Imperialism Simulation... The Big Land-Grab

The Goal:
The overall goal of this simulation is to emerge in the end as the country with:

1) The most colonies
2) The greatest naval and military forces
3) And ultimately the most points!

In order to attain these three goals your “nation” will need to use diplomacy, trade, and war to their advantage.

Your Roles:
Each person in the group will be assigned certain roles, which are:

1) Trader: In order for a society to function it needs to provide the basic necessities for survival, thus in this simulation each nation must provide those “basics” to its people (to avoid a revolution). The job of the trader is to acquire the basic needs of the nation (to be collected after every round). See handout #2 for the monthly requirements and penalties.
2) General: After the traders are done Generals can then go to the bank (me) to purchase weapons, ships, armies, fleets, and war cards. See handout #2 for the purchasing chart.
3) Diplomat: In order for your team to win the simulation diplomacy IS A MUST; you need the most political points! In order to acquire political points a nation must perform certain actions or make certain agreements with other nations. For this, diplomats will need to use the chart on handout 3 – political points (restrictions, agreements, and military actions). Of particular note: for political agreements – you must go in the order listed (i.e. you can’t have a defensive alliance before you have a trade agreement, nonaggression pact, or alliance). If you break a political agreement, you will lose ALL the agreements points (i.e. breaking an offensive alliance means you lose all 20 points – 6+5+4+3+2... Only 1 political agreement can be made per round.
4) Leader:
   a. Once trades, general purchases, and diplomacy have occurred, the leader must announce to the other nations how many ships and weapons they have (this can either be the truth or a lie depending on the situation!).

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4) Leader:
   a. Once trades, general purchases, and diplomacy have occurred, the leader must announce to the other nations how many ships and weapons they have (this can either be the truth or a lie depending on the situation!).
b. After declarations leaders will then declare if they wish to acquire any colonies (keep in mind – others might want the same colonies... hmm... can you say DIPLOMACY!)

c. It is also up to the leader to declare if any wars, etc. will occur... war sequence will be explained later, just keep alliances in mind!

d. After all else, the leader must announce any political agreements (to be listed on the board – see handout #2)

5) **Representative of the upper class** (for groups that have more than 4 members): If a nation has an upper class person ALL decisions made by the leader must also be approved by that upper class representative... ahh, the power of money!

Based on the country that your group will be representing, you will start off with certain commodities (i.e. food, industry, commercial products, weapons, ships, etc...), see handout #1. As some countries were stronger in certain areas this will be represented in the different amounts of commodities you start with.

**The Order of Events:**

1) The distribution of **Commodities** (Industry, Food, Consumer Products, and Luxury Items)
2) **Trade** (done by the traders)
3) The purchase of **supplies** (done by the generals)
4) **Diplomacy** between countries (done by the diplomats)
5) **Leader declarations**, colony "claims", and battle (if its called)
6) The collection of **monthly nation requirements**
7) Any needed adjustments
8) Repeat steps 1-7 if needed...

Look over the "roles" (to see which you might want to be), the "War and Trade Sim. Set-Up" – handout 1 (to see what commodities your nation has to start with), and the "Colonial Political Points and Commodities" - handout #6 (to see which colonies you might want/need...)

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