What You’ll Do

Welcome to Decisions, Decisions: Colonization! You and your classmates will all be role-playing the same character: the President of the United States. To help you make decisions, you have four advisors, represented in the different Advisor Briefing Books. You are responsible for sharing the information in this book with your teammates. Use your Decisions Log (provided by your teacher) and the outline below to guide you through the decision-making process.

Analyze the Situation
- Watch the introduction on the computer.
- Read The Situation on pages 5–6.
- Read the Letter from Your Advisor and the Summary on pages 7–9.

Determine Your Goals
- Read pages 10–11, and then follow the directions on page 12 to prioritize your goals.
- Enter your goals into the computer and get ready to make your decisions.

Consider Your Options
- The computer will give you a keyword that matches one of the briefings found on pages 13–27.
- Read the briefings and share the information with your group.

Make a Decision
- Discuss your options with your group. When ready, enter your decision into the computer.

Examine the Consequences
- The computer will display the consequences of each decision and direct you back to this briefing book for more information.

The Situation

It’s the future, and a worldwide energy shortage threatens the planet.

Many nations have turned to space in the search for new resources*, setting off to colonize new worlds.

The United States, however, has been left behind.

But now, the Astro Company has offered to set up a private colony in space.

The company needs government approval and support for its proposal.

But should a private company or the government control such a colony?

Or, for that matter, can you find everything you need right here on Earth?

You’re the President, and it’s an election year. What should you do?

* Words in **bold** are defined in the glossary starting on page 28.
Cast of Characters and Countries
You — President of the United States.
The Astro Company — a company that wants to search for new energy resources in outer space. Astro is asking you to help the company establish a colony there.
The colonists — the people who will become inhabitants of any colony you establish in space.
Rival nations — countries around the world who are competing to find new energy resources. Will one of these countries gain control of the world’s energy supply?

Your Four Advisors:
Rick Armstrong — A historian, Rick Armstrong is the author of several books on using history to improve decision-making.
Zoë Louie — This independent economist has given sound advice to several Presidents.
Eddie MacMurray — Mr. MacMurray is your Secretary of Commerce and a long-time advisor.
Yelena Krechenko — As your Secretary of Space Exploration, Ms. Krechenko is one of the world’s top experts in this field.

Now...

Read the Letter and Summary from your advisor on pages 7–9 and then turn to page 10 to determine your goals.
Our citizens are in trouble. The nations of the world are facing the worst energy crisis of the 21st century. The United States has almost completely used up its supplies of oil, gas, and coal. The price of energy has been going up, up, and UP! People can barely afford to live. We have to do something.

Some nations already have. They’ve started looking for energy resources in outer space. China, Russia, Japan, and many European nations have developed sophisticated space programs. They have sent groups of people to colonize planets and asteroids. The nation that discovers rich deposits of oil or a new energy resource will have an advantage over other countries.

Should the United States join this new space race? You’re the President, so it’s up to you to decide. But I know this: if we don’t find our own sources of energy we may end up dependent on those who did. And whoever has found that energy might not be friendly to the United States.

In addition, there’s another danger to our citizens. The safety of the U.S. might be threatened if foreign nations have sent military forces into space. We need to be able to protect ourselves against attacks from space. We may need our own military forces in space.

However, I can’t guarantee that space is the answer. Just going into space carries its own risks. According to some people, we can find all the energy we need right here on Earth. Maybe.

We do have another option. A group of adventurous businesspeople has started a company called the Astro Company. The owners of Astro have a plan for setting up a colony in space. They will pay for the colony and provide a spaceship, colonists, and supplies. They want you to approve their plan. They also want to use a launching site in the United States to launch their spaceship. This plan could save the country a lot of money. However, a private company may not have the safety and best interests of the nation’s citizens as its top priority. It certainly should be yours.

You have a lot of decisions to make. You will be up for reelection in less than a year. You’ll need to do a good job in this situation. I’ll be here to help.
Before you start making decisions, take some time to think about what you hope to accomplish. In your position as President of the United States, you have four goals which are listed below. Bearing in mind my comments from the previous pages and your other advisors’ opinions, think about which of these goals is most important to you. Then put the goals in order, from most to least important.

A. Get control of energy resources.
Right now, the United States must rely on foreign nations for its energy resources. Part of fulfilling this goal is making the U.S. energy-independent. You must make sure that the U.S. has energy resources so that we will not need to buy these resources from other countries. To fulfill all of this goal, though, you must do more than that. You must make sure the U.S. gets new energy resources which other nations do not have. This will put the U.S. in a much more powerful position in the world and give us an advantage over our rivals. It doesn’t matter whether you find energy on Earth or in space, just as long as you get control of more energy.

B. Protect your nation and citizens wherever they are. Keep the U.S. safe from all attacks.
Achieving this goal means keeping U.S. citizens safe, whether they’re in outer space or at home on Earth. Foreign nations are establishing colonies in space. Some of your citizens worry that these nations may become more powerful than the United States. They fear the country might not be able to protect itself against attacks from space. If you send colonists into space, how will you protect them?

C. Get reelected as President of the United States.
The main question facing you in this goal is, What will impress the voters of the nation? You must appear to be taking strong action to prove that you are a good leader. But what actions do your voters want you to take? Do they support the colonization of space? Or do they want you to spend money on developing Earth’s resources? How much are they willing to spend on these projects? It’s difficult to know the answers.

D. Spend money wisely. Don’t waste the taxpayers’ money.
At first glance, this goal seems easy to accomplish: just don’t spend any money. But how will you achieve your other goals without spending money? You can spend as much money as you want and still give yourself full credit for reaching this goal, as long as you spend the money wisely. The key to success is paying for projects that actually provide energy resources and benefit the nation. But how can you be sure that your efforts will pay off?
Now...

- Use your Decisions Log to guide you through the decision-making process.

- Consider what each goal means to you.

- On your Decisions Log, rank the goals in order from most important to least important.

- Share your rankings with your group, and together agree upon a set of priorities.

- When you’re ready, enter them into the computer. You will then see a recap of your situation and the choices facing you.

- Next, the on-screen advisors will point you to a passage in this briefing book. Look it up (they’re listed alphabetically), read it, and summarize the information for the others in your group. Then discuss the issues and make a decision.

Good luck!

Continue

Don’t stop now. You’ve gone this far, and you don’t want to waste your efforts by pulling back now. You’re in a good position. These nations have reacted strongly to your actions because you’re causing some serious problems in their colonies. The other nations may put pressure on you with their economic sanctions, but you’re already putting pressure on them. You’ve been helping their colonists fight for independence. These countries will have to spend a great deal of money to control their colonies. They’ll be so busy that they won’t have time to take any action against you.

Control

You’ve got to leave your troops in the colony. The colonists have already threatened to rebel. If you pull out your forces, you’ll have no control over what happens up there. You certainly can’t depend on your governor to handle the situation alone. The royal governors appointed by the English kings to rule the American colonies couldn’t control their citizens. These governors had to live and work next to the colonists. They were caught between the conflicting demands of the king and the colonists. In addition, these governors’ salaries were paid by the colonists themselves. The colonists could threaten to cut their governor’s salary if he didn’t do what they wanted.
How powerful can an appointed governor be if he doesn’t have military forces to back him up? You need to support your governor.

Dependent

You can’t be a true world power when you depend on another nation for important natural resources. You become too vulnerable. If that nation stops supplying you with natural resources, your country will be lost. Look at England. One of the reasons it wanted to colonize the New World was that it wanted to stop depending on other countries for resources. England’s military strength was in its powerful navy. But, over time, the nation used up its supply of large trees for making ships’ masts. It was forced to import trees from Sweden and other Scandinavian countries. That scared many people; they didn’t want England to depend on foreign nations for such a vital product. So England encouraged shipbuilding in its colonies in New England.

You, too, must find a way to avoid becoming dependent on foreign powers for your nation’s energy. How can you do it? Maybe you should set up your own colonies in space. But be careful. The colonies that are already in space may not welcome new neighbors.

Disputes

I don’t think that you can avoid disputes with other countries. The Treaty of Tordesillas, that one of the other advisors probably told you about, was only effective for a short time. Spain and Portugal drew up this treaty, which divided the non-Christian world between the two countries. They wanted to be the only countries to colonize these areas. But other European countries completely ignored the treaty and entered the race to establish new colonies. They simply took whatever they could control and defend. I think the same thing will happen in space. The nations of the world don’t trust each other enough to agree on any treaty for organizing space. If you waste time with these other proposals, you’ll give your rival powers a chance to build their colonies wherever they choose. The only practical approach is first come, first served. The first country to get to an area is the one that controls it. What other way will really work?

Fittest

In the 1800s, Charles Darwin developed a theory about how life evolved on Earth. He said that some animals, like the dinosaurs, died off because they weren’t fit enough to survive in the environment. They couldn’t adapt, or change. This part of his theory is called “survival of the fittest.” The strongest, smartest, and healthiest animals are
the ones that survive. Some people think that this is a good way to describe civilizations. In a society, the people who can control other people will have an advantage. This is called “Social Darwinism.” If you can take over the culture on this asteroid, you should. It's simply a matter of the survival of the fittest. The more you spread your culture, the better off everyone will be. Do you agree with this idea?

**Forts**

The first thing settlers did after they landed in colonial America was to pick a good spot to build a fort. They wanted to protect themselves from dangers both known and unknown. They feared attacks from colonists of rival nations, and they didn’t know how the native population would treat them. Such forts also protected the settlers’ ships. These were good reasons for building a fort then, and they’re good reasons now. Ask yourself this question: what could happen to an unprotected colony?

**French-Indian**

I don’t care what the other advisors say. I think you’ve got too much to lose to let the colonists defend themselves. What if they fail? You could lose the colony. What do you think would have happened if the English had refused to aid the colonists in the French and Indian War? The English troops did most of the fighting and helped the colonists win the war. The colonists were not able to organize themselves for big battles. The French were supplying the Indians with weapons and encouraging them to attack the English colonists. The colonists turned to England for help. What choice did the British have? What choice do you have? The colonists aren’t able to defend themselves alone. They need your support.

**Governor**

I think you ought to appoint someone to run the colony for you. The English kings appointed royal governors to manage most of their colonies in America. In fact, by 1700, only Connecticut and Rhode Island were electing their own governors. The other colonies still had colonial assemblies that could make local laws, but the governor could veto any legislation. Don’t you think appointing a colonial governor would be the best way to run a space colony? You’ll have more control over the colony than you will if you let the colonists elect their own governor. Don’t you agree?

**Interests**

Before you make a decision here, I think you’ve got to ask yourself some questions. What does the Astro Company hope to gain in space? Will the nation benefit from Astro’s business? Often, the interests of the government conflict with those of private
industries. The government wants to explore space in the hope of finding new sources of energy that will make the nation strong and independent. The Astro Company wants to go into space to make money. How well do these goals go together? Do they go together at all? Consider the American colonies — the Massachusetts Bay Company and the Virginia Company. Did these companies act in the best interests of the British empire?

King William

In a period of open colonization, you can expand by simply taking the territory you want. That’s how the French and English divided North America. They took what they wanted, and then they fought wars with each other. In King William’s War (1689–1697), French and English colonists fought for control of each other’s territory. That’s how things are done. If you don’t claim and fight for the land you want, somebody else will.

Nationalize

I think that you may run into trouble if you don’t act soon to control the Astro Company. Remember what mercantilism is all about. The colony is there to serve you. You don’t want to be dependent on an independent colony. If you nationalize the Astro Company and the resource it has found, your government will become the owner and manager of the colony. Many nations in the world have nationalized their oil industries because this resource is so important. The government can’t afford to have anyone else — even companies within the country — control the oil. What other choice do you have?

Navigation

A new energy resource is too important to be sold on an open market. Keeping it to yourself will give you an advantage over your rival nations. Why should you give up that advantage by allowing them to buy it like everyone else? You need to control the price of the resource and who can purchase it. You’ve got to make sure that the United States benefits the most. I strongly suggest that you choose to restrict Astro’s trade. That’s what England did with its colonies in the second half of the 17th century. At that time Parliament passed the Navigation Acts. These acts meant that almost all the colonies could not trade independently. All goods to be traded had to go to England first on English ships. Some products, like sugar and tobacco, could be exported only to England or other English colonies. These restrictions were necessary to protect England’s national interests. You need restrictions now to protect the United States’ interests. How else can you be sure to get the most out of your investment in the colony?
New York

Did you know that New York used to be called New Amsterdam? The Dutch are the ones who bought Manhattan from the Indians in 1624 and founded a colony there. However, the English also wanted the area. In 1664, they took it from the Dutch without a fight. The English renamed the territory after the King’s younger brother, James, Duke of York. It was simple. I think that the colonization of space is going to work the same way. Countries will just take what they want. If they’re strong enough, they’ll get to keep what they take. Don’t you think you should use your forces to take what you want?

Plantation

This situation reminds me of a plantation economy. You have a large area that needs to be mined by a lot of workers. You need a great deal of labor, so it’s going to have to be cheap. Otherwise, the operation will cost too much to keep it going, and you won’t make a profit.

You could try to use the native population as your labor force. I’m not sure whether or not it will work. Before the colonies began importing slaves from Africa, they tried using the Native Americans as workers. But that wasn’t very successful. The Native Americans often just walked away. It was their land, and they knew good places to hide where they wouldn’t be found.

The imported slaves, however, were completely lost in this new world. They had to work harder because they were much more dependent on their owners. What will happen if you put the natives to work?

Protect

If you don’t protect your nation, it won’t matter what new discoveries you make. Your first concern, even if it’s not your personal top priority, should be the security of the United States of America. If the country is vulnerable, then any nation will be able to come right in and take whatever it wants. I think you should improve space defenses first. Then you can concentrate on finding new energy.

Regulations

Since you’re lending the Astro Company money to keep the colony going, I think you have the right to regulate its trade. These regulations would limit colonists’ ability to trade with other nations. The colonists would need your approval to trade with nations other than the United States. The resource is too valuable for you to allow all nations equal access. However, these restrictions may hurt Astro’s business. It might not be able to make as much money as it could otherwise. The colonists might start smuggling the resource to other countries in order to make more money.
If Astro can’t make a good profit, how will it be able to pay back its loan?

**Relocate**

You’ve got to control the area where the natives live. I think that you should just take it over and begin developing it. You can relocate the natives to another part of the asteroid and take care of all their needs. I’m convinced that you’ll bring prosperity to the asteroid when the new energy resource is being mined. Everyone will benefit then, including the natives. Think of all the technology and modern conveniences you can share with them. You can help them make their lives better. How do you think the natives will respond to these actions?

**Revolution**

I suppose you’re wondering what it means to encourage and promote colonial independence. I’ll explain it to you. Other nations’ colonies would like to trade with you. It’s good for their business, because you might be willing to pay them more money than their mother countries do. Your rivals, however, don’t want their colonies to trade with you. That would be bad for them. They make more money when they’re the only ones trading with their colonies. So if these colonies became independent from their mother countries, you would stand a better chance of being able to buy their resources. You can influence these space colonies to revolt. You can offer to help them by providing weapons, food, and other supplies. It wouldn’t be the first time the United States has supported revolutions in other countries. It has already done so in Cuba, Chile, and Nicaragua. I think it’s a good idea, don’t you?

**Royal**

I think it’s important to colonize space in order to look for valuable new energy resources. The survival of the United States is at stake! I think that the colony should be under the control of the government. You need to make sure that the colonists do whatever is in the best interests of the nation, not what may be in their own best interests. A private colony might decide to sell the resource to other nations in order to make more money. However, you can make sure that a government colony will benefit the nation. When the New World was being settled, the king often paid for the settlement and protection of colonies. These colonies were called royal colonies. The king appointed someone to run them in order to keep them under his control. I think that’s your best bet in this situation, too. Don’t you think it’s better for you to have full control over the colonization of space? If things turn out well, you could grant the colony independence later on.
Spain

If you let other nations use the \textit{resource} your colonists have found, you won’t improve your position of power in the world. You won’t gain an energy advantage. The key to power is to have something other countries want. Spain was in a powerful position early in the Age of Exploration. Spanish explorers were among the first to begin \textit{colonizing} the New World. They discovered gold, and Spanish galleons carried shiploads of it back to Spain. Since nations measured their wealth by the amount of gold and silver in their \textit{royal} treasuries, Spain was considered very rich and powerful. But instead of keeping the gold, the Spanish used it to buy things and pay off debts to other countries. All the other European nations got some of Spain’s gold. Spain lost its advantage. You don’t want that to happen to you. What can you do to protect your advantage and keep the resources for yourself?

\textbf{Strength}

Don’t pull back now! You should continue to build your military forces and strengthen your position in space. Pulling back now could easily be seen as a sign of weakness. It might encourage your rivals to attack your colony. You don’t want to surrender the position you have now. The stronger your position is, the more freedom you will have to explore for new energy. In addition, your strength will help you get what you want when you bargain with other nations. What’s the worst thing that could happen?

\textbf{Suppress}

I think that you may run into trouble if you don’t act soon to stop this movement for colonial independence. If the colony breaks its ties with the United States, the country will lose out. Remember what \textit{mercantilism} is all about. The colony is only valuable as long as it remains a loyal part of the United States. Being \textit{dependent} on an \textit{independent} former colony is no better than being dependent on a foreign nation. You can’t let your colony ignore your needs and demands. The British realized this, and they took action to control their colonies in America. But they weren’t strict and forceful enough. Act swiftly, and act aggressively.

\textbf{Takeover}

As far as I’m concerned, you don’t have any real choice in this situation. The colony is worth too much to you. You can’t afford to lose it. Just send in your military forces and take over the colony. If the colonists can’t or won’t take care of their problems themselves, then you’ll have to do it for them. If you don’t send in forces, the colony might be taken over by a rival nation. What would happen then?
**Tobacco**

Remember, you’re in a new world. There may be valuable resources here that you don’t even recognize. The 16th and 17th century European explorers and colonists discovered many natural wonders as they explored new areas and encountered new cultures. For example, coffee, sugar, bananas, turkeys, and corn were all unfamiliar to the Europeans. They had no idea what these items were when they first saw them. It often took time to uncover what these new worlds had to offer. I say that you should tell the colonists to stay and develop the asteroid. They may be surprised at what they find. What do you think?

**Virginia**

I think that you should take over the Astro Company and the colony. If you lend the company money, you have no guarantee that it will succeed. You should control the valuable energy resource. Just take over the colony and let the government manage everything. These kinds of takeovers were common in colonial times. In 1624, for instance, King James took over the Virginia Company because the company officials couldn’t manage it well enough. The King made Virginia a royal colony. Running a colony is expensive and difficult. Who could do a better job than the government?

**Voters**

Don’t forget that voters are taxpayers, and that most of your voters are right here on Earth. It may be hard to convince them that these taxes are fair. Why should they support a colony that is so far away? The voters aren’t sure whether this colony will benefit them. How do you think they will react if you raise their taxes? I suggest you demand that the colonists pay for keeping the military forces in space. After all, they’re the ones who are benefiting the most.
ally — a country or state which has agreed to support another in a treaty or other special arrangement.

England is one of America’s closest allies.

asteroid — one of the thousands of small planets located between the orbits of Mars and Jupiter.

Some scientists believe that the asteroids are pieces of a planet that blew apart.

balance of trade — the difference between the total amount of a country’s imports and exports during a specific period of time.

In order to have a favorable balance of trade, more money must come into a country than the country spends. The country must export more than it imports.

border dispute — a conflict between two or more states about boundaries.

The United States has had numerous border disputes with both its neighbors, Canada and Mexico.

charter — a written agreement from a government granting permission for the establishment of a colony.

The colonial charters granted by the King of England described the privileges and responsibilities of each colony.

civilian — a person who is not part of the military.

Should your colony be run by the military or by civilians?

colonize — to make or establish settlements in a new territory that maintain ties with the parent country.

England colonized many territories in North America.

compromise — a settlement to a conflict in which each side gives up some of its demands.

If the colony and the mother country are unable to reach a compromise, they may end up going to war.

dependent — relying on someone for support.

Some people are afraid that the United States might become dependent on foreign countries for energy resources.

deprecated — used up or reduced in quantity.

The United States’ reserves of oil were severely depleted.

deposit — a natural buildup or accumulation of a resource.

The explorers were seeking a rich deposit of oil.

embargo — a government prohibition on trade or shipping.

The Arab nations’ oil embargo against the U.S. forced the Americans to get their energy elsewhere.

empire — a group of nations or states that is under the rule of a single government.

England’s establishment of colonies all over the world gave the country a great empire.

ethnocentric — considering one’s own culture to be superior to others.

Many of the European colonists had an ethnocentric view of the world. They thought that other cultures were inferior to them.

export — to send products or resources out of the country for use elsewhere.

The United States exports grain to many parts of the world. This brings money into the country.

head right system — a plan to encourage immigration to the Virginia colony in the 1600s.

The Virginia Company offered fifty acres of free land to each new settler for himself and for each person he brought with him. The head right system brought many new colonists to Virginia throughout the 1600s.

import — to bring in from a foreign country; goods brought into a country this way.

The United States imports some of its oil from countries in the Middle East. Food and water are important imports for a space colony.
indentured servant — someone who agreed to work for a period of time, usually seven years, in exchange for something, often passage to the new world.

Many of those who couldn’t afford passage to the colonies in America chose to become indentured servants.

independent — self-governing; not under the control or influence of an outside source.

Many colonists wanted to be independent, free from the control of the mother country.

investment — the outlay of money, time, or other resources in the hope of making a profit.

The Astro Company hopes that its investment in a space colony will bring the company a great deal of money.

joint-stock colony — a colony established by a joint-stock company.

The joint-stock colony shipped bags of gold and silver back to its founder, a wealthy joint-stock company.

joint-stock company — a business formed when individuals pool their money and receive shares of stock (representing partial ownership of the company) in proportion to the size of their investment.

Many colonies were established by joint-stock companies that were hoping to strike it rich in the New World.

labor — workers employed to do a certain job.

The space colonists had a shortage of labor to work in the mines.

mercantilism — an economic system used by European countries in the 1500s and 1600s. In this system, a nation was supposed to increase its power by maintaining a favorable balance of trade.

The theory of mercantilism prompted many European nations to establish colonies in other parts of the world.

militia — a citizens’ army.

The colonial militia acted only in times of emergency.

minutemen — special members of the colonial militia in New England who could be ready for action at a minute’s notice.

The colonial citizens who were minutemen always had to be prepared to fight.

mother country — the nation from which people leave to settle or colonize new lands.

England was the mother country of many colonists in the New World.

nationalize — to give ownership of something to the national government.

Some countries have nationalized their oil companies to give the government control over this important resource.

native — an original inhabitant of a particular area.

The colonists were surprised to find natives on the asteroid.

negotiation — a discussion intended to lead to an agreement among the participants.

It took a lot of negotiation, but the colonists and the mother country finally reached a trade agreement.

nullify — to make ineffective or worthless; to invalidate.

The king decided to nullify the charter he had granted to the Massachusetts Bay Company because the colonists had become too independent.

pacifists — people who are opposed to the use of violence.

The Quakers were pacifists, so they didn’t use force on the Native Americans.

quartering — the providing of food and shelter to someone.

The colonists might get upset if you make them responsible for quartering the troops you have left behind.

resources — items or supplies that have important uses.

Oil, coal, and water are important natural resources.
royal — owned by a king or queen.
  Colonies that were taken over by the king were called royal colonies.

sanctions — special actions, often penalties, imposed by a nation or group of nations on another country to force a change in that country’s actions.
  The United States placed sanctions on the Soviet Union when the Russians invaded Afghanistan.

sponsor — to support and be responsible for.
  Every colony needs a government or private company to sponsor its development.

strategic — of special value, often political or military; giving an advantage.
  The colony had strategic importance, since it provided a crucial source of energy that the mother country lacked.

suppress — to stop or put down, often by force.
  The President called on the army to suppress the rebellion.

venture — a risky undertaking, especially in business.
  Astro Company executives are willing to spend money on this venture because they expect it to make a good profit.

veto — to refuse to approve legislation, so that it does not become law.
  The royal governors had power to veto the acts passed by the colonial assemblies.

vital — something necessary or of great importance.
  In order to survive, the country needs to get more vital energy sources.