

# Global Simulation

Rules, Guidelines and stuff you might need to know or refer to booklet!!!

Country Name:

\_\_\_\_\_

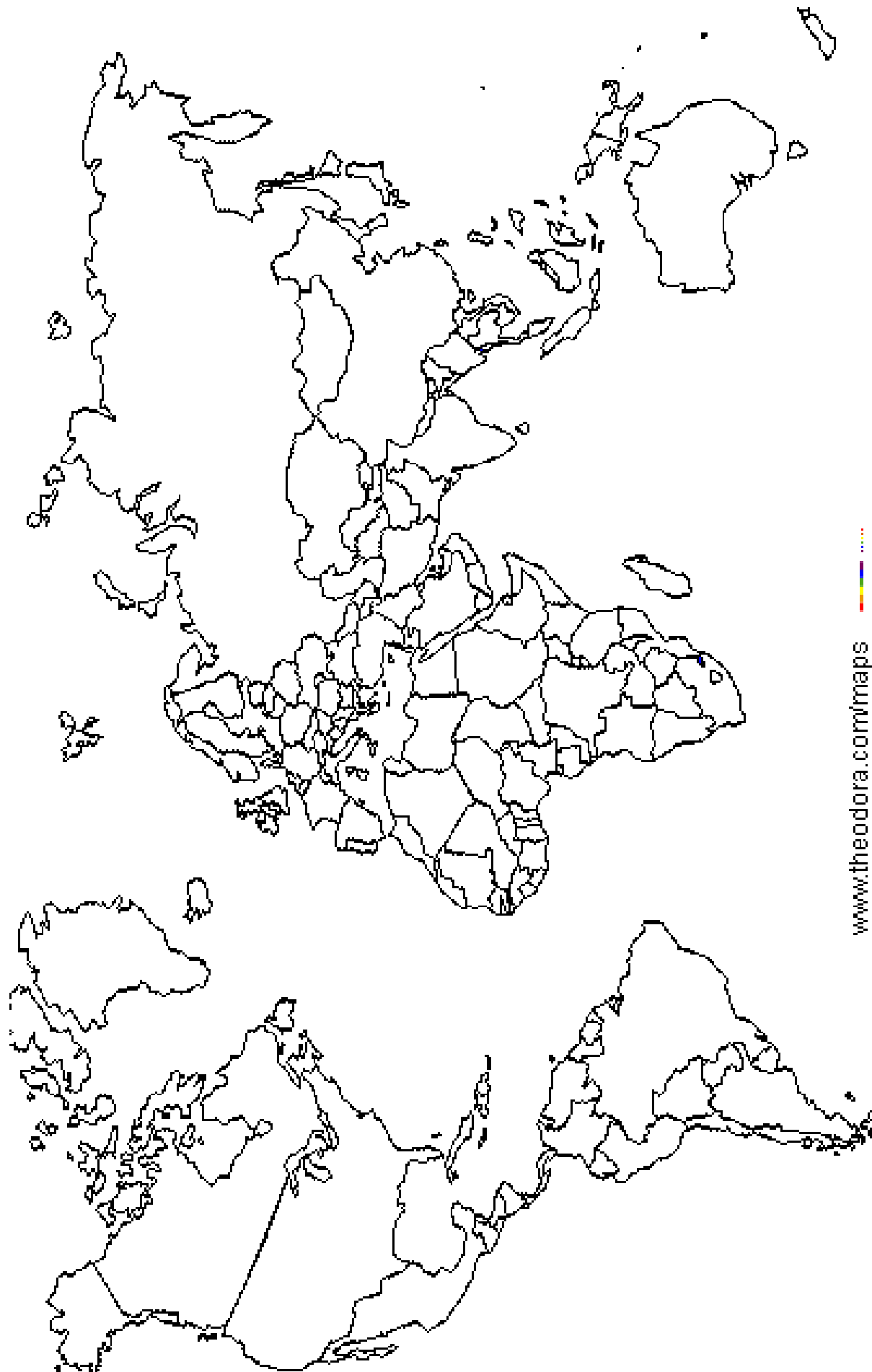
Team Members:

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Name: \_\_\_\_\_



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Your team will serve as leaders of nations, who try to increase the wealth of their country and at the same time make sure that it is secure from attack by other nations, all while dealing with global events and local issues. Participants can trade, form common markets, establish alliances, defend themselves and attack other nations, solve global and local issues.

### Set up:

1. Each group of leaders (someone you have not worked with on a project before) gets to draw a country at random. There may be opportunity to trade your country at the end of the drawing phase.
2. **Caution once you open your envelope you may not trade countries...**Open your countries envelope and take out your countries name tag. Add your names to the bottom of the name tag. Place it on the table so all countries can see your name tag..
3. Find the pencil case and take it out. You will find a number of things in it. Organize the bits into: envelope (s) of pins, food, water, oil, resources, money, education, sanitation, cultural centers, health. Compare what you have with what you should have from the list in your package.
4. Take the small envelope(s) with the pins in it. We will call up countries in small groups and you will distribute the pins on your country.

Red pins = Military

Black pins = Oil production

Blue pins = Water production

Green pins = Food production

Yellow pins = Resource production

White pins = Industry

### General Game Play

After the initial set up phase this simulation will be played in years. Each year will consist of the following phases:

- 1) News Phase
- 2) Negotiation phase
- 3) Income Phase

1) **News phase** (skipped in the first round or two) - In this phase, countries will learn what issues and problems their country and world are facing. These problems are very diverse and all require solutions. Often issues will have an immediate effect, and a long term effect. A country with an immediate issue will need to deal with that issue before they do other business with the World Bank. They must deal with these issues or they will get worse and have a greater effect on your country. To solve these issues and problems you are going to have to be creative, possibly research how the problem was solved in the real world, and you may need to work with other countries to solve some issues.

6) All nuclear bombs comes with a self destruct. The bomb can be destroyed before it explodes. Any one leader (who signed the form) can change their mind and destroy the bomb. To do this they just need to tell the world bank that they changed their mind and the bomb should self destruct.

A country can use a nuclear weapon regardless of whether they have been to war during the current year.

3) **Income Phase** - This phase is where the country's leaders come up to the World Bank to present their year end tally sheet along with 1 food, 1 oil, 1 water for each industry they wish to power. Once this is done the country will receive their income and their goods production. Income is based on the number of your industry supplied with 1 food, 1 water, and 1 oil; combined with any enhancements you have (Health, Sanitation, Cultural Centers, and Education)

Income = \$10,000 for each industry supplied with Water, Oil and food  
+ \$10,000 for a health care  
+ \$10,000 for an education  
+ \$10,000 for a sanitation  
+ \$10,000 for a cultural center  
**= Total Income**

To help understand income you need to understand the following:

- Countries will be assigned (or may buy more) a certain number of industrial areas (white pins) . The industrial areas will produce \$10,000 each year they are provided with 1 food, 1 water, and 1 oil during the income phase.
- Countries will be given (or may buy) a number of enhancements (sanitation, health, education, cultural centers. that will increase the countries income by \$10,000 for each one they can match with a working industry.
- Countries will be assigned a starting number of production areas. These production areas produce a variety of commodities:  
Water—Blue pins  
Oil—Black Pins  
Food—Green Pins  
Resources - Yellow pins

Each of these production areas produce commodities that leaders can use to run their country or trade with other leaders to get the commodities they need for their country. These commodities can be traded with other countries or be used to solve issues your country or the world may have.

### **Military Battle**

- When the World Bank is open, and a country wishes to go to war with another country, the country's general brings their signed declaration of war to the facilitator thus declaring war on another country. On a piece of paper write - -

Country (attacking) \_\_\_\_\_ is declaring war on country (defending): \_\_\_\_\_

Signature of leaders: \_\_\_\_\_

The game will be paused and then:

- 1) Each team must place the number of military units they are committing to the battle in the battle zone.
  - 2) After giving 1 oil card for each military unit committed to the battle to the facilitator, each team will be given their battle die. The teams roll their dice simultaneously and the team that has the lowest roll loses one of their committed military units.
  - 3) When one country loses all of their committed military units or surrenders (withdrawing their remaining military), the winning side gets to decide which option they wish to pursue:
    - A) They can take control over the entire country. Which means that the losing government becomes part of the winning government (see forced alliance).
    - B) Take one of any complete item that are removable (money, food, oil, resources, water)
    - C) Any other option they can come up with.
- Teams may only engage in war once during any single year. This includes attacking and being attacked.
  - When Military units are lost you must write an apology letter and explain what happened to their families. This must be done before yearly income can be collected.

### **Launch a Nuclear Weapon**

If a country has a nuclear weapon they wish to launch they need to follow these steps:

- 1) To launch the nuclear bomb fill out the launch form with the coordinates (x,y) of where you want the bomb to land.
- 2) The form must be signed by all leaders of the country, in front of the World Bank observer.
- 3) Hand the filled out and signed form to the World Bank along with the physical bomb. The nuclear weapon will be launched.
- 4) The nuclear launch will be announced to the world. The ICBM (Intercontinental Ballistic Missile) will travel from its launch country around the world and finally to its destination.
- 5) When the bomb lands that country will lose 1/2 of the good production in the blast radius (Industry, Water, Oil, Food, and Resources).

2) **Negotiation Phase** - This phase lets countries move around the world (look for the description of these events):

- Government members are free to move about the world in order to get the things that they need.
- There are a number of activities that players can engage in:

Bartering

Trading

Making alliances

Declaring war

Solving their countries and world problems

Deciding what their next move is

Purchasing new units

Any other actions that they can think of and convince the World to follow

### **Trading and Bartering**

Countries may barter and trade to get the goods they need to run their country. All trades they must be overseen by the World Bank (Fill out a trading sheet, and bring the form along with the units being traded for inspection).

There are a number of goods that can be traded:

### **Tradable Items**

Oil cards

Food cards

Resource cards

Water Cards

Money

Nuclear Weapons (if available)

When trading goods each unit must be shipped to the other country in a cargo container.

### **Cargo Containers**

- Every single unit must be transported to the country you are selling it to in a cargo container.
- You must have one red cargo container for each unit all at once. In other words, if you are selling 5 units to a country, you must have five cargo containers and transport it all at once. You can't just carry one over at a time, five times. (money may be the exception it can be all put in one container)
- Cargo containers can be rented at the start of the year from the world bank for \$1000 per container. Once the supply runs out, they must be borrowed or purchased from countries that have them.
- When you drop off the containers with the units at a country, those cargo containers become the property of the country that bought the units. It's up to them what happens to the containers.
- Every single unit must be transported to the country you are selling it to in a cargo container.

**Purchasing New Units**

Countries may come to the World Bank and buy any of the non tradable items and nuclear weapons. These items are outlined on the next page.

Each new unit has a cost to producing it. This cost must be paid to the world Bank and you will receive the new unit.

Think of these units as physical buildings, underground utilities, or people (military). These can not be traded. They must be build in a country.

See the next page for a list of units, their costs to build, and what they do for your country.

**Treaties and Alliances:**

Negotiating treaties and building alliances are a vital part of this simulation. These can be formal treaties and enforced by the World Bank or can be informal and just between countries.

**Alliances**

- Countries or regions can form any kind of alliance that they wish. The only alliance that is governed by certain rules are forced alliances.

**Forced Alliances**

- Forced alliances occur when one country is taken over by another country after a military battle. (see results of a war)
- All financial decisions must be agreed upon by a majority vote.
- The winning region’s leaders serves as President over the defeated country at all times and has veto power over all decisions the country makes.
- The president can’t arbitrarily spend the other countries money without their say so.
- The subservient government can not spend their own money without the agreement of the president.
- Only the President has the ability to dissolve the alliance. They just need to notify the World Bank they wish to end the forced alliance.

Unit	Cost in \$	Re-	Water	Oil	Food	What is does!
Power Plant	\$100,000	1	1			Allows you to power 5 more industry
Industry	\$50,000	1	1	1	1	Gives you 1 more industry to power (with 1 food, 1 oil, 1 water) each year
Education	\$50,000	2			1	Gives a \$10,000 bonus for an industry that is powered
Health	\$50,000	2	1			Gives a \$10,000 bonus for an industry that is powered
Sanitation	\$50,000	3	1			Gives a \$10,000 bonus for an industry that is powered
Cultural Centre	\$50,000	2		1		Gives a \$10,000 bonus for an industry that is powered
Military	\$30,000	1	1	1	1	Can be used to attack or defend another country, and under extreme situations may be used to support its own country
Farm	\$100,000	4	3	3	2	Give 1 food each year during the income phase
Oil Well	\$100,000	4	2	2	3	Gives 1 Oil each year during the income phase
Mine (yellow pin)	\$100,000	2	2	1	1	Gives 1 resource each year during the income phase
Forest and Sawmill (yellow Pin)	\$100,000	2	1	1	2	Give 1 resource each year during the income phase
Nuclear Weapon	\$400,000	4	4	2	1	Get 1 nuclear weapon (this is a new unit, but can be traded)