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| --- | --- | --- | --- | --- | --- | --- |
| NAME | REALWORLDEXAMPLE | POPULATION | EDUCATION | FINISH | ACHIEVED STABILITY? | TRACKINGSHEETCOMPLETED? |
| **Ethanopia** | SouthKorea |  4 | 10 | 1 | YES | YES |
| **Rotas** | Germany | 3 | 4 | 2 | YES | YES |
| **Joshland** | Ukraine | 6 | 6 | 3 | YES | YES |
| **Oatmeal** | Egypt | 7 | 7 | 3 | YES | YES |
| **Bazinga** | Canada | 9 | 4 | 4 | NO | NO |

QUESTIONS: Please answer the questions in pen or word processed. Answer in numbered order. Not a paragraph.

 **Due: Friday Dec 11**

1. What do you feel were some of the purposes of the game?
2. What did you learn about modern day nation states in their quest for stability?
3. Initially not every nation was able to achieve stability. How does this relate to the real world?
4. Describe the problems that might make the task of providing for every region’s needs even more difficult in the ‘real world’?
5. What are your personal comments on the game itself?