

# A List of WPG Files in Your Dossier

**A dossier** (French for *file folders*) is a collection from documents to a certain topic.

Dossiers can refer to public affairs, e.g. the relations with a certain state, or the economic development. Final report documents with the underlying documents are usually published in color books : (brown book, blue book, White Paper, black book etc..)

## Offices and Posts within Cabinet

Asset Inventory

Daily Budget Record

Situation Report (Sit Rep)

Expediter's Form

Peace/Alliance Treaty

Legend Chart

Tariffs, Fines Fees List

Daily Commerce Sheet

Trade Agreement

Combat Operations List

Vocabulary

Crisis Report

Evaluation

Awards

\**Lost or misplacement of a dossier results in a 20 Million fine!!*

# **World Peace Game Cabinet Posts**

## **Prime Minister**

Serves and speaks for the people of his or her country. Directs major political and social decisions and policy

## **Secretary of State**

Second in command. Assists the PM and carries out directives

## **Defense Minister**

Plans and carries out military defense/offensive strategy under leadership and directives of the PM

## **Secretary of Trade and Commerce**

Makes trades with other nations and increase business assets of own country

## **Comptroller**

Controls and accounts for nations budget,including asset gain and expenditures

## **UN Secretary General**

Peace Planning , Mediation between nations in conflict (Combat option)

## **Chairperson of The World Bank**

Manages WB budget. Makes loans, collects fees, tariffs, debts, fines

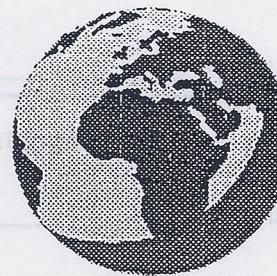
## **Arms Dealers / Mercenary Commander**

Maintains arms and or forces for sale or rent to any nation or party





# WORLD PEACE GAME INVENTORY



Country \_\_\_\_\_  
PM \_\_\_\_\_  
Sec. \_\_\_\_\_  
MD \_\_\_\_\_

Indicate your assets:

Budget at Game Day 1 \_\_\_\_\_

## Military assets

Troops \_\_\_\_\_

## Fleet Ships

## Submarines

## Aircraft

## Star Ships

## Other

Other \_\_\_\_\_

## **Factories / institutions / Plants**

## Power / Energy Facilities



## WORLD PEACE GAME DAY BUDGET RECORD

Country \_\_\_\_\_ Secretary of State \_\_\_\_\_

Expense per Day	<b>GAME DAY 1</b>	Income per Day
Air power	Manufacturing	_____
Purchase	Trade / Sales	_____
Fees / Fines	Fees / Pay Collected	_____
Military Transport/Strikes	Stocks	_____
Operations	Extra Income	_____
Other		_____
Expense per Day	<b>GAME DAY 2</b>	Income per Day
Air power	Manufacturing	_____
Purchase	Trade / Sales	_____
Fees / Fines	Fees / Pay Collected	_____
Military Transport/Strikes	Stocks	_____
Operations	Extra Income	_____
Other		_____
Expense per Day	<b>GAME DAY 3</b>	Income per Day
Air power	Manufacturing	_____
Purchase	Trade / Sales	_____
Fees / Fines	Fees / Pay Collected	_____
Military Transport/Strikes	Stocks	_____
Operations	Extra Income	_____
Other		_____

# World Peace Game

## National Report

**General Objectives:** 1. Establish peace for your nation and all nations  
2. Increase prosperity for your nation

**Economic Objective(s):** 3. Solve major economic, social and military problems

**Strategies:** How will you accomplish your goals ? :

**Military Objective(s):**

**Strategies :** How will you accomplish your goals ?:

**Other Objectives /Programs & Strategies ? (Space, farming, toxic clean-up, etc.)**

**Signed : Office Title and full name** \_\_\_\_\_

# WORLD PEACE GAME EXPEDITER'S FORM

GAME DAY # \_\_\_\_\_

Aircraft


Ships


Space


Weather


Debts/Credits


Other


Aircraft


Ships


Space


Weather


Debts/Credits


Other


COUNTRY

Aircraft


Ships


Space


Weather


Debts/Credits


Other


Aircraft


Ships


Space


Weather


Debts/Credits


Other


WORLD PEACE GAME TREATY NUMBER \_\_\_\_\_

(party of the First Part) \_\_\_\_\_  
(party of the Second Part) \_\_\_\_\_

(Additional Parties)  
(Additional Parties)

Do hereby agree (CONDITIONS):

Party of the 1st Part Signatures : \_\_\_\_\_  
Party of the Second Part: Signatures: \_\_\_\_\_  
Additional Parties: Signatures: \_\_\_\_\_



UNITED NATIONS SIGNATORY: \_\_\_\_\_

Date: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

# WORLD PEACE GAME: LEGEND CHART

VALUE - TRANSPORTATION COST/RANGE		MILITARY STRIKE RANGE : PER GAME DAY		
Marker	Represents	Actual Value	Range/per day	Transport Cost
1 Soldier	--- 1000 troops	\$10 Million	--- 100 KM	= \$1 Million
1 Aircraft	--- 6 plane squadron	\$10 Billion	--- 1000 KM	= \$1 Million
1 Stealth Bomber	- 1 plane	\$ 2 Billion	--- 1000 KM	= \$1 Million
1 Helicopter	--- 5 ship squadron	\$ 8 Billion	--- 500 KM	= \$1 Million
1 Ship	--- 1 ship	\$ 7 Billion	--- 100 KM	= \$10K
1 Transport Ship	1 ship	\$ 1/2 Million	--- 100 KM	= \$10K
① Oil Tanker	1 ship (loaded)	\$ 50 Million	--- 100 KM	= \$10K
① Submarine	1 sub	\$ 6 Billion	--- 100 KM	= \$1 Million
① Truck	10 trucks	\$ varies	--- 100 KM	= \$1 Million
1 Tank	--- 1 tank battalion (16)	\$ 64 Million	- any distance in country	= \$1 Million
1 Spacecraft	--- 1 spacecraft	\$ 72 Billion	--- 1 Quadrant	= \$10 Million
1 Satellite	--- 1 Killer/Telescope/Research	\$ 35 Billion/Varies - - - 1 Quadrant	= \$1 Million	unarmed
1 ICBM	--- 1 Warhead	\$10 Million (Nuke=\$20 Million)-	500 KM	= \$10K
500KM				

## PLANTS & MANUFACTURING

POWER AND ENERGY	1 Blue marker = 1 Chemical Plant	= \$50 Million
1 Hydroelectric Plant=\$3 million	1 Red marker = 1 Silicon Plant = \$	\$40 Million
1 Solar Power Plant = \$2 Million	1 Yellow Marker= 1 Nuclear Processing Plant=	\$ 2 Billion
1 Oil Rig=\$3 Million	1 Green Marker= 1 Medical Research facility=	\$40 Million
1 Oil Production Facility =	1 Black Marker= 1 Oil refinery=	\$65 Million
1 Nuclear Power Plant=\$1.5 Billion	1 Green Disc = Food Processing Plant=	\$20 Million
1 Wind Generator (1000 )\$15 Million	1 Red Disc= Software/Hardware Manuf.=	\$185 Million
	1 Yellow Disc = Entertainment Complex=	\$300 Million
	1 Purple Disc = Metro/City University Area=	\$3.5 Billion
	1 Green Velvet = 1 Farm =	\$10 Million



# World Peace Game

## Penalties, Fines, Fees, Dues, and Tariffs

Bumping (or touching without UN permission) the WPG board

~~50~~ million

Failing to return to Parliament on time (holding up a session)

~~10~~ million

Talking during any state's (other than your own's) announcements

10 million

Failing to keep accurate accounts (Everyone audited by the World Bank/ UN!) 45 Million

Losing any documents (UN will also audit any treaties / agreements, etc.) 60 million

Bridge Crossing (shipments / Troops/ etc.) Tariff set by the receiving country

Satellite Crash (Country of Origin pays)

Default on a loan

penalty added to total = 50 million

Failure to wear Insignia

10 Million /per instance

Damage: (Environmental Clean-up, etc.) Assessed and set by World Bank

Failure to maintain Walkway

20 million

UN Dues

20 Million

\*\*\*\*The World Bank calls and collects all of the above fees.\*\*\*\*

# World Peace Game Daily Expenses and Revenues

How much \$\$\$\$ daily expenditure and income for each item in the WPG.

These may or may not apply to your country. Check to be certain.

These figures are not the "value" of each item.

## Per day: Daily Expenses --Cost

### Personnel

Universities - 1 million per campus

### Manufacturing & Production:

Agriculture/ Food Production - 15 million/ plant

Software Development Facility - 25 million per  
Needs regular daily silicon inflow (10 million)

Entertainment Complex - 60 million per plant

Fishing Fleet - 1 million per 20 ships

Silicon Production - 12 million

Sulfur Production - 8 million

Oxygen Production - 8 million

Chlorine Production - 3 million

Underwater Mining Operations - 2 million

### Military

Troops - 5 million per 20,000 troops

Aircraft - \$50 million per 5-plane squad

Warships - 85 million per 10 ships

Submarines - \$1 million

Killer Satellite - 2 million

### Energy & Power

Solar Plant - 1 million for all plants in-country

Hydroelectric Plant - 2 million for all

Oil Extraction & Refineries - 20 million for all

Nuclear Plant - 15 million per plant

Wind / Geothermal, other sources - 3 million

## Per day: Daily Revenues --Income

Universities - 2 million

Agriculture/ Food Production - 45 million /plant

Software Development Facility - 250 million

Entertainment Complex - 150 million

Fishing Fleet - \$ 3 million

Silicon Production - 30 million

Sulfur Production - 10 million

Oxygen Production - 14 million

Chlorine Production - 4 million

Minerals / Medicines - 3 million

Troops - \$ 000000

Aircraft - \$ 5 million (aerial research)

Warships - - \$ 000000

Submarines - \$ 5 million (sea floor research)

Killer Satellite -16 million  
(telecommunications / research)

Solar Plant - 1.5 million

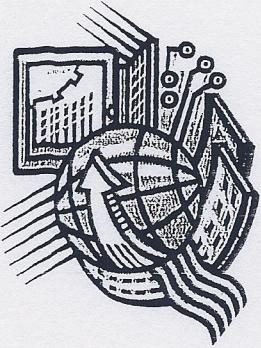
Hydroelectric Plant -6 million

Oil Extraction & Refineries - 250 million

Nuclear Plant - 35 million

Wind / Geothermal, etc. - 4 million





# World Peace Gaming Trade Agreement Document

Party of the 1st Part \_\_\_\_\_ agrees to (circle one) : trade / sell / loan / give  
(What?): \_\_\_\_\_

To Party of the 2nd Part \_\_\_\_\_

In exchange for \_\_\_\_\_

By Game Day # \_\_\_\_\_

Under these conditions (if any):  
\_\_\_\_\_  
\_\_\_\_\_

Signed \_\_\_\_\_  
Secretary of Trade and Commerce for \_\_\_\_\_

Signed \_\_\_\_\_  
Secretary of Trade and Commerce for \_\_\_\_\_

# World Peace Game

## Combat Costs In Material

ICBM Launch	10 Million
Air strike (per firing)	5 million
Armor attack (per battalion/ per attack)	2 Million
Sub or Ship Firing ICBM	3 million
Troop attack Per 1000 troop	1 million

# World Peace Game Vocabulary

Add as you learn new concepts:

Emissary  
Ambassador  
declarations  
tactics  
strategy  
tactical support  
assessment  
coup d'etat  
mercenary  
political  
inventory  
audit  
Dossier  
air support  
campaign  
diplomacy  
weaponize  
treaty  
Euro



**Ballots for Awards:**

In your best opinion, whom do you think has earned these awards:  
Please write one name only on each line (co-names only if you must).  
**Give to the United Nations for a Secret Ballot Count.**

**WPG Human Rights Award**

For Meritorious Awareness, Creativity, Compassion, and Service Above and Beyond  
the Ordinary for Upholding and Supporting the Rights of Those Less Able to Help or  
Defend Themselves, and Inspiring Others to do the Same.

---

**Best All Around Player Award**

For Outstanding Efforts Contributing To  
World Peace In The World Peace Game Especially In Strategy and Tactics

---

**The WPG Peace Prize**

For Outstanding Efforts Contributing to World Peace in The World Peace Game

---

# World Peace Game Final Reflections

**Please share your responses to questions with Mr. Hunter .**

Please write out the question and put your response on a separate sheet of paper. Don't forget to put your name on your responses.

Thank you all.  
Mr. Hunter

1. What was the “point/purpose” of playing the WPG, for YOU? How?
2. Can there be peace with violence? Explain how or how not please.
3. How many ways could a nation be the “best neighbor” to other countries?
4. What elements make a good negotiator?
5. Describe in detail how your thinking changed during the game, from your first impressions through to the end of the game.
6. In each instance, what caused you to feel the changes you have described?
7. Describe what you saw in the game that best showed wise actions or problem solving?
8. Is there a best way to solve problems between opposing parties? Describe or explain.

. Sun Tzu offers this:

There is no instance of a country having benefited from prolonged warfare.

7. It is only one who is thoroughly acquainted with the evils of war that can thoroughly understand the profitable way of carrying it on.

Contributing to maintain an army at a distance causes the people to be impoverished.

11. On the other hand, the proximity of an army causes prices to go up; and high prices cause the people's substance to be drained away.

Sun Tzu said: In the practical art of war, the best thing of all is to take the enemy's country whole and intact; to shatter and destroy it is not so good. So, too, it is better to recapture an army entire than to destroy it, to capture a regiment, a detachment or a company entire than to destroy them.

2. Hence to fight and conquer in all your battles is not supreme excellence; supreme excellence consists in breaking the enemy's resistance without fighting.

The general, unable to control his irritation, will launch his men to the assault like swarming ants, with the result that one-third of his men are slain, while the town still remains untaken. Such are the disastrous effects of a siege.

6. Therefore the skillful leader subdues the enemy's troops without any fighting; he captures their cities without laying siege to them; he overthrows their kingdom without lengthy operations in the field.

Do not swallow bait offered by the enemy.  
Do not interfere with an army that is returning home.

36. When you surround an army, leave an outlet free.  
Do not press a desperate foe too hard.

37. Such is the art of warfare.