

Name: \_\_\_\_\_

## 'High Tea' Digital Game: Buy Opium – Sell Opium – Buy Tea

High Tea is a browser-based strategy game in which the player takes the role of a 19<sup>th</sup> century British opium smuggler in the Pearl Delta. In gameplay lasting approximately twenty minutes, and covering nine years of history, the player must sell opium in order to buy enough tea to slake Victorian Britain's thirst, while amassing a personal fortune. The game ends when the First Opium War of 1839 breaks out. (Wellcome Collection)



### **Pre-Game:**

1. View and discuss the introductory [Google Slides presentation](#) (ideally as a class). There is additional information in the 'notes' section of each slide.

### **During the Game:**

1. Go to <http://hightea.wellcomeapps.com/> (or <http://www.kongregate.com/games/explorewellcome/high-tea>). Click on the 'How to Play' button for a quick tutorial.
2. Play the game at least 3 times and record your scores below (note: you will not be assessed on your scores).

#### **Game 1**

Score	Rank	Cups of Tea Drunk	# of Opium Users

#### **Game 2**

Score	Rank	Cups of Tea Drunk	# of Opium Users

#### **Game 3**

Score	Rank	Cups of Tea Drunk	# of Opium Users

### **Post-Game – Analysis Questions:**

1. How did British imperialism in China differ from other historical British colonies? How was it similar?

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2. Are there any modern parallels between the British – Chinese opium trade and world affairs today?
3. As the commander of the British East India Company in India, offer alternatives to a subordinate that suggests selling opium in China would be a profitable venture. What else could you do to pay off silver debts from buying tea?
4. Did you enjoy this game? Why?
5. Explain what you found the most interesting.
6. What suggestion would you have to improve the gameplay of *High Tea*?
7. If you 'beat' the game, what were your reactions to the final score screen and rank?