Modern European History

Unit 6 – Nation-Building and War

Great Powers Game

**Guidelines**

**Players**: Great rising powers of early 1900s Europe, as well as lesser powers that wish they were great.

**Goal**: Make your country powerful enough to win any possible outbreak of war by amassing a military, building wealth through development of industry and creation of colonies, and gaining strong allies.

**How the game is played**: Each group will represent a European country and you will be given a description sheet stating your country’s strengths and weaknesses. You will try to use the country’s income and your bargaining ability to gain power and influence. Some countries are naturally bigger and richer at the start, but sometimes small countries do very well by growing and making the right friends.

Try to gain power, wealth, and influence and make as many alliances as possible in case a war breaks out. You can give, take, trade, or promise whatever you want and you don’t have to tell anyone except the country you make the alliance with. Any solid alliance you create with another country will be marked on your record sheet and must be adhered to if a war breaks out. If a war occurs with conflicting alliances the allied country can choose which side to fight on. If you make threats or bully someone, you may find yourself with very few allies when conflict breaks out. Remember, no matter how big your country is, you can’t take on everyone!

**Spending your money:** At the beginning of each year your country will gain its annual income and you must give at least $1 to another country; this is symbolic of trade agreements that are ordinarily made between countries. Each year you choose how to spend your money. You may buy industries and colonies for $1 each; this is symbolic of investment in your country’s economy. At the beginning of each year you will earn $1 for every industry and colony you own. You may also buy military for $1 each. Although you do NOT earn any additional money for any military you may purchase but you will be better prepared should a war break out. Try to keep a balance, so don’t spend so much on colonies and industries that you have no military to defend them – but also don’t spend so much on the military that you don’t have any colonies and industries.

There is a limited number of industries and colonies and military to go around, so try to purchase them early if you can. When these resources are all gone you will have to convince another country to sell theirs to you or fight a war with them to take theirs away.

**Wars**: At the end of the year any country or combination of countries may declare war on any other country or combination of countries. When a war is declared the winner is the side that has the greatest military numbers. The winner(s) get to set the terms of the treaty that ends the war, which means they may take as many of the industries and colonies from the losing nation(s) as they’d like. The losing nation’s military will be cut in half (rounding down if necessary) and returned to the bank for sale.

**Good luck! ☺**