

CONVERGING!¹

Simulation Overview

In *Converging!* participants are set in a scenario that blends real and fictional events, forming a ‘pseudo-reality’: a situation familiar enough to spark interest, motivation, and identification yet controlled and delineated to allow for maximum learning and skill-building.

At its core, the simulation’s framework is familiar: two disputing parties and a third-party neutral, all possessing both shared and private information. Parties must choose whether to fall into familiar patterns of competition and coercion, or endeavor to construct a collaborative process and achieve co-operative outcomes with their perceived enemies.

Certain elements in the simulation’s setup dictate that careful attention be paid to the early stages of the simulation’s initiation (for example, each party is composed of several members, each having personal information and interests that may be divergent from those of other team members, necessitating careful thought to role assignment). The introduction of trainer-initiated changes and interventions in the scenario necessitates special attention to the simulation’s management. Additionally, the Teachers’ Manual in Part 2 of this book provides an extensive Debriefing Guide, to address the various training goals this simulation can achieve.

¹ This simulation is an adaptation made by Nellie Munin and Yael Efron to the original simulation created by Noam Ebner & Yael Efron. The original *Converging!* Simulation game won the 2007 E-PARCC's Honorable Mention Award at the Maxwell School Collaborative Governance Initiative competition, Syracuse University (2007). Its e-version is available at: https://www.maxwell.syr.edu/parcc/eparcc/simulations/2007_5_Simulation/.

The original version paralleled the Israeli-Palestinian conflict. However, this 'pseudo reality' simulation resembles other international disputes, e.g., between Russia and Ukraine, China and Taiwan, Morocco and Spain, Cyprus and Turkey, and others. Despite the fact the original scenario was written some twenty years ago, it is, unfortunately, still extremely timely and relevant. We find great benefit in teaching about the intricacies of such a dispute using role-plays, and the reasons for this are detailed in a separate chapter in this book. However, we always encourage instructors who wish to use this simulation game to do so with grave sensitivity and caution (not only in these dire times), and to leave plenty of room for expressions of distress and for facilitation of emotions.

Designed for dedicated and committed participants, *Converging!* engrosses participants in the simulated environment for a long period of time, ranging from one to three days, or from about six to twenty hours. This investment supports two major learning outcomes:

- In-depth understanding of the complexities of intractable conflicts.²
- Advanced skill-building in conflict resolution, negotiation, and mediation.

While it can be employed with participants at an introductory level, the simulation is particularly suited for participants with some background (at least) in either international territorial conflicts or conflict resolution, e.g., students of conflict resolution or public international law, or professionals working in conflicted regions around the world.

The background scenario depicts the political and social conflict in a fictional territory, weaving in the planned evacuation of a Roritanian city – Dan – located in the disputed territory in East Autopia. Such an evacuation is anticipated in many negotiations aiming to resolve territorial disputes. The inter-relatedness between the Autopian city of Jen and the Roritanian city Dan complicates matters, lending complexity to the exercise.

Additional themes woven against this backdrop include the internal struggle on the Autopian side between the Freedom Fighters (FF) and the National Patriots (NP), the building of a disputed wall between Roritania and Autopia, and a Roritanian military operation in the area. Political and social motives depicted in the scenario have led both parties to send unofficial delegates to talks held in Cyprus, under the unofficial auspices of a team of UN mediators, in an attempt to reach a local, negotiated settlement.

Rather than replicate the oft-tried (and well-exhausted) method of throwing participants into the calamitous pond of the entire Roritanian-Autopian conflict and instructing them to solve it, this simulation offers an alternative method to learn these issues by dealing with them on a smaller scale. Participants are given the opportunity to focus on the immediate realities in the disputed territory, on the big-picture realities of the conflict as a whole, or on both. Through trainer intervention, participants are constantly moved between these two foci, mirroring the real-life complexity of trying to negotiate any isolated or localized issue in the conflict, in the shadow of the larger conflict.

The simulation is designed for maximum versatility. The storyline can be updated easily and regularly to accommodate any changes in any regional political reality. The roles of the UN mediators can be stressed in mediation skill-building training or dropped altogether to allow participants to flex their unassisted negotiation skills. New roles can easily be developed (or the provided roles adapted) to allow for participants' real-life preferences and experiences.

² Intractability refers to conflicts that seem to be stuck for a long time in an increasingly destructive spiral, yet the parties seem unable to extricate themselves, either alone or with outside help. When the issues of the conflict stem from identities and values, the adversary is perceived so dangerous that the costs of the battle feel justified. Barbara Gray, Peter T. Coleman & Linda L. Putnam, *Introduction: Intractable Conflict: New Perspectives on the Causes and Conditions for Change*, 50 AM. BEHAV. SCIENTIST 1415, 1416 (2007).

Logistics, Setup and Game Management Instructions

Number of Roles: 10-20 (up to 8 Roritanian roles, 8 Autopian roles and 4 UN mediator roles)

[Optimal group size is 12-13 participants, with 5 players each on the Autopian and Roritanian teams and 2-3 UN mediators. This allows for maximum individual participation and group management. However, roles are provided for up to 20 players. In still larger groups, several simulation-groups can work concurrently, with the trainer either rotating between them or employing training assistants.]

- **Setup and Preparation Time:** 1-2 hours
- **Running Time:** 6-20 hours
- **Level:** Intermediate to Advanced

Debriefing Time

1 hour debrief recommended for every 4 hours of simulation running time. In addition to a post-game debriefing session, trainers might choose to conduct impromptu or pre-planned debriefing sessions during the game's running time. See further instructions below and the Teacher's Manual (Part 2 of this book).

Background Preparation

If the simulation is used to teach about a specific (current or historic) territorial conflict, trainers might choose to assign reading material before handing out the simulation information packs, or to provide participants with time to conduct independent background research in the library or on the Internet.

Role Assignment

A. Divide participants Roritanian, Autopian, and UN teams.

While the trainer can consider personality, experience, or participant-preference in role assignment, or opt for random selection, it is vital that one member of the Roritanian Team be assigned the settler role (role #2) and that one member of the Autopian Team be assigned the role of Freedom Fighters (FF) representative (role #5). These roles are key for ensuring the formation of internal and external opposition (and, occasionally, surprising coalitions).

B. Hand out the following material:

To each member of the Roritanian team:

Public Information

Private Instructions for the Roritanian Team

A map of the conflicted territory

One 'Personal Role Information' from the Roritanian characters.

To each member of the UN team:

Public Information

Private Instructions for the UN Team

A map of the conflicted territory

One 'Personal Role Information' from the UN characters.

To each member of the Autopian team:

Public Information

Private Instructions for the Autopian Team

A map of the conflicted territory

One 'Personal Role Information' from the Autopian characters.

Participant Instructions

Instruct participants to read their information carefully, and to try to flesh out their instructions with their own knowledge, emotions, and experience. Explain that by "owning" the role in this manner, the simulation will not only become more lifelike, but it will also enable them to understand what parties to conflict truly experience; resulting insights will, therefore, be highly transferable to real-life situations.

Role Preparation

Once roles have been assigned, allow students at least one hour for reading and individual preparation. You might even consider giving the material out the evening before the simulation begins.

Ask all members of each team to stay in the same room during the individual preparation period. This will prevent participants from getting 'lost' during this extended period and will encourage a natural transition to the group discussion period.

According to the scenario information, participants meet with their own team before meeting the other. Announce that once the individual preparation period is up, each team will meet as a group for 45 minutes or an hour before meeting the other group. This time is to be used for the team to get to know each other 'in-role,' discuss issues, interests, and priorities, divide labor etc. The UN team will use this to discuss their intervention strategy, and perhaps to arrange the meeting room. This time will serve as a transition period during which participants will try on and try out their new roles and get used to addressing each other in-role as colleagues.

Room Setup

Allow participants to set up the meeting room as they wish, or specifically assign this task to the UN team. Preferably, the room should have a whiteboard and/or a flipchart and comfortable seating (remember the duration of the simulation!).

The group may periodically opt to break out of the meeting for consultations. Try to have a couple of spaces available adjacent to the primary meeting room for this purpose.

3rd Party Intervention

According to the instructions given to the parties, the UN mediators are expected to be relatively passive observers at the beginning, taking a more active role when this is requested by the parties or dictated by circumstances. The participants in the UN roles might be a bit uncertain regarding their authority and timing at first. This is part of the process: they are expected to identify situations and process-points suitable for their intervention and earn the parties' trust and acceptance through their words and behavior

rather than these being dictated by instructions. You might choose to stress this to them during the team preparation time. The UN team's intervention will usually begin to be increasingly necessary after the first 'situation' temporarily halts the talks (see below). Of course, the UN role can be written to be more involved or directive (to make the 3rd party role clearer) or written out altogether (to stress unassisted negotiation skills).

Gametime

Once the time for team preparation is up, 'Gametime' begins. If a party takes more time to discuss things among its members, they need to be aware that the other party is already waiting for them in the meeting room, and there may be a 'process-price' to pay. Parties arrive, are seated, and spend some time on formalities (introductions, etc.) although some groups might quickly jump to conflict on procedural issues ('how come they have one representative more than we do?') or make early demands ('If the attack on Jen is not halted immediately, we will not sit at the same table with the Roritanians!'). After some time has passed, parties will usually (but not always) reach a point where they intuitively try and set a general agenda for the talks, or perhaps even plunge into an in-depth negotiation on one of the issues.

Interruption: Targeted Assassination Situation

At Gametime +1 (1 hour after the joint session has begun), break in on the group's discussion, regardless of what they are doing or discussing. Hand the teams envelopes containing their instructions for *Situation: Targeted Assassination*. This causes an instant disruption of the talks and an Autopian walk-out. The negotiations are put on hold, parties will caucus to discuss their next move, and the UN team will probably try to persuade the parties to return to the table. This incident not only shakes the process up, it also introduces participants to the complexity of negotiating in an environment subject to the impact of real-time external events. Participants will now be aware of the possibility of trainer-initiated scenario changes, causing a sharp dynamic change: enhanced awareness and reduced complacency.

Continued Game Management

The Autopian Team's instructions dictate that they return to the table after no more than half an hour (although sometimes they might stretch this, or the Roritanian Team might stage a counter walkout). The negotiations usually resume after some rocky minutes (usually involving the formation of some declaration by the Roritanian Team or by both Teams jointly).

From this moment on, game management, from the trainer's point of view, is entirely a balance between the amount of time available and the parties' progress. On the one hand, one wants to avoid an artificial rush to settlement (such as 'Let's hurry up and reach agreement on everything before lunch so we can have the day free'). Conversely, a trainer might want to avoid a situation in which parties approach the final deadline without any headway at all. For while this might indeed go a long way towards introducing participants to the reality of protracted peace talks, it results in disheartened and de-motivated participants. To allow the trainer to change the game's dynamics and pace, two different types of interruptions or interventions are provided:

Incentives & Setbacks are meant to have minor effect, throw in a bit of optimism or pessimism, trust or distrust, acceleration or deceleration.

Situations are mini-scenarios, which, in their own right, demand that the participants drop whatever was previously engrossing them and focus on an emergency situation demanding their immediate attention. The outcome of a *Situation* can have great effect on the continuing negotiation dynamic: parties who worked together to solve the *Situation*'s crisis might bring that sense of collaboration with them back to the 'main' negotiation table, while a *Situation* crisis handled badly will lead to continuing attitudes of distrust and blame.

It should be stressed that the trainer need not use all the *Situations*, all the *Incentives & Setbacks* – or any of them (beyond the 'Assassination' *Situation*). Trainers can pick and choose, judging which might be best utilized to fine-tune the game dynamic in any desired direction. Trainers can improvise their own interruptions, whether on the spot or based on recent (or predicted) events in the news.

This fine-tuning aside, the amount of time available for the simulation will usually dictate the flow of the game and the frequency of trainer interventions. As a rule of thumb, it is suggested that the trainer intervene again at least at the following two points:

One hour before the end of the first half of the time allocated for the simulation, the trainer should announce that the coordinators for all parties have requested that by 'halftime' the parties will have reached an agreed-upon agenda for the remainder of the negotiations (if they have not already done so). This will serve to focus participants on what they came here to do, nudging them gently (albeit a bit artificially) away from the play-acting the first few game hours allow for and encouraging them towards the application of conflict resolution skills in a decidedly non-conducive atmosphere.

One hour before the end of the time allocated for the simulation, the trainer should announce that the coordinators for all parties have requested that the participants write up any agreements they have reached. Participants might ignore this at first, especially if no or little agreement has been achieved. The trainer should repeat this instruction 15 minutes later, stressing that 'agreements' can relate not only to settled issues but also to an agreed upon agenda for future talks, a joint declaration, or any other joint statements or agreed principles.

When the allotted time is up, help parties break out of character, take a deep breath, and move on to debrief (See the Teacher's Manual in Part 2 of this book). Beyond debrief sessions, consider using forms for participant self-assessment (before, during, and after the simulation) and for receiving participant feedback on the simulation or the workshop, such as the sample forms for these purposes provided below (See the Teacher's Manual in Part 2 of this book).

Use of Props

Imaginative trainers will find many ways to develop and employ props during this simulation. Here are a few possibilities:

Provide nametags for participants, each with a Roritanian, Autopian, or UN flag on it.

Provide place cards for each participant (these can also be in the national colors). Players will often color or decorate them, or perhaps create a game name for themselves suitable to their personal role.

When initiating a trainer-intervention such as a *Situation* or a *Setback*, do so in a way that startles and shakes people up. Inflate a balloon and pop it behind everybody's backs or set off a small confetti bomb to stress the explosive nature of the news.

Consider providing a transparency of the map included in the scenario, for participants to project on a whiteboard and draw on.

Consider providing additional maps, pictures, relevant clippings from current newspaper headlines, etc.

Public Information

In June 1970, Roritania launched a swift two-week war, surprising its long-standing adversary, Autopia (both situated in the Eleusian Region), and capturing significant portions of its territory, in the East and in the West. Since then, many Roritanians have moved into the occupied Autopian lands. Some did so for ideological reasons, believing the land rightfully belongs to them, while others were drawn by the affordable housing prices.

Life under Roritanian occupation has caused considerable hardship for the Autopian population, fueling the rise of violent groups who argue that political solutions alone will not reclaim their land. Instead, they advocate for a determined, armed struggle. Over the years, these violent acts have resulted in numerous casualties for Roritania. The past decade has been the bloodiest of all.

The past year has seen noticeable change in the political arena of the Eleusian geographic area, with numerous rigorous international peace initiatives. As the freedom battle initiated by Autopian militia groups against Roritania enters its seventh year, it is unclear if the situation should be defined as “The Eleusian Peace Process” or whether the term “The Roritaian-Autopian Conflict” is more apt.

Recently, Roritania decided to evacuate the city of Dan, situated in North-Eastern Autopia, which has suffered significant losses. The military explained that the city’s proximity to the nearby Autopian city of Jen makes it impossible to ensure the safety of Dan’s residents. Furthermore, they emphasized that the resources required to secure the city could be more effectively deployed elsewhere.

John the Great, the Autopian president and the head of the National Patriots (NP) political party, is not the charismatic father figure that his late predecessor was. As a result, the NP – and the Autopian people – are suffering from internal rifts. The Freedom Fighters (FF), an extremist religious organization with radical views towards Roritania and the West, surprised the world last year not only by participating in the political process for the first time, but by winning – decisively – in the general elections. The National Patriot’s monopoly on the Autopian internal political scene is a thing of the past. Arguments over control of the NP’s security forces sparked exchanges of gunfire between the two political groups, as well as kidnappings and assassination attempts. Recently, the FF has ousted the NP from West Autopia by force, completely dominating this area while the NP continues to cling to its old power bases in East Autopia (where Jen and Dan are located). Most of the nations of the world have not recognized the FF-led West Autopia as a separate state and refuse to deal with the FF. The ensuing diplomatic confusion complicates the transferring of international aid to Autopia and to aid agencies the two parts of it.

Roritania’s unilateral disengagement from West Autopia was carried out in two years ago. Ten thousand settlers were evacuated from their homes in these areas, and their houses - along with army bases evacuated by the Roritanian Defense Forces (RDF) - were bulldozed into rubble. Roritanian society and politics were thrown into turmoil as a result of these events. Shortly after Roritania’s evacuation from West Autopia, the Roritanian centrist Forward party was voted into power, and its leader assumed the post of Prime Minister. He has announced his plan to continue to take unilateral steps, in the ab-

sence of a negotiated agreement. Meeting last month with the U.S. President, the Roritanian Prime Minister announced his “Convergence Plan,” according to which isolated Roritanian settlements in East Autopia would be evacuated and some settlement blocs closer to Roritania’s border would be connected to Roritania by means of including them within the envelope of the security barrier Roritania has been constructing over the past few years.

The realization of this plan has been delayed, due to the upheavals on the Autopian side. At present, there is no contact between Roritanian figures and any representatives of the Autopian government, with the exclusion of its president. Roritania has halted its withdrawal from East Autopian cities kept under Roritanian control for the past few years, claiming to have apprehended suicide bombers originating in these cities. Autopian militants have resumed firing rockets from West Autopia at Roritanian cities.

The Roritanian Prime Minister recently announced that Dan, a small city in the northern East Autopia, would be evacuated at the end of this month; Roritanian military presence in the area would also cease. He stressed that this step would be performed unilaterally due to the absence of a Autopian negotiating partner and that Roritania would continue to take unilateral measures to set its borders according to its security needs.

Roritania, seeing its last opportunity to act against the militant groups and arms factories in the northern East Autopian city of Jen before pulling out of the area, is preparing for a large-scale incursion. RDF troops have already entered the city and the refugee camp, searching houses for armaments and militants. The last RDF incursion into Jen, five years ago, took a heavy toll on both sides, and caused a local humanitarian crisis. Jen has been kept under close RDF scrutiny ever since; the damage caused has yet to be repaired and, due to the situation, elections have not been held in the city.

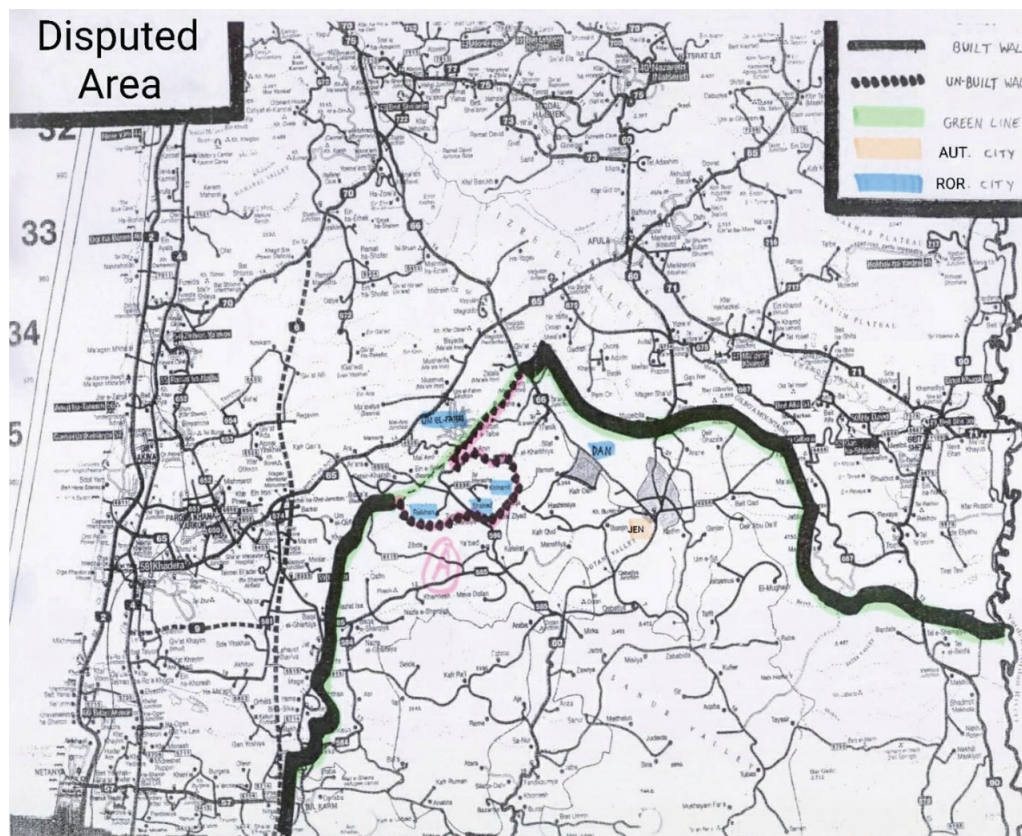
Heading a shaky coalition, the Roritanian Prime Minister relies heavily on his coalition partner, the left-of-center Labor Party, for political support. While supporting the convergence plan, Labor sees the plan’s unilateral nature as its key long-term weakness. Labor officials open a backdoor channel to the Autopians, hoping to achieve a mutually agreed upon handover of power and territory, and perhaps a first step towards resuming regular negotiations. Labor leaders are confident that the Roritanian Prime Minister will adopt any reasonable agreement reached by them with the Autopians rather than risking the collapse of his government.

Through contacts from the previous rounds of negotiations in the area of Eleusia, Labor leaders contact the Governor of Jen and the local NP commander. Faced with the reality of the RDF incursion and realizing that to a great degree the fate of the Autopian nation could turn on what occurs in Jen, they agree to negotiate. They promise that if a just and reasonable agreement is reached, they would pressure their NP president of East Autopia and the FF Prime Minister of West Autopia to endorse it; if they would not, they would be blamed and castigated for all damages resulting from the RDF incursion in Jen.

The coordinators of the upcoming talks have reached these procedural agreements:

- 1) They would select non-professional and non-partisan negotiators, a trusted and representative group, and charge them with reaching the best deal possible.

- 2) The talks would be held in Nicosia, Cyprus, a city with its own ongoing drama of conflict and peacemaking. The talks' time-frame will be limited to the two weeks remaining until the planned evacuation of Dan, and a secluded hotel will be booked for that period of time.
- 3) Third party neutrals would be involved in the process, both to mediate difficult situations and as a means of giving the talks credibility in the future. The coordinators requested assistance from the chief of the UN's permanent mission to Cyprus, situated there to help monitor and facilitate the local peace process. Due to the temporary hiatus in activity on the Cyprus front, the chief of mission agreed to assist the talks by assigning several of his staff to help. It was agreed that they would be assigned observer status for the first part of the talks, taking a more active role only if expressly requested to by the parties. During the second part of the talks, as time becomes shorter, they will intervene more actively.
- 4) Secrecy of the talks is paramount; any leakage would end them. Therefore, the groups will not convene ahead of time, and each member will arrive separately, leaving his cell phone at home. The talks will be quarantined – no messages will go in or out except periodic updates sent by each team's coordinator. The only outgoing messages will be actual agreements, passed on through the UN neutrals.
- 5) Arriving in Nicosia, each delegate finds a note in his room asking him to come meet the other members of his team. A private meeting room will be used, and the meeting's purpose is to get to know each other and to prepare for the first upcoming meeting with the other side.



Private Information for the Roritanian Delegation

This is the first time you are meeting as a group, and the one thing most of you have in common is that you never expected to be Roritania's representative in negotiations with the Autopians. Of course, you are familiar with most of the issues; whether you live near Jen, walk the streets of Roritania, or do military reserve duty in the Autopian territories, the conflict is a fact of life. You are excited at the talks' potential, but apprehensive about ensuring Roritania's main interests are satisfied. Bad agreements mean more terror and more deaths. In such a small country, everything hits close to home; whatever happens here will affect you, your families, your friends and your country. Before meeting the other side, read this background summary.

Convergence

The East Autopia's convergence plan is a done deal. The Roritanian Prime Minister *must* implement it in terms of internal politics – it's what he was elected to do – and he has made a firm commitment to the U.S. President.

The city of Dan will definitely be evacuated, on schedule. Established by pioneer Roritanians 30 years ago, Dan is isolated in the heart of Autopian-populated areas, and its very existence causes friction with the Autopians. The Roritanian government is working to put together a compensation package for the 20,000 inhabitants of Dan, who will all be evacuated. Not all these inhabitants have agreed to evacuate; the ideological settlers amongst them view the uprooting of a Roritanian city as a cataclysmic tragedy. The huge political price for forcibly evacuating them might limit your ability to make too many concessions on other subjects at these talks, to avoid your public's feeling that you've sold out. Being able to show considerable concessions from the Autopian side might make this withdrawal easier to carry out. The Roritanian Prime Minister has stressed that internal Roritanian dialogue will precede any withdrawal he initiates, to avoid a social rift. In this spirit, the Roritanian coordinator for these talks has invited a member of the settlement movement to be present at these talks as an observer.

Dan is a carefully planned city with modern infrastructure, street system, and public buildings, etc. The city houses a college with about 2,000 students, commercial areas, and a small industrial area providing jobs for about 2,000 workers. The Roritanian Prime Minister has declared that the city's infrastructure, houses, and community buildings will be dismantled, just as the settlements in the West Autopia were. However, this subject is deemed negotiable.

Withdrawal Line and Security Wall

The Roritanian Defence Force (RDF) has advised that the still uncompleted Security Wall between East Autopia and Roritania proper be completed in its entirety, as a continuous barrier. RDF troops would cross the Wall only in hot pursuit of terrorists. In closed sessions, the RDF has conceded that alternative security measures might be explored in certain sectors instead of the continuous wall concept, but only if a vital segment of the wall is immediately constructed around the bloc of three Roritanian settlements and Fountain, a Roritanian city inhabited by former Autopians. One purpose served by this segment of wall is to connect the settlement bloc – including its Prosperity Industrial Park – to Roritania proper and ensure the bloc's security. The industrial park comprises several dozen factories, which employ close to 3,000 Roritanian workers as well as about 500 Autopian workers from the Jen region. The second pur-

pose is to deny suicide bombers' access to Northern Roritania by infiltration via the Roritanian city of Fountain, where a majority of former Autopians live.

Security Considerations

Occupying less territory makes the RDF's job easier. Defending along a fixed line is simpler than policing Autopian cities. After convergence, fewer casualties among soldiers and settlers alike (to say nothing of Autopians) are expected. The fewer the cities, settlements, and roads to be defended, the less manpower needed to be dedicated to the region. Less day-to-day friction with the Autopians might reduce motivation for terrorism. On the other hand, the pullout will reduce Roritania's on-the-ground intelligence-gathering capability. In addition, Roritania has always depended on the deterrent effect of its military might to keep its neighbors at bay. If the evacuation of Dan is viewed as a capitulation to terror, terror organizations will be hailed as the liberators who banished the RDF and their stock will rise amongst terror-enablers within the Autopian population.

No Linkage

A major concern is that any change in the status quo potentially sets a precedent to be cited in future negotiations. While reaching agreement here can create a positive background for future talks, do not agree to *any* linkage between these and future negotiations. Roritania has never before evacuated a city located east of the ceasefire borders of the 1970 war. Several others exist further south, and Roritania intends to hold on to at least some of them.

Political Considerations

The recent turnaround in Autopian internal politics has left Roritania in a bind: after treating the Autopian National Patriots (NP) as the other side's legitimate representing authority, Roritania is faced with the fact that a terrorist organization (the FF) has taken over West Autopia. Roritania and most Western countries refuse to recognize the FF regime in West Autopia unless it meets three conditions: renouncing violence, recognizing Roritania, and respecting past agreements between Roritania and the NP. The FF has yet to meet any of these conditions. The NP, although certainly not Roritania's friend, is considered more moderate: at least it would stand accountable with regard to previous peace agreements and cease-fires. Roritania has much to gain by strengthening the NP at the FF's expense – and much to lose if East Autopia would be overrun by the FF (like West Autopia was). Additionally, faced with a possible agreement, internal Autopian politics may force the FF into adopting a more moderate line.

The Jen Incursion

Jen has been a hornet's nest of terrorist activity for the past few years, and suicide bombers originating in Jen have struck at buses, restaurants, and bus stations across Roritania, killing hundreds of civilians. While you certainly feel empathy for Jen's inhabitants living in cramped living conditions and enduring searches and curfews, you also know that terror organizations promote these problems by hiding their operations and operators amongst the civilian population.

The RDF estimates there are 10,000 firearms in Jen, besides the weapons held by the semi-functioning, NP-controlled, Autopian police forces. The RDF is particularly worried that militants have smuggled rocket launchers into Jen, capable of striking at the nearby Roritanian city of Afulu. Their primary mission is to capture these arms stockpiles. The RDF also plans to demolish the homes of three suicide bombers and to arrest local terrorist leaders, leaving the terrorist infrastructure in Jen in shambles in the hope that more moderate elements might gain control. During the RDF's last incursion into Jen, the Autopians claimed that Roritanian civilians were committing war crimes. A UN commission later found none of the accusations were even close to the truth.

Before you sit down with the Autopian team, review the boundaries of your negotiating mandate:

The evacuation of Dan *will* be executed.

Allow no formal linkage between these talks and this evacuation to any other talks or withdrawal plans.

Full security must be achieved along the border line.

The strategic threat posed by the weapons caches in Jen *must* be neutralized.

Beyond these points, anything and everything is negotiable at your discretion. You can affect not only the big picture, but you can also reach immediate, local, or interim agreements regarding the Jen incursion, the security wall, or any other issue. These agreements can be put into immediate effect by notifying your coordinator. Your job is to achieve an agreement that best serves Roritania's interests.

Use your preparation time well; you will soon be meeting with the Autopian team.

Private Information for the Autopian Delegation

This is the first time you're meeting as a group. None of you ever expected to represent Autopia in negotiations with the Roritanians on such existential issues. Of course, you are all familiar with most of the issues. Whether you live in a refugee camp, walk the streets of Jen, or get held up for hours at the Roritanian occupiers' checkpoints, the conflict is a fact of life. Bad agreements, from Autopia's standpoint, mean more Roritanian aggression and more deaths. In such a small state, everything hits close to home; whatever happens here will have immediate effects on you, your families, and your country. You don't trust Roritania, and you're not sure whether to trust the Roritanian delegation. Before you sit down with them, here is a background summary necessary for the talks.

Jen

Little has changed in Jen since the death of the former Autopian leader and the transfer of power to John the Great. The Roritanian army continues to maintain checkpoints around the city, strangling commerce and cutting the city off from its outlying areas and other Autopian cities. As a result of the occupation, Jen's inhabitants did not participate in the general election held in January, and the FF's victory has not had much effect here. The area is still under the control of the pro-NP Governor, and most of the local security forces are NP loyalists. However, the FF has been increasingly flexing its muscles in the region and will certainly attempt to use any Roritanian withdrawal as a pretext for attempting to take over local power bases. Since the FF's takeover in West Autopia, the sporadic violence between NP and FF throughout East Autopia has not passed over Jen. In acknowledgement of the shift in the Autopian political scene, the talk's coordinator has invited a representative from FF in Jen to participate in the talks as an observer.

You feel uncomfortable. Back home, Roritarian soldiers are entering the city and arrests have begun. This may be the only way to stop the killing. Last time the Roritarian Army entered Jen five years ago, hundreds were killed. The world stood silently by as the Roritarians destroyed an Autopian city. Only the Autopian resistance, killing hundreds of the invaders, left the city some pride. The FF and religious martyrs have promised to resist. Foreseeing the violent Roritanian reaction to this, you feel responsible to prevent a massacre and a humanitarian crisis. **You must do whatever you can to stop, slow down, or limit the attack.**

Roritanian Withdrawal

You have no objection to Roritania's withdrawal. The Roritanian Prime Minister's coordination of the convergence plan with the Americans and not the Autopians, though, is insulting. These talks are a chance for the Autopian voice to be heard, but the looming ultimatum angers you. Make it clear that you *will* demand your right to be heard on the issue of Roritanian withdrawal. This disengagement should be the first step, linked to future withdrawals in East Autopia.

The Roritanian city of Dan, built on Autopian land, has always been a bone of contention. The open sewage running through the streets of the Jen refugee camp, contrasts with the Roritanian villas across the valley in Dan. It might be enjoyable to watch Roritanian bulldozers tear down the city just as they tore down hundreds of houses in Jen. However, the handover of these homes, undamaged, could have benefits. Refugees, left homeless by Roritania's last invasion, could move into Dan. Evacuating Jen's refu-

gee camp, housing some 50,000 people, could allow Jen to get a fresh start. Dan's modern infrastructure, commercial areas, and public buildings are far beyond anything you could hope to establish on your own. The city also currently houses a college with about 2,000 students, commercial areas, and a small industrial area providing jobs for about 2,000 workers (including about 500 workers from Jen, when the RDF allows them to enter Dan).

Withdrawal Line and Security Wall

You strongly object to the so-called Security Wall. Although primarily built along the Ceasefire border line, in some regions it cuts deeply into Autopian lands. The Wall serves as a physical barrier, denying thousands of Autopians access to employment in Roritania, after almost 40 years of occupation had made you dependent on the Roritanians for employment. The Wall also ends any territorial hopes Autopians may have *west* of the Border Line, in Roritanina proper. Many people in Jen once lived in now Roritanian cities, before the Roritanians expelled them in the 1950 war; some have never come to terms with Roritania's existence. Parts of the Wall are still unbuilt, and *you want to prevent their completion*. At the very least, arrangements should be made to allow free passage into Roritania. In particular, you hope to stop the Wall from being built around the three Roritanian settlements built on Autopian lands west of Jen. In this area, the Wall diverges from the Border Line, tears off a big chunk of Autopian land, and will block thousands of laborers from Jen from employment in the Prosperity Industrial Park. In addition, the planned Wall will cut off family and business ties between residents of Jen and Fountain, the Roritanian city where many former Autopians live. The Governor has stressed that you must keep the larger picture of Autopian national interests in mind at all times. These demand that Roritania withdraw to the Ceasefire Border Line, dismantle parts of the wall, and cease to build the unfinished segments. Settling for less might set a dangerous precedent.

Control of Jen and Dan

While the Autopian internal situation has not yet degenerated into civil war, gunfire is being exchanged daily between NP and FF militants, as the FF attempts to consolidate its power and the NP struggles to attain its former supremacy. After the Roritanians withdraw from Jen, a major power struggle will take place in that city between the FF and the remnants of the NP security forces loyal to John the Great. The city of Dan could play an important role in this struggle. If the FF gains control of the evacuated city, it could use the opportunity to set up an FF-governed city, threatening the supremacy of the NP in East Autopia, including Jen proper. An agreed handover of power directly to the Governor might just allow him to retain control.

Economic Considerations

A unilateral Roritanian pullback might seem to be a considerable concession, but would in reality strangle Jen economically by denying its inhabitants employment in Roritanian industrial parks and business opportunities in Fountain. New peace initiatives are often supported by international resources. Such funding could enable Jen's renovation. If an agreement is reached and implemented, there could be positive local and national effects. Jen might become the focus of East Autopian political activity, having positive effects on local commerce. Security in the area might encourage the establishment of a

Roritanian-Autopian joint industrial park, solving Jen's 60% unemployment rate while Roritanian companies enjoy access to East Autopia markets.

At the very least, you **must**:

Achieve at least some rapid concessions on the ground in Jen.

Attain at least some concession on the issue of the Security Wall, the most symbolic to the Autopian public. Under no circumstances can the entire Wall be built.

Achieve an organized handover of power, preserving Autopian dignity.

Although local interim agreements like these can be made, do *not* agree to a *final, overall* solution to the conflict with the Roritanians achieving anything less than a pullback to the Ceasefire Border Line.

Beyond these, anything and everything is negotiable at your discretion. Any agreements reached can be put into immediate effect by notifying your coordinator. Your job is to achieve an agreement that best serves Autopia's interests. Use your preparation time well; you will soon be meeting with the Roritanian team.

Private Instructions for the UN Team

The UN team has been assigned the mission of facilitating informal Track II talks between Autopians and Roritanian ahead of Roritania carrying out the recently announced withdrawal in north-east Autopia. Your chief of mission is not participating in these talks himself; as the talks are not between official representatives of the parties, the UN involvement must remain low-profile. He has selected you all for your experience in third-party roles gained working on the Cyprus issue. You have been assigned observer status during the first part of these unofficial, top-secret, behind-the-scenes talks. However, the chief of mission has allowed you to take a more active role in mediating or facilitating the negotiations, provided the parties agree to this. At any rate, during the later phases of the talks you will definitely intervene to speed things up; time is running out for everyone. Successful UN intervention would be an important feather in the team's cap.

This is the first time you've met as a group. Of course, you are all familiar with most of the issues – you follow them on the news and read briefings; some of you have dealt with them professionally. You are careful to keep abreast of developments in the region. In addition, your chief of mission has provided you with the following briefing paper, covering what seem to be the parties' interests and viewpoints, what the UN's view, is and what your job is.

Convergence

The convergence plan itself is a done deal – the Roritanian Prime Minister will be able to implement it in terms of internal politics and has made a firm promise to the U.S. President on this issue. He has too much riding on this to let it slip.

The Roritanian Prime Minister is planning to evacuate the city of Dan. Established 30 years ago by a small group of settlers, the city now numbers some 20,000 inhabitants. Dan is a carefully planned city with a very modern infrastructure, street system, and public buildings, etc. The city houses a college with about 2,000 students, commercial areas and a small industrial area providing jobs for about 2,000 workers. Dan is isolated in the heart of Autopian areas, and its existence causes much friction with the Autopians. This is the first time the Roritanians have considered the possibility of evacuating an entire city; in the West Autopia evacuation last summer 25 small settlements, totaling about 10,000 inhabitants altogether, were evacuated.

Withdrawal Line and Security Wall

The exact pullback line has not yet been declared. The Roritanian Prime Minister's security advisors have aired their opinion that the security wall being built between East Autopia and Roritania should be completed in a continuous manner over the entire withdrawal line so as to prevent suicide bombers' free access to Northern Roritania. You think the Roritanians might agree to leave parts of the wall unbuilt if the Autopians agree to alternative security measures.

Security Issues

On one hand, less territory actually held by Roritania makes the RDF's job easier. Defending along a fixed line is much simpler than continued presence in Autopian cities. Less day-to-day friction between the parties might reduce motivation for terrorism, particularly for suicide bombers. On the other hand,

Roritania has always depended on military deterrence to keep its neighbors at bay. If the disengagement is viewed as capitulation to terror or as a retreat under fire, terrorist organizations would be seen as liberators who banished the RDF and this would encourage their further activity. This would be compounded by Roritania having reduced its on-the-ground intelligence-gathering capability.

Linkage and Future Negotiations

Roritania will try to avoid setting precedents that could be cited in future negotiations; such linkage may be important to the Autopians. Overcoming this may take creativity on your part. Positive results from these talks just might result in full-blown peace talks for the entire Eluesian region.

The Jen Incursion

Jen is one of the Eleusian Region's most cramped, underdeveloped towns. One of its neighborhoods is actually a refugee camp, with scarce electricity and sewage running in the streets. You can't understand how the Roritanians can live with this happening in their backyard. Jen has been a hornet's nest of militant activity for the past few years; a breeding ground for suicide bombers and terrorists who take refuge amongst the civilian population. There are thousands of firearms in the camp, illegal under international agreements. The CIA has reported attempts by the FF to smuggle in artillery and ground-to-air missiles – with possible success. In the RDF's last large-scale operation in Jen, five years ago, troops met fierce local resistance and took heavy casualties. Autopian claims of massacred civilians and war crimes committed by soldiers were investigated by a UN commission, which found that 54 Autopians had been killed and that the accusations of massacres were inaccurate and inflated, to say the least.

Political Considerations

Ever since the attempts to initiate a peace process between the parties began over 15 years ago, the NP party has always been Roritania's negotiating partner. The recent turnaround in Autopian internal politics has Roritania and the world in a bind: after enabling and encouraging the Autopians to set up their own institutions and treating the NP as the other side's legitimate representing authority, this body has been taken over by a group viewed by Roritania and most Western countries as a terrorist organization. These countries refuse to recognize the FF-led regime in West Autopia unless it meets three conditions: renouncing violence, recognizing Roritania, and respecting past agreements between Roritania and the NP; The FF has yet to meet any of these conditions. While the UN has not yet reached any resolution on the subject, you have received reports from administrators of UN-backed aid organizations on their dealings with the new Autopian reality. On the one hand, they are finding it difficult to get aid money transferred into the Autopian areas due to Western concerns that the money will be used to fund militant and terrorist activity. On the other hand, they report a lack of transparency and accountability, and admit that they themselves cannot be certain where the money is ending up and whether it is being used for peaceful goals.

Although elements of the NP have been involved in attacks against Roritania, they are considered more moderate and are at least accountable to Roritania and the world with regard to previous peace agreements and cease-fires. While NP leaders have addressed the UN's General Assembly FF is viewed as a radical group with extreme religious orientation, with little (if any) international support.

UN Interests:

Restoring dialogue to promote quiet in this volatile region.

Achieving tangible results, which can create a more favorable atmosphere of dialogue in the Elusian region, with an eye towards other current hotspots.

Regaining favor with both parties, who have not had a favorable view of UN assistance in recent years.

Possible UN Incentives:

In addition to its willingness to facilitate the talks, the UN can offer its own involvement and other incentives to get a peace process off the ground.

If the situation warrants it, you can consider the following proposals:

The UN can provide on-the-ground monitoring for implementation of any agreement reached.

The UN can provide up to \$10,000,000 for humanitarian efforts and urban development in Jen; an effort can be made to seek similar investments from the EU and the World Bank.

The UN can provide consultants on civil engineering and urban development.

Use your preparation time to work out your game plan - you will soon be meeting with the delegations.

Personal Role Information - Roritanian Team # 1

A professor of International Relations at Roritania University, you specialize in the Roritanian-Autopian conflict from a historical perspective. You've never felt the urge to actively promote change, but having been asked by a childhood friend, now a cabinet member from the Labor party, to take part in these talks, you've reconsidered. Success here could springboard your friend into a position from which he could make you a serious offer, leading to an interesting career change into politics. Labor's program is to steer things back to the negotiating table, despite anything the Roritanian Prime Minister or the Autopean leadership might say or do. While making promises of linking this pullback to any other concessions is categorically forbidden, he's told you there is no reason it can't be informally used as an incentive. After all, if we're talking to them now, we'll be talking to them again before future pullbacks. Labor lags far behind the Roritanian Prime Minister's party in the polls and needs you to achieve an agreement that it can take credit for during a future election.

Personal Role Information - Roritanian Team # 2

You know that other members of the delegation may not be happy with your presence, but you won't let this keep you a passive observer. A resident of the Imar settlement in Autopia, you have been active in the settlement movement for the past decade. You can't believe that the Roritanian Prime Minister, after all his right-wing posturing in the past, is capitulating. The entire East Autopia should be part of Roritania proper. The previous concept of cooperation with the Autopians was all a big mistake, one that cost Roritania dearly. The disengagement from West Autopia two years ago has proved to be a costly mistake: West Autopia has been taken over by the FF and is serving as a launching-pad for rockets into Roritanian cities and towns. You know that the settlers of Dan are willing to be relocated, but fear that this precedent could form the basis for uprooting other settlements, including your own. You understand you cannot prevent the withdrawal, but perhaps you can affect its scope and the nature of the precedent set. You want the government to adopt a scorched-earth policy, leaving no Roritanian-built structures or infrastructure in the settlements evacuated for the Autopians to enjoy.

Personal Role Information - Roritanian Team # 3

You are a civil engineer, living in soon-to-be evacuated Dan. Three years ago, you ended a career of 15 years as a lieutenant colonel in the Army Engineering Corps. You were asked to provide expert input on engineering issues at these talks; you also have strong views on other topics. You believe a continuous Security Wall is vital for Roritania; any gap would require extraordinary alternative measures to prevent infiltrations. Having heard rumors regarding the talks, your neighbors pressed you to make sure they receive adequate compensation for their homes. Of course, these talks seem to have nothing to do with this issue, but you are keeping it in mind. You have mixed feelings on the question of demolishing the city. You spent two years building your own home and know that demolishing it would be painful. On the other hand, seeing an Autopian family simply move into it might hurt just as badly. You know that with a concerted effort, all traces of the city could be simply erased from the earth in a few days.

Personal Role Information - Roritanian Team # 4

A former diplomat, you were asked to join the talks as someone who could lend a wider perspective. You think the city of Dan, once evacuated, should be turned over to the Autopians undamaged, as needless destruction would do little to promote reconciliation. While the Security Wall concept is one good idea, other alternatives could be implemented at no security risk in certain areas. Gain your delegation's trust in you by sharing the experience you have gained at previous dialogue attempts, but don't divulge your other purpose at those talks. Your diplomatic position serves as a cover for your position in Roritania's internal intelligence agency. Working undercover, you are on the lookout for secrecy infringements – disclosure of military or government secrets to Autopians by Roritanian delegates to the peace negotiations. When disclosure is done inadvertently, delicately prevent it by steering the subject away. If this doesn't work, you might warn the speaker privately, or report him. Here as negotiator and undercover agent, stress the first, acting naturally and according to your own views – but keep the other in mind. Of course, your identity mustn't be revealed to your team or the Autopians.

Personal Role Information - Roritanian Team # 5

When your son was killed during military service in Autopia, your whole life changed. Working through the pain by sharing with other parents who have undergone similar experiences, you eventually became director of Roritania's Veteran Memorial Organization. In such a small country, personal grief is shared by the whole community; your position gives you a certain degree of influence over politicians and policymakers. You believe that Roritania has made a big mistake by remaining in East Autopia as occupiers. The settlements have locked Roritania into an indefensible position, strategically as well as morally. The sooner they are dismantled, the sooner the RDF can pull out of East Roritania. Saving precious lives, this would also prevent the deterioration of morale and morality among Roritanian soldiers and civilians and return the army to performing its original mission of protecting Roritania's borders. Roritania should simply get up and leave, without any demonstrative demolition or humiliating physical barriers preserving the dispute. Immediate bilateral talks can then lead to security agreements and cooperation far more valuable than walls.

Personal Role Information - Roritanian Team # 6

It seems coincidental that you were requested to join the talks just as you were considering a career-change to public affairs. During your successful business career, you've formed a wide worldview which you think can be implemented on the community and international levels as well. In your experience, commerce goes a long way towards allowing co-existence. People making money together might argue over the size of their piece of the pie, but they rarely kill the goose that lays their golden eggs. The freer access Roritanians and Autopians have to each other's markets - the more joint ventures and partnerships, and the more interdependence created between the two economies - the better. You realize that initially the Roritanian side might seemingly have to give more, as the Autopian economy is currently in shambles, but eventually it would pay off financially as well as by reducing terrorism and violent friction.

Personal Role Information - Roritarian Team # 7

Four years ago, you were offered the position of Project Director for the founding of a Labor Party youth wing. Labor had just lost the elections and the party was in shambles, but someone must have been thinking ahead. You agreed, not so much from any political belief, but rather to pay the rent. Today, with Labor wielding immense parliamentary power as the Roritarian Prime Minister's primary coalition partner, you find yourself, at age 25, running an organization consisting of over 5000 members, young activists who will form the backbone of the next election campaign. Your generation will soon be asked to make historic decisions, and your position may set you at the forefront; you feel you need to know more. You are here mainly to meet the other side, to hear their side of the story, and to discover whether they can be trusted, or at least worked with. You sense that the way these talks go will profoundly affect your political outlook, and due to your influence on the party activists, your impressions may affect how Labor will lean in the future. One thing you know for certain: if Labor can't claim credit for reaching agreement with the Autopians, they don't stand a chance of upsetting the Roritarian Prime Minister in the upcoming elections.

Personal Role Information - Roritanian Team # 8

A respected journalist for Roritania's second largest newspaper, you had to promise you would never write this story unless both parties agreed. Not only could shining a spotlight on the talks end them instantly, but it might also put the participants, particularly those on the Autopian side, in severe danger. You appreciate their willingness to come to the table, risking condemnation by their peers as collaborators. You've covered many rounds of talks in the past, criticizing what each side was doing wrong, and prophesizing the talks' end right on time. But last week, you received a phone call from a Labor source, offering you a chance to *join* these talks and put your money where your mouth is. Although used to observing, your bluff was called, and you hope you can translate this experience into negotiating skills. You can also provide input on use of the media to promote any initiative that may result from these talks. Perhaps there will be a media representative on the Autopian team, and at least you could propose doing some joint work.

Personal Role Information - Autopian Team # 1

You are a retired history teacher in Jen, but your family originally comes from Osher, today a major city in Roritania. Your childhood is filled with your parents' stories about their expulsion from Osher in 1950 and moving between various refugee camps before settling permanently in Jen. You see part of your identity as being a living history of the Autopian experience. You feel that you are responsible not only to the inhabitants of Jen, but to the whole Autopian nation, in Autopia and abroad. Eventually, you hope to see both Autopia and Roritania open to the return of hundreds of thousands of Autopian refugees. You would also like to see your students studying in the modern, air-conditioned classrooms of Dan, and dream of the day when Jen will house a university, the only Autopian university in the area.

Personal Role Information - Autopian Team # 2

You are the childhood friend and trusted confidante of the NP military commander in Jen, as well as his second-in-command, and you were sent to be his eyes and ears at the talks. He has asked you to prevent the FF representative from dominating the talks, and to work towards an orderly handover of power in Jen by the Roritanians to the Governor, whose administration is reliant on the NP movement. You also need control of Dan – whether standing or razed – to prevent the FF from gaining control of the area and moving in thousands of FF supporters and their families. You know that one of the Roritanians' main interests in the latest incursion is the seizing of the FF's arms caches. You are also worried about the FF's weapons and would be happy for them to be extracted from the city to weaken FF. When the FF took over West Autopia, many NP authority figures either escaped to East Autopia or were executed. Careful, though - you don't want to appear to be a collaborator with Roritania.

Personal Role Information -Autopian Team # 3

An attorney by training, you have been the right-hand person to the Governor of Jen's for years. You know that, to keep the Governor in power, you must do whatever you can to bring the current invasion by the RDF to a halt, or at least enable immediate humanitarian relief. The Governor is a long-time NP supporter, and the FF will certainly seek to use its new-found power to remove him as soon as they are able. When the FF took over West Autopia, many NP authority figures either escaped to East Autopia or were executed. The Governor needs the Roritanians to pass control of Jen over to him in an orderly fashion once they withdraw their troops. Similarly, he needs them to hand Dan over to his authority to prevent it from becoming an FF-dominated city. Any way the FF can be weakened along the way is fine by you, so long as it doesn't lead to civil war. Your own family owns several shops in the Roritanian city Fountain, northeast of Jen, selling farm produce from around Jen. If the planned wall cuts off delivery routes to these stores, your family business will crash.

Personal Role Information - Autopian Team #4

You represent one of Jen's wealthiest and most influential families. Your family has formed secret partnerships with several Roritanian factories operating in the Prosperity Industrial Park. Due to your connections, many of your relatives in Jen have been given jobs in these plants. You know that if security arrangements reduce the Industrial Park's profitability, or if access to it is denied to Autopian workers from Jen, you stand to lose a lot of money. You have used a lot of your family's influence in the past to keep the Governor in power, and you won't hesitate to seek a return on the favor by leaning on the personal representative you are sure he has included in the group. If the Governor doesn't choose to structure his priorities correctly, maybe the FF representative will offer you a better deal.

Personal Role Information - Autopian Team #5

Realizing that agreements will eventually be reached in these talks or in others, the FF has decided to take part. Its recent victory in the general elections showed that only the FF truly represent the *real* interests of the Autopian people. After the FF takeover in West Autopia, you feel it is just a matter of time before the FF consolidates its power in East Autopia as well. As a high-ranking FF leader in Jen, you have no intention of staying in a passive observer role at these talks. When the Roritanians leave the region, the FF will be putting pressure on the Governor and the remnants of the NP in the Jen region to accept the new reality, and the better you help this process along, the more your own standing is likely to skyrocket.

Any attacks on Roritanian troops or civilians are not only justified, they serve a holy purpose. The proof of this is that God is forcing the Roritanians to turn tail and leave the Autopian lands in West Autopia and now Dan. You have no mandate - or desire - to offer the Roritanians a cease fire; they only understand violence. On the other hand, you may reach agreement with the NP on how life in Jen will go on once the Roritanians are gone. At the very least, you want the NP's assurance that elections for local government will be held as soon as possible, with external observers; you feel that violence aside, the FF may have a chance of politically ousting the whole corrupt NP administration and bureaucracy.

Personal Role Information - Autopian Team # 6

Despite the fact that you raised your children on moderate religious values of charity, brotherhood, and community, and set a good example for them by being a well-respected leader of the Jen community, impoverished life in the refugee camp made your teenaged son easy prey for the FF recruiters. Promised paradise and financial aid for his family, he died a martyr's death as a suicide bomber at a bus stop in the capital of Roritania, killing 5 soldiers. Although your son's comrades from the FF told you that you should be proud of his martyrdom, and a small aid package was received, your grief overcomes your hatred towards the Roritanians as well as any religious consolation. You also have the rest of your family to consider, and have a bad feeling the Roritanians will demolish your home in retribution for your son's actions unless the invasion into Jen is halted.

Personal Role Information - Autopian Team # 7

A doctor in the Jen Medical Center, a 20-bed clinic in the center of the city, you feel guilty being here while you picture the Roritarian tanks and bulldozers moving into Jen. You were in the thick of it last time and you still can't erase the nightmarish memories of dozens of wounded patients in your clinic. Even after the Roritanians withdrew, the destroyed sewer system, the lack of water, food, and medicine, and the denial of access to Roritarian hospitals just 20 minutes away kept you busy for months. As the city's infrastructure has not properly been repaired since then, this time might be even worse. The clinic's director told you before you left: "Forget the fighting, the land, the history. Your job is to keep people alive." You can't help but fantasize about directing a medical center in the modern Dan medical clinic.

Personal Role Information - Autopian Team # 8

Director of the local Jen radio station, you are sure the Roritanians have already taken over your broadcasting offices. You've never let Roritanian sensitivities concern you when speaking your mind and spreading the truth. Acting in concert with local radio initiatives all over East Autopia, your station gives ordinary citizens a chance to tell their own personal stories. Most focus on their treatment by the Roritanian Army, while some discuss issues of national pride. As a public service, you also provide reports on movements of Roritanian Army units, traffic conditions at army checkpoints, and warnings of helicopter gunship sightings. You feel you are contributing to the Autopians' national identity. Your station stresses the common factors and the shared characteristics among stories from different locales. Your main concern at these talks is to stress the need to always keep the common Autopian issues at the forefront, as opposed to focusing on Jen alone. It has taken a long time for solidarity to form, and infighting would be the worst thing that could happen to the Autopian cause now.

Personal Role Information - UN Team # 1

You have been working on the Cyprus issue for the past couple of years, observing and reporting on the different aspects of the peace efforts. Although you were in contact with all the higher-ups on both sides, it was always in a junior role. This assignment seems to be an opportunity to have a real effect on important decisions. You never expected to be in the role of international mediator, but you sure are glad you took Conflict Resolution 101 in college. You'll be watching the parties closely during the opening phases of negotiation, trying to figure out a process that would help them discuss things productively.

Personal Role Information - UN Team #2

After completing your graduate degree in International Relations, you've been working with the United Nations for the past seven years, mainly as a junior staffer on low-level negotiation groups on international trade issues. One thing you've witnessed is the power of joint economic gains to pave the road to agreement even between the bitterest of enemies.

This assignment might be your chance to break out of the pack and stand out, perhaps earning yourself a permanent post on the UN's Eleusian team. You are optimistic about the positive role the UN can play in ongoing conflicts in the Eleusian region, and the Roritanian-Autopian conflict is probably the best place to start. It's time those conflict resolution courses you took in college start paying off for you. You'll be watching the parties closely during the opening phases of negotiation, trying to figure out what their real interests are.

Personal Role Information - UN Team # 3

As an experienced CIA field agent, you worked your way into the UN administration long ago and have been working undercover at different posts around the Eleusian Region since you finished your training at Langley 8 years ago. None of your colleagues to the UN mission in Cyprus know of your CIA role; they consider you one of them. You've accompanied several peacemaking rounds in the Eleusian Region and have seen how fragile diplomacy is. You've spent the past 3 years here on Cyprus, assisting the Secretary-General's peace initiative while at the same time reporting home to Washington and keeping an eye out for U.S. interests.

You feel there isn't much about the Roritanian-Autopian conflict you don't know, and if asked to mediate, you could actually put your knowledge of the situation to good use; both to help the parties out and to keep an eye out for issues in which the U.S. might have an interest.

Personal Role Information - UN Team # 4

A career aid administrator, for nearly ten years, you have served in various capacities at UN missions across the Eleusian Region, and now Cyprus. You had hoped your next position would take you back to UN Headquarters, preparing you to assume a senior mission role. You were surprised by the orders attaching you to the Roritanian-Autopian project staff. Your boss impressed upon you the importance of your team's mission – if these negotiations are fruitful, they could jump-start the whole peace process. The fact that success here could save thousands of lives excites you, and you feel a heavy burden of responsibility. His promise to help you get posted back to New York if these talks are fruitful is also a powerful incentive. You will put every ounce of energy you've got into this and feel that, if need be, you can help the parties reach agreement by sheer persistence and will. You decide not to be put off by any amount of stonewalling or walkouts – you're going to keep coming up with fresh, inventive ideas to solve the issues the parties raise.

Situations

Following are several messages to the teams, describing unexpected situations that could affect the negotiations. Instructors should introduce a situation to disrupt the talks, using discretion as to if and when would be an appropriate moment in the negotiations to do so.

Situation: Targeted Assassination

(Hand this announcement to members of the Roritanian team)

Message from the Roritanian Coordinator

A targeted killing of a Autopian terrorist leader took place this morning in Jen. Helicopters were able to target an extremist religious leader, whose speeches called on terrorist groups to kill every living Roritanians, and whose religious center – the largest and most influential in Jen – served to shield terrorist cells.

Situation: Targeted Assassination

(Hand this announcement to members of the Autopian team)

Message from the Autopian Coordinator

A religious leader and orator in Jen's largest religious center, has been killed in a rocket attack launched on his car by Roritanian helicopters while he was on his way to prayers. His wife and two sons, accompanying him in the vehicle, were seriously injured.

You cannot continue, under these circumstances, to negotiate with the Roritanians. Get up, make a scene, let them know how you feel and leave the negotiation room for at least 15 minutes.

Since holding these talks is critical, you may return to the room no later than 30 minutes from now, but only after the UN neutrals intervene and request you to reconsider your walkout.

Situation: Targeted Assassination

(Hand this announcement to members of the UN team)

Message from the UN Chief of Mission:

Roritania has targeted and killed a prominent religious figure in Jen known for encouraging and shielding militant activities. His family was also injured.

This may be your chance to intervene; perhaps you should be leading this dialogue from now on. Prepare to do so.

Situation: Ambulances

(Hand this announcement to members of the Roritanian team)

Message from the Roritanian Coordinator

Autopian and Red Cross sources report at least 20 critically wounded in Jen, far beyond the treatment capacity of the local medical center. In order to avoid unnecessary fatalities, and avoid adverse media attention, you are authorized to suggest they be treated at an Roritanian hospital in Afulu, 15 minutes away. Keep the following interests in mind:

In the past, such gestures have been used to smuggle terrorists and bombs into Roritania.

Attaining the names of the Autopian wounded can help intelligence efforts – as the army would be able to determine if it has neutralized people on its list.

Treatment of these wounds is a very expensive matter.

Situation: Ambulances

(Hand this announcement to members of the Autopian team)

Message from the Autopian Coordinator

Autopian and Red Cross sources report at least 20 critically wounded in Jen, far beyond the treatment capacity of the local medical center. You must arrange for their evacuation to a Roritanian hospital in Afulu, 15 minutes away.

This treatment is a minimal duty of the offensive army. There should be no unnecessary delays, ambulance searches etc., as every minute could mean life and death.

Situation: Hostage Soldier

(Hand this announcement to members of all teams)

An RDF soldier has been kidnapped while patrolling on the outskirts of Jen and is being held somewhere in the city by a splinter cell affiliated with the FF. The group is demanding release of all the Autopian prisoners held in Roritanian jails in return for his safe release.

A spokesman for the Roritanian government has rejected the demand, warning that if the soldier is not immediately released, the Jen incursion will continue with unprecedented intensity. 'We will ensure the welfare of our kidnapped soldier,' he said, 'even if we have to dismantle every house in Jen to find him.'

Situation: Trapped Child

(Hand this announcement to members of the Roritanian team)

Message from Roritanian Coordinator

Autopian and Red Cross sources report a 3-year-old girl trapped under the ruins of a home destroyed by the RDF. These reports have also been picked up by the world media. The RDF chief of staff ordered a cessation of military operations in that sector of the city and has sent engineers and heavy equipment in rescue the child.

As the rescue team moved in, they came under heavy fire from terrorists in the buildings on either side, suffering several casualties. Broadcasting the team's mission in the Autopian language on megaphones has not helped. Trapped in a courtyard halfway to the target, the team didn't try to break out as this would involve extremely heavy damage to the residential neighborhood. For similar reasons, and out of concern that the engineering equipment might be damaged and decrease the possibility of a successful rescue, the RDF has not yet sent in a relief force, instead broadcasting an ultimatum insisting that the terrorists cease fire within an hour. Nobody is sure the girl has that much time.

You have half an hour, at most, to find an agreed solution.

Situation: Trapped Child

(Hand this announcement to members of the Autopian team)

Message from Autopian Coordinator

The Roritaianians have mowed down an apartment building with their huge bulldozers, burying a 3 years old girl under the rubble. Her mother insists she's still alive, and her pleas for help are being broadcast all over the world.

The Roritanians moved another bulldozing unit into the city, which was immediately attacked by FF fighters. Trapped in a courtyard and surrounded, the Roritanians suddenly claimed they had come to save the child. Not trusting a word the Roritanians say, the FF believed this was a ploy, and that once permitted to pass the equipment would be used to further destroy the city. Caught up in the heat of a successful battle, the fighters have surrounded the Roritanian group and are now wiring explosives round the entire courtyard, scoffing at a Roritanian ultimatum to disperse within one hour. The Governor of Jen has put his foot down, forbidding an attack on the Roritanians so as not to have the child's blood on his hands. The FF has agreed to wait for an hour for the Roritanian ultimatum to pass and let the Governor figure this one out. Afterwards, they've let it be known, they would attack the Roritanian force and wipe it out. Nobody is sure the girl has that much time.

If you can work out an agreement that saves the girl, protects the city, and doesn't cause the FF to lose face, the Governor will be able to persuade them to let him implement it.

You have half an hour, at most, to find an agreed solution.

Situation: Trapped Child

(Hand this announcement to members of the UN team)

Message from the UN Chief of Mission

A critical situation has erupted in Jen. A little girl is buried alive under a bulldozed building. Roritania claims it sent a rescue team of engineers, but it was attacked by militants and is unable to advance. The FF, whose militants have surrounded the Roritanian team, claims it is just another force sent to destroy buildings and they intend to destroy it.

You feel this may be a make-or-break event for these talks; they might not survive the death of the child and a potential hostage situation. Each team has given the other a one-hour ultimatum.

Nobody is sure the girl has that much time.

You have half an hour, at most, to help the teams reach an agreed solution.

Setbacks & Incentives

(Either pass these announcements out as updates from the teams' coordinators, or announce them as if they were radio broadcasts)

Setbacks:

A 15-year-old suicide bomber from a village near Jen blew himself up inside a crowded Roritanian mall. 13 Roritanian civilians were killed. Security forces think the bomber infiltrated into Roritania in the area of Fountain.

Delayed at an RDF checkpoint on her way to a hospital in Roritania, a pregnant Autopian woman went into premature labor, and the baby was stillborn.

In the northeast of Jen, a stray rocket fired by a Roritanian helicopter set hundreds of acres of farmland on fire, destroying this year's crops as well as hundreds of olive trees.

A former East Autopian NP leader sentenced by Roritania to life imprisonment, has been killed in prison. Roritanian sources say he was killed by a prisoner identified with the FF.

Incentives:

An EU consortium is willing to invest \$10,000,000 to develop a joint Autopian-Roritanian industrial park, providing the park itself is located on the Autopian side of the Ceasefire Border Line.

The UN has announced its willingness to deploy troops as observers or peacekeepers in the implementation stage of any Roritanian-Autopian agreement.

Ford Company has announced its intentions to open a production line in the Eleusian Region. Although Ford is also considering building the factory in neighbouring countries, the company announced that, in keeping with Ford's policy of promoting peace and prosperity worldwide, it would build the factory in a stable area in East Autopia – if one were to be found.

