.The Great Trading Game – Instruction Sheet .

**Pre-game: The Great Trading Game transports players back to the 17th Century. Europe has emerged from the medieval period and has developed strong nation states. These countries are in fierce competition for trade routes, colonies and budding industrial development. Trade routes are well established to more developed economies in Asia and to colonies in the New World and Africa. Many of the European industries are focused on naval and military power, but the new trade-based wealth has also created consumer demands, which must be satisfied. The Kings and Queens of Europe have adopted the mercantile economic theory which encourages exports in order to build up trading surpluses in gold and silver. Before beginning Round #1, each country introduces its player(s) and reads the country description in the bottom left corner of its Game Board.**

**Round # 1: The object is to place one chip for each resource – Ship (blue), Fur (brown), Wool (white), Textile (red), Tea (green), Sugar (pink) and Steel (black). To qualify to win the game a country must have a chip, which matches the resource color on each color coded square of its game board. The winner will have filled each square and have the most coins. The resource chart shows the number of resource chips and coins each country receives at the beginning of each round. Each country must find trading partners to gain a chip for each resource. Remember every resource square must be covered. Once that goal is achieved the country with the most coins will be the winner.**

**Round #2: The object remains the same - to gain one chip for each resource plus as many coins as possible by trading chips and coins. Piracy is as old as seafaring itself, but it became statecraft in the 16th century, with the Englishman Sir Francis Drake the best known. Criminal buccaneers, who continued raids against the Spanish and other countries from their bases in the Caribbean, dominated the 17th Century. At the end of Round #2 countries will bid coins for the services of a pirate. If two or more countries share the highest bid, the winner is determined by coin flip. Once the country has secured the service of the pirate, it can instruct him to take any single token from one country.**

**Round #3: The object remains the same - to gain one chip for each resource plus as many coins as possible by trading. During the 17th Century royal chartered joint-stock companies such as The Dutch East India Company and England’s Hudson Bay Company became important economic forces. The large amount of money needed to provide the capital for ships and supplies to launch trading expeditions caused the Kings and Queens to turn to the growing private sector. Joint-stock companies, the forerunners of today’s public corporations, allowed a number of investors to combine their money. At the end of Round #3 each country will be able to invest three coins in its choice of any resource and receive one chip as a return on its investment at the beginning of Round #4.**

**Round #4: The object remains the same. During the 17th Century the rivalries between countries often resulted in the formation of alliances, as countries joined forces to confront a common rival. While sometimes influenced by the religious divide between Catholics and Protestants, these alliances were primarily for military advantage. Unlike 20th Century alliances, which were based on political philosophy, these alliances could shift easily. At the end of Round #4 any two countries may form an alliance and combine their resources. Each color-coded square must be covered on both countries’ boards, but the coins can be combined to compete with other countries or alliances.**

**Post-game: Each country or alliance, with all resources gained, must present their game boards to the game leader. If all resource squares are covered with the corresponding color chip, then the coins for each country or alliance are counted. The country or alliance with the most coins wins.**