

The Columbian Exchange

How it Works

1. The goal of the game is to build as many cities for your nation as you can. The nation with the most amount of cities at the end of ten rounds wins.
2. You will need to collect the right amount of resources and share with your fellow citizens to build your cities. You can see the resources needed to make a city on the back of this sheet.
3. The players are broken into four groups, one for each of the nations below
4. The game is played with rounds that last 3-5 minutes, depending on the teacher.
5. At the start of each round, everyone from a country gets the resources written below for that specific country.

| North America | Africa | Europe | West Indies |
|--|--------------------------------------|---|------------------------------------|
| Whale Oil x2 Lumber x2 Furs x3 Tobacco x2 | Gold x1 Spices x2 Hardwoods x3 | Manufactured goods x2 Guns x2 Cloth x3 Iron x3 | Molasses x2 Sugar x1 Wood x3 |

6. During a round, each nation has the ability to trade with other nations to get the resources they need; however, they can only trade with a specific nation depending on the type of round.
 - a. Even Round
 - a. America- Africa
 - b. Europe- West Indies
 - b. Odd Round
 - a. Americas- Europe
 - b. West Indies- Africa
7. Throughout the game, some people will be forced to migrate based on a push or pull from the teacher.
 - a. A person only migrates for one round. They return to their home country after that round.
 - b. During the migration, the player only takes the resources of the nation they are living in.
 - c. A migrant does not bring anything with them. They may only bring resources home.

A City Needs

| | | | | |
|---------------------------|------------------------------|-----------------------|-----------|----------|
| | Whale Oil x5 | Molasses x5 | Spices x5 | Sugar x3 |
| Food | | | | |
| | Wood, Hardwood or Lumber x20 | Iron x10 | | |
| Building Materials | | | | |
| | Guns x5 | | | |
| Protection | | | | |
| | Cloth x10 | Furs x10 | | |
| Clothes | | | | |
| | Gold x3 | | | |
| Money | | | | |
| | Tobacco x5 | Manufactured Goods x5 | | |
| Extras | | | | |