

CPSSMUN XI



CLASH OF CLANS

Mehek Gajri & Pranet Patel

TABLE OF CONTENTS

Content Disclaimer	3
Equity Concerns	3
Directors' Letter	4
Background Information	6
Levels of Hierarchy	8
Topics Of Discussion	9
Topic #1: Ensuring the safety of base/chief/clans.....	9
Guiding Questions.....	9
Topic #2: Unveiling and preventing the enemy.....	11
Guiding Questions.....	12
Topic #3: Resource Allocation.....	13
Guiding Questions.....	13
Character Guide	15
Buildings	23
Committee Mechanics	24
Citations	29

CONTENT DISCLAIMER

It is important that rules and regulations are followed for the benefit of not just yourself but all others in the conference. No form of discrimination or hate speech will be tolerated during the session during speaking time or in the back rooms in the form of notes. All delegates must respect and treat each other fairly while progressing through this conference. While a substantial portion of the committee focuses on a “power struggle” of sorts, the leadership role is to be earned, rather than given to any individual. Delegates are to act and carry themselves with decorum accordingly. Lastly, any parallels to real-life concepts or situations are purely a coincidence and were not the intention of the concepts presented in this committee. All ideas in the committee were derived from either the game or from the creative minds of the directors.

EQUITY CONCERNS

Bullying and discrimination are not tolerated at CPSSMUN. Every attendee at CPSSMUN XI will be made to feel safe and welcomed, thanks to the efforts of our teacher supervisors, and secretariat. If any member of the CPSSMUN staff, secretariat, or any delegate is acting inappropriately, or in a way that makes you uncomfortable, please contact our Equity Officer at cpssmunequity@gmail.com. This can be done either before, during, or after the conference.

DIRECTORS' LETTER

Dear Delegates,

Video games allow us to have experiences we cannot accomplish in real life. Whether fighting to survive in an open world all by yourself and the natural elements or fighting your friends as your favorite TV show or video game character in an arena, we create memories that will stay with us for a lifetime. That is what we hope to accomplish in this Clash of Clans committee. By transporting you into a game that took the mobile game world by storm in 2012, you will get to collaborate (or not) with your fellow troops, plan secret heists or attacks and perhaps witness a simulation of an actual Clash of Clans battle. Whatever actions you feel are necessary for your character's aims, please do your best to execute them.

In our adapted version of the game in a MUN committee, your base has never seen an attack before, but the troops have been training hard for one. Nor are you currently in a clan or contact with one. While this is a video game crisis committee, the wonderful dias has incorporated multiple real-life issues within the topics of discussions, such as new forms of government, setups of diplomatic action against the enemy and more. Another important aspect of the committee is the characters themselves. As the Dias, we are looking for creativity and innovative actions taken in the front and back rooms. Taking what you are given from your character descriptions and using your advantages to shift committee sessions is entirely possible for any delegate, regardless of MUN experience.

While this committee is a tribute to all those Clashes of Clans fans, don't fret if you haven't played the game! As stated above, this committee takes a different twist on the mobile game without clans or battles. Rather than rushing into the conflict presented to you initially, we encourage the committee to solve it diplomatically together or perhaps by themselves.

We look forward to betrayals, dramatic plot twists, and just seeing delegates having fun and making memories. If you genuinely want to understand the universe of Clash of Clans, download it from the App Store and enjoy!

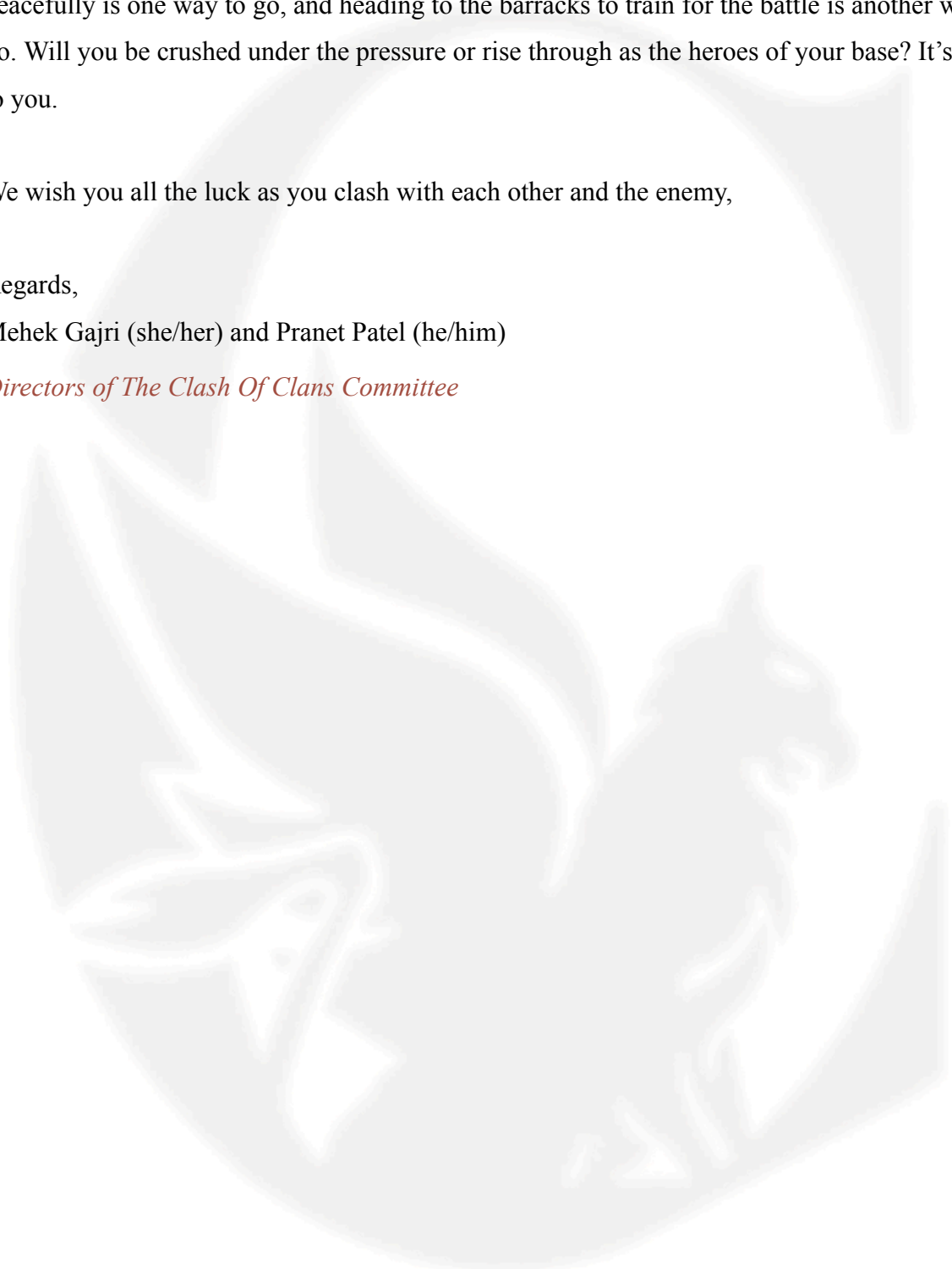
Speaking as Chief, the fate of the base rests on your shoulders. Solving it quickly and peacefully is one way to go, and heading to the barracks to train for the battle is another way to go. Will you be crushed under the pressure or rise through as the heroes of your base? It's all up to you.

We wish you all the luck as you clash with each other and the enemy,

Regards,

Mehek Gajri (she/her) and Pranet Patel (he/him)

Directors of The Clash Of Clans Committee



BACKGROUND INFORMATION

Clash of Clans is an online multiplayer game in which players build clans, train troops, and attack other players to earn resources. The game has four currencies: gold, elixir, dark elixir and gems. Players can use these currencies to upgrade troops and buildings (especially their town hall to unlock new troops and buildings) and more. Players use different troops with different capabilities and weaknesses to attack enemy bases strategically. By defeating (destroying the base and, most importantly, the town hall), they gain resources and can upgrade their base to unlock more buildings, troops and upgrades.

The game Clash of Clans has the name Clans in the name. What are these Clans, you may ask? Clans are groups of players that compete with other Clans in two ways: the first is to pool their trophies and battle to collect the most trophies, and the second is to win Clan Wars for loot and Clan XP. Clans are not required in this committee; however, it is strongly suggested that every player who plays the mobile game joins one. Collaboration is an essential and beneficial component of this game, and we wish to replicate that, but within our base, clans are groups of chiefs that gather together to compete with other clans. In this committee, clans will not be established as the delegates will embody troops in one individual base and not bases in a clan; however, you are still encouraged to form alliances with those in the committee who share interests and aims similar to yours.

Life is normal in the base of Central Peel. Butterflies were in the sky, construction was led by the builders (with their ridiculous prices and requests for more gems), and the troops were either training or ready to train. That is until an arrow came whizzing down from the sky. No one thought much of it; many assumed it was one of the archers-in-training. But you notice something odd about the arrow. The goblins already noticed the many special jewels and metals they could rob. But with your investigative eye, you see a letter attached to it with the words, “TO THE CHIEF, HE HE HE HAW”. Somewhat odd, you thought it wasn’t interesting to you, so you head to the town hall to give the letter to the chief. But as you look and try to read the emotions on his face (a difficult task as his beard covers half of his face), you notice his

eyebrows rising, sweat forming on his forehead and a tremble in his voice as he tells you, “Gather the troops.”

As you gather the troops into the town hall, through whispers and rumors, you learn that the base is under attack but not an immediate attack. Confused, you wait for the announcement from the chief, and he states,

“We have little to no contact with the enemy other than their name is ‘griffinsarebest123’. They have sent a message stating they will not attack unless we surrender the town hall chief. I possess the key to the elixir and the gold, which must not fall into the wrong hands. We must engage in diplomatic negotiations with the intent of finding the identity of this unknown foe. It must be done without hostility as we do not know what defenses they carry and their quantity. To ensure my safety and the protection of the key to the elixir and the gold, I must immediately return to my office. I delegate the task of politely kicking their butts to you. Best of luck!”

With the chief back in his office, it is up to you, the delegates and the warriors of this base to peacefully (or not peacefully) dissolve the threat that the enemy, or enemies, possess. Will you embrace your differences to overcome this situation, or will there be small alliances to rebel against each other? Or will a lone wolf or a traitor emerge in the chaos? Before all this, you must find out who this enemy is and defeat them. May you crumble their walls!

LEVELS OF HIERARCHY



TOPICS OF DISCUSSION

TOPIC #1: ENSURING THE SAFETY OF BASE/CHIEF/CLANS

With the attack of the unknown enemy present, it is unknown how the base's troops will react to ensure the safety of the base and chief. The troops will guarantee protection because the elixir, gold storage, and town hall are the most important buildings, and the enemy targets them. Different solutions will be brought up as there is no one particular answer. The Warriors may look towards a diplomatic way to negotiate and to get in touch with the enemy with the help of the Chief. However, the Raptors may consider this an opportunity to pursue leadership over the base and its troops. Not only is this a battle for the safety of the base, but a chance to address the importance, and need of a leader to ensure this safety.

Using the builders is another tactic to ensure the base, but how will you do that with their outrageous prices and gem requests? Certain characters with leadership advantages will be able to influence the builders more to build defences in their favour regardless of their stance in the committee. Rather than requesting more gems from the Chief (which will be difficult for you to get), there must be another route to ensure that the defences and buildings built by the builders will be quicker or built faster in a large quantity. Note that builders feel discriminated against by the town folk, especially by the Chief, as they are simply contracted builders hired by the Chief. Although they have no particular feelings toward the troops, they believe all base members must be the same as the Chief. It is up to you to collaborate with them to ensure safety within the base.

The assurance of the troops, base and Chief is a necessity regardless. Will the troops decide to attack the enemy at once or surrender to the enemy to avoid conflict? Will the troops evacuate the base and extract as many resources as possible so the base won't be quickly looted if the enemy attacks? The delegates must use their powers and collaborate to answer this question.

GUIDING QUESTIONS

1. How will you gather your resources to protect your fellow clan members and chief?

2. Which defence units will you use in your favour to guard your base?
3. How do you ensure peace and tranquillity within the base?
4. How can you utilize the builders of the base and convince them to collaborate with you in this travesty?



TOPIC #2: UNVEILING AND FIGHTING THE ENEMY

Through time, to survive, the base has operated with as much unity, strategy, and attention as possible. However, a new mysterious threat has pushed this harmony in the base to its final straw. Rumours have been churning amongst the troops, claiming that the enemy operates in the shadows and that their true intentions and power lie behind layers of deception. The imminent threat has left the base on edge, with murmurs of espionage and covert operations spreading through the ranks. The identity of this enemy remains to be uncovered, and protecting both the base and the Chief needs to become a top priority. Tensions rise, fueled not only by the imminent threat from the enemy but also by espionage within their ranks.

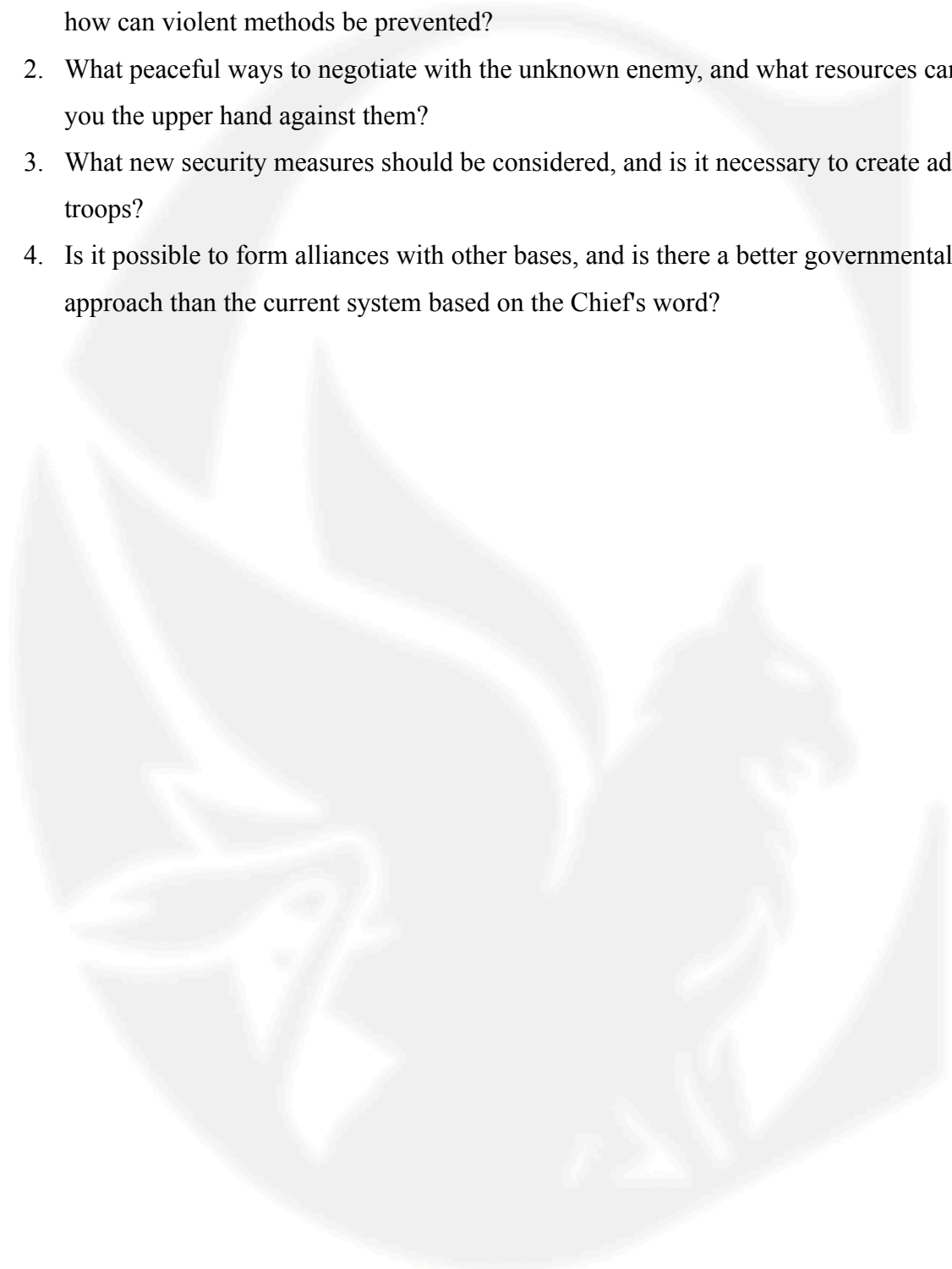
The Raptors push for a more aggressive approach, believing that a proactive approach would expose the enemy's weaknesses. The Raptors even go as far as to suggest a takeover in leadership. The Warriors are approaching the situation cautiously, urging a more defensive, perhaps even diplomatic approach. The base is now at a standstill, divided and deadlocked. Ben the Barbarian, a vital Warrior figure, erupts during a conversation with an accusation;

"I know there's a rat among us! Someone's been feeding information to the enemy, and I won't rest until I find out who it is. I'm looking AT you, you MALEVOLENT Raptors. Forget feeding the enemy, what if you guys are THE ENEMY!"

If not acted on swiftly, these internal divisions will drive the base to its demise. The base must work together to allocate its resources. Previously, resources were created during trying times, like the Elixir Collector, a symbol of resilience and a beacon of hope. Some, like the Raptors, believe the enemy could be a mole within the base, advocating for Hunter Drones to monitor internal threats. Others, like the Warriors, suspect an external force and propose Diplomatic Outposts to gather intelligence and negotiate. Clearly explain each resource investment in the committee mechanics system to ensure success.

GUIDING QUESTIONS

1. What precautions must be considered when determining the identity of the enemy, and how can violent methods be prevented?
2. What peaceful ways to negotiate with the unknown enemy, and what resources can give you the upper hand against them?
3. What new security measures should be considered, and is it necessary to create additional troops?
4. Is it possible to form alliances with other bases, and is there a better governmental approach than the current system based on the Chief's word?



TOPIC #3: RESOURCE ALLOCATION

After everything that the clan has gone through, it remains imperative that they are able to defend themselves in the light of any future attack. To ensure this, it is important to come up with a versatile method to allocate resources properly.

However, something new has just come to light. Maybe light is not the word to describe this substance, but power is something that is more suitable to describe this substance. One of the builders had gone astray going deep into the caverns where he heard whispers of ancient energy from remnants of the past. Echoes of spirits that had once roamed the place that he now called home. In the distance he spotted a black crystal that pulsating with energy and as he got closer he was met by a thick-liquid substance - Dark Elixir.

The builder quickly took a small sample and headed back to camp, and the troops quickly started using it. The troops became unstoppable, however, the elixir started warping their minds and made the troops act differently. The troops started acting uncharacteristically aggressive, and corrupt.

The Warriors may want to prioritize their army, and ensure that they are prepared for combat, while the Raptors may instead have more aggressive strategies, and want to allocate more resources towards establishing their own units, and the need to mine resources. The cavaliers are bound to have their own agenda in mind, and as tensions rise, it will become important to come to an agreement.

Alliances must be made, and equity must be prioritized to ensure that everyone is playing an important role to ensure future safety. It is simply in *your* hands to decide who must hold this great power, who will make these decisions, and how. Looking back on previous methods to protect one's base, is there an innovative way to ensure that future attacks will not occur again? The Chief is open to all ideas.

Clearly, Dark Elixir is not something that should be taken lightly. Its true origins and powers come with great uncertainty, and the clan, chief, and *you* have the great responsibility of understanding how the Dark Elixir should be used. It is also important to consider the different personalities in the room, and up to *you* to ensure that the right thing is being done for *you*, and of course the clan as a whole.

GUIDING QUESTIONS


1. What are some new security measures that should be considered, especially in the light of the new Dark Elixir?
2. Is it necessary to create additional troops, or perhaps troops that we have never encountered before, that are harnessed just from Dark Elixir?
3. Is it possible to create alliances with other bases?
4. Currently, the base sits on the Chief's word, much like a communist approach. Is this still going to be how things run?
5. Who might threaten things from being equitable, and benefiting the clan as a whole?

THINGS TO CONSIDER


- ❖ You can only deploy troops you are in control of. To deploy any other types of troops, you must have an alliance with them and their permission.
- ❖ Deploying troops will require elixir and using defenses will require gold which both are in the control of the chief.
- ❖ Finding the identity of the enemy is a necessity. However, creative methods to unveil it will not be overlooked. Use the crisis notes to plan your private directives.
- ❖ Communicating with your fellow delegates to form alliances is essential to improve your stance on the committee as well as housing a good inventory of resources/troops.

CHARACTER GUIDE

LEGEND:

 = Warriors (*for*) - 7

These players are enthusiastic and are in great support of the Chief's approach to dealing with the unknown enemy, which is to restore public tranquility by amicably addressing all possible difficulties that have arisen. However, inside sources revealed that the Chief is indeed a very secretive man, often not being publicly transparent about his decisions and judgements. He has been feeling rather anxious and overwhelmed as a result of the current attack situation, and as the head of the entire base, he is unable to make the most reasonable decisions. Players must remain loyal and promote the Chief, but take great caution when following his orders!

 = Raptors (*against*) - 4

These players agree that the Chief's viewpoints are ineffective in every possible manner, they are absolutely useless! Because of the newly revealed information surrounding the Chief's true colors, each player feels utterly superior to him. They find that if the Chief were to still be in command, there would be total anarchy, chaos, and societal unrest as a result of the Chief's potential terrible judgments in the future. Instead, these players strive to bring down the chief and, in the end, drive the base. Overthrowing the Chief and his men appears to be on top of their agendas, and each player is not holding back on proving this once and for all!

 = Cavaliers (*neutral*) - 4

These players are unconcerned and unproblematic by the current controversies surrounding the "tea" about the Chief. That is, without a doubt, the least of their concerns. These players are undecided and have no stance about whether they wish to revolt against the Chief and his intentions or to follow them. They aren't very easily trusted and very unpredictable as they may join other parties by the drop of a hat. Truly, all they want is for the land to remain unaffected and for no one to be injured and killed due to the unknown enemy and his threats. Whichever side they see fit for an alliance based on their terms, they may or may not join them.

CHARACTERS FROM THE HOME VILLAGE

1. Ben the Barbarian

- ❖ This fearless warrior relies on his bulging muscles and striking mustache to wreak havoc in enemy villages.
- ❖ Powers: Strength and Fearlessness
- ❖ Weakness: Temper and easily angered
 - Barbarian is fiercely loyal to the Chief, having been one of the first to be enlisted under his wing and battle in the troops. According to the yearly background checks on each player, Barbarian appears to be close pals with the Chief and his right-hand man. In fact, he was assigned to a variety of responsibilities, missions, and tasks that the Chief only trusted him with due to the trust they had built over the years of working together.

2. Ash the Archer

- ❖ These sharpshooters like to keep their distance on the battlefield and in life. Nothing makes them happier than single-mindedly taking down their target.
- ❖ Powers: Concentration and Calmness.
- ❖ Weakness: Low physical health (Vulnerable to attacks)
 - Due to Archer's low health, it may be useful to use Barbarians or Giants as a distracting unit or "meat shield" in order to draw fire away from them if they ever come into battle.
 - Because of Archer's calm and quiet nature, they do not have a set opinion about all of the raised situations. They do, however, understand that they must work with people they can trust, people who will not betray them like Wizard did when they revolted against his kind and chose to serve for evil rather than good.

3. Gideon *[gi-dee-uhn]* the Giant

- ❖ These big guys may seem calm, but show them a turret or cannon and you'll see their fury unleashed! Slow yet durable, these warriors are best used to soak up hits.

- ❖ Powers: Durability, Strength and Calmness.
- ❖ Weakness: Speed and Poor Offence + Defence IQ
 - The Giant, one of the earliest troops required to represent the base, is always loyal to the Chief and his commands. Giant has been working hand-in-hand with the Chief and would never do such a thing that would destroy his position of power within the troops. However, the Giants are a little slow-witted and unintelligent, thus, they do not think much of their actions and simply follow what they are instructed to do, which is to serve and protect the Chief.

4. Gryphon *[gri-fn]* the Goblin ■

- ❖ These pesky little creatures only have eyes for one thing: LOOT! They are faster than a Spring Trap, and their hunger for resources is limitless. This greed for LOOT has made the goblin selfish, materialistic and narcissistic.
- ❖ Powers: Speed and Resource IQ + damage (they can see their loot from many miles away and are extremely knowledgeable on how to attain it)
- ❖ Weakness: Collaboration and Unpredictability.
 - Don't count on these creatures to keep a secret. They only have one objective on their mind, their loot. They're known to turn to the enemy's side or just disappear randomly in crucial times.

5. Wilder the Wall Breaker ■

- ❖ Nothing warms a Wall Breaker's cold and undead heart like blowing up walls. A squad of them will make way for your ground units, and they will do it with a BANG!
- ❖ Powers: Explosives and Obedience
- ❖ Weakness: Only cares about blowing up defences such as walls and will deal no damage to the enemy.
 - Wall Breakers would do everything in their power to defend the base and protect their troops despite anything that may come in their way. Therefore, they have a great relationship with the Chief in command. In fact, Wall Breaker was awarded the "Best Defence" award two years ago!

Therefore, Wall Breaker and Chief have strong ties and are desperate to work together in order to stop the unknown enemy.

6. Blaze the Balloon ■

- ❖ These promoted skeletons have traded in their joy of destroying walls for a joy of destroying defenses. Deploy them to take out pesky mortars and cannons!
- ❖ Powers: Aerial, Damage and Offense + Defence IQ (Able to pick out which defense towers to destroy and how to infiltrate the enemy)
- ❖ Weakness: Speed and Collaboration (Skeletons only respond to each other because they are dead).
 - As this troop receives yet another promotion from dropping bombs from the ground to dropping them in the sky, they LOVE the Chief. Given how the Chief keeps in check with the skeleton troops, they feel and are extremely loyal to him. Whenever a troop badmouths the Chief, watch out because the balloon skeleton may be above you, ready with a bomb.

7. Will the Wizard ■

- ❖ The Wizard is a terrifying presence on the battlefield. Pair him up with some of his fellows and cast concentrated blasts of destruction on anything, land or sky!
- ❖ Powers: Magic (while able to cast fire blasts, they can manipulate anyone's mind they wish to) and Bravery.
- ❖ Weakness: Arrogance (Don't look to this character for a simple favour as it may be costly for you and waste their time as they huff and puff).
 - Surprisingly, Wizard used to be a staunch supporter of the Chief and his men. However, the realisation of their powers poisoned them with greed. They immediately turned against the "good" after the recent event that the Chief is suspected of being involved in, and would go to any length to display his disdain for the base's upper-classmen, which includes the Chief, of course.

8. Harlow the Healer ■

- ❖ This majestic creature lives to protect and aid their fellow troops. Any army is improved with their healing support, but make sure to protect them from air defenses!
- ❖ Powers: Collaboration, Kindness and Healing (Able to fix any mood with their smile)
- ❖ Weakness: Vulnerability and Too Peaceful (They wish to do no harm to anyone and to aid anyone in distress. While this may seem like a great trait, in crucial times, this character will not be reliable to make a decision).
 - Since the beginning of their service in the troop, Healer and Archer have been strong allies, having similar ground on a variety of problems. The healer is a peacemaker who doesn't see the sense in battling over power and leadership, but of course, is wanting to make a positive change, especially throughout these unpredictable times.

9. Drayk the Dragon ■

- ❖ The might of the dragons are known throughout the land. This scaly terror of the skies feels no mercy and nothing will escape the fiery splashes of his breath
- ❖ Powers: Same magic to the Wizard, Aerial and Bravery (Is able to deal massive damage to anyone they wish to, whether it be verbal or magical).
- ❖ Weakness: Poor Offence + Defence IQ (They attack anyone they please on the battlefield) and Collaboration (they're Dragons, they're still learning how to communicate with the rest of the characters except Baby Dragons).
 - Dragon carries so much power, too much power even. They feel that throughout these unsure times, they could create a little fun in the skies using this moment to their advantage. It is important to note that Dragon experiences language barriers between them and the entire base, thus, altering their passionate views may seem impossible.

10. PEDIYA [pe-di-a] the P.E.K.K.A ■

- ❖ Is P.E.K.K.A a knight? A samurai? A robot? No one knows! P.E.K.K.A's armor absorbs even the mightiest of blows.

- ❖ Powers: Extremely high Damage and Durability: They can attack with lots of force, and take down enemies in one attack. Due to the heavy armour, they can also withstand lots of attacks and absorb damage.
- ❖ Weakness: Collaboration (It is quite difficult to communicate with them as no one really knows who they are).
 - Because of the language barrier that P.E.K.K.A faces every day, nobody truly knows their stance on whether to support the Chief's decisions or to completely mutineer against him.

11. Dash the Baby Dragon ■

- ❖ This fire-breathing hatchling is shy around other air units, but leave it alone and it will throw a fit! Baby Dragons become enraged when not around other air units and gain bonus damage and attack speed.
- ❖ Powers: Tantrums (If they are enraged, they gain bonus skills such as damage, speed and more) and Collaboration: Although often seen as very shy, Dash, when in the presence of other dragons, can channel their strengths and enhance his skills
- ❖ Weakness: Focus and Offense + Defence IQ
 - Baby Dragon is quite literally... still a baby. They are young and still need time to grow up and understand the situation. Poor Baby Dragon, they do not even know the threats made by the unknown enemy! Despite this, they are happy to work with anyone, especially with other Dragons, for the greater good.

12. Mica the Miner ■

- ❖ These sneaky shovelers burrow underground, pass beneath walls, and pop up right next to their targets. While underground, Miners cannot be damaged and will not trigger traps, but still gain bonuses from Spells.
- ❖ Powers: Resourceful and Unpredictable to opponent defense
- ❖ Weakness: Reliability (While unpredictable to the opponent, they are also unpredictable to the clan themselves. It's hard to trust this sly character).
 - Because Miners are such unpredictable and indecisive creatures, sometimes they are in complete agreement with the views of the Chief.

But in a blink of an eye, they bottle up evilness and want to use this situation as an opportunity to prove just how powerful they are to everyone around them.

13. Evie the Electro Dragon ■

- ❖ Possessing iron-tough scales and a breath of devastating lightning, the Electro Dragon's favorite thing is raining destruction from above. When vanquished, the Electro Dragon even pummels the ground with lightning strikes!
- ❖ Powers: Collaboration and Massive Power
- ❖ Weakness: Arrogance (similar to the Wizard but if they get too smug, they can *shock* everyone, figuratively and literally).
 - Never test Electro Dragon's ego, as the Chief did. Someone said from somewhere that the Chief could out-electro the Electro Dragon and they have been keeping a grudge ever since that rumor (which may not even be true). Their powers have been very hard to control as they have the strength to rupture defense buildings. If the Electro-Dragon isn't satisfied with their situation, be prepared for a strike of chaos.

14. Yara the Yeti (Yetimite) ■

- ❖ The heavy-hitting furry fellow digs into the cold weather and his Yetimite buddies. Hurt him, and you'll make the Yetimites really angry.
- ❖ Powers: Resourcefulness and Leadership (Given their leadership strengths they provide to their own kind, they do the same for the rest of the clan).
- ❖ Weakness: Collaboration (Although they are great leaders, they tend to be shy in front of other clan members).
 - Yeti is a phenomenal and excellent leader, teaching and training their fellow Yetimite since the very beginning of times. They believe that their strong leadership can become a great asset during these difficult times, thus, working very closely with the Chief and ensuring that any decision they make is a rational one.

15. Dani the Dragon Rider

- ❖ This aerial engine of destruction readily and frankly, quite excitedly lays waste to any defense it comes across. The skeleton onboard swears he's not touching the controls
- ❖ Powers: Damage and Offense and Defence IQ
- ❖ Weakness: Obedience
 - With Dragon Rider being a skeleton, they aren't exactly the best at riding a powerful dragon. Despite this, Dragon Rider and Chief share a *very* strong bond together. Recently, the Chief upgraded the skeleton from riding a balloon, to riding a dragon. While the skeletons are extremely happy, they also are a little afraid as their dragons have been known to be unpredictable and blow fire on themselves. Thankfully, their bones are flameproof but while this skeleton harnesses one of the most fierce troops out of the base, it comes with just as large as a weakness.

BUILDINGS

- ❖ **Defensive buildings** (Use these buildings to arm yourself or your clan members with reliable defence):
 - Cannon
 - Archer tower
 - Walls
 - Traps
 - Air sweeper
 - Builder's Hut
- ❖ **Resource buildings** (These buildings are crucial to keeping your village functioning, make sure they never are destroyed):
 - Townhall
 - Gold mine
 - Gold storage
 - Elixir collector
 - Elixir storage
 - Clan castle
- ❖ **Army buildings:**
 - Army camp
 - Barracks
 - Workshop

COMMITTEE MECHANICS

To take action in this innovative committee, there are multiple aspects and steps to learn and understand. The main goal of this committee is to encourage debate and have conflicting opinions as well as determine your stance on the topics of discussion and to your fellow delegates. Given your role, you may want to target and take possession of different resources that your base has to offer. The different resource buildings and defence buildings have been listed above. This committee will be set up to help you achieve your private goals and agendas that you hope to achieve in this committee with a few guidelines.

CURRENCY

Anything on the base functions by a currency that the chief has control of. There are two types of currencies in this committee; elixir and gold.

- Elixir is a currency that is used to upgrade the offense of your base. Elixir upgrades buildings such as barracks, army camps, the spell factory, the laboratory, and gold collectors and storage. Elixir is also used to build troops and spells, and to upgrade them in the laboratory. Out of the two currencies, you will use this currency for offensive-type transactions. If you are to deploy an attack on your troops (or your allies' troops), you must have a sufficient amount of elixir.
- Gold is a currency that is used to upgrade the defensive aspect of your base. Gold is used to upgrade defenses, walls, elixir collectors and storage, and the town hall. It also can be used to send spies to scout possible bases to raid and attack. Out of the two currencies, gold can be used to upgrade your defensive buildings and to send spies out to scout. If you receive intel from your spies or other sources that you are going to be under attack, the first thing you want to do is protect your base defensively.

DEPLOYING/ACQUIRING TROOPS AND/OR DEFENSES

Using the currencies of elixir or gold, delegates will be able to obtain certain defences and troops. As listed above, gold will be used to purchase defense towers and supplies to defend against a possible attack against the enemy if they fail to diplomatically negotiate with the enemy. This will be done by specifying the subject “Spending” in the crisis note system that our committee will use.



CRISIS NOTES

(Character “Stats” are a document with their wealth in elixir/gold and their troops. It will also include which resource or goods the delegate has invested in. It will be updated and given to delegates when their roles are handed out. These will determine their stance on the committee and how they can accomplish any personal agendas).

Investing:

Delegates will be given a count of their elixir/gold through their own google drive. It will be a count that will alter based on their actions done throughout the committee session. Investing will involve specifying the exact amount of elixir/gold to acquire certain defence/offence goods. In the subject area of the crisis note, the delegates are required to input “Investing” to ensure the purpose of the crisis note. The crisis team will send a note either approving, rejecting or requesting a follow-up note based on the transaction.

- Example: 10 000 gold = Archer tower. (There will be a specific chart outlining what resource/goods cost what amount and its exact function).

Spending:

Once delegates receive the goods they invested in, the google drive folder will keep a count/tally of the number of goods and which exact goods. They can also choose to deploy troops once approved from a private directive by Crisis. This will be done by specifying the subject “Spending” in the crisis note system that our committee will use.

- Example: Archer tower = Implement in the southwest corner of the base.

Crisis Notes:

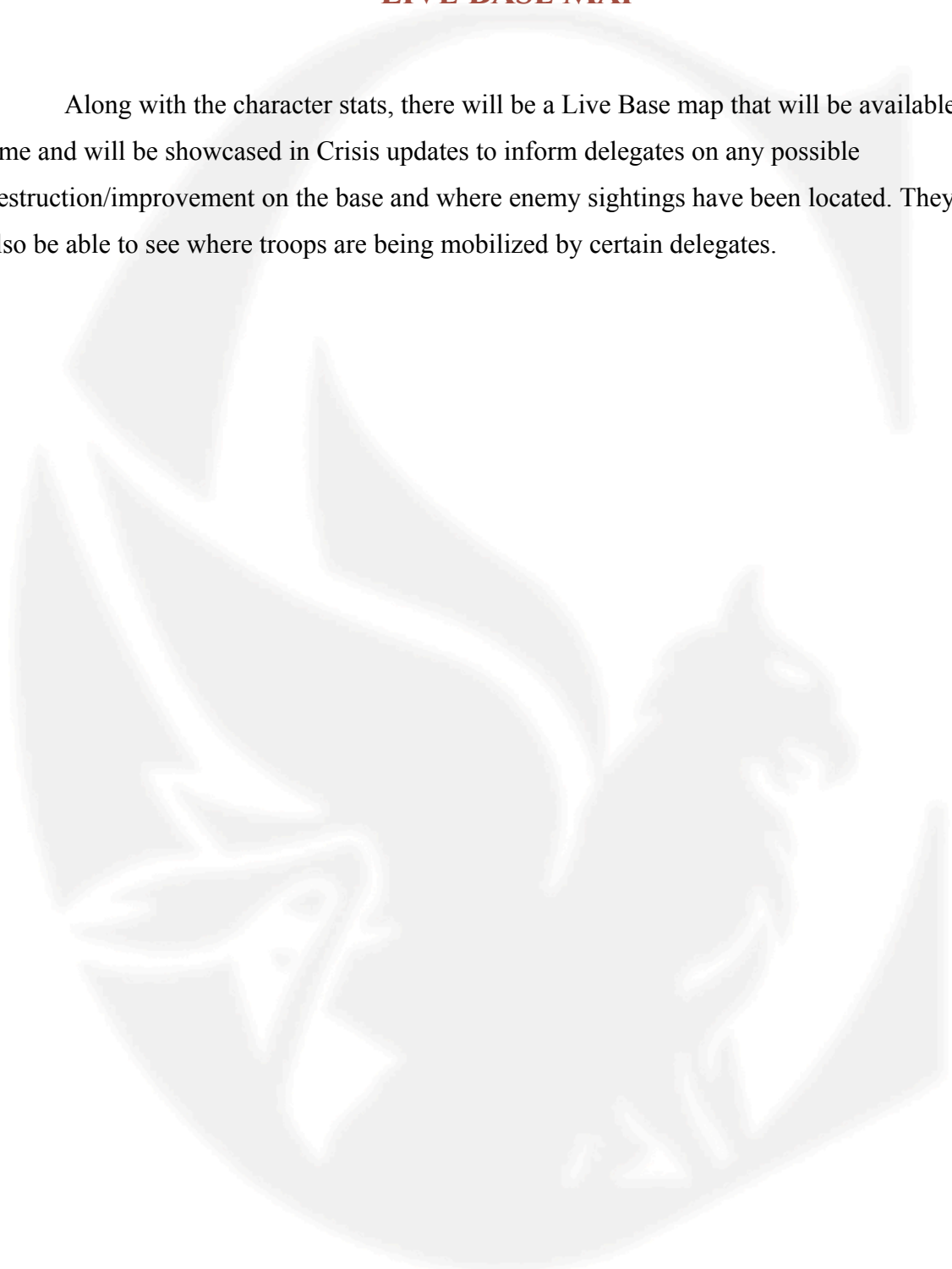
This will be to send questions/inquiries to the Crisis team as well as private directives to get delegates’ personal agendas completed. This will be done through the crisis note but it must

be specified as well, “Crisis Note - Question” for questions and “Crisis Note - PD” for Private Directive.



LIVE BASE MAP

Along with the character stats, there will be a Live Base map that will be available at any time and will be showcased in Crisis updates to inform delegates on any possible destruction/improvement on the base and where enemy sightings have been located. They may also be able to see where troops are being mobilized by certain delegates.



CITATIONS

“Defensive Buildings.” Clash of Clans Wiki.

https://clashofclans.fandom.com/wiki/Defensive_Buildings. Accessed February 21, 2022.

“Clash of Clans Wiki.” Clash of Clans Wiki - ClashTrack.com.

<https://www.clashtrack.com/en/wiki>. Accessed February 21, 2022.

