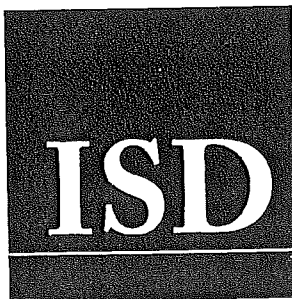
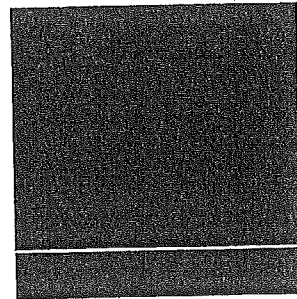


INSTITUTE FOR THE STUDY OF DIPLOMACY



Case Study Program



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Case 202

Nations:
A Simulation Game in International Politics

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Part I

INTRODUCTION

"Nations" is a simulation game designed to help you understand the dynamics of international politics.¹ You will participate in the foreign policy decision-making process of a fictitious country on an imaginary continent. Nations will familiarize you with a variety of phenomena that are important in the real world of international politics, including:

- Interstate bargaining
 - Group decision making under the constraints of uncertainty and time pressures
 - The choice among various policy tools for realizing national objectives, such as trade, diplomacy and war
 - The effect of ideological and cultural differences on interstate relations
 - Resource conflicts
 - Economic cartels
 - Terrorism
 - Propaganda
 - Deception and backstabbing
-

- Secrecy
- Nationalism
- Territorial conflicts
- Ecological issues
- Military rivalry and the threat of war

RULES AND GUIDELINES:

Read the following pages with care. They describe how the game will operate and the rules you must follow.

1. This is a simulation game based upon an imaginary continent containing seven nations, each with an independent government and unique civilization. As a member of one of these nations, you will adopt the beliefs and values of your nation during the simulation game. There also exists an organization called the World Council (represented by the class instructor) that functions somewhat like the United Nations, but in this case has much more power. The World Council may penalize the leadership of any nation whose behavior fails to faithfully reflect the underlying values, beliefs, and interests of its own people (that is, the World Council will subtract from your factor totals).

2. Your continent, called Lostralia, is suffering from many diplomatic, political, religious, and economic conflicts. It is your job, as part of your nation's leader-

ship, to resolve the problems that relate to your country by the end of the game. You must not, however, give up too much to get what you want. In other words, you cannot sacrifice your beliefs, independence, or lifestyle in order to solve a problem. A map of Lostralia is contained at the end of Part II. It shows where your country is located in relation to others. Study it carefully.

3. Each nation and group of students will create a government and pass out responsibilities to each member. You may select the kind of government that you believe best fits your nation. You will need to select a person or persons to do the following:

A. One person will write daily news reports and keep track of factor totals.

B. Two people will serve as your chief diplomats.

C. One person will serve as your chief executive (President, King, Queen, and so on.)

D. Each remaining member of the leadership will be assigned a specific problem to tackle.

4. Every nation will provide the World Council with a news release that will be read aloud near the beginning of class each day. This gives your nation a chance to use propaganda to get what it wants and needs. In your news release, you may wish to praise friends, denounce enemies, sway opinion, spread disinformation, or send diplomatic signals to other countries. Be creative (a little humor doesn't hurt).

5. Each day of the game, you will meet with the members of your country at a special location in the room. That area belongs to your nation: members of other nations may not enter your territory. Nor may you enter theirs. Diplomatic negotiations (for example, trade and treaty talks) may *only* take place in a special neutral zone specified by the instructor (usually at the front of the room). Only diplomats are allowed to meet with representatives of other nations.

6. You may communicate with other nations through written messages. Messages will be delivered by the World Council. If you wish to propose face-to-face diplomatic negotiations, you must first send a written message and wait for a reply. If the other nation agrees, then both nations may send diplomats to the neutral zone. You may not speak across the room.

7. One of your duties is to negotiate trade agreements with other nations. Each nation begins the game with a predetermined number of factors representing resource endowments across a number of categories (for example, natural resources, military power, food,

and so on). The initial factor totals are given in an accompanying handout. Your primary goal in the game is to acquire a minimum of 2400 factors in each of the nine resource categories by the end of the game. One way to accomplish this is through trade: you may exchange factors from a category where your nation has a surplus for another nation's factors in a category where your nation is deficient. Both nations can gain from this sort of deal. Note, however, that you may not reduce your factor totals in any one of the nine categories to less than 1,000. Trade is encouraged and must be noted on trade treaties that must be given to the World Council. You must keep a running total of your factors at all times. *Failure to do this will result in significant fines.*

8. You may trade things other than factors. Land settlements, alliances, and other items can also be traded, either in exchange for factors or for other concessions. All agreements arrived at among nations (for example, diplomatic treaties, military alliances, resolution of border disputes, trade agreements, cartel arrangements, and so on) must be signed by the appropriate heads of states and submitted to the World Council before they become official.

9. Another one of your duties is to try to resolve the diplomatic, political, and social problems that face your nation. In many cases, the World Council will reward nations that resolve disputes on favorable terms by granting additional factors. In other cases, the World Council may punish nations for a failure to successfully resolve disputes. The World Council also has the power to force one nation to compensate another nation that has been wronged by the first. In cases where your country description or secrets indicate that accomplishment of a certain deed will be rewarded with factors, you must first demonstrate to the World Council that the task in question has been achieved before factors may be added to your totals.

10. In spite of your efforts, war may be essential—but only under the most serious conditions. If your declaration of war appears to be foolish, thoughtless, or without proper justification you will be promptly removed from the game. In other words, you must have a good reason to initiate a war. War is possible only under the following circumstances. You (that is, the attacking country or countries) must have four times (4x) the total number of army, navy, and air force factors as your opponent. When you declare war you will

inform the World Council which, in turn, will notify the nation(s) targeted for attack. From that time, both sides (attackers and defenders) have ten minutes to prepare for war. At the end of the ten minutes each nation will vote by secret ballot. Nations may vote to join the attacking coalition, to join the defender coalition, or to remain neutral. Each nation is free to vote as it wishes, regardless of any previous agreements or understandings it may have made with another nation (in other words, one nation may backstab another by shifting sides at the last minute without notice). If a nation votes to remain neutral, its military factors do not become part of the count to determine the victor. The attacking nation(s) must still have four times the amount of military factors as the defender nation(s). If the attacking coalition fails to accumulate at least four times the number of military factors possessed by the defending coalition, each attacking nation will be required to transfer ten percent of that nation's total factors, to be divided

equally among the members of the defender coalition. If the attack is successful (the attacker has at least four times the military factors as the defender), then the attacking nations will equally divide all of the factors and land previously possessed by the defender nation(s). The defender nation(s) will be disbanded and must exit from the game.

11. At the opening of the game the following situations should be noted:

A. The nations may wish to greet one another and open diplomatic relations.

B. There are a number of border disputes between nations. You may use these to help your factor totals. You must resolve your own border dispute(s).

C. Some of the nations of Lostralia have hatred for one another based upon religious, racial, cultural, or social issues. These differences are long standing—some are centuries old—and cannot be resolved by a sudden change of heart.

Part II

TERMS AND NAMES

1. The names of the nations and inhabitants are the following:

- The States of Libertia: Libertanians
- Holy Zott: Zottites
- The Sacred States of Pyrote: Pyrotians
- The Union of Zamboni States: Zambonis
- The Democratic Republic of Crock: Crockites
- The People's Republic of Spartonia: Spartonians
- The Bampff Autocracy: Bampffites

2. Map Items and Factor Items:

A. Squirrtite is the continent's only energy producing resource.

B. Items that are in small squares with the letters "S," "FW," "M," and "E" are concentrations of squirrtite, fishing waters, minerals, and other natural resources and electrical production facilities.

C. Areas marked on the map A, B, C, and so on, or areas in squares indicate land disputes between nations. If the letter in the square is in the Vastland it includes territory claimed by all of the nations on the continent.

D. The Vastland on the map is territory that has been only partially explored. At present it belongs to no one, but several nations have lodged claims to portions of the Vastlands and hope to expand there one day. These conflicting claims must be resolved.

E. Gilligan's Island is neutral territory (it is protected by the World Council and cannot be invaded). Several nations use it as a source for natural resources, and one nation believes it is sacred territory. There are several bridges to the island.

3. Problems:

Each Nation has a set of problems it must solve. Those problems are given on each of the description sheets. All participants should read all these sheets. You may find a way to solve one of your problems by looking at the problems of other nations.

4. Secrets:

On the day the game begins, secrets will be distributed to each nation. These secrets may change the

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factor totals for your nation. They also contain crucial information. *Do not disclose these secrets to other nations.*

COUNTRY DESCRIPTIONS

The Democratic Republic of Crock

This country is located to the South and East on the continent. Many of Crock's people have emigrated from other countries on the continent of Lostralia where industrialization has taken hold. They believe that civilization corrupts. Crockites have distaste for the fast-paced, modern societies possessed by their neighbors. They seek a simple life of solitude, privacy, and peace.

Problems:

1. You must resolve land dispute "A" with Libertia.

2. Your country and Pyrote jointly administer Convent San Tanko. Both countries have recently agreed to begin charging Zottite pilgrims for the privilege of visiting this holy site. Yet you now fear some sort of retribution from Zott, which has been angered by this decision.

3. You are fearful of Spartonia and do not like the situations for women in Zott, slaves in Bampff, and men in Libertia.

4. On grounds of principle, you seek to preserve the pristine ecology of the Vastlands. You have reason to fear that other nations with claims on the Vastland intend to pollute the area through the development of industry and mining. You also believe that Spartonia wants the Vastlands for military purposes, an objective you also oppose. You would like to transform the Vastlands into a "world park" under the protection of the World Council. Before this can happen, each nation must give up all claims to Vastland territory and agree to forego all industrial development there.

5. One of your boats was sunk in a crash with a Libertian vessel. You charge the captain of the Libertian ship with negligence and incompetence and seek compensation from the Libertian government.

The States of Libertia

The States of Libertia is a relatively new nation. It is governed by women. All other nations on the conti-

nent are ruled by men. The status of men in Libertia is an issue of controversy. According to the Libertian Press, men are free and equal, but some other nations claim differently. Libertia was created by women who escaped from societies featuring male domination and chauvinism. Libertia encourages those women still enslaved to rebel or escape. Libertia has especially large deposits of squirtite. This is a crucial natural resource on the continent. Besides the issue of women, Libertians are somewhat lackadaisical about religion. This offends both Pyrote and Zott.

Problems:

1. You have been blamed by Zamboni for a huge squirtite slick off the coast. Zamboni believes you deliberately fouled their fishing waters out of anger over the subordinate status of women in their society.

2. You have a dispute with Bampff over the mining on Gilligan's Island. You want to mine there, but Bampff thinks she has exclusive rights to carry out mining activities on the island. You will win 150 points from the World Council if you can persuade Bampff to relinquish its exclusive mining claims.

3. You need to resolve Land Dispute "D" with Zamboni and Land Dispute "A" with Crock.

4. One of your ships was badly damaged in a crash with a Crockite ship. The Crockite ship sank. Crock claims the accident was your fault and seeks compensation.

The Sacred States of Pyrote

This nation is made up of three states all unified by their great religious leader and prophet Bolivar. His remains are buried on Gilligan's Island, which has become sacred land for the Pyrotians. They also visit this sacred place and become enraged when they think that this land is being mined and ruined by Zott and Bampff. Both deeply religious, Pyrotians and Zottites worship the same God, but follow a different prophet. As a result, they are quite hostile toward and suspicious of one another. Each people consider the other heretics.

Problems:

1. Your nation has been accused of damaging Horst's tomb.

2. You need to resolve Land Dispute "B" with Spartonia.

3. Your citizens were killed (murdered in your opinion) while conducting a protest on the Holy Bridge. You suspect that either Zott or Bampff are responsible. You have no proof (yet), and both Bampff and Zott deny any wrong doing. Your people are enraged that forty-five of their fellow citizens are dead. Something must be done.

4. You are engaged in a propaganda battle with Libertia. You dislike Libertia due to both the nontraditional role played by women in that society and the prevalence of atheism among its people.

5. You are fearful of Spartonia. Its large war machine appears threatening. You would like to avoid war if possible, but seek protection should Spartonia decide to attack.

Union of Zamboni States

The Union of Zamboni States is a nation that consists of numerous races and types of people and cultures. Many of these people have been exiled from other surrounding nations or have escaped these nations and have journeyed to Zamboni for freedom. The Zamboni government proclaims itself liberal, free, and democratic. Some of the exiles in Zamboni are thought to be criminals and terrorists by other nations. The liberal Zambonis oppose the position of slaves in Bampff and the militarism of the Spartonians. Most Zambonis are atheists who resent the efforts of several other nations to promote the spread of religion within Zamboni.

Problems:

1. Your nation eats much fish and has a large fishing industry. Competition from Bampff and Zott are cutting into your catch of fish. You decide to claim an exclusive fishing zone in the waters off of your own coast. This area will be reserved for Zamboni fishing vessels alone. This claim will have little practical effect, however, unless you persuade Bampff and Zott to officially recognize and respect your exclusive zone.

2. Zamboni officials/police have captured Pyrotian agents who entered your country in an effort to aid a small but violent religious sect in its efforts to overthrow the Zamboni government.

3. It is part of your assignment to encourage slave revolt in Bampff. Do this in the press. An effective campaign will win you 25 points from the World Council.

4. Spartonian exiles—now citizens of Zamboni—shot and killed a Spartonian general who had come to Zamboni to discuss trade matters. Spartonia is furious. You have captured the assassins.

5. You need to resolve Land Dispute "D" with Libertia.

6. You have discovered a squirtle slick on your fishing waters that you believe was caused by Libertia. You think they did this on purpose because they hate the status of women in your society. You want compensation.

7. You have also captured a group of Libertian guerrillas sent, you suspect, to spark unrest among the women of your society.

Holy Zott

Holy Zott at this time does not recognize the existence of Spartonia because the Spartonians are accused by Zott of taking some land belonging to Zott to help form the nation of Spartonia. Zott broke away from Bampff for several reasons. Zott is a traditional society with men and women in traditional roles. When Bampff began its industrial revolution, Zottites opposed the changes that were taking place in society. Zottite women are secluded from society, marriages are arranged, and change is a threat. Religion is the most important thing to a Zottite. This may be the most important reason why they broke away from Bampff. Zottites worship Nar, their God, and His greatest prophet Horst, who was sent to Earth to destroy war. Horst teaches love, respect, and salvation through adherence to a rigorous moral code. As a religious duty, Zottites must make a pilgrimage to Convent San Tanko each year. However this convent is located along the border between Pyrote and Crock. The trip, which must be walked, is difficult and can be accomplished only by crossing the Holy Bridge in Pyrote. Zott and Pyrote hate one another. This hatred has been years in the making and is religious in nature. Both believe in the same God, Nar, but different prophets. Pyrote believes in the Prophet Bolivar whom the Zottites claim Horst condemned as a heretic.

Problems:

1. Someone has destroyed Horst's tomb, located on Gilligan's Island. Your people are outraged. You suspect that either Pyrote or Bampff are responsible but have

not yet discovered proof. Conduct an investigation. Once it is complete, bring your charges along with the evidence you have assembled (use your imaginations) to the World Council. If the evidence is persuasive, the World Council will punish the offending nation.

2. Zott and Zamboni have a fishing waters dispute to settle.

3. In a potentially explosive issue, your nation is accused by Pyrote of killing Pyrotian pilgrims who placed themselves on the bridge connecting Gilligan's Island. Pyrote suspects that either you or Bampff were responsible for the murders. Pyrote does not yet have proof of who is guilty.

4. You need to resolve Land Dispute "C" with Bampff.

5. You need to somehow resolve your religious dispute with Pyrote. This is an explosive issue. You need to cool down tensions.

The Bampff Autocracy

Bampff was one of the largest nations on the continent until it went into decline just a few centuries ago. Since then she has lost territory to new nations. Still, Bampff remains quite powerful. Bampff is highly industrialized and is one of two nations that mines Gilligan's Island. Pyrote hates this. Bampff controls one of the bridges that crosses onto the island. Bampff depends upon a slave population for the majority of its labor. About fifty percent of the population is slave. Many nations condemn this slavery, but Bampff claims that life for a slave is better in Bampff than the lives of most other people in the other six countries . . . men in Libertia, women in Zott, the common soldier in Spartonia.

Problems:

1. You must get an agreement that guarantees your access to the resources on Gilligan's Island.

2. You also have been accused of killing the Pyrotian pilgrims who laid down on the bridge and were run down by unidentified truck drivers.

3. You need a constant source of squirtite. Get an agreement that guarantees this.

4. Try to find some way of reducing your political isolation without giving up slavery (the primary cause of your pariah status).

5. You need to resolve Land Dispute "C" with Holy Zott.

The People's Republic of Spartonia

Spartonia is the newest of all seven nations. It is made up of people who invaded this region from the wilds of the Vastland. The Spartonians are a tribal people. Warlike and belligerent, they are not well liked by the other states. Spartonia is a military nation. You argue that since all nations dislike you and one doesn't even recognize that you exist, you must develop a large military capacity simply to ensure survival. You claim that you are really a peace-loving country and that you would reduce the size of your military if each other country agreed to do the same. Your capital, Fort Eveready, is heavily fortified.

Problems:

1. You must guarantee a steady supply of squirtite by treaty or conquest or your military machine will grind to a halt.

2. You must persuade other countries that your country is peaceful and your army is only for protection.

3. You need to resolve Land Dispute "B" with Pyrote.

4. You encourage slave riots in Bampff as part of what your country calls its "freedom for all people" program.

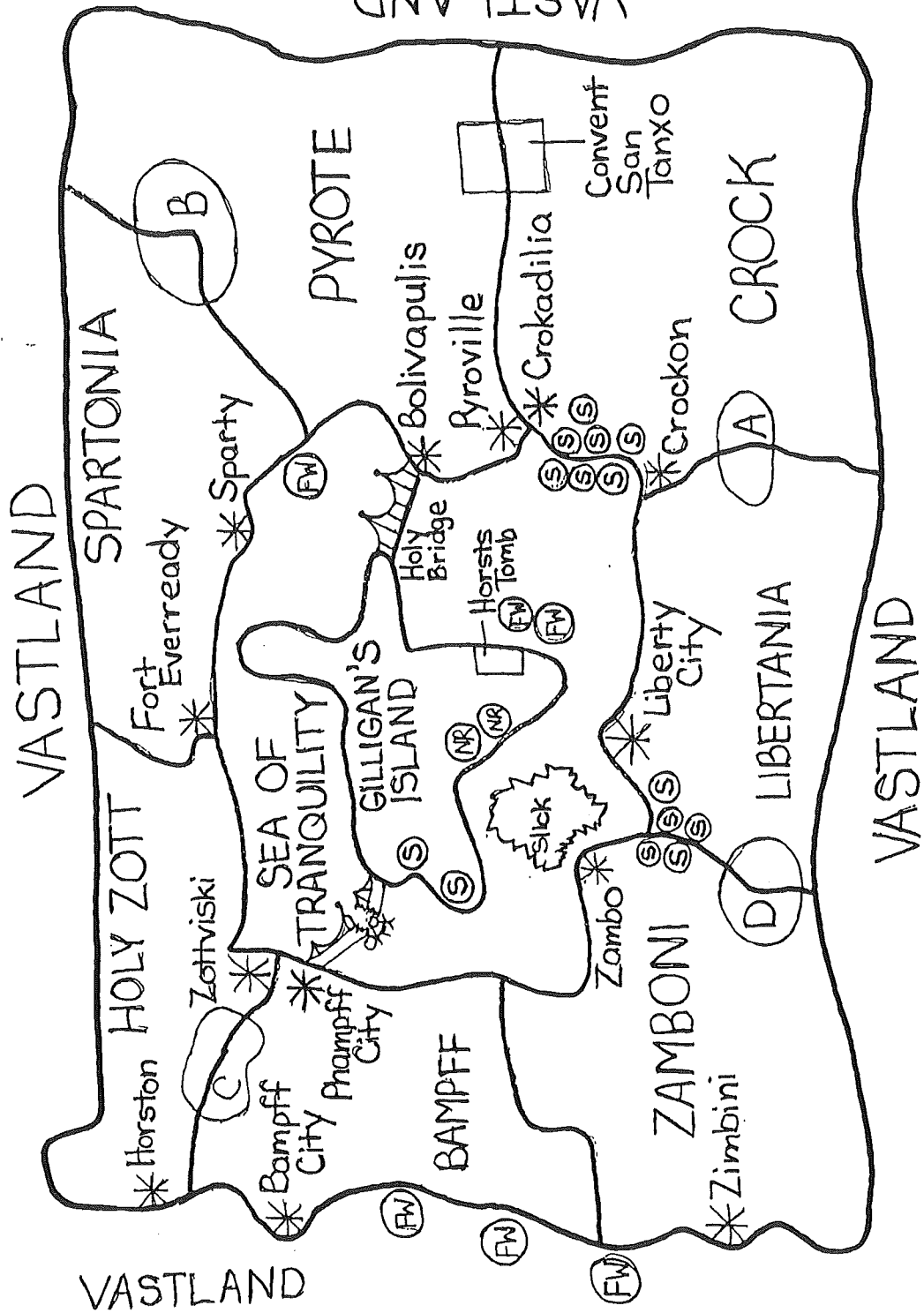
5. You would like to mine Gilligan's Island.

6. You claim all of the Vastland and would like to see it developed. You disagree with Crock about this issue.

NOTE

1. Michael Herzig is the creator and primary author of "Nations." This version has been edited and revised by David

Skidmore, who also prepared the "Teaching Notes."



INITIAL FACTOR TOTALS

NATION	INDUSTRY	FOOD	SQUIRITITE	ARMY	NAVY	AIR FORCE	NAT RES	TECH	ELECTRIC
SPARTONIA	1200	1000	1000	3100	3400	3900	1600	3100	2700
ZOTT	3100	1100	1000	2700	2400	2200	1800	2700	3000
ZAMBONI	1200	4100	1800	3500	1300	2500	2100	1800	1800
CROCK	1100	2900	4100	1800	1200	2100	2900	1800	2100
BAMIPFE	3500	1600	1800	2600	2800	3200	1600	1100	1900
LIBERTANIA	3900	1800	4100	1700	1400	1500	1000	3100	2900
PYROTE	1600	3100	1700	2800	1000	1000	2600	3100	3100

- By the end of the game you must have 2400 factors in each of 9 categories.
- You may not reduce any one category to less than 1000 factors by the end of the game.
- You must have one person keep records of your factor totals. Failure to do this will result in significant fines.

4

[illegible]