dare to save the planet...

SECRET Greta
Times are hard for the climate movement: environmental policies are being stalled, people are still leaning towards consumerism and the government is mostly ruled by capitalists who care about nothing but profit. Greta decides to make a drastic move - secretly infiltrate the government with her environmentalist friends and start passing green policies. However, she and her team must rely on secrecy and deceit to meet their objectives, because capitalists are onto them and wish to retain their power.

Greta might also send one of her friends to do the dirty work: DiCaprio, Nordhaus or Andersen. When it comes to deceit and tactics, the sky's the limit but the goal is clear - take over the government and start passing green policies for a better future for us all.

This publication is a clever rework of a popular game “Secret Hitler” that we imagined as a team building game for our first activity “Climate Justice vs Right Wing Populism” of our 2023 cycle of activities “Extremism - A Danger for Climate Justice?” It is made and available to be used by all Naturefriends to add a bit of spice to our agenda - climate justice! Print the game and cut the cards and blocks. Study the instructions and look at videos of the game “Secret Hitler” to help you learn the rules. Have fun and don’t take it personally - this game is meant to become intense!

Object

The object of the game is to be the winning team! Every player has a secret identity as a member of either the Environmentalist or a Capitalist party.

The Capitalists win if
- five capitalist policies are enacted
- Greta gets cancelled

The Environmentalist win if
- six green policies are enacted
- Greta is elected Chancellor after the third green policy has been enacted

Overview

At the beginning of the game, each player is secretly assigned one of the three roles: Capitalist, Environmentalist or Greta (DiCaprio, Nordhaus or Andersen).
The Revealing Stage

Each participant should examine the contents of their envelope to find out their secret role and their party membership. After that, all players have to close their eyes. For a game of 5-6 players, the narrator should give a chance to Greta and the other Environmentalists to acknowledge each other, while the Capitalists have their eyes closed. For a game of more players, all Environmentalists but Greta should open their eyes and acknowledge each other. Greta will put her thumb up while having her eyes closed so that the other environmentalists can know her identity. Everyone closes their eyes again and the game starts when everyone opens their eyes.

Gameplay

The game is played in rounds and each round has three parts: **Election, Legislative Session and Executive Action.** In the first part, a new government is elected - a president and a chancellor. In the second part, the president and a chancellor enact a policy. And in the last round, the government exercises some form of power - from inspecting membership cards to cancelling a player.

**ELECTION**

To elect a government the president placard moves clockwise to the next player. This person becomes nominated for president and gets to nominate a chancellor. The president can discuss this nomination with the rest of the table. After both nominations are made, the rest of the table votes **YES** or **NO** to the proposed government.
This is done by placing your vote at the same time as others. If the majority says yes the government is elected. If there is a tie or the majority says no, the presidential placard moves clockwise to the next person (the previous government or nominees cannot be nominated this next round) and the entire process begins again. If elections fail three times in a row, the country falls into chaos and the government has to enact the top policy on the policy deck, regardless of which policy it is.

If three green policies have been enacted, you must ask the chancellor if they are Greta because if Greta has been elected, the game is over and the Environmentalists win.

**LEGISLATIVE SESSION**

After the government has been elected, the president draws three cards from the policy pile without anyone seeing. The president discards one card and hands over the remaining two, face down, to the chancellor. The chancellor decides which of the two policies should be enacted and discards the other one. No form of communication between the president and the chancellor is allowed. The players are not allowed to see the discarded policies and must rely on what the president and chancellor say, and they are allowed to lie about their choices.

If a new green policy has been enacted and it covered a special presidential power, the president must use that power. In that case, the round moves to the next part which is the Executive Action. In case a capitalist policy has been enacted, the president is granted no special power.

**EXECUTIVE ACTION**

The president has the right to use the power which is covered by the last green policy enacted. The special powers are:

- **Investigate loyalty** - the President chooses a player to investigate. The investigated players must hand over their Party Membership Card (not the Secret Role card) to the President to see to which party they belong to. The President can share (or lie about) the investigation at their discretion. No player can be checked twice during the game.

- **Special election/picking next candidate** - the President picks any other player at the table to be the next candidate, even those that are term limited. The candidate nominates the Chancellor and the elections proceed as usual.

- **Policy peek** - the President can secretly look at the top three policy tiles

- **Cancelling** - the President can formally cancel a player and kick them out of the game. If the cancelled person is Greta, the game is over and the Capitalists win. If the player is not Greta, their identity must not become known to the other players. They are not allowed to speak or participate in discussions.

**Veto Power**

This special power becomes permanent when five Green Policies have been enacted. The President and Chancellor can discard all three Policy tiles, under the condition that they both agree.
The President draws three tiles as usual, discards one and passes the remaining two to the Chancellor. The Chancellor then has the right to discard both policies by formally putting veto on the agenda. If the President consents to the veto, both policies are discarded and the term is over. If the President does not agree, the Chancellor must enact a policy as normal. Each Veto Power use means inactive government, and the Election Tracker is advanced by one step.

When the time comes, Greta needs the trust of the Capitalists to get elected. Even if Greta is not ultimately elected, the distrust within the capitalists is the key to getting the Environmentalists elected later in the game.

Ask other players why they made the choice to take certain actions. Especially regarding presidential powers. Ask in advance who they want to investigate, appoint or cancel.

If a Green Policy comes up there are only three possible culprits: The President, the Chancellor or the Policy Deck. Try to figure out what put you in this position.

**Strategy Notes**

Everyone should claim to be a capitalist! The Environmentalists do not benefit at all from outing themselves to the majority. Capitalists should be honest about their position.

If this is your first time playing the game remember: pretend to be as Capitalist as possible! Enact Capitalist policies. Vote for Capitalist governments. Put a tattoo of Steve Jobs on the left side of your chest. Environmentalists win by subtly manipulating the table and waiting for the right cover to enact Green Policies.

Capitalists frequently benefit from slowing the play down and discussing the available information. The Environmentalists often benefit from rushing votes and creating confusion.

Environmentalists most commonly win by electing Greta as Chancellor, rather than enacting six Policies! Greta should always pretend to be a Capitalist and should avoid lying or getting into disagreements with other players.
**EXECUTIVE ACTION**

- You are free to discuss (or ask about) the results of an investigation.
- You are free to discuss (or ask about) the Mueller report.
- You may discuss your powers, duties, and responsibilities.
- The sitting President has the final say and can override rounds.
- Presidential powers do not carry over.

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**LEGISLATIVE SESSION**

- Dismissed and passed.
- After a law is enacted, you may discuss.
- Dont speak while in session.
- Draw 2, dismiss 1, pass 2.

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**ELECTION**

- She is elected Chancellor.
- Policies are already set at the moment.
- Policies can only influence if there is a Chancellor.
- Get at least 50% of the votes to win.
- Policies are not eligible.
- The number of the least elected.
- Nominate a Chancellor.

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**LEGENSATIVE SESSION**

- You were passed.
- Policy focus—can you discuss (and influence) what policies?
- Don't speak while in session. Only once you've enacted a policy.
- Receive 2 policies, dismiss 1 face-down, enact 1 face-up.

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**ELECTION**

- Already set at the moment she is elected Chancellor.
- Policies are already set at the moment.
- Policies can only influence if there is a Chancellor.
THE PRESIDENT EXAMINES THE TOP THREE CARDS.

5 OR 6 PLAYERS: PLAY WITH 1 ACTIVIST AND Greta.

THE ACTIVISTS WIN IF GRETA IS ELECTED CHANCELLOR.

THE PRESIDENT MUST CANCEL A PLAYER.

THE PRESIDENT MUST CANCEL A PLAYER.

VETO POWER IS UNLOCKED.

GRETA. GRETA KNOWS WHO THE ACTIVIST IS.
THE PRESIDENT INVESTIGATES THE PLAYER'S IDENTITY CARD.

THE PRESIDENT PICKS THE NEXT PRESIDENTIAL CANDIDATE.

7 OR 8 PLAYERS: PLAY WITH 2 ACTIVISTS AND ACTIVISTS ARE.

THE ACTIVISTS WIN IF GRETA IS ELECTED CHANCELLOR.

THE PRESIDENT MUST CANCEL A PLAYER.

THE PRESIDENT MUST CANCEL A PLAYER.

VETO POWER IS UNLOCKED.

GRETA. GRETA DOESN'T KNOW WHO THE
The President investigates the player’s identity card.

The President investigates the player’s identity card.

The President picks the next presidential candidate.

9 or 10 players: play with 3 activists and activists are.

The activists win if Greta is elected chancellor.

The President must cancel a player.

The President must cancel a player.

Veto power is unlocked.

With Greta. Greta doesn't know who the