

Scramble for Africa Simulation

of Players:

Player & Countries	Player Name(s)
Player 1 (Britain)	
Player 2 (France)	
Player 3 (Portugal, Belgium, Spain)	
Player 4 (Portugal, Germany, Italy)	

Countries & Color

Britain -	Portugal -	Spain -
France -	Belgium -	Germany -
	Italy -	

General Rules:

- Read the directions clearly before taking any action
- PORTS are represented by a DOT (●) along the edges of Africa
 - Replacement PORTS can be marked by an (X) over the dot
- COASTS are represented by a LINE (---) along the edges of Africa
 - Use the short side of the rectangle
- COLONIAL CLAIMS are represented by a RECTANGLE (■)
 - Use the rectangle provided
- Each step should be completed IN ORDER

Round 1 – 1500 to 1815

(Player 1: read aloud) During this time period, the continent of Africa has many powerful kingdoms that are difficult to conquer. European countries aren't too interested in colonization of the Africa at this time. **The Ottoman Empire** and **The Ethiopian Empire** make some of these areas unavailable for colonization.

❖ *Nations are NOT allowed to create ports, coasts, or colonial claims on **NORTHERN AFRICA and ETHIOPIA for Round 1.***

1. BELGIUM (Player 3: read aloud)

- a. The Dutch establish a port in *Southern Africa* around the mid-1600s
 - i. DRAW 1 PORT at the southern tip of Africa

2. PORTUGAL (Player 4: read aloud)

- a. For this round, the two players who represent Portugal should make the following decisions together
- b. Portugal had some of the greatest sailing technology at the time. Using this, they established ports along the coasts of Africa on their way to get to India
 - i. DRAW 6 PORTS along the coasts of Africa

3. BRITAIN AND FRANCE (Player 2: read aloud)

- a. **Britain** and **France** have little interest in colonizing Africa because of colonies they already established in the Americas. However, there is some interest in Western and Eastern Africa
 - i. Alternate DRAWING 4 PORTS EACH along *Western* and *Eastern Africa* (Britain, France, Britain, France)
 1. Britain and France can decide to REPLACE 1 PORT from Portugal for one of their port choices (Draw an 'X' with your country color over their port)

Round 2 – 1815 to 1875

(Player 1: Read aloud) Africa continues to be difficult to conquer but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. **The Ottoman Empire** and **Ethiopia** continue to be unavailable for colonization.

❖ *Nations are NOT allowed to create ports, coasts, or colonial claims on **NORTHERN AFRICA** and **ETHIOPIA** for Round 2.*

1. PORTUGAL (Player 3: Read Aloud)

- a. For this round, the two students who are Portugal should make the following decisions together
- b. India and Asian goods are still valuable to Portugal and so it continues to claim more places along the African coast
 - i. DRAW 4 COASTS (in total). They should be placed next to a port belonging to **Portugal**

2. BRITAIN AND FRANCE (Player 2: Read Aloud)

- a. Both countries experience the Industrial Revolution and are now more interested in Africa for its natural resources
- b. Alternate DRAWING 4 COASTS (France, Britain, France, Britain)
 - i. Coasts can be adjacent to ports or in new areas
 - ii. **France:** Try to place your coasts closer to home
- c. Avoid diplomatic tension/war by not settling too close to other European claims

Round 3 – 1875 to 1895

(Player 4: Read aloud) **The Ottoman Empire** has been weakened; most lands north of Africa can now be claimed EXCEPT **Ethiopia**.

❖ Nations are NOT allowed to create ports, coasts, or colonial claims on
ETHIOPIA for Round 3.

1. **BRITAIN (Player 1: Read aloud)**

- a. Secure the Suez Canal route to India
 - i. DRAW 1 COLONIAL CLAIM on Egypt

2. **BELGIUM (Player 3: Read aloud)**

- a. Big changes have happened in your country. Now, you're highly industrialized and grab a big claim quickly.

- i. DRAW 2 COLONIAL CLAIMS next to each other on a place that isn't already claimed (see example on left). One claim must be along the edges of Africa



3. **GERMANY (Player 4: Read aloud)**

- a. Germany will not start unifying until 1871, it is highly industrialized and have a bit more wealth and power.
 - i. DRAW 3 COLONIAL CLAIMS. Claims must either be along the edges of Africa or touching another German claim. Cannot be placed on any places already claimed by others

4. **BRITAIN AND FRANCE (Player 2: Read Aloud)**

- a. Your countries must act fast due to all these new European arrivals to Africa.
 - i. Alternate DRAWING 4 COLONIAL CLAIMS EACH (decide who goes first by rock, paper, scissors)
 1. Colonial Claims must be connected to ports, coasts, or other claims that you own
 2. Try to connect your colonies if possible (for defensive purposes)

5. SPAIN (Player 3: Read aloud)

- a. You spent too much time colonizing America and came late to Africa
 - i. DRAW 2 COLONIAL CLAIMS. Claims must either be along the edges of Africa or touching another Spanish claim. Cannot be placed on any places already claimed by others
 - ii. Try to have it close to Spain

6. Italy (Player 4: Read aloud)

- a. Late late late. See what you can get.
- b. Draw 4 COLONIAL CLAIMS. Claims must either be along the edges of Africa or touching another Italian claim. Cannot be placed on any places already claimed by others