

## Scenario: The Limits of Peace

July 20, 1936 — October 1, 1945

Global Scenario, 480 Turns

*The global order established after the Great War is collapsing. Civil war has erupted in Spain. Totalitarian nations grow in power and ambition, while the rest of the world must reevaluate goals and alliances.*

### Key Thematic Questions

1. How should the Great War (World War I) and the Versailles Treaty guide your actions?
2. What do Germany's growing power and Italy's recent triumph in Ethiopia mean for your nation?
3. How should the world respond to Japanese aggressions in Asia?
4. Should countries--particularly your country--give troops and aid to one side in the Spanish Civil War? Why or why not? What might be the international repercussions?
5. What alliances should nations make? Which should they honor? What will protect them/protect their allies/increase their power?

### Discussion and Assessment Questions

1. In the game, what were reasons for making, keeping, and breaking alliances? How does this compare to what actually happened?
2. What were the repercussions for breaking alliances, both in the game and in reality?
3. In the game, how did countries respond to German, Italian, and Japanese aggressions? What were the real world responses? Why?
4. What was the importance of economic depression in the game? How did the Great Depression impact leaders' decisions in the 1930s?
5. In the game, what was the significance of having or needing natural resources? How does this compare to real history?
6. How did your response to the Spanish Civil War reflect your nation's political beliefs? Domestic constraints? International pressures? Compare this to what really happened. What was the relationship between the Spanish Civil War and World War II?

## Scenario: **The Politics of Appeasement**    September 1, 1938 – March 30, 1939

**Focused Scenario, 30 Turns**

*Germany, fresh from Anschluss with Austria, now demands Czechoslovakian lands. How will Europe respond?*

### **Key Thematic Questions**

1. As German aggressions grow, what alliances should nations make? Which should they honor? What will protect them? Increase their power?
2. Can a full-scale war be avoided? How?
3. To prevent a large war, what sacrifices must be made? By which nations? Why?

### **Discussion and Assessment Questions**

1. What alliances were reached in your game? Why? Were there alliances you wanted to create, but couldn't?
2. In the game, how did nations respond to German aggressions? Compare this to history—why, in 1938, didn't France and the USSR honor their defense pacts with Czechoslovakia?
3. Why did British Prime Minister Neville Chamberlain and other European leaders choose appeasement?
4. How did your knowledge of the Munich Conference and the policy of appeasement influence your game decisions?

## Scenario: The End of Diplomacy

September 1, 1939 – October 19, 1945

Global Scenario, 320 Turns

*Europe, shocked by the destruction of Czechoslovakia, must decide what to do, now that Germany threatens Poland. Across the globe, Japan continues its invasion of China, despite Western disapproval.*

### Key Thematic Questions

1. If Germany attacks Poland, how will the world respond? If Poland falls, where next will Germany strike? Can German aggression be contained? Is full-scale war unavoidable?
2. What alliances will put your nation in the best position for war?
3. How does the Sino-Japanese war affect your nation? How should you respond to this conflict?
4. What does the crisis in Europe mean for you? How should your nation respond?

### Discussion and Assessment Questions

1. What alliances were made, kept, or broken in the game? Why? In the real world, Germany and the Soviet Union signed the Molotov-Ribbentrop pact on August 23, 1939. This agreement created a non-aggression pact between the two nations, and included secret provisions for dividing a conquered Poland. Why did the pact between Germany and the USSR shock the world?
2. In the game, did alliances protect your nation? Did you defend your allies? How and why? In reality, why did the UK and France agree to support Poland? When Germany invaded Poland, why did the British and French declare war against Germany, but not send soldiers to Poland?
3. In the game, was your country prepared for war? What about other nations? What was needed to succeed? Do you agree with the choices your nation's real leaders made? Why?
4. What were the repercussions for breaking alliances in the game? How does this compare to what really happened?

## Scenario: **Steps to a Global War**

August 1, 1940 — October 4, 1945

Global Scenario, 270 Turns

*Germany has marched through Europe and now threatens Britain. Japanese aggressions continue. Can the world escape the ever-tightening grip of the Axis powers? Can their triumph be prevented?*

### Key Thematic Questions

1. What alliances should be made, reaffirmed, or broken?
2. How can Britain be defended/defeated? What role should the US play?
3. How does the crisis in Europe impact the rest of the world?
4. What is the significance of having or needing natural resources? What impact can embargos have?
5. Can the Sino-Japanese War be resolved through international intervention? Can Japanese aggressions be curtailed by economic or diplomatic pressures?

### Discussion and Assessment Questions

1. How did the US support the UK in the game? Why? In reality, why did the US choose to aid the UK through the Lend-Lease Act?
2. In the game, what was the international response to Japanese territorial aggressions? Why? Compare this to what really happened--why did the US impose strict embargos on Japan?
3. What role did diplomacy have in this scenario? Were any conflicts resolved through discussion and agreements? Compare your experiences to history--why did US-Japanese diplomatic efforts fail? Why did Japan bomb Pearl Harbor and other US and UK territories?
4. Were alliances important in this scenario? Did they help or hurt your nation? Other countries?
5. In the game, what happened between Germany and the UK? What other attacks occurred? Why, in reality, did Germany attack the USSR without having conquered Britain? Was it a good decision? Why or why not?

## Scenario: The World at War

December 7, 1941 — October 7, 1945

Global Scenario, 200 Turns

*Germany has pushed deep into Soviet territory. Japanese expansion continues in Asia and now includes Western colonies. Can the world escape the ever-tightening grip of the Axis powers? Can their triumph be prevented?*

### Key Thematic Questions

1. What alliances should be made, reaffirmed, or broken?
2. Which regional conflicts have global significance? How do they impact the world?
3. How should Japan expand its empire? How should the US and UK respond to Japanese attacks?
4. How can Britain defend itself against the Axis powers? Or, how can the Axis defeat Britain? What role should the US play?
5. How can the USSR defend against German forces? Or, how can Germany conquer the Soviets?
6. What is the significance of having or needing natural resources?

### Discussion and Assessment Questions

1. How did the US support the UK in the game? Did they form an alliance? Did either nation ally or send aid to the USSR?
2. What happened between the US and Japan in your game? In the real world, why did US-Japanese diplomatic efforts fail? Why did Japan bomb Pearl Harbor and other US and UK territories?
3. Were alliances important in this scenario? Did they help or hurt your nation? Other nations? Compare your experiences to history.
4. In the game, what happened in the German invasion of the USSR? In reality, Germany attacked the USSR without having conquered Britain. Based on your game experiences, do you think that was that a good decision? Why or why not?

## Scenario: Conclusion of the War

June 6, 1944 — October 9, 1945

Global Scenario, 70 Turns

*The end of combat is in sight. How will the Axis be defeated? The US and UK have planned a major Western assault in Europe. Strain lines appear among the Allies as they begin to imagine the post-war world.*

### Key Thematic Questions

1. Can the Allies obtain unilateral surrender from Germany and Japan? How?
2. How will the end of the war impact the Allied partnership?
3. How do the Axis powers want the war to end? With a final offensive engagement? With an attempt at peace negotiations?
4. Can the Allies work together in the post-war world? Why or why not? What different visions do they have?
5. What does the strength of Communist China mean for Nationalist China? For the rest of the world?

### Discussion and Assessment Questions

1. Did the US and UK attack Germany from the west? How did Germany respond? What did this mean for France? In the real world, how did the D-Day invasion influence the path of war?
2. In your game, did any nation develop the atomic bomb? If yes, was it dropped? How did your knowledge of the attacks on Hiroshima and Nagasaki affect your gameplay?
3. Did World War II end in your game? If yes, how? Was there total surrender or was peace negotiated? If the war was still being fought at the end of the game, how did it differ from where the world really was in 1945?
4. What was the importance of total victory, both in the game and in reality? Why did the Allies demand this?
5. What territories did each Allied power control at the end of your game? How did these occupations affect post-war plans? How does this compare to the real Allied positions and decisions at the end of the war?
6. In the game, did the Allies work together to plan a post-war world? Compare the game to history--how did decisions made at the end of WWII shape the Cold War?
7. Consider the Versailles treaty and the post-WWI peace. How did those choices influence the design of the post-WWII peace? Compare your game to what really happened.