

William Moyer

ROME

A Strategy Game on World Hunger
For Groups of 9 to 23

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ROME II, New Society Press, April 1977

Additional copies: New Society Press, 4722 Baltimore Ave, Phila., Pa, 19143
Phone: (215) SA 9 3276. \$1.25 each, plus post of 25¢ for first five
copies and 5¢ for each additional copy. Bulk order (over 9 copies):
80¢ each plus postage as above.

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ROME II

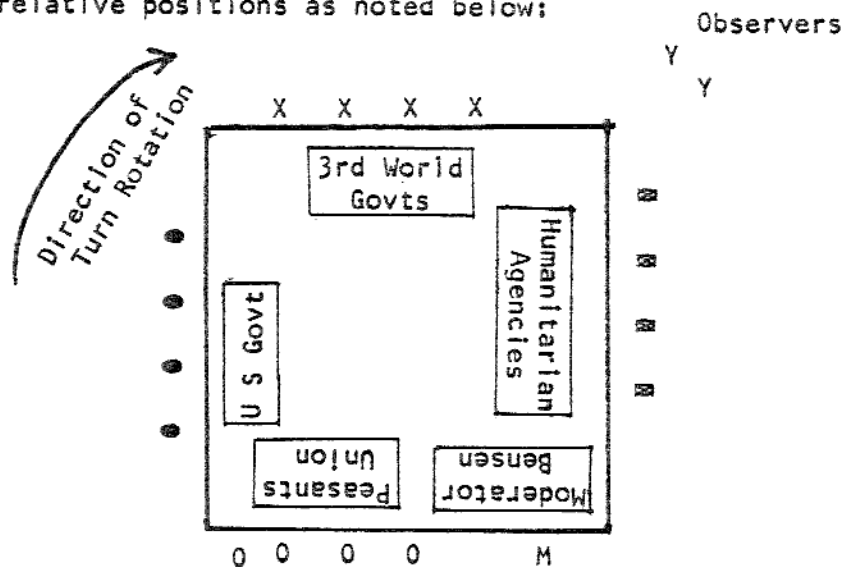
I. INTRODUCTION

- DESCRIPTION** Rome II is a game to help people learn about solutions to world hunger and the problems of implementing them in a way which cannot be learned by reading and discussion alone. The participants act out a second Rome World Food Conference, called by the United Nations in 1982 as a result of world famine far worse than that of the early 1970's. The participants play the roles of representatives of the four delegations invited to the conference: 1) The United States Government, 2) Third World Governments, 3) U. S. Humanitarian Food and Hunger Agencies, 4) The Third World Peasants Union. One additional person plays the role of a Swedish labor relations official appointed by the U.N. to moderate the conference.
- The goal of the four delegations and moderator is to come up with specific proposals for ending world hunger to which they can all agree. Specific procedural steps and information are provided throughout the game.
- Finally, the entire group has a debriefing session in which participants "get out of their roles" and share insights about what they have learned.
- WHO** Rome II has been designed for college classrooms, food and hunger action groups, and any other groups who want to learn more about solutions to world hunger. The game works best with the number of participants being between 9 and 23.
- PURPOSE** The purpose of Rome II is not to just review old facts and learn new information about world hunger. Rather, it is to get a deeper perspective on various solutions to world hunger. It especially helps participants better understand the political problems involved with specific solutions and the contrasting positions of relevant groups. The strategy game and role play aspects help participants get a real feel for the political issues, questions and frustrations among the various contending groups as well as a new perspective on their own views and activities on world hunger.
- TIME** The game can be played in about 5 hours straight through (which works best) or in two sessions of Two and One-half hours each. The time to play can be shortened (see index), but the longer times increases the learning experiences of the participants. In fact, the game can be extended to 6 hours for maximum learning.

II. PREPARATION

- ORGANIZER** The organizer is the person who organizes the people to play Rome II and makes it happen. This includes getting the group to agree to do the game, doing the preparation mentioned in this section, and reading this Rome II manual thoroughly ahead of time. The organizer also often takes the roles of "Facilitator" and "Moderator" in the game.
- SETTING** A large room, depending on the size of the group, with a large table or several tables pushed together are needed. Also extra space is needed so that four small groups can hold simultaneous meetings in relative privacy. Nearby small rooms are preferable.
- ROLE INFORMATION SHEETS** Information and instruction sheets for each role in the game are provided in this manual. Since each participant should receive their own copy of instructions for the role they are playing, the game organizer should reproduce enough copies of these "Role Information Sheets". The number of copies required are the following: If 23 players, U.S. Government (5), Third World Governments (5), Humanitarian Groups (5), Third World Peasants Union (5), Observers (2). If there are 9 players, U.S. Government (2), Third World Governments (2), Humanitarian Groups (2), Third World Peasants Union (2), Observers (0). The Facilitator and Moderator use this manual.
- FACILITATOR/MODERATOR** The Facilitator-Moderator acts as "producer" of the role play. S/he introduces and runs the game from beginning to end, including the debriefing and evaluation. The Facilitator-Moderator needs to read this manual thoroughly. An explanation of the Facilitator role is in Section IV and the Moderator role in Section V.

- TABLE ARRANGEMENT** The negotiating table should be arranged in a square with the delegations in the relative positions as noted below:



- DELEGATION NAME CARDS** Delegation name cards should be made ahead of time and placed in front of the delegations' and moderator's respective table positions.
- INDIVIDUAL NAME CARDS** A blank card or paper (at least 4" X 6") with a string through two holes should be prepared and given to each player to write their identification and hang around their necks.
- AGENDA PREPARATION** The agenda for the entire session (as written in Section III) should be written on a large sheet of paper ahead of time and hung on the wall.

III. ROME II AGENDA

- 10 Min EXPLANATION OF THE GAME
 3 -Description of Game
 5 -Review Agenda (highlights only)
 2 -Questions
- 15 CHOOSE ROLES
 5 -Description of roles
 5 -Everyone choose role
 5 -Gather in delegations
 & give out Role Information Sheets
- 10 PREPARATION FOR CAUCUSING
 5 -Instructions for caucusing
 5 -Delegations go to Caucus places
- 35 DELEGATION CAUCUSES - I
 10 -Read Role Information Sheets (quietly)
 5 -Individuals choose personal identities
 20 -Delegation Caucuses
 -Choose facilitator
 10 -Discuss delegation's position on world hunger and goals for conference
 10 -Prepare opening statement (your view of world hunger and hopes for this conference)
- 70 NEGOTIATION - I
 5 -Moderator's opening statement
 -Rules for role playing
 -Get into roles
 -Opening statement
 5 -Self Introductions
 40 -Opening Statements and questions
 5 -U.S. Government
 5 -Clarifying questions (one from each delegation)
 5 -Third World Governments
 5 -Clarifying questions
 5 -Humanitarians
 5 -Clarifying questions
 5 -Peasants Union
 5 -Clarifying questions
 10 -Open discussion
 10 -Statements from each delegation
 5 -Caucuses at table
 5 -Statement from each delegation(1 min. ea.)
- 30 DELEGATION CAUCUSES - II
 5 -Instructions & go to caucus places
 10 -Evaluate meeting so far
 15 -Two specific proposals for ending world hunger (written)

III. ROME II AGENDA (Continued)

- 95 Min NEGOTIATIONS -II
- 5 -Moderator statement
 - 80 -Proposals and voting
 - 10 -U.S. Govt. Proposal #1
 - 1 -Read proposal
 - 5 -Clarifying question from each team
 - 1 -Caucuses at table to decide
 - 1 -Delegations vote
 - 1 -Moderator declares decision
 - 10 -Third World Governments Proposal #1
(Repeat above procedure)
 - 10 -Humanitarian Agencies Proposal #1
 - 10 -Peasants Union Proposal #1
 - 10 -U.S. Government's Proposal #2
 - 10 -Third World Governments Proposal #2
 - 10 -Humanitarian Agencies' Proposal #2
 - 10 -Peasants Union Proposal #2
 - 10 -Discussion/Conclusions of conference/Next steps
- 30 DEBRIEFING
- 5 -Pairs (share feelings)
 - 2 -first person talk/second person listen
 - 2 -reverse roles
 - 10 -Everyone respond to question, "How did it feel to be in your role?"
 - 15 -Everyone respond to question, "What did I learn about world hunger?"
- 5 EVALUATION
- 3 -What did we like about this workshop?
 - 2 -What did we not like and how could they be improved?

TOTAL TIME: 5 Hours

IV. ROLE INFORMATION SHEET -- FACILITATOR

TASK To "chair" or "facilitate" the entire meeting with the exception of the two Negotiation sessions, which are chaired by the Moderator.

BEFORE THE MEETING

- 1) Put the agenda on the wall
- 2) Decide where the four delegations will hold their caucuses
- 3) Arrange the seating around a table(s)
- 4) Read PREPARATION, Section II of this manual

EXPLANATION OF THE GAME

- 1) Describe ROME II as explained in the INTRODUCTION, Section I of this manual, under "Description" and "Purpose". Emphasize that the goal of the game is for all the delegations to agree on specific proposals to end world hunger.
- 2) Review the Agenda rapidly, touching only major points. Say that detailed instructions will be given at each step in the game.
- 3) Ask for clarifying questions. If questions continue after several minutes explain that most questions will probably become clear as the game goes along. People can ask questions throughout the game.
- 4) Ask for agreement from the group to try the game and to start.

CHOOSE ROLES

- 1) List and describe each role:
 - a) U.S. Government Delegation. Representatives of the U.S. Government, including the Department of Agriculture, Department of State and perhaps the White House.
 - b) Third World Governments Delegation. Representatives of governments of different non-socialist poor countries. One should be Brazil.
 - c) U.S. Humanitarian Agencies Concerned About World Hunger Delegation. Representatives from agencies sending food and self-help to the hungry people in the Third World.
 - d) Third World Peasants Union Delegation. Poor peasants representing peasants from 60 countries who have recently formed a union to fight for their rights.
 - e) Observers. From an unobtrusive position observers watch the game and note insights they have about world hunger, which they share during the debriefing session at the end. Observers are helpful but not absolutely necessary. People not wanting to play the game as participants might want to be observers. At most two are needed.
- 2) Help everyone choose a role and gather together in delegations. The delegations should about equal in numbers.
- 3) Give out Role Information Sheets and blank identification cards to each delegate.

PREPARATION FOR CAUCUSING

- 1) Tell delegations where they will caucus.
- 2) Give these instructions for caucusing.
 - a) Individuals will read their roles quietly for 10 minutes.
 - b) Individuals create a specific identity. For example, Third World Government representatives need to decide which country they represent, their title, their personal characteristics, and their name.
 - c) Write your name and title or agency on your identification card and hang it around your neck.
 - d) The actual roleplay begins in your caucus when you start your delegations' meeting. Begin acting your roles in the caucus.

IV. ROLE INFORMATION SHEET - FACILITATOR (Cont.)

- e) Choose a facilitator to run your delegation's caucus. In some cases the highest title may decide who leads.
- f) Rules For Role Plays: Role plays can be a tremendous learning experience, much of which comes from actually feeling the experience through the play acting. There are two things which ruin this learning experience: (1) Joking. Role playing is often anxiety-producing and there is a strong tendency for some to release this tension by joking. Please don't. (2) Over-acting a part to the absurd.

CAUCUS-I

- 1) Check-in with the delegations to make sure they are doing alright.
- 2) Set-up negotiations table. Place delegations' name cards on table.
- 3) Be available for questions.
- 4) Call delegations back for Negotiation meeting
 - a) Give a 15-minute warning.
 - b) Give a 5-minute warning.
 - c) Call back at end of caucus time period

CAUCUS-II

- 1) Same as above. Plus, tell delegations that they can send members to talk and bargain with members of other delegations during the caucus.

DEBRIEFING

- 1) Debriefing is crucial to the learning process. This is where people become conscious of what they have learned, get new insights by talking about their experience together and learning from each other. However, before the group begins with this content discussion the participants must first deal with their heavy feelings which often swell up during role playing. Therefore, the debriefing session starts with helping participants get out their feelings, this is done by first allowing groups to immediately talk and yell out their feelings and by pairs sharing their feelings with each other.
- 2) "Runoff of feelings" For a minute or two at the immediate end of the game allow time for a sudden burst of feelings, of release of tensions and motions, by the whole group. Let this happen, but for only several minutes.
- 3) Pairs share feelings. One way of helping role play participants get out of their roles and let out some heavy feelings is having them in pairs take turns sharing and releasing their feelings. If this doesn't happen people often continue to act their conflicts and hostilities of the role play during the debriefing. This would both be upsetting for the people involved and disrupt the learning experience of debriefing.
 - a) Instructions for pairs:
 - (1) Get into pairs (with someone not in your own delegation)
 - (2) One person talk and share feelings for 2 minutes; its ok to yell or cry or whatever. The other person gives good supportive attention, listen but don't comment.
 - (3) Reverse roles and repeat for two more minutes.
- 3) Ask people "How did it feel to be in your role?" Responses should be brief so everyone who wants can respond. You could ask for individual responses by delegation. That is, ask, "How did it feel for the Third World Peasants?" After they respond, ask another delegation until all four delegations and the observers respond. Finally, you can speak as how it felt as moderator. If any one person runs on talking, interrupt it at a convenient place.
- 4) Ask the participants, "What did you learn about world hunger? What new insight did you have?" Let individuals respond briefly at random.

IV. ROLE INFORMATION SHEET - FACILITATOR (Cont.)

EVALUATION

This is an evaluation of the whole session. What did we like, dislike and how could it be better? Evaluations are important learning and sharing times. The deal with about everything in the sessions: content, methodology, processes, setting, etc. It is much broader in focus than the debriefing. In the evaluation we start by focusing on positives because too often evaluations bring out only our negative distressed feelings and sinks the whole group and we then forget to mention our positive experience. If there is time, it would be good to have evaluation 10 minutes.

TIMEKEEPING

Strict timekeeping is very important to have throughout the entire game. Every step of the game could continue on for much longer than their allotted times, but they need to be limited in time to allow for the other steps. However, if time for an item runs out but the group is in the middle of a good discussion, you should say, "time is up; do you want another 2 minutes (or 5 minutes)?" If you are short on time and running late you should also remind the group of that and possibly suggest moving on to the next step even if this one is going well.

Timekeeping is a very big job. Perhaps you might want to ask an observer to be timekeeper and to sit near you so you can ask him time questions. A second-hand watch is required.

TASK You are Ms/Mr Bensen, head of the Swedish Labor Market Board, appointed by the United Nations to act as Moderator of this conference. You will chair the two negotiations sessions.

ROLE Some of your characteristics are: Swedish, upper-class, humanitarian, friendly but firm, focused on the conference achieving its purpose.

As moderator you chair the negotiation sessions, keeping them running smoothly, keeping the process going from step to step, encouraging those that need encouragement and controlling those that need controlling to make the procedures work. You hope that despite their diversity, the groups can come up with some proposals to end world hunger to which they can all agree.

NEGOTIATIONS-I You Moderate this session

- 1) Instructions and preparation of group
 - a) Give rules for roleplays. Remind the players that a good learning experience requires that we don't make jokes (unless they are called for in the role) and don't over-play our roles.
 - b) Ask for one-minute of silence for people to "get into their roles."
- 2) Opening statement by moderator to begin the conference
 - a) Introduce yourself. Ms/Mr Bensen, Swedish Labor Market Board, moderator appointed by the United Nations.
 - b) Welcoming. "Welcome to the main conference room in the Sheraton-Rome hotel. Hope you had a good flight. I also hope you are enjoying your accommodations at the hotel. Everything for your convenience will be provided by the United Nations.
"Our goal is to come up with clear proposals to end world hunger to which we can all agree."
- 3) Ask each delegation member to introduce themselves briefly.
- 4) Opening statements and clarifying questions
 - a) Introduction by you. "We are not going to ask each delegation to give an opening statement of a maximum of 5 minutes, stating your position on world hunger and your goals for this conference. After each delegations' statement, each other delegation will ask one clarifying question."
 - b) "Will the United States Government Delegation begin with their opening statement?"
 - c) Each delegation, in turn, ask one clarifying question of the U. S. government delegation, beginning with the Third World Governments and then moving clockwise.
 - d) Repeat this process for the Third World Governments, U.S. Humanitarians, and, finally, the Peasants Union.
- 5) Moderate an open discussion. This is a time for more statements and questions and dialogue among the delegations to get more clarity and understanding of each other's positions.
- 6) Statements from each delegations
 - a) Give the whole group 5 minutes to caucus (at their table places) to prepare a one-minute statement summarizing their thoughts about the conference so far and to give suggestions about what needs to be done for the conference to achieve its goal.

(over)

- 7) Instructions to delegations before caucusing
- a) Your goal in the caucus is to come back with two concrete proposals for ending world hunger to which you would hope the other delegations would agree.
 - b) Discuss what blockages, if any, other delegations seem to have which might prevent good proposals from being ratified at the conference.
 - c) Role play your caucus. Stay in your roles.
 - d) During the caucus delegations can send envoys to other delegations to test and negotiate proposals.
 - e) As long as you stay in your role, you are free to change your mind on the issues based on political realities or new information you gained during the negotiations so far. Your new position, however, should be consistent with the character you are playing and not be outrageously over-played.

NEGOTIATIONS-II

- 1) Call the meeting to order
- 2) Explain the procedure for presenting and voting on proposals:
 - a) The United States Government delegation will read its first proposal.
 - b) Each delegation can ask one clarifying question and the US will answer briefly. Questions will be asked by delegations in a clockwise direction beginning with the delegation on the left, Third World Governments in this case.
 - c) Each delegation, in turn, will give their vote on the proposal, beginning with the team on the left. A delegation's vote must be either "yes" or "no". If a delegation cannot reach a unanimous "yes" vote, then the moderator will rule a "no" vote.
 - d) To pass, a proposal must have unanimous agreement from all delegations.
 - e) The second delegation, Third World Governments, gives its first proposal and the procedure is repeated for clarifying questions and voting.
 - f) After all the delegations have had their first proposal voted on, repeat the cycle with the second proposals
 - g) During this process, some groups or individuals may take a lot of time or get upset. You as moderator should do a strong facilitation job to keep the procedure going. Your job is to keep everyone working together to try to find proposals to which everyone can agree.
- 3) Lead the discussion after the voting. Ask the following questions:
 - a) How did we do in our task? What was accomplished?
 - b) What was not so good? What were the blocks?
 - c) What are next steps for the United Nations for ending world hunger?

VI. ROLE INFORMATION SHEET - UNITED STATES GOVERNMENT

CHARACTERS

You are top U.S. Government officials in the Department of Agriculture, State Department and White House Presidential staff. Choose official titles and fictitious names. Make a name tag for yourself.

YOUR BASIC POSITION

You are all strongly committed to the U.S. Government's basic position and thinking. You are proud of the U.S. agricultural record, of the success of the green revolution in the U.S. and believe it can and is working abroad. You favor the market system rather than handouts. These are tough times requiring tough policies. You think the hungry countries need to apply themselves more, especially with population control and the green revolution. The U.S. has always been one of the leaders in food aid and should continue, but only as it also meets other needs of the U.S., such as balance of payments & security.

YOUR POSITION ON THE ISSUES

DIRECT FOOD AID.

Keep it to a minimum--except in countries where the U.S. needs to support regimes to preserve U.S. interests and influence. The U.S. is the biggest grain producer in the world. We have carried the burden long enough. We need to keep our food handouts at record low levels because we need to sell our great exports of grain to rich nations (Europe, Japan, Russia) to keep our balance of payments in good shape. Our food export income helps pay for our oil imports and our world-wide military efforts to preserve peace. The more food we give away or sell on long-term payment bases to hungry countries, the less we can sell today on the market to rich countries and get immediate returns. OPEC should pay for much of the food aid since they are responsible for high oil and food prices.

The U.S. should maintain a good image by sending some aid to all hungry nations. Most of it should be sent under Food For Peace and sold on long-term, low interest basis. This way the U.S. builds up exchange credits to pay for U.S. military & administrative costs there and builds up a debt to the U.S. Also, the U.S. should give some food aid through US private humanitarian agencies to distribute overseas.

WORLD GRAIN RESERVES. They should be kept small. If too much grain is in reserve the price of grain would be reduced, thus reducing the prices and profits and power from the huge U.S. grain exports. You favor strengthening the world food and grain open market sales system rather than increased handouts. Only when the prices of food is high will the poor countries have the incentive to grow their own food.

INCREASE FOOD PRODUCTION IN HUNGRY COUNTRIES. The best way to reduce hunger is to make the hungry countries producers of food--through agricultural development, ie, the Green Revolution. This has the following advantages: it will

- (1) consume many U.S. products: farm machinery, fertilizer, pesticides, hybrid seeds, etc.
- (2) benefit the big, rich, powerful farmers thereby not upset the status quo in the poor countries. The U.S. needs economic, political & military stability there.
- (3) benefit U.S. corporations which do much farming in poor nations.
- (4) make the poor nations more dependent on U.S. for technicians, fertilizers, debt payments, pesticides, seeds, machinery, training, etc.
- (5) The high cost of production of food from the expensive Green Revolution will assure that poor countries will continue to grow food for export because their own people cannot pay the high prices required by the GR. Thus, they will continue to grow and export to the U.S. bananas, tea, coffee, fruits, etc. Much grown by US corporations.

POPULATION CONTROL PROGRAMS should be a major policy for poor nations. They should adopt strong birth control programs to keep their populations from outstripping their food production. The poor countries have had good records of food production but their births have outstripped their food increases, thereby, causing much of the hunger problem.

TERMS OF TRADE. The terms of trade should not be changed in favor of the Poor nations' products. During past decades the prices of products from poor countries has been going down while prices of exports from rich countries to the poor has been rising, causing the poor countries to have to send more tons of their products to the US for fewer US products. Hence, the "terms of trade" has been worsening for the poor nations. Many people, including the poor nations' leadership, want this trend forcibly reversed. This would put U.S. corporations at a disadvantage and reduce US balance of payments. It also would cause inflation in the US which would hurt the US economy and, thereby, eventually hurt the poor nations themselves as the US would be in a worse position to help them. Let the market continue to determine the prices of products in world markets.

VII. ROLE INFORMATION SHEET - THIRD WORLD GOVERNMENTS

CHARACTERS. You are the leaders of your countries. You are the haves in the have-not nations. You are connected to the rich landowners as well as the American corporations for your economic and political power. You see half the people in your countries extremely poor and many starving. You want to help, but you see there is not enough for everyone. You want to keep your present life style, status and power. You fear sudden major changes such as peoples' revolutions which are caused by socialists. You also see how American corporations have dominated your economy and see most of the profits flow out.

Till now you have benefitted from your relationship with American business and government, but you feel the tide is now changing. You can challenge the worst part of American imperialism and exploitation of you--just as the oil nations have done. You want a bigger piece of the pie. As your native elite get richer you will be able to develop faster, providing more jobs and income for the poor in your country, which will also help reduce the change of revolution. You want more direct aid as well as better deals from the U.S.

It is a balancing act to keep strong ties with the U.S. Government and corporations who help keep you rich and powerfull, but you also want to force change favorable to you

Each Third World representative choosea different country, appropriate titles. One should be from Brazil.

DIRECT FOOD AID. You want lots of food aid from the U.S. so you can sell it to your people to get cash so you can make purchases from the U.S., including much needed military equipment. You fear a revolution being triggered by massive hunger so you want a strong military to provide "stability". You also want the food aid so you can give it to the most hungry because you want the hungry fed and also because food is power. Hence, you don't want to give out too much food because you need to sell it and food withheld is power.

SELF HELP. You want self help assistance to be technological help for large, modern farming to support your Green Revolution, including huge dams, irrigation, fertilizers, farm machinery, hybrid seeds, pesticides, etc. You also want some direct food handouts to the hungry people as well as some self-help projects for isolated villages from the humanitarian agencies. You realize these isolated self-help projects are not really very relevent to stemming mass hunger because most hungry people now live in the city slums or in rural areas have no land to grow their own food. But these projects do help some people and also show the world that you are working on the problem and it gives a channel for concerned U.S. people to feel like they are doing something.

TERMS OF TRADE. You want the "terms of trade" changed to favor you. That is, you want the industrial countries to pay higher prices for your exports (coffee, tin, sugar, bananas, etc) while you pay lower prices for manufactured products from the U.S. (refrigerators, cars, TV's, coke, etc). The trend for decades has been the reverse, prices for your products have declined while U.S. products' prices have skyrocketed. This would give more money to your nation: to you rich people, to the government, to corporations, the plantation owners, etc. It will increase economic growth in your country, increase foeign investments, and have some trickle down effect to help the poor (though not much). It will give you money for foreign exchange to buy more products from the rich nations, including military and agricultural products for your green revolution (tractors, seeds, fertilizer, etc.).

INCREASE FOOD PRODUCTION YOUR AND OTHER POOR NATIONS. You are an agricultural country: 80% of the people live in rural areas. You depend on 80% of your foreign exchange coming from agricultural exports to the industrial countries. So the more food you produce and export the more manufactured goods and military equipment you can import. You want to follow the lead of the US and other rich nations by adopting modern agriculture, ie, Green Revolution. You want to increase the size of the farming units and modernize them with farm machinery, hybrid seeds, irrigation, etc. The strength of your economy depends on agricultural growth. (Except for Brazil, which is mineral rich & growing industrially.) Also, luckily, this approach benefits the most powerful and rich people in your country, including relatives who are the large landholders. Therefore, it has political support and contributes to political stability.

POPULATION CONTROL PROGRAMS. The birth rates outstrip production increases in food. The increasing masses of poor and hungry people threaten the stability of your country. You want population control programs and help from rich countries in doing this. While you don't believe birth control programs are very effective you support it because the U.S. and other rich countries demand it as part of the terms for aid. (Note: Brazil, however, has a policy of population expansion so it can populate its frontier areas.)

VII. ROLE INFORMATION SHEET - U.S. HUMANITARIAN HUNGER AGENCIES

CHARACTERS. You are the executive directors of various U.S. private agencies concerned about world food and hunger. Choose fictitious names and real or fictitious agency names, write them on your identity card. If you are familiar with a real organization and its policies use it.

YOUR INITIAL BASIC POSITION. The U.S. is the richest, most powerful and traditionally humanitarian nation in the world. We can afford to grow lots of food for ourselves as well as send enormous quantities to the world's hungry. Of course, we need to help them help themselves and get their own production going, but for now we need to meet the needs of those hungry today. The U.S. needs to take the lead in fighting hunger

DIRECT FOOD AID. We should give till it hurts. We need to first feed the world's hungry. We should also reduce our own unnecessary and conspicuous consumption of grain, such as by eliminating or greatly reducing our meat consumption. This way much grain would be freed up so we could give it to the hungry and have lots left over to sell on the open market to the rich countries. The U.S. can afford to do it, but even if it hurts some we should feed the poor and hungry. Let's tighten up our belts. Americans eat too much anyway and it would be much healthier if we reduce our caloric and protein intake.

-Self Help. The food aid should be given especially to local people to help them become self-sufficient; it should be accompanied by self-help projects in which people are taught how to grow their own food on their own land efficiently

-Food Aid to Most Needy Nations. In the past very little U.S. food aid has gone to the most hungry 32 nations, but for political reasons has gone to countries like South Vietnam or Egypt or Lebanon to support political regimes favorable to the U.S. You want to reverse this policy and send food aid to the 50 most hungry nations.

SELF HELP. You believe strongly in self-help projects for the peasants now. You want the U.S. government to give food and money to your agencies to send to poor peasant villages so they can (a) get food now to eat, and (b) get technical help to farm their own plots of land using modern "appropriate" or "soft" technology. You see this "small is beautiful" approach simultaneous to a Green Revolution development for big farmers.

TERMS OF TRADE. You feel strongly that the U.S. government should pass legislation or policies to make the terms of trade between the U.S. and the poor countries more favorable to the poor nations. That is, you want policies raising the prices of products of the poor countries while lowering the prices of U.S. products going to the Third World. This would reverse the trend of prices since WWII. Without this, you believe that most gains in production in the poor countries will be wiped out by their having to pay more money for imports while getting less money for their own exports; they will continue to have to produce more while getting less each succeeding year, which is the current trend. One reason the U.S. keeps getting richer while the poor get poorer is the declining exchange rate. You want a fair rate of exchange set up permanently, preferably some rate which existed some years ago. That is, the U.S. should pay higher prices for such Third World exports as tin, and copper while the poor nations pay old lower prices for U.S. tractors, TV's, fertilizers, cars, etc.

POPULATION CONTROL PROGRAMS. The increase of births in the hungry countries outstrip their increases in food production. We need to work on both fronts simultaneously. Consequently, you believe the U.S. should require the poor nations adopt strong population control measures. It is not their fault.

POPULATION CONTROL PROGRAMS. The large and rapidly increasing number of children born in the poor nations, especially among the hungry and poor peoples, outstrip the increases in food production in those nations. The poor countries need strong birth control programs. You urge strong population control programs, but you believe it is not their fault. That poor people everywhere have lots of children. You think we need to work on both fronts: population control and food aid and self help.

NOTE: If you believe that any of these policies do not represent the current views of an agency you want to represent, you may decide as a team that different agencies can adopt different, more realistic, positions.

IX. ROLE INFORMATION SHEET - THIRD WORLD PEASANTS UNION (page 1 of 2)

CHARACTERS. You not only represent the poor and hungry from different hungry nations, but you are the poor and hungry people. Many of your friends have died of starvation. You are the only under-classes at this conference. You are the only ones who are victims; consequently, you are more emotional about this issue than other teams, and you are more informed about the realities of hunger. Choose specific names and countries. One from Brazil.

YOUR BASIC POSITION. You believe hunger in your country is caused by most of the land being owned by a relatively few rich and powerful people who grow products on the land for export to the rich countries rather than for feeding the people. The more successful this agricultural development is (that is, the more land turned over for export food production with large machinery replacing farm workers) the hungrier people will be.

You believe that your country could feed itself with no food aid assistance if the land was turned over to the people to grow food for themselves. For this to happen, it is necessary that the people grow their own food and own the land themselves. A land revolution is required, such as happened in China. You are not a Communist and would like to see this happen without communism if it can, but you are not sure it can happen under this system.

DIRECT FOOD AID. You favor food aid through private agencies, but this should be minimal and only temporary; it should not be through your own government as this gives them power to feed or not feed the hungry peasantry. You are against most food aid because it goes to your government which sells it on the marketplace and thereby (1) the hungry can't afford to buy it, (2) it provides cash for the military dictatorship to buy more military equipment to keep the people off the land and keep the status quo of hunger. The hungry peasants don't take over the land because of the strong military government.

SELF HELP. You are against food handouts and self help projects for local peasantry because 1) it can't reach most hungry people, 2) it makes them depend on the government for help, and 3) it misleads foreign humanitarians because most hungry people live in cities or are not land owners so can't do self help farming. It also miseducates humanitarians into thinking that hunger is the fault of the peasants: "See, if they just get some technical help and some incentive they can feed themselves; They aren't educated; we can help them" You believe this is racist and paternalistic. Instead, the humanitarians should be stopping U.S. control over your country, stop supporting your military dictatorship and large land-owners and get U.S. giant companies like Del Monte and United Brands out of your country.

WORLD GRAIN RESERVES. This is a minor issue with you. It would be nice to have some grain available for emergencies (which we now have), but much of this grain is given to your government which sells it on the market. This still makes you dependent on the rich countries to fill the reserves and decide who gets it.

TERMS OF TRADE. You don't care much about terms of trade. In fact, you, if anything, are for LESS favorable trade exchange for the poor countries because favorable trade only helps the rich and powerful who are exporting food and other resources. Also, better terms of trade would benefit American corporations investing there; hence, better terms of trade work against the poor masses. Also, the products imported are for middle class and rich people (refrigerators, pesticides, tractors, cars, TV's) and more military equipment imported which is used against the peasants efforts to take over the land. The higher profits from better terms of trade for your nation would also work against revolutionary change because the more profits, the more production for export and the more land used to grow cash export crops and the less land used to grow food to feed local people.

INCREASED FOOD PRODUCTION IN YOUR COUNTRY. You are against the Green Revolution. This is for the large, rich land owners. All these modern methods require huge investments, larger tracts of land and less workers--putting the peasants off the land and into city slums. While it does increase production for export, it also increases food prices, reduces food for domestic consumption and increases the power of the rich landowners. The GR can't produce food for the hungry because the hungry have no money to buy the food.

POPULATION CONTROL PROGRAMS. You agree there is a major problem of population explosion, but you are against population control programs now because 1) they are ineffective, and 2) they blame the poor for their poverty and hunger by implying the problem is from too many children of the poor. This is not true, the land could feed everyone still if the land was used to feed hungry people. Land revolution is the best birth control program; only after people are fed and basic needs are met will they reduce their birth rates. Urging birth control programs without fundamental revolutionary change is racist, you believe.

(Over)

The U.S. Government's position for helping poor nations end hunger is to help them develop industrially and agriculturally through the green revolution. The argument is they need to modernized and grow economically.

Your position is this is not helpful to the bottom 50 to 80% of the population. For example, Brazil for almost a decade had about the highest economic growth rate in the world, close to 10%. Brazil's government is hoping to become a major world power by the year 2,000. It is as big as the U.S., with more natural resources. It is expanding industrially and agriculturally.

Your position is that all this economic growth and development is not helpful to the bottom 50 to 80% of the population. Consider the following:

-There is not enough to go around. The U.S. is 6% of the world population, consuming 30% of the annually consumed resources while many of these resources are running out. If 20% of the world's population consumed at U.S. levels, there would be none left for the 80% rest of the population each year.

-The amount of resources the U.S. consumes increasingly is imported from other nations, mostly poor countries.

-The extent of U.S. consumption can be seen by its energy consumption rates: it uses 33% of the world's petroleum consumed each year, 68% of the natural gas, 44% of the coal.

-World Bank President Robert McNamara laments, "The basic problems affecting the lives of developing peoples are getting worse, not better, despite a good record of economic growth." The U.N. says after the decade of development, the 1960's, there were more sick, undernourished and uneducated than when it began, and will be worse in coming years.

-In Brazil, with one of the world's highest economic growth rates for five consecutive years, the Economic Minister estimated that only 5 million people were better off, while 50 million people stayed at the same economic level and 45 million people were worse off economically. And Brazil's economic miracle may now be ending as its economic growth rate dropped to 5% in 1975

-The top 1% of the population in Brazil has the same income as the bottom 70%. Most people are poverty-stricken and malnourished. Seventy per cent of the population earns less than the monthly minimum wage of \$60. The illiteracy rate is still 50%. In the industrial cities of Rio and Sao Paulo, and Salvador, half the population lives in slums and is unemployed or underemployed. Half the Brazilian population is outside the money economy.

-Despite massive malnutrition and hunger, Brazil is the world's second largest exporter of agricultural products, behind only the U.S. It exports massive amounts of coffee, soybeans, cocoa, corn, cotton, organ juice, etc. The turning of so much land over to cash crops has helped reduce production for Brazilians, thereby contributing to skyrocketing food prices of over 50% annually (NYT, 4-14-77, p.2)

-During the past decade of agricultural miracles, there has been no growth in food production for domestic use, but, Brazil multiplied its soybean production twentyfold; much of the land that now yields 10 million tons of soybeans for Japan used to produce grain for Brazilians. (NYT, 12-5-76, p.1)

-There are 500 Brazilian doctors specializing in esthetic surgery, e.g., facelifts, slimming abdomens, noses, etc. (NYT, 3-9-76, p.25)

-Brazil has a brutal military dictatorship government since 1964, which has been strongly praised and supported by U.S. business and government. There is massive political and police oppression. There are few democratic institutions functioning and extensive police torture is commonplace.

CONCLUSION. If Brazil, the biggest, richest and most developed Third World country has not reduced its poor and hungry numbers, how can any of the other non-socialist nations be expected to do it?

X. ROLE INFORMATION SHEET - OBSERVERS

You are indirect rather than direct participants in the role play. Your job is to observe the role play. The goal of the role play is for the participants to learn about the dynamics of world hunger and strategies for ending it. As in real life, often second parties have special insights and learning experiences which the direct participants in a conflict or event do not themselves get because they are too emotionally caught up in the process. As observers, therefore, you are to watch and listen to the role play without being involved directly in it yourself. You should not sit in with the groups at the caucuses or at the negotiations, but sit near enough to see and hear what transpires.

Your job is to learn what you can about the dynamics of world hunger and share these insights with the whole group during the Debriefing period..

- write down insights as they happen
- be as unobtrusive as you can so as to not disrupt the players
- report to the whole group during the debriefing
- you might be asked to be timekeeper for the moderator.

XI. APPENDIX - ALTERNATIVE FORMATS FOR ROME II

Rome II obviously works best if played straight through for five or six hours. However, many groups cannot arrange for such a solid block of time. Two alternatives are suggested below: shorten the time and two sessions.

1) One Four-Hour Session. The game can be reduced to four hours and 10 minutes, but the learning experience will definitely also be reduced; consequently, this is not recommended unless there is no other option. Also, the game will seem very hectic. The agenda in Section II could be reduced from 5 hours to 4 hours and 10 minutes by the following changes:

- a) Negotiations I. Reduce each team's opening statement and questions from 10 minutes to 5 minutes. Saving 20 minutes.
- b) Caucus II. Reduce by 10 minutes.
- c) Negotiations II. Reduce the proposals and voting by 20 minutes by cutting back on the number of proposals by two. Saving 20 minutes.

2) Two Sessionsa) The first session Agenda

- 10 - Explanation of the Game
 - 15 - Choose Roles
 - 10 - Preparation for Caucusing
 - 35 - Team Caucuses - I
 - 65 - Negotiation - I
- 2 hrs 15 min.

b) The second session Agenda

- 30 - Team Caucuses - II
 - 95 - Negotiations - II
 - 30 - Debriefing
 - 5 - Evaluation
- 2 hrs 40 min.

- c) The time lengths of each of these sessions can be reduced by using the suggested time reductions mentioned in "1)" above. The second session also can be reduced by having the team caucuses-II happen between the sessions at someone's home-

XI. APPENDIX - READING SUGGESTIONS

1. Radical Agriculture, Merrill, (Harper Colophon Books, 1976) \$6.95
 2. Food First, Lappe and Collins, (Houghton and Mifflin, 1977)
 3. Moving Toward A New Society, Gowan, et al (New Society Press, 4722 Baltimore Ave., Phila., Pa, 19143) \$3.50 plus postage
 4. Food and Hunger Seminar: A Do-it-Yourself Manual. Erika Thorne and William Moyer (Institute For World Order, 1140 6th Ave, N.Y., N.Y., 10036) 1977. How to organize and run your own seminar on food and hunger issues and design your own actions est.\$3.00
 5. Diet For a Small Planet, Lappe, (NY: Vintage, 1976) \$1.95
 6. Eat Your Heart Out, Jim Hightower (NY: Ballantine, 1975) \$1.95
 7. "How We Cause World Hunger", Haines & Moyer, 4713 Windsor, Phila, Pa, 19143; 25¢ plus post
 8. "A Strategy For Ending Domestic Hunger", Moyer, above address, 25¢ plus post
 9. "De-developing the United States Through Nonviolence", Moyer, above address, 25¢ plus post
 10. Common Sense For Hard Times, Jeremy Brecher & Costello, (Institute For Policy Studies, 1901 Q St., N.W., Washington, D.C., 20009, \$3.95 plus 55¢ per order for post
 11. The Working-Class Majority, Andrew Levison, (N.Y.: Penguin, 1975) \$3.95
 12. Strategy For A Living Revolution, Lakey, local bookstore or MNS, Phila. \$7.00
 13. The Politics of Nonviolent Action, Sharp (Boston: Porter Sargent, 1973) 3 vols.
- Some periodicals:
14. WIN MAGAZINE, 503 Atlantic Ave, Brooklyn, New York City, \$11.00/yr
 15. SEVEN DAYS, 206 Fifth Ave, New York City, 10010, \$12.60
 16. JUST ECONOMICS, 1735 T St, N.W., Washington, D.C., 20009, \$10
 17. INTERNATIONAL BULLETIN, P.O. Box 4400, Berkeley, Ca., 94704, \$8