Civic Mirror

Hidden Agenda: Fascist (Dictator)

I don't know how I feel about this role in CM. It does say at the top of the page that it's one of the most difficult agendas and that my teacher picked it specifically for me. So I guess I should be able to pull it off. I feel like I'm going to be the evil villain and I guess that I kind of am. When I think of all the other Fascist governments, only Hitler and Mussolini come in mind and they weren't at all good people. The part that is a little bit of a drag is that I was hoping to play CM all happy and nice instead of being the bad guy. I could just not listen to the Hidden Agenda, except where's the fun in that? Here's a chance to show that I can be my role and potentially mess everyone up in the game. It would be nice if there is another classmate with the same role so that we could team up, but I'm not guaranteeing on finding them. I've really been thinking about how I am actually going to create this dictator run government. Right now I think the best bet it just to be a member of the class government and work my way around from there!

Okay, so I definitely am going to run for government! I've been trying to think of different ideas that I could use to persuade my class members to vote me as Prime Minister. I know for sure that I will be campaigning against Kamel and he does know what he's doing with the game. The problem for me is if I do get voted as leader, I really don't know what to do from there. I can't just say, "Give me all your cash and products so that I can be rich and you guys poor... please and thank you!" So I need to think of a good strategy to work with.

I have a plan! I realized in class that it was only Kamel and I running for PM. And I thought what if I make a deal with Kamel to let him be leader and I just be his 'side-kick'. Because I don't want to be fully in charge but simply high up in our government structure and just throw out fascist ideas. Before I could really ask Kamel, he asked me if I wanted to share the role as PM. This opens up a whole new ball-field. Here's my plan so far;

1. Get voted as PM with Kamel

2. Stay low and let Kamel do most of the work

3. Get all my services (shelter, energy, food, ext.)

4. Add bad contributions that make everyone unhappy

5. Blame Kamel for all the mistakes and get my classmates mad at him

6. Remove Kamel as PM

7. Make big promises (that I won't do) to make everyone happy

8. Destroy the democracy system

9. Rule Ever-Rest --Muhahahaha

Now this is obviously not going to be an easy task and there will be certainly be obstacles blocking me, but I hope that my plan somewhat works. Just saying, it would be awesome if Kamel was also a fascist because then we could take over easier and faster. I'll just have to wait and see!

Campaign Day -- This was a really tough day! Standing up in front of the class answering random questions that I didn't really know how to solve. My alliance with Kamel, us sharing the role as PM, didn't work out. Then Lily stepped up to be PM as well which just made another obstacle for me. Near the end of all the questioning I started to have a mini panic because I knew that actually being the PM would be way too difficult and I would have troubles completing my hidden agenda. When it came down to voting I wrote down Kamel's name. In the end, Kamel did win and I came in second. I received the role as opposition.

Now my original plan can still work fine. Everyone is relying on Kamel to be as good as he said he is, but already I can tell that he is struggling a little. The other guys in the class, I'm not sure what their plan is, but they have been making it difficult for Kamel. So I guess I can do the same. Make him look bad and not be able to help everyone. And then when people are mad at him I step in as the good guy. Lily has been thinking the same way about making it tough for Kamel. I'm not sure either what her hidden agenda is but for now we seem to have similar ideas. During the auction, we are being evil and making people have to bid higher.

The game hasn't official started. I'm just trying to make sure that I am well off and able to save my family so that I can deal with trying to be Dictator when the game is on.

Well Kamel is actually a good PM. EverRest seems pretty well off at the moment. Everything is planned out and everyone is happy. So my original plan of making Kamel look bad is most likely not going to work. Well at least for the moment; maybe he'll mess up down the road.

But I have thought of another plan. Instead of me trying to become Dictator, make Kamel the leader. Cause my hidden agenda said to have a fascist government. It never said that I had to be the leader of the government. So I'm going to try and get everyone including me to suck up to Kamel. Then make suggestions like "Why waste time voting, just let Kamel decide". Also I should try and make Kamel take role as judge and try to get Kamel to agree to give himself a high salary.

Maybe this will work; maybe I'll go back to the first plan. This game is constantly changing which means I got to as well!

So rumor has it that Kamel is a dictator..! Well that would be excellent! Then maybe we both can rule EverRest. Except he probably won't want to share the role so I have a feeling that I can easily convince people to vote me as PM next election.

I've missed the first main town meeting day, but a few people have filled me in. Apparently Kamel was extremely bossy and wasn't listening to people’s opinions.. Sounds like a dictator to me!

Except, is this going to be a good or a bad thing in the long run if he's truly a dictator? I may have major competition on my hands!

So here's where I'm at: Kamel has been missing a lot of days at school which is making basically the whole class upset. And since I'm second in command, I've sort of taken over the position.

Now re-elections are coming around and a lot of people are saying that they want to vote for me. I'm not sure if I want that! Like I know that to become Dictator I should probably be in charge. The part that worries me is that the class debates and argues about every little thing, so how would I get them to agree with me?

But maybe by stepping up and being Prime Minister, people will have to listen to me and if they don't well guess who's in charge!

...There's a chance this could work!

The second round of EverRest elections came around again. And now I'm the Prime Minister on our country!

I know that by actually stepping into power won't be easy! Except at least it's manageable; all of the power is available so businesses can open and we can actually start to play.

'I just basically have to sit back and relax'... HA! I wish that was true! Ever since I was elected I've been pounded with problem after problem. The stress level is getting way out of my comfort zone! It's mostly the other two candidates that disagree with everything that I do. But what am I doing wrong? I'm actually creating laws, the government has a balanced bank accord, everyone seems happy except for Lily and Bowen. It's not easy to control things and then having them yell and cause problems just makes things harder. I'm aware that Civic Mirror is simply a simulation game, but serious.. do you have to be so mean?

I'm ready for Town Hall when we discuss problems because I'm very curious of what I'm doing wrong in their eyes. Hopefully it's something that can be easily solved but I don't really see that happening. Lately they have been trying to mess up the game for everyone: sending out secret messages and trying to destroy the farms. I heard that apparently I'm making things to "boring"..

I just really hope that they stop trying to make things fun by making others stressed and disappointed. I do want to talk with the two real soon, but I'm worried that friendships might by at risk!

So I haven't been enjoying my Civic Mirror experience as much, but at the same time it's a huge eye opener for the real world! No matter what you can't make everyone happy and agreeing all at the same time. You just got to work around problems and constantly be on your feet.

Now that the game is coming to an end, there hasn’t been any arguing going on which is very nice! All the businesses are powered and I’m able to buy a lot of support units for my family. I wish that we were this peaceful earlier on in the game.