World Domination Live Game

**Premise:**  
Every country is tied to specific vocabulary words from a chosen list. Countries with a higher population have more words tied to them. Two teams—red and blue—compete by translating the words for a country. If a team submits the correct translations for a neighbouring country, that country becomes theirs.

**Gameplay Flow:**

1. **Setup:** The teacher hosts a game by selecting a vocabulary list and setting a time limit.
2. **Team Assignment:** Students join the game and are automatically (or manually) split into red and blue teams.
3. **Starting Countries:** Each team begins with one country (or a set of countries) pre-assigned.
4. **Conquest:** When a team translates the words for a country bordering one of their already controlled countries, that country is conquered and its colour changes to reflect the conquering team. Students can either conquer neighbouring countries or reinforce their already controlled countries by translating words to make the country harder to conquer.
5. **Generals:** The top 10% of students in each team play the role of the General for the team and can implement the secret-weapons that the team holds.
6. **Victory:** At the end of the time limit, the team controlling the most countries wins.

**Secret Weapons:**

Secret weapons are hidden in neutral countries at the start of the game. Teams “hold” the weapons while they are in control of that country. The weapons available are:

Diplomatic Leverage:

Effect: Temporarily (10 seconds) prevents the opposing team from attempting conquests on adjacent countries for a set period, giving your team time to secure and reinforce your borders. (refreshes every minute)

Economic Boom:

Effect: Reduces the required word translation count for high-valued countries for a limited time (30 seconds), reflecting an economic surge that makes additional conquests easier. (refreshes every 30 seconds)

Spy Network:

Effect: Reveals the position of all of the secret weapons on the map and the type of secret weapon they are. (Permanent while held)

Rapid Deployment:

Effect: Allows your team to instantly "reinforce" a chosen country (an additional 2 words to translate), representing a sudden military surge or efficient logistics. (refreshes every 30 seconds)

Paratroopers:

Effect: The General can choose a neutral country anywhere on the map which only the General can conquer by translating words. (refreshes every 1 minute)

Sabotage:

Effect: Temporarily disrupts the opposing team’s ability to conquer new countries by “locking down” a chosen country (making them unassailable) for a brief period (30 seconds). (refreshes every 30 seconds)