

# Robert Moses Game



*Scan the QR code for the lesson plan, essay, and other supporting materials.*

# ABOUT THE GAME

A role-based civics game where players navigate a fictional city governed by an unelected leader proposing public works. As City Council Members, Citizens, or Watchdogs (Media), players work to influence or resist the concentration of power.

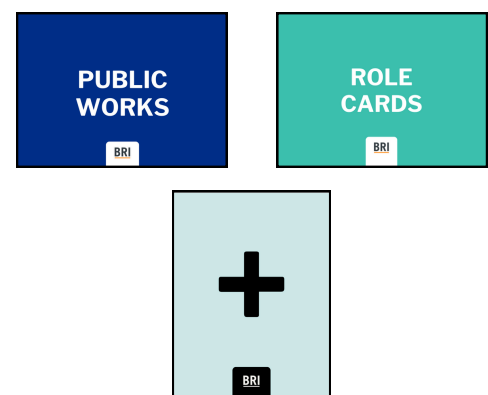
Inspired by the award-winning game Regime from the Government and Politics: Civics for the American Experiment curriculum.

Play it here: Regime Game

4-10 Players | 10-30 min | 1 vs 1

# COMPONENTS

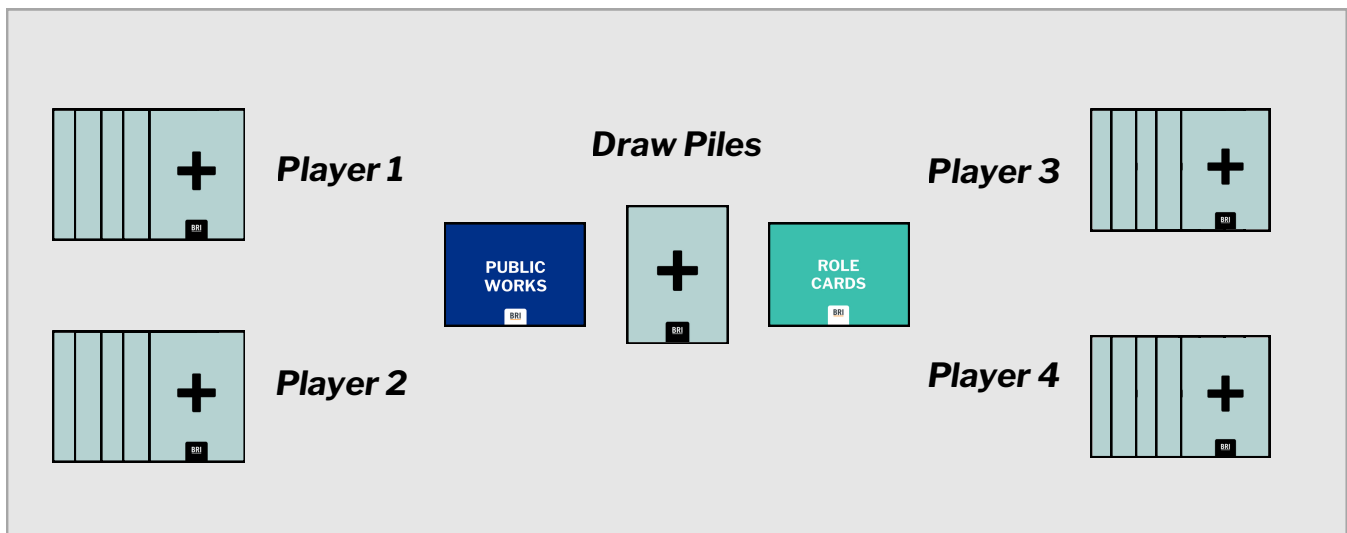
- 48 Resource cards
- 3 Public Works Cards
- 4 Types of Role Cards



# SETUP

- Distribute role cards. The game needs at least one of each role in the deck assigned to a player.
- Shuffle public works cards and put them face-down in the center of play.
- Shuffle and deal five resource cards to each player. Place the remaining cards face-down in the center of play.
- Set up the Power Tracker.

4 PLAYER SETUP



# GRAYSCALE MATERIALS

*Print the color version in black and white.  
Where necessary, write text to differentiate  
types of cards. Reach out to BRI for more  
ink-efficient designs.*

# **COLOR MATERIALS**



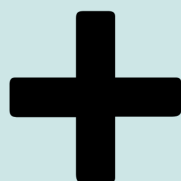
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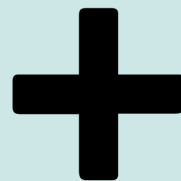


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## Printing Instructions

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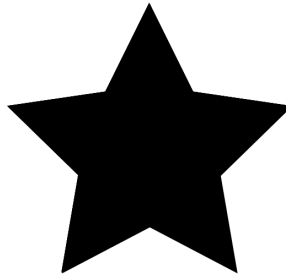
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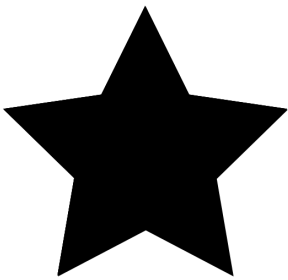
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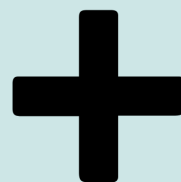
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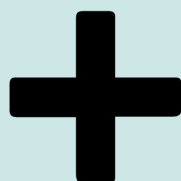
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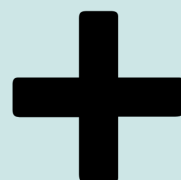


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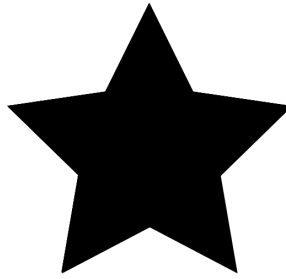


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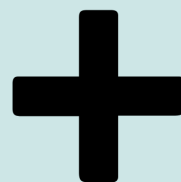
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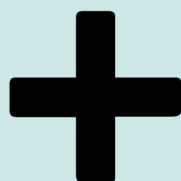
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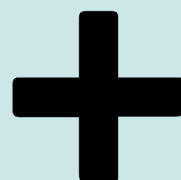


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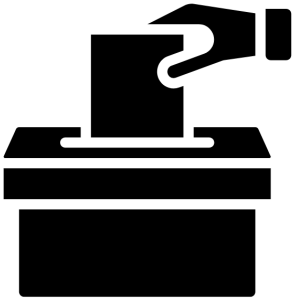
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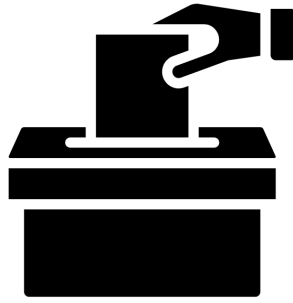
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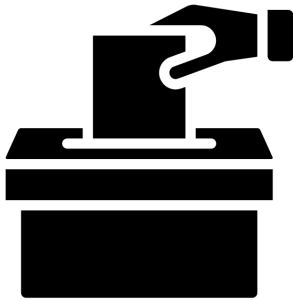
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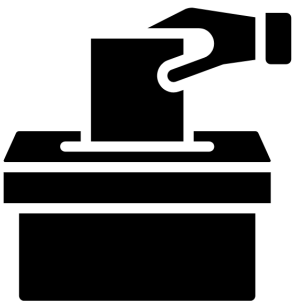
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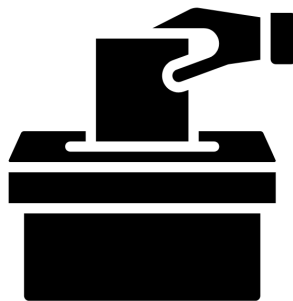
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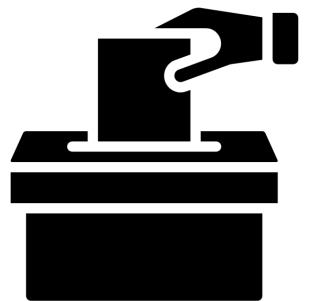
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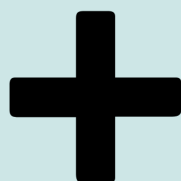
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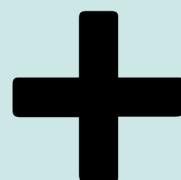


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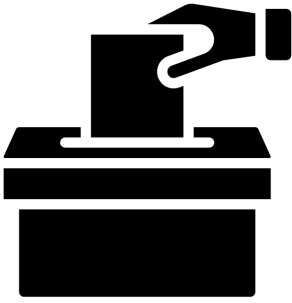
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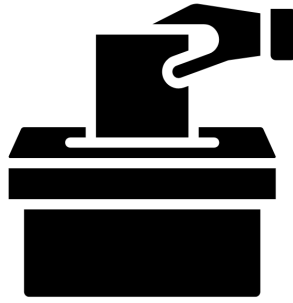
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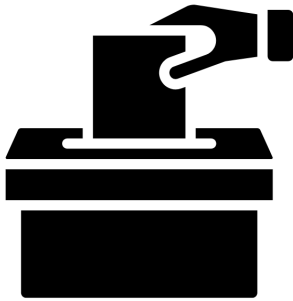
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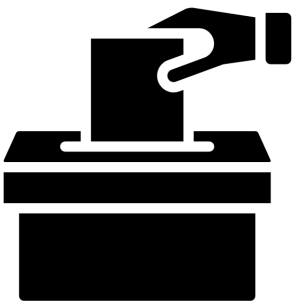
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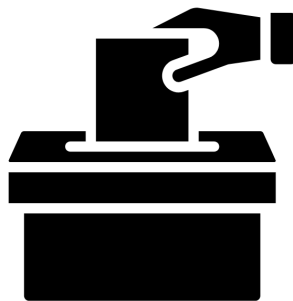
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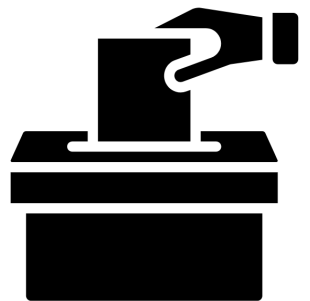
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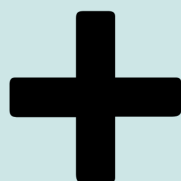
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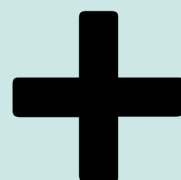


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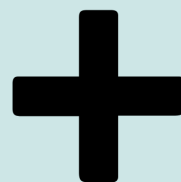
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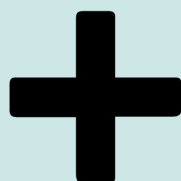
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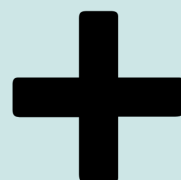


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**ROLE  
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## URBAN EXPRESSWAY

**Summary:** A 6-lane highway cutting through the city to reduce traffic congestion and modernize transit infrastructure.

**Claimed Benefits:**

- Shorter commutes for suburban residents
- Easier movement of goods and emergency services
- Boosts the city's image as modern and forward-thinking

**Hidden Consequences:**

- Tolls collected to fund future public works projects
- No funding is provided for residents displaced by construction
- Noise and pollution increase in nearby residential areas
- Tolls consolidate financial control under a single authority of the Visionary Leader

## CENTRAL PARK GARAGE

**Summary:** Convert a portion of the city's largest park into a parking lot and garage to increase access and generate revenue.

**Claimed Benefits:**

- More parking for commuters and tourists
- Boost to local businesses
- Public-private funding model means lower city costs

**Hidden Consequences:**

- Reduces public green space
- No environmental impact study
- Loss of recreational facilities

## HIGH-RISE HOUSING

**Summary:** Demolish old tenements to build modern high-rise public housing as part of the Visionary Leader's master plan.

**Claimed Benefits:**

- Upgraded infrastructure: plumbing, elevators, safety features
- Improved architectural design and public amenities
- "Slum clearance" for deteriorating, unsafe housing
- Integrated with parks, roads, pools, and retail

**Hidden Consequences:**

- Only 30% of units are affordable
- Families currently living there are not guaranteed spots in the new housing, potentially causing loss of community ties
- Community disruption: school displacement, small business closures, extended commutes

## VISIONARY LEADER

**Belief:** I know how to fix this city. Bold, efficient planning is the only way to save it. Too many voices lead to setbacks, delays, and unmet goals.

**Goal:** Complete major public projects and bring order to the city

**Your Powers:** Use these resource cards to maintain control and push your vision forward:

- **Ballot** – Call for an early vote to bypass dissent (once per game) in the Community Phase, or confiscate a Ballot from a critic each round.
- **Influence** – Block investigations, suppress protests, or sway public opinion through messaging.
- **Public Trust** – Reward allies (Council or Media) to boost your credibility or shield them from backlash.

**Say Things Like:**

- "This is what's best for the city."
- "We don't have time for endless debate."
- "Progress requires hard choices."

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## CITY COUNCIL MEMBER

**Belief:** I was elected to represent the people. Democracy depends on local representation and public input.

**Goal:** Advocate for your district; support or challenge projects based on their impact.

**Your Powers:** Use these resource cards to support or resist the Visionary Leader:

- **Ballot** – Join with other Council Members to issue a public statement (+1 Citizen Power).
- **Influence** – Resist Ballot confiscation or pressure the Leader for amendments.
- **Public Trust** – Collaborate with the Watchdog to launch joint investigations.

**Say Things Like:**

- "This skips public hearings—my community deserves a say."
- "We need housing that people can actually afford."
- "I support the plan—but only if we protect families."

## CITIZEN

**Belief:** We should help decide what happens to our homes and neighborhoods.

**Goal:** Protect your community and gain influence over the decisions that affect it.

**Your Powers:** Use these resource cards to organize, resist, or demand reform:

- **Ballot** – Join with other Citizens to protest (2 or more = +1 Citizen Power). Required to vote in the Change Phase.
- **Influence** – Block Ballot confiscation or organize a community awareness campaign (+1 Citizen Power).
- **Public Trust** – Give to the Watchdog to strengthen their investigation attempt.

**Say Things Like:**

- "Where's the public in all of this?"
- "If you take away our homes, where do we go?"
- "We're not just data points—we're neighbors."

## WATCHDOG (MEDIA)

**Belief:** A free press is essential to democracy—but access and survival depend on trust and reach. Our job is to inform the public.

**Goal:** Investigate the Visionary Leader's projects and decide whether to expose or stay silent.

**Your Powers:** Use these resource cards to challenge or shape the narrative:

- **Ballot** – Join others to call for regime reform in the Change Phase
- **Public Trust** – Attempt to reveal hidden harms once per round (flip a coin or roll a die to succeed).
- **Influence** – Block narrative spin ("fake news" claims) or attempt a second investigation (once per round).

**Say Things Like:**

- "There's more to this plan than the public's being told."
- "If we run this story, we'll lose access to city officials."
- "People deserve transparency—even if it costs us."

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