Hello dear Students,

I want to warn you about a few things before you start this simulation.

First, things usually get very intense, very quickly. Many students spend hours outside of class each week meeting in dorm rooms, libraries, and even bars engaged in heated negotiations, war councils, and strategy sessions. It tends to be addictive because you get to run your own country in a world full of threats and opportunities, and it gets intense because there are real points at stake.

For example, the Global Peace Award is worth 5 points to everyone in the class if no one attacks each other or attacks Sapphire Island for the duration of the simulation. Sapphire Island is a resource-rich paradise that can be conquered and its resources extracted to make your country wealthy, but it is inhabited by the peace-loving Amaru people. If any country decides to use military force against another country or against Sapphire Island, everyone in the class loses the 5 points for global peace, and the aggressor must face the wrath of the rest of the world.

There are points to be earned for cooperative goals, like world peace, and competitive goals, like the most militarily powerful country (only one country can win each competitive award).

You can rack up a huge point tally through shrewd diplomacy, decisive action, and careful planning, or you can act foolishly and end up embarrassing yourself with zero points. Worst case scenario, your country can literally be wiped off the map.

You heve beeen divided into countries and you have taken on a role like President, Secretary

of State, or Secretary of Defense for your country. You have choosen the role that best fits your interests and skills.

You have the freedom to try strategies ranging from isolationism to empire-building to collective security, and see what works, what doesn’t work so well, and why.

Here’s the best advice I can give you for doing well in Statecraft.

First, read the Student Manual very closely. There are lots of hints in there on how to do well in this game. You will also be quizzed on the manual during Turn Zero and Turn One of the simulation, and those quizzes will affect your grade.

Second, look carefully at all of the awards, decide which ones your country is going to pursue, and choose a strategy early on for achieving those goals.

Third, never stop gathering intelligence about what’s going on in your world. You can do this through spy missions, but you can also do it through ambassador exchanges and—most importantly—through talking to and observing other countries’ officials. They will reveal to you, intentionally or not, a wealth of information.

Finally, don’t try to do everything alone. Form alliances and use international organizations to

help you accomplish both global goals and national goals.

I hope you enjoy Statecraft Simulation . If you take it seriously and do your best to maximize your point total, you will find real politics happening and discover countless parallels to cases,

concepts, and theories in world politics.

Simply put, the more committed you are, the more fun it will be, and the more you will learn

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