

Facilitator Instructions

Objectives:

- Game: The game participants play as teams that represent aid organisations. They
 are competing to create the greatest number of developments by the game's end.
- Educational: In playing the game, participants will gain some insight into the
 problems facing development and international aid. They will in particular be
 exposed to the current situation of often unco-ordinated and even competitive
 approaches to development organisations in a limited resource setting, with
 resulting negative consequences to the countries in need. They will also have the
 opportunity to further their teamwork, problem solving and negotiation skills.

Game Elements:

<u>Developments</u>: Developments are created by giving the required piece of equipment to the country. Each development can only be created once in a particular country unless destroyed. On making a development, place one of that team's tokens on the relevant space on the country sheet. Before creating a development, a team must pay the rent applicable for every development created at that country so far, which is placed in the slits next to those developments on the country sheet.

<u>Equipment</u>: The twelve pieces of equipment are initially located around the world and can be bought at value price. Team may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. Teams may only own two pieces of equipment at once. Teams start with \$10 (1x \$10) to buy equipment.

<u>Rent</u>: Once a development in a country is completed and owned by an organisation, that organisation earns rent. Rent is put aside for each organisation at the country in the slits corresponding to their developments whenever a development is made. Teams can collect their rent at any time by visiting a country.

<u>World Bank</u>: Teams may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once and earns \$5 for answering all three of the questions for a particular country for a certain age group. Only a player from each age group may answer that age group's questions. Display the questions at the World Bank.

<u>Disasters</u>: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. The facilitator at a country can decide to make a disaster happen whenever they like if the conditions on the disaster sheet are fulfilled.

<u>Teams</u>: Teams cannot split up and must always stay together.

Game Set-up:

<u>Game size</u>: The game can be run for as few as 8 players (4x 2-player teams) up to as many as 72 players (12x 6-player teams). The number of countries should be increased to reflect the





number of players (but may be constrained by the number of facilitators available). While players can be distributed as desired, optimal gameplay results following this guide:

- 8-17 players: divide amongst 4 teams, play with 3 countries ± World Bank.
- 18-24 players: divide amongst 6 teams, play with 4 countries ± World Bank.
- 25-32 players: divide amongst 8 teams, play with 6 countries ± World Bank.
- 33-48 players: divide amongst 10 teams, play with 6 countries ± World Bank.
- 49-72 players: divide amongst 12 teams, play with 6 countries ± World Bank.

The area in which the game is played should reflect the number of participants, with countries as spread out as space and tables allow and the World Bank in a central position.

<u>Resources</u>: It is best to have 1 main facilitator who is not involved in running a country and can oversee the game, dealing with problems and questions as they arise. 1 facilitator is needed per country. 1 facilitator is needed for the World Bank if this is being used.

Countries:

- 1x facilitator
- 1x table or bench
- 1x facilitator instructions
- 1x country sheet with rent slits cut
- 1x country information sheet
- 1x disaster sheet

- 14x \$1 development dollars (1 sheet)
- 14x \$2 development dollars (1 sheet)
- 7x \$5 development dollars (1/2 sheet)
- 7x \$10 development dollars (1/2 sheet)
- 2-4 equipment cards (distribute these randomly amongst the countries)

Teams:

• 1x team instructions

- 12x logos for their organisation
- \$10 (from the remaining half-sheets of \$10 development dollars from countries)

World Bank: (optional – educational component)

• 1x facilitator

- 1x world bank questions
- Remaining half-sheets of \$5 development dollars from countries

Ending the game:

The game ends when either: 1) there are no developments to be created, 2) no team can afford to create more developments (i.e. the required rent is too high), or 3) the time for the game is up. The team with the most developments wins. While prizes can be awarded for the team with the most money, that is contrary to the educational purpose of the game.

Variations:

Pirates:

If there are more facilitators available than needed for the countries, World Bank and overseeing the game, the remainder can join teams or act as pirates. Pirates may accost teams any time and take money or equipment from them or delay them. If the game is being played across age groups, this is a good way to equalise the game.

Costumes:

If players can be told about the game beforehand, costuming as per some of the countries in play for appropriate age groups can make the game more enjoyable.



Disasters

Disaster	Australia	Venezuela	Uganda	Bangladesh	Sudan	Cambodia
Revolt of	Disenchanted	A campaign for	A backlash against	Sectarian religious	Civil war breaks out	Widespread revolts
locals	indigenous	locals to share in the	the oppressive	extremists clash	between the	against an
	peoples conduct	profits of the	colonial forces and	over the people's	culturally different	oppressive regime
	a campaign for	lucrative sand-oil	settlers occurs.	choice of state	South and North of	occur throughout
	native title and	industry is carried		religion.	Sudan.	the country.
	land rights.	out.				
Military	Cattle stations	A military takeover	Armed militia over	Minority religious	A weak government	A coalition
coup	and missions are	of the government	throw the corrupt	groups, tired of not	allows a bloodless	government is
	destroyed in an	occurs, led by	government to	being recognised in	takeover of the	overthrown by a
	outbreak of tribal	guerrillas backed by	return control to the	an Islamic state,	country by a group	well organised
	warfare.	foreign powers.	people.	take power.	of officers.	military group.
Natural	A severe drought	A hurricane in the	An earthquake in the	Torrential monsoon	Deforestation leads	An earthquake
disaster	destroys all the	Caribbean Sea	Great Rift Valley has	flooding destroys	to desertification,	devastates the low-
	work done by aid	deviates South to	damaging effects as	most crops and	causing famine due	lying parts of the
	teams over the	destroy most of the	far away as Uganda.	washes away many	to reduced farming	country.
	years.	country's coast.		buildings.	land.	
Epidemic	A particularly wet	Chagas' disease	Good breeding	Poor living	A meningitis	Dengue fever
	summer leads to	causes much	conditions for the	conditions and	epidemic breaks	spreads rapidly
	many melioidosis	cardiomyopathy,	Anopheles mosquito	unclean drinking	out, killing many	after a particularly
	infections and	damaging the hearts	means malaria	water precipitate a	children and elderly	wet spring.
	deaths.	of many farmers.	spreads rapidly.	cholera epidemic.	Sudanese.	
Terror	A police van is	Drug lords destroy	Rebel soldiers bomb	Villagers burn	Religious extremists	Expensive hotels
Attack	destroyed in	the Bolivarian	Ugandan Army	official buildings in	bomb foreign	are damaged in a
	protest over	National Police	positions to control	protest at	embassies to gain	bid to drive away
	deaths in	headquarters to	northern Uganda.	continued loss of	international	foreign tourists.
	custody.	protect smugglers.		their land.	attention.	



Disasters:

<u>Disaster</u>	Causative conditions	<u>Effects</u>
Revolt of locals	2 economy developments in a	Destruction of all economy
	country with no preservation	developments. Next development
	developments.	must be a preservation development.
Military coup	4 developments in a country	Destruction of all developments. Next
	with no security developments.	development must be a security
		development.
Natural disaster	Can occur at any time.	Destruction of all economic and health
		developments.
Epidemic	2 developments in a country	Next development must be a health
	with no health developments.	and hygiene development.
Terror attack	Can occur at any time.	Destruction of all security
		developments.



Equipment

Indigenous Music	Indigenous Artefacts
2	2
Hospital	Primary Physicians
3	3
Engineers	Farmers
3	4
Heavy Machinery	Labourers
4	4
Teachers	Community Workers
5	5
Police	Soldiers
8	



World Bank Questions (+ Answers)

Questions for ages <10:

<u>Australia</u>

- 1. On what date did Australia become a country? (1st January 1901)
- 2. Where do most indigenous Australians live? (*Melbourne* OR *Sydney* OR *eastern Australia*)
- 3. What is one of the natural disasters that affect Australia? (*droughts, floods, bushfires, cyclones*)

Bangladesh

- 1. In which year did Bangladesh become a country? (1971)
- 2. What is the most common job in Bangladesh? (farming)
- 3. About how many rivers does Bangladesh have? (700)

Cambodia

- 1. In which year did Cambodia become independent from France? (1953)
- 2. Which industry is responsible for the country's rapid growth? (tourism)
- 3. What is caused by chopping down too many trees for firewood? (*deforestation* OR *animals losing homes*)

<u>Sudan</u>

- 1. When did the Second Sudanese Civil War end? (2005)
- 2. What percentage of people work in farming and agriculture? (80%)
- 3. What has the Government done to try and stop droughts from happening? (build dams)

<u>Uganda</u>

- 1. When did Uganda gain independence from Britain? (1962)
- 2. What illegal thing often happens to Ugandan children? (being sold into slavery)
- 3. What do aid organisations help Ugandan families to do? (have enough money [so that children don't have to work and can go to school])

<u>Venezuela</u>

- 1. When did Venezuela become fully independent from Spain? (1830)
- 2. What were the local military leaders who fought each other called? (caudillos)
- 3. When was the most recent cholera epidemic in Venezuela? (1993)





World Bank Questions (+ Answers)

Questions for ages 10-14:

<u>Australia</u>

- 1. What was the gap in life expectancy between Indigenous Australians and the rest of the population in 2007? (up to 17 years)
- 2. Approximately how many Indigenous Australian languages were there originally? (*over* 250)
- 3. Between which months do cyclones most commonly occur in Australia? (*December and April*)

Bangladesh

- 1. What was Bangladesh named prior to becoming an independent country? (*East Pakistan*)
- 2. What does the Grameen Bank do? (supply microcredit OR provide loans to the poor)
- 3. Approximately how many people were made homeless in the 1998 floods? (30 million)

Cambodia

- 1. Where did the troops come from that set up bases in Cambodia and stole from the local people? (*North Vietnam*)
- 2. What proportion of the population was killed by the Khmer Rouge when forced to work in rural areas? (at least 10%)
- 3. Cambodia has the third greatest number of what sort of weapon buried in the ground? (*landmines*)

Sudan

- 1. How many years of civil war were there after independence? (41 years: 1955-1972 [18], 1983-2005 [23])
- 2. What do aid organisations spend the most money on in Sudan? (helping people recover from their injuries)
- 3. Where do the people who are protected from drought live? (along the Nile rivers)

Uganda

- 1. For how many years did Britain rule Uganda? (75)
- 2. How many Ugandans were killed by Idi Amin? (300,000)
- 3. What do international aid organisations build in Uganda to help families? (schools)

<u>Venezuela</u>

- 1. Who liberated Venezuela from Spain? (Simon Bolivar)
- 2. Under which President did Venezuela have one of its most successful periods in history? (*Hugo Chavez*)
- 3. Which people are most affected by outbreaks of tropical diseases? (the indigenous peoples)





World Bank Questions (+ Answers)

Questions for ages 15+:

<u>Australia</u>

- 1. In 2011, what was Australia's world rank in the human development index? (2^{nd})
- 2. What is one medical condition that is still found in remote Indigenous Australian communities but is rare elsewhere? (*rheumatic heart disease* OR *tuberculosis* OR *scabies*)
- 3. How frequently do El Nino events occur? (2-12 years)

Bangladesh

- 1. What was one primary product of Bangladesh that has now been replaced by synthetic materials? (*jute*)
- 2. What natural feature does Bangladesh have that is the longest unbroken one of its kind? (sea beach)
- 3. Which metalloid is highly concentrated in Bangladeshi soil? (arsenic)

Cambodia

- 1. What proportion of the population was killed during the Khmer Rouge regime? (25%)
- 2. Which county provides the most development assistance to Cambodia? (China)
- 3. Which two waterways are responsible for most of the flooding in Cambodia? (*Mekong River and Tonle Sap Lake*)

Sudan

- 1. Which groups fought in the Darfur conflict? (the ethnic Arab Sudanese Government and the non-Arab rebels)
- 2. What was the main focus of aid organisations immediately after the conflict? (food and shelter)
- 3. Which people are most affected by drought? (the poorest people)

Uganda

- 1. What is the name of the leader of the LRA? (Joseph Kony)
- 2. At least how many children have been abducted by the LRA? (25,000 [up to 100,000])
- 3. Where do organisations that help former child soldiers usually operate? (In IDP camps)

Venezuela

- 1. The discovery of what caused the Venezuelan economy to improve? (oil)
- 2. What caused the Venezuelan economy to collapse in the 1980s? (the collapse in oil prices)
- 3. How many people were infected with dengue fever during the epidemic? (*thousands of people*)



World Bank Questions

The answers to these questions are located in the age-group specific country information located at each of the countries. A team will earn \$5 for answering all 3 questions for a given country at a particular age level. Only a player in the correct age group may answer each question. Each team may only answer each question correctly once but if their answer is incorrect, they may return to the country to find out the correct answer and continue to attempt to answer the question until they are correct.

Questions for ages <10:

Australia

- 1. On what date did Australia become a country?
- 2. Where do most indigenous Australians live?
- 3. What is one of the natural disasters that affect Australia?

Bangladesh

- 1. In which year did Bangladesh become a country?
- 2. What is the most common job in Bangladesh?
- 3. About how many rivers does Bangladesh have?

Cambodia

- 1. In which year did Cambodia become independent from France?
- 2. Which industry is responsible for the country's rapid growth?
- 3. What is caused by chopping down too many trees for firewood?

Sudan

- 1. When did the Second Sudanese Civil War end?
- 2. What percentage of people work in farming and agriculture?
- 3. What has the Government done to try and stop droughts from happening?

<u>Uganda</u>

- 1. When did Uganda gain independence from Britain?
- 2. What illegal thing often happens to Ugandan children?
- 3. What do aid organisations help Ugandan families to do?

Venezuela

- 1. When did Venezuela become fully independent from Spain?
- 2. What were the local military leaders who fought each other called?
- 3. When was the most recent cholera epidemic in Venezuela?



World Bank Questions

The answers to these questions are located in the age-group specific country information located at each of the countries. A team will earn \$5 for answering all 3 questions for a given country at a particular age level. Only a player in the correct age group may answer each question. Each team may only answer each question correctly once but if their answer is incorrect, they may return to the country to find out the correct answer and continue to attempt to answer the question until they are correct.

Questions for ages 10-14:

<u>Australia</u>

- 1. What was the gap in life expectancy between Indigenous Australians and the rest of the population in 2007?
- 2. Approximately how many Indigenous Australian languages were there originally?
- 3. Between which months do cyclones most commonly occur in Australia?

Bangladesh

- 1. What was Bangladesh named prior to becoming an independent country?
- 2. What does the Grameen Bank do?
- 3. Approximately how many people were made homeless in the 1998 floods?

Cambodia

- 1. Where did the troops come from that set up bases in Cambodia and stole from the local people?
- 2. What proportion of the population was killed by the Khmer Rouge when forced to work in rural areas?
- 3. Cambodia has the third greatest number of what sort of weapon buried in the ground?

<u>Suda</u>n

- 1. How many years of civil war were there after independence?
- 2. What do aid organisations spend the most money on in Sudan?
- 3. Where do the people who are protected from drought live?

<u>Uganda</u>

- 1. For how many years did Britain rule Uganda?
- 2. How many Ugandans were killed by Idi Amin?
- 3. What do international aid organisations build in Uganda to help families?

<u>Venezuela</u>

- 1. Who liberated Venezuela from Spain?
- 2. Under which President did Venezuela have one of its most successful periods in history?
- 3. Which people are most affected by outbreaks of tropical diseases?



World Bank Questions

The answers to these questions are located in the age-group specific country information located at each of the countries. A team will earn \$5 for answering all 3 questions for a given country at a particular age level. Only a player in the correct age group may answer each question. Each team may only answer each question correctly once but if their answer is incorrect, they may return to the country to find out the correct answer and continue to attempt to answer the question until they are correct.

Questions for ages 15+:

Australia

- 1. In 2011, what was Australia's world rank in the human development index?
- 2. What is one medical condition that is still found in remote Indigenous Australian communities but is rare elsewhere?
- 3. How frequently do El Nino events occur?

Bangladesh

- 1. What was one primary product of Bangladesh that has now been replaced by synthetic materials?
- 2. What natural feature does Bangladesh have that is the longest unbroken one of its kind?
- 3. Which metalloid is highly concentrated in Bangladeshi soil?

Cambodia

- 1. What proportion of the population was killed during the Khmer Rouge regime?
- 2. Which county provides the most development assistance to Cambodia?
- 3. Which two waterways are responsible for most of the flooding in Cambodia?

Sudan

- 1. Which groups fought in the Darfur conflict?
- 2. What was the main focus of aid organisations immediately after the conflict?
- 3. Which people are most affected by drought?

Uganda

- 1. What is the name of the leader of the LRA?
- 2. At least how many children have been abducted by the LRA?
- 3. Where do organisations that help former child soldiers usually operate?

Venezuela

- 1. The discovery of what caused the Venezuelan economy to improve?
- 2. What caused the Venezuelan economy to collapse in the 1980s?
- 3. How many people were infected with dengue fever during the epidemic?





Instructions: Place logo of team that owns a development in that rectangle. Cut along all the dotted lines to make slits next to each development. Slide rent money for each development into its slit.

Preservation <u>Culture</u> Reward = \$4 Rent = \$1 Requires: Indigenous Mu		Preservation Artefacts Reward = \$4 Rent = \$1 Requires: Indigenous Ar	
Health Hospital Reward = \$6 Rent = \$1 Requires: Hospital		Health Primary Care Reward = \$6 Rent = \$1 Requires: Primary Physic	
Health Clean Water Reward = \$6 Rent = \$1 Requires: Engineers		Economy Food Reward = \$9 Rent = \$2 Requires: Farmers)
Economy Natural Resources Reward = \$9 Rent = \$2 Requires: Heavy Machin		Economy Local Industry Reward = \$9 Rent = \$2 Requires: Labourers	2
Education Primary Schooling Reward = \$12 Rent = \$ Requires: Teachers	52	Education Community Reward = \$12 Rent = \$ Requires: Community W	
Security Policing Reward = \$20 Rent = \$ Requires: Police	54	Security Military Reward = \$20 Rent = \$ Requires: Soldiers	54



Country Information:

Australia <10:

Australia is the second-largest country in the Southern Hemisphere. It became a country on 1st January 1901. While most of the country is rich, a small part, particularly in the remote Northern and Western parts, is still quite poor. Development that is happening in these areas is mostly to do with making it easier to get help when people are sick and making it easier for people to get jobs. It is mostly Indigenous Australians who live in these areas, however more Indigenous Australians actually live in Melbourne and Sydney rather than in the remote parts of Australia. Many parts of Australia are also prone to natural disasters including droughts, floods, bushfires and cyclones.

Australia 10-14:

Australia was formed from 6 British colonies in 1901, with the Australian Capital Territory formed within the borders of New South Wales (the Northern Territory was part of South Australia until 1911). While the rest of the country has been developed and grown economically very rapidly since federation, some remote inhabited parts of Australia remain underdeveloped. These parts are mainly inhabited by Indigenous Australians, who as a result of this and other factors, were shown to have a life expectancy of up to 17 years less than the rest of the population in the 2007 Census. Efforts to address this gap focus on public health programs, better access to services and facilities, education of children and families, and creating jobs. Indigenous culture is also slowly being lost, with only a handful of the originally over 250 Indigenous Australian languages still being spoken, and attempts to preserve this culture are continuing.

One of the big issues preventing development of remote areas of Australia is the vast distances involved and the harsh climate. Australia is the driest permanently-inhabited continent in the world. Cyclones are most common in the





north of the country between December and April, and have caused billions of dollars in damage in the past. Bushfires are most common in southeast Australia and usually occur between December and March but can occur at any time during the year.

Australia 15+:

For a significant proportion of its existence as a country, Australia has been one of the world's largest economies with one of the highest per capita incomes. In 2011 Australia had the second-highest human development index in the world. The primarily Indigenous Australians who reside in the remote areas of the country do not enjoy such high levels of development and for a variety of reasons lack access to services that are readily accessible in other parts of the country. One factor that affected the Indigenous people living in these areas was the loss of their traditional lands and way of life to European settlers in the early 19th century. Many Indigenous people were killed by settlers and many more by diseases brought to Australia on ships from Europe. Even today they suffer from a number of medical conditions that are rarely seen in the rest of the country. These include rheumatic heart disease, tuberculosis and scabies.

Australia's severe climate has always been a major factor for aspects of the country's development. Bushfires are a persistent threat and more likely during the summer months. They are made even more likely by El Nino events, a specific situation of cold water pooling near Australia in a Pacific Ocean system known as the El Nino Southern Oscillation. El Nino events occur every 2-12 years and last from 9 months to 2 years, causing extensive drought in Eastern Australia. The opposite of an El Nino event is named La Nina and corresponds with higher than average rainfall in Eastern Australia that can in some instances cause severe flooding.



DEVELOPMENT TYCOON

Bangladesh

Instructions: Place logo of team that owns a development in that rectangle. Cut along all the dotted lines to make slits next to each development. Slide rent money for each development into its slit.

Preservation Culture Reward = \$4 Rent = \$1 Requires: Indigenous Mu		Preservation Artefacts Reward = \$4 Rent = \$1 Requires: Indigenous Art	
Health Hospital Reward = \$6 Rent = \$1 Requires: Hospital		Health Primary Care Reward = \$6 Rent = \$1 Requires: Primary Physic	
Health Clean Water Reward = \$6 Rent = \$1 Requires: Engineers		Economy Food Reward = \$9 Rent = \$2 Requires: Farmers	2
Economy Natural Resources Reward = \$9 Rent = \$2 Requires: Heavy Machine		Economy Local Industry Reward = \$9 Rent = \$2 Requires: Labourers	
Education Primary Schooling Reward = \$12 Rent = \$2 Requires: Teachers	2	Education Community Reward = \$12 Rent = \$ Requires: Community W	
Security Policing		Security Military	



Country Information:

Bangladesh <10:

Bangladesh is a medium-sized country in South Asia. It became a country in 1971. A few of the larger cities, particularly the capital Dhaka, are developed but most of the country is rural and covered by farms and forests. In fact, two-thirds of people in Bangladesh are farmers or work on farms. Many of the people in Bangladesh are poor and lots of organisations from other countries run projects to help them. These projects focus on building schools and providing education, curing and stopping tropical diseases, and giving people ways to make more money. Bangladesh has almost 700 rivers and these are fed by the highest mountains in the world, the Himalayas. Every year some part of the country is affected by flooding and many people are killed with many more made homeless.

Bangladesh 10-14:

Bangladesh became a country following the Bangladesh Liberation War of 1971 when the people of East Pakistan fought to become a separate country from West Pakistan. Most Bangladeshis live in rural areas and many live below the poverty line. This has led to Bangladesh having the highest rate of starvation amongst children in the world as estimated by the World Bank. The main cause of this is poverty and one of the most successful projects to stop this has been the Grameen Bank microcredit project, which means 'village bank'. The founder, Muhammad Yunus, won the Nobel Prize in 2006 for creating an organisation that lends small amounts of money to people to create a small business such as making clothes or selling food at street stalls, allowing them to lift their family out of poverty.

Unfortunately, many people in Bangladesh are forced back into poverty by natural disasters that occur almost yearly. The 1998 floods for example made more than 30 million people homeless and flooded almost two-thirds of the





country. They were the most severe floods in modern world history. One reason for the periodic flooding is the monsoon season that occurs annually between June and October. These heavy rains cause rivers to rise and burst their banks, flooding outwards for up to 100km over the surrounding land.

Bangladesh 15+:

For the majority of the two decades following its independence in 1971, Bangladesh has been politically unstable. Both the army and a pro-independence political movement known as the Awami League, as well as a number of smaller organisations, were involved in a number of coups and political assassinations that saw power change hands rapidly over the period. These shifts meant the country's poor were neglected and the economy was relatively stagnant until the 1990s. Development projects have thus focused on providing food and employment. Bangladeshis previously relied on exporting large quantities of jute for their income but with the advent of polymer and synthetic fabrics in the 1980s this industry has all but vanished. Education is another heavily promoted aspect of development projects in the country, with schools often being built by foreign donations on free land allocated to the poor by the Government as a result of land reclamation projects in the Ganges delta. However, this area is one of the most prone to flooding in the world and the schools are in many cases destroyed after only a few years of use.

As a low-lying coastal country with numerous large rivers and the longest unbroken sea beach in the world, Bangladesh is very vulnerable to the effects of climate change. It is predicted that small sea level rises will make millions of people homeless. The Bay of Bengal acts as a natural funnel that concentrates Indian Ocean cyclone energy on the Bangladeshi coast, which makes the country particularly susceptible to cyclone damage. A further environmental hazard for the many poor inhabitants of the country who rely on agriculture and groundwater is the high concentration of arsenic in the soil. Many millions of people are exposed to toxic levels of this metalloid in drinking water every year.





Instructions: Place logo of team that owns a development in that rectangle. Cut along all the dotted lines to make slits next to each development. Slide rent money for each development into its slit.

Preservation <u>Culture</u> Reward = \$4 Rent = \$1 Requires: Indigenous Music	Preservation Artefacts Reward = \$4 Rent = \$1 Requires: Indigenous Artefacts
Health Hospital Reward = \$6 Rent = \$1 Requires: Hospital	Health Primary Care Reward = \$6 Rent = \$1 Requires: Primary Physicians
Health Clean Water Reward = \$6 Rent = \$1 Requires: Engineers	Economy Food Reward = \$9 Rent = \$2 Requires: Farmers
Economy Natural Resources Reward = \$9 Rent = \$2 Requires: Heavy Machinery	Economy Local Industry Reward = \$9 Rent = \$2 Requires: Labourers
Education Primary Schooling Reward = \$12 Rent = \$2 Requires: Teachers	Education Community Reward = \$12 Rent = \$2 Requires: Community Workers
Security Policing Reward = \$20 Rent = \$4 Requires: Police	Security Military Reward = \$20 Rent = \$4 Requires: Soldiers



Country Information:

Cambodia <10:

Cambodia is a South-East Asian country that is situated between Thailand, Laos and Vietnam. It became free from France on November 9, 1953. Due to much violence between various groups, the country is poor compared to others in the region but is rapidly growing thanks to tourism. The Government has changed violently many times in the past and when it looks like it might change again, other countries become scared of having people in the country. So they don't give as much aid money as they do to other countries. Cambodia is relatively sheltered from the bad weather that can happen in the region with other countries protecting it from cyclones. But the poor people rely on chopping down trees for firewood, which destroys the homes of many animal species.

Cambodia 10-14:

Following its independence from France in 1953, Cambodia was affected by the Vietnam War with troops from North Vietnam setting up bases in the country and stealing much food and supplies from the local people to continue fighting. The country was then overtaken by a violent communist political party known as the Khmer Rouge, which made everyone leave the cities and forced people into the country to work on farms, where many people died. The country is still recovering from this setback and is the third most landmined country in the world with people still dying from landmine accidents. HIV/AIDS, malaria and other tropical diseases are big problems and a few development projects aim to address these.

Logging of the forests causes many problems for local wildlife and humans alike. Destruction of mangroves in particular destroys the breeding grounds of many fish species, which many people who live on the coast rely on for food. This in turn means more people rely on hunting land animals, which then also become rarer and harder to find, causing starvation.

Cambodia 15+:





Under the rule of the Khmer Rouge, Cambodia experienced one of the largest mass killings of a country's population by its own Government in human history. While estimates vary, it is believed that approximately 2 million people, 25% of the population of the country at the time, were killed on the forced work farms and during purges aimed at silencing opposition to the regime. The country has only in the 1990s begun to move forward from this dark history and move back towards the once premier position it held on the South East Asian peninsula. The almost complete destruction of infrastructure that occurred during the Khmer Rouge meant that health, housing, drinking water, sanitation and employment were all greatly lacking at the end of the Rouge. As a consequence, Cambodians endured much disease, malnutrition and deaths from exposure for many years until development could get underway.

Presently, development and the Cambodian economy are progressing rapidly due to billions of dollars of direct investment and foreign aid from China, the country's biggest development partner. Projects are varied and include efforts to reduce the effects of flooding from the Mekong River and Tonle Sap Lake. Flooding occurs almost annually from these two waterways to varying degrees and reducing the effects of flooding primarily helps the rural poor who are most affected by this flooding.





Instructions: Place logo of team that owns a development in that rectangle. Cut along all the dotted lines to make slits next to each development. Slide rent money for each development into its slit.

Preservation Culture Reward = \$4 Rent = \$1 Requires: Indigenous Mu		Preservation Artefacts Reward = \$4 Rent = \$1 Requires: Indigenous Ar	
Health Hospital Reward = \$6 Rent = \$1 Requires: Hospital	_	Health Primary Care Reward = \$6 Rent = \$1 Requires: Primary Physic	
Health Clean Water Reward = \$6 Rent = \$1 Requires: Engineers		Economy Food Reward = \$9 Rent = \$2 Requires: Farmers	2
Economy Natural Resources Reward = \$9 Rent = \$2 Requires: Heavy Machin		Economy Local Industry Reward = \$9 Rent = \$2 Requires: Labourers	<u> </u>
Education Primary Schooling Reward = \$12 Rent = \$ Requires: Teachers	52	Education Community Reward = \$12 Rent = \$ Requires: Community W	
Security Policing Reward = \$20 Rent = \$ Requires: Police	64	Security Military Reward = \$20 Rent = \$ Requires: Soldiers	54



Country Information:

Sudan < 10:

Sudan is one of the largest African countries and is in the Sahara region of Africa. There have been two wars in the country in the 20th century with the Second Sudanese Civil War ending in 2005. The most fighting happens in the Darfur region in the west of the country where lots of people that want to change the Government live. Over 80% of people work in farming and agriculture but Sudan gets the most money from selling oil to other countries. Many aid organisations work in Sudan and most of them run hospitals to look after all the people injured by the fighting as well as provide food to stop people from starving. The main natural disaster to occur in Sudan is drought, which occurs less often thanks to dams built on some of the rivers. Many of the forests have been chopped down for firewood and farming, which makes the Sahara desert larger.

Sudan 10-14:

Until 1946, north and south Sudan were separate colonies of England and Egypt and were brought together in 1955 when Sudan became independent. There was much tension between north and south which broke out into two civil wars, from 1955-1972 and 1983-2005. Following the second war, in 2011 the southern region became a separate country, South Sudan. There is still much violence continuing throughout the country and people are being killed and injured all the time. Aid organisations spend the most money on helping people recover from their injuries so that they can support themselves. Many people lost their homes or became refugees in nearby countries and suffered from diseases and starvation as they weren't able to harvest their crops. Foreign aid also helps these people by giving them food and helping them find work.

Droughts occur every few years when the winds that normally bring rainclouds fail. These droughts result in many people not being able to grow the





crops they need to survive and suffering from severe malnutrition or starving to death. The people who live along the White and Blue Nile rivers are protected from these droughts but the majority of the country is at risk.

Sudan 15+:

In 2003, as the Second Sudanese Civil War was ending, conflict broke out in Darfur province in the country's west, where rebel groups fought to overthrow the Government for allegedly oppressing non-Arab Sudanese in favour of Arab Sudanese. The Sudanese Government employed ruthless ethnic Arab militia to fight the rebels in a very violent conflict in which millions of people were killed, injured and lost their homes. There was also much violence aimed at psychologically defeating the other side, such as dismembering children but leaving them alive to crawl back to their villages. Many international aid groups set up hospitals in Darfur to help the injured and rehabilitate them. After the conflict the region's economy was destroyed so aid organisations focused on providing food and shelter for the many people who had nothing and would otherwise starve to death. Later, international aid aimed to re-build homes and farms so that people could support themselves.

Severe weather conditions usually disproportionately affect the poorest people and this is no different in Sudan with the poorest people being the most affected by drought. A number of droughts in the 1970s and 1980s were very severe and large numbers of people died of dehydration and starvation from failed crops. This may have been responsible for the relative peace in the country during that period, since there simply weren't enough people to continue fighting the war and armies were too busy finding food to fight.





Instructions: Place logo of team that owns a development in that rectangle. Cut along all the dotted lines to make slits next to each development. Slide rent money for each development into its slit.

Preservation <u>Culture</u> Reward = \$4 Rent = \$1 Requires: Indigenous Mu		Preservation Artefacts Reward = \$4 Rent = \$1 Requires: Indigenous Ar	
Health Hospital Reward = \$6 Rent = \$1 Requires: Hospital		Health Primary Care Reward = \$6 Rent = \$1 Requires: Primary Physic	
Health Clean Water Reward = \$6 Rent = \$1 Requires: Engineers		Economy Food Reward = \$9 Rent = \$2 Requires: Farmers)
Economy Natural Resources Reward = \$9 Rent = \$2 Requires: Heavy Machin		Economy Local Industry Reward = \$9 Rent = \$2 Requires: Labourers	2
Education Primary Schooling Reward = \$12 Rent = \$ Requires: Teachers	52	Education Community Reward = \$12 Rent = \$ Requires: Community W	
Security Policing Reward = \$20 Rent = \$ Requires: Police	54	Security Military Reward = \$20 Rent = \$ Requires: Soldiers	54



Country Information:

Uganda <10:

Uganda is a central African country that comprises about half of Lake Victoria, one of the largest lakes in the world. Uganda became free from Britain in 1962 but since then there have been a number of wars and coups, where the army takes over the country and gets rid of the Government. There are many poor people living in Uganda and children are often harmed by the violence. Many children work instead of going to school. Those who work on tobacco farms are harmed by the fumes and many children are sold into slavery at a young age, even though slavery is illegal. Aid organisations focus on saving children from violence and helping families have enough money so that children don't have to work and can go to school. Because Uganda is covered by lakes and rivers and is surrounded by mountains, the country has few natural disasters and tropical diseases.

Uganda 10-14:

Uganda was visited by British explorers in the 1860s and then ruled by them from 1888 onwards. When the British left in 1962 a Government was elected, which was overthrown by the dictator Idi Amin. Amin ruled the country for 8 years and killed an estimated 300,000 Ugandans to preserve his rule. His rule ended in 1979 when Tanzania helped exiled Ugandans to overthrow him. A further war in 1986 installed Yoweri Museveni as President. Uganda is a country known for being a source and destination country for trafficked people. While the Government has made many recent attempts to stop human trafficking, many women and children are abducted and sold into slavery on farms or as domestic servants. Poor families are sometimes forced to sell their children so as to have enough money for food. International aid organisations provide money and jobs to these families so that they can support themselves and their children. Many schools are built by these organisations to make it easier for children to go to school.



Uganda 15+:

Following the years of unrest and military coups after independence, a new conflict began between the Government and a group known as the Lord's Resistance Army (LRA). Led by Joseph Kony, the LRA claims to be fighting to overthrow the Ugandan Government so as to turn Uganda into a better country. The LRA has been accused of many atrocities including violence and abducting children for use as child soldiers and slaves. Estimates vary but between 25,000-100,000 children have been abducted by the LRA since its beginnings. Child soldiers are indoctrinated into the organisation and often forced to kill their own family or villagers. These children find it very hard to deal with the psychological trauma they are subjected to and integrate back into society when they escape or their commander is killed. Many organisations provide help to former child soldiers to deal with the brutality they have been forced to commit and the long-term feelings of guilt after battle. These organisations usually operate in the camps where internally displaced people are housed, known as IDP camps.





Instructions: Place logo of team that owns a development in that rectangle. Cut along all the dotted lines to make slits next to each development. Slide rent money for each development into its slit.

Preservation <u>Culture</u> Reward = \$4 Rent = \$1 Requires: Indigenous Music	Preservation Artefacts Reward = \$4 Rent = \$1 Requires: Indigenous Artefacts
Health Hospital Reward = \$6 Rent = \$1 Requires: Hospital	Health Primary Care Reward = \$6 Rent = \$1 Requires: Primary Physicians
Health Clean Water Reward = \$6 Rent = \$1 Requires: Engineers	Economy Food Reward = \$9 Rent = \$2 Requires: Farmers
Economy Natural Resources Reward = \$9 Rent = \$2 Requires: Heavy Machinery	Economy Local Industry Reward = \$9 Rent = \$2 Requires: Labourers
Education Primary Schooling Reward = \$12 Rent = \$2 Requires: Teachers	Education Community Reward = \$12 Rent = \$2 Requires: Community Workers
Security Policing Reward = \$20 Rent = \$4 Requires: Police	Security Military Reward = \$20 Rent = \$4 Requires: Soldiers



Country Information:

Venezuela <10:

Venezuela is a country on the northern coast of South America. It gained full independence from Spain in 1830, but this was followed by a time of local military leaders known as caudillos fighting each other and the Government changing often. Because of its location in the tropics and being surrounded by the Amazon rainforest, there are many tropical diseases that affect Venezuelans. While most are under control, there was a cholera epidemic around the large Orinoco River as recently as 1993 that killed many people, particularly the poorer people. Dengue fever, malaria, measles and tuberculosis are becoming more common and the Government is trying to control these diseases. The country is largely protected from natural disasters.

Venezuela 10-14:

The Spanish began invading Venezuela in 1522 and controlled the country completely until 1811 when the Venezuelan War of Independence began. It was not until 1821 that the leader Simon Bolivar, who also freed many other countries in northern South American, was able to free Venezuela as part of Gran Colombia. Venezuela split off from Gran Colombia in 1830 and became a separate, fully independent country. There was much fighting between various groups following independence but eventually Hugo Chavez became the President from 1999-2013 and Venezuela had one of its most stable and economically successful periods in history. This period unfortunately saw many previously controlled tropical diseases become more common and the country struggled to control them. The indigenous people who in many cases still live a traditional rural lifestyle are the most affected by outbreaks of these diseases. The national health system is sometimes unable to cope with outbreaks of disease and many people die as a result.



Venezuela 15+:

During much of the 20th Century, Venezuela's Government was unstable with military coups and revolutionary groups actively trying to overthrow the Government. These made the business environment very difficult so a large proportion of Venezuelans were unemployed and subsequently had very poor standards of living. Much oil was discovered in the country after World War II and the economy quickly improved but became dependent on oil exports. The collapse in oil prices in the 1980s destroyed the Venezuelan economy and ordinary people again suffered considerably with people dying from a lack of access to basic sanitation, food and healthcare. The economy picked up again but the country then experienced a resurgence in many previously controlled tropical diseases, potentially related to global climate change. Thousands of people became infected with dengue fever in an epidemic and the healthcare system was unable to cope with all the sick people such that some people died because there wasn't a hospital bed for them. The Government has instituted a number of programs to attempt to prevent this from happening again.

Aid Organisations

World Focus:

WF	WF	WF	WF	WF	WF
WF	WF	WF	WF	WF	WF

Global Vision:

GV	GV	GV	GV	GV	GV
GV	GV	GV	GV	GV	GV

CareAid:

CA	CA	CA	CA	CA	CA
CA	CA	CA	CA	CA	CA

Grey Shield:

GS	GS	GS	GS	GS	GS
GS	GS	GS	GS	GS	GS

Caring without Borders:

CWB	CWB	CWB	CWB	CWB	CWB
CWB	CWB	CWB	CWB	CWB	CWB

Bullfam:

BF	BF	BF	BF	BF	BF
BF	BF	BF	BF	BF	BF

UNQZYK

UNQ	UNQ	UNQ	UNQ	UNQ	UNQ
UNQ	UNQ	UNQ	UNQ	UNQ	UNQ

Lifesafe:

LS	LS	LS	LS	LS	LS
LS	LS	LS	LS	LS	LS

United People:

UP	UP	UP	UP	UP	UP
UP	UP	UP	UP	UP	UP

Real Development:

RD	RD	RD	RD	RD	RD
RD	RD	RD	RD	RD	RD

Unitary:

Uni	Uni	Uni	Uni	Uni	Uni
Uni	Uni	Uni	Uni	Uni	Uni

Anti-Poverty Coalition:

APC	APC	APC	APC	APC	APC
APC	APC	APC	APC	APC	APC



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8



Objective: Own as many developments as possible for your aid organisation. The game ends when all developments are created, no organisation can afford any more or time is up.

Developments: Developments are created by giving the required piece of equipment to the country. You must own the required equipment to create a development. Each development can only be purchased once in a particular country unless destroyed. Your organisation receives a one-off reward from a country for completing a development.

Equipment: The twelve pieces of equipment are initially located around the world and can be bought at value price. You may sell or trade a piece of equipment to another team for any price, or give it to a country to create a development there. You may only own two pieces of equipment at a time. You will start with **\$10** with which to buy equipment.

Rent: Once a development in a country is completed and owned by your organisation, you earn rent from any other organisations that further develop that country. Rent will be put aside for your organisation at the country, which you may collect at any time.

Questions: You may earn further development dollars by answering questions at the central base, the World Bank, the answers to which can be found at the various countries. Each organisation may only answer each question once.

Disasters: Disasters may occur at any of the countries, resulting in the destruction of some or all developments. Disasters may be triggered by certain conditions or occur at any time.

N.B. Your organisation cannot split up and you must always stay together.

Bevelopinent i rojecto.				
<u>Development</u>	Rent	Reward	Equipment required	<u>Value</u>
Preservation – Culture	\$1	\$4	Indigenous Music	\$2
Preservation – Artefacts	\$1	\$4	Indigenous Artefacts	\$2
Health – Hospital	\$1	\$6	Hospital	\$3
Health – Primary Care	\$1	\$6	Primary Physicians	\$3
Health – Clean Water	\$1	\$6	Engineers	\$3
Economy – Food	\$2	\$9	Farmers	\$4
Economy – Natural Resources	\$2	\$9	Heavy Machinery	\$4
Economy – Local Industry	\$2	\$9	Labourers	\$4
Education – Primary Schooling	\$2	\$12	Teachers	\$5
Education – Community	\$2	\$12	Community Workers	\$5
Security – Policing	\$4	\$20	Police	\$8
Security – Military	\$4	\$20	Soldiers	\$8

1 RESER VE BANK OF THE WORLD	1 PEVELOPMENT 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
1 RESER VE BANK OF THE WORLD	1 TYCOON 1
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	1 TYCOON 1

1 RESER VE BANK OF THE WORLD	1 PEVELOPMENT 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
1 RESER VE BANK OF THE WORLD	1 TYCOON 1
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	1 TYCOON 1

1 RESER VE BANK OF THE WORLD	1 PEVELOPMENT 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
1 RESER VE BANK OF THE WORLD	1 TYCOON 1
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	1 TYCOON 1

1 RESER VE BANK OF THE WORLD	1 PEVELOPMENT 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
1 RESER VE BANK OF THE WORLD	1 TYCOON 1
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	1 TYCOON 1

1 RESER VE BANK OF THE WORLD	1 PEVELOPMENT 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
1 RESER VE BANK OF THE WORLD	1 TYCOON 1
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESERVE BANK OF THE WORLD
TYCOON 1 RESER VE BANK OF THE WORLD	1 TYCOON 1

1 PEVELOPMENT 1 RESERVE BANK OF THE WORLD	1 PEVELOPMENT 1 RESER VE BANK OF THE WORLD
1 PEVELOPMENT 1 RESERVE BANK OF THE WORLD	1 TYCOON 1
1 TYCOON 1	1 TYCOON 1
TYCOON 1 RESER VE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
TYCOON 1 RESERVE BANK OF THE WORLD	TYCOON 1 RESER VE BANK OF THE WORLD
1 RESER VE BANK OF THE WORLD	1 TYCOON 1

2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESER VE BANK OF THE WORLD	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESERVE BANK OF THE WORLD	2 TYCOON 2 RESERVE BANK OF THE WORLD

2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESER VE BANK OF THE WORLD	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESERVE BANK OF THE WORLD	2 TYCOON 2 RESERVE BANK OF THE WORLD

2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESER VE BANK OF THE WORLD	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESERVE BANK OF THE WORLD	2 TYCOON 2 RESERVE BANK OF THE WORLD

2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESER VE BANK OF THE WORLD	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESERVE BANK OF THE WORLD	2 TYCOON 2 RESERVE BANK OF THE WORLD

2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESER VE BANK OF THE WORLD	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESERVE BANK OF THE WORLD	2 TYCOON 2 RESERVE BANK OF THE WORLD

2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESER VE BANK OF THE WORLD	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2	2 TYCOON 2
2 TYCOON 2 RESERVE BANK OF THE WORLD	2 TYCOON 2 RESERVE BANK OF THE WORLD

5 RESER VE BANK OF THE WORLD	5 TYCOON TYCOON TYCOON TYCOON THE WORLD
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESERVE BANK OF THE WORLD	5 TYCOON 5
5 TYCOON TYC	5 TYCOON TYCO
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD

5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESERVE BANK OF THE WORLD	5 TYCOON 5
5 TYCOON TYC	5 TYCOON TYCO
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD

5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESERVE BANK OF THE WORLD	5 TYCOON 5
5 TYCOON TYC	5 TYCOON TYCO
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD

5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESERVE BANK OF THE WORLD	5 TYCOON 5
5 TYCOON TYC	5 TYCOON TYCO
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD

5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESERVE BANK OF THE WORLD	5 TYCOON 5
5 TYCOON TYC	5 TYCOON TYCO
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD

5 TYCOON TYC	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON TYCOON TYCOON THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD
5 TYCOON 5 RESERVE BANK OF THE WORLD	5 TYCOON 5
5 TYCOON TYC	5 TYCOON TYCO
5 TYCOON 5 RESER VE BANK OF THE WORLD	5 TYCOON 5 RESER VE BANK OF THE WORLD











