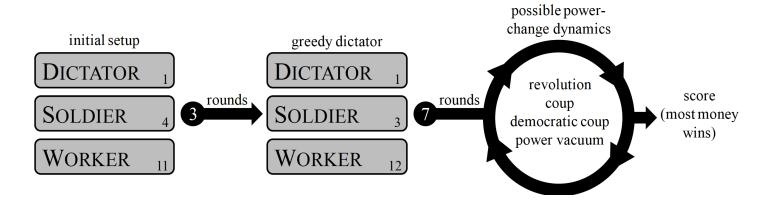
## Power Play: A Game Illustrating Power Transition in Authoritarian Regimes

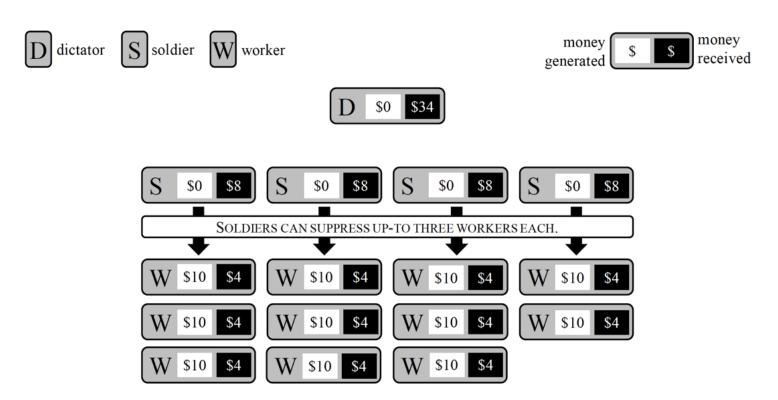
ROLE # of students  $ACTION_{\#\ of\ cards}$ Example set-up for a class of 16 students (*n*): instructor selects rest become dictator chooses, **DICTATOR** SOLDIER Worker RULE SUPPRESS Work 11 **FLEE** REVOLT **DEFECT** 11 There are (1/4)nThere are There is one dictator [(3/4)n - 1] workers. soldiers. per class. Round to nearest Round to nearest whole number. whole number.

Figure 1: Player Roles & Available Actions

Figure 2: Sample Game Play

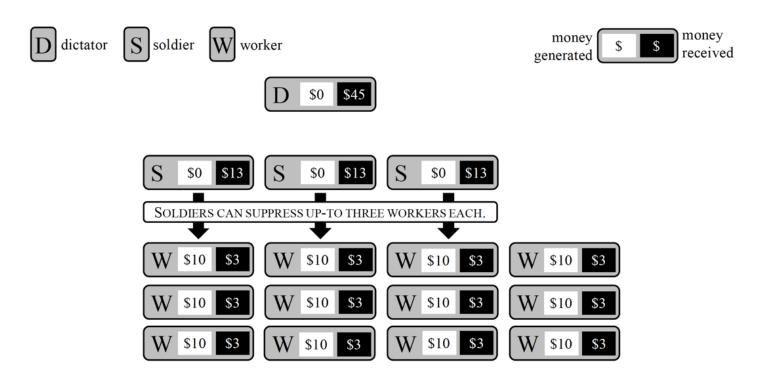


**Figure 3: Round 1 Role Distribution** 



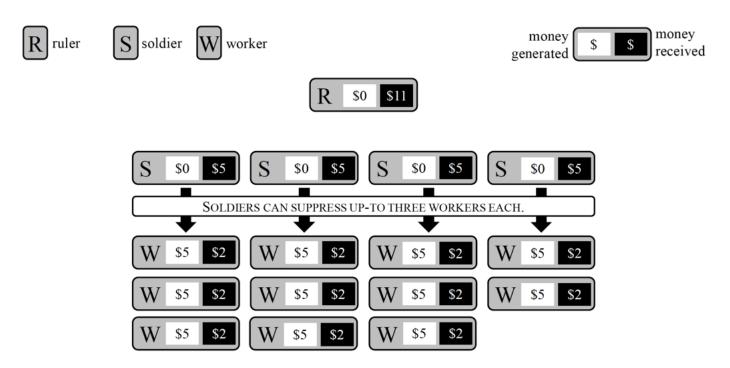
A successful revolt requires 3s + 1 workers to revolt, where s is the number of soldiers loyal to the dictator. This cannot occur in this case unless one soldier defects.

**Figure 4: Round 4 Role Distribution** 



A successful revolt requires 3s + 1 workers to revolt, where s is the number of soldiers loyal to the dictator. Because of the smaller army, only 10 workers (out of 12) need to revolt.

**Figure 5: Role Distribution After Election** 



A successful change in leadership requires 3s + 1 workers to revolt, where s is the number of soldiers loyal to the ruler. This cannot occur in this case unless one soldier defects.