**Mercantilism – Debriefing**

Regardless of what country you were, you had an opportunity to score points in the game setting. However, during the 1600s-1800s, colonies and countries practicing and participating in mercantilism did not have an opportunity to score points. These colonies and countries had to follow the strict trade regulations and rules associated with mercantilism. Limited trade made it very difficult for colonies to gain power and the true power resided in the hands of the parent countries. Reflect on the game and how it felt to play as a colony and as a parent country.

1. What do the “sets” represent in the game?
2. Why do countries/colonies gain an industry once they gain 5 “sets”? How does this relate to the economy?
3. Why did most of the colonies not have industries to start the rounds? Would this be a benefit or hindrance to the colonial power? Why?
4. What was your motivation as a parent country?
5. What was your motivation as a colony?
6. Did access to gold change how you played the game? (as a parent country and as a colony?)
7. If you were a member of a gold-producing country, did the parent country treat you any differently?
8. How might the colonies feel about their role in an economy based on mercantilism?
9. How might the mentality of the colonies have changed as the game went on?