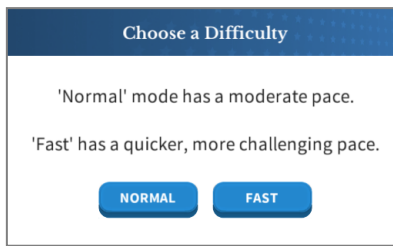


HOW TO PLAY THE GAME

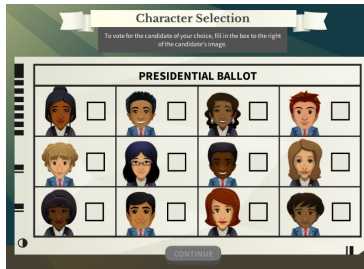
Select a Difficulty Level

Try the normal mode if you are a first time president. Second term? See if you can handle the fast mode, where the bills and requests come in at high speeds!



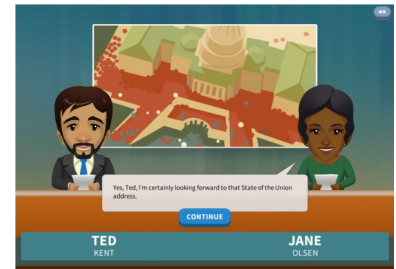
Pick Your Presidential Avatar

Pick which character you want to be by voting on the presidential ballot. Hit "Continue" when you are ready for inauguration!



Watch the News Coverage

The national news team will give its first update. These will occur throughout the game marking each of your four years in office.



MEET YOUR CHIEF OF STAFF

Meet your chief of staff. She'll be helping you with your presidential duties in the game.



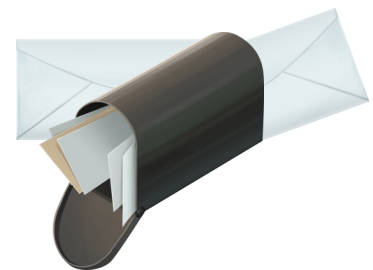
CHOOSE YOUR AGENDA

Visit the Capitol for your first speech introducing your agenda. Pick from six different issues to champion while in office.



CHECK YOUR MAIL

During game, the mailbox at the White House will fill up with bills and other requests. Make sure to return to the Oval Office often.



Tip Sheet

- You can track the years in office by looking at the clock in the lower left corner of the screen. Each turn represents the corresponding year in office.
- The timer stops when you are reviewing bills and enter buildings, but it keeps going when you go on trips to foreign countries.

GET TO KNOW YOUR CAPITAL

The game's landscape depicts the key places the president needs to travel to in order to perform the various functions of the job. You can check out the names of each location by tapping on the small icons above each building. For more information on the buildings, visit the help page and read about each department.



Federal Agencies: This is where you will delegate new laws. These include the Departments of Defense, Education, Energy, Health and Human Services, National Security and the Treasury.

The White House: Your home base for new bills and diplomatic requests.

The Capitol: You will be invited to speak to Congress about your agenda.

The Pentagon: The HQ for the Department of Defense is where you'll go to deal with military tasks.

The State Department: If you need help with the diplomatic load, come here!

Joint Base Andrews: This is where you depart on Air Force One for all diplomatic trips.

MANAGING YOUR INBOX

Your White House mailbox is where you will get most of your tasks: bills to review, diplomacy requests to consider, and some military intelligence to act upon. You can open your mail by clicking on the envelope or selecting the Next Message button.



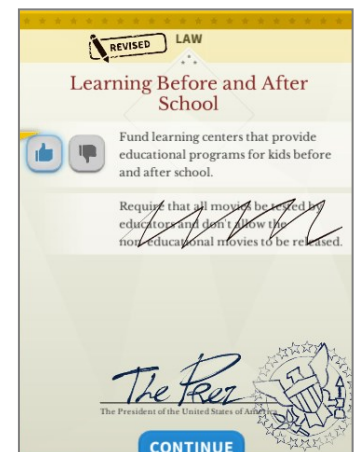
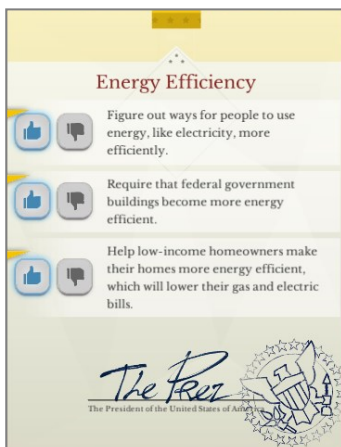
REVIEWING BILLS

Congress will stay busy sending you bills to review through out your term in office. You can *sign* the bill as it is or *veto* it based on any of the contents. If you veto it, keep an eye out for a revised version of the bill that you might like better.

THUMBS UP Approve or reject each element of the bill. If you like it all, it can become a law!

NOT GOOD ENOUGH If you reject any part of a bill, it's given the a veto and sent back to Congress.

BETTER Revised bills may make it back to your desk. If you like the changes you can sign.



DELEGATING LAWS

Once a bill is signed it becomes a law and is ready to be delegated to the correct federal agency. Look for clues in the law's title and content when making a match with a department.

TIP: Some bill items will be clearly veto-worthy, while others may have a lot of public support. You'll see the impact of your decision on the approval meters.



FIND YOUR DEPARTMENT Explore the map to find the department that best matches your law.

DELEGATE Once you know you are in the right place, delegate that law! If you have more than one law for this department in the queue in the bottom right of the screen, you can pull it up and delegate it without having to leave the building.

ALL DONE? Just click on the Leave button and you will be back on the map.

DIPLOMATIC TASKS

As the president, you will be asked to travel to foreign country to perform diplomatic tasks. These requests will come through your inbox along with all of your messages. Diplomacy is an important part of your job, but remember that when you are out of the office, tasks will continue to pile up. After reading the request you may get a feeling that you need to go yourself, or that you could delegate this trip and stay home to deal with domestic issues. Here are your options:

ATTEND IN PERSON If you want to head abroad, select the Attend in Person button. You'll need to take the invitation to Joint Base Andrews and catch a ride on Air Force One.



SEND THE SECRETARY OF STATE If you are worried about time and don't think you need to go in person, send your Secretary of State. Just take the invitation to the State Department.



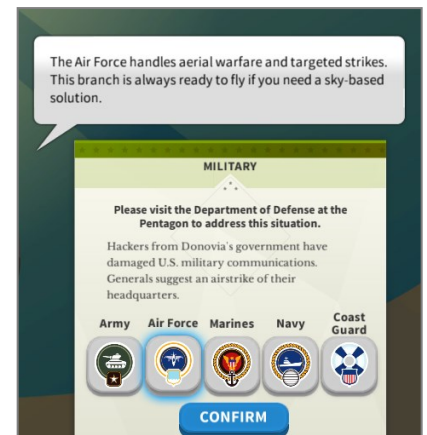
MANAGING A WAR

If you pay attention to the news, you'll notice there is conflict abroad. During your time in office, Congress will declare war against a country that has provoked the United States. Now it's your job to address military actions and diplomatic efforts, all while staying on top of your domestic duties.



HOW TO RESPOND Each military situation is unique. You will decide that action must be taken or that it's best not to get involved.

DEPLOY TROOPS If you decide to deploy troops, you will need to select the best branch of the military for the situation. You can click on each branch to discover its strengths.



BEYOND THE BATTLEFIELD There will be a few diplomatic tasks connected with each war. For new laws associated with the military, just treat them like the other new laws. You will need to travel to the Department of Defense to delegate the law.



WINNING A WAR To win the war, you must respond to all military tasks and war related diplomatic tasks, including a final diplomatic task that will result in peace treaty. Successfully concluding the war is a key to winning the game.

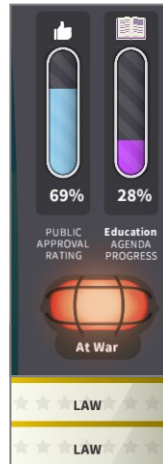
HOW TO WIN

Just like the presidency, there are a lot of things to juggle in this game. This page will walk through the different areas you need to keep on top of for a win.

INFORMATION PANEL The right side of your screen holds lots of important info to help you win.

Public Approval Rating: This shows how the choices you make impact the public's opinion of you as president.

Agenda Progress: You'll want to get this up to 100% as soon as you can. Making successful speeches to Congress about your agenda topic will increase that support and result in lots of bills about that issue on your desk.



Peace/War Light: This light will remind you that you are at peace or at war.

The Queue: As you review items for your mailbox, they will stack up in the queue. You will be able to click on any paper to pull it up to delegate to a department. If the queue gets too full, your Chief of Staff will prompt you to clear it out before you read any more mail.



PROMOTE YOUR AGENDA

It is key to win support from Congress for the agenda that you introduced in the State of the Union, and talk about in subsequent speeches.

EXECUTE THOSE LAWS

Paying careful attention to the details in the bills you sign, and how you delegate them will make a big impact on your public approval.



END THE WAR

Strategic responses to military situations, participating in war diplomacy, and signing a peace treaty all contribute to a successful term as Commander-in-Chief.

TRAVEL THOUGHTFULLY

Each diplomatic task is unique. Some request you to attend, while others just want someone from your cabinet to join. Time and detail management is critical.

GETTING HELP

You may have noticed that little button with a “?” at the top right of the game screen. That’s how you access the Help Pages for *Executive Command*. Clicking on Game Play will let you explore main aspects of the features of the game, and find helpful insights. The Buildings button displays all of the structures in the game, and explains what they do.



Help! I started playing *Executive Command* — and it’s hard!

Don’t panic! *Executive Command* can seem difficult at first. Like many video games, *Win Executive Command* has a learning curve. Trial and error is a critical aspect of how people learn from playing games. Don’t forget to heck out the Help button that is available throughout the game.

If you’re not comfortable yet, play *Executive Command* a few more times. Soon you’ll find yourself getting the hang of it—just like students will when they play. And remember that as students learn how to play the game, they’re also learning the ins and outs of the executive branch!

Can’t get enough?

Executive Command is only one of nearly twenty learning games that iCivics offers to teachers and students. Go to www.iCivics.org/games to check out every one of them—plus game guides, lesson plans, and more.

Thanks for trying our games—and more importantly, thanks for teaching civics!