

The cat and the Coup

Duration:	20+	min
Number of players:	1	player/s – plays in teams
Materials/ Tools needed:	PC	
Publisher:	USC Games	
Game Designer:	Kurosh ValaNejad and Peter Brinson	
Language	ENG	
Links:	https://www.thecatandthecoup.com	

Type of game:

- board
- card
- role play
- simulation
- computer
- Serious
- Other:

Main topic:

Iran
History
Life of Dr. Mohammed Mossadegh
Persian Art
Cold war

Short description/ Goal of the game:

In The Cat and the Coup, you play the cat of Dr. Mohammed Mossadegh, the first democratically elected Prime Minister of Iran. During the summer of 1953, the CIA engineered a coup to bring about his downfall. As a player, you coax Mossadegh back through significant events of his life by knocking objects off shelves, scattering his papers, and scratching him.

The game, situated within the traditions of Persian miniature art form and cold war foreign policy, asks players to consider their connection to Iranian history. The Cat and the Coup is both about the relationship between the Western video game player and Mossadegh and, by extension, the United States and Iran. It lays a foundation for today's critical question - how do the people know when their democracy is threatened?

Image:



Educational value/ Learning Objectives:

- **History**
- **Democracy**
- **Political Institutions**
- **Religion**

Recommendations for use:

Pro's & Contra's:

- single player
- specific subject



