



## United Nations: Non-Player Countries

All five permanent members (P5) of the United Nations Security Council are represented by players in the War in Binni megagame (China, France, Russia, United Kingdom, United States), as are two other rotating UNSC members (Guinea, Nigeria).

The other eight members of the UNSC are **non-player countries** (NPCs):

- Algeria
- Canada
- Denmark
- El Salvador
- Indonesia
- Jamaica
- Pakistan
- Serbia

NPCs will abstain on all UNSC resolutions, **unless their voting card is held by a player**—in which case, the player holding the card may determine how they vote.

It is important to note that a UNSC resolution requires **9 affirmative votes, and no vetoes** by P5 states. Consequently, at least some support from NPCs is essential. It would also be highly inappropriate to pass a resolution on Africa without the support of at least one African state (Guinea, Nigeria, or the NPC Algeria).

## Procedure

At the start of the game, all NPC voting cards are placed on the uncommitted/abstention holding sheet.

At the start of each game turn, the players simultaneously allocate the influence cards and funding that they will use to influence NPCs for that turn. This should be done with the cards face down, so that no player yet knows what the others have committed.

CONTROL will then reveal these and assign a die roll modifier (+2, +1, 0, -1) depending on the amount of influence or aid allocated, as well as how this compares to that allocated by other players. The penalty or bonus for **influence** will apply to all attempts to obtain NPC voting cards this turn. The bonus for aid only applies to those NPCs that list “*receive foreign aid*” among the issues of concern to them.



Each voting card lists a series of issues that the NPC is concerned about, as well as a die roll score necessary for a player country to secure their vote. Each time a player makes a **convincing argument** regarding one of these issues during UNSC debate, CONTROL may decide to check if this influences a NPC sufficiently for the that player country to gain control of the NPC card. Arguments must be thoughtful and effective to have any impact. Here is an opportunity to utilize the diplomatic skills for which you have become renowned, and which have raised you to the top of your country’s foreign service!



**ALGERIA**

ISSUES

- limit outside intervention
- support counter-terrorism
- protect Muslim population

SCORE REQUIRED

- China: 5
- France: 5
- Russia: 5
- UK: 6
- US: 5



**JAMAICA**

ISSUES

- support peace negotiations
- address humanitarian crisis
- receive foreign aid

SCORE REQUIRED

- China: 6
- France: 5
- Russia: 6
- UK: 3
- US: 4

Note that if you make a very weak argument or one that might offend a NPC, CONTROL might also check to see whether you **lose** control of a NPC card.

At the end of each game turn, all influence and funding cards are expended and removed. CONTROL will then make an unmodified die roll for each NPC held by a player to determine if it returns to the uncommitted/abstention box.

Please note that diplomatic protocol and decorum is highly valued at the United Nations. Consequently any attempt to dispute CONTROL's decisions may result in a loss of influence!