

## Great Powers Game Teacher's Guide

**Objective:** To understand the issues and challenges leading up to the First World War.

**Duration:** 2-3 class periods.

**Materials:** A copy of the rules for each student. At least one copy of the country description sheet for each group. A large number of cards in four colors representing the pieces for armies, navies, industries, and colonies.

**Procedure:**

1. Sides may be chosen in whatever way the teacher chooses, but it is usually better to give them out at random because not all countries start out even, just as it was in the real race for empire.
2. Go over the rules with the students.
3. Students read their country's description sheet and plan their strategy for diplomacy, economic, military, and territorial expansion.
4. Conduct negotiations.
5. Conduct wars and further negotiations as necessary.
6. Debrief.

**Teacher Recommendations:**

1. Encourage students to do the best they can even if they have a weak country. Weak countries can still win the game if they have the right allies. If the class is very large make up additional statistic sheets for small countries which remained officially neutral in W.W.I such as Mexico, Portugal, or Spain.
2. Use the pieces at the end of the rules to make the record keeping easier. Run them off in different colors and cut them up. Make a large amount of armies, navies and industries, but only one of each colony. Appoint students to sell and collect the pieces. Watch for cheating! It is very important to tell the alliances NOT to combine their stacks of pieces because all too often alliances fall apart and it is too hard to go back and figure out who had what at the beginning.

3. If a war is declared simply list the country on the board that started it and the country that is being attacked. Then ask who would like to declare for each side. Allow a few minutes to allow reluctant stragglers to commit or stay neutral and for some countries to change sides at the last minute if they wish. (This often happens in real wars). Once the numbers are tallied eliminate forces on both sides until there is clear victor. Armies cancel out other armies, and navies cancel out navies. The countries that started the war should always take the heaviest losses.

4. If all of the armies are gone, go to navies as a tiebreaker. Two navies equal one army when they land and convert to marines. If there is still no victor, go on to another round of negotiating and purchasing until another year of war is fought. Countries may change sides any time they want or drop out. You may even have multiple alliances going at each other at the same time. The only thing that matters is who is left the strongest when the fighting is over.

5. After the war is over the victors hold a peace conference and dictate the terms to the losers. These are up to the victors to decide, but they may include occupying or annexing the loser's home country, taking their colonies or a portion of their industry. If the losers stay unoccupied they may try to rebuild, make new alliances and seek revenge. Sometimes the victors may disagree on the fair share of the spoils and turn on each other in the next round of war. Continue the simulation until there is a clear victor or a hopeless stalemate and then move on to the debriefing.

#### **Debriefing:**

1. How did it feel to build your empire? How did the smaller countries feel about how it turned out? Which countries had the advantage at the beginning of the game? Why? How did your empire compare to the real one that your country actually gained?

2. In the long run what was more important to buy, armies, navies, industry or colonies? Why?

3. What did you do well? What do you wish you had done differently?

4. How successful were your alliances? Did they help you or hurt you? Could they be trusted? Why or why not?

5. If there were wars how did they compare to the real W.W.I? How would the world be different today if the war had turned out differently than it did?

## Great Powers Game

**Time:** circa 1900

**Players:** Great powers of Europe, rising powers of Europe, America, and Asia, and lesser powers that wish they were great.

**Goal:** Make your country powerful by building industry, gaining colonies, building a strong army and navy and gaining strong allies. That way if a war breaks out you can win it.

**How long the game is played:** Each turn will represent one year. We will play until we reach 1920 or the Great War breaks out, whichever comes first.

**How the game is played:** Each player will represent one country. You will try to make your country as powerful as possible based on what you have to work with and your ability. Each country has a description sheet stating its strengths and weaknesses at the start. You will try to use the countries' income and your bargaining ability to gain further power and influence. Some countries are naturally bigger and richer at the start. This cannot be helped, so do the best that you can with what you have. Sometimes small countries do very well by growing and making the right friends. You will continue to gain power, wealth, and influence until a war breaks out and then you must defend it. Try to make as many friends as possible so that you have allies if a war breaks out. Make written treaties whenever possible because people tend to "forget" what they promised. You can give, take, trade, or promise whatever you want and you don't have to tell anyone except the country you sign the treaty with. Remember how you treat people because "what goes around comes around", in other words if you always make threats or bully people around you may find yourself with very few friends when conflict breaks out. Remember, no matter how big you are, you can't take on everybody!

**Spending your money:** You may choose each year how to spend your money. Try to keep a balance. For example: don't spend so much on colonies that you have no army to defend them, or don't spend so much on the navy that you don't have any industry. Any money that you spend on industry or colonies stays in your economy each year, any money that you spend on the military is gone forever. In other words, if you buy a dollar's worth of industry or 1 colony your income goes up 1 dollar the next year. If you spend 1 dollar on

the army or navy your income stays the same next year. So obviously, if you spend all your money on the military your country can never grow and everyone else will eventually pass you up.

**Colonies:** Whereas you can buy an unlimited amount of industry or military, there are a limited number of colonies to go around so try to get them early if you can. There are exactly 120 colonies available, not including the ones that you have at the start of the game. When the colonies are all gone you will have to fight with someone to take theirs away. Also be aware that certain countries have an interest in certain parts of the world and that taking a colony there will make that country upset with you. How you settle your disputes with other countries over colonies is up to you.

**Wars:** When 3 or more great powers are at war the war is called a Great War. All countries that have treaties with the existing countries fight it. War is done simply by counting up the forces of the groups of allies and declaring a winner. Note: a country can break a treaty and change sides or drop out of the war just before it takes place if they want to regardless of what they promised before. The forces in the war are recounted and then the war is fought. This is not a great way to gain friends and influence in the future however.

**Turn Order**

1. Negotiate alliances / decide what your group wants to do with your economic points.
2. Spend economic points.
3. If war has been declared it will be fought after everyone has spent their economic points.
4. The moderator (or in this case Mr. Patterson) will announce to the class when turns start and end.

**Cost of Each Item**

*Bonus*

Army – 1 Econ. Point.

Navy – 1 Econ. Point.

Industry – 1 Econ. Point.

Colony – 2 Econ. Point.

*+ 1 Econ Point Must Take*

*+ 3 Econ Points North America*

**Army-**

When countries (or alliances) go to war whichever side has more army units will win. The countries that win the war have to decide who should keep the defeated countries colonies and industries.

**Navy-**

In the event that there is a tie in the amount of armies both sides commit to the war the tie breaker will go to whoever has the most Navy cards. Two navy cards can be exchanged for one army card.

2 Navies = 1 Army

**Industry-**

Every industry card a country has at the beginning of the turn equals one economic point that can be spent. There are potentially unlimited industry cards available.

**Colony-**

Every colony card a country has at the beginning of the turn equals three economic points that can be spent. There are only 120 colonies available.

GB

year

Italy

Austria-Hungary

France

Ottoman Empire

US

Japan

Russia

Germany

## GREAT BRITAIN

Location: NW Europe

Size: small

Power: great

Friends: England has been an ally of just about every country in Europe at one time or another, but she prefers democracies over monarchies.

Enemies: England has been an enemy of just about every country in Europe at one time or another, but her most recent war was with Russia. It has been a long time since England has fought Spain, France or the U. S., and she is hoping that those old hatreds are forgotten by now. There have been some disputes with France and Germany in recent years over colonies, but things seem to be getting better.

Goals: England's primary goal is to keep a balance of power in Europe. She does not want to let any one power dominate the continent. She has pledged to defend neutral countries like Belgium if any larger country tries to take them over. England will also try to defend free and unrestricted trade at all costs.

Strengths: England has the most powerful navy in the world, and everyone knows it. She also was one of the first countries to industrialize so she has a strong economy. England also has the biggest colonial empire in the world.

Weaknesses: England's many colonies require a huge army to keep them under her control. This leaves a very small army to defend England or to be used to attack other countries.

Income: 4 economic points per year.

Beginning Setup:

Army: 1

Navy: 3

Industry: 3

Colonies: 3