**Select an Ambassador**

At the beginning of the simulation the players are divided between the fifteen countries. The numbers of players in each country is not fixed and varies based on how many players are in the simulation. An ambassador is chosen based on the simulation setting; the moderator selects a player, the position is rotated among team members or the players vote among themselves who should be the ambassador. If there is only one player in a country, the player is automatically the ambassador. If there are two players in a country, based on the simulation the position is rotated or the moderator picks the ambassador.

In the event of a vote, each player provides an argument to the other members in the country as to why he/she should be the ambassador. The system collects all the arguments and displays them to the all the members in the country.  If there is a tie after voting, a second voting session between the leading players takes place. If a tie occurs again the moderator picks an ambassador from the players that tied. A player cannot vote for his/her self.

Note: Players are participants