

# THE CIVIC MIRROR EXECUTIVE SUMMARY (U.S. Module)

## Pre-Game, Nation Building Events



**Introduction:** You and your classmates will learn how *The Civic Mirror* works by touring through the online program and reading the game rules in the Student Manual.



**Practice Run:** You will get a chance to play *The Civic Mirror* program in a Practice Run, trying to earn the most “Well-Being Points” (WB Pts) by buying, selling, and trading with your classmates.



**Create National Identity:** You and your classmates will then create an identity for your simulated nation, giving it a name and agreeing on other fictitious identity items that will be broadcasted to the *Civic Mirror Community*.



**Citizen Profiles:** Your instructor will assign each of you a Citizen Profile. This will include your game-start money, a Hidden Agenda, two human services you’ll need to obtain for your family, and a culture. Work hard if you want a good Citizen Profile!



**National Constitution:** You and your classmates will work together to study and learn your simulated nation’s book of law. This will be a modified version of the United States Constitution.



**Elections:** Keeping your Hidden Agendas in mind, you and your classmates will form political parties, campaign to win votes, and elect your own President, three Senators, and five House Reps.



**Auction:** In the last nation-building event, you, your fellow citizens, and your Government will use your game-start money to win hexes in a property auction, hoping to own and control the hexes you want.

## Game Events

*At this point, your simulated nation will be ready for action. Each of you will have a Citizen Profile, your nation will have its own Government, and different pieces of property will be owned by each of you. The game will begin and you will repeat the following four events as many times as you can. Each event is called a ‘season,’ and together they will make up a simulated ‘year.’*



**Winter: Government Event:** Your President will address the nation, propose a budget, and nominate cabinet members and a National Judge. Your House Reps will try to pass a budget bill and set tax rates, and your Senators will approve/reject the Presidential nominations and try to pass their own laws.



**Spring: Open Market:** The market will open and everyone will log into *civicmirror.com* to start buying, selling, and trading with one another in hopes of providing well for their families. Everyone will also have to consider the Government’s new laws and policies, and check to see if there are ‘law breakers.’



**Summer: Town Hall:** You and your classmates will run your own round-table meeting. Everyone will have an opportunity to voice their concerns, air their grievances, advance their Hidden Agendas, and discuss how to make your nation better. At the end, law suits and accusations will be announced.



**Fall: National Court:** You and your classmates will have the opportunity to prosecute one another for illegal activity in a series of fast-paced court cases. Verdicts will be determined by a 3-person jury and the National Judge will determine consequences. Once done, your instructor will announce when the simulated year will end.



**End-of-Year:** When your instructor ends the year, the following will occur:

- Each of you will be given good or bad Wild Cards and Die Rolls that will determine your chance events for that year. Family *deaths* will also be determined.
- Hexes will be developed if orders were submitted to do so and the program will collect taxes for your Government.
- The *five* students with the highest Well-Being Pts will earn 10 Status Points (SPs) – the points you need to win the game.
- Everyone will submit Hidden Agenda Applications to your instructor in hopes of earning SPs.
- You will look back on the simulated year and evaluate your performance, and your instructor will cross-evaluating it before finalizing your mark.



*The Civic Mirror might end at this point, or your instructor may let you play another simulated year!*