YK '25 MUN

Antalya Private Yükseliş College Model United Nations Confrence 2025

RACE TO THE NEW WORLD

Agenda Item:

Expansion Rivalry :
Spain - Portugal

Under Secretary General:

Melikhan Demirkıran

&

Metehan Yıldırım

Academic Assistant:

Altan Cengiz

1. Welcoming Letter

1.1. Letter from the Secretary General

Esteemed Participants,

It is our paramount pleasure to welcome you to the second installment of Yükseliş Model United Nations Conference 2025. We, Neva Nas Aydın and Ramazan Yandı, will be serving you as your Secretary General's in the upcoming three days. Our Executive Team has put not only the best Academic Team but the best Organization Team so that you can enjoy creating memories in our conference.

Essentially Model United Nations Conferences are great opportunities to improve your debating capabilities, your confidence, your foreign language level and understand how policy is implemented. We can state that Model United Nations Conferences helped us both in our academic and social lives. For this reason it is our duty to transfer these experiences to the next generations and ensure that they affect them in a similar way.

We hope you have one of the best MUN experiences of your lives in YKMUN 2025!

Sincerely,
Neva Nas Aydın & Ramazan Yandı

1.2. Letter from the Under Secretaries Generals

Dear Delegates,

We are the Under-Secretary Generals of the JCC Race To The New World. First of all we would like to welcome you all. Instead of a classic JCC which you battle until one of the sides is defeated,we wanted a different type of committee. In RTTNW you will lead your kingdom to be greater. You will explore lands beyond human knowledge.Also you will compete against the other cabinet. We are honoured to present you this committee. You must read the study guide before the committee to fully understand the dynamics. Other than that the rest will rely on your imagination to be exact. Long story short,we are excited for this committee and we hope you are as excited as we are. If you have any problems or questions about the committee you can reach us without hesitating.

Melikhan Demirkıran   05443681943

Metehan Yıldırım   05330553366

1.3.   Letter from the Academic Assistant

Esteemed participants,

As the Academic Assistant of JCC: Race to the New World, I welcome each and every one of you to the second installment of Yükseliş Model United Nations Conference 2025. We had a lot of fun writing this guide with my Under Secretaries Generals, Melikhan and Metehan. I hope that you will enjoy reading this guide as much as we enjoyed writing it. If you have any inquiries, you can always ask through my mail altan.cengiz09@gmail.com. *Before finishing this letter, I would like to thank Metehan and Melikhan for seeing me fit for this role. I thank Ramazan for this amazing opportunity, and I would also like to thank Bersun, my sister who always led me through; if you weren't there for me, I could not have made it up here.*

The whole world is yours, waiting to be conquered.

Cordially yours,

Altan Cengiz, Academic Assistant of JCC: Race to the New World

2.   Procedure of Crisis Committee

2.1.   *What is a Crisis Committee*

2.1.1.   *Directive*

Directives are the main materials of Joint Crisis Committees; they are what distinguish a JCC from the General Assembly. As the name implies, the term "directive" refers to an order or instruction. On the committee, any realistic and feasible action can be taken by writing directives. Consequently, it is guaranteed that the majority of the time spent on the committee will be devoted to writing directives. (Triumphs are attained through concrete actions, rather than mere speeches or campaigns.) Unlike the GA procedure, it is unnecessary to encourage, suggest, or demonstrate any ideas to make it happen; only a decent directive is required. There are several types of directives depending on what one wants to do, and they will be discussed in the latter section.

To summarise, directives are written when one wishes to accomplish or do something. Writing a directive allows one to take any realistic action; therefore, instead of long discussions and talking sessions to execute your ideas and progress in the committee, directives will be written.

2.1.2.   *Updates*

1- Updates are the outcomes of directives, which are either granted or rejected based on how precisely one wrote and phrased the directive. The crisis team evaluates whether they are adequate or not; every conference with crisis committees includes a crisis team that reads and inspects directives.

2- Updates can also come as a result of a new occurrence in your cabinet. For example, if the other cabinet launches a successful attack on one of your cities and captures it, an update will come. If the directive only concerns your cabinet, such as building a new military base in your country, then the update will only come to your cabinet, but if it is a conflict that both sides participate in, then the update will come to both cabinets.

3- The update doesn't necessarily have to be the result of a directive; for instance, if you are in the Hundred Years' Wars committee during the 14th century, then the crisis team may bring a plague update that will infect the majority of soldiers. Hereupon, it can be understood that the update may also be a crisis.

2.1.3. Crisis

Crises emerge when one submits an insufficient directive, the other cabinet successfully affects you in a negative way, or temporal crises occur depending on the crisis teams' wishes. To clarify:

1- In order for a sufficient directive to be written, there are a few rules and necessities that must be followed; failing this, an inevitable crisis will occur based on what was wanted to be done in the directive.

2- If a cabinet were to create a virus and spread it to the other cabinet's people, the update would be a crisis that must be handled promptly. It does not necessarily have to be a virus or a plague; anything that affects one or one's cabinet negatively can be a crisis.

3- Finally, depending on how the committees' actions progress, a periodic crisis like a plague or a political disagreement may arise and affect a cabinet adversely.

2.2. Directive Types and How to Write Them
2.2.1. Personal Directive

Personal directives are written when an action is within your character's authority or is possible due to their abilities. Now take a look at how to write a personal directive: Firstly, there is a format for writing directives; thus, one has to write who is sending the directive and to whom (from, to). After that, the cabinet sending the directive, the real-world time and the current date of the committee. Lastly, the type of your directive and the headline of it. And that's it; this is all the format one needs to know to write a directive. The only thing left is the content of the directive, and the method by which one writes it is fairly straightforward; it is written by addressing the WH questions, which are what, why, when, who, where, and, most importantly, how. Write down the action you want to take by answering the WH questions, then detailing and explaining it as much as possible to ensure that your plan is as comprehensive as possible. Also, the use of the future tense is critical; try to use it whenever possible. Here is how a directive looks on paper:

From: Menelaus   Personal Directive   Date: 1192 BC May 3

To: Related Authorities   Capturing Tiryns   Time: 12.34 (Spartan Cabinet)

What: I will capture Tiryns with my 5,000 agoge men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.

Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.

When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard.

Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy under his command.

Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns.

How*: To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 100 soldiers per group. Soldiers will check and control their weapons before charging. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will take the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies. They will pray, remember how brave they are, and then honour their nation and gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use it in their favour. They will not be wearing inappropriate armour and clothing, only those that will fit the current climate. Any careless mistakes shall not be forgiven, and the commanders of the groups will eliminate the soldiers who made the mistake, such as sleeping on a night's watch. If by any chance a soldier catches a disease that may spread, he will be killed if there are no precautions that can be taken in order to heal him without letting it spread. If the siege and the road take unusually long to take and pass, they will shave properly to prevent any lice growing, mating and distracting the soldiers. Soldiers will use an offensive phalanx formation

when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them, they will quickly change to a defensive phalanx formation and wait for recruitment while defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. The meaning of mercy will disappear from their minds, and any offers made by the enemy will be rejected, for they have disrespected our nation. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other soldiers. Even though we've sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Once one gets used to it, it is quite simple and straightforward to write. While it lacks details and additional information, the directive nicely illustrates its format. As one keeps writing and contributing to their cabinet's goals, in no time one will witness that the directives one has written have already surpassed that one above. And to write such a directive, here are a few tips and tricks:

For every action that is written in the directive, it has to answer all the WH questions.
The longer and more detailed, the better.
Drawing your war doctrine, charging plan, or strategy may significantly increase the directive's preciseness and effectiveness. The success rate of the directive will grow in proportion to how clear your action and directive are.

Do not use abbreviations such as "etc."; instead, detail the directive explicitly.

WH questions are not necessarily broken into paragraphs (one can write the directive like a book), but if you are a beginner, doing so will dramatically improve the quality of your directive; hence, I strongly recommend it.

In JCCs, one should not try to impose their ideas or policies on others but rather to achieve a specific goal, such as destroying the other cabinet; therefore, do not be hesitant to ask for help from other cabinet members or your chair; you are all in this together.

If you are positive that there is no impostor in the cabinet, directives should be written separately because it will be much faster. If you need the authority of another cabinet member, simply ask that person to add their name to the "from:" section. That way, eight people will be working on eight different tasks, and it will save quite a lot of time.

Precise information, like troop counts, is critical; do not forget to write it down.

If needed, fake names can be used for strategic persons in the directives, like Coxus, the naval commander.

2.2.2. Joint Directive

Directives written by more than one individual are considered joint directives. Joint directives are written when one can only achieve the purpose of the directive by utilising the authority of other cabinet members. Consider the scenario where one is a commander responsible for capturing Warsaw. Recognising the insurmountable challenge of achieving this objective without air superiority, a collaborative effort can be initiated by writing a joint directive with the Air Force general. In this case, the "from" field of the directive would include the commander's name alongside the name of the air force general, and instead of a personal directive, you write "Joint Directive" at the top of the directive. Everything else is the same.

2.2.3. Committee Directive

A committee directive is written when one wishes to use everyone's authority or when one is about to deliver their final directive (in most cases). Delegates frequently ask, "How are we meant to write a committee directive with the other cabinet?" However, this concern stems from a widespread misunderstanding. The committee directive is essentially formulated collaboratively within the confines of your cabinet, with the members of your cabinet. Although it is formally referred to as a "committee directive", its essence remains akin to that of a cabinet directive. So, simply writing "Committee Directive" in the "from:" part will do.

2.2.4. Intelligence Directive

Intelligence directives are written when one wants to acquire the necessary information about their country/cabinet/character. The format is exactly the same, except for the "WH Questions" part. For example:

From: Winston Churchill   Intelligence Directive   Date: 1942 May 3

To: Crisis Team   Our Troop Counts   Time: 16.21
(The Great Britain Cabinet)

How many troops does our country have? Do we possess any nuclear weapons? How many of our military factories are assigned to manufacture infantry weapons, and what kind of weapons are they producing?

When one wants to acquire a piece of information, one must write "To: Crisis Team", but when one wants to take action, one must write "To: Related Authorities". The reason behind this is that the crisis team are not the people who will cause the action to happen; hence, "Related Authorities" must be written.

2.2.5. Top Secret

Top secret directives are those that your chair is not allowed to read. Top secret directives are directly handed to the admin. They are written precisely the same, but one must fold the paper and write "TOP SECRET" on the backside of it. The major reason for writing a Top Secret Directive is treason, a diabolical strategy to crash one's own cabinet or switch sides. For instance, if a person secretly kills his cabinet members and becomes dictator, the winning condition changes and only that person wins, whereas the cabinet loses. But I do not recommend writing top secret directives unless you're planning on writing a brilliant 10-page directive, because failing to do so will backfire much worse. If one fails to accomplish their nefarious plan and gets busted, one will earn their cabinet's distrust and may die and be given an insignificant character. Additionally, updates to the Top Secret Directives are only sent to the person who sent them unless they directly affect other cabinet members.

2.2.6. Press Release (Declamation)

Press releases are written when one wants to make a declaration, a speech, or a notice. When one writes a press release, depending on the era of the committee, the other cabinet members may hear it or not. In our case, there are no printers, social media, or newspapers, so it is very unlikely to hear other cabinets' press releases. The format is once again exactly the same, except for the "WH Questions" part. For example:

| From: Erwin Smith | Press Release | Date: 845 July 23 |
| To: Related Authorities (Wall Maria Cabinet) | Hyping Up the Soldiers | Time: 18.17 |

Everything that you thought had meaning: every hope, dream, or moment of happiness. None of it matters as you lie bleeding out on the battlefield. None of it changes what a speeding rock does to a body; we all die. But does that mean our lives are meaningless? Does that mean that there was no point in our being born? Would you say that of our slain comrades? What about their lives? Were they meaningless? ... They were not! Their memory serves as an example to us all! The courageous have fallen! The anguished fallen! Their lives have meaning because we, the living, refuse to forget them! And as we ride to certain death, we trust our successors to do the same for us! Because my soldiers do not buckle or yield when faced with the cruelty of this world! My soldiers push forward! My soldiers scream out! My soldiers RAAAAAGE!

A press release like that might be written before a conflict to increase the motivation and morale of soldiers, or it could be written in any way one wishes, depending on their goal. Since one is addressing your people rather than the Crisis Team, the language can be informal. Plus, press releases can prevent crises, especially those related to the public; they can be used for propaganda, making promises, or spreading misinformation. This is a different form of press release that could be submitted:

| From: Rollo | Declamation | Date: 802 August 28 |
| To: Related Authorities (Frankish Kingdom Cabinet) | Standing our Ground | Time: 10.27 |

All of my life and all of your lives have come to this point. There is nowhere else to be but here. Nowhere else to live or die but here. To be here now is the *only* thing that matters. So, gather yourselves. Gather all of your strength and all of your sweetness into an iron ball. For we will attack again and again until we reach and overcome their king or die in the attempt! We will attack! Attack! Attack! Blow the horns! Beat the drums! And have courage! For there will be no turning back. Only victory! Or death!

_____

Based on one's creativity, press releases may vary just like directives and can be used for almost any purpose. And for this committee, we will allow you to write 'declamation' instead of 'press release' because 'declamation' is a more accurate term for the ninth century

2.3.   Procedure of the Committee
2.3.1.   Roll Call
When your character's name is called out during a roll call, you can respond with "I", "present", or simply by raising your placard.

2.3.2.   Tour de Table
Tour de Table is an introduction, similar to the opening speech. Following the roll call, it can be done at the beginning or end of the sessions, depending on the chair's initiative. Delegates are expected to briefly introduce themselves and voice their goals or vision for their cabinet.

2.3.3.   Semi-moderated Caucus
Unlike moderated caucuses, delegates in a semi-moderated caucus are allowed to speak without the chair's permission, as long as they do not interrupt other cabinet members and treat each other with respect.

2.3.4.   Unmoderated Caucus
In an unmoderated caucus, delegates are free to draft any kind of paper they want to achieve their goals and support others. The majority of the cabinet's time should be spent on unmoderated caucuses rather than semi-moderated ones.

3.   Procedure of War

3.1. New War System+

In a CC, one of the most crucial factors is the way you write battle directives regarding the doctrine, soldier counts and geography of the map. And for that purpose alone, we have added and thus arranged the modern warfare symbols and inserted them into the procedure.

Before each crucial city siege, or a crucial battle that will take place in an open field, you will be given a map of the city itself or the map of the field on your computer in a site, and both sides will be writing the directives solely on them by adding symbols on the map in your technological device and planning your war on that. Henceforth, you will be operating with the symbols and the particular map simultaneously.

3.2. Symbols of Units and War Plan Directives

In our new system, as we mentioned above, when you are planning your strategy on the maps we gave, you are going to use the symbols we will give. The symbols will be the same for all delegates and all crisis committees in which this academic team takes part. For the usage of these symbols, there will be numbers for all symbols, and they will represent divisions in your plans. More details are given below. Please be careful about using these symbols in your plans.

Unit Symbols:

We will use mainly 5 ground division types and 1 marine division type. You are free to use any divisions you want, and you may specify the divisions you are using; just inform us about what you will do.

Basic Guide to Military Unit Symbols

ARMCHAIR GENERAL

Infantry	Mech Infantry	Armor	Cavalry	Artillery
Airborne Infantry	Motorized Infantry	Heavy Armor	Armored Cavalry	Self-Prop Artillery
Airmobile Infantry	Glider Infantry	Armored Anti-Tank	Armored Recon	Motorized Artillery
Mountain	Glider Armor	SP Assault Gun	Motorcycle	Mortar
Amphibious	Marines	Ski	Bicycle	Airborne Artillery
HQ Unit	Glider Artillery	Anti-Aircraft	Engineer	Chem/Bio Artillery
HQ Unit	Special Forces	Surf-to-Surf Missile	Air Unit	Rocket Artillery

3.3.   *Field and Siege Warfare Plans*

The field warfares will be battles that will take place in grand operations such as the Blitzkrieg used by Germans to take control of the nations they invaded. When you are planning for a specific operation that will most probably take place in a city, you will need to inform us for a map, and we will give you a detailed map of the area for you to draw your strategy on it. Then when your operation begins as expected, your main will be to capture a strategic citywhen when your armies arrives near to a city there, your field warfare will

begin, for the field warfare, we will give both sides a map of the battlefield that will take place and both sides will draw their plans. If attackers win the field warfare, then the next step will be the city warfare.

The city warfare will be the battle to capture the cities. When your armies are able to attack a crucial city, we are going to give the plans of the cities for both sides (Don't forget to send spies in order to learn the city plans if you are attacking). After you have the city maps, both sides will draw their defences and attacks for the city.

For making everything simple, in history there is "Case Yellow", which was a grand operation used to capture Belgium, and there is "Blitzkrieg", which was a field warfare plan to be able to attack Brussels, and there is the "Battle of Brussels", which was a city warfare to capture the city. The order will be similar to this: first you plan your grand operation to attack enemy lands, then you have your field warfare for being able to attack the city you planned with your armies, and lastly you have your city warfare for capturing the city. This system is for both attacking and defending sides.
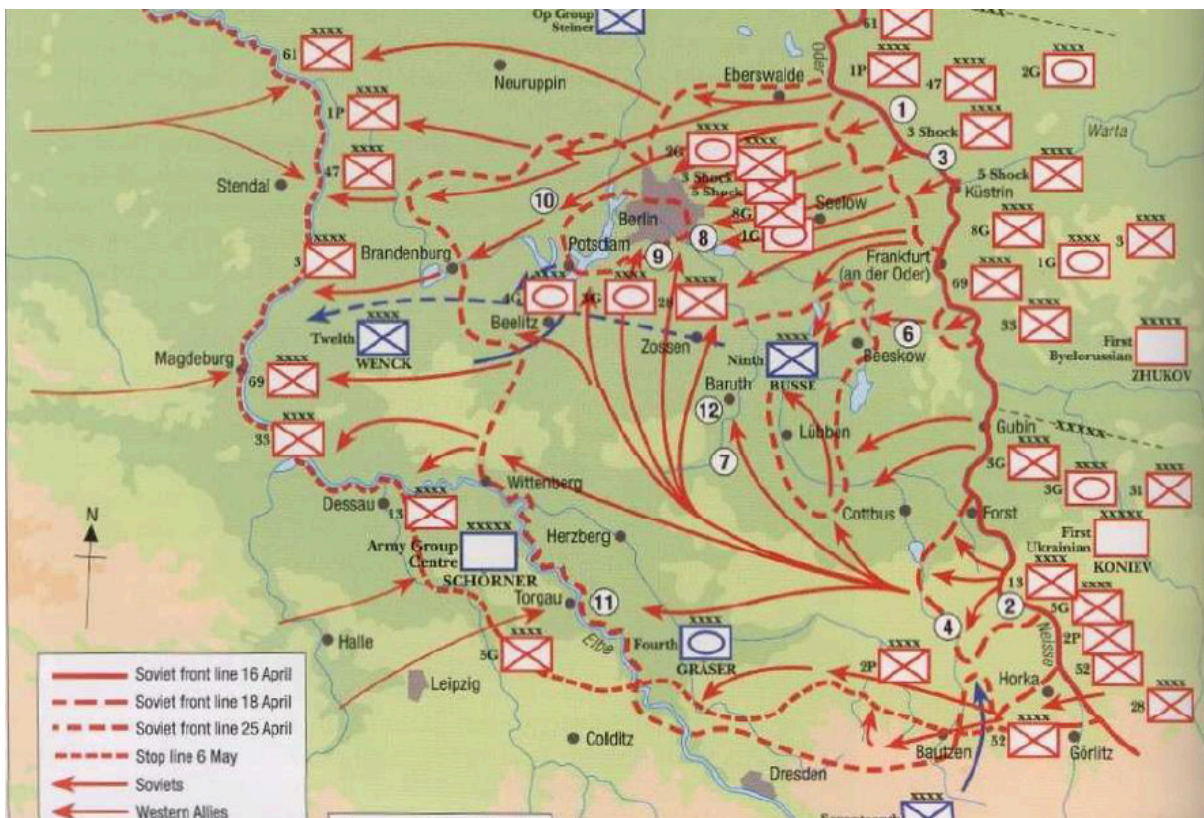
Grand Operation Plan Example

Field Warfare Plans Example (1)

Field Warfare Plans Example (2)

City Warfare Plans Example:

3.4.   War Doctrines

i) Land Doctrines

Mechanized Warfare (called as Modern Blitzkrieg)

Emphasises the use of armoured vehicles, tanks, and infantry fighting vehicles to achieve rapid, mobile, and highly effective operations.

Aimed at combining the speed of motorised units with the firepower and protection of armoured vehicles to break through enemy lines and manoeuvre around enemy forces.

Infantry Warfare (It has been used since the Hun Emperor Mete Han, the son of Teoman.)

That kind of warfare focuses on infantry as the core of land forces, utilising small-unit tactics, terrain use, and close combat. Often involves specialised units such as paratroopers, mountain troops, or special forces.

Combined Arms Warfare (Today's United States) is a doctrine that integrates different types of military forces, such as infantry, artillery, tanks, and air support, to create synergies. The idea is to leverage the strengths of each type of unit in a coordinated manner to overwhelm the enemy and exploit weaknesses.

Guerrilla warfare (it was used in the Vietnam Conflict; god wills it) focuses on unconventional tactics, often used by smaller, more agile forces against a larger, better-equipped enemy. Involves ambushes, sabotage, and raids rather than conventional battles.

Defensive warfare (Stalin throwing a man rather than ammo) centres around fortifying positions, defending key terrain, and attriting the enemy through well-prepared positions and counterattacks. This can also involve delaying tactics, with a focus on conserving strength for a future offensive.

Offensive Warfare (Japanese attack on Pearl Harbour Island) emphasises rapid movement, surprise, and overwhelming force to strike at key enemy targets and disrupt their ability to respond. Includes both large-scale advances and more surgical strikes aimed at critical infrastructure or leadership targets.

Network-centric warfare (the United Kingdom used it for the Luftwaffe in Operation Sealion, and the United States used it against Japan between 1940 and 1945) focuses on using technology and information networks to coordinate military actions more efficiently. Relies on real-time intelligence, communications, and integrated sensors to improve decision-making and operational coordination.

Asymmetric Warfare (9/11 Twin Towers NGL) involves combat between forces of unequal strength, often with one side using unconventional tactics (like guerrilla tactics or cyber attacks) to counterbalance the technological or numerical superiority of the enemy.

Counterinsurgency (American Civil War) (COIN) is a doctrine designed to combat insurgent groups and maintain control over populations in contested areas. Focuses not just on military engagement but also on winning hearts and minds, providing security, and addressing local grievances.

The Air-Land Battle Doctrine (German General Heinz Guderian used the blitzkrieg to roll through Poland) emphasises the integration of land and air forces to create a continuous battlefield where air power supports ground operations. Aimed at blurring the lines between air and land combat to create more dynamic and effective operations.


ii) Special Doctrines

Unconventional Warfare (UW) Doctrine Special Forces are often tasked with training, advising, and supporting indigenous or allied forces who are fighting against a common enemy (e.g., in Afghanistan or Vietnam). Missions are often carried out in secrecy or in

coordination with insurgent groups to destabilise a government or force. Part of unconventional warfare involves creating the right psychological atmosphere, often through propaganda and influence campaigns. Support to indigenous forces (guerrillas, partisans, or insurgents). Covert and deniable operations.

Infiltration and sabotage operations. Intelligence gathering and sabotage behind enemy lines.

Special Reconnaissance (SR) involves gathering intelligence in denied or enemy-controlled areas. These operations are critical for providing accurate, actionable intelligence to command structures and for targeting high-value objectives.

Psychological Operations (PSYOPS) are a critical element of special warfare that aim to influence the emotions, motives, and behaviours of individuals or groups. The doctrine behind PSYOPS involves using communication and media to manipulate perceptions and create strategic advantages.
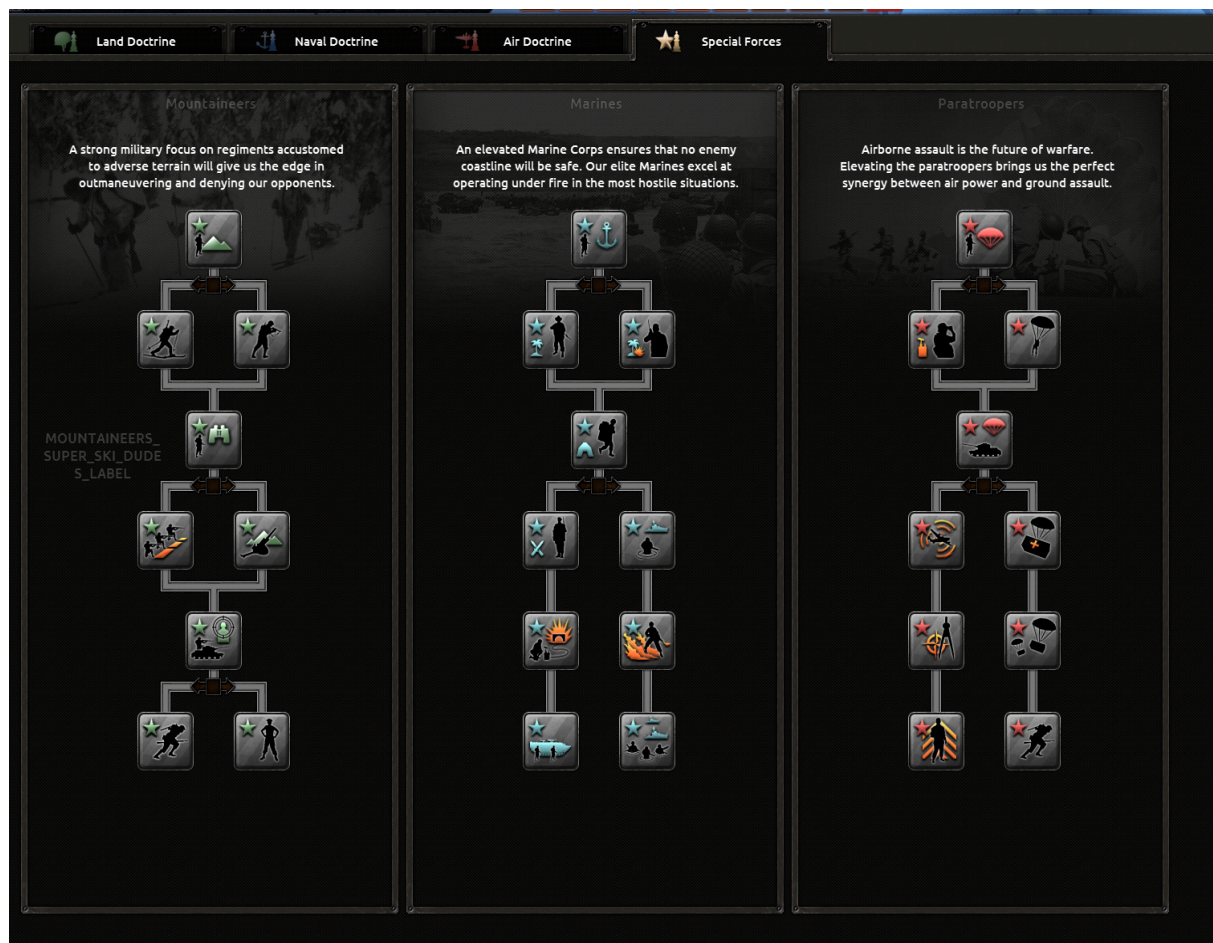
4. Political and Economic Situation Of The World Before The Committee

4.1. Political Situation of Europe

Politically Europe was in a conflicted situation. There were a lot of kingdoms and landlords who claimed rights over different regions. That being said, each of those kings viewed themselves as higher than the others. To prove their worth, they battled for glory and honour. Landlords were doing whatever they pleased without recognising higher authority.

There were some actions to provide central authority, but they all had something in common: they failed. Those actions often caused civil wars; even worse, those kinds of actions also caused some serious battles between states.

The Hundred Years War was happening recently, and two of the strongest empires were clashing relentlessly to dominate each other. Because of the battles the tension was high in Europe, especially between sides it was even worse. Diplomacy was not preferred among the states and battles often decided the winner. It was more of a the winner takes it all situation.

The Reconquista was almost done. Which means the kingdoms in the Iberian Peninsula was about to win against Muslims. This made the empires in the region more powerful. Also it was changing the political structure of the peninsula.

Finally, religion was a main factor in politics. Even the kings were not able to do as they pleased when it came to religious matters. Religion played a huge role in the dynamics of politics.

4.2. Economic Situation of Europe

The economy heavily relied on agricultural activities back then in Europe. The peasants were the ones who did the agriculture in the lands. Without their efforts there would be no production and food. However, they did not benefit from what they did. Taxes also played a crucial role in the economy. Those taxes were collected by landlords. The amount was decided by the lords without thinking about the situation of the people. It was hard to pay the amounts for peasants. Most of the time they suffered while trying to pay the taxes. Landlords became richer, while the peasants became even poorer.

Also the lands where the farms were belonged to the landlords. We can also think of it like, the peasants were doing agriculture in lands they did not even own.

Other than the suffering of people, long-lasting battles also brought chaos. Landlords used most of their budgets on mercenaries and the military. To provide large armies, the taxes increased drastically. New ways to support people had to be found…

4.3.   The Discoveries

Leif Erikson, a Norse explorer Leif Erikson is believed to have sailed from Greenland and reached Vinland, and it is said that he made the first known European contact with North America. But it may just be rumours.

Marco Polo, a Venetian merchant, dictated an account of journeys throughout Asia from 1271 to 1295, describing being a guest at the Yuan dynasty court of Kublai Khan in Travels. It was read throughout Europe. Even though it is a land trip to Asia and even though it is an old trip, Marco Polo's Travelogue has encouraged various attempts. In the Travelogue he praised Asia so much that the book made every merchant's dream to reach the East and sell Asian goods.

Ibn Battuta (1325–1354), the Moroccan scholar and traveller, journeyed across Africa, the Middle East, India, Central Asia, and China, recording invaluable geographical and cultural insights in his travelogue. He encouraged a lot of travellers.

Discovery of the Madeira Islands (1419)

Portuguese explorers João Gonçalves Zarco and Tristão Vaz Teixeira discovered the Madeira Islands off the coast of Africa, initiating Portuguese maritime expansion.

Exploration of the Azores (1427–1452)

The Portuguese discovered and colonised the Azores, further developing Atlantic navigation.

Rounding of Cape Bojador (1434)

Gil Eanes, a Portuguese navigator, successfully rounded Cape Bojador, overcoming the psychological and navigational barrier of sailing beyond the known world.

Portuguese explorers, under the patronage of Prince Henry the Navigator, continued their voyages along Africa's west coast, seeking new trade routes and resources like gold and slaves.

Discovery of Cape Verde Islands (1456)

Portuguese sailors, including Diogo Gomes and António de Noli, discovered and colonised the Cape Verde Islands, which became an important stop for transatlantic voyages and the emerging slave trade.

5. The New World

5.1. Age of Discovery

The Age of Discovery represents a period of time when a lot of brave sailors sailed through the unknown waters. As a result of their efforts, the borders of the world expanded beyond human imagination. New places, new trade routes, new economical chances… Sailors met the amazing benefits those discoveries brought. New lands meant new resources, which Europe needed the most.

To talk about its importance, the main trade routes were controlled by the Ottoman Empire. The aforementioned routes were the Spice Route and the Silk Way. Europeans did not want to pay for Ottomans, so the new routes were essential for them. New routes helped them to improve sailing activities while letting them keep the money instead of paying it to the Ottoman Empire.

People realised the world could not be flat. There were not so many of them, but they slowly understood everything that they were told was a lie. People started thinking more rather than just relying on the Church. The more people thought, the more they learnt. When they finally brought the cultural progression of the East to Europe; it caused a massive rise in culture. New tools were recognised by Europe after they had been brought. Such as gunpowder, paper, printing machines, etc.

With the dream of being rich, many sailors sailed.

5.2. Economical Features

Caribbean State Hispaniola / Cuba / Puerto Rico / Jamaica / Lesser Antilles

Agricultural Products: Cassava, maize, cotton

Mineral Resources: Small gold deposits (Hispaniola, Puerto Rico)

Timber Resources: Hardwood forests, dyewoods

Precious Stones: None significant

Mesoamerican State (Aztec Core)Valley of Mexico / Oaxaca / Guerrero / Huastec / Tarascan

Agricultural Products: Maize, beans, cotton, cacao

Mineral Resources: Obsidian, small gold deposits

Timber Resources: Limited timber (highlands)

Precious Stones: Jade, turquoise, obsidian (ritual trade)

Maya State Yucatán / Guatemala Highlands / Honduras / Belize

Agricultural Products: Maize, cacao, cotton

Mineral Resources: Jade (Guatemala), obsidian (Honduras)

Timber Resources: Tropical hardwoods, dyewoods

Precious Stones: Jade, obsidian

Isthmus State Panama / Costa Rica

Agricultural Products: Maize, cacao, cassava

Mineral Resources: Small gold deposits (Panama)

Timber Resources: Dense forests, tropical hardwood

Precious Stones: None major

Andes State (Inca Core) Cuzco / Quito / Lake Titicaca / Arequipa / Moche

Agricultural Products: Potatoes, maize (highlands), quinoa, cotton (coast)

Mineral Resources: Gold (Peru, Ecuador), silver (Bolivia, Peru), copper

Timber Resources: Highland and coastal timber (less abundant)

Precious Stones: None major (local turquoise, shell ornaments)

Northern Andes (Colombia–Venezuela)Bogotá Highlands / Magdalena Valley / Caracas / Maracaibo

Agricultural Products: Maize, cassava, cacao, cotton

Mineral Resources: Gold (Colombia, Venezuela)

Timber Resources: Dense forests, tropical hardwoods

Precious Stones: Emeralds (Colombia – Muzo mines)

Amazonia State Amazon River / Guiana / Acre / Mato Grosso

Agricultural Products: Cassava, fruits, maize (low density)

Mineral Resources: Few known metals (later discoveries: bauxite, iron)

Timber Resources: Immense forests, brazilwood, hardwood

Precious Stones: None significant

Brazil Coast State Bahia / Pernambuco / Rio de Janeiro / São Paulo

Agricultural Products: Cassava, maize, cotton, sugar (later)

Mineral Resources: Small gold deposits inland (later major discoveries)

Timber Resources: Brazilwood (very valuable), dense forests

Precious Stones: None major

Río de la Plata State Buenos Aires / Paraguay / Uruguay / Córdoba

Agricultural Products: Maize, cassava, yerba mate (Paraguay), hunting grounds

Mineral Resources: Small silver/gold (later in Bolivia nearby)

Timber Resources: Pampas grasslands, some forests in Paraguay

Precious Stones: None significant

Chile-Pacific State Santiago / Atacama / Araucanía / Valdivia

Agricultural Products: Potatoes, maize, beans

Mineral Resources: Copper (Atacama), small silver deposits

Timber Resources: Timber (Valdivia, Araucanía)

Precious Stones: None significant

North America Gulf State Florida / Louisiana Delta / Texas Coast / North Yucatán

Agricultural Products: Maize, beans, squash (Three Sisters)

Mineral Resources: Limited (small copper, later oil not known yet)

Timber Resources: Hardwood forests, mangroves

Precious Stones: None major

Mississippi Valley State Lower Mississippi / Illinois / Arkansas / Kentucky

Agricultural Products: Maize, beans, squash, tobacco (later cultivated more heavily)

Mineral Resources: Small copper deposits

Timber Resources: Forests (oak, cypress, hickory)

Precious Stones: None major

Eastern Woodland State Virginia / Carolina / New England / Delaware

Agricultural Products: Maize, beans, squash, tobacco (later boom crop)

Mineral Resources: Small copper deposits

Timber Resources: Rich hardwood forests (shipbuilding timber)

Precious Stones: None major

Great Lakes State Ontario / Michigan / Wisconsin / Minnesota

Agricultural Products: Maize (limited), beans, hunting/fishing

Mineral Resources: Major copper deposits (Keweenaw Peninsula)

Timber Resources: Forests (pine, birch, maple)

Precious Stones: None major

Plains State Dakota / Nebraska / Kansas / Oklahoma

Agricultural Products: Maize (river valleys), beans, squash, bison hunting

Mineral Resources: Few mineral resources known at the time

Timber Resources: Sparse woodlands, mostly grasslands

Precious Stones: None

Southwest Desert State Arizona / New Mexico / Sonora / Chihuahua

Agricultural Products: Maize, beans, squash (irrigation agriculture by Pueblo peoples)

Mineral Resources: Turquoise (New Mexico), silver (Chihuahua)

Timber Resources: Sparse woodlands (mesquite, pine in uplands)

Precious Stones: Turquoise

Pacific Northwest State Oregon / Washington / British Columbia / Alaska Coast

Agricultural Products: Limited agriculture, fishing-based economy (salmon)

Mineral Resources: Copper (Alaska), later fur trade

Timber Resources: Immense forests (cedar, fir, redwood) — prime shipbuilding wood

Precious Stones: None significant

Arctic & Subarctic State Labrador / Hudson Bay / Nunavut / Greenland

Agricultural Products: Very limited (seal, whale, berries)

Mineral Resources: Iron (Greenland bog iron), later fur trade

Timber Resources: Sparse forests (taiga southwards)

Precious Stones: None significant

6. Colonisation Race

6.1. What is a colony

Colonialism is the practice where a powerful country establishes control over another territory, often exploiting its resources, labour, and people for economic, political, or cultural gain. It usually involves settling in the territory, imposing governance, and altering the structures of local societies to benefit the colonising power. A colony, however, means an area over which a foreign nation or state extends or maintains control.

6.2. How to colonise

Colonisation of a domain is an intricate procedure which involves many steps. We have simplified this procedure to seven easy steps

1. Authorization

Before you even start to unfurl your sails, you have to get permission from the Spanish Crown (e.g., King Ferdinand and Queen Isabella or their successors). in order to establish a legitimised colony. This often involved a contract or capitulación granting rights to explore, conquer, and govern in exchange for a share of profits (like the quinto real, or royal fifth of treasures).

2. Preparation

After getting a proper authorization from the necessary places, you would have to plan your voyage across the Atlantic, which takes a lot of time and resources. You would need to set up crews and gather the necessary supplies.

3. Voyage

Sail, following trade winds westward. Voyages typically lasted 1-2 months, facing storms, scurvy, and navigation challenges. As you sail, you would have to keep in mind that the crew are not robots, and they can starve, get sick, misnavigate and have minor discords among each other. These factors, with the lunacy of the ocean, can and might drive your crew crazy.

4. Communication

Keeping in touch with your crew should be your top priority. You must find a way to make that communication as quick as possible. Communication is one of the key factors in ruling the new lands. Everything that is happening or might happen in the near future can be prevented when communicated. A strong relation with the mainland contributes to your greatness in your new lands. Also with communicating, you also make it easier to control your crew, increasing your authority.

5. Military Power

It is significant to have ready power to face threats. It doesn't mean that you need to send full armies at once. However, you should assign some men to protect those lands. In the end, those are the lands that you have never been to. You don't know what to expect.

6. Assimilation

Culture is one of the most important things for an empire. Without its cultural heritage, an empire cannot be accounted as one. To protect your men from losing their beliefs and to spread your culture, you must take some actions. In new lands if you want to stay for a long period you must rely on something other than the military. That's when culture comes in handy. With implementing your beliefs over the region, you can prevent future conflicts.

7. The Right of the Lands

Don't forget that the lands will not belong to the allocations directly. Everywhere that is colonised belongs to the king himself. Claiming right over the regions might cause one's execution.

6.3. Ship types
6.3.1. Caravel

Caravel: A light and manoeuvrable small vessel, fit for exploration along coastlines and rivers. The typical caravel had two or three pole masts, lateen-rigged (i.e., with triangular sails). Later versions added a fourth mast with a square sail for running before the wind.

Caravels were usually built with a double tower at the stern (the aftercastle, or sterncastle) and a single tower in the bow (the forecastle). As a type, caravels were smaller and lighter than the Spanish galleons of the 16th century. It used lateen (triangular) sails, enabling it to sail against the wind. Portuguese explorers like Vasco da Gama relied heavily on caravels for voyages around Africa. The Niña and Pinta from Columbus's 1492 voyage are great examples.

6.3.2.   Carrack

Sailing ships of the 14th–17th centuries were usually built with three masts, the mainmast and foremast being rigged with square sails and the mizzenmast rigged with a fore-and-aft triangular lateen sail. Sometimes a square sail was hung beneath the bowsprit forward of the bow, and topsails were hung above the courses on the mainmast and foremast. Some larger carracks had a fourth mast, the bonaventure, stepped behind the mizzenmast to carry another lateen sail. The carrack was deep and broad, with a high stern castle and a still higher forecastle thrusting out over the bow.[1] Carracks were sturdy, capable of carrying heavy cargo and crew for long voyages, making them a mainstay for transoceanic travel. We can give "Santa

6.3.3.   Galleon

Galleons were practically the full-rigged rulers of the sea during their reign. Their production began in the 16th century in the Iberian Peninsula. They were heavily armed and multi-decked. The dual use of galleons was highly efficient for trade and warfare for the Spanish sailors. They had a special design for aero and hydrodynamics utilising square and lateen sails, thus making it versatile. The galleons were equipped with many tiers of cannons for the maximisation of combat capability. The most distinguishing features of the galleon include the long, prominent beak or beakhead followed by a foremast and mainmast, both noticeably taller than the single or double lateen-rigged mizzenmasts with their sloped lateen-rig yards, and below the square quarter gallery at the stern. On average with three

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[1] https://www.britannica.com/technology/carrack

masts, in larger galleons, a fourth mast was added, usually another lateen-rigged mizzen, called the bonaventure mizzen.

6.3.4. *Fluyt*

A Dutch merchant ship that is one of the best cargo vessels of its time. It had a wide, box-like hull and a very narrow, high stern. The vessel was designed with the sole aim of facilitating transoceanic, or in our case, transatlantic, cargo logistics with the maximisation of cargo space. Fluyts were cost-efficient and widely used for trade in the Baltic and beyond, contributing to Dutch commercial dominance. The design of the ship highly minimised and even eliminated armaments in order to maximise the cargo hold, subsequently making the ship not very suitable for dealing with pirates and privateers or any other armed conflict.

6.3.5. *Nao*

Three- or four-masted sailing ships developed in the Mediterranean in the 15th century. It had a high rounded stern with an aft castle and a forecastle and bowsprit at the stem. It was square-rigged on the foremast and mainmast and lateen-rigged on the mizzenmast. 'Nao' was kind of a broader term for large merchant ships. They can be considered as a relative of carracks but heavier since they were used for bulk cargo. They were common in Spanish and Portuguese fleets for transporting goods from the Americas.

6.4. *Locations able to colonise*

Below is a list of some locations eligible for colonisation. (These locations were set as examples)

Name	Description	Location
Hispaniola (modern Haiti/Dominican Republic)	The tropical climate of Hispaniola is very suitable for sugar production and overall agriculture. The location was also Christopher Columbus's first settlement, "La Navidad".	Americas (Caribbean)
Cuba	Cuba is a strategic port island that highly contributes to trade. Cuba also	Americas (Caribbean)

Name	Description	Location
	has fertile land.	
Puerto Rico	Rich in gold and agricultural potential	Americas (Caribbean)
Brazil	Brazil possesses coastal access to Brazilwood. In addition, there is high potential for future sugar plantations.	Americas (South)
Cape Verde Islands	Strategically located in the Atlantic for trade and resupply and fertile enough for agriculture, it became a hub for Portuguese settlers and enslaved labour.	Africa
São Tomé and Príncipe	Volcanic soil is ideal for early sugar production.	Africa
Gold Coast (modern Ghana, e.g., Elmina)	Abundant amount of gold and trade goods; the Portuguese built Elmina Castle as a trading post, with a small settler presence focused on commerce rather than mass settlement.	Africa
Senegal (e.g., Gorée	Access to trade routes and slaves: the Portuguese established coastal	Africa

Name	Description	Location
Island)	outposts.	

7. Difficulties on Logistics

7.1. Health Issues

During the Age of Discovery, the information on basic hygiene and medicine were critically limited. It was expected that an average human could live up to 30-40 years proving poor healthcare conditions.All the previously mentioned factors intensified during voyages, in ships that had little to no personal room for the crew. They were facing the same problems but in a ship where they had limited space and materials. When some crew members died in travel, the most common way of getting rid of the cadaver was to throw it into the ocean in the middle of the journey. Due to lack of hygiene many pathogens were easily able to spread. Because they had limited access to food, it was also common to be caught by illnesses because of lack of vitamins and nutrients.

Another problem was vermin. It was hard to detect them before sailing. Bugs and rats(especially rats) were consuming the crew's rations or even infecting the food with dangerous diseases that will make sailors sick after eating contaminated food. Treating the illnesses under the ship conditions were nearly impossible. They had limited to none medication,they were not able to perform surgeries etc. Even a small cut had a chance to get an infection causing death among sailors.

For mentally, throwing their dead friends into the sea, not knowing where they were going, fear of starvation, knowing poor health conditions and instinct to be always alarmed to survive were several of the problems that cause mental disorders in the long term. There is even a quote saying:

"The sea takes as much as it gives,and the price of discovery is often paid with the health of the body and spirit"

Also in addition, below is a list of common illnesses for 15th century sailors.

Name	Cause	Symptoms	Prevention
Scurvy	Vitamin C deficiency	Fatigue, gum recession, bruises, hair loss, poor wound healing, swelling, joint pain, death	Citrus fruits, sauerkraut (used by James Cook, 1772)
Cholera	Contaminated water (bacteria)	Severe diarrhea, dehydration	Hygiene and food safety
Dysentery	Dirty food/water (intestinal infection)	Diarrhea, often with blood	hygiene and food safety
Typhoid Fever (Karahumma)	Contaminated food and water	High fever, weakness, stomach pain, rash	hygiene and food safety
Typhus	Spread by lice in dirty,	High fever, rash, delirium	hygiene

Name	Cause	Symptoms	Prevention
	crowded environments		

7.2 Morale of the Crew

As well as all the other factors, the morale of the crew was an important matter. One man can not handle a ship in normal conditions. A ship is like a machine that every part of it should work in a harmony for it to function normally. To keep the machine running, every member of the crew must do their assignments as great as possible. Certainly this is only possible if every one of them has the perfect morale. When this morale is gone, there probably (and definitely) will be problems about the ship and journey.

First of all the ones who lost their spirit may also lose their enthusiasm for discoveries or to fight. In the open seas the ship will face many difficulties, if a member of the crew does not struggle it with the others it will make it harder to handle the issue. A sailor shows his real power when there is something to believe. So a good captain is the one who can make his crew believe in himself/herself. At this point the captain of the crew takes a huge role to hold his crew ready.

If a captain lost the control over the crew,the crew would probably lose the respect they hold against their captain. This could lead to uprisings among the crew that also can be described as "small scale civil wars". Ending with a win of one side however causing the journey to be gone forever.

7.3. External Threats

The word we recognize as pirate means, the ones who attack ships, steal the belongings of it and kill the crew of the ships. With improving technology in the open seas, the piracy also improved along with it. At that period ships became so significant due to the Age of Discovery, sailors were carrying valuable materials such as gold, silver, agricultural products etc. in their ships making them high profile targets for pirates.

The methods pirates used were simple. First they chose their targets, after that they quickly approached it. Then landed on the ship and made sure that nobody on the ship would not disturb them eternally… Or if the pirates were armed enough they would shoot the sailors' ships with their armaments making it more dangerous for the crew. To successfully avoid pirates, sailors had to have strong counter measures. Being attacked,being murdered and being robbed by pirates was definitely something our brave sailors did not want. But pirates were so well-known in the Mediterranean Sea and commonly used ship routes.

8.   Further Notes:

9.   Bibliography

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