**Scramble for Africa! Rules and Directions**

Directions:

1. Everyone starts at the Berlin Conference. To leave the Berlin Conference one must role a double anything.

2. The turn-order is: England, France, Belgium, Italy, Germany

3. England=Red; France=Blue; Belgium=Yellow; Italy=Green; Germany=Orange

4. Each Group has a task card that you need to follow.

5. On your turn you must declare which unoccupied colony to enter. To get into the colony= role a double anything.

6. Once you take a colony you need to LIGHTLY shade it your nations color.

Game Rules

1. You can only enter a colony with a “star.”

2. You can only leave a colony with a “star”

3. You are allowed to move inland from the shore and conquer unoccupied territories by rolling Double 6’s.

4. You may conquer an unoccupied colony OR you may attack an occupied colony on your turn. You may not do both. Colonies with stars may be attacked or occupied only.

5. Alliances may be formed or broken. The use of *realpolitik* is encouraged.

Attacking/Entering Occupied Colonies Rules

1. You may only attack adjacent colonies next to yours

2. You must declare which colony you are attacking

3. Each person rolls 1 die. Attacker rolls first. Defender rolls second. Highest number wins the colony. If there is a tie their is a re-roll until one person wins.

If defender wins=You defended off the attack and preserve your colony

If attacker wins=You take the colony. LIGHTLY color over the existing color with your nation’s color.

Special Rules:

1. If you are to conquer Ethiopia you must role Double 6’s to enter then Double 6’s to conquer it.

2. If you are to conquer Liberia you must role Double 6’s to enter and then Double 6’s to conquer it.

Winning:

1. You may win the game if you accomplish your nation’s task

2. You may win the game if you have the most amount of points after time ends.

🡪Everyone needs to keep track of their points on a same group paper. Create columns for each student and enter/subtract points as needed.

3. You may win the game if you conquer all of Africa

**Game Questions: To be answered when game or time is over.**

1. Why did you win or lose?

2. Why did you have to roll double 6’s to enter an unoccupied area of the board?

3. What do the points of each colony represent?

4. Why do you have to role double 6’s twice to take Ethiopia?

5a. Did you pay attention to your competitors?

b. Were you aware of their goals?

c.How did their actions influence your actions?

d. Did you get angry with them?

e. If you could break the rules without getting caught would you?

6. Your decisions created colonial boundaries that will become the borders of modern-day African countries. What problems have you created by dividing up Africa based on European goals rather than African ones?

**GREAT BRITAIN**

YOUR JOB IS TO TAKE AND HOLD EGYPT AND EXPAND SOUTHWARD TO TAKE AND HOLD SOUTH AFRICA

Historical Note: Great Britain wants Egypt to control the Suez Canal and build a railroad from Egypt to South Africa

**FRANCE TASK CARD**

YOUR JOB IS TO TAKE AND HOLD FRENCH WEST AFRICA AND TO EXPAND EAST-WARD TO TAKE AND HOLD ERITREA and SOMALILAND

**ITALY TASK CARD**

YOUR JOB IS TO TAKE AND HOLD ERITREA and SOMALILAND, AND TO EXPAND SOUTH-WARD TO TAKE AND HOLD MOZAMBIQUE

**GERMAN TASK CARD**

YOUR JOB IS TO TAKE AND HOLD UGANDA AND EAST AFRICA AND TO EXPAND WEST-WARD TO TAKE AND HOLD KAMERUN

Historical Note: Germany arrived late to African colonization and sought to have any colonies.

Hi

**BELGIUM TASK CARD**

YOUR JOB IS TO HOLD THE BELGIUM CONGO AND ANY THREE COLONIES ADJACENT TO IT

Historical Note: Belgium gets many resources from the Congo, particularly rubber and ivory (from elephants).