MEG
Multy Entity Game

Version 1.1

MEG Run Only User Guide

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User Interface Introduction

Note that the interfaces are optimized for 1024x768 screen definition.
A different screen setting may result in a distorted visualization of the interface.

From the introductory screen, click anywhere to proceed.

By clicking on **Review** you will access a general introduction to the model and to a list of sketches showing the model structure.

By clicking on **Gaming** you will enter the area where you can set your own assumptions and policies, run the model and analyze the results of your simulation and other existing runs.
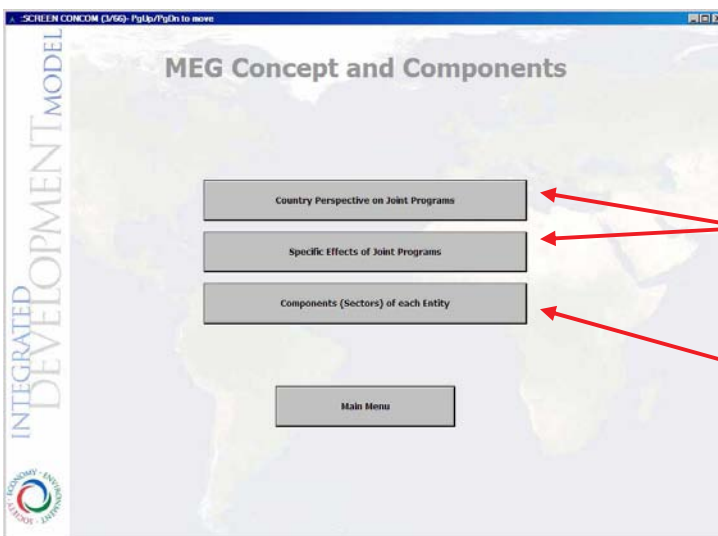
By clicking on **Review** you will access the **MEG Concept and Components** screen. Here you can explore the country perspective on joint programs and their specific effects on the national society, economy and environment.

The sectors constituting the model can be explored by clicking on **Components (Sectors) of each Entity**.
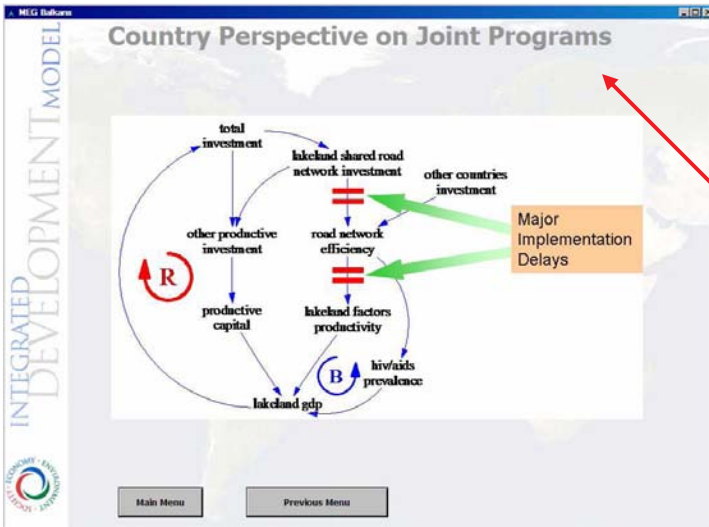
Section 1:
Model Review

By clicking on **Review** and **Country Perspective on Joint Programs**, you will explore the basic concept and architecture of MEG.

The transposition of the underlying concept into the simulation model is visible by clicking on **Components (Sectors) of each Entity**. In this screen you can choose to see the main modules constituting MEG.
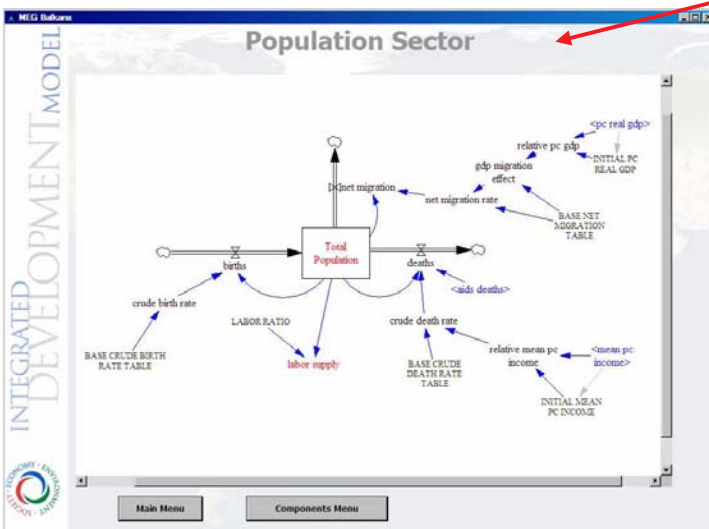
MEG is composed by three main spheres: Society, Economy and Environment. Each of these spheres can be broken down into sectors, and each sector is composed by several modules.

If the sketch format is not clear, or if you want to get more information about it, by clicking on **Help with Sketches** in the **MEG Components Menu**, you will have access to a quick guide to stock and flow diagrams.

Section 2:
Model Simulation

By clicking on **Gaming** in the **Main Menu** screen you will enter the model simulation section. Here, by clicking on **Create and Name the Game Simulation** you can set your own assumption and policies, and then run your scenarios.

Note: from this screen you can also have direct access to the results of already existing simulations, by default only the base scenario is loaded in the model.
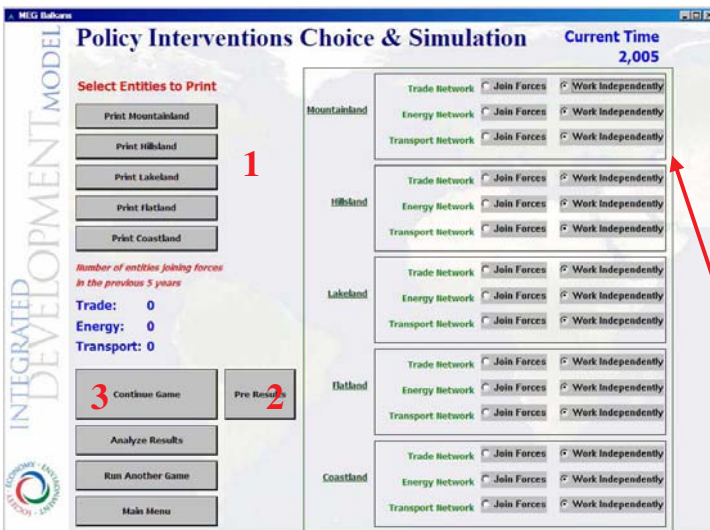
From the **Policy Interventions Choice & Simulation** screen you have access to a set of policies and assumptions that includes collaboration on the creation of a:
— Trade Network;
— Energy Network;
— Transport Network.

In order to set policies, check the boxes on the right side of the screen.

If you are interested in the performance of each country, click on **Print Mountainland** (1).

If you want to see some preliminary results for the whole region, click on **Preliminary Results** (2).

Once you are ready to simulate the model click on **Continue Game** (3).
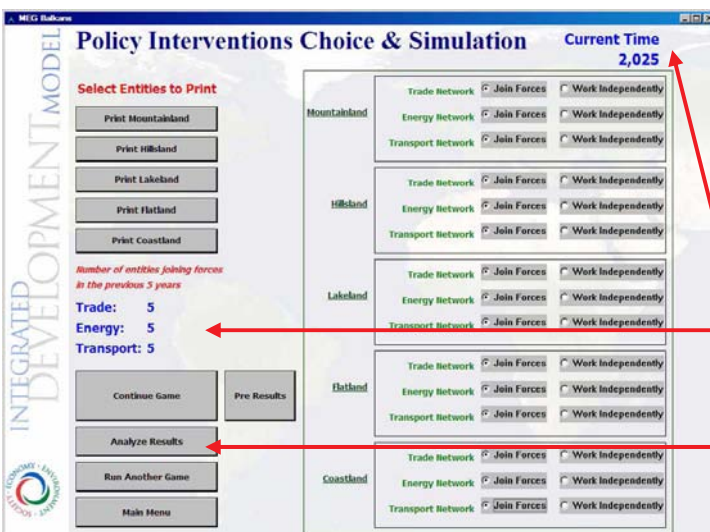
The current time and information on the number of entities joining forces is given.

When the game is completed you can proceed to analyze the results of the simulation by clicking on **Analyze Results**.
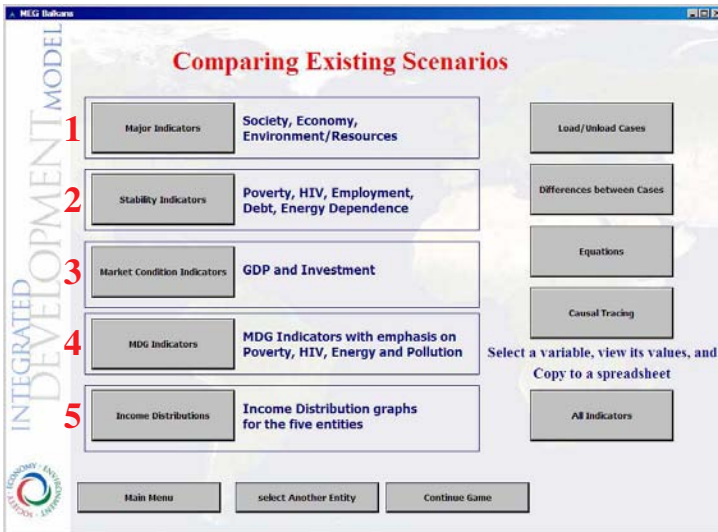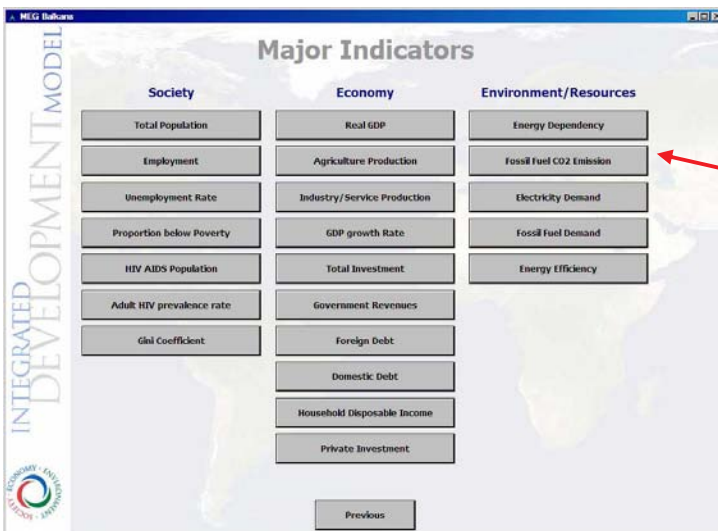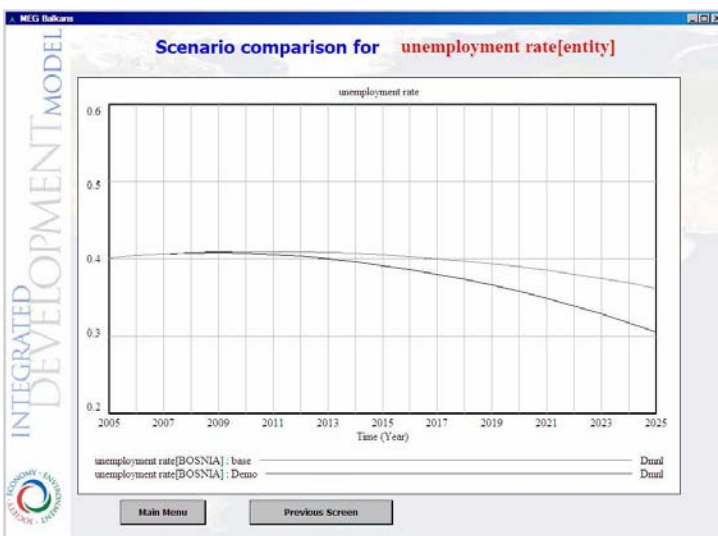
Section 3:
Simulation Analysis

By clicking on **Analyze Results** you will enter the **Comparing Existing Scenarios** screen. Here you can find selected social, economic and environmental indicators.

These are divided in five sections:

— Major Indicators (1);
— Stability Indicators (2);
— Market Condition Indicators (3);
— MDG Indicators (4);
— Income Distributions (5).

When choosing a set of indicators, you have the possibility to select a specific variable and see its development over time.

The graphs comparing Base Run and Custom simulations contain two lines: a black one (base case), and a light grey one (custom simulation).

Section 3: Simulation analysis

From the **Comparing Existing Scenarios** screen you can have access to indicators (**Major**, **Stability**, **Market Condition**, **MDG Indicators**, and **Income Distributions**) and tools (**Causal Tracing**, **Differences between Cases**, **Equations**) and you can also select a variable, view its value and copy it to a spreadsheet by clicking on **All Indicators**.
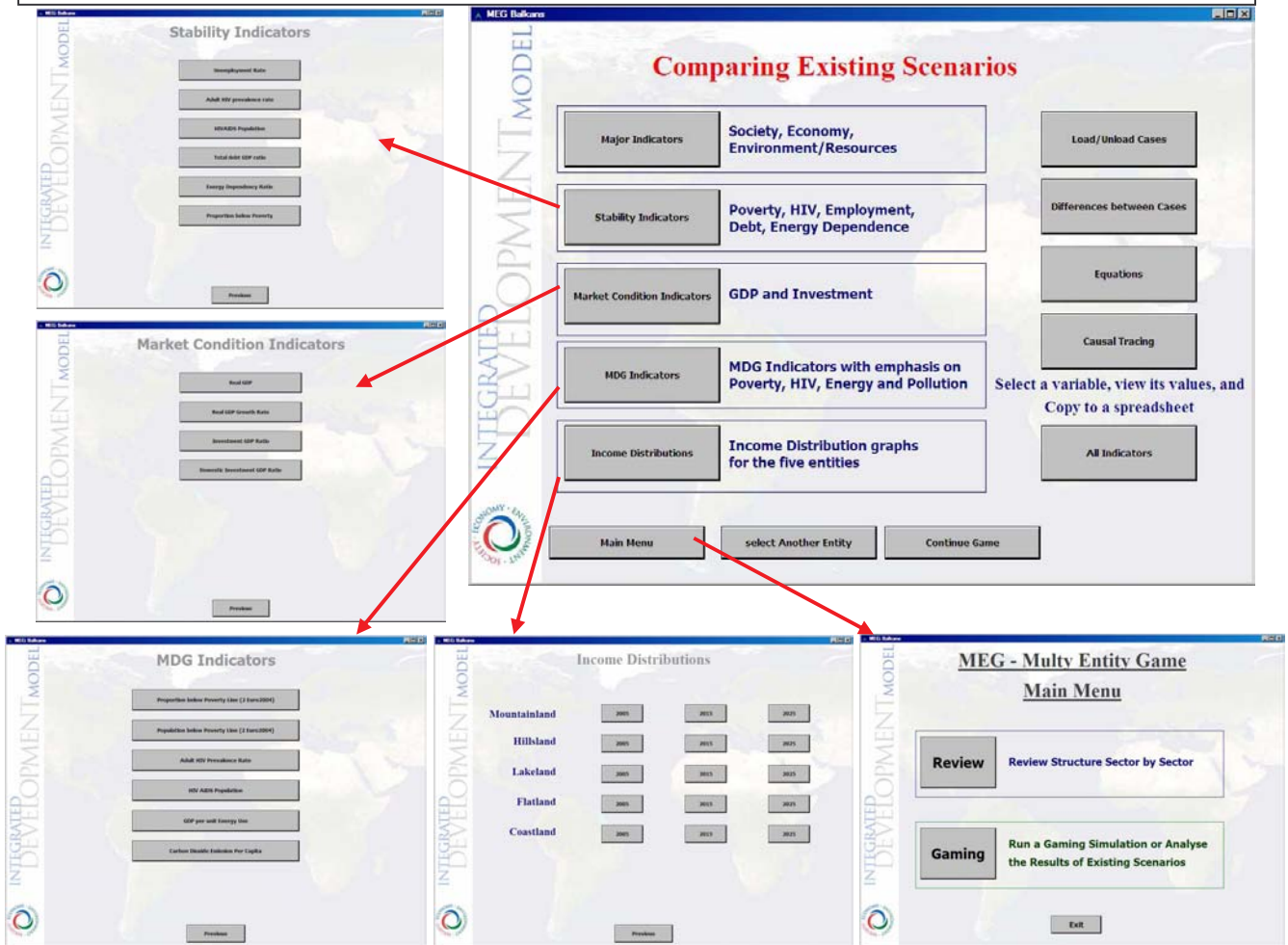
Thank you for you interest in the MEG (Multy Entity Game), we look forward to receiving your comments and suggestions.