

## **Student Statecraft Schedule:**

### ***Before Turn 0 Starts:***

\*Students should have their accounts setup, have taken the foreign policy attitude test, and paid for their simulation.

### ***When Turn 0 Starts:***

\*Students will meet their teams and only be required to setup their countries:

\*Students must:

-Name their country

-Select their government type

-Select their attributes

-vote for their president

(No other decisions are to be made during turn 0. Presidents will not be selected until turn 1 starts)

### ***Turn 1:***

\*The president will be selected by Statecraft based on a majority vote from each team before the turn starts.

\*Presidents will need to create a decision key and assign roles to their teammates

\*Students will now be able to start playing the simulation they can buy structures, send treaties, send trades, spy on each other, attack each other etc.

(Read on to view frequently asked questions from students. If students need help be sure to point them to [statecraft.help@gmail.com!](mailto:statecraft.help@gmail.com))

## **FAQ**

### **Turn 0**

*What do I do during turn 0?*

*All you need to do during turn 0 is name your country, choose your government type, choose your attributes, take your first manual quiz and vote for your president. You will not have any decision-making ability until turn 1 starts.*

#### ***Manual Quizzes***

1. How do I take the Manual Quiz?

*Manual quizzes are located in the quiz tab of your student profile (Left hand side of the screen)*

#### ***President***

1. Why isn't the president selected?

*The president will be selected at the start of turn 1 (So everyone has a chance to vote or change their vote before turn 0 ends)*

#### ***Decision Key***

1. I don't have a decision key

*The president issues the decision key along with your role during turn 1. (To set the decision key click on the eagle seal, click on the president tab, click set decision key)*

## ***Roles***

1. How do I know my role?

*Your president will assign your role during turn 1.*

## ***Memos***

1. Where do I submit a memo?

*You can submit your memos in the button “Write Memo” (This is located on the left hand side of your screen)*

2. I am having trouble submitting a memo.

*Only one memo can be submitted each turn. Once this memo is submitted the “write memo” button will will no longer work. All memos must be submitted before the turn deadline.*

## **Turn 1+**

### **Resources**

#### ***1. How Do Resource Enhancing Structures Work?***

*Resource enhancing structures either multiply base production or add additional resources each turn.*

### **Technology**

#### **How do I use free technology?**

*If you have free technology you need to click on your set research*

*priorities button and simply select the techs you wish to gain for free. Every technology you click will automatically be uploaded into your in progress technology tab. You'll need to just select the "Free Technology" button in order to get this to work.*

## **Big Projects**

**When I attempt to place a bid on a big project there is no button available**

*The Big Project bidding ability will disappear after the big project bidding deadline*

## **Approval**

**How do I see which faction is the strongest?**

*When clicking on the Approval button you'll see that each faction has a different faction strength. The higher the faction strength the more powerful the faction in your country.*

## **Military/Combat**

**1. Can I dismantle or sell my army?**

*There is no current way in the simulation to dismantle or downsize your army once it is built*

**2. I can't move my military units to a zone**

*You will need to move your units to adjacent zones one zone at a time until you reach your destination. It is recommended that you*

*drag and drop these units.*

**3. Can we produce military units somewhere other than the capital of our country?**

*You can only produce units in the capital city*

**4. Can we have a unified allied attack?**

*Yes, you will need an allied pact with the country you are hoping to have a joint attack with (The same applies to defending a zone with an ally)*

**5. If my country is conquered what can I do?**

*If your country is conquered you will need to try to leverage your remaining resources and technology into gaining a city from a potential ally. You will need to use your understanding of IR concepts to identify the power balance in your world and find an ally who will help you gain back your land.*

**Pirates/OLF**

**Can the mountains be given without losing ownership of the city in zone B2?**

*The mountains along with the city will be given up if the mountains are liberated*

## **Zones**

### **How do I give back a zone?**

*Click on the zone, scroll down to the bottom of the screen. Select the country in the drop down box, click save to send this zone to another country.*

## **Messages**

### **I accidentally sent a message to the world. Can you delete this for me?**

*Unfortunately, as in the real world, you will need to deal with the international political implications of the decision leak within your Statecraft World*

## **Spy Missions**

### **We launched several spy missions but only a few returned results during the following turn**

There are 3 possibilities with spy missions

- 1.Success and you receive the spy report*
- 2.Failure and you don't get your spy report*
- 3. MIA meaning you may or may not receive the report in future turns.*