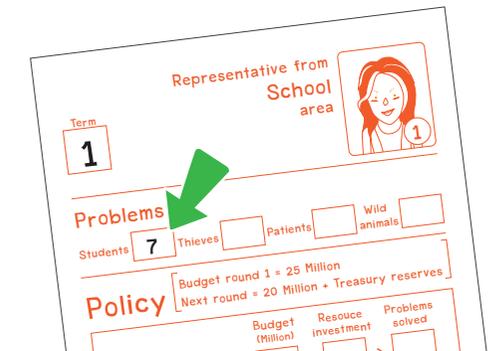
4.1 Player of each sector toss income dice twice to determine the number of Problem chips. Added up both the value obtained.



4.2 Then place the problem chips obtained in the Problem Box.



4.3 Note down the number of problems in the player's Budget Planning Sheet.



4.4 Repeat the steps mentioned above for all 4 sectors.

5. Policy making

The budget for a government in the first round of a game play is 25 Million.

Each team of each sector comes up with its own policies to solve problems in the 4 sectors and also to provide public utility and incentives. Assume that you are elected as a leader and you have to plan a budget for the whole country. Each team then have an opportunity to campaign for those policies. The Government is determined by election. The policies (primarily the budget) of the winning team automatically become a policy of the government.

Policy | Budget round 1 = 25 Million
Next round = 20 Million + Treasury reserves

	Budget (Million)	Resource investment	Problems solved
Education	<input type="text"/>	<input type="text"/>	<input type="text"/>
Security	<input type="text"/>	<input type="text"/>	<input type="text"/>
Public health	<input type="text"/>	<input type="text"/>	<input type="text"/>
Environment	<input type="text"/>	<input type="text"/>	<input type="text"/>
Public utility	<input type="text"/>	<input type="text"/>	<input type="text"/>

* 2 million for one resource / 1 million for one public utility

Treasury reserves Million

For example, if the Government won the election by promising a 4 Million investment in education, then two teachers (two Education Resource chips) can be hired to serve six (six Education Problem chips) students.

For the first term, the policies of each team are provided in the manual to allow everyone to adapt to the game. After the first term, all teams must create their own policies and budgets

Tip: If this is your first time playing the game, for a convenience short cut, feel free to fill up the numbers according to the table below.

Development budgets	Players			
	1	2	3	4
Education	6	4	2	4
Security	2	8	2	2
Public health	4	4	6	4
Environment	4	2	4	6
Public utility	9	7	11	9

Notice:

* Public utility budget refers to budget to build roads and to provide incentives to citizens.

- **Road construction:** it costs 1 Million for a leader and 2 Million for citizens
- **Incentives:** only a leader can provide incentives to citizens and it costs 1 Million from public utility budget

6. The Election Campaign and Voting

Each team will be given 4 chips (representing 4 candidates) after campaigning. Each team must vote for 2 candidates. Voting is confidential and players may cast their votes into the box provided. The candidate who receives the most votes wins the election and forms the "Government". (one term = 2 rounds of play)



Budget Allocation

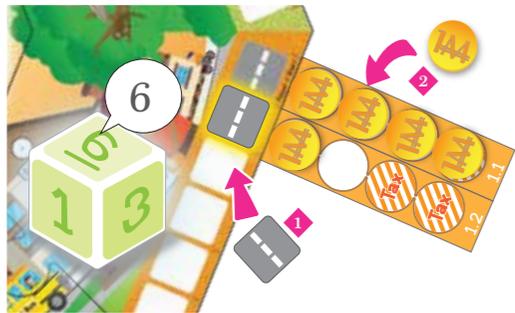
- Once a Government is determined, they will receive a Budget Board with 25 Million.
- The Government has to decide how many Resources to invest (i.e. how many Teachers, Policemen, Doctors, and Forest). The Government may spend the Budget during the game, but can only reallocate the Budget at midterm and end of the term. Otherwise, the government will be fined.
- Resources cost 2 Million each. However, if the Government chooses not to use the Budget of that particular sector for the purchase, the Resources will cost 3 Million each (e.g. If the Government uses the Education sector's budget to hire policemen, each Security Resource chip will cost 3 Million instead of 2 Million).
- If a citizen spends his/her savings on a Resource chips, it will cost 4 Million (double the price of the Government).
- This rule also applies to Roads. Each Road costs 1 Million if the government uses the "Public Utility" budget. For citizens, the price is 2 Million. Therefore if a citizen wishes to purchase a road, they will have to pay 2 Million.

Leader

Citizen

Starting the Game (Term 1)

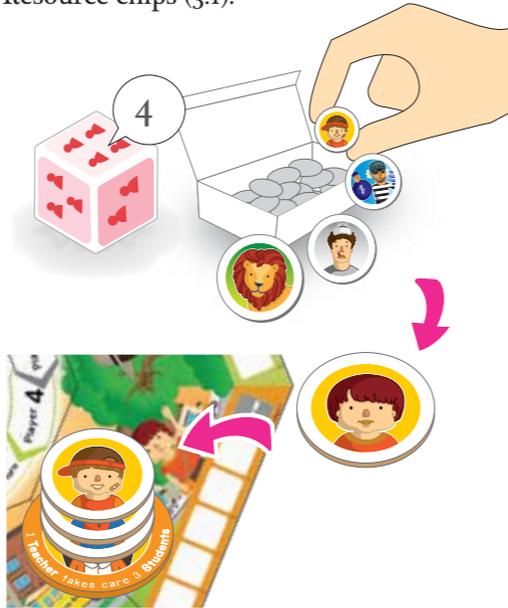
1 Team 1 (Orange) tosses the Income dice (Green) once. Coins received are placed on the Income Cards. If more than one income card is needed, a road must be provided by the Government or purchased by players once they have their own savings.



2 At this point, in order to gain recognition or to reinforce citizen to construct road, or invest in resources, the government can decide to provide **"incentive"** to the player. This will allow the player to toss **the income dice one more time**. This provision can only be made by the leader which cost 1 million, and will be reduced from Public Utilities budget.



3 Team 1 then rolls the Problem dice (Red). Problem chips are then taken from the pile according to the number showed on the dice (e.g. Rolling 4 indicates the player must take 4 Problem chips). Problem chips must then be matched with available Resource chips (3:1).

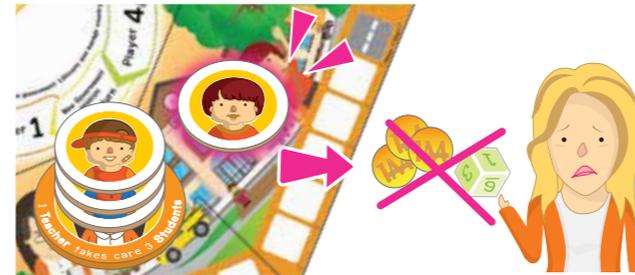


The government can purchase Resource Chips at anytime during the play.



4 If the problems outgrow its available resources or if there is any unresolved problem in the sector, **citizens in that sector are not allowed to toss the income dice or to collect their savings and the government can not collect tax.**

To get out of the problem, the players can invest on Resource Chips themselves (4 Million) or the other teams can offer help or the Leader / Government can offer to invest on Resource Chips (2 Million) or the Leader / Government and the players in that sector can share the cost (One Resource costs 4 Million, the Leader may offer 1 Million and the Player in a sector invest 2 Million but will be awarded 1 Star).

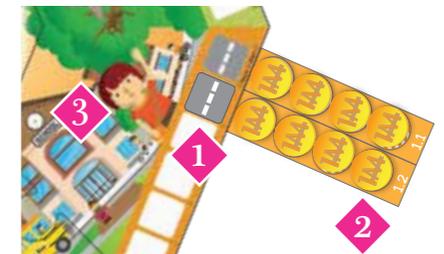


5 The same procedure is followed for Teams 2, 3, 4. Each Team receives Income and Problems and the Government makes decision whether to take action by allocating sufficient budget to Players in different sectors.

6 Once all the teams have played, the game reaches its mid-term. At this juncture, each team has to pay taxes to the Government by giving them the coins on the shaded area of the Income Cards. The remaining coins can be kept as Savings. This can only occur only if the spaces on the Income Card are filled.



- **Notice:** The leader can **collect taxes and revenues** if the players have met these 3 criterion...
1. There is "road" cut across to the land card.
 2. No empty circle on "land card"; all have money chips on them.
 3. No problem chips. (Number of people in the country with problems)



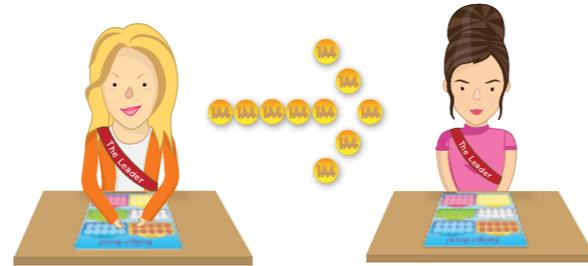
7 Once all the taxes are collected, the government may reallocate the Budget and invest on more resources where necessary.

8 Repeat Steps 1 – 6.

9 At the end of the term, the Government collects tax and place them in the Treasury Reserve (Purple box on the Budget Board).



Treasury reserves from the previous leader will be passed on to the newly elected leader.



Tip:
The Leader plans, allocates and manages the budget to support citizens as follows:

1 Construct road - Road construction (1 road chip) is equivalent to 1 million. People of the country (the citizen) can construct road by themselves but they will have to pay double the amount of what the leader have to pay i.e. 2 million for road construction.



2 Provide Incentive - This will allow the player to toss the income dice one more time.

This incentive can only be made by the leader which cost 1 million, and will be reduced from Public Utilities budget.



Evaluation

Once all Teams have played twice, the End of Term is reached. Each Team must evaluate the Government based on the criteria provided on the **Budget Planning Sheet**. The other teams which are not the government may give Stars (from the Bank) to the Government if they have performed satisfactorily.

Leadership evaluation Form

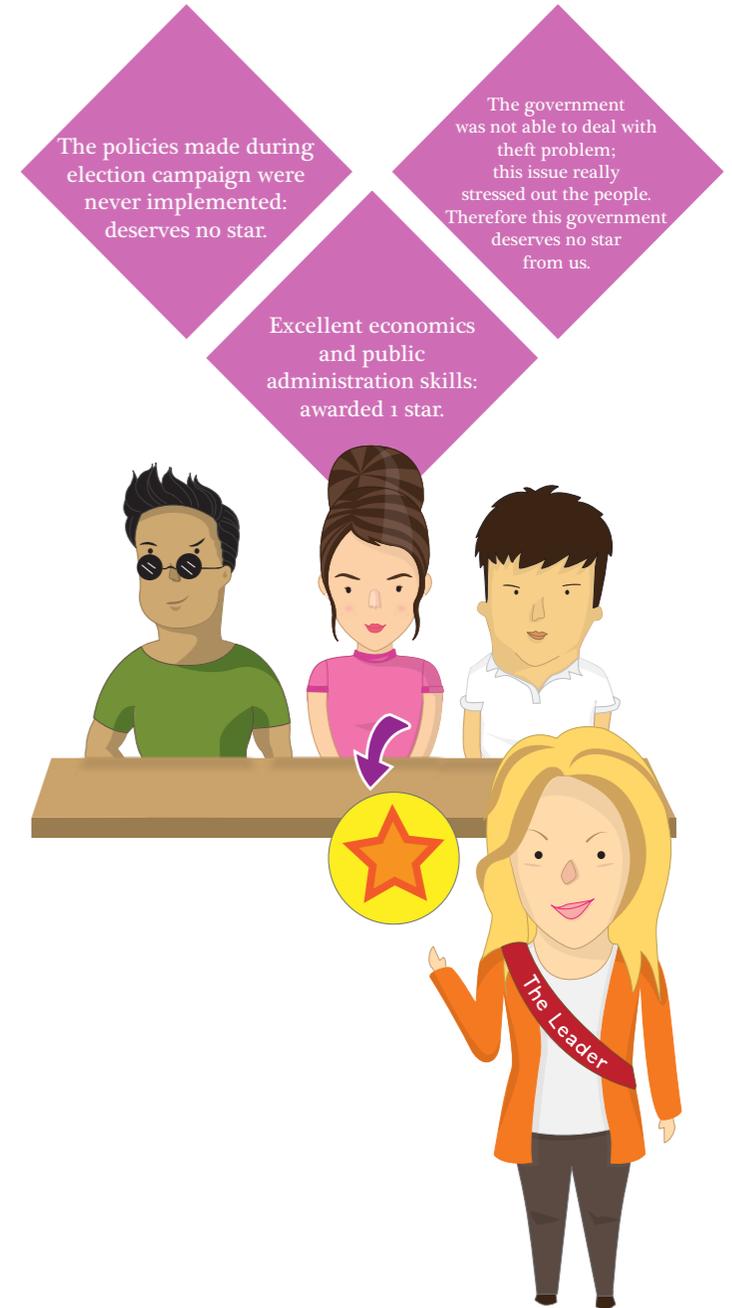
Term Leader-Representative from: _____

Indicators	😊	☹️
1. Ability to perform administrative tasks; able to prevent and resolve all the problems.		
2. Applicable knowledge in finance and economics; 2.1 All teams received and maintain satisfactory incomes and savings. 2.2 Government is able to collect enough taxes and revenue for an ongoing and effective development in the country.		
3. Ability to maintain peace, harmony and happiness in the country.		
4. Ability to run the county with honesty, ethics and equality for the benefit and wellbeing of the people and the public.		
5. Ability to stand by promises the leader made during their policies-based campaigns.		

Criterion for awarding star: if obtained 4 smiles or above, 1 star is awarded to the leader.

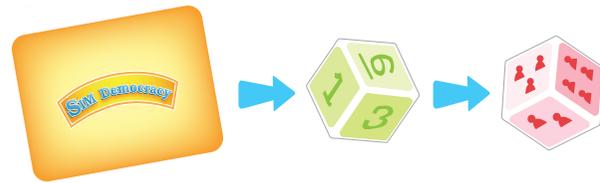
Star awarded to the leader: 0 Star 1 Star

Budget Planning Sheet (backside)

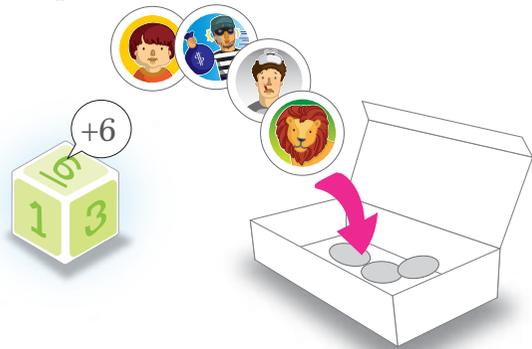


Term 2 and Beyond

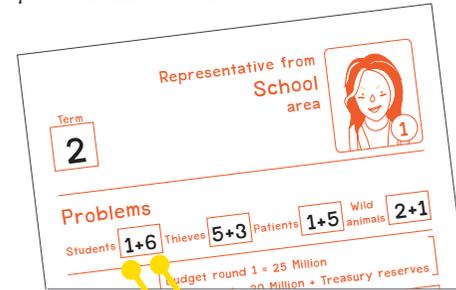
Term 2 brings new challenges to the game. **Situation Cards** are introduced to simulate extraordinary events. During their play, each player will open a Situation Card before they roll the Green Income dice. The Situation provided may be positive or negative. Players must keep the Situation in mind when planning a Budget.



- 1 Each team rolls the Green dice once to determine the number of problems that must be added to the existing pile.

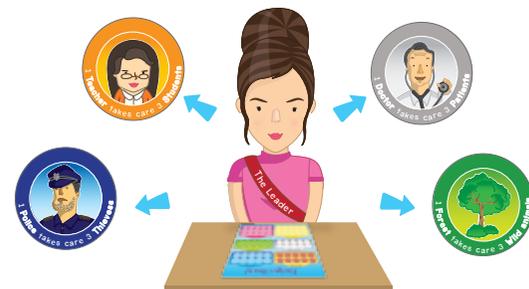


For example, If the Education sector rolls a 6 and had 1 Problems remaining from Term 1, they now have 7 Problems to solve



New Problems
Problems remaining

- 2 Repeat the Election process (e.g. each team campaigns and votes for a Government). Each team has 20 Million (instead of 25 Million) plus the budget balance for Budget allocation.
- 3 The new government allocates Budget and make decisions to invest in Resources.



- 4 Each Team opens a Situation Card and must follow the instructions given.



- 5 **Note:** During Term 2 (and beyond), the Government may borrow money from the Bank. They may borrow 10, 20, 30... Million Baht at a 10% interest rate. The interest will be collected at the end of the term and there is no limit on the payback period.

At the end of each government term, the player (playing as government) can decide to repay all the loan or half the amount of the loan taken during his/her term of office, or to leave it to the new government to repay the debt.

- 6 The same playing procedures (e.g. Receiving Problems, Hiring Resources etc.) apply to Term 2.

- 7 Term 2 ends after all players have gone twice. Taxes are collected at the end of the Term.

The Game will End

- 1 At the end of Term 4.
- 2 When the Income Cards of any team fill up a whole Sector. Other teams continue to play until Team 4 (Green) completes their turn. Taxes are collected at the end of term and the Game ends.

Who wins? Who loses?

- 1 The team with the most points (derived from Stars and Money) is declared the winner.



= 2 points = 1 points

- 2 However, if the Government is unable to pay of its debt, all Teams lose.