PS 0003. Simulation. Land of Alarkaam.

1. **Introduction.**

1.1. Summary: Your group represents one of the ten communities in the Land of Alarkaam. Communities differ from one another in their material and subjective traits. Your group's objective is to maximize your points by the end of play. Points come in material (resource) and subjective (legitimacy) forms. Random hazards can reduce these points. Communities can gain and defend points by unilateral, bilateral and multilateral means; each means has different advantages and drawbacks. At the end of play, villages will be ranked by combining their resource and legitimacy scores.

1.2. Communities:
Alarkaam consists of ten nearly isolated villages; beyond the boundaries of Alarkaam lie the Hinterlands. Six paths connect the Hinterlands to six villages. Residents of Alarkaam do not venture out to the Hinterlands because these harsh lands are inhabited by vicious creatures known as Orcs who are evil, violent and destructive.
Wahid. A village of Hobbits in the North; the inhabitants are polytheists and they value equality and order/stability. Immediate neighbors are Ithnayn, Thalatha, Arba and Khamsa. Distant neighbors are Sitta and Tamania. Remote neighbors are Saba, Tissa and Ashara.
Ithnayn. A village of Elves in the North; the inhabitants are polytheists and they value freedom and change. Immediate neighbors are Wahid, Thalatha, Sitta and Saba. Distant neighbors are Khamsa and Tamania. Remote neighbors are Arba, Tissa and Ashara.
Thalatha. A village of Humans in the North; the inhabitants are Fourers and they value freedom and change. Immediate neighbors are Wahid, Ithnayn, Khamsa, and Sitta. All others are distant neighbors.
Arba. A village of Hobbits in the West; inhabitants are Fourers and they value equality and change. Immediate neighbors are Wahid, Khamsa and Tissa. Distant neighbors are Thalatha, Sitta and Tamania. Remote neighbors are Ithnayn, Saba and Ashara.
Khamsa. A village of Humans in the West; inhabitants are druids and they value equality and order/stability. Immediate neighbors are Wahid, Thalatha, Arba and Tamania. All others are distant neighbors.
Sitta. A village of Humans in the Southeast; the inhabitants are polytheists and they value freedom and change. Immediate neighbors are Ithnayn, Thalatha, Saba and Tamania. All others are distant neighbors.
Saba. A village of Elves in the Southeast; the inhabitants are druids and they value freedom and order/stability. Immediate neighbors are Ithnayn, Sitta and Ashara. Distant neighbors are Thalatha, Khamsa and Tamania. Remote neighbors are Wahid, Arba and Tissa.
Tamania. A village of Humans in the Southeast; the inhabitants are druids and they value equality and change. Immediate neighbors are Khamsa, Sitta, Tissa, and Ashara. All others are distant neighbors.
Tissa. A village of Dwarves in the West; the inhabitants are Fourers and they value equality and change. Immediate neighbors are Arba, Tamania, and Ashara. Distant neighbors are Thalatha, Khamsa and Sitta. Remote neighbors are Wahid, Ihnayn and Saba.

Ashara. A village of Dwarves in the Southeast; the inhabitants are druids and they value freedom and order/stability. Immediate neighbors are Saba, Tamania and Tissa. Distant neighbors are Thalatha, Khamsa and Sitta. Remote neighbors are Wahid, Ihnayn and Arba.

1.3. Actions.
Villages may seek to maximize their resources and legitimacy in various ways. It is possible to act unilaterally, which works best with an insular strategy. Isolationism is inherently easiest to implement since there is no need to work with others, but it limits the opportunities to gain points. Conquest is an option for achieving resource points, but can be costly. Working within a group, ideally aligned with an identity, provides opportunities for cooperation to reduce costs and increase points. Two villages can cooperate on a bilateral basis on one or more shared goals. Multilateralism involves more than two villages. These forums for cooperation are referred to as minor if there are 3-7 villages participating; major platforms for cooperation consist of 8 or more villages and are most consistent with an Arkmee identity strategy. Multilateral platforms in trade are called Intervillage Trade Organizations; in security, they are called Collective Defense Agreements; and, in norms, they are called Leagues. The larger the group, the greater the benefits, but with group size comes complexity. Larger groups will find reaching and enforcing agreements harder than smaller groups. Villages need to be on the lookout for aggression, free riding and orders that do not implement agreements.

2. Managing Material Resources

2.1. Economy:
2.1.1. **Points**. To gain resource points, villages need to invest existing resources in the village or in routes that link villages to one another. Points must be spent as whole units and may not be divided into fractions. The Land of Alarkaam can only support a total of 200 resource points, unless Sustainable Development norms are adopted (see below). Should villages exceed 200, losses will be distributed randomly until 200 is reached. If carrying capacity is exceeded twice, it is reduced.
2.1.2. **Domestic**. Villages can invest resources to boost production, thereby increasing resource points. Returns on investments are subject to randomly determined setbacks and losses.

Invest	1	2	3	4	5	6	7
Receive	1	3	4	6	7	7	7

Villages can increase returns on investment by exploiting the domestic work force; one legitimacy point may be exchanged for one resource point per turn.
2.1.3. **Trade Routes**. In order for villages to engage in trade, routes between them must be established and maintained.
2.1.3.1. **Benefits**
Each oasis will normally gain one resource point for each maintained route that connects it to another village. Access to each other's marketplaces provides gains from trade to both partners equally. Crossing trade routes connect villages. For instance, if a new route is established linking Arba to Ashara and this new route crosses an existing route linking Tissa and Khamsa, this will have the added benefit of linking Arba to Tissa and Khamsa to Ashara. These new links might, however, be redundant and would not increase trade in such an instance. In addition, villages benefit from access to goods in markets of trade partners who in turn are linked to markets not directly linked to the first village. Such gains are 50% of the gains from direct

access to markets. For example, Sitta is linked to Saba, who is already linked to Ashara. Sitta will receive a point per turn the route is open to Saba and can earn half of a point every turn that the route to Ashara is open. A direct link between Ashara and Sitta would provide 100% trade benefits, at which point there would no longer be a 50% gain. Fractions of points will be rounded down. Any community may refuse access to another village's traders to its market at any time; this will halt trade benefits from this route for this turn for the refused neighbor. When an intervillage trade organization's membership is greater than seven villages ("major ITO"), gains from trade become **double**.

2.1.3.2. **Costs**

Establishing routes. The required investment to develop any route depends on length and how it is done; it may be paid unilaterally (alone), bilaterally (with the other village) or multilaterally (through an intervillage trade organization). As was noted in the description of each village, each community has immediate neighbors, distant ones and remote ones. T intersections provide a cost-saving approach to expanding trade. The following illustrates costs for routes linking immediate neighbors and to routes that make T intersections with established routes between one's immediate neighbors:

	Unilateral	Bilateral	Minor ITO	Major ITO
Immediate	6 points	5 points	4 points	3 points

Trade routes to distant neighbors cost slightly more. Trade routes to remote neighbors are costly.

	Unilateral	Bilateral	Minor ITO	Major ITO
Distant	9 points	8 points	6 points	5 points
Remote	12 points	10 points	8 points	6 points

A new route that makes a T intersection with an established route between immediate neighbors costs the same as a route to an immediate neighbor. A new route that makes a T intersection with an established route between distant neighbors costs the same as a route to a distant neighbor. A new route that makes a T intersection with an established route between remote neighbors costs the same as a route to a remote neighbor. A new route that makes a T intersection with an established route between an immediate neighbor and a remote one costs the same as a route to a distant neighbor. The logic of splitting the difference applies to routes linking immediate to distant and distant to remote neighbors. As always, fractions are rounded up.

Maintaining routes. Once established, trade routes need to be maintained to function. Paths need to be kept clear, and traders need to be protected from bandits and provided with communications and caravansaries (where animals and people may rest or be replenished). Maintenance of each trade route unilaterally or bilaterally requires spending one resource point per turn regardless of its length. If villages decide to create a trade organization consisting of three or more communities, the total cost of maintaining all of their **shared** trade routes is reduced by 50%. Fractions are rounded up. Should a trade route not be maintained for a turn, there will be no trade; after a second turn of not being maintained, the route will deteriorate, requiring more resources to reopen it. The added cost is one resource per turn until the cost of creating the route is reached.

2.2. Security:

2.2.1. **Threats.**

2.2.1.1. **Orcs**. Each turn, raiders from the hinterlands descend upon a village in search of plunder. Initially, only those villages directly connected by desert trails to the Hinterlands are

subject to these random attacks. Raiding parties will range in numbers from one to four. Each Orc party that is not successfully intercepted will steal two resource points from the targeted village. For instance, if four raiding parties are intercepted by defensive forces with a strength of two, the remaining two raiding parties will steal four resource points. If the Orcs who not repulsed by defensive forces have a strength greater than the number of available resources they should be able to steal, they will seize control of the village. They will continue to launch raids every turn, using trading routes to select targets. Meanwhile, other Orcs will continue to launch raids from the hinterland every turn.

2.2.1.2. **Neighbors**. Villages can launch assaults on neighboring villages. Taking a village held by Orcs requires defeating all of the Orcs there.

2.2.1.2.1. **Failed Villages.** Villages that do not submit orders are a security risk to all neighbors since they risk being taken over by Orcs. They are also fire-prone.

2.2.1.3. **Forest Fires.** Fires will periodically break out in the forests of the land, damaging resource points. In the beginning, there will be three randomly distributed fires consuming 1-2 points. The frequency and harm of fires can be reduced by adopting appropriate norms (see below).

2.2.2. **Defense.**

2.2.2.1. **Military Units.** Villages may develop military forces to defend against the Orcs and neighbors or to engage in offensive operations against neighbors. Such units are built within the village at the cost of one resource per unit. Villages must pay one resource per unit to maintain them, or they will disband. Thus, the strength of a military force is equal to the resource points spent on it each turn. For instance, if a force of three sees its funding cut to two, its strength will drop to two. Losses due to battle or reduced funding cannot be recovered in the field unless new forces are deployed to their position. When villages pool their military units, they form collective defense agreements, or "CD"s. Collective Defense orders need to be written by all members (see Orders).

2.2.2.1.1. **Against Orcs.** A defensive force of equal or greater strength will repulse the Orcs. Villages may provide for their own defense unilaterally or they may cooperate with other communities. For example, Sitta and Arba might decide to help Wahid against Orcs by providing resources for troops stationed in Wahid. Or Ashara and Thalatha might create a joint defense force that would respond to threats to either village (see Movement and Warning Posts below).

2.2.2.1.2. **Against Neighbors.** Because offensive forces are not as fierce as the barbaric raiders and defenders always have an advantage, the odds favor defensive forces.

Ratio of offensive to defensive forces	1:2	1:1	2:1	3:1
Odds for offense	1/6	1/3	1/2	2/3

Defeated forces cease to exist. Either side may decide to retreat during an engagement. Offensive forces not repulsed by defenders will seize resource points or, if those are exhausted, the village itself. Allied villages can form collective defensive or offensive forces.

2.2.2.1.3. **Movement.** Forces may not move in the same turn in which they are created. Forces can move from one village to another in one turn when following a trading route; otherwise, it takes three turns to reach immediate neighbors, five to reach distant neighbors and seven to reach remote neighbors. Movement along a trade route will disrupt trade in both directions. When two villages send military units to the same place in the same turn without an alliance being noted in the orders, they fight. When maintaining a deployed force outside the village of origins, write its

location in the orders so that it will not be disbanded and a new one created in the village spending the resource points.
2.2.2.2. **Warning posts.** Warning posts may be established on routes leading to villages from the Hinterlands. Warning posts cannot engage Orcs, but they will signal to the threatened village a warning revealing the number of Orcs one turn before they reach their target. Warning posts cost 1/3 of one resource point. Between villages, warning posts are only useful once Orcs seize a village since the movement of village forces is transparent.
2.2.2.3. **Fortresses.** Orcs and aggressive neighbors may be blocked from attacking a village by constructing (and maintaining) fortresses. Construction of fortresses along trade routes disrupts trade for that turn. The cost of building and maintaining a fort can be reduced through collective defense efforts, as follows:

Number of villages	Construction	Maintenance
1-3	5 resources/fort	1 resource/fort
4-7	4 resources/fort	1 resource/fort
8-10	3 resources/fort	1 resource/2 forts

Fortresses need to expand to accommodate the growth of villages. The initial fortress can contain a village with a resource level of 25 points; each additional expenditure for fortress expansion will accommodate another 25 points. A small fortress can limit growth. An expanded fort costs twice as much to maintain.
2.2.2.4. **Diplomacy.** Orcs controlling a village may be persuaded to become normal players. To stop the raids and convince the Orcs to submit turn orders, neighbors would need to send positive messages and avoid hostile signals. Opening trade routes to the Orcs increases the odds that they will change their ways; deploying armed groups will reduce chances of success.

2.3. Bankruptcy:
2.3.1. Should a village spend and/or lose all of their resource points, they cannot spend any points in the next turn; there is no deficit spending. Villages can gain resources from opened trade routes or from exploiting the villagers (hopefully, a last resort).

3. Managing Subjective Strength

3.1 Identity:
3.1.1. Traits. The population of each village has traits that distinguish it from its neighbors. These particularistic identity traits consist of race, religion, values and region. The races consist of Humans, Elves, Dwarves and Hobbits (Halflings). Humans are complex and can be good or evil, lazy or industrious, faithful or duplicitous, etc. Elves are proud to claim to be the original race on Earth. Although they can be haughty, they see themselves as guardians of what is good. Dwarves claim to be the second race to appear. They can resent the Elves and are greedy and industrious, but not evil. No one knows where Hobbits came from. They are often ridiculed for their short stature and laid-back lifestyles. The religions consist of Druidism, Polytheism and Fourism. Druidism promotes harmony with and reverence for the natural world. Polytheism focuses on the role of a diverse community of gods, each specialized in particular aspects of nature and life. Fourism focuses on the interactions of a god and goddess of good and a god and goddess of evil. Four ideologies can be found in Alarkaam; each consists of two principles. The

different groups combine two of four contending principles: freedom vs equality and change vs order. The regions consist of the North, the West and the Southeast.

3.1.2. **Strategies**. Villages will receive rewards in legitimacy points when their asserted identity strategy aligns with their conduct and when they achieve goals. Such points can be spent to achieve goals. Behavior contrary to an asserted identity strategy will cost the village legitimacy. There are three main types of identity strategies:

3.1.2.1. Insular. A village can choose to shun relations with the outside world, turning inward. This emphasis on self-reliance and distinctiveness can result in rewards as the village grows in resource points.

3.1.2.2. Group. A village can choose to seek common cause with others with shared identity traits, i.e. race, ideology, religion, or region. Such cooperation earns legitimacy points. When all villages of a given identity join together in trade, security, and norms to form a Union, each member receives two legitimacy points. See table below.

3.1.2.3. Arrkmee. A village can seek to bridge differences among the different communities to achieve material and subjective integration.

Group					
Region					
	North	Wahid	Ithnayn	Thalatha	
	West	Arba	Khamsa	Tissa	
	Southeast	Sitta	Saba	Tamania	Ashara
Race					
	Human	Thalatha	Khamsa	Sitta	Tamania
	Hobbit *	Wahid	Arba		
	Elf	Ithnayn	Saba		
	Dwarf	Tissa	Ashara		
Religion					
	Fourer	Thalatha	Arba	Tissa	
	Druid *	Khamsa	Saba	Tamania	Ashara
	Polytheist	Wahid	Ithnayn	Sitta	
Ideology					
	freedom & order	Saba	Ashara		
	freedom & change	Ithnayn	Thalatha	Sitta	
	equality & order	Wahid	Khamsa		
	equality & change	Arba	Tamania	Tissa	

3.1.3. **Points.** Villages may gain or lose legitimacy points, depending on the fit of the identity strategy adopted to actions taken and goals achieved. During each turn, villages that take actions in pursuit of resources and legitimacy that align with their proclaimed identity strategy receive an additional point of legitimacy. Villages taking actions that clash with their proclaimed identity strategy will suffer a one point loss. Villages with mixed or muddy actions will receive neither a bonus nor a penalty.

Material Interaction	Insular	Group		Arrkmee
		In	Out	
Trade	hurts	helps	hurts	helps
Closed market	helps	hurts	helps	hurts
IO membership	hurts	helps	hurts	helps

Unilateral military	helps	-	-	hurts
Shared military	hurts	helps	hurts	helps
Aggression	helps	hurts	-	hurts
Resources exceed 25	helps	-	-	-

Norms	Insular	Group		Arrkmee
		In	Out	
Nondiscrimination	hurts	helps	-	helps
Nonexploitation	-	helps	-	helps
Nonaggression	hurts	helps	-	helps
Disarmament	hurts	helps	-	helps
Collective security	hurts	helps	-	helps
Forest management	depends	helps	depends	helps
Sustainable development	depends	helps	depends	helps

Failed villages (no orders) automatically lose two legitimacy points. Orders submitted without designating one Identity Strategy will lose one point. Identity strategies may need to be changed as the game unfolds. A change in identity strategy costs a village a sum of legitimacy equal to the number of turns the village has followed the strategy being abandoned.

3.2. Norms

3.2.1. **Options**

3.2.1.1. **Types**. A number of norms that deal with respect for rights, peace and the environment can be adopted by villages to increase their subjective strength. With regard to rights, the nondiscrimination norm advances equal treatment of all while the nonexploitation norm promotes equitable exchange. With regards to peace, the nonaggression norm works against coercion and force, the disarmament norm allays fears of military unilateralism and the collective security norm protects against the Orcs and neighbors. With regard to environmental norms, the forest management norm can reduce fires and the sustainable development norm can allow villages to continue to grow.

3.2.1.2. **Levels**. Norms come in two levels: customs or laws. Customs are easier to establish than laws, but have lower returns on investment. Customs can be upgraded to laws; if a custom has existed for **three** turns it is "old" and the cost of codification into a law goes down.

3.2.2. **Means**. Norms may be promoted unilaterally, bilaterally or multilaterally. As with trade, unilateralism is more expensive but not as subject to failure from mistakes or freeriding. It is possible for one norm to be maintained by separate unilateral, bilateral and multilateral efforts, although this is suboptimal. The identity strategy of a village ought to align with its actions toward norms. Insular identity will clash with many but not all norms. Group strategies can be pursued through norm development. An Arrkmee strategy has the best potential to maximize legitimacy points.

3.2.3. **Points.** Villages can gain points from participation in a norm, which will cost points. Points must be spent as whole units and may not be divided into fractions. In addition, violations of norms are accompanied by penalties.

3.2.3.1. **Benefits**. Establishment and maintenance of norms is a means to increase legitimacy points. Laws are more beneficial than customs. The larger the number of adherents, the greater the net benefit. See the tables below.

3.2.3.2. **Costs**. Every village that establishes or joins an established norm must pay an entry fee to do so; this cost cannot be shared, unlike paying to establish a trade route. Like trade routes, norms require ongoing payments to maintain them and these totals can be shared. The costs for customs and new laws are the same; codification of old customs into laws and maintenance of laws older than three turns cost less. Those seeking to create laws without first establishing a custom can combine the costs of establishing both and pay them in one turn. If a norm is not maintained continuously, villages must pay to establish the norm a second time instead of simply resuming payment of maintenance costs. See the tables below.

Customs	Costs		Benefits per Village
	Establish	Maintain	
Entry fee	1 per village plus	-	-
1-2 villages	2 total	2 total	2
3-4 villages	4 total	4 total	2
5-7 villages	5 total	5 total	3
8-10 villages	6 total	6 total	4

Laws	Costs				Benefits per Village
	Establish		Maintain		
	New	Old	New	Old	
Entry fee	2 per village	1 per village	-	-	-
1-2 villages	2 total	2 total	2 total	2 total	3
3-4 villages	4 total	3 total	4 total	3 total	4
5-7 villages	5 total	4 total	5 total	4 total	5
8-10 villages	6 total	4 total	6 total	4 total	6

3.2.3.3. **Penalties**. Violation of norms is accompanied by penalties. Deliberate violation of a law faces a more severe penalty than other types of violations. Violations of norms can be random and beyond the control of villages, much like fires. Discrimination in the market will not occur in the absence of open trade routes. Exploitation can occur in any village regardless of its identity strategy, norms or trade relations. Penalties nonetheless will be assessed for such violations. Violations of norms can also occur due to the actions of villages evident in written orders and interaction with other villages.

Norm	Violations		Penalty*
	Voluntary	Random	
Nondiscrimination	Closing market access	֍	1-2 legitimacy
Nonexploitation	Lack of equity in shared payments	֍	1 legitimacy
Nonaggression	Intimidation and use of force	-	1-2 legitimacy
Disarmament	Unilateral military units	-	1 legitimacy
Collective Security	Unpermitted free riding	-	1 legitimacy

Forest Management	New route	֍	1 resource
Sustainable Development	Domestic investment and fort expansion	-	1 resource

*Penalty numbers are for customs; voluntary law violations are twice as high for legitimacy only.

Restitution may be made to rebuild legitimacy by paying victims resource points. For example, if Khamsa was penalized randomly for discrimination in its market, the village of Sitta (from whence the trader came) can be compensated in the following turn.

3.2.4. **Special features**.

3.2.4.1. **Forest management.** Adoption of the forest management norm reduces the frequency of forest fires for all involved; the larger the number of subscribers, the greater the effect. This has no effect on villages that do not adhere to the norm.

Villages	0	1-2	3-4	5-7	8-10
Chances	33.3%	25%	20%	10%	5%

3.2.4.2. **Sustainable development.** Villages will be able to grow beyond the initial limit of 200 resource points combined for all villages by adopting this norm. The larger the number of adherents, the greater the resource point cap is per village.

	1-2	3-4	5-7	8-10
Custom	22	24	28	35
Law	25	35	40	50

3.2.4.3. **Special identities.** Druids and Hobbits receive bonus legitimacy points when certain milestones for certain norms are reached. Druids receive the bonus for environmental norms and Hobbits receive them for rights norms. The village will receive one point one time when each of the following milestones is reached:

- Establishment of a custom
- Establishment of a law
- Adherence by six or more villages
- Maintenance for four turns

3.3. Illegitimacy.

3.3.1. Should a village spend and/or lose all of their legitimacy points, the village falls into domestic revolt. Until there is domestic order, the village cannot submit orders. Previously eliminated teams can gain control of such villages; each may attempt to do so with 33.3% chance of success. Neighboring villages may intervene militarily to impose order; they could reinstate the old order, impose a previously eliminated group or take the village for themselves to run. The old order is eligible to attempt to regain control two turns after disorder began. Their chances are 25%.

3.3.2. Legitimacy points must reach or exceed two during the turn after disorder has ended in order to avoid a relapse into disorder.

4. Orders

4.1. Introduction

Teams will submit orders every turn (week). In addition to one's identity strategy, orders spell out spending of resources and legitimacy on investment, trade, security and norms.

Orders consist of the following:

- Turn ____. *Fill in the turn number.*
- Identity Strategy: *Select insular, specific group or Arrkmee.*
- Resource Points
    - Domestic Growth: *List number of resources invested.*
    - Trade: *List expenditures and partners.*
    - Security: *List expenditures and partners, locations or destinations as needed.*
    - Legitimacy: *This is to recoup lost legitimacy due to penalties.*
- Legitimacy Points
    - Norms: *List expenditures and specify norms.*
    - Resources: *This is for exploitation of domestic labor.*
- Legitimacy Bonus: *Some group identities receive bonuses at milestones.*

4.2. **Problems.** Teams failing to submit orders spend nothing that turn, thus risking gains from investment, trade, security and norms; in addition, random hazards like fires and Orcs are much more common. Orders that are not written clearly cannot be implemented. Unclear orders are a common problem; study the rules and read the examples carefully. Students are to keep track of their resources and legitimacy after each turn in the tables provided below. Attempts to spend more points that a village has will be ruled invalid. Points must be spent as whole units and may not be divided into fractions. Deficit spending is not allowed.

4.3. **Writing Orders.**

4.3.1. Trade row

I want to:	What to write
Open an existing route to Tissa unilaterally	-1 Tissa
Open all three existing trade routes	-3
Participate in an IO without funding it	-0 IO (members names, including your village)
Provide one of the points needed to support an IO	-1 IO (members names, including your village)
Unilaterally create a new trade route to Sitta (immediate neighbor)	-6 new route to Sitta
Bilateral effort with Sitta to create a new trade route, with each footing half the cost (immediate neighbor). Neighbor must write complementary order.	-3 new route to Sitta
Multilateral effort to create a new trade route to T intersect with existing Ithnayn-Saba route	-1 new route to T Ith-Sa thru IO (members names, including your village)

4.3.2. Security row

I want to:	What to write:
Build three units unilaterally	-3
Move one unit from village (Wahid) toward another village (Arba) without a trade route	-1 Wahid toward Arba.
Move two units from village (Wahid) to another village (Arba) over a trade route. Attack.	-2 Wahid to Arba

Move one collective security unit from village (Wahid) to CD member village (Arba) over a trade route. No conflict.	-1 CD (members names, including your village) Wahid to Arba
Place one unit stationed at home under a collective defense group with neighbors	-1 CD (members names, including your village)
Build or maintain a warning post	-1 WP
Share warning posts with two others	-1 WP with Wahid and Saba
Build a new fort unilaterally	-5 new fort
Maintain a fort	-1 fort
Build a fort through a collective defense group	-3 new fort thru CD (members names, including your village)
Expand an existing fort unilaterally	-1 fort; -5 fort expansion
Expand an existing fort through a collective defense group	-1 fort; -2 fort expansion thru CD (members names, including your village)*

4.3.3. Norms row

I want to:	What to write:
Establish the Forest Management norm (custom) unilaterally	-3 Forest
Establish the Sustainable Development norm (custom) with another village. The other village (Wahid) would write complementary orders.	-2 SD w/ Wahid
Establish the Nonaggression norm (custom) through a group	-2 Nonaggr thru League (members names, including your village)*
Maintain the Nondiscrimination norm (custom or law) unilaterally	-2 Nondiscr
Maintain the Disarmament norm (custom or law) bilaterally. The other village (Tissa) would write complementary orders.	-1 Disarm w/ Tissa
Maintain the Collective Security norm (custom or law) through a group	-1 CS thru League (members names, including your village)*
Promote established, young custom (Nonexploitation) to law unilaterally	-4 Nonexpl to law
Promote established, old custom (Nonexploitation) to law unilaterally	-3 Nonexpl to law
Promote Forest Management custom to law through a group	-3 Forest to law thru League (members names, including your village)*
Create a new law (Sustainable Development) without establishing it as a custom first through a group	-4 SD LAW thru League (members names, including your village)*

*** Note:** Amounts spent will vary, depending on group size and burden sharing agreements.

4.3.4. Legitimacy Bonus row

I want to:	What to write:
As a Hobbit, track establishment of rights norms in turn one	Nondiscr custom (or law) turn 1
As druid, track establishment of environment norms in turn 2	SD custom (or law) turn 2
As a (Hobbit or) druid, note the membership threshold being crossed	Forest custom (or law) 6 members
As a Hobbit (or druid), note the longevity threshold being crossed	Nonexpl custom (or law) 4 turns
Insular identity and resource strength	25 resources

4.4. **Examples of orders and interaction using Saba.**

Turn	Domestic Investment	Spent on Trade	Spent on Security	Spent on Legitimacy
1	-4	-3 new route to Sitta	-3	-0

Explanation: Saba paid half of the cost of a new route to a neighbor. Three military units were created in the village. Nothing was spent on restoring legitimacy losses from a prior turn since there were no losses in a prior turn. The remainder was invested.
Results: Domestic investment of four yielded six resource points. Sitta paid as well, completing the new route. Ithnayn paid unilaterally for the shared trade route. Two Orc raiding parties were repulsed. Fires broke out in Arba, Tissa and Ashara. So, gains from investment were 6, from trade were one, gains from exploitation were zero, yielding 7 resources for turn two. (10-4-3-3-0+6+1)

Turn	Identity Strategy	Spent on Norms	Spent on Resources
1	Regional	-3 Forest -3 SD -3 Nonaggression	-0

Explanation: Saba adopted a regional strategy, which explains the effort to build a new route and not pay for the existing route. Saba spent enough to guarantee that three norms would come into effect unilaterally. Saba chose not to exploit domestic workers.
Results: Saba was joined by another village on two norms and by two on the third norm. Six legitimacy points are gained. Activities in the material and subjective interaction reflect the regional identity, yielding an additional point. Random norm violations fell upon Wahid and Saba. Traders in Saba's market discriminated against traders from Ithnayn, costing Saba one point. Saba begins turn two with 7. (10-9+6+1-1)

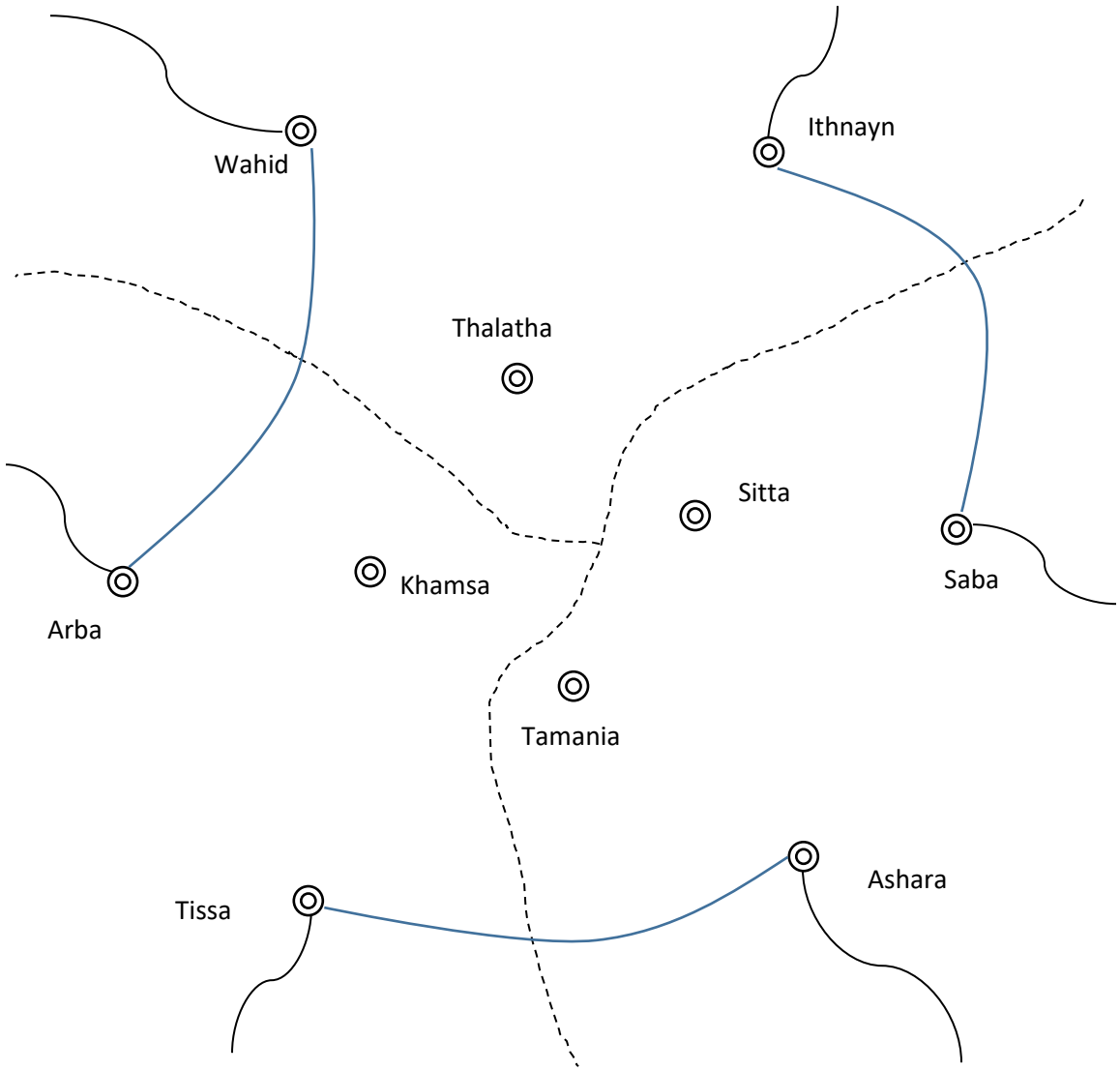
Turn	Domestic Investment	Spent on Trade	Spent on Security	Spent on Legitimacy
2		-0 IO (Ith, Sit, Saba & Ash -2 new route to Ashara thru IO (Ith, Sit, Saba & Ash)	-1 WP w Ith & Ash -2	-1 (Ith)

Explanation: Saba joined three other villages to form a trade IO; it did not have to pay to maintain open routes this turn. The IO was also used to build a new route linking Ashara to Saba. It spent to establish warning posts with neighbors Ithnayn and Ashara. Two was spent on military units. Saba compensated Ithnayn for discrimination during turn one. One remaining point was not worth investing.
Results: Ithnayn and Sitta paid for the IO to maintain open routes; Saba gained two points. Ashara paid for the rest of the cost for the new route; it will be available for trade in turn three. A Warning Post alerts Ashara of Orc raiding parties coming in turn three. No notice for Saba means no threat in turn three. The previous military unit strength of three dropped to two; Orcs targeted Wahid. Fires broke out in Thalatha, Khamsa and Tamania. Saba restored a lost legitimacy point through compensation of Ithnayn. Saba begins turn three with three resource points. (7-2-3-1+2)

Turn	Identity Strategy	Spent on Norms	Spent on Resources
2	Arrkmee	-1 Forest w/ Tissa -2 SD -1 Nonaggression League (Wahid, Arba, Saba, Tissa) -1 Collective Security	-0

Explanation: Saba changed identity strategy to pursue more trade and norm goals without the limits inherent with the regional identity. Legitimacy was spent unilaterally to maintain the SD norm. A bilateral arrangement with Tissa maintained Forest while a League maintained Nonaggression. One was spent to join another, already established norm.
Results: The change in identity strategy cost one legitimacy point; benefits from actions reflecting this new identity could accrue next turn. Tissa spent to maintain the shared norm so both received 2 points. The League maintained the norm providing all members with two points each. Saba attempted to join unilaterally the already established Collective Security norm, but did not contribute to maintenance as well as paying the entry fee. So, it does not receive benefits from adherence. Gains from norm maintenance were seven. Compensation of Ithnayn results in an additional point. (7-1-5+6+1).

Map of Land of Alarkaam



Notes: Solid lines indicate routes to the Hinterland and already-existing trade routes between select villages. Update the map to show new routes as they are established. Dashed lines indicate the three regions.

Record-keeping. Use the following tables to keep track of spending, gains and losses.

Resources

Turn	Domestic Investment: cost (negative) plus benefit (positive) gives balance	Trade: cost (negative) plus benefit (positive) gives balance	Security: cost (negative)	Legitimacy: cost (negative)	Random Losses (negative)	Current resources (balance)
Start	-0+0=0	-0+0=0	-0	-0	-0	10
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

Legitimacy

Turn	Identity Strategy	Norms: cost (negative) plus benefit (positive)	Spent on Resources (negative)	Random Losses (negative)	Identity Strategy: losses or gains	Bonus (if applicable) (positive)	Current legitimacy (balance)

		gives balance					
Start	-	-0+0=0	-0	-0	-/+0	+0	10
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

Norms

Keep track of who supports which norms and for how long. Enter the turn number during which the village joined.

	Nondiscrimination	Nonexploitation	Nonaggression	Disarmament	Collective Security	Forest Management	Sustainable Development
Wahid							
Ithnayn							
Thalatha							
Arba							

Khamsa							
Sitta							
Saba							
Tamania							
Tissa							
Ashara							