

COUNTRY OVERVIEWS OF ECONOMIC AND MILITARY POWER

Nation (# people)*	Per Capita GDP	Yearly Growth %	Military Expenditure per % of GDP (# of starting units)	Max Possible Military % of GDP
Righteous City (1)	\$280,000	5.0%	0.001% (0) (none used for war)	75%(in form of loans)
Truth City (1)	\$280,000	5.0%	0.001% (0) (none used for war)	75%(in form of loans)
Washingtonia (6)	\$46,800 +10% in accounts in Gandhiland	0.8%	4.1% (19)	5.0%
Marxistan (2)	\$6,000 +32% in accounts in Gandhiland	13%	4.3% (2)	12%
Octavia (2)	\$12,100 +25% in accounts in Gandhiland	7.8%	2.5% (3) (6.5% if no nuke program)	6% (10% if no nukes)
Gandhiland (6)	\$41,000	3.3%	0.25% (1)	1.2%
Napoleonic States (2)	\$15,800 +18% in accounts in Gandhiland	8.1%	3.9% (6)	7.5%
Robespierre Islands (0)	\$8,000 +5% in accounts in Gandhiland	9.8%	8.6% (6) (0% used to defend nation)	10%

- Righteous City located in Gandhiland. Gandhiland and Washingtonia major believers in the Righteous Religion.
- Truth City located in Octavia. Napoleonic Islands and Maximilian are major believers in the Truth Religion.
- In order to reach maximum military % of GDP, nations must get their money from their Gandhiland accounts through the government of Gandhiland.

* - Number of students per group. Numbers based on a class size of 20. Numbers will be adjusted accordingly.

GENERAL OVERVIEW OF THE GAME

- Military power is defined by the whole dollar number (rounded down) based on the nation's percentage expenditures on the military in relation to the GDP. After the whole dollar number is figured, each \$100 equals a military division that can be used for offensive or defensive purposes.
For example: The Robespierre Islands has a per capita GDP of \$8,000 with 8.6% that is used for military purposes. This means the government spends \$688 per person on the military. This would translate into six (6) military units for the nation.
- If a nation wishes to attack another country, but it is across a body of water, two military units must be used for naval transportation.
- A country that conquers another country will then have those military units for their own use and will be able to use the economy and its growth for military growth. If nuclear weapons are used to defeat the country, then the resources and military units for the country will be set to 0 in all categories.
- Loans from the religious centers can be converted to military units based on military units per % of GDP for country receiving loan.
- If a country that has a religious city in it is conquered, then the conquering nation gains complete access to the funds of the religious capital.
- Alliances between/among countries can combine military units for use in defense or attack.
- National military attacks and defenses will have victors and losers based on a Risk-style determination (using dice and total rolls).
- Countries may decide to use their nuclear power at anytime during peace or an invasion.
- Octavia, if they continue their program, will have nuclear weapons by the end of the first quarter of the game.
- Countries that are conquered will become part of the conquering country until their land is liberated by another power. Members of the country will be forced to become under the control of their conquerors.
- A country being invaded may, at anytime, abandon their country and flee to an ally for protection.
- Countries that are wholly eliminated (nuked) will be out of the game and will not be able to earn total points for participation in the game.
- Each country will elect a leader that will represent them at U.N. Security Council meetings. The U.N. Security Council will meet once every two weeks. On the Security Council, Washingtonia, Marxistan and Napoleonic States have veto power. Righteous City and Truth City leaders can only attend at the request of the council.
- This leader will also be responsible for delegating roles within the group.
- Robespierre Islands has no representatives and will be run by a conquering nation or by joint alliance by the international community.
- If Gandhiland is conquered, the conquering country will also receive the money that all countries have deposited in Gandhiland. This money is based on the percentage deposited in relation to the depositing countries per capita GDP.
- All funds brought into the nation through alliance or conquest can be converted into military units based on the military expenditure % of the per capita GDP of that nation.

To be written in a top-secret document and given individually to each nation

Individual National Goals

Righteous City **PRIMARY GOAL:** to convert the world to the Righteous religion
SECONDARY GOALS:

Truth City **PRIMARY GOAL:** to convert the world to the Truth Religion
SECONDARY GOALS:

Washingtonia **PRIMARY GOALS:** to maintain independence and your status as the world's most prosperous nation as measured by per capita GDP
SECONDARY GOALS: Conquer and control Robespierre Islands.

Marxistan **PRIMARY GOALS:** to maintain independence and establish yourself as the world's first or second largest economy as measured by per capita GDP
SECONDARY GOALS: Conquer and control Robespierre Islands.

Octavia **PRIMARY GOALS:** to maintain independence and establish yourself as the preeminent threat to the maintenance of world peace.
SECONDARY GOALS: Conquer and control Robespierre Islands.

Gandhiland **PRIMARY GOALS:** to maintain independence and maintain world peace so that your military weakness is not exposed.
SECONDARY GOALS:

Napoleonic States **PRIMARY GOALS:** to maintain independence and establish yourself as the world's first or second largest economy as measure by per capita GDP.
SECONDARY GOALS: Conquer and control Robespierre Islands.