

The INS (InterNation Simulation) is a political role-playing game where the participants pretend to be the leaders (the cabinet) of an imaginary country making decisions about how to spend the budget, build up their nation's economy and carry on diplomacy with other teams representing other countries. (Page 2 shows the cover of the training manual.)

On May 2nd, 1969, Arthur Underwood and I organized and ran UAHS's first such simulation in the cafeteria with five countries representing the major European powers in 1914. In our simulation, WW I didn't happen. The list of the students participating and the roles they played are listed on page 4.

Page 3 shows the map that I created as Simulation Director and pages 5-9, the starting scenario or "back-story" up to when our game began. Our world even had a newspaper (page 10) though I forget who our journalists were. I've also lost the names of the rest of the staff who helped me update the forms for each round of the simulation which overall lasted about three or four 2-hour rounds.

Pages 11-14 show my after-the-event account of what happened including my own cartoons. Countries communicated with each other by scheduling meetings of their diplomats or by hand-written messages delivered by our messenger service. Page 14 includes a few sample messages at the top.

We all had so much fun that we decided to do it again. See the following pdf for what happened in INS 2.

Steve Holloway, April 2009



PARTICIPANT'S MANUAL

Harold Guetzkow, Northwestern University
Cleo H. Cherryholmes, Northwestern University

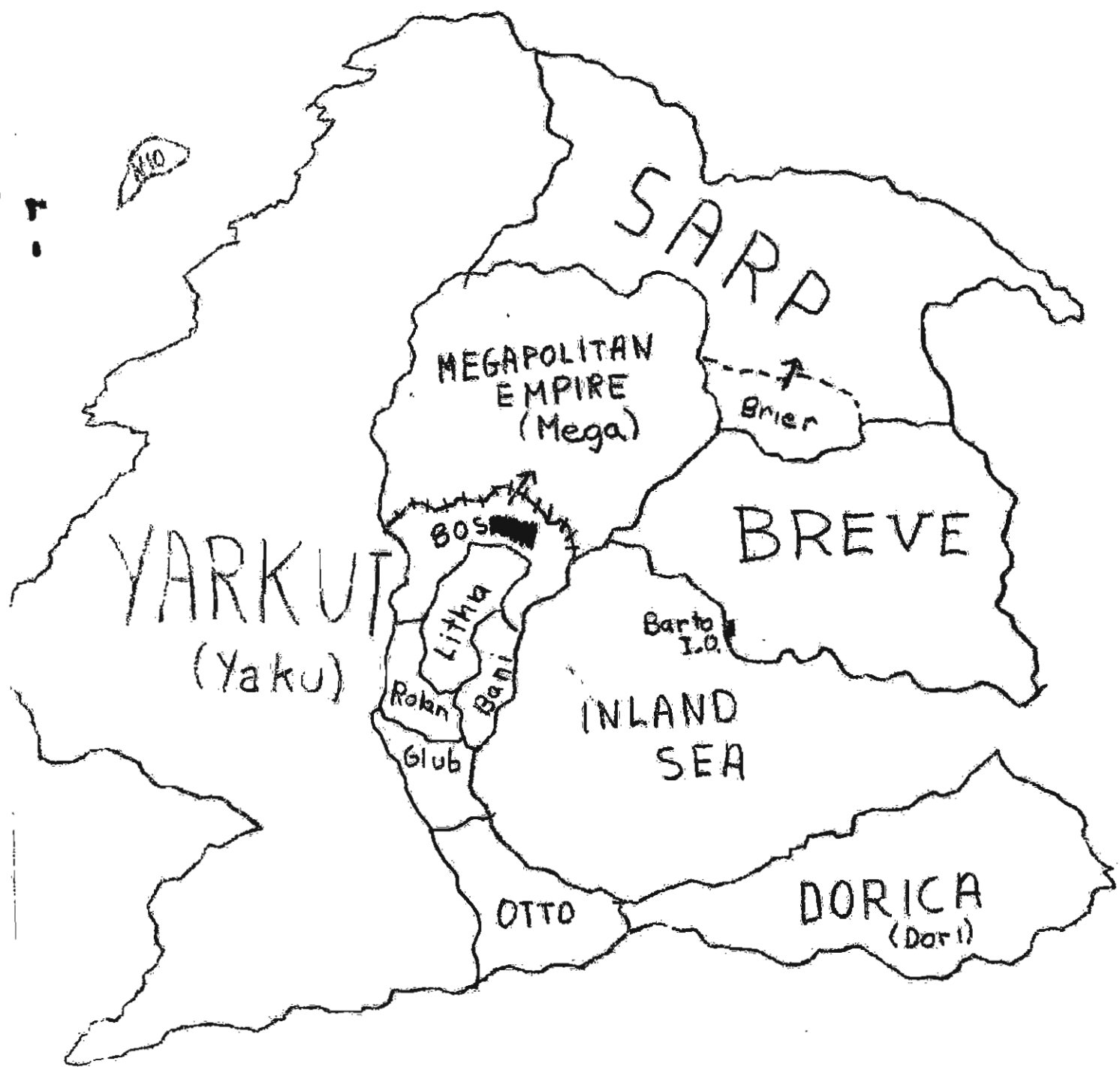
Inter-Nation Simulation Kit



Reorder No. 13-112

SIMULATION NO. I

World Map



List of Countries and Members

Dorica

Bill Clark H.S.
Dave Smith H.O.A.
John Livingston F.F.A.
Lyn Gavin F.A.D.
Duke Wick D.C.L.

Yaku

Andy Wise H.S.
Vicki Day O.D.A.
Mary Smith F.I.A.
Mike Kich F.A.D.
Mike Radcliff D.C.L.

Sarp

Doug Snyder H.S.
Jeff Putnam O.D.A.
Steve Goldsmith F.I.A.
Fred Grant F.A.D.
Julie Gravens D.C.L.

Mega

Bruce Hart H.S.
Kathy Wolfe O.D.A.
Christy Veicelli F.F.A.
Steve Andrew F.A.D.
Steve Reed D.C.L.

Breve

Craig Heckman H.S.
Bob Russell O.D.A.
Tom McCracken F.I.A.
Beth Tostle F.A.D.
Linda McClanahan D.C.L.

Small Nations

Lithia-Jim Spittler
Rolan-Sue Jones
Glub-Charlie Gavin
Bani-Linda Kelsey
Otto-Jane Backwill

WORLD HISTORY

The simulation world is composed of five large extremely nationalistic countries -Breve, Dori, Mega, Sarp, and Yaku- and several other smaller states. One finds a world of shifting alliances which at present have balanced Sarp-Mega vs. Breve-Yaku, with Dori remaining officially neutral though in sympathy with the Breves. Dori is hesitant to enter into a mainland dispute which might lead to economic disaster and the end of her world supremacy. Both Mega & Yaku are large but economically backward countries. Sarp is a progressive, young nation which has already displaced Breve from No.2 World Power, and is now challenging Dori for No.1.

The circumstances of the present political positions is a kaleidoscope of diplomacy and international intrigue.

DORICA Will the colossus give up world supremacy to engage in an economically disastrous war?

For the past 100 years, Dori has been the leading power of the world mainly due to her ideal location on her peninsula. Isolated from the frequent war of the mainland, her naval force has been master of the seas, daily bringing raw materials (JOBR's) from her over-seas territories. During the Brevic Era (100 B.S.) her blockade of the mainland cut out her competitors in world trade. "Middleman of the world" her yearly exports are valued at 700 BC's and her banks have made Dori, financial capital of the world.

Recently Dorian prosperity has become increasingly threatened by Sarp's growing navy, positioned along the NE coast near Dori's vulnerable trade routes. Sarpian competition for Dorian markets is becoming alarmingly successful.

Until 13 B.S. though neutral, Dori was pro-Sarp in her "Splendid Isolation", but recent rivalry and events on the mainland have tempted her to align herself. Traditional neutral as in the following conflicts:

54 B.S. Breve defeats Mega

47 B.S. Sarp defeats Mega

43-2 B.S. Sarp (Parathe) defeats Breve

in 15 B.S. her traditional enmity to Breve and her distrust of Yaku have faded. In 9 B.S. she made a cordial agreement with Breve and six years ago, under Brevian urging, she made a peaceful agreement with Yaku. At present she is officially "uncommitted". The last SFA, Grey, summed up his country's position; "If there is war between Sarp and Breve, it will be very difficult to keep out of it...but the prospect of such a titanic war and of our being involved in it is horrible"

SARP "The course remains the same; full speed ahead!"

-International Press release, HS of Sarp.

Though the Sarpian race is very old; the Sarpian state is only recently formed. Earlier she was a loose confederation of small

Sarpian states lead by Megan (another division of Sarpian peoples to the south) Provinces. By 53 B.S. Parsthe, the strongest and most militant of the Northern Sarpian, was challenging the traditional Megan Rule and in 47 B.S. she defeated Mega in a brief war. It remained for the Parsthe's brilliant chancellor, Sinkthe, to begin consolidating the long-divided Sarpian states (46 B.S.), until in 42 B.S. (the same year of Parsthe's glorious victory over the Brevians) the present nation of Sarp evolved.

Because of Sarp's late appearance as a great nation with centralized government and territorial unity, she was far behind her older contemporaries. Sarp lost out in the competition for colonies and economic growth. But the vigorous, progressive Sarpian were not to be left underdeveloped. The guiding spirit of unification, Parsthe's strict discipline and statism were adopted by the industrious race. Under State's guidance, the country's abundant resources were uncovered and her economy was industrialized. The resulting phenomenal growth of Sarp has amazed the world community. Within a few years her ambitious naval forces were competing for Dorica's home markets. In 42 B.S. she proved her land army superiority by humiliating the Brevians in the Faro-Brevic War.

Inspired by her rapid rise and bold bid for international power, the Sarpian are feverishly nationalistic. Since her birth as a nation, she has received no major set backs. Her aggressive outlook is shown in Sinkthe's blatant challenge: "Not by speeches and majority votes are the great decisions of the day decided, but by blood and iron."

Faced on either side by enemies (Yaku & Breve), she is held at bay, but as one high ranking Sarpian leader put it: "I have a commitment to the Sarpian State- she must be granted her destiny!"

BREVE "Sarp will no doubt vent her frustrations over Dori's navy on us." -Last SFA of Breve

Breve is the richest farmland on the continent. Unlike Sarp and her love of state, the Brevians' chief passion is the of his motherland. Unlike Dorica and Sarp, she is totally self-sufficient, and few of her people have emigrated. At present she is an evenly developed industrial and agricultural state. Though like Dorica she owns vast territorial expanses overseas, she is not dependant on them and indeed, she finds them a military burden.

More than a century before, the Brevian armies spectacularly conquered all the continent except for Dorica and part of Yaku. The latter two eventually defeated her and ended the Brevic Era. Her glory has not diminished: Barto, the capital city, remains the cultural and diplomatic center of the world. The present Brevic Republic which has evolved from a century of revolutions and civil war, is now stable though royalists and republicans still wrestle for control of the government.

In the Faro-Brevic War, Breve suffered military reverses including a degrading siege on Barto, national humiliation, and most important

the loss of Brier, an extremely valuable province on the Northern boundary. With the loss of Brier, Breve's BR's dropped from .80 to .73. The present HS made a campaign promise which summed up the mood of the people; "I will see Brier returned to Brevian Hands, and my people avenged for the contumely they have suffered from the Sarp."

After the Paro-Brevic War, Breve was isolated and her world prestige ruined. With the ~~Three~~ progressive Sarp growing on her doorstep she was insecure and frantically searched for allies. When the Three States League of DSarp, Mega, and Yaku dissolved in 26 B.S. into the dual alliance of Sarp and Mega, Brevean diplomacy began courting the Yaku. Political opposites, Breve and Yaku established a cordial agreement in 19 B.S., which has increased, under tremendous Brevian loans (about 2,000 BCs) to the underdeveloped giant, till at present it is a full alliance. Sarp fears the alliance and has hoped to break the coalition by diplomatic bargaining and blunt threats. In the past thirteen years Breve has also wooed Dori toward alliance, but here her diplomacy has not been immediately successful. She carefully avoided conflict with Dori over the Fashoda Affair (15 B.S., a colonial dispute) and recently managed to council Dori to the Yaku. Though the innety grows, as of yet Breve has received no force commitment.

Fear of war has thus far checked Brevian desires for revenge on Sarp. Breve's beloved SFA was recently quoted by the World Press as stating; "One must be deliberately blind not to realize that the (Sarpian) lust for power, the impact of which makes the world tremble each day, has fixed as its policy the extermination of Breve". Many noted pessimists believe that war is inevitable, and it is merely a question of who fires the first shot, the Brevians or the Sarps.

IMPERIAL YAKU "All hail the largest country; all hail Yaku!"
-unidentified drunk peasant.

With the largest land tract and greatest population in the simulation world, Yaku is the great power to the west. Culturally, economically, and politically speaking she is totalitarian and underdeveloped, though rich in resources. Only her dependancy on eastern capital (notably loans from Breve) has kept her government from collapsing. Though in response to this dependence on Breve currency- Yaku has a military commitment to Breve; her principle supplier and customer is still Sarp. Yaku can not escape the reality that in a war she will lose this valuable Sarpian market.

In the passing centuries Yaku's chief concern was that of breaking up a circle of enemies surrounding her and gathering in Yaku lands. The result was a huge, multinational empire. Her power was felt in the world scene, when in 100 B.S. she helped Dori to defeat the Brevians. After this the Dori-Yaku duel for power increased with the principle bone of contention being the Inland Sea question. Faced with unfavorable harbors on her west coast, Yaku has sought an outlet on the Inland Sea against the wishes of the Dorians who want to monopolize the trade and naval power on this body. Dori blocked Yaku expansion by championing the "territorial integrity" of the decaying nation, Otto (see map). As she had three times before, Yaku

attacked Otto (Yaku-Ottoish War 36-5 B.S.) but desisted with Dori's threat of intervention. The result was the Treaty of San Stefano B.S. 35, in which Yaku ~~had~~ called for the creation of ~~the~~ Glub from northern Otto, which Yaku believed could be manipulated as her puppet. Dori, objecting to the treaty, prepared to go to war until Sinkthe (Sarp) offered his services as an "honest broker". This led to the Congress of Barto which saw Glub independant, Otto compensated by Dori, Mega compensated by relieving Bos, and Yaku relieving nothing at all. Yaku was further humiliated when Glub chose not to accept Yaku domination, but pursue genuine independence. The greatest humiliation of all came with the Yaku-Nio War, 9-8 B.S. in which the tiny island of Nio defeated the Grand Imperial Yaku Army & Navy. This reversal amazed the world and shocked Dori into the realization that Yaku was not the overdominate military threat she had pictured. Fearing now that the Sarp-Mega coalition is far superior to that of Breve-Yaku, Dori has forgiven the Yaku's and taken steps to redress the balance of power by moving closer to the latter.

Megapolitan Empire "We must offer our hand to Sarp and show our fist to Yaku"-Andrassy, SFA of Mega.

MEGA

Whereas nationalism united Sarp, it is cracking the Megapolitan Empire. Mega, referred to by the last Dorian HS as the "Ramshackle Empire", is a multinational state made up of no less than eleven fairly segregated nationalities. The original Mega was formed out of fear of Otto many centuries ago, and thereafter she has been continually her borders southward to the sea. Mega as all the other power nations of this simulation, accepts the fact that a great power must continually expand.

Mega has people problems. She is a patchwork of heterogeneous provinces and a medley of polygot peoples. Of her eleven peoples, all are minorities. The two largest are the Megans (a breed of Southern Sarpian) and the Magy, each constituting about 20% of the pop. Past attempts at unity and centralization failed or resulted in revolutions. After years of maintaining political control by playing the nationals against each other, the Megapolitan Dynasty, in the famous Mega-Magy Compromise of 46 B.S. turned over the reins of government solely to the Megyans and Magys. It was in effect an alliance of the two against the rest of the nationalities and the result has been hopeless alienation of nine minorities.

Mega's foreign policy has been something of a paradox. Under her out spoken SFA, Andrassy she has attacked her traditional ally, Yaku, and angered the independant sea coast states. In an ideal position to be the trade center of the mainland, she has alienated all nations except Sarp. Secure in her Sarpian Alliance, she is at present pressuring Lithia.

The Sea Coast States

These countries are the fragments of Otto's decay; Lithia, Rolan, Glub, and Bani. At first Mega remained indifferent while they fought for liberation against Otto, leaving the field open for Yaku who sought (and still does) a seaport on the coast. Though independent by the Barto Congress the states have no real power and serve as pawns of the big five. Mega's absorption of Bani on Lithia's north boundary alarmed Lithia and Yaku to the Mega threat. Last year against the will of the large powers Lithia, Rolan, and Glub attacked and defeated Otto. Not wanting any of the states to become too greedy the big 5 created Bani out of the spoils. Nonetheless, the victors did quarrel; and earlier this year Glub attacked Lithia but went down to defeat when Rolan entered on Lithia's side.

In this area nationalism runs high and the tension grows daily. Yaku has sided with Lithia against Mega, and Glub is pulled toward Sarp-Mega. It is only a matter of time until conflict again breaks in this unstable area. It is frighteningly clear that the sea coast states could be the trigger to global conflict.

The International Organization

A high ranking Megan official recently was attacked while visiting ~~the~~ Lithia. He returned to his homeland unscathed babbling that he had been saved from death by a "divine design". Receiving an insight of the terrible world situation, he proposed that an International Organization be formed for the purpose of peace. An I.O. was set-up in Barto this month and will soon hold its first meeting. Many world decision-makers hold it in scorn and contempt, yet others believe it is the only means of "stalling the war".

THE

WORLD DIPLOMAT

VOL I

DECISION PERIOD I

FLASH

Because of technological advancement the partial blockade has been reduced to 50.

Mega-has asked for a conference with Sarp ~~to~~ to discuss financial aid.

Yaku-Sarp and Breve have asked for a cordial agreement which does not involve Yaku.

Yaku- is having problems economic lly and a possibility of war is present.

-its situation is critical and has asked for help from Lithia. Its isolationism is being threatened by neighboring states according to sources.

FLASH

Sarp and Mega strengthen alliance

I.O.-The I.O. is discussing the possibility of setting up a non-aggression pact. The small countries have had borderline conflicts. They oppose the pact, wanting assurance that they won't be invaded by the larger countries.

Lithia- Has recieved information from Rolan that Yaku is receiving arms from Sarp and Mega and Rolan fears attack.

INTERNATION SIMULATION OVERVIEW

On May 2, 1969, Upper Arlington held its first international simulation. For whatever value it may hold an analysis of that first attempt is given here-in in the hopes that someone will have gone away knowing what happened. I had envisioned myself seated at my desk in sim. headquarters reading the messages as they came in, watching my valiant math team preparing MDF's in 5 to 10 minutes, and being the only person in the whole thing to know what was coming-off. My dream ended with the 1st period MDF's. After that, I was drowned in paperwork and had no idea what was going on. Since Friday, ARE and I have been attempting to piece together the circumstances of the world situation from the MDF's, FUP's, agreement and trade records, messages, World Diplomat, and even scrap paperazzi collected off the floor afterwards. Much of this report comes from discussion with "World Leaders" and thus contains much opinion. We've tried to remain objective and not mention personal names, though many people were accused and accursed.

I Shift Alliances (per. 1 to 3)

For those who yet do not know, the simulation we used represented the conditions in Europe pre-WW II 1913:

Dorica-----England
Breve-----France
Sarp-----Germany
Mega-----Austro-Hungary
Yaku-----Russia
Lithia-----Serbia
Glub-----Bulg(aria)
Rolan-----Rumania
Otto-----Turkey
Bani-----Greece & ALBAN Ia

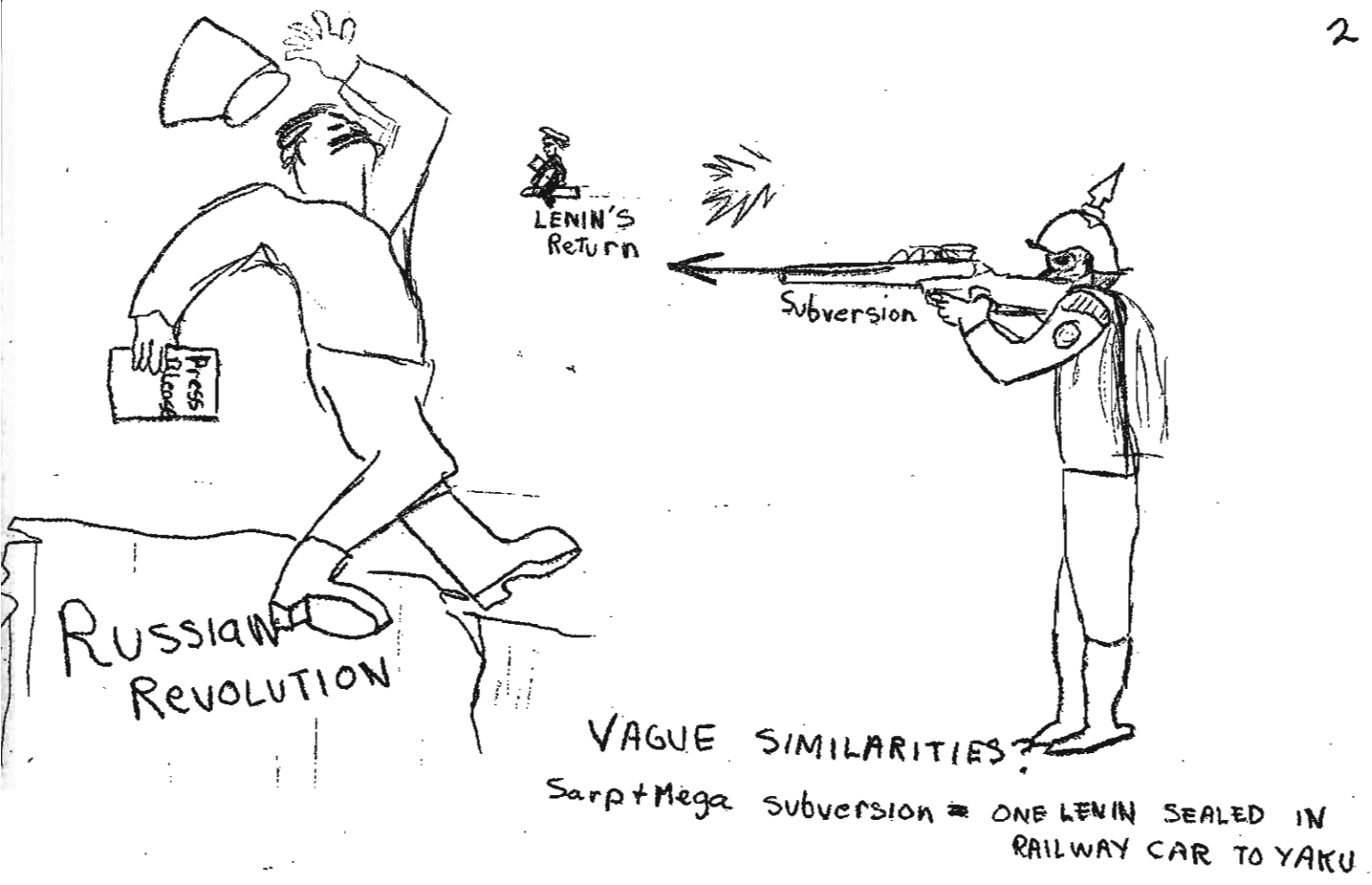
The alliance started out roughly by the way they were set up in the history.

Trade in the 1st period ran:

Otto asks aid of Sarp + Mega
Lithia " " " Yaku
Bani " " " Dorc
Glub " " " Sarp
Rolan " " " Breve + Yaku

Even at this time Rolan complained of Glub-aggression on her territory, scene of future hostilities. Though in truth all the X conflicts which followed including the "Balkan War" were really a facade for future plans of confederation into one state, Omne. The Omne plan called for all members to send as many goods as possible out of their allies during the first three periods. There were also rumors during per 1 of a Breve-Sarp agreement but both parties now deny this.

During per. 2, the action started. The fake tensions in the Balkans brought Dorica closer to a peace commitment to OTTO and pulled Rolan and Lithia against Glub.



Yaku, though, was the main center of conflict. Yaku's H.S., taken with filling out false press releases and signing the name of another country to it, stirred up world trouble with headlines like, "Sarp declares war on Mega" and "Sarp subverts Mega". It's hard to tell just who Yaku's real friends were at this time; even Breve began feeling displeasure with her actions. Finally Yaku's DOL went to Sarp seeking aid and received ~~Yaku's~~ Sarp+Megan subversion. In 3rd period the DOL's plot gave him the H.S. seat.

During this period⁽²⁾, Sarp began negotiations with Dorica. If this had come about it might have brought ~~about~~ an interesting brake^{with} history. If Sarp and Dorica had allied they would off had sufficient power to see to international peace. Though both countries favored a five nation peace pact, complications arose which would eventually drive the two to opposite extremes. The problem can be traced to communications and diplomatic misunderstanding but now further. The HS of Dorica stated that he was neutral about the proposal until a conference with Sarp changed his picture of the proposed pact. Rumors spread that Sarp was subverting Breve + Mega. (Though Niether were). Dorica's picture of the Sarp pact turned into a central confederation dominated by Sarp. The HS of Dorica received favorable reports from the ODA of Sarp but they were relayed to him thru his DOL and thus he suspected ~~in~~ abroad.



DORICA'S DILEMMA

which is the real Sarp?

of 200 FCC's.

The Russian Revolution moved the world toward a total change in alliances. The first change was the end of the Breve-Yaku coalition. Breve broke diplomatic relations and might have gone to war (if she hadn't given her army to Lithia). The Sarp-Mega coalition began to split also. It is still not clear what brought this about. Mega says she was ignored and snubbed by Scarpian diplomacy. Any way the lack of communication grew into a diplomacy break in 5th period. Sarp's new ally was Yaku and this combination caused unease thru-out the world. Both Breve and Dorica filled out projected responses to a Scarpian attack.

II The New Coalitions

Though the 5 power tensions increased, the Balkons suddenly erupted into war. Dorica, pressed with other forces, broke with OTTO. What the rest of the world didn't know was just how large this "terrible war" was.

Glub fired 5 FCC's at OTTO.

OTTO " 1 FCC at Glub.

Bani " 1 FCC at OTTO.

When the minor nations believed they had drawn so much out of the big 5 as possible they fulfilled their plan to unite. Omne was thus born, the largest military power.

at the same time Sarp completed her protectorate over Yaku. The powers now lined up. Both Mega and Breve were having economic problems. Dorica pondered, the rumors of Sarp-subversion? Lithia's H.S. wanted an immediate united attack (which would have succeeded in destroying

Famous Last Words.

"What are you doing? Fools! Biggots! Your war will fail! Ha.Ha!"
To GLUB from F.J.Grant.

"What's going on? Who's side is the diplomat on?" To DOL Yaku from
F.P.A.Yaku.(And you thought your nation
was confused!)

To DOL-Yaku."You are invited to a special party at our embassy in
your capital!" -J.Purman-Sarp

To BANI."Who are you allied with?" Breve.

To DORICA.RESTRICTED."Due to the dangerously aggressive intentions of
Sarp and Yaku,it would be very simple to over come this ag-
gressive threat,if each country would together give 200 BCS
for subversive activity.This would overthrow Sarp."-BREVE E.
Repy."We presently want peace.We will take no action against
Sarp at present.Stand-by!"

To ? : L. V. P. S. M

QUESTIONNAIRE. Please return this part. NAME _____

- 1.This being the first simulation there arose many problems.One of
was too many incorrect MDFs.Would you have liked more training? ~~Yes~~
There is a simplified,abridged MDF which could perhaps be used.Would
you favor such a MDF? Any other comments?
- 2.The use of messengers was different than we had invisioned.We original-
ly preferred an independent,non-biased messenger service.Do you prefer
this idea or one messenger assigned to each country ?
- 3.Complications arose with the press.We later found that on the press
copy(pink sheet) of the messa. form the heading (to-from) was reversed
(from-to) so most information in the World Diplomat was backwards.
Otherwise,what was your impression of the press?
Any improvements?
- 4.Are the blockade forms needed? There was very little trade in this
simulation.Why?
- 5.An important problem:few people put a standardized time on the
message form..what other problems did you have?
- 6.There has been much interest in favor of another simulation yet this
year.I'm thinking of a 10 nation show.Interested?If it were held a week
after seniors leave(after sen. exams)would you come or would you prefer
it yet ~~Yes~~ during school?
- 7.In another simulation would you pr fer the same offices?
- 8.For a location I'm considering the auditorium stage.Other ideas?
- 9.I would like the small,one man country's opinion.Are 1 man states any
good?(Glub,Lithia,etc)
- 10.I and Mr.King are looking for juniors ~~for~~ for this one. (5-10)Should
they be evenly distrobuted or put all in one country? If you know any
likely prospects but their name here _____.

TANKS,
Steve Holloway

The INS (InterNation Simulation) is a political role-playing game where the participants pretend to be the leaders (the cabinet) of an imaginary country making decisions about how to spend the budget, build up their nation's economy and carry on diplomacy with other teams representing other countries.

The first INS was in early May and we all had so much fun that we decided to do it again on 29 May just after seniors finished with exams (page 2-3; my crude signup sheet and announcement.) This time we used ten imaginary nations based on our 1960s world (page 4 has the role assignments). The only space we could get that was big enough was the balcony lobby of the auditorium. Chris Graham produced the beautiful ID badges (pages 5-8) based on pictures in the training manual. The graphic indicates your position ("Lions" were Heads of State (HS); torches were foreign affairs diplomats, (FAD) etc.) The color indicated which country team you were on. Arthur produced the map and prehistory for this one (pages 9-11) and we had a bigger Global newspaper (pages 12-17, run by junior, Ann Grove, I believe). Page 17 lists some of the other staff members. Page 18 is a sampling of messages from early in the game. Page 19 is a sample treaty and page 20 shows some of the stats for each country which I and my team of calculators had to update each round (about every 90 mins.)

We were so loud that Guesman and Shelby were always on my case about the noise. Unfortunately, this second world had nuclear weapons and did not survive to the scheduled end time. I guess maybe we weren't the Peace Generation after all.

Steve Holloway, April 2009

A second international simulation is being scheduled for May 29. One this day if can attend sign your name below. I'm giving you the date early for those people who had to make arrangements to get out of work, etc.

Mon	Tues	Wed	Thurs	Memorial
26	27	28	29	Day
Senior Exams	Senior Exams		★	

Not Sure Christy Vercelli (?)

This simulation involves a ten nation world; other recruits will be coming in from a few other classes as much as possible, in cases where this preference was made, offices (nations) will remain the same for most.

2 Kathy Wolfe

3 STEVE REES

4 ~~ILL MARIANO~~

5 ~~Linda McClenaghan~~

6 ~~Bob Hand~~

7 Charles Garvin (?) - maybe make ^{fielding}

8 Steve Andrews

9 Jape Beckwith (?)

10 Andy W. 27

11 DOUG SNYDER 28

12 Mike Radcliff 29

13 Beth Postle 30

14 ~~Jim Spitzer~~ 31

15 ~~Billy Clark (same office)~~ 32

16 John Livingston (ex Paris) ^{SS} 33

17 Steve Kiedmich (EPA Sarp) 34

18 Colleen McMahon (not included before) 35

19 Lynn Gavin (same office FAD) 36

20 Duke Wick (Diplomat of my country) D.O. or F.D. 37

21 Bob Russell (FPA of Breve) if you did not get involved

22 Tom McClacken FPA in the last simulation but would like to in this one, please sign name above

23 Sue Williams

24 ERIC GROUT (F.D. SARR)

25 Craig Heckman (HS Breve) Training will take place when possible (exams over) on Mon, Tues, & Wed

26 ~~Jim Graham~~

Final preparations are being made now for UAHE big '0 nation simulation to be held in a week, May 29 (Thursday), on the auditorium stage. Seniors will find no conflicting school activities on this day (except a math 5 field-trip) but Juniors should check with all teachers to miss classes. Elementary training will be run in hour shifts all day on Mon (26th) and Tues. -- Sen. should stop ^{WHEN} their exams are finished and Juniors must come during their study halls and social studies classes. This training will be in Prichetts room 131 except during the French exam. COME AS OFTEN AS YOU CAN!!!!

MANDATORY MEETING

WED. MAY, 28 at 1:00 in 131.

IF YOU CAN NOT BY ANY MINUTE POSSIBLE GO TO THIS MEETING CONTACT (Holloway) IMMEDIATELY.--as soon as you know you can't attend.

INS. DAY

Starts at 8:00 on Thurs. and runs continuously with 45 min. breaks. We will continue our policy for allowing up to 1 hr. absence at any time for an important class appointment, etc.

If there are any other unusual conditions (like "I can attend if-" for certain times during the day) discuss them with me as soon as possible.

QUINNS

MAY 29

TASU.

H.S. Pat Dynes
 O.D.A. Linda Miller
 F.P.A. Steve Goldsmith
 F.A.D. Daim Kendall
 D.O.L. Steve Hinshaw

VORA.

H.S. Doug Snyder
 O.D.A. Andy Wise
 F.P.A. Steve Reeb
 F.A.D. Robert Gardier
 D.O.L. NONE.

DORB

H.S. Craig Heckman
 O.D.A. Mark Fayer
 F.P.A. Bob Russell
 F.A.D. Mark Fry
 D.O.L. Julie Chapman

SOMME

H.S. ~~Bob Clark~~ John Heintz
 O.D.A. Terry Frentel
 F.P.A. John Livingston
 F.A.D. Lynn Gamm
 D.O.L. Duke Wick

REFA.

H.S. J. B. Pettigill
 O.D.A. Deb Willamon
 F.P.A. Dave Highsmith
 F.A.D. Fred Grant
 D.O.L. Linda McClanahan

ALGO

H.S. Ross McConnell
 O.D.A. Steve Boyce
 F.P.A. Bob Dam
 F.A.D. Glenna Star
 D.O.L. NONE.

INGO

H.S. Mike Radcliff
 O.D.A. Nancy Sinclair
 F.P.A. Vicki Day
 F.A.D. Bob Burns
 D.O.L. Chuck Edgan

OMNE

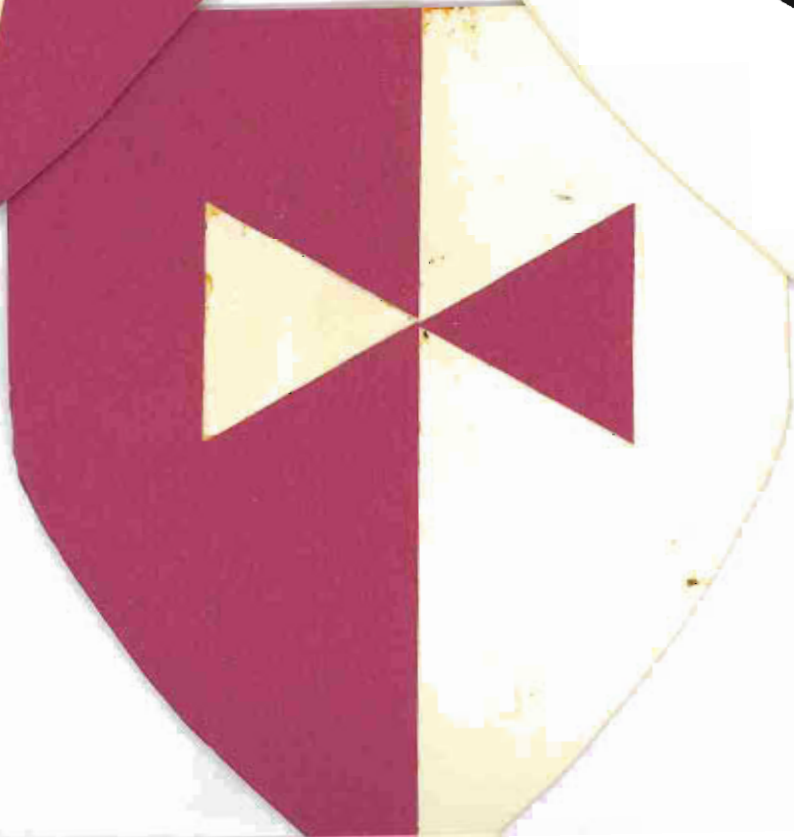
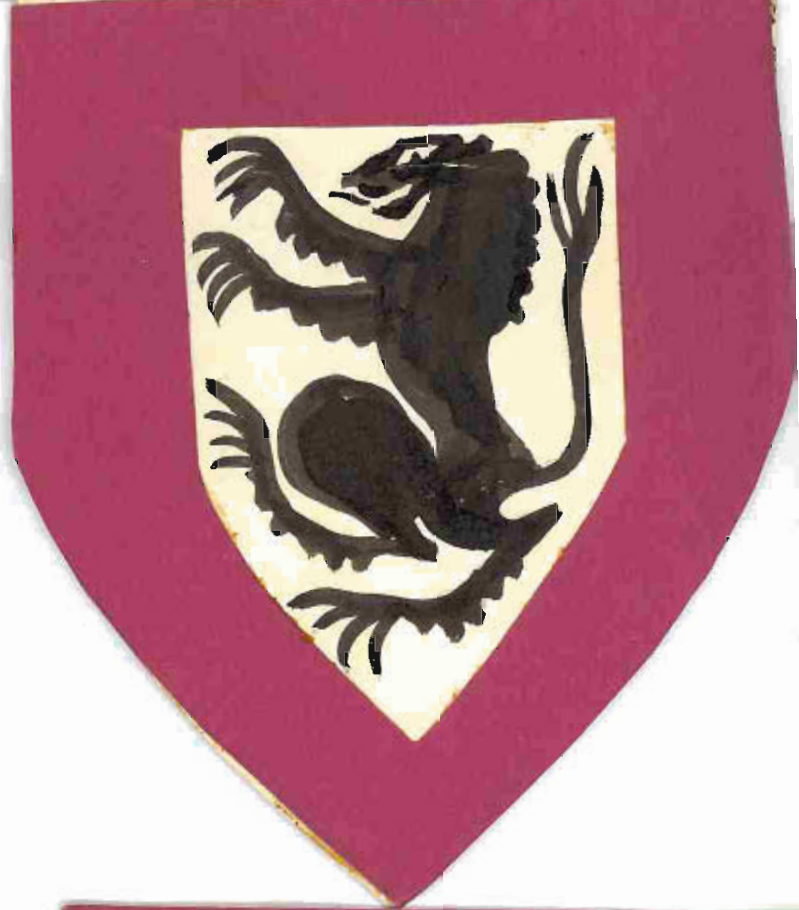
H.S. Dave Woody
 O.D.A. Eric Zichow
 F.P.A. Tom McCracken
 F.A.D. Scot Sinclair
 D.O.L. Les Radbill

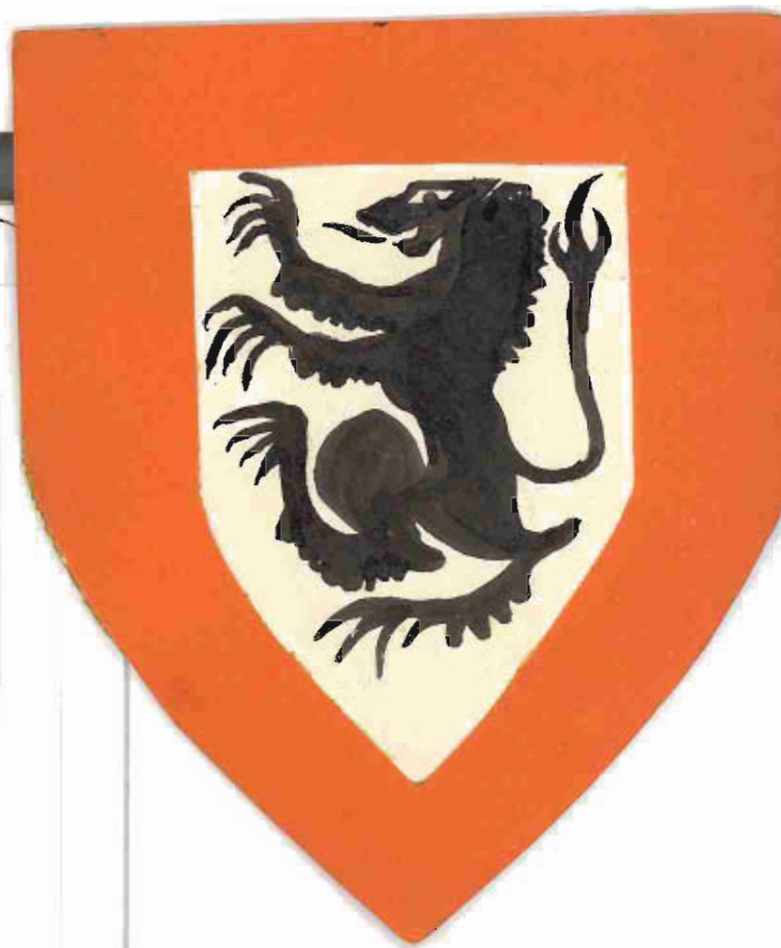
UTRO

H.S. Bill Reisenberger
 O.D.A. Bruce Ambuel
 F.P.A. Robin Morris
 F.A.D. Beth Postle
 D.O.L. John Heintz

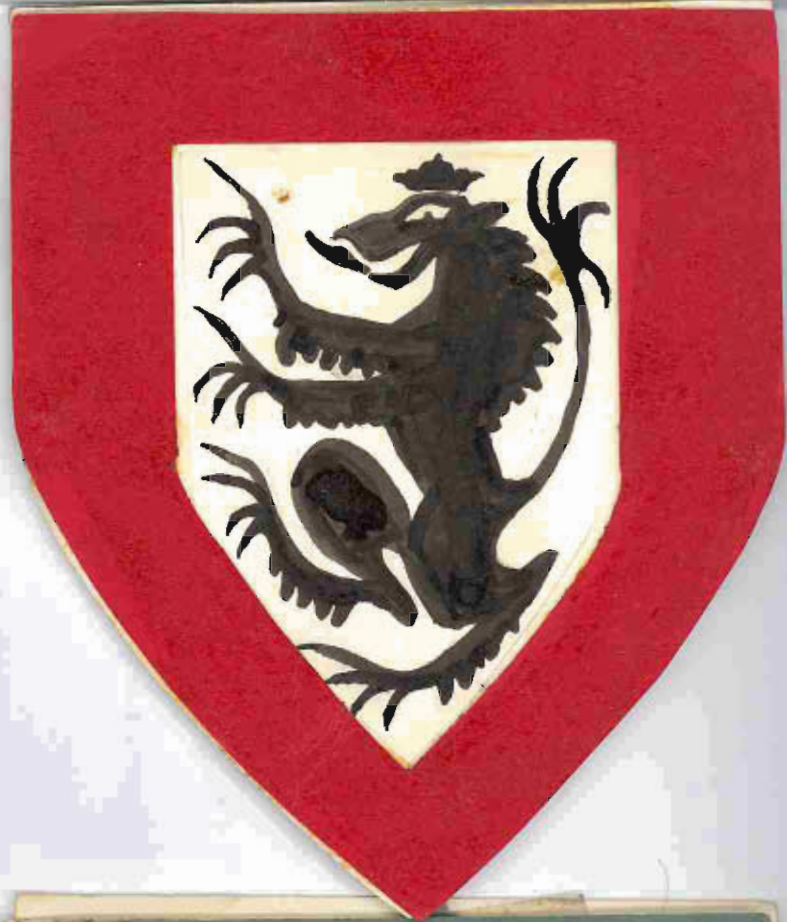
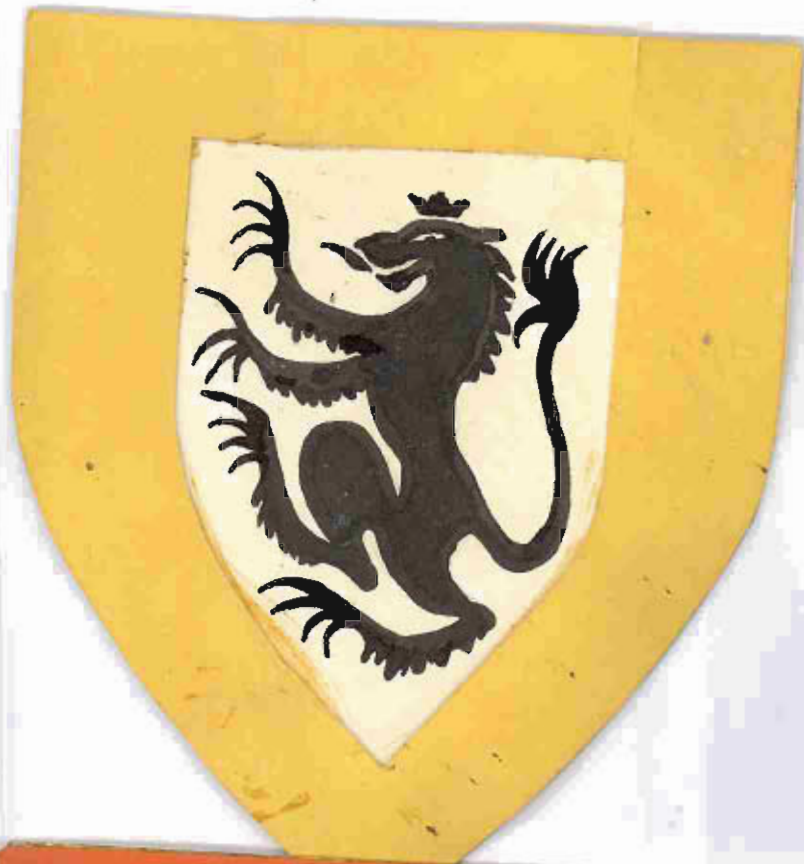
ZENA.

H.S. Colleen McMahon
 O.D.A. Kathy Wolfe
 F.P.A. Steve Buckmaster
 F.A.D. Chris Graham
 D.O.L. Brooks Friley









WORLD SCENARIO

This world community like our modern world, is polarized around two very strong major alliances - the Eastern Coalition, headed by Tasu, then Somme and Rega - the Western Coalition, Yora (leader), Algo, and Ingo. These alliances are Force Commitment alliances, weapons are firmly committed to the collective protection of all members. The remaining four nations though not formally committed to either camp are economically weak and politically and thus must rely heavily on aid from the two economic giants, Tasu & Yora. Dorb has traditionally sided with the Eastern Coalition and Omne with the Western. Both countries at present ~~may~~ receive the benefits of a Mutual Defense Pact and Foreign Aid Program with their "friend" Zena receives aid from both world powers. Utro was a member of the Western Coalition but refusing Yora's leadership she withdrew creating a hostility which has not yet died. Recently Zena and Utro have been maturing plans for a third coalition independent of the others. The H.S. of Zena, the guiding spirit of the movement, has moved her country toward a Mutual Defense Pact with Utro (though both countries have Non-Agression Pacts with all nations) and attempted to woo Dorb and Omne into the movement. The grave concern facing the world leaders here is that Zena has the capability to produce nuclear weapons and if she did the third camp would be a concrete force to be reckoned with.

Besides this major concern for the third world movement there are three other major problems. One is nuclear proliferation. Yora and Tasu are the great nuclear powers each maintaining large arsenals. Somme also has developed moderate strike force. Recently, Algo has created a token bomb. Rega is on the verge of "having the power" and it is feared that if either she or Zena develops a force the world balance of power would be destroyed.

The second contention lies with Rega. Defeated in war by the great powers after successfully ~~defe~~ crushing her neighbors, she has with aid from Tasu made a fantastic comeback. She is now clamoring for a new independent course of self-determination and Yora and Ingo in particular view this new Regan nationalism as a threat to world peace. Yora states- "If Rega shows any inclination to develop nuclear weapons, we will be forced to invade Rega and restore world peace."

The problem is the issue of the Legoland Islands. Though owned by Rega the islands jut into Ingo's territorial waters thus creating a security problem for both. Ingo has long claimed the islands as war reparations and has recently stepped up naval activities around them. Rega fears a blockade which would lower the satisfaction of mainland validators.

Ingo is a protectorate of Yora which until recently was occupied by troops from Yora. Troops still stationed on her boundaries prevent her from pursuing Utro's dissention policy though it's not certain she wishes to denounce the benefits of "big brother" Yora. But the underground anti-Yora movement is still alive and symbolized in the DOL, ~~who is~~.

The International Organization, located in Kudoper, Utro, as always will attempt to solve these threat to world peace.

THE DIPLOMAT

VOLUME # II

DECISION PERIOD # 2

"Tasu has agreed to continue to aid the economic growth of Zenu. This agreement seems to ~~encourage~~ encourage further relationships."

(1:58)

---Zenu

OMNE DECLARES ITS MUTUAL DEFENSE TREATY WITH YORA BROKEN!!! (2:01)

NEWS LEAK... INFORMATIONSOURCE CONFIDENTIAL!!!

Tasu is trying to form POLs into third world movement. They are also gathering information about the government of various nations through the POL. E:58

1:58...

We have ~~agreed~~ established trade agreements with Tasu, and we have entered into a firm alliance with the Eastern Powers. However, we will not sever relationships with Western Powers

From Yora...

"We are very peaceful and economically minded. We want to give aid to everybody. We will trade CS." 2:02

Trade agreements with Zena are satisfactory to Tasu. Tasu desires information as to when Zena's development will be sufficient. 1:58

RELEASE FROM REGA TO TASU.....

"We can assure you that our action can only benefit the Eastern alliance. We as always are a firm member of the Eastern Alliance. Please feel free to write us again as we will clarify our position to you. 2:12

At the present time, the country of Dorb feels that war would be very wasteful. They are in favor of world peace and tranquility. They are still maintaining a policy of neutrality. 2:17

The World DIPLOMACY

* News Flash; GCD IS DEAD!

"In The Know"
Upper Arlington High School
vs.
Bishop Watterson
June 1, 6:30-7:00 pm.
WBNS*TV
770 Twin Rivers Drive

From Zena to Utro, Dorb, and Omne.

God says we cannot unite into one ...merely ally closely. It is our only hope if we are to survive and be a powerful force. If we ally--
Common Market, Defence Pact, possible special role. 3:31

Importnat....

The head of State meeting is
after the next I.O. meeting,
in one hour....About 5:00

Some was also in the mutual defence Alliance Pact that was announced previously.

Some used the I.O. meeting to strengthen alliance and to join all countries in attendance. Tasue stated that there should be an inspection of all nuclear sites. Yora would not tolerate any such inspection. Some and Yora will settle this disagreement secretly.

The Government of Tasu condemns the Yora government for its veto of the proposed I.O. inspection team to insure world disarmament.

Zena: "Yora's refusal to allow arms inspection has given us second thoughts about joining the nuclear non-proliferation treaty."



Tasu- Should Some be attacked by a foreign power, we will consider it an act of war and will take appropriate retaliatory action!!

Wine
Sauce!



THE WORLD DIPLOMAT (Banned in Boston)

Vol. 6

Per. 6

Sources in the Diplomatic Circles say that conditions are building to a fever - pitch. War is inevitable! It cannot be delayed any longer!

Algo wishes to formally thank Yora for her aid of CS's.

REGA DECLARES WAR ON ZENA AT IO MEETING

Tasu demands that Rega halt attacks on Zena immediately. Rega replies, "NEVER!"
Tasu threatens nuclear war!!!
Tasu under attack by Rega!!!
Zena wiped off face of Earth.

"Throughout the period, the nation of Tasu has been striving for the cause of world peace. We are having difficulties because the mutual inspections provisions proposal were not agreed to by Yora. Tasu asks all nations of the world to join Tasu in a diplomatic undertaking to ~~XXXX~~ persuade Yora to sign the agreement."

Zena wishes the nations of the world to recognize that she too can produce nuclear weapons which can be used either in her defense or in defense of the smaller nations.

* The head of State insulted the Yoran foreign diplomat while the FAD was on a good will tour. The HS stuck out his tongue at him!!

from Utro to Tasu....

"We are pleased to announce that our economic aid necessities have decreased and that by receiving .01 BR and 15 UC this period. We will soon be able to enter into the world trade community.

thousand

Yora has three/nuclear warheads and three bombs pointed at any country who drops a bomb on them

* NATIONS OF THE WORLD.....
KEEP IT DOWN

* * * AL speaks

Y

Report on the conditions between Zena and Rega. We (Some) have been attacked with 7 nuclears because of our statement of support for you and TASU. All our capital destroyed!

Tasu- is quite prepared to take military action against Rega for the unprovoked attack against Zena.

Zena- we've been sowed by Rega with 7 nuclear forces. 700,000 dead.

* Countries keep it down- AL speaks

Herb asks for pe

Participants

1. Christy Veracchi
2. Kathy Wolfe
3. Steve Reeb
4. Jill Massaro
5. Linda McClenaghan
6. Charles Harvin?
7. Steve Andrews
8. Jane Baskerville
9. Andy Wise
10. Doug Snyder
11. Mike Radcliff
12. Beth Postle
13. Jim Spittler
14. Bill Clark
15. John Livingston
16. Steve Goldsmith
17. Colleen McMahon
18. Lyn Hovin
19. Duke Wick
20. Bob Russell
21. Tom McCracken
22. Fred Grant
23. Craig Hekman
24. Chris Graham
25. Dave Highsmith
26. ~~De~~ Vicki Joy
27. Linda Kelsey
28. Beth Minor
29. Mark Frey
30. Julie Chapman (jr)
31. Leo Radbill (jr)
32. Scot Sinclair (jr)
33. Kathy Drannis
34. Bruce Ambuel (jr)
35. Steve Buckmaster (jr)

Messengers

1. Sue Williams 10
2. Karen Edwards 11
3. (12)
4. → Conference
5. Staff
6. 1. Dove Michael
7. 2. Eric Zanker
8. 3. Paul Honser?
9. 4. Eugene Beer?
5. Craig Rankart

Press

1. Ann Grove
2. Jan Heubl
3. Lynda Kitchon
- 4.
- 5.
- 6.

36. Ross Mc Connell
37. Pat Dynes
38. Karen Brung
39. Paul Reynolds
40. Bob Done
41. Steve Boyce
42. Ann Vargo
43. Robin Morris
44. Linda Miller
45. John Williams
46. Brooks Fryly
47. Bob Burns & ?
48. Dove Woody (Bel. Williamson)
49. John Henty & Willie Verhoff
50. John Beede (Terry Freutel)
- Steve Hinshaw (Lalbie Lynch)
- Mark Foyer

MESSAGES INTERNATIONAL*-SIMULATION # 2

TIME NATION receiveing.

1.01 Yora Conference request 1st. per. --Omne
Tasu Aid.We are interested in making a meeting for
filling trade agreements you offered.We have
written to the Con.Coor. for an appointment
R.S.V.P. --ODA of Dorb.
Dorb Con. to discuss border problems.Yours in peace.
-- Omne.
Tasu Foreign Aid.And the people of Omne thank Tasu
for aid. --Omne.

1.04 Dorb Con. dec.per. 1,Con.per. 3. for Tasu&Dorb. --CC
Omne Would like very much to meet but cannot in d.p.
#1.How about dp.2;Con.2? --Fpa Tasu.

1.05 Ingo Dear Freinds.At the present time I am empowered
to make tou a once in a life-time overstock sale;
2 recently aquired islands for only 2,500 BC's
each-make arrangements for a con.--Fad Rega
Omne Con.Req.--Yora.

1.06 Zena con..Req. for cp.2 of dp.1. Trade & Arms--Fpa Tasu.

1.07 Tasu The islands are a problem.Make a con. to discuss
3 policies ;keep,sell,sink,etc.Also our allience
Please reply.Who is the Fad there?--Fad Rega.
Tasu Con..REq.dp.2 --Fad Utro.
Utro Yes.--Fpa Tasu.

1.12 Tasu Imperitive to meet with you about realignment
in alliances.--Fpa Omne.
Zena Con:REq.--Sec.G..

1.14 Omne Con. dp.2.If we had known you're intentions
before,we'd have ~~1/2~~ had it now.--Fpa Tasu.

1.17 Tasu Oked.--Omne fpa..

1.25 Omne Qualify your statement on a border dispute.All
is safe on the Western front!. --Fpad Dorb.

1.26 Zena We are very interested in forming a thid wold.
alliance.Con.Req.--Dorb..

1.27 Yora C.R.dp.2--Zena.
YoraDOL Status of Dol.Strength? Goal? --Dol Ingo.

1.30 Tasu Con.cp3.--Utro.
Rega Can we announce that a blockade will be act of
war? Good plan on getting rid of islands but I
feel we should protect in the meantime.--Fpa Tasu.

Treaty - I.O.

- inspection
- I.O. offices inspect sheets.

- (1) Nations with no nuclear weapons will not develop, produce, or hold nuclear weapons.
- (2) Nations with weapons will not increase their supply of weapons.
- (3) Present weapons will be put into a trust fund (?) in the I.O. The weapons will remain where they are but signing nations will not use the weapons. Members of the I.O. will decide the fate of the treaty by a $\frac{4}{5}$ vote.
- (4) Space will be free of all weapons, man-made or otherwise.

Per. 1.

	VS	DS	FCc's	FCw's	BC & BC	BC & N	VC	R+DPO	F. BC's	POP
UTRO	2	3.9	470	0	0	0	89.4	0	921	18.8
YORA	4	6.9	4,068	320	100	200	117.3	0	20,982	212.8
ALGO	2	1.1	2,743	1	50	0	19.8	0	11,688	699.9
SOMME	6	12.6	1,496	25	0	0	222.0	0	8,390	51.8
TASU	8	20.5	5,000	410	50	300	297.2	0	51,870	183.7
ZENA	1	1.2	636	0	0	0	22.6	0	5,660	404.3
INGO	3	6	549	0	0	0	119.7	0	1,230	15.3
DORB	1	3.1	281	0	0	0	46.3	0	2,431	64.8
OMNE	1	1.7	172	0	0	0	44.7	0	389	19.8
REGA	4	6.6	632	0	0	0	111.8	0	4,976	57.2

PER. 3

	VS	DS	FCc's	FCw's	BC & BC	BC & N	VC	R+D.P.d.	F. BC's	POP
UTRO	1	4.6	355	0	0	0	108	118	1,145	14.2
YORA	4	7	4,105	2141	235	1536	133	670	25,170	219
ALGO	3	1.5	3849	1	0	0	25.9	1,534	17,534	733
SOMME	7	13.1	1,695	27	113	94	263	195	10,195	52.4
TASU	7	19.9	5,405	3,170	2,208	3,711.5	303	8,776	53,430	189.9
ZENA	1	1.4	704	0	0	0	23.8	238	6,406	414.9
INGO	4	6.7	408	0	0	0	134.5	212	1,557	15.7
DORB	4	3.1	366.6	0	230	0	51.5	185	3,010	67.8
OMNE	1	2.5	132	0	0	0	50.5	50	464	20.8
REGA	4	6.1	946	2	100	400	130	198	6,478	63.8