



TOP SECRET MILITARY PROJECT COLD WAR SCENARIO CARDS

You have 20 minutes to plan and build a new military weapon, capable of destroying your enemy at a distance. This is a top-secret military program! Remember your role and the way that your country operates.

Each person will receive a card outlining their role. Keep this card a SECRET!!!

You are the Soviet Union. In your country, the leader has total control and makes all decisions. The rest of the people follow orders. If you suspect any traitors in your group, report them immediately to the secret police.

Roles

Leader: You are the highest ranking Communist officer. You are in charge of the plan to create a new, powerful military weapon. You must supervise all stages of the planning and construction. You will approve all decisions and you bear all responsibility for the success of the program and for keeping it top secret. The secret police will bring any suspected traitors to you for punishment. Your job is to send them to the gulags in Siberia — no trial is necessary.

Mole/Worker: You are really working for the Canadians. You need to keep this fact a secret. Tell everyone you are a worker. As a worker, your job is to build the weapon. You must follow orders from the scientists, unless given other orders by the leader. Your secret job is to get as

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much information about your project to the Canadians as possible, without being caught. You may also sabotage your own project (e.g. working slowly, not following the exact plans) — be careful not to get caught!

Spy/Worker: Your job is to get as much information from the Canadians as possible without being caught. You need to find out as much detail about their program as possible. (Hint: eavesdrop, steal plans, etc.) If you get the opportunity, try to sabotage their project. Remember, you are also a worker. Your job is to build the weapon. You must follow orders from the scientists, unless given other orders by the leader

Defector/Scientist: Your job is to create the plans for the top-secret military weapon. You will then direct the workers on how to build the weapon. Halfway through the project, you need to take as much information and materials as possible and join the Canadian side. Be careful not to get caught!

Secret police: Your job is to catch any traitors, spies, double agents, slackers — anyone who is a threat to the completion of the project. Be sure to watch for people trying to steal plans or materials, or join the other side. When you catch someone, bring them to the leader for punishment.

Scientist: Your job is to create the plans for the top-secret military weapon. You will then direct the workers on how to build the weapon.

Worker: Your job is to build the weapon. You must follow orders from the scientists, unless given other orders by the leader.

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You are Canada. In your country, the leaders have final say, but can be overruled by the majority.

Roles

Co-Leader: You have been elected by the people. You are in charge of coordinating the plan to create a new, powerful military weapon. Your job is to supervise all stages of planning and construction, and to provide feedback to the people involved about potential problems. You are responsible for the completion of the project and for keeping it top secret. All of your decisions can be overruled by a majority vote from the rest of the group. Canadian Security Intelligence Service (CSIS) will bring any suspected traitors to you for punishment. Your job is to look at the evidence against them and decide together with CSIS, their innocence or guilt. Punishments may include prison time (maximum 5 minutes) or deportation.

Spy/Worker: Your job is to get as much information from the Soviets as possible without being caught. You need to find out as much detail about their program as possible. (Hint: eavesdrop, steal plans, etc.) If you get the opportunity, try to sabotage their project.

Remember, you are also a worker. Your job is to build the weapon. Follow the plans created by the scientists — be sure to discuss with the scientists any questions, concerns or design ideas you think will help create a better weapon.

Mole/Worker: You are really working for the Soviets. You need to keep this fact a secret. Tell everyone you are a worker. As a worker, your job is to build the weapon. Follow the plans created by the scientists — be sure to discuss with the scientists any questions, concerns or design ideas you think will help create a better weapon. Your job is to get as much information about your project to the Soviets as possible, without being caught. You may also sabotage your own project (e.g. working slowly, not following plans exactly) — but don't get caught!

Worker: Your job is to build the weapon. Follow the plans created by the scientists — be sure to discuss with the scientists any questions, concerns or design ideas you think will help create a better weapon.

Canadian Security Intelligence Service (CSIS) agent: Your job is to catch any traitors, spies, double agents, slackers — anyone who is a threat to the completion of the project. Be sure to watch for people trying to steal plans or materials, or join the other side. When you catch someone, bring them to the leader for punishment.

Scientist: Your job is to create the plans for the top-secret military weapon. Once the plans have been created, give them to the workers to build the weapon. Be open to new ideas and questions from the workers.