

International
Young Naturefriends



SHARE THE GREEN



dare to save the planet...

...это хорошо, но приятно.
...иначе, не принесут нам никакой пользы.
...ТВИЕ. В конце...

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!

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 Capitalists are sadly the majority but they are not sure who everyone is while the Environmentalists have to resort to secrecy and deceit to accomplish their goals. Greta is working for the Environmentalists and they know her identity, but Greta does not know the rest of her team and has to work hard to figure them out.

Whenever a green policy is enacted, the government becomes more powerful and the game more interesting!

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

Contents

- 17 policy tiles (6 capitalist, 11 green policies)
- 10 secret role cards
- 12 party membership cards
- 10 card envelopes
- 10 YES! Ballot cards
- 10 NO! Ballot cards
- 1 Capitalist board
- 3 Green boards
- 1 President placard
- 1 Chancellor placard

Set up

Shuffle the 6 capitalist policies and 11 green policies into one deck and place it face down on the table. You will need an envelope for each player and each envelope should have one secret role card, one party membership card and one of each ballot cards (YES and NO). The party membership cards always have to be packed with the same secret role cards. The Capitalist secret role goes with the Capitalist party membership card. The same applies for the environmentalists. Select one out of the four main characters (Greta, DiCaprio, Nordhaus or Andersen) and pack it together with the Environmentalist membership card. Every player gets an envelope at random. Use the table below to determine the number of players:

Players	5	6	7	8	9	10
Capitalists	3	4	4	5	5	6
Environmentalists	1+G	1+G	2+G	2+G	3+G	3+G

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**.

ELECTION

Nominate a Chancellor:
the members of the last elected
government are not eligible
get at least 50% of the table to vote "YES"

Greta can only infiltrate if three Green
Policies are already out at the moment
she is elected Chancellor

LEGISLATIVE SESSION

Draw 3, Discard 1, Pass 2
Don't speak while in session
After a law is enacted, you may discuss
(and lie about) what policies you drew,
discarded and passed

EXECUTIVE ACTION

Presidential Powers do not carry over
between rounds
The sitting President has the final say and
MUST exercise any power granted to them
You are free to discuss (or lie about) the
results of an Investigation



ELECTION

Greta can only infiltrate if three Green Policies are
already out at the moment she is elected Chancellor

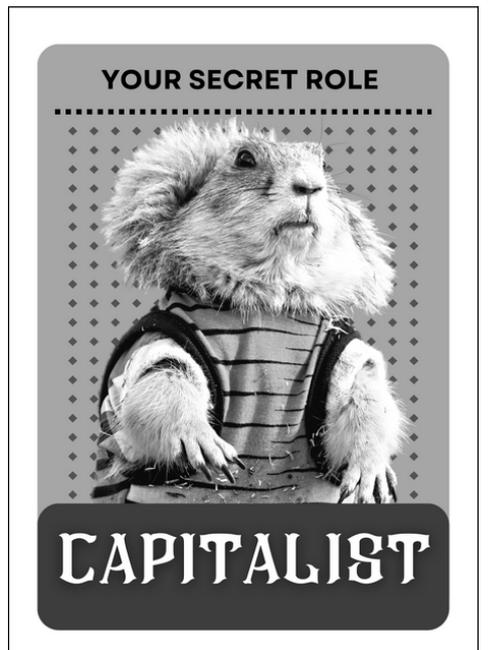
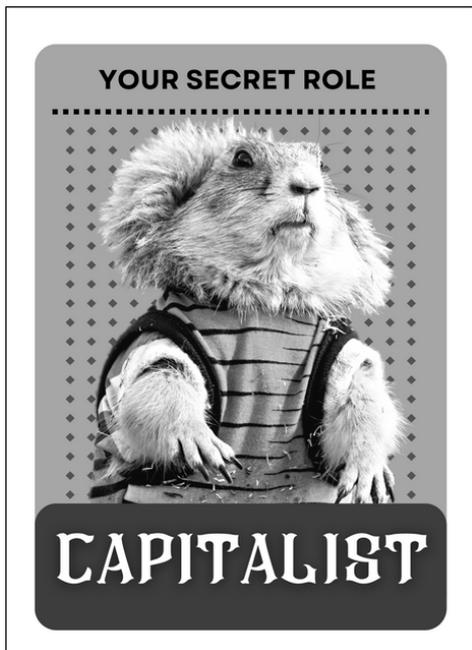
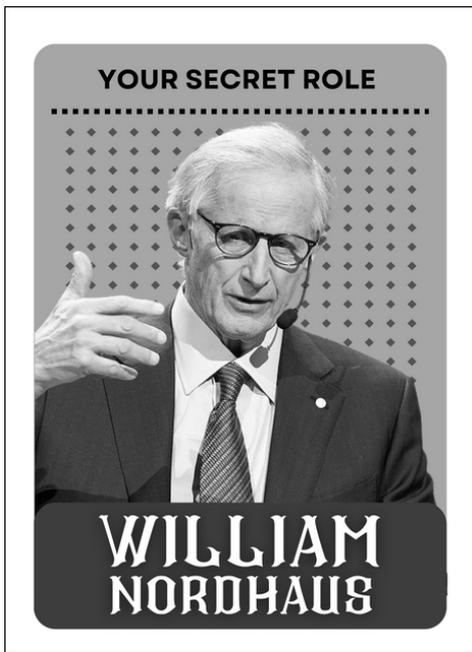
LEGISLATIVE SESSION

Receive 2 policies, Discard 1 face-down, Enact 1 face-up
Don't speak while in session, only once you've enacted a
policy face-up can you discuss (and lie about) what policies
you were passed









YOUR SECRET ROLE



CAPITALIST

YOUR SECRET ROLE



CAPITALIST

YOUR SECRET ROLE



CAPITALIST

YOUR SECRET ROLE



ACTIVIST

YOUR SECRET ROLE



ACTIVIST

YOUR SECRET ROLE



ACTIVIST

YOUR SECRET ROLE



ACTIVIST

PARTY MEMBERSHIP



THE ENVIRONMENTALIST PARTY



PARTY MEMBERSHIP



THE ENVIRONMENTALIST PARTY

PARTY MEMBERSHIP



THE ENVIRONMENTALIST PARTY

PARTY MEMBERSHIP



THE ENVIRONMENTALIST PARTY

PARTY MEMBERSHIP



THE CAPITALIST PARTY

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THE CAPITALIST PARTY

PARTY MEMBERSHIP

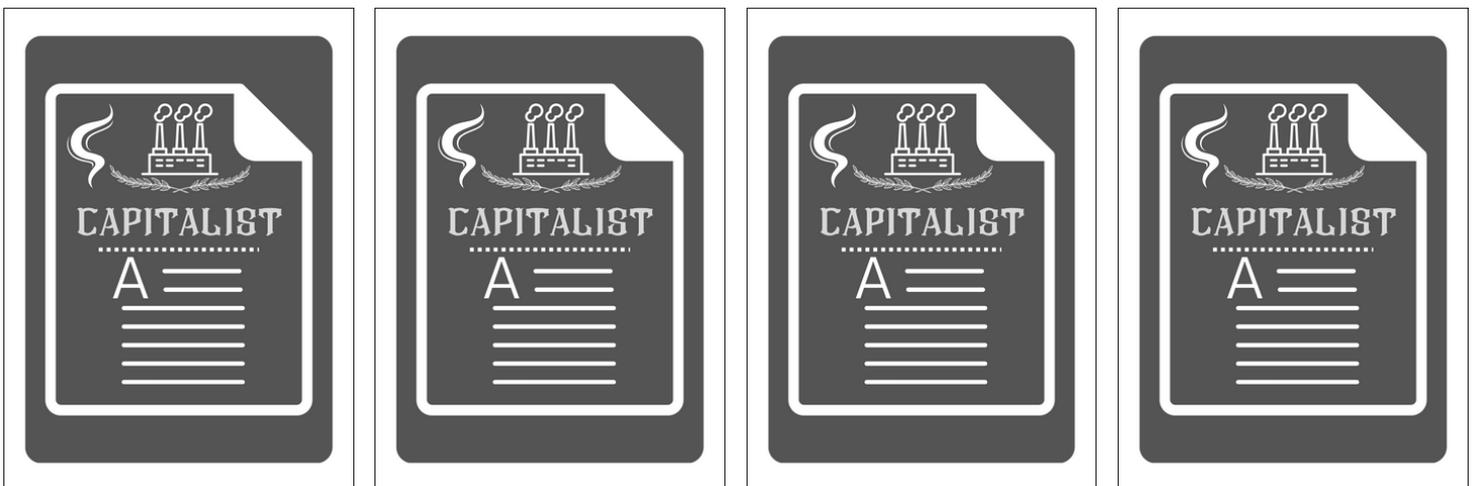


THE CAPITALIST PARTY

PARTY MEMBERSHIP

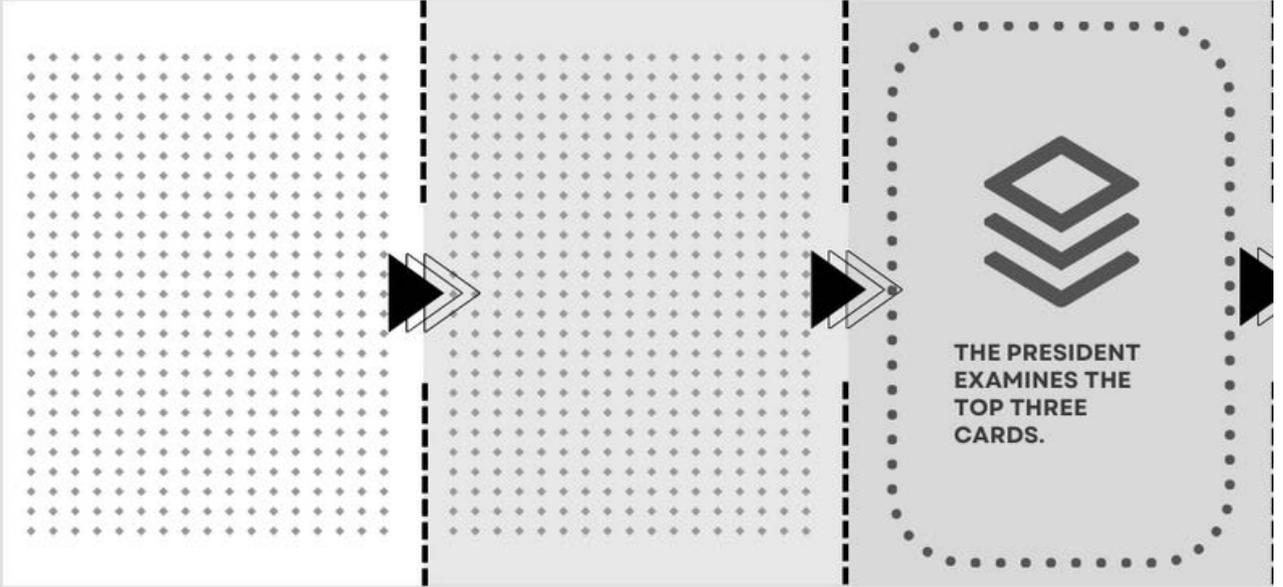


THE CAPITALIST PARTY





GRE



5 OR 6 PLAYERS: PLAY WITH 1 ACTIVIST AND G

EEN



THE ACTIVISTS WIN IF GRETA IS ELECTED CHANCELLOR.



THE PRESIDENT MUST CANCEL A PLAYER.



THE PRESIDENT MUST CANCEL A PLAYER.

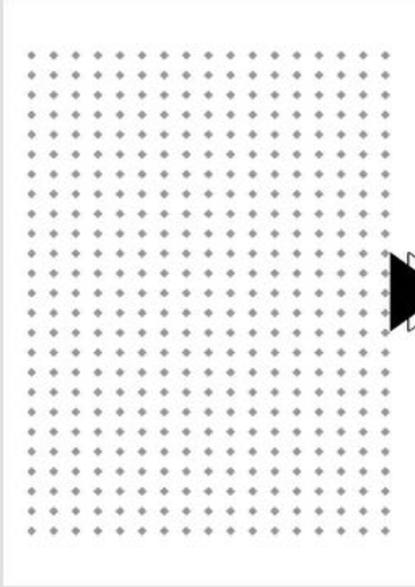
VETO POWER IS UNLOCKED.



GRETA. GRETA KNOWS WHO THE ACTIVIST IS.



GRE



THE PRESIDENT INVESTIGATES THE PLAYER'S IDENTITY CARD.



THE PRESIDENT PICKS THE NEXT PRESIDENTIAL CANDIDATE.



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

REEN



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



GRE



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 3 ACTIVISTS ARE.

REEN



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



CAPIT





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ELECTION TRACKER

FAIL >>>FAIL >>

ALIST

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>>FAIL >>>



REVEAL AND PASS TOP POLICY