


BRANCHES OF POWER

Do you like running things? *Branches of Power* allows you to do something that no one else can: control all three branches of government! You'll have the power to write any laws you want about issues you choose. Careful, though, there's a lot to juggle when you're playing all three branches. Good luck!

1. Open up Google Chrome and go to <https://www.icivics.org/games/branches-power>
2. It will take a moment for the game to load. Be patient.
3. You will have the option to make an account. Click on NO THANKS.  This will take you to the start of the game.
4. You will need to make an Avatar for each branch of government. Make sure they are different so you can tell the Branches apart when playing the game. (Don't spend too much time creating your Avatar's appearance.)

GOAL:

There are 4 areas you will be rated on. You must

- **Power from the People** – Gain 100 issue supporters through your actions, speeches and votes.
- **Chief Justice** – Correctly rule on 2 cases to uphold or strike down laws that do not align with the Constitution.
- **The Great Communicator** – Answer all the press conference questions correctly as the president.
- **Tower Power** – Turn every issue tower into a law during the game.

Your goal is to accomplish the tasks above in a 30 minute setting. GOOD LUCK!

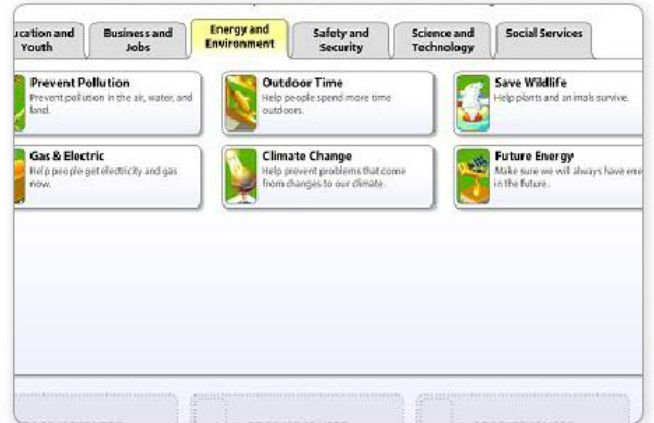
You can switch to a different branch avatar at any time by clicking on the avatar boxes at the bottom of the screen. When you are playing one branch, the other two will continue to go about their business, so keep a close eye on what everyone is doing!

CHOOSING YOUR AVATARS AND VALUES



First, you'll design your three branches of government and choose the values that your Legislator will represent for his or her constituents.

STATE OF THE UNION ADDRESS



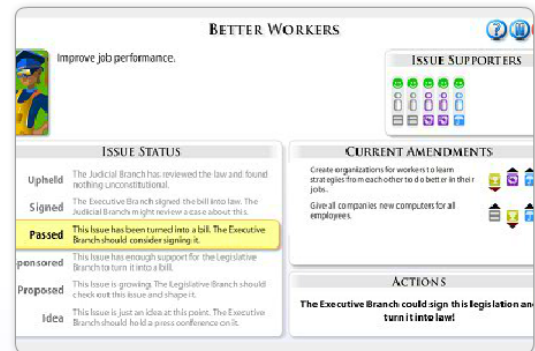
Next, as President, you'll issue a State of the Union address that sets up the initial issues on the landscape of ideas.

THE PRESS CONFERENCE



To kickstart a new issue, the President can hold a press conference, answering questions about the issue in order to put it on the national agenda.

INTERFACING WITH ISSUES



Each branch interacts with issue towers in unique ways. Your goal is to use all three branches to grow each tower from a lowly idea into a complete law!

NAVIGATING THE LANDSCAPE



Then, you'll find yourself in the landscape itself, where each issue is represented as a tower. Citizens will gather around a tower to show their support.