

## Causes of World War I Simulation

The date is July 10, 1914. You are the leaders of your respective countries. Represented here today are France, Britain, Germany, Russia, Serbia, Italy, Austria-Hungary, and the United States. Nobody wants war, but tensions are high and the slightest mistake could lead to conflict. If that does occur, you want your country to be in the best possible position.

To accomplish this, you must make allies among the other countries so that if war breaks out, you won't be alone and outnumbered. The rules are as follows:

You will have 15 minutes to talk with any countries that you wish. At least one of you will stay and converse and at least one of you will actively look for alliances. Once you have made any deal with any country and both sides agree to the alliance, please report it to me.

There are three options you must decide upon with the country you are dealing with (**they may be made secretly or publicly**):

1. Entente: Each country agrees to not attack the other
2. Defensive Alliance: If one country is attacked, the other country will help defend.
3. Open Alliance: If either country is attacked or attacks, the other country agrees to help.

Finally, there will be certain historical events that will take place during the simulation. Each nation has objectives that they will try to meet. Lastly, remember that you are trying to avoid war, but if it does occur, you don't want to be on the losing side.

