

Total World Conquest

Mr. Chuey did it again! The game has reset with only weeks left! Stamps become so important...and so does YOUR FEEDBACK! Vote on the type of government should reflect your class.

* Indicates required question

1. Type your LAST NAME ONLY *

2. What hour do you have social studies? *

Mark only one oval.

1

2

5

6

3. Decide upon a government you would like representing your class.
Reference the image below...

1. Monarchy

- Definition:** Rule by a king or queen (hereditary power)
- Bonus:** +1 hoplite per turn due to centralized command
- Example Civ:** Egypt, Babylon

2. Theocracy †

- Definition:** Rule by religious leaders or belief that rulers are divine
- Bonus:** Cause plague on an enemy every turn - Defense -2 during war
- Example Civ:** Sumer, Ancient Israel, early Egypt

3. Oligarchy

- Definition:** Rule by a small elite group (wealthy, noble, or military) (3 students)
- Bonus:** Reroll a losing dice roll
- Example Civ:** Sparta, early Rome (Senate rule)

4. Tyranny

- Definition:** Rule by a single person who seized power (often with popular support)
- Bonus:** You can automatically win 1 battle on 1 turn only
- Example Civ:** Some Greek city-states (e.g., Corinth under Cypselus)

5. Democracy

- Definition:** Citizens vote on decisions; power is shared
- Bonus:** +2 on all defensive rolls
- Example Civ:** Athens

6. Republic

- Definition:** Elected officials rule on behalf of the people
- Bonus:** You get spy access to every empire (my intel) (1 question per turn allowed)
- Example Civ:** Rome (before the empire)

7. Empire

- Definition:** One ruler controls multiple conquered peoples and regions
- Bonus:** +2 hoplites drafted per round instead of 1
- Example Civ:** Persia, Rome (after Caesar), Macedonia

8. City-State

- Definition:** Independent cities with their own governments
- Bonus:** +1 attack roll for each individual city you control (not provinces)
- Example Civ:** Athens, Sparta, Ur

9. Confederation

- Definition:** Alliance of independent states working together
- Bonus:** Trade any territory with another empire
- Example Civ:** Delian League, early tribal confederacies

10. Nomadic Rule

- Definition:** Power held by leaders of mobile tribes (no fixed territory)
- Bonus:** Can attack twice in 1 turn, but you can't win the game
- Example Civ:** Scythians, early Hebrews

Mark only one oval.

Monarchy

Theocracy

Oligarchy

Tyranny

Democracy

Republic

Empire

City-State

Confederation

Nomadic Rule

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