**Imperialism**

1000 points- You start with this; mark up your map according to what you want to do. You have to make at least 10 “moves” without knowing what other countries are doing. You can only spend points to “0” but as conflicts arise you can go negative. Each move has to have a written rational (reason). We will answer the essay prompt tomorrow concerning your stance on imperialism and the role the US should have then vs. now.

The countries to start are:

1. United States
2. Great Britain
3. Spain
4. France
5. Portugal
6. Italy
7. Germany

Deductions-

1. Conflict with another country to obtain land -50
2. Lost the conflict with another country -50
3. Geographically challenged in conflict (further away than who they are fighting with) -50
4. Obtain an area -50
5. Obtain a resource rich country (research these- think of resources in 1900) -75
6. Additional Navy -75
7. Additional Army -75
8. Additional Allies -75
9. Political support from own country -50
10. Society support from own country -50

Conflicts decided by:

1. Additional Armed Forces (whoever has more)
2. If #1 ties: Support from own country (whoever has more)
3. If #2 ties: Coin flip (even if a large number of countries are involved)

Additions-

1. Resource rich +150 (these areas are done at the end of the simulation)
2. Win conflict +200
3. No conflict in obtaining land +75
4. Geographical / Geopolitical gains +100
5. Future economic impacts (will be important WWII or later) +100