

WORLD CULTURES....THE GAME  
DIVIDE, CONQUER, WIN

**Directions:**

- ✓ Countries will be created in groups of 3
- ✓ Each member of the group will be responsible with a specific job
  - Officer of the Treasury (Manages the money)
  - Officers of Trade (1=Imports, 1=Exports)
  - Officer of Development (Responsible for inventions through natural resources, agriculture, and imports)
  - Officer of the Military (Responsible for the defense and ambition of the country)
- ✓ The type of government picked will determine the actions of the overall decision making of the group.

**Grading:**

This is a graded assignment; you are to complete the following tasks to obtain full credit.

Participate	Actively Perform Office	Make Flags
Create Exports	Balance Budget	Complete 1 Military Task
Complete 1 Civilization Task	Hold 3 Common Natural Resources	
Hold 2 Valuable Natural Resources	Hold 1 Precious Natural Resource	
Hold 4 Common Agricultural Products	Hold 2 Festive Agricultural Products	
Hold 1 High Class and 1 Out of Reach Agricultural Product, <b><u>OR</u></b>	Hold 2 High Class and 0 Out of Reach Products	
Hold 3 Level 1 Inventions	Hold 3 Level 2 Inventions	Hold 2 Level 3 Inventions

## Creating Your Country:

Using the characteristics and philosophies of the cultures we have studied and will be studying, you are to pick the characteristics that you wish to follow and demonstrate. You are expected not to break character once you choose these characteristics. If another group catches another group behaving out of character, tattle on them and you will get a reward.

### WOMEN'S RIGHTS

W1: No Rights (Greece, Rome, Assyria, Persia, Hittites, China)	Women are basically seen and never heard. They do not have a say in government, social issues, and trade. They are just there, adhering to the demands of the men
W2: Mixed Rights (Feudalism)	Upper Class women are treated with respect and dignity. They are welcome to participate in any part of the country. Lower class women are treated as if they have no rights.
W3: Fully Equal (Egypt)	Found to have full political, social, and legislative rights.
W4: Almost, but not Quite (Aztecs, Inca)	Women enjoy many social and legislative rights, but they are not equal. They are not able to rule a society
W5: Respected, but not that Much (Mongols, Vikings, India)	Appreciated for the hard work socially and militarily, but not in any other area.

### SOCIAL STRUCTURE

S1: Class System, Closed	There are 2 classes, rich and poor. The rich can't become poor, and the poor will never be rich
S2: Class System, Open	Again, 2 classes, but rich and poor can switch
S3: No Social Classes	Everybody is Equal
S4: Caste System	Everybody is locked to a specific job and status. Nothing can move you up or down the chain of command.

### MILITARY STYLE

M1: Overly Aggressive (Mongols, Hittites, Assyrians)	Very Aggressive, chooses to fight refuses all alliances. No surrender
M2: Aggressive and Territorial (Rome, Incas, Persia)	Aggressive and will expand the borders logically. Will go to war with any culture directly touching their borders
M3: Strong and Confident (Egypt)	The culture knows they have a strong military, but choose not to show it. They will not provoke war unless provoked. Excellent at defense
M4: Aggressive but lacking (Vikings, Aztecs)	Willing to go to war, but fall short because of lack of organizational skills. Poor at home defense
M5: In house fighting (China, Greece, Feudal Europe)	Mostly take defensive posture because of internal fighting. Does not focus on world domination
M6: Not Aggressive (India, Babylon)	Defenders will not initiate war at any price or alliance.

## GOVERNMENT

G1: Direct Democracy: All citizens have the right to vote directly on all laws. Citizens have many freedoms.	<b><u>ADVANTAGE:</u></b> May add one product from Natural Resources as an exported good at your desired price
	<b><u>DISADVANTAGE:</u></b> Military allowance is decreased by \$10,000
G2: Republic: Citizens vote for people to represent them for laws and many freedoms.	<b><u>ADVANTAGE:</u></b> May add one product from Agriculture as an exported good at desired price
	<b><u>DISADVANTAGE:</u></b> Military allowance is decreased by \$5,000
G3: Parliamentary Democracy: ½ voting to the people; ½ to small limited amount. Not as free as Democracy or Republic	<b><u>ADVANTAGE:</u></b> May add one product from Agriculture or Natural Resources at designated price
	<b><u>DISADVANTAGE:</u></b> None
G4: Oligarchy: No Voting at all. Small Group makes all the decisions. Little or no Freedom.	<b><u>ADVANTAGE:</u></b> Add \$5,000 onto Military Allowance
	<b><u>DISADVANTAGE:</u></b> One product must come off exported list
G5: Absolute Monarchy: One person makes all the decisions. Line of leadership is inherited. Freedom given on the whim of the monarch	<b><u>ADVANTAGE:</u></b> Add \$5,000 onto military allowance
	<b><u>DISADVANTAGE:</u></b> Must reduce the price of your highest export by %25
G6: Constitutional Monarchy: One person is the head of state, but makes no decisions. Works like a Parliamentary Government. Freedom is open in all areas but certain parts of government.	<b><u>ADVANTAGE:</u></b> Increase taxation profits by %25
	<b><u>DISADVANTAGE:</u></b> Military size is reduced by 2 units, but you must buy them anyway
G7: Dictatorship: One person rules everything. Obtains power by force and keeps it by force. No liberties.	<b><u>ADVANTAGE:</u></b> Military size is increased by \$15,000
	<b><u>DISADVANTAGE:</u></b> 2 Products of your choosing must come off the export list

### **Leadership Cards**

Leadership cards will help you and also hurt you. For every 10 points you earn, you will come up to Mr. Moritz and pick a new leadership card.

## **Trade and Economy**

Every country starts with \$50,000 in the bank. It is up to the country to fill in their expense sheet. This sheet will have their expenses, imports, and exports for the advancement of their country. For every product that you do not have, you have to trade for it separately.

Example: If you have to buy/import wood for three different inventions, you must buy it three times.

Each country can negotiate the units, or go to war for products they need. It is up to you.

If you are unable to make a trade agreement, you may trade with Mr. Moritz (World Bank) at three times the value.

## **WAGING WAR**

In every society sometimes war and violence is inevitable. This game is no exception. The rules of war are the following:

- When war is declared, both parties have a freeze placed on them for trade (imports/exports)
- All countries that have a treaty stating their support during war are automatically brought into the war. They also have a freeze on imports/exports
- During the war, both sides can call for surrender, and terms can be discussed. Surrender automatically makes the defeated the slaves of the primary winning side.
- Once war starts, no one can add to their military!!

The attacker will receive 3 dice and the defender will receive 2 dice. At the onset of each role both parties must identify which unit is fighting.

Attacker: Peasants, Peasants, Militia

Defender: 2 Foot Soldier Units

After each roll, both sides must eliminate their dead. Dice are rolled and matched up by highest numbers. For example

Attacker Rolls: 6, 4, and 3

Defender Rolls: 5 and 2.

The 6 is larger than the 5 and the 4 is larger than the 2. Therefore, the defender will lose both foot soldier units. **IF THERE IS A TIE, THE WIN GOES TO THE DEFENDER.**

## **INVENTIONS FOR TRADE**

### **Level One Inventions**

<b>Product/Points</b>	<b>Materials Needed</b>	<b>Product/Points</b>	<b>Materials Needed</b>
Leather/2	Animal Skins or Beasts of Burden	Deodorant/2	2 of 3 Flowers, Olives, Animal
Iron Helmets/2	Iron-Ore	Dye/2	Fruits
Leather Sandals/2	Beasts of Burden	Flute/2	Gold or Silver
Papyrus/2	Paper or Vegetables	Horseshoe/2	Iron
Rocking Horse/Rocking Chair/2	Wood	Perfume/4	2 of 3 Flowers, Olives, Animal
Pillows/2	Cotton	Reading Glasses/4	Glass + Iron-Ore
Mirror/2	Glass	Rope/2	Timber
Kite/2	Cloth	Rudder/4	Wood+ Iron-Ore
Horseshoe/2	Iron-Ore	Silver Jewelry/2	Silver
Spurs/2	Iron-Ore	Seed Drill/4	Wood + Iron-Ore
Soap/2	Animal fat		

### **Level Two Inventions**

<b>Product/Points</b>	<b>Materials Needed</b>	<b>Materials Needed</b>
Bed/4	Wood	Cotton
Scrolls/4	Wood	Paper
Steel Helmets/4	Iron-Ore	Coal
Roads/4	Beasts of Burden	Wood
Spear/4	Wood	Iron-Ore
Chain Mail/4	Coal	Iron-Ore
Statues/4	Coal	Marble
Silverware/4	Silver or Gold	Iron-Ore
Plows/4	Beasts of Burden	Wood
Musical Instruments/4	Animals	Wood
Steel Shield/4	Iron-Ore	Coal
Sword/4	Wood	Iron-Ore
Pillars/4	Marble	Wood
Umbrellas/4	Silk	Leather
Concrete/4	Wood	Water Source
Books	Paper	Leather
Guitar/4	Copper	Wood + Animal
Armor/4	Wood	Iron-Ore + Coal
Coins/4	Gold or Silver	Wood
Compound Bow/4	Wood	Animals
Glass/4	Iron-Ore	Precious Stones
Hour Glass/6	Wood	Glass (Invention)
Sail/6	Rope+Linen	Cloth or Animal Hide

## Level Three Inventions

Product/Points	Materials Needed	Materials Needed	Materials Needed	Materials Needed	Materials Needed
Water Mill/10	Open Water Source	Iron-Ore	Beast of Burden	Wood	Coal
Boat/6	Wood	Iron-Ore	Animal Skins		
Aqueduct/8	Marble	Open Water Source	2 Military Units	Wood	Beasts of Burden
Draw Bridge/6	Beasts of Burden	Iron-Ore	Wood		
Medicine/6	Fruits	Vegetables	Beasts of Burden		
Metal Gates/6	Beasts of Burden	Wood	Iron-Ore		
Printing Press/10	Books	Iron-Ore	Copper	Timber	Animal or Plant
Stoves/6	Iron-Ore	Wood	Coal		
Baths/6	Iron-Ore	Wood	Open Water Source	Aqueduct	
Guard Towers/6	Wood	Marble	Military Unit		
Chariot/6	Beasts of Burden	Iron-Ore	Wood		
Spinning Wheel/8	Timber	Copper	Cloth		
Catapult/8	Marble	Iron-Ore	Beasts of Burden	Wood	
Floating Dock/8	Open Water Source	2 Sets Timber	Rudder	Sail	
Bridge/8	Timber	Rope	Wood		
Wine Press/8	Grapes	Fruit	Wood	Iron-Ore	Copper

## NATURAL RESOURCES

TYPE (Amount Needed)	ITEM	POINT VALUE
Common (3)	Fish	2
	Coal	2
	Timber	2
	Iron-Ore	3
TYPE (Amount Needed)	ITEM	POINT VALUE
Valuable (2)	Salt	5
	Copper	6
	Tin	6
	Nickel	6
	Oil	7
	Marble	7
TYPE (Amount Needed)	ITEM	POINT VALUE
Precious (1)	Silver	8
	Gold	9
	Gems	9
	Diamonds	10

## AGRICULTURE

TYPE (Amount Needed)	ITEM	POINT VALUE	ITEM	POINT VALUE
Common (4)	Wheat	1	Cattle	2
	Barley	1	Corn	2
	Cotton	1	Dairy	2
	Rice	1	Beans	2
			Potatoes	3
TYPE (Amount Needed)	ITEM	POINT VALUE	ITEM	POINT VALUE
Festive (2)	Veggies	4	Grapes	5
	Bananas	4	Olives	5
	Beans	4	Sheep	5
	Poultry	4	Beef	5
TYPE (Amount Needed)	ITEM	POINT VALUE	ITEM	POINT VALUE
High Class (1 or 2)	Fruits	6	Tea	7
	Lemons	6	Wool	7
	Coffee	6	Sugar	7
TYPE (Amount Needed)	ITEM	POINT VALUE	ITEM	POINT VALUE
Extravagant (1)	Peanuts	8	Wine	9
	Cocoa	9	Opium	10
	Tobacco	9	Caviar	10

## EXPORTS TO PURCHASE

TYPE	ITEM	TRADE VALUE	WORLD BANK	ITEM	TRADE VALUE	WORLD BANK
Common	Coal	\$ 250	\$ 750	Veggies	\$ 400	\$ 1,200
	Fish	\$ 300	\$ 900	Iron-Ore	\$ 450	\$ 1,350
	Wheat	\$ 300	\$ 900	Corn	\$ 500	\$ 1,500
	Rice	\$ 300	\$ 900	Wool	\$ 600	\$ 1,800
	Cotton	\$ 400	\$ 1,200	Beasts	\$ 750	\$ 2,250
TYPE	ITEM	TRADE VALUE	WORLD BANK	ITEM	TRADE VALUE	WORLD BANK
Treat	Citrus	\$ 1,000	\$ 3,000	Sugar	\$ 1,500	\$ 4,500
	Paper	\$ 1,000	\$ 3,000	Peanuts	\$ 1,750	\$ 5,250
	Bananas	\$ 1,125	\$ 3,375	Tea	\$ 2,000	\$ 6,000
	Timber	\$ 1,250	\$ 3,750	Leather	\$ 2,000	\$ 6,000
TYPE	ITEM	TRADE VALUE	WORLD BANK	ITEM	TRADE VALUE	WORLD BANK
Expensive	Shrimp	\$ 2,250	\$ 6,750	Tobacco	\$ 3,000	\$ 9,000
	Carpet	\$ 2,500	\$ 7,500	Silver	\$ 3,500	\$ 10,500
	Wine	\$ 2,500	\$ 7,500	Gold	\$ 4,000	\$ 12,000
	Oil	\$ 2,500	\$ 7,500			
TYPE	ITEM	TRADE VALUE	WORLD BANK	ITEM	TRADE VALUE	WORLD BANK
Out of Reach	Ships	\$ 4,000	\$ 12,000	Marble	\$ 4,750	\$ 14,250
	Gems	\$ 4,500	\$ 13,500	Cashmere	\$ 5,000	\$ 15,000
	Opium	\$ 4,500	\$ 13,500	Diamonds	\$ 5,000	\$ 15,000

## Military Values and Prices

<b>Unit</b>	<b>Price per Unit</b>	<b># of Men</b>	<b>Death Rate</b>
Assassin	\$ 35,000	1	1
Knights	\$ 17,000	5	2
Chariots	\$ 12,000	5	3
War Elephant	\$ 20,000	3	1
Catapults	\$ 11,000	2	2
Archers	\$ 7,000	10	5
Arrow Riders	\$ 8,000	4	2
Phalanx	\$ 4,500	15	5
Legionnaires	\$ 7,500	10	5
Foot Soldiers	\$ 2,500	10	5
Militia	\$ 1,500	15	15
Peasants	\$ 1,000	15	15



Country Name \_\_\_\_\_

Members \_\_\_\_\_

Officer of Treasury	Office of Trade (Import)	Office of Trade (Export)	Officer of Development	Officer of the Military

**CHARACTERISTICS**

MILITARY: \_\_\_\_\_ WOMEN'S RIGHTS \_\_\_\_\_

GOVERNMENT: \_\_\_\_\_ SOCIAL STRUCTURE \_\_\_\_\_

**LEADERS:**

1.	2.	3.	4.	5.	6.
7.	8.	9.	10.	11.	12.

**RELIGION:**

1.	2.	3.	4.	5.	6.
7.	8.	9.	10.	11.	12.

**GOAL CARDS**

Military

1. \_\_\_\_\_

4. \_\_\_\_\_

2. \_\_\_\_\_

5. \_\_\_\_\_

3. \_\_\_\_\_

6. \_\_\_\_\_

## **TERRITORY**

Continent and Color: \_\_\_\_\_

NATURAL RESOURCES:

AGRICULTURAL PRODUCTS:

EXPORTS AND PRICES:

## **INVENTIONS**

LEVEL ONE:

LEVEL TWO:

LEVEL THREE:



Country Name Example Country A230

Members Moritz

Officer of Treasury	Office of Trade (Import)	Office of Trade (Export)	Officer of Development	Officer of the Military
<u>Moritz</u>	<u>Moritz</u>	<u>Moritz</u>	<u>Moritz</u>	<u>Moritz</u>

### CHARACTERISTICS

MILITARY: M3

WOMEN'S RIGHTS: W1

GOVERNMENT: G7

SOCIAL STRUCTURE: S2

### LEADERS:

1. <u>Ghenghis Khan</u>	2. <u>Julius Caesar</u>	3. <u>Pericles</u>	4.	5.	6.
7.	8.	9.	10.	11.	12.

### GOAL CARDS

Military

1. Start a Holy War (5)

4. Capture & Occupy One Country (3)

2. Import One God (1)

5. Create and Trade Military Weapons (3)

3. Break Up 2 Treaties (5)

6. Conquer Your Closest Neighbor (2)



