

# Great Powers Game

## Guidelines

**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 group will represent 1 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 (found under the resources section). 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, this cannot be helped, so do the best 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 make threats or bully people, you may find yourself with very few friends when conflict breaks out. Remember, no matter how big your country is, you can't take on everybody!

**Spending your money:** You may choose each year how to spend your money. Try to keep a balance, so 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 an industry. Any money that you spend on industry or colonies stays in your economy each year (If you buy 1 dollar worth of industry or colony, your income goes up 1 dollar the next year). Any money that you spend on the military is gone forever (If you spend 1 dollar on the army or navy your income stays the same the next year).

*Note-* If you spend all your money on the military your country can never grow and everyone else will eventually pass you up.

**Colonies:** You can buy unlimited amount of industry or military BUT 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 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.

## **Great Powers Game**

### **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

# Great Powers Game

## France

**Location:** W. Europe

**Size:** large

**Power:** great

**Friends:** France has no real allies, but has fought on the side of just about every country in Europe at one time or another when facing a common enemy. France prefers democracies over monarchies.

**Enemies:** All Europe remembers when Napoleon's armies tried to conquer the whole continent in the name of exporting France's democratic revolution and overthrowing kings and emperors. This has left most countries resentful of France because they did not like someone else telling them what kind of government to have. There have been some disputes with England in recent years over colonies, but things seem to be getting better. Germany and France fought a bitter war in 1870 in which Germany stole 2 of France's provinces. France has sworn revenge and says that some day Alsace and Lorraine will be taken back by force if necessary.

**Goals:** Defend France at all costs. Stop German expansion and reclaim lost lands. Expand colonial empire to rival that of England.

**Strengths:** Powerful army, which is feared and respected. Good navy. She also was one of the first countries to industrialize so she has a strong economy. France also has the second biggest colonial empire in the world.

**Weaknesses:** France's many colonies require a large army to keep them under her control. This leaves fewer forces to defend France or to be used to attack other countries.

**Income:** 3 economic points per year.

**Beginning Setup:** Army: 2 Navy: 2 Industry: 2 Colonies: 2

## Great Powers Game

### Germany

**Location:** Central Europe

**Size:** large

**Power:** great

**Friends:** Germany has no real allies, but has a certain friendship with Austria because of the rulers being of Germanic ancestry. Germany's Kaiser is related to the King of England and the Czar of Russia. Germany prefers monarchies over democracies. Germany has a lot in common with Italy because both countries unified later than most of their neighbors; leading to fewer colonies and later industrial development.

**Enemies:** Most countries resent Germany's claims of superiority and threats to its neighbors. France, Denmark and Austria have lost territory to her in recent years. There have been some disputes with England and France in recent years over colonies, but things seem to be getting better. Germany and France fought a bitter war in 1870 in which Germany stole 2 of France's provinces. France has sworn revenge and says that some day Alsace and Lorraine will be taken back by force if necessary. Russia is afraid of German expansion because the Germans have expressed an interest in taking Poland away from her because part of it was once German.

**Goals:** Attack weaker neighbors whenever possible. Prove to the world that Germany is great through quick, decisive use of new military power. Hold on to recent German territorial expansion and add new lands to it if possible. Expand colonial empire to rival that of England and France.

**Strengths:** Powerful army, which is feared and respected. Strong navy which rivals England for the first time ever. Rapid industrialization with a growing economy.

**Weaknesses:** Few colonies. Few allies. Army and navy are anxious to try their strength so they are not very patient or willing to compromise.

**Income:** 3 economic points per year.

**Beginning Setup:** Army: 3 Navy: 3 Industry: 2 Colonies: 1

# Great Powers Game

## Italy

**Location:** Southern Europe

**Size:** medium

**Power:** great

**Friends:** Italy has no real allies, but has fought on the side of just about every country in Europe at one time or another when facing a common enemy or when it thought that joining the right side would help it gain power and influence. Italy generally prefers democracies over monarchies. Germany has a lot in common with Italy because both countries unified later than most of their neighbors; leading to fewer colonies and later industrial development.

**Enemies:** Most countries resent Italy's refusal to commit to long-term alliances as Italy has changed sides many times in the past. Italy hates Austria for controlling large parts of northern Italy before Italy's unification. Austria has lost territory to Italy in recent years, and the Italians still feel that some of the territory under Austria's control should rightfully be theirs. The same is true for Italy's relationship with France, but they do not hate the French as intensely. There have been some disputes with England and France in recent years over colonies, but things seem to be getting better.

**Goals:** Italy is jealous of its more powerful neighbors and wants to be like them. Italy will stay out of wars if possible to avoid being on the losing side and losing territory. Italy will join a war if they feel that other countries will reward them for their help. Italy wants to hold on to recent territorial expansion and add new lands to it if possible. Expand colonial empire to rival that of England and France. Strengths: Average army and navy, which are yet to be proven. Gradual industrialization with a growing economy.

**Weaknesses:** Few colonies. No permanent allies.

**Income:** 2 economic points per year.

**Beginning Setup:** Army: 2 Navy: 2 Industry: 1 Colonies: 1

## **Great Powers Game**

### **Austro-Hungarian Empire**

**Location:** Central Europe, Balkans

**Size:** large

**Power:** great

**Friends:** Austria has no real allies, but has a certain friendship with Germany because of the rulers being of Germanic ancestry. Austria prefers monarchies over democracies. Austria has a lot in common with Russia because both countries have conservative monarchies, which have joined to fight off the territorial expansion of Germany and France.

**Enemies:** Austria has lost territory in recent years to Italy and Germany as a result of their unification movements. As a result it has focused its attention on taking over small countries in the neighboring Balkan Peninsula. Austria faces a major challenge because Russia would like to expand into this area as well to gain access to warm-water seaports. The two countries have nearly fought each other in a major war many times by backing up the small country the other was trying to take over. Another enemy is the Ottoman Empire because many of the small countries Austria is trying to take over once belonged to the Turks and the Turks want them back.

**Goals:** Attack weaker neighbors whenever possible. Prove to the world that Austria is still great by gaining control of the Balkan Peninsula by standing up to Russia, Germany, Italy and the Ottoman Empire. Hold on to recent territorial expansion and add new lands to it if possible.

**Strengths:** Average army, which is still strongest in immediate area.

**Weaknesses:** The army is tied down by trying to keep many ethnic minorities within the empire from breaking away from the empire through revolution or foreign intervention on their behalf. Few colonies. Few allies. Many rivals. Small navy and a weak economy.

**Income:** 2 economic points per year.

**Beginning Setup:** Army: 2 Navy: 1 Industry: 1 Colonies: 1

# Great Powers Game

## Russia

**Location:** Eastern Europe

**Size:** large

**Power:** great

**Friends:** Russia has no real allies, but has a certain friendship with Germany and England because Germany's Kaiser is related to the King of England and the Czar of Russia. Russia prefers monarchies over democracies. Russia has a lot in common with Austria because both countries have conservative monarchies, which have joined to fight off the territorial expansion of Germany and France.

**Enemies:** Russia is afraid of German expansion because the Germans have expressed an interest in taking Poland away from her because part of it was once German. Russia faces a major challenge from Austria because both countries are interested in taking over the Balkan Peninsula. The two countries have nearly fought each other in a major war many times by backing up the small country the other was trying to take over. Another enemy is the Ottoman Empire because many of the small countries Russia is trying to take over once belonged to the Turks and the Turks want them back. Russia also faces competition in Eastern Asia from Japan because both countries are interested in taking over parts of China. England has vowed to contain Russian expansion in Asia. As if this were not enough, revolutionaries at home are threatening to overthrow the Czar and form a democratic or communist government.

**Goals:** Russia would like to expand into the neighboring Balkan peninsula and take over small countries as well to gain access to warm-water seaports. Hold onto vast empire and avoid war whenever possible. Prove to the world that Russia is still great by gaining control of the Balkan Peninsula by standing up to Austria, Germany, England, Japan and the Ottoman Empire. Hold on to recent territorial expansion and add new lands to it if possible.

**Strengths:** Huge army, which is still feared and respected. Vast colonial empire.

**Weaknesses:** Army weakened by old-fashioned equipment and techniques and need to put down rebellions by colonies and revolutionaries. Small navy. Few allies. Many rivals. Small navy and weak economy.

**Income:** 3 economic points per year.

**Beginning Setup:** Army: 3 Navy: 1 Industry: 1 Colonies: 2

## **Great Powers Game**

### **Ottoman Empire**

**Location:** Balkans, Western Asia

**Size:** large

**Power:** great

**Friends:** Turkey has no real allies, but has a certain friendship with France because they often have the same enemies. They also admire Germany's military power and share some of their enemies. Turkey prefers monarchies over democracies.

**Enemies:** Turkey has lost territory in recent years to Italy, France, England, Russia, and Austria, which it would like to reclaim. Turkey faces a major challenge because Russia would like to expand into its territory to gain access to warm-water seaports. The two countries have fought each other in small wars many times. Another enemy is Austria because many of the small countries Austria is trying to take over once belonged to the Turks who want them back.

**Goals:** Hold onto vast empire and avoid war whenever possible. Prove to the world that Turkey is still great by regaining control of the Balkan Peninsula and lost North African colonies. Standing up to the challenge from the other great powers to conquer the remaining Ottoman Empire and divide it amongst themselves. Hold on to what is left of your empire and add new lands to it if possible.

**Strengths:** Average army. Many colonies.

**Weaknesses:** Army is tied down in trying to keep more colonies from breaking away from you than already have. Few allies. Many rivals. Small navy and weak economy.

**Income:** 2 economic points per year.

**Beginning Setup:** Army: 2 Navy: 1 Industry: 1 Colonies: 2



## **Great Powers Game**

### **United States of America**

**Location:** North America

**Size:** large

**Power:** great

**Friends:** U.S.A. has no real allies, but has a certain friendship with France and England because of democratic traditions and because they often have the same enemies. The U. S. strongly prefers democracies over monarchies.

**Enemies:** U.S.A. has no real enemies, but will fight against an enemy it feels is morally wrong. The U.S.A. has had some minor disputes with England, France, and Germany over colonies in South America and the South Pacific, but has avoided war every time.

**Goals:** Although America usually stays out of other countries' affairs, it is beginning to be interested in keeping a balance of power in Europe and Asia. She does not want to let any one power dominate either continent. America is eager to demonstrate new power and influence. America will also try to defend free and unrestricted trade. The U. S. is mostly interested in neutrality, but America will pick a fight with someone who tries to keep them from trading with either side in a war.

**Strengths:** Strong army and navy. Plentiful resources and rapid industrialization gave it a strong economy.

**Weaknesses:** Few allies. Reluctance to get involved in foreign affairs, especially wars.

**Income:** 4 economic points per year.

**Beginning Setup:** Army: 2 Navy: 2 Industry: 3 Colonies: 1

## Great Powers Game

### Japan

**Location:** East Asia

**Size:** small

**Power:** small Friends: Japan has no real allies, but has a certain friendship with England because they often have the same enemies. Japan usually prefers monarchies over democracies however.

**Enemies:** Japan is in direct competition with Russia for domination of the Chinese Province of Manchuria. They have almost gone to war over it several times. Japan has had some minor disputes with England, France, and Germany over colonies in China, but has avoided war every time.

**Goals:** Although Japan usually stays out of other countries' affairs, it is beginning to be interested in keeping a balance of power and establishing colonies in Asia. She does not want to let any one Western power dominate Asia. Japan would like to have Asia to itself, but is not yet strong enough to try and take it from the Western Powers. Japan is eager to demonstrate its new power and influence. Japan is mostly interested in neutrality, but will pick a fight with someone who tries to keep them from gaining colonies.

**Strengths:** Small army and navy. Rapid industrialization is giving it a growing economy.

**Weaknesses:** Few allies. Reluctance to get involved in foreign affairs, especially European wars.

**Income:** 2 economic points per year.

**Beginning Setup:** Army: 1 Navy: 1 Industry: 1 Colonies: 1