Tiffs Simulation

Basics about Tiffs:

Tiffs come from the planet Tiff, which is now so covered with factories and homes that there is no longer enough land to grow food. And the favorite food of the Tiffs is zucchini. Their economic purpose on Earth is to produce huge amounts of this food, and to process it by drying, salting, or pickling it, in order to send it back to Tiff. ***It is important to realize that Tiffs don’t intend to fit into the Earth economy and pay for zucchini; in fact, they don’t have any Earth mone*y**. They will find other methods for getting what they want. The Tiff are very proud of Tiff culture and social organizations, and their social purpose on Earth is to “civilize” the Earthlings so that they become more like Tiffs.

Tiff Culture:

1. In Tiff culture, necks are considered very private parts of the body, and it is considered extremely inappropriate to appear in public without wearing a neckband.
2. Tiffs have little patience with the celebrations and gift-giving occasions which they observe on Earth. These seem to them a great waste of time and resources, and they feel that Earthlings would be far better off without them. They are also amazed at the time Earthlings spend on sports when they could be better employed working.
3. Tiffs pride themselves on their music, which is entirely based upon two notes sung in a variety of different rhythms. They also dance to this music, in the distinctive Tiff dance, which consists of standing still and letting their arms rise and fall in time to the two note rhythm.

Tiff Social Organization:

1. Tiffs follow their emperor, the Great Tiff – who they feel is responsible for the maintenance of order in the galaxy. Each sentence in their language begins with the words “In obedience to the Great Tiff…”
2. On each planet where the Tiffs land, they install a representative of the Great Tiff to maintain law and order. This person – the GREAT TIFFLING – is responsible for a system of justice on the planets they land on (such as Earth).
3. Tiff society is organized around State-Unit. At birth, children are put into groups of 8, each group supervised by a Tiff Leader. Children are instructed in the ways of Great Tiff and in Tiff language, sciences, and music. The Tiffs who land on Earth are surprised to observe that earth children live with their birth families.

Tiff Technology:

Tiffs are very scientifically advanced. They have recently developed TWO inventions which give them great power:

1. Tiffship: allows them to travel instantaneously between their home planet & planets they take charge of.
2. Tiffgun: allows them to immobilize large segments of the population

Earthlings:

The four towns in this simulation are Metropolis, Riotown, Wheatville, and Kneebone. Each town is represented by a typical town council. Many of you have families, and they are like most earth families, earning money to live and to enjoy doing the things they like doing. Many of you have towns in agricultural areas. You are concerned with maintaining healthy, productive farms, factories, and businesses in your community so that people can have jobs and live the American dream.

Earthling Concerns:

1. Economic – You want a good variety of different industries and businesses in the town and a good variety of crops and good crop prices in the surrounding countryside. You also want the fruit and vegetables from the farms to come to the town to provide food for the townspeople, and to be canned and frozen in the town factories. This way, young people will be able to get jobs in the town or farms, and your community will be prosperous.
2. Social / Cultural – You want the people in your community to be happy, well-fed and secure in their families. You want them to be able to participate in their cultural events including Christmas, birthdays, musical events,

Consider your Town Characteristics

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| **Town** | **Characteristics** |
| Kneebone | -Largely Agricultural  -Economy focuses on healthy Organic Vegetables  -Climate similar to California and Northern Mexico |
| Metropolis | -urban area, similar to Detroit  -known for its music industry  -once had many factories but some are abandoned now |
| Wheatville | -Agricultural area  -economy focuses on wheat and corn  -Socially conservative, often disagrees with Kneebone and Metropolis |
| Riotown | -Three main industries  -Tourism (beaches)  -Factories for major electronics and weapons  -Also some farming on the outskirts of the town, a variety of crops |

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| **Tiffs Group** | **Earthling Group** |
| •Great Tifffling – Makes laws, administers justice  •Agricultural Rep – laws for getting farmers to switch from grains to zucchini  •Industrial Rep – how to change the factories into zucchini processing plants & shipping the zucchini back to TIFF  •Morality Rep – get earthlings to cover necks, start each sentence the way Tiffs do  • Cultural Rep – replace all Earth music and dance with Tiff music and dance | •Mayor – in charge of city & city rep at town meetings  Tiff Liason- How will you work with other earth towns in this transition. Do you have any suggestions for how other towns can organize considering their specialties? Remember your town is your number one priority  •Economic Rep – how will you maintain economy?  •Cultural Rep – what kinds of celebrations do you want to support / try to keep? What are some compromises you might make?  •Social Rep – what is important to you about your families? How will they deal with the transition to Tiff rule?  •Rights Rep – What kind of human rights and freedoms do you support in your town? |