**STATECRAFT SIMULATION SCENARIO**

**Global Issues**

The Statecraft: IS manual describes the current “global issues” as follows. Instructors should be familiar with the basic outlines of these issues when the simulation begins: “There are several issues you will need to deal with fairly quickly after taking the reins of power.

These are:

1) **OPPOSING ALLIANCES:** The world is currently divided into two major alliances: the

*Sapphire Alliance* (**[Country 1]**, **[Country 3]**, **[Country 6]**  and the

*Typhoon League* (**[Country 2]**, **[Country 4]**, and **[Country 5]**). The main issue that divides

these two blocs is who should rightfully control the gold-rich Orion Mountains, **[Country 1]**

or **[Country 2]** (see below, “Orion Mountains Dispute”). These alliances can be a source of

stability and protection for countries, but if they become too rigid and polarized they could

increase the chances of a world war.

2) **ORION MOUNTAINS DISPUTE: [Country 2]** currently controls the Orion Mountains,

which yield an enormous 1,000 gold per turn, a number that may be doubled or tripled with

the construction of gold-enhancing structures (gold mines, factories, etc.). **[Country 2]**

captured Orion from **[Country 1]** in a bloody conflict over a century ago, an outcome

**[Country 1]** still calls an “illegal occupation.” To make matters worse, when **[Country 2]**

seized Orion it enslaved the inhabitants of the mountains—members of **[Country 1]**’s ethnic

group—to work the gold mines, and they remain slaves to this day. Human rights groups,

along with the entire *Sapphire Alliance*, have issued strong condemnations of **[Country 2]**,

and have demanded that the slaves be freed. If these slaves (who are highly skilled in mining

techniques) are freed, they will refuse to work the mines for **[Country 2],** and Orion will

produce about 50% less gold. However, if **[Country 1]** were to acquire the Orion Mountains

—through diplomacy or force—and free the slaves, these emancipated citizens would gladly

continue to work the mines for their own ethnic brothers, yielding the full 1,000 gold (or

more) each turn for **[Country 1]**.

3) **THE ORION LIBERATION FRONT:** The Orion Liberation Front (O.L.F.) is a militant

organization dedicated to ending **[Country 2]**’s occupation of Orion and returning the goldrich mountains and their oppressed inhabitants to **[Country 1]**. The O.L.F. frequently carries out attacks against both military and civilian targets in **[Country 2]**. As a result, the O.L.F. has been branded a terrorist organization by **[Country 2]** and the entire *Typhoon League*.

The O.L.F. has bases and camps inside **[Country 1]** and **[Country 3]** (shown on the world

map) and receives protection from these countries. The O.L.F. has vowed to continue its

attacks “until our ethnic brethren are freed and the Orion Mountains are returned to their

rightful owners, **[Country 1]**.”

4) **SAPPHIRE ISLAND:** Sapphire Island is very rich in resources, yielding an estimated 1,000 of each resource each turn. It is ruled by a brutal dictatorship, with the charismatic General Neptune enjoying unlimited power. General Neptune is a member of the majority Amaru ethnic group, which has increasingly become hostile toward the minority Zanori group. The Sapphire Island regime is reportedly engaged in a growing number of criminal activities, including arms trafficking, drug smuggling, and counterfeiting. Two countries are believed to have close working relationships with the General: **[Country 7]** and **[Country 2]**. **[Country 7]**, which like Sapphire Island has a large population of ethnic Amaru, has longstanding ties

to the island and considers General Neptune “one of their own.” It is rumored that these two

countries receive large resource payments each turn from General Neptune in exchange for

political support and protection. In contrast, two other countries in the region, **[Country 1]**

and **[Country 3]** are suffering greatly from Sapphire Island’s reckless weapons proliferation

and drug trade, leading to serious resource losses each turn. It is unclear if the international

community has the will to crack down on General Neptune’s supporters and insist that these

countries stop their support for this criminal activity. If not, analysts expect that the human

cost of these activities will only grow with each passing turn.

**5) THE KINGDOM OF DRAKHAR:** The belligerent, powerful, and insular Kingdom of

Drakhar is located off the main Statecraft map, somewhere far to the south. Students cannot

directly interact with Drakhar, but Drakhar may choose to interact with them at some point.

Drakhar is believed to be significantly stronger, wealthier, and more technologically

advanced than any other country in the world. The King is rumored to be power-hungry,

highly nationalistic, and somewhat unstable.”