

# PRESIDENT OF THE UNITED STATES

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The President of the United States is the head of state and head of government of the United States and is the highest political official in the United States by influence and recognition. The President leads the executive branch of the federal government and is one of only two elected members of the executive branch (the other being the Vice President).

In this game, the President's role is to moderate the discussion, weigh the arguments presented by the other players, and ultimately decide what action to take. The President's final success or failure is determined by whether his decision is seen to ultimately harm or benefit the country. Because there is little to this game beyond debate and deciding the right course of action, the game will stagnate if you all get along. Disagreement is the lifeblood of political drama. While we've tried to keep things lively, so that people incline towards disagreement and discussion, there will be a few times when things get quiet. Sometimes, if the action calms down the GMs will present new events or information, but sometimes you're faced with a long stretch with nothing to talk about.

At this point, it's your presidential duty to make your cabinet fight. If they all agree with you, change your mind suddenly. Play devil's advocate. Get contrary. Start fretting out loud about all the terrible things that could go wrong with the planned course of action. Do what it takes to get discussion started again.

While I'm encouraging you to pour gasoline on any smoldering disagreements, I also urge you to never make a courageous stand based on principle. Always listen to your cabinet, and if they all agree that X is the best course of action, you should probably pick X when the hour of decision is at hand. Otherwise, your friends the players will be terribly disappointed and always wonder what would have happened if only that bonehead chief executive had listened. If they don't all agree, you can pick and choose among their advice, but you should always make a decision that at least one cabinet member supports.

You're the president in the game, but you're also playing a game for everyone's enjoyment. This makes it your responsibility to make sure a good time is had by all (more so than most players, as you have more power). If this means playing along with the one dissenter so she won't feel left out, do it. If it means arguing against all of them so that they'll have something to do, do it. For you, good sportsmanship is more important than finding out what would have happened if you'd picked the outcome you wanted.

THE PRESIDENT HAS NO AGENDAS. SET THOSE CARDS ASIDE WHILE YOU PLAY THE PRESIDENT.