TROUBLE IN PARADISE: MICRONESIA

A MATRIX GAME OF GREAT POWER COMPETITION IN THE SOUTH PACIFIC

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A Matrix Game of Great Power Competition in the South Pacific

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The relations between China and Pacific island countries are now better than ever and face important opportunities of development. China will work with Pacific island countries to brave the wind and waves and set sail for a brighter future of our relations.

-Chinese President Xi, November 2018

Overview

Micronesia is a Matrix Game designed to introduce players to the Micronesia region, its major actors, and its most important dynamics. An overview of Micronesia follows in the next section.

The major actors represented in the game (either as player countries or through game design) are the Commonwealth of Northern Mariana Islands (CNMI), the Federated States of Micronesia (FSM), the US Territory of Guam, the Republic of Kiribati, the Republic of the Marshall Islands (RMI), the Republic of Nauru, the Republic of Palau, Australia and New Zealand, China, Japan, Taiwan, and the United States.

The most important dynamic represented in the game is great and regional power influence competition at several levels. At the grand strategic level the United States and China are competing in the region in what some have called another “Great Game.” This competition is fueled by Micronesia’s strategic geographic location in the “second island chain,” China’s ever expanding Belt and Road Initiative, and the United States’ “rebalance” to the Pacific. There are several competitions at the regional level. China and Taiwan are competing over recognition; four countries in Micronesia still recognize Taiwan over China (Kiribati, Nauru, Palau and RMI). Australia is the largest aid donor in the region and has a vested interest in Micronesian security. Japan has historical, cultural and economic interests in the region as well. The Micronesian countries have their own internal issues that reduce their agency as the great powers compete over and in them. The majority of countries in the region have unique relationships with the United States: Guam is a
US territory; CNMI is a US Commonwealth; and FSM, Palau and RMI are independent countries that have “Compacts of Free Association” with the US. A final wildcard is the separatist movement in the FSM state of Chuuk (formerly Truk).

Influence is represented by markers placed on the map in each country and FSM state; each country or state has a graphic divided into sectors representing the Government, the People, the Economy and any Government Opposition. Players gain or lose influence markers during the game through their actions; either limited recurring actions (“Turn 0” activities) or discrete and more powerful actions using of the Instruments of National Power (Diplomatic, Information, Military and Economic, or “DIME”).
Micronesia Overview

Micronesia is a sub-region of Oceania, composed of thousands of small islands in the western Pacific Ocean. Micronesia includes approximately 2100 islands, with a total land area of 2,700 km² (1,000 sq mi), the largest of which is Guam, which covers 582 km² (225 sq mi). The total ocean area within the perimeter of the islands is 7,400,000 km² (2,900,000 sq mi).

Micronesia has a shared cultural history with two other island regions, Polynesia to the east and Melanesia to the south. The region has a tropical marine climate, and is part of the Oceania eco-zone. There are four main archipelagos (Carolines, Gilberts, Marianas, and Marshalls) along with numerous outlying islands.

Micronesia is divided politically among several sovereign countries. One of these is the Federated States of Micronesia, which is often called "Micronesia" for short and is not to be confused with the overall region. The Micronesia region encompasses five sovereign, independent nations—the Federated States of Micronesia, Palau, Kiribati, the Marshall Islands, and Nauru—as well as three U.S. territories in the northern part: Northern Mariana Islands, Guam, and Wake Island.
The Caroline Islands are a widely scattered archipelago consisting of about 500 small coral islands, north of New Guinea and east of the Philippines. The Carolines consist of two states: the Federated States of Micronesia, consisting of approximately 600 islands on the eastern side of the chain with Kosrae being the most eastern, and Palau consisting of 250 islands on the western side.

The Gilbert Islands are a chain of sixteen atolls and coral islands, arranged in an approximate north-to-south line. In a geographical sense, the equator serves as the dividing line between the northern Gilbert Islands and the southern Gilbert Islands. The Republic of Kiribati contains all of the Gilberts, as well as the island of Tarawa, the site of the country's capital.

The Mariana Islands are an arc-shaped archipelago made up by the summits of fifteen volcanic mountains. The island chain arises as a result of the western edge of the Pacific Plate moving westward and plunging downward below the Mariana plate, a region which is the most volcanically active convergent plate boundary on Earth. The Marianas were politically divided in 1898, when the United States acquired title to Guam under the Treaty of Paris, which ended the Spanish–American War. Spain then sold the remaining northerly islands to Germany in 1899. Germany lost all of her colonies at the end of World War I and the Northern Mariana Islands became a League of Nations Mandate, with Japan as the mandatory. After World War II, the islands were transferred into the United Nations Trust Territory System, with the United States as Trustee. In 1976, the Northern Mariana Islands and the United States entered into a covenant of political union under which commonwealth status was granted to the Northern Mariana Islands, and its residents received United States citizenship.
The Marshall Islands are located north of Nauru and Kiribati, east of the Federated States of Micronesia, and south of the U.S. territory of Wake Island. The islands consist of 29 low-lying atolls and 5 isolated islands, comprising 1,156 individual islands and islets. The atolls and islands form two groups: the Ratak Chain and the Ralik Chain (meaning "sunrise" and "sunset" chains). All the islands in the chain are part of the Republic of the Marshall Islands, a presidential republic in free association with the United States. Having few natural resources, the islands' wealth is based on a service economy, as well as some fishing and agriculture. Of the 29 atolls, 24 of them are inhabited.

Nauru is an oval-shaped island country in the southwestern Pacific Ocean, 42 km (26 mi) south of the Equator, listed as the world's smallest republic, covering just 21 £2 6(8 sq mi). With 11,347 residents, it is the world's second least-populated country, after Vatican City. The island is surrounded by a coral reef, which is exposed at low tide and dotted with pinnacles. The presence of the reef has prevented the establishment of a seaport, although channels in the reef allow small boats access to the island. A fertile coastal strip 150 to 300 m (490 to 980 ft) wide lies inland from the beach.

Wake Island is a coral atoll with a coastline of 19 km (12 mi) just north of the Marshall Islands. It is an unorganized, unincorporated territory of the United States. Access to the island is restricted, and all activities on the island are managed by the United States Air Force.

In the early 20th century, the islands of Micronesia were divided between three foreign powers: the United States, which took control of Guam following the Spanish–American War of 1898, and claimed Wake Island; Germany, which took Nauru and bought the Marshall, Caroline, and Northern Mariana Islands from Spain; and the British Empire, which took the Gilbert Islands (Kiribati). During World War I, Germany's Pacific island territories were seized and became League of Nations mandates in 1923. Nauru became an Australian mandate, while Germany's other territories in Micronesia were given as a mandate to Japan and were named the South Pacific Mandate. During World War II, Nauru was occupied by Japanese troops, and was bypassed by the Allied advance across the Pacific. Following Japan's defeat in World War II its mandate became a United Nations Trusteeship administered by the United States as the Trust Territory of the Pacific Islands. Nauru became independent in 1968.

Economically, the primary income is the sale of fishing rights to foreign nations that harvest tuna using huge purse seiners. The crews aboard fishing fleets contribute little to the local economy because their ships typically set sail loaded with stores and provisions that are cheaper than local goods. The importance of fishing income to the region requires a robust Maritime Security capability to enforce laws and regulations and limit the revenue losses created by Illegal, Unreported, and Unregulated (IUU) fishing, which is estimated to cost the Pacific region as a whole between $700M-$1.5B annually. The estimated cost for tuna alone is over $600M annually, which directly impacts Micronesia where the largest tuna fisheries are located. Micronesian countries simply do not have the resources to patrol their vast EEZs, even with assistance.

The largest Maritime Security contribution comes from Australia's Pacific Patrol Boat Program, which began in the 1980s, following the declaration by Pacific island states of a 200 nautical mile
exclusive economic zone (EEZ) under the United Nations Convention on the Law of the Sea (UNCLOS). The Australian government announced the supply of initially 10 patrol boats to members of the Pacific Islands Forum, with the first delivered to Papua New Guinea in 1987. The program was later extended, with the final 22nd vessel being delivered in 1997. As well as provision of the patrol boats, the program is supported by the deployment of Royal Australian Navy Maritime Surveillance Advisors, who are based in-country.

Tourism is another major source of regional income, most notably for CNMI (Chinese casino on Saipan), Guam (Japanese and Chinese tourists), and Palau (diving and eco-tourism). While the FSM, RMI and Kiribati have potential tourist sites, they are the least developed and prepared to handle significant numbers of tourists. Within FSM, Chuuk is a potential major diving destination, but has corruption problems (a small diving industry does exist, primarily for wreck diving within the vast lagoon). Yap is also a potential tourist destination, but is the most traditional of the FSM states, so has resisted significant tourism development (e.g., downscaling plans for a major Chinese resort) and was previously home to a now defunct independence movement.

Additional regional income comes in from government grants, mostly from the United States, and the $150 million the US paid into a trust fund for reparations of residents of Bikini Atoll that had to move after nuclear testing. Few mineral deposits worth exploiting exist, except for some high-grade phosphate, especially on Nauru (although the deposit is almost depleted and not currently commercially viable). Copra production used to be a more significant source of income, however, world prices have dropped in part to large palm plantations that are now planted in places like Borneo.

Most residents of Micronesia can freely move to, and work within, the United States. Relatives working in the US that send money home to relatives (remittances) represent the primary source of individual income. Additional individual income comes mainly from government jobs, and work within shops and restaurants.

Wikipedia

https://www.pewtrusts.org/en/research-and-analysis/articles/2016/05/02非法捕鱼对太平洋岛屿造成的损失


https://nautilus.org/publications/books/australian-forces-abroad/pacific-islands/pacific-patrol-boat-program/

https://thediplomat.com/2017/06/a-remote-pacific-island-faces-up-to-china/
Matrix Games

A Matrix Game is a multi-sided, turn-based game that uses a simple and free-form argumentation process among the participants to develop a game narrative. If you can say “this happens for the following reasons,” you can play a Matrix Game. The players generally role-play state and/or non-state actors in a competitive or conflict setting and attempt to achieve their objectives by making arguments. The viability of their arguments is determined by the participants themselves, effectively crowdsourcing ideas and insights in a dynamic and creative environment that is also based in reality. Similar to the real world, the outcomes of player arguments are often uncertain; to simulate this uncertainty the players roll dice to determine whether, and to what extent, an action succeeds or fails to achieve the desired effect.

Matrix Games are particularly effective in portraying complex situations or conflicts that involve multiple actors with competing interests and objectives. The scenario and the arguments the players use within that scenario will create a game narrative that can be analyzed afterward. The Matrix Game format can often generate options and approaches to problems that more structured and traditional decision-making processes may overlook. Matrix Games also support player frame of reference development through immersive role play; in addition to developing strategies to fulfill their objectives, players should leave the game with a greater understanding of the general situation, as well as the points of view and objectives of the various player and non-player actors portrayed in the game.

Because they are based on argumentation and adjudication, Matrix Games require someone energetic, knowledgeable, and experienced in facilitation to run them effectively. They are ideally run by a team consisting of a Facilitator and a regional Subject Matter Expert (SME), although one person may fulfill both roles. The Facilitator is neutral and focused on keeping the game flowing and arbitrating the player actions and arguments. The SME should be an expert on the scenario and provides context; role-plays non-player countries, organizations, and other non-state actors; and in general prevents players unfamiliar with the scenario from making truly unrealistic arguments (while trying not to overly restrict player creativity).

To begin play, the facilitator should assign the players their roles and provide them the introductory background and their player briefs. The players should then be given a short period of time to study the brief, form a strategy, draft a few potential arguments and negotiate with the other players if desired. Play then commences in the specified turn order. After the final round the facilitator and SME moderate a discussion of the game narrative and any insights derived from it, as well as a review of the players’ objectives versus their achievements during the game. The facilitator may want to commence play with a practice round, after which the game is reset and the actual game commences.

Unlike many other wargames, there are no “Victory Conditions” in Matrix Games where a single “winner” of the game is declared. Players are provided objectives to achieve in their player briefs; the objectives of one player-team will likely conflict with those of others; they may even conflict within player-teams. It is likely (and even welcome) that all players will achieve some of their objectives by the end of the game.
Core Matrix Game Concepts: Arguments, Pros and Cons, and Adjudication

Arguments
During their turns, players make an argument to attempt to advance their position in accordance with their assigned game objectives and strategy. Arguments should be succinct and structured in the following standard format to allow the game to proceed quickly: the Action the player will undertake; the desired Effect the action will have if successful; and one to three strong and credible reasons why the action will be successful (Arguments For or Pros).

Pros and Cons
After the active player has made his or her argument, the other players and the facilitator may offer additional Pros, as well as strong and credible Counter-Arguments or Cons as to why the action will fail (also no more than three). The facilitator weighs the relative values of the Pros and Cons and determines the final number of approved Pro and Con arguments to be used to adjudicate the outcome.

Adjudication: Weighted Probabilities System
This adjudication system introduces an element of uncertainty while emphasizing effective player arguments by weighting the chance of success of an Action based on the number of facilitator-approved Pro’s and Con’s. To adjudicate an Action using this system follow these steps:

• The active player rolls two six-sided dice
• Modify the die roll by +1 for each Pro in favor of the Action
• Modify the die roll by -1 for each Con against the Action
• If the modified die roll is greater than or equal* to 7 the Action is successful and the desired Effect is implemented.
• If the modified die roll is less than 7 the Action is not successful and the desired Effect is not implemented.

Measures of Success: when appropriate the facilitator may use the modified die roll to gauge not only the success of an Action, but also the degree of success. Results of 10-11 indicate a major success, while a 12 or more indicates an overwhelming success. Conversely results of 3-4 indicate a major failure, while a 2 or less indicates a disastrous failure. The facilitator can use the degrees of success or failure to provide extra positive or negative Effects for the active player.

*V2 change (V1 mistakenly stated "more than 7"
**Spendable Bonus Tokens:** During the game actors may acquire tangible assets or intangible advantages that could be used in the game to increase their chance of success while taking actions or in response to other player actions. This might be money, weapons, intelligence, political capital or influence (among many other things). These assets and advantages are represented in the game by bonus tokens with the appropriate icons on them (e.g., weapons, cash, documents). When making an argument a player can expend these tokens to gain a +1 die roll modifier to the success roll (after making a plausible Pro argument on how they are using it). Generally, no more than two bonuses of each type may be applied, and no more than three applied in total to a single action (otherwise the effect becomes too powerful). The facilitator may also allow a player to spend tokens during another actor’s turn, as long as it is accompanied by a plausible Pro or Con argument. Actors may start a game with bonus tokens as determined by the facilitator; they are usually gained during game play (e.g., from a very successful die roll). They may be transferred or traded as determined by the facilitator. A representative sampling of these tokens is included at the end of these rules; if necessary the facilitator can use blank tokens or anything else to represent a bonus token not already included.

**Momentum:** If an argument fails to succeed, the facilitator may grant the active player a Momentum Token (unless otherwise noted in the rules). The next time the player makes the same argument, they may use the Momentum Token to gain a +1 modifier to represent continued investment in the argument or project over time (cumulative to a maximum of +3). The facilitator must decide if this bonus requires the continued argument be made on the next turn, or any future turn. This bonus mitigates against bad die rolls, however after an argument fails three times it has failed permanently (e.g., investors have lost interest or the project is technically infeasible).

**Big Projects:** Some arguments represent such a large investment in time and effort as to require multiple actions over two (or more) turns to bring them to fruition. Another method for big projects is to make one argument that if successful takes more than one turn to complete (i.e., no additional rolls required); how big projects are implemented is decided by the facilitator.

**Opposed Arguments:** For ARGUMENTS between two players, it is often better to have each player roll in competition rather than settle the ARGUMENT with one roll by the active player. The facilitator applies the appropriate modifiers to each player’s roll, and the high roll wins. In the case of a tie the ARGUMENT fails and/or is a stalemate.
**Micronesia Matrix Game**

*Micronesia* is a Matrix Game designed to introduce players to the Micronesia region, its major actors and its most important dynamics.

**Player Assignments (bold) and Round Order:**

0. Diplomacy Phase
1. China Central Committee
2. Australia and New Zealand
3. Japan
4. China Ministry of Commerce
5. USA
6. Taiwan
7. Micronesia Actors (played by SME)
8. Other Actors and End of Round Phase

**Diplomacy Phase**

The facilitator should set a fixed time to allow the players to conduct planning and negotiations to prepare for the upcoming round. This is a good time to pre-coordinate actions or make agreements with other players; waiting to do so during the player turns may result in wasted actions and wasted time. Players may make announcements concerning any agreements they have made (or may wait to do so during their player turns).

**Micronesia Actors**

During this phase the SME *may* make one argument on behalf of each Micronesia actor: CNMI, FSM, Guam, Kiribati, Nauru, Palau and RMI. This argument may be Diplomatic, Informational, Security or Economic. The SME places the appropriate DIME token in the actor’s territory on the map, as well as any token(s) representing the effect of the argument.

**Other Actors and End of Round Phase**

During this phase the facilitator and SME inject the consequences of player actions and game events, including the responses of non-player countries, non-state actors and other agents (both regional and extra-regional) into the game. If there are enough players, this can be a separate (non-player) team that supports the facilitator and SME. The facilitator then reviews player and non-player actions and events that have generated new "established facts" in the game, including those carried over from previous rounds.

**Round Length**

Round length is set by the facilitator based on game objectives; the default scenario uses up to 10 rounds of one year each for a total game length of 10 years. Additional rounds, and/or longer rounds, allow the exploration of different scenarios. Shorter game rounds allow for the examination of discrete events or crises such as a conflict or response to a disaster.
The Map
Gameplay is represented on the map, though the map serves more as a visual aid than a comprehensive representation. In other words, the game world extends beyond what is shown on the map, and many important components of gameplay occur off-map. Temporary physical player assets (e.g., DIME actions, influence, money), non-controllable factors (e.g., random events) and abstract concepts (Separatist Movements) can be represented on the map with tokens, which provide the players a visual frame of reference. Along the outside of the map are play aids: the Round Tracker and the Turn Tracker. Note: the map for Micronesia was designed to be printed at 29” x 45”

Micronesia Matrix Game Special (Optional) Rules
These special rules are tailored to simulating great power influence competition in the Micronesia Matrix Game.

Instruments of National Power (DIME) Tokens: There is an exceptionally broad variety of arguments players can make within the game. An exhaustive list is therefore not possible, but arguments in Micronesia are supported by one or more of the elements of national power: Diplomatic, Information, Military (or Security), and Economic (DIME). The player must propose which instrument his argument is best supported by, as each argument costs at least one DIME token, representing an expenditure of national power. A player may support an argument with multiple DIME tokens (gaining a +1 modifier for each token beyond the first), representing a "whole of government" focus. Each country begins the game with the amount of DIME tokens reflected in the Starting Conditions section and on each Country Brief. A player may make from one argument to as many arguments as he/she has DIME tokens, depending on his/her strategy and focus for that turn. They can execute arguments in any order they choose, and may also save tokens to use during other player rounds within a turn to reinforce, react to, or oppose the active player’s arguments, or may play saved tokens in the End of Round Phase. The number of DIME tokens available to each player can vary over time. Tokens are reset at the beginning of each round. Only unused Economic tokens carry over from one round to the next. Note that the number of DIME tokens reflects the amount of “disposable” national power a player country could apply in the region, not necessarily its entire national power. In Micronesia, Security is considered a subset of the Military Instrument of National Power and is by nature less contentious. Security may include military and non-military (e.g., Law Enforcement) operations, training and assistance. See the Instruments of National Power appendix for additional information. Note: The DIME Tokens are color-coded to correspond to the tokens available in the Matrix Game Construction Kit (MAGCK). For additional information on the MAGCK see the last page of these rules.

Influence: Influence is the “name of the game” in Micronesia, and is gained or lost as players execute actions in the game using their allocated DIME tokens. Influence in Micronesia is represented by colored country-specific markers placed in one of the four sectors depicted on each country or state “pie chart” graphic on the map.
Country/State Sector “Pie Charts”

Each Country and FSM State has a “Pie Chart” representing the major sectors of that country/state that can be influenced in the game: the Government, the People, the Economy and the Opposition (if any). Color-coded Influence Markers represent the Player Countries’ influence in the country or state. The FSM national pie chart only includes a Government and Economic Sector; the People and any Opposition are represented in the FSM State Pie Charts. Each action/argument must have as its primary target one sector; if influence is gained or lost it must be placed or removed from that sector. If additional influence beyond 1 is gained (per the measures of success rule), the first is placed in the primary target sector and the additional may be placed in adjacent sectors (and in the case of FSM may be placed “down” into the matching state sector). For example, if China gains 2 influence tokens in the FSM Government sector, 1 is placed there and the additional one may also be placed there or in any State Government sector.

“Turn 0” Influence Actions

After the Diplomacy Phase, the major powers (China, AUS/NZ, Japan, USA, and Taiwan) each get to place “Turn 0” Influence Tokens, representing routine, planned and budgeted ongoing activities. Players secretly write down the placement of their tokens (location and sector) after the Diplomacy Phase (they may coordinate during that phase). Turn 0 Tokens may only be placed in countries/states with existing Influence Markers from that player (as long as there is an influence marker anywhere in the target country’s Pie Chart, additional influence may be placed anywhere in that Pie Chart).

In the case of FSM, Turn 0 tokens may be placed “down” into the matching FSM State sector (e.g., if Australia has an Influence Marker in the FSM Economic Sector, it may play a Turn 0 Economic token targeted at the Yap Economic Sector).

China may play Turn 0 Tokens on any country (and its states, in the case of FSM) that recognizes China (not Taiwan) regardless if it has existing influence in that country’s sector pie chart.

Tokens are simultaneously placed near the country or state to be influenced; one Influence Marker is placed in the appropriate sector of the country/state pie chart as a result without an argument.
or die roll (players must still articulate the action and effect so the other players and the facilitator understand how the influence is being placed).

**DIME Player Turn Influence Actions**

In turn order, players make one or more arguments to place additional influence or remove another player’s existing influence (limited by the number of DIME tokens allotted). Players may also use more than one token for an argument, representing a “whole of government” approach. Each additional token beyond the first gives a +1 modifier to the argument (becomes a Pro). Place the DIME token on the map near the target Sector Pie Chart; successful arguments place Influence markers on the Sector Pie Chart per the Measures of Success rules. Players may withhold DIME tokens and use them in another players turn to support or thwart their arguments (as a +1 Pro modifier or a -1 Con modifier). If players still have withheld tokens they may play them during the Consequence Management Phase at a -1 modifier (representing hastily planned and resourced actions). Economic tokens may be carried over to the next round. Influence markers gained by playing DIME tokens may be placed in any country/state Pie Chart; the player does not need to have existing Influence Markers in that country/state as with Turn 0 tokens. Players may argue that existing influence (from the active player or other players) in the targeted Sector Pie Chart may modify the current argument (or even in adjacent countries/states).

*Note*: players should leave their played Turn 0 and DIME Tokens in place throughout the entire round to visualize where actions occurred; the Tokens coupled with the Influence Markers can serve as a “heat map” of activity and results. If there are enough Tokens, they may be left in place throughout the entire game. MAGCK “poker chip” style tokens are particularly effective in this regard as they are color-coded and stack well.

**Measures of Success**

Players roll 2d6 to determine the success or failure of an argument when using DIME tokens during their turn (7+ = success). Higher rolls indicate a higher measure of success; lower rolls a lesser measure of success.

For arguments to *add* influence markers in a country’s sector “pie chart,” use the table below. For arguments to *remove* another player’s existing influence, success simply means the removal of one Influence Marker; do not use the table (existing influence is arguably stronger than new influence).

**Add Influence Action Results (modified roll):**

12
- +: Overwhelming success, +3 Influence Markers
- 10-11: Major success, +2 Influence Markers
- 7-9: Success, +1 Influence Marker
- 3-6: Failure, no effect
- 3-4: Major Failure, no effect
- 2-: Disastrous failure, -1 Influence Marker
Player Aids
See Appendix 11, Examples of Play, for examples of the various arguments possible in Micronesia. See Appendix 12, Argument Worksheet, for an aid to help players structure their arguments.

Special Tokens
Additional tokens are used to represent organizations, infrastructure, activities, assets and events. The effect of these tokens is determined by the Facilitator and/or player arguments. Some assets can be used as “spendable” tokens (e.g., money). Spendable tokens may be used to gain a positive modifier (or a negative modifier when used as a Con during another player turn). When used in this manner they are “spent” and removed from the game.

Example Special Tokens
Organizations: Civic Action Team (CAT)-Palau, Joint Region Marianas, etc.
Infrastructure: Casino, Tourism
Activities: Protests, Demonstrations, Independence Movement, etc.
Assets: Fishery, Money, etc.
Events: Terrorist Attack, Illegal Fishing, etc.

Random Events
Random Events is an optional rule that adds an element of uncertainty to the game. 11 random event tokens are included (highlighted yellow). The Facilitator should number them 2-12 on the reverse side and place them in a random stack with the numbered side facing up. Whenever a player rolls the (unmodified) number on 2D6 matching the top token, that event is revealed and implemented per the facilitator. The event occurs in an area related to the argument that triggered it. The Facilitator may use other methods to trigger Random Events, or not use them at all.

Random Event Table:
2: Typhoon
3: Storms
4: Tsunami
5: Illegal Fishing
6: Scandal
7: Player Choice (from existing events or create a new one)
8: Protest/Demonstration
9: Terrorism
10: Environmental/Man-Made Disaster
11: Floods/Sea Level Rise
12: Criminal Activity
Taiwan Recognition

Four Countries in Micronesia recognize Taiwan instead of China: Kiribati, the Marshall Islands, Nauru and Palau. Taiwan Recognition is shown by placing a Taiwan Recognition token on the map adjacent to those four countries. China may try to influence a country to switch its recognition in the game through a series of influence placements and arguments (a possible “Big Project” in terms of the rules). Taiwan may also try to influence a country to switch its recognition, although it would likely be more difficult, especially for Commonwealth and Free Association countries heavily influenced by the US, which recognizes China.

See Appendix 2: Taiwan Recognition, for additional information.

Chuuk Independence Movement

There is a separatist movement in the FSM State of Chuuk (formerly Truk). The original referendum vote scheduled for 2015 was delayed by the FSM government until March of 2019. Because 2019 is (currently) Turn 1 of the game, it is assumed the government delayed the referendum until 2020 (Turn 2). The facilitator should include (or not) the Chuuk Independence movement based on real world conditions at the time of the game. Place the “Chuuk Separatist Movement Vote” Token in the Round 2 box on the map. The mechanics for the vote itself are up to the Facilitator.

“A Way” to the resolve the vote could be for the SME to roll for the success of the vote, with 8+ (or some other value) equaling a vote to secede. All players with influence in the FSM National Sector Pie Chart and the Chuuk State Sector Pie Chart must announce if they will use their influence for independence, against independence or remain neutral. For every 3 influence markers in the Government and Economy sectors gain +1 or -1 modifiers. For every 1 influence marker in the People or Opposition sectors gain +1 or -1 modifiers.

See Appendix 3: Chuuk Independence Movement, for additional information.
Start Conditions

China Central Committee
Turn 0 Tokens: 2 x Diplomatic (D), 2 x Informational (I)
DIME Tokens: 1 x D, I, Security (S)
Influence Markers: CNMI, FSM, Palau, RMI: 1 x Gov’t; Chuuk: 1 x Opposition

Australia/New Zealand
Turn 0 Tokens: 1 x S, 2 x Economic (E)
DIME Tokens: 1 x D, I, Military (M)/S (choice), E
Influence Markers: Palau, FSM, RMI, Kiribati, Nauru: 1 x Gov’t

Japan
Turn 0 Tokens: 1 x D or 1 x E
DIME Tokens: 1 x D, I, E (may choose to exchange any one for a single Security Token during Diplomacy Phase)
Influence Markers: Palau: 1 x Gov’t; RMI, CNMI: 1 x Econ

China Ministry of Commerce
Turn 0 Tokens: 1 x I, 3 x E
DIME Tokens: 1 x I, 2 x E
Influence Markers: CNMI, Palau, FSM, RMI, Kiribati: 1 x Econ; RMI 1 x Opposition
Misc Tokens: Saipan: Casino; Palau: ADS Revoked/Tourism Ban token

USA
Turn 0 Tokens: 1 x D, 2 x S
DIME Tokens: 1 x D, I, M/S (choice), E
Influence Markers: Guam: 5 x Gov’t, 5 x People; CNMI: 4 x Gov’t, 2 x People; Palau, RMI: 2 x Gov’t, 2 x People; FSM: 2 Gov’t; FSM States: 1 x People in each
Misc Tokens: Palau: Civic Action Team (CAT)-Palau; Guam: Joint Region Marianas (JRM) HQs; Kwajalein, RMI: Kwajalein Missile Range

Taiwan
Turn 0 Tokens: 1 x D or 1 x E
DIME Tokens: 1 x D, I, E (+ 1 x S or M on odd turns to represent Navy deployments in odd years)
Influence Markers: Palau, RMI, Nauru, Kiribati: 3 x Gov’t, 1 x People
Misc Tokens: Palau, RMI, Nauru, Kiribati: Taiwan Recognition Tokens

Micronesia
Turn 0 Tokens: NA
DIME Tokens: SME may make one D, I, S, or E argument on behalf of each Micronesia actor, or pass
Influence Tokens: Nauru: 1 x Russian Influence Marker (Gov’t)
Misc Tokens: Chuuk: Separatist Movement; Palau: Maritime Security (MARSEC) Center; Round 2 box: Chuuk Separatist Movement Vote; Round 6 Box: Compact Direct Funding Ends
Overview: As China takes its rightful place in the world, it seeks to expand its influence, access and reach beyond the South China Sea and the “First Island Chain” into Oceania to gain access to raw materials and new markets, gain strategic advantage, and erode diplomatic support for Taiwan.

Objectives

- Gain access to available raw materials (primarily fisheries)
- Gain access to new markets for Chinese goods
- Use economic development actions (loans, grants, projects) to increase influence
- Target strategic ports and airfields for development projects; gain commercial, then military access (Hambantota, Sri Lanka model)
- Influence countries that still recognize the renegade province of Taiwan to recognize China
- Discretely promote Chuuk withdrawal from FMS; look for other opportunities to influence “Free Association” countries to withdraw from agreements with Western powers
- Use HADR as an engagement opportunity
- Conduct “Freedom of Navigation” operations when advantageous and in response to similar Western operations
- Reduce Western influence in region
- If necessary and as required, curb IUU (Illegal, Unreported, Unregulated fishing) by Chinese corporations to avoid negative publicity counter to strategic objectives

Start Conditions: Turn 0 Tokens: 2 x D, 2 x I; DIME Tokens: 1 x D, I, S; Influence Markers: CNMI, FSM, Palau, RMI: 1 x Gov’t; Chuuk: 1 x Opposition

Additional Background:

As Beijing steps up its global engagement under General Secretary of the Chinese Communist Party (CCP) and President Xi Jinping, China is also increasing its involvement in the Pacific Islands region. Beijing’s heightened engagement in the region in recent years is driven by its broader diplomatic and strategic interests, reducing Taiwan’s international space, and gaining access to raw materials and natural resources. Although the Pacific Islands receive less of China’s attention and resources compared to other areas of the world, Beijing now includes the region in its key diplomatic and economic development policy—the Belt and Road Initiative (BRI)—which suggests China has geostrategic interests in the region. An April 2018 news report on purported discussions over a potential Chinese military base on Vanuatu, though denied by both countries, raises concerns that a Chinese base could be established in the Pacific Islands. Such a development could pose challenges to U.S. defense interests and those of Australia and New Zealand, key U.S. partners in the region.
Over the last five years, Beijing has significantly bolstered its economic ties with the Pacific Islands. An examination of trade, investment, development assistance, and tourism data shows China has become one of the major players in the region, well ahead of the United States in most areas. Beijing concentrates much of its economic engagement, especially aid and tourism, among its eight diplomatic partners in the region,* but recently it has also made inroads with other Pacific Island countries, including Taiwan’s diplomatic partners.

In terms of diplomatic and security engagement, China has increased its footprint through participation in regional organizations, high-level visits, and public diplomacy efforts. At the multilateral level, China is deeply involved in Pacific Island regional organizations and often provides funding and other support, even if it is not a member or observer. China’s public diplomacy efforts in the region are designed to expand its soft power, including cultural, educational, and humanitarian assistance, and disaster relief activities. While China’s security involvement in the region is limited compared to its diplomatic and economic engagement efforts—only three Pacific Island countries possess militaries†—it is also on the rise.

* The People’s Republic of China has official diplomatic relations with the Cook Islands, the Federated States of Micronesia, Fiji, Niue, Papua New Guinea, Samoa, Tonga, and Vanuatu.

† Papua New Guinea, Fiji, and Tonga. Vanuatu has a police force and paramilitary wing with an internal security mission.

Australia and New Zealand Player Brief

Overview: Australia’s aspiration for the South Pacific is for the creation of a peaceful and prosperous economic, political, and security community. Australia and New Zealand will be central to such a community—and will carry the cost—but much of the head, heart, and soul will come from Papua New Guinea and the other members of the Pacific Islands Forum.

Objectives

- Promote sustainable economic growth
- Promote democratic and ethical governance
- Encourage shared and balanced defense and security arrangements
- Promote common legal frameworks and commitment to fight transnational crime and terrorism
- Support health, welfare and educational goals through aid and other means
- Support improved environmental standards and sustainable development
- Promote maritime surveillance, law enforcement, and emergency relief operations capabilities
- Assist Micronesia countries in apprehending and preventing sea-borne security threats
- Assist in delivering needed government services to outlying remote islands in Micronesia

Start Conditions: Turn 0 Tokens: 1 x S, 2 x E; DIME Tokens: 1 x D, I, M/S (choice), E; Influence Markers: Palau, FSM, RMI, Kiribati, Nauru: 1 x Gov’t

Additional Background:

Australia - New Zealand Joint Statement on Closer Defense Relations: The strategic partnership between Australia and New Zealand remains the closest in our region, and continues to have global dimensions established in the days of the first ANZACs. As close neighbors and allies, we have a mutual commitment to support each other’s security, closely coordinate our efforts in the South Pacific, and maintain a shared focus on the security and stability of our broader region. The formal expression of our alliance and security partnership is found in the 1944 Canberra Pact, ANZUS Treaty and through Australia – New Zealand Closer Defense Relations instigated in 1991. https://www.minister.defence.gov.au/minister/marise-payne/statements/australia-new-zealand-joint-statement-closer-defence-relations

In April this year, Palau, the Marshall Islands and the FSM signed an agreement establishing the Micronesian Regional Transnational Crime Unit. It’s linked to the Australian Federal Police’s Transnational Crime Coordination Centre located in Apia, Samoa. But there’s no Australian Federal Police presence in the North Pacific, a hub for transnational crime. https://www.policyforum.net/australia-cant-forget-micronesia/
Australia’s aid program in the North Pacific is focused on the Federated States of Micronesia (FSM), the Republic of Palau and the Republic of the Marshall Islands (RMI). The Australian Government will provide an estimated $7.9 million in total Official Development Assistance (ODA) to the North Pacific in 2018-19. This will include an estimated $5.0 million in bilateral funding to the North Pacific.

Australia’s regional programs complement its bilateral programs across the Pacific. Our regional programs include those that assist the Federated States of Micronesia manage their fishery (through the Forum Fisheries Agency), mitigate the impacts of severe climate, tidal, and oceanographic events, (through the Climate and Oceans Support Program in the Pacific), and strengthen governance and accountability (through the Pacific Islands Centre for Public Administration, the Pacific Financial Technical Assistance Centre and the Pacific Regional Audit Initiative). https://dfat.gov.au/geo/federated-states-of-micronesia/development-assistance/Pages/development-assistance-in-federated-states-of-micronesia.aspx

In Australian Prime Minister Scott Morrison's first landmark Pacific policy address, the newly installed PM said Australia will commit anew to the Pacific, setting up a multibillion-dollar infrastructure bank to fund projects in the region and appointing a series of new diplomatic posts. "Australia will step up in the Pacific and take our engagement with the region to a new level," the prime minister said Thursday.

"While we have natural advantages in terms of history, proximity, and shared values, Australia cannot take its influence in the southwest Pacific for granted, and too often we have," Morrison said. Morrison announced a new defense force mobile-training team, annual meetings of defense, police, and border security chiefs, and new diplomatic posts in a number of Pacific countries. The centerpiece will be a $2 billion AUD financial facility to help fund major regional projects while the existing export financing agency (EFA) will be boosted by another one billion dollars.

Referring to Australia's 2017 Foreign Policy White Paper, Morrison said the stability and economic progress of the Pacific region are of "fundamental importance," and no single country can tackle the challenges on its own. Morrison announced his Pacific Pivot ahead of a milestone meeting with Chinese President Xi Jinping and other Asia-Pacific regional leaders next week at the APEC forum in Papua New Guinea. Morrison said it was time Australia opened a "new chapter in relations with our Pacific family. Australia has an abiding interest in a Southwest Pacific that is secure strategically, stable economically, and sovereign politically." https://www.nhregister.com/technology/businessinsider/article/Australia-s-new-prime-minister-sounds-like-he-13373814.php
Overview: Japan has a complex relationship with Micronesia and the rest of Oceania due to WWII. Japan is currently a major donor in the region and shares similar security concerns for the region with the United States. Japan and many Pacific island countries are important, longstanding partners, sharing the Pacific Ocean and addressing common challenges. In order to further enhance this partnership, Japan has been hosting a Summit-level meeting called the Pacific Islands Leaders Meeting (PALM) every three years since 1997.

Objectives

- Enhance Micronesia security capabilities to offset Micronesia countries’ small size and land distribution over a wide area
- Improve Micronesia access to international markets
- Reduce Micronesia vulnerability to natural disasters and climate change
- Reduce Chinese influence in Micronesia that is counter to the above objectives

Start Conditions: Turn 0 Tokens: 1 x D or 1 x E; DIME Tokens: 1 x D, I, E (may choose to exchange any one for a single Security Token during Diplomacy Phase); Influence Markers: Palau: 1 x Gov’t; RMI, CNMI: 1 x Econ

Additional Background:

Japan has sought to deepen its ties to the Pacific Islands by rolling out a capacity-building program aimed at upholding maritime order and sustainable ocean management. Prime Minister Shinzo Abe unveiled the measures, to be carried out over the next three years, as he hosted the 8th Pacific Islands Leaders Meeting (PALM) in Japan’s Fukushima prefecture on May 18 and 19, 2018. The pledge underscored a greater focus at this year’s summit on maintaining a free and open maritime order based on the rule of law – a key priority of Japan’s diplomacy at a time when China is exerting ever-growing influence in the region.

Japan has not been standing still when it comes to deepening links to the Pacific Islands. The PALM process is a key vehicle for Tokyo to enhance such relationships. It provides a chance for the Japanese prime minister to meet every three years with leaders and representatives from Pacific Islands Forum members, including Australia, the Cook Islands, the Federated States of Micronesia, Fiji, French Polynesia, Kiribati, the Marshall Islands, Nauru, New Caledonia, New Zealand, Niue, Palau, Papua New Guinea, Samoa, Solomon Islands, Tonga, Tuvalu, and Vanuatu.

In this year’s joint statement, the members sketched out a strategic vision for their partnership, starting with maintaining stability through rules-based order. This element boiled down to respecting sovereignty, the rule of law, and the peaceful resolution of disputes in accordance with
international law. Other points in the shared vision included “self-sustained and sustainable” economic development; active people-to-people exchanges; and robust regional institutions with a view to achieving even greater regional cooperation and integration.

In a speech, Abe said the countries would work together on upholding the maritime order in the Pacific, because “it is the rule of law that gives protection to the nations, big and small, for their inherent rights.” Perhaps anxious to avoid the appearance of a big power dictating to smaller ones, Abe also told his Pacific counterparts that Tokyo would “work to develop quality infrastructure in both ‘hard’ and ‘soft’ aspects so that you are able to realize sustainable prosperity in a self-reliant manner.” This comes amid intense focus on China’s role in the region, which includes the expansion of aid funding and provision of low-interest loans for sometimes-criticized infrastructure projects. The joint statement said the leaders believed that projects including sea ports and airports should be developed “in an open, transparent, non-exclusive and sustainable manner, in accordance with international standards, which also respect sovereignty and peaceful use of such infrastructure.”

When asked at a media briefing whether PALM’s emphasis on maritime order and high-quality infrastructure had any connection to China’s activities, a Japanese foreign ministry official replied: “This is a common standard, a common idea, a common vision – everyone can share it – so it is not directed at China.” Another official at the briefing added that Pacific Islands had particular concerns about illegal fishing and organized crime at sea, and those issues could be addressed under the rule-of-law banner.

https://thediplomat.com/2018/05/japans-pacific-island-push/

Due to its unique status as a pacifist state, Japan has become acutely aware of the shifts in the regional order. Prime Minister Shinzo Abe especially has taken the role of a strategic organizer, attempting to move other states toward perspective and structures that may offset Japan’s capability deficits. This has created a highly engaged Japanese foreign policy, and with Japan being an island state with limited domestic resources, Tokyo is particularly attuned to maritime developments.

Affirming a maritime order based on the rule of law, and of the sustainability of ocean resources, is vital to the interests of both Japan and the Pacific Island countries. And as countries prone to natural disasters there is also a mutual interest in strengthening countermeasures against climate change and enhancing disaster risk management. To this end Japan is funding a new Pacific Climate Change Center in Samoa, scheduled to be opened in August 2019. The center aims to provide training for around 1,400 people a year from across the Pacific in areas of climate resilience, adaptation and mitigation.

Overview: As China takes its rightful place in the world, it must sustain its growing economy for the good of the people and nation by linking Oceania to the “Belt and Road Initiative.” Not everyone on the Central Committee understands the importance of the Economic instrument of national power!

Objectives

- Maximize the profitability of Chinese State and non-State Owned corporations
- Exploit available raw materials (primarily fisheries)
- Exploit access to new markets for Chinese goods
- Use economic development actions (favorable loans, minimal grants, economically viable projects) to increase influence
- Target strategic ports and airfields for development projects; gain commercial access
- Use HADR recovery assistance as an engagement opportunity
- Use “strategic tourism” to expand influence via Approved Destination Status designations

Start Conditions: Turn 0 Tokens: 1 x I, 3 x E; DIME Tokens: 1 x I, 2 x E; Influence Markers: CNMI, Palau, FSM, RMI, Kiribati: 1 x Econ; RMI: 1 x Opposition; Misc. Tokens: Saipan: Casino; Palau: ADS (Authorized Destination Status) Revoked/Tourism Ban token

Additional Background:

The Ministry of Commerce of the People's Republic of China is a Cabinet-level executive agency of the State Council of China. It is responsible for formulating policy on foreign trade, export and import regulations, foreign direct investments, consumer protection, market competition and negotiating bilateral and multilateral trade agreements. Wikipedia

In recent years, China has significantly bolstered its economic engagement with Pacific Island countries. An examination of trade, investment, aid, and tourism data shows that China is becoming one of the dominant economic players in the region, well ahead of the United States. Given the rapid growth in Chinese activity in all four categories of economic engagement over the past decade, this trend is likely to continue in the years ahead, bringing economic and security implications for the United States and its allies and partners in the region.

China is the largest trading partner of Pacific Islands Forum (PIF) member countries (excluding Australia and New Zealand). In 2017, China’s total goods trade with these countries reached $8.2 billion, slightly ahead of South Korea ($8 billion) and far surpassing Australia ($5 billion) and the United States ($1.6 billion). China’s trade with the Marshall Islands and Papua New Guinea comprised 72 percent of its total trade with PIF members. China is the top trading partner of the
Solomon Islands ($657 million), and is the second-largest trading partner of the Marshall Islands ($3 billion) and Tuvalu ($18 million)—three of Taiwan’s diplomatic partners. Notably, China’s total trade with Pacific Island countries that have diplomatic ties with Taiwan ($3.8 billion) exceeds that of the countries that recognize the People’s Republic of China ($3.5 billion).

As with trade, China’s cumulative Foreign Direct Investment (FDI) in Pacific Island countries has grown rapidly since President Xi’s 2014 visit to the region, reaching $2.8 billion in 2016, up 173 percent from 2014. Nearly 70 percent of that FDI was concentrated in Papua New Guinea. Despite its rapid growth, Chinese FDI in Pacific Island countries was just 0.21 percent of its global outward FDI in 2016. The China Global Investment Tracker, published by the American Enterprise Institute and the Heritage Foundation, shows that since 2005, Chinese firms have invested in two mining projects in Papua New Guinea worth $970 million. Aside from these projects, Chinese FDI throughout the region has been mostly in the transport, real estate, and energy sectors.

The Pacific Islands remain one of the most aid-dependent regions in the world. China is becoming a larger player in development assistance in the region, although the exact scope of the country’s development finance activities is difficult to ascertain as the Chinese government does not release detailed information about its aid program. According to estimates from the Lowy Institute, China provided $1.7 billion in cumulative aid to its Pacific Island diplomatic partners from 2006 to 2014, second behind Australia ($6.9 billion) and just ahead of the United States ($1.6 billion). Despite directing just 4 percent of its global aid to the Pacific Islands, China is a key source of development assistance for its eight diplomatic partners in the region. More than 80 percent of Chinese aid has been in the form of concessional loans—which have long-term repayment periods and typically are used to fund infrastructure projects—while the rest are grants.

As is the case globally, Chinese tourists are traveling in increasing numbers to the Pacific Islands, a region for which tourism is the dominant services export sector. China has been among the fastest-growing countries in terms of the number of tourists visiting the region. Despite this rapid growth, the number of Chinese tourists traveling to the Pacific Islands remains modest compared with foreign visitors from Australia and New Zealand. In the long term, China is likely to continue expanding its tourism footprint in the region. The World Bank estimates Chinese visitors to the 11 World Bank members in the Pacific Islands could continue to grow at 20 percent per year to reach 965,000 visitors by 2040.

United States of America Player Brief

**Overview:** Since 9/11, the US has neglected its commitments in Oceania; it is time for this to change. As China seeks to expand its influence in the Pacific, the US and its partners must ensure Oceania remains “free and open.” Of key importance are the US Territory of Guam, Commonwealth of the Marianas (CNMI) and the Compact countries.

**Objectives**

- Defend the Homeland (Guam); provide security to Commonwealth and Compact countries per agreements
- Maintain Compact of Free Association with FSM, RMI and Palau; maintain Commonwealth status with CNMI
- Provide/improve partner defense/security capabilities; expand regional engagement; and build/strengthen relationships and interoperability with regional partners to ensure a free and open Micronesia
- Strengthen US and partner capabilities for deterrence; set the theater for any contingency and commit forces forward for longer durations
- Promote responsible Chinese behavior in the region while hedging against malign influence
- Ensure regional countries are prepared for the end of US direct subsidies in 2023 (Trust Funds take effect on turn 6 if one year turns), when US-managed sovereign Trust Funds for each is meant to underpin further development

**Start Conditions:** Turn 0 Tokens: 1 x D, 2 x S; DIME Tokens: 1 x D, I, M/S (choice), E; Influence Markers: Guam: 5 x Gov’t, 5 x People; CNMI: 4 x Gov’t, 2 x People; Palau, RMI: 2 x Gov’t, 2 x People; FSM: 2 Gov’t; FSM States: 1 x People in each; Misc Tokens: Palau: Civic Action Team (CAT)-Palau; Guam: Joint Region Marianas (JRM) HQs; Kwajalein, RMI: Kwajalein Missile Range

**Additional Background:**

U.S. engagement with Micronesia is concentrated upon its diplomatic and security dimensions, with a particular focus on the U.S. territory of Guam, the Commonwealth of the Northern Mariana Islands [CNMI], and the three countries with which the United States has Compact of Free Association agreements—Palau, the Marshall Islands, and the Federated States of Micronesia—supporting clear U.S. security and political interests there. The United States participates in a number of regional organizations and supports a range of academic, cultural, and professional programs. Having served as a vital logistical hub for the U.S. military during World War II, the region continues to be of geostrategic importance for the United States.

As Beijing increases its comprehensive engagement in the region, the United States and its allies and partners involved in the region—notably Australia, New Zealand, and Taiwan—face increasing
challenges in ensuring a free and open environment and preserving their interests. In recent years, several observers have expressed concern that the U.S. Compact countries could decide to end their agreements with the United States, in part due to China’s increased influence with these countries. These fears were largely prompted by the long-delayed U.S. Compact funding to Palau since 2010, a proposed 2015 legislative resolution in the Federated States of Micronesia to terminate the Compact (which was subsequently not adopted), and perceived U.S. inattention to the region. While these concerns appear largely overblown in the near term, due to the respective countries’ reliance on U.S. services and employment opportunities, China likely will pose an increasing challenge to U.S. access to the Compact countries over the long term.

Beijing’s increasing influence in the Pacific Islands region has led some analysts to raise concerns that China could erode U.S. influence in the Compact countries and CNMI, which would have implications for U.S. military access in the region. According to Dean Cheng, a senior research fellow at the Heritage Foundation, “If Beijing established a political foothold in the region over the long term it could persuade these states not to extend access to the U.S., as well as arrange for Chinese access.” Dr. Cheng notes this Chinese access may not be bases but rather surveillance and reconnaissance sites to monitor nearby U.S. military facilities and testing sites.

A potential Chinese military base or facility in the Pacific Islands could have implications for U.S. military presence and training in the Indo-Pacific and could pose obstacles to U.S. strategic access in the Pacific Islands. Such a development could expand China’s monitoring and surveillance capabilities in the region, helping Beijing mitigate U.S. military presence in the region. It could also present access challenges for Australia and New Zealand, key U.S. partners in the Pacific Islands region.

Taiwan Player Brief

Overview: Taiwan has strong cultural, diplomatic and historic ties to Micronesia. Of particular importance are the four countries that recognize Taiwan over China. Taiwan uses economic aid and diplomatic activities to maintain this status (which China pejoratively calls “checkbook diplomacy”).

Objectives

- Maintain diplomatic recognition by, and Embassies in, Palau, Kiribati, RMI, and Nauru
- Provide direct foreign aid and assistance in region, particularly to countries that recognize Taiwan, especially Palau, which is suffering due to China’s withdrawal of group tourism Authorized Destination Status (ADS)
- Exploit cultural and historic ties to Micronesia and Oceania
- Gain at least observer status (or equivalent) in regional forums (eg, Pacific Island Forum, PALM, etc.,)

Start Conditions: Turn 0 Tokens: 1 x D or 1 x E; DIME Tokens: 1 x D, I, E (+ 1 x S or M on odd turns to represent Navy deployments in odd years); Taiwan Recognition Tokens: Palau, RMI, Nauru, Kiribati; Influence Markers: Palau, RMI, Nauru, Kiribati: 3 x Gov’t, 1 x People

Additional Background:

China and Taiwan are vying for friends in the Pacific Islands through aid and soft power, a competition that’s becoming increasingly crucial to Taipei’s foreign relations. One third of Taiwan’s allies are based in the Pacific, a region rich in natural resources, so maintaining those bonds has become a priority for Taiwanese President Tsai Ing-wen’s administration. It is especially true as her nation’s diplomatic circle has been shrinking as more countries cut off ties in favor of allying with China. Taipei now has formal relations with only 17 countries because Beijing opposes countries pursuing relations with the East Asian state. China claims Taiwan under a policy known as “One China,” so nations seeking rapport with Beijing must cut off diplomatic links with Taipei.

China, the world’s second-largest economy, has spent $1.26 billion in aid to Pacific allies since 2011, according to the Lowy Institute, an Australian think tank. In comparison, Taiwan has spent $224.03 million on its respective partners. On a per-capita basis Taipei appears to have the upper hand. “Because the China-supporting countries are so much larger than the countries that recognize Taiwan, Taipei actually spends $237 per capita to Beijing’s $108, more than twice as much,” the report stated.

Six of the 14 Pacific countries — Kiribati, the Marshall Islands, Nauru, Palau, the Solomon Islands and Tuvalu — have relations with Taiwan. But as China increases its engagement in the area, “pundits are wondering who will be the first to jump ship,” said the Lowy Institute researchers.
“Given the allure of [Beijing’s] generosity, it is tempting to assume that China will soon siphon off Taiwan’s Pacific friends,” they added. Since Tsai took power in 2016, five nations have switched allegiances to China, with the most recent cases being El Salvador, Burkina Faso and the Dominican Republic.

China’s footprint in the Pacific has been expanding in recent years with increased trade, development assistance, infrastructure spending, and a steady stream of Chinese tourists who flock to luxury resort islands such as Fiji. “Although the Pacific Islands receive less of China’s attention and resources compared to other areas of the world, Beijing includes the region in its key diplomatic and economic development policy — the Belt and Road Initiative — which suggests China has geostrategic interests in the region,” said the U.S.-China Commission report. The Belt and Road is a massive venture to increase Beijing’s political and economic influence worldwide by connecting and facilitating all kinds of trade, including digital, with Europe, Africa, the Middle East and Asia. Media reports in April said Beijing was considering a military base on Vanuatu, a claim that both countries have denied.

Taiwan’s Pacific aid may pale in volume over that of Beijing’s, but Tsai’s government has the benefit of people-to-people relationships, according to the Lowy Institute note. Taiwan’s projects, which target sectors such as agriculture, horticulture and health, expose local communities to Taiwanese emissaries, the note explained. That interaction produces working relationships based on goodwill, the Lowy Institute said. In comparison, Chinese projects tend to attract criticism for their reliance on Chinese workers and more. “Assistance to the Pacific has been poorly received by constituents who perceive it as a waste of money despite the fact that it has allowed Taiwan to secure diplomatic support at a far lower cost than China,” the Lowy Institute warned. “If Taiwan’s aid commitments begin to decrease, it may encourage China to step up its Pacific presence.”

CNMI Non-Player Commonwealth Brief

Overview: The people of the Northern Mariana Islands decided in the 1970s not to seek independence, but instead to forge closer links with the United States. Negotiations for commonwealth status began in 1972 and a covenant to establish a commonwealth in political union with the United States was approved in a 1975 referendum. A new government and constitution came into effect in 1978 after being approved in a 1977 referendum.

Objectives

- Exploit economic advantages of Commonwealth and US Free Trade Area status to benefit local economy and people
- Grow tourism industry
- Build disaster resilience
- Improve maritime domain awareness and security
- Encourage additional US investment, aid and security
- Ask for additional US disaster recovery assistance due to recent hurricane
- Encourage increased US military presence and spending, including training areas in the northern islands

Start Conditions: Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of CNMI each turn, or pass

Additional Background:

The Northern Mariana Islands, officially the Commonwealth of the Northern Mariana Islands (CNMI), is an insular area and commonwealth of the United States consisting of 14 islands in the northwestern Pacific Ocean. The CNMI includes the 14 northernmost islands in the Mariana Archipelago except the southernmost island of the chain, Guam, which is a separate U.S. territory. The CNMI and Guam are the westernmost point (in terms of jurisdiction) and territory of the United States.

The United States Department of the Interior cites a landmass of 183.5 square miles (475.26 km²). According to the 2010 United States Census, 53,883 people were living in the CNMI at that time. The vast majority of the population resides on Saipan, Tinian, and Rota. The other islands of the Northern Marianas are sparsely inhabited; the most notable among these is Pågan, which for various reasons over the centuries has experienced major population flux, but formerly had residents numbering in the thousands. The administrative center is Capitol Hill, a village in northwestern Saipan. However, most publications consider Saipan to be the capital because the island is governed as a single municipality.
Following its loss during the Spanish–American War of 1898, Spain ceded Guam to the United States and sold the remainder of the Marianas (i.e., the Northern Marianas), along with the Caroline Islands, to Germany under the German–Spanish Treaty of 1899. Germany administered the islands as part of its colony of German New Guinea and did little in terms of development.

Early in World War I, Japan declared war on Germany and invaded the Northern Marianas. In 1919, the League of Nations awarded all of Germany's islands in the Pacific Ocean located north of the Equator, including the Northern Marianas, under mandate to Japan. Under this arrangement, the Japanese administered the Northern Marianas as part of the South Pacific Mandate. During the Japanese period, sugar cane became the main industry of the islands. Garapan on Saipan was developed as a regional capital, and numerous Japanese (including ethnic Koreans, Okinawans, and Taiwanese) migrated to the islands.

On December 8, 1941, hours after the attack on Pearl Harbor, Japanese forces from the Marianas launched an invasion of Guam. Chamorros from the Northern Marianas, which had been under Japanese rule for more than 20 years, were brought to Guam to assist the Japanese administration. This, combined with the harsh treatment of Guamanian Chamorros during the 31-month occupation, created a rift that would become the main reason Guamanians rejected the reunification referendum approved by the Northern Marianas in the 1960s.

After Japan's defeat in World War II, the Northern Marianas were administered by the United States pursuant to Security Council Resolution 21 as part of the United Nations Trust Territory of the Pacific Islands, which gave responsibility for defense and foreign affairs to the United States. The people of the Northern Mariana Islands decided in the 1970s not to seek independence, but instead to forge closer links with the United States. Negotiations for commonwealth status began in 1972 and a covenant to establish a commonwealth in political union with the United States was approved in a 1975 referendum.

The islands have over 220 miles (350 km) of highways, three airports with paved runways (one about 9,800 feet [3,000 m] long; two around 6,600 feet [2,000 m]), three airports with unpaved runways, and one heliport. The main commercial airport is Saipan International Airport.

Wikipedia
Overview: FSM is a sovereign, self-governing state in free association with the United States of America, which is wholly responsible for its defense. The Division of Maritime Surveillance operates a paramilitary Maritime Wing and a small Maritime Police Unit. The Compact of Free Association allows FSM citizens to join the U.S. military without having to obtain U.S. permanent residency or citizenship, allows for immigration and employment for Micronesians in the U.S., and establishes economic and technical aid programs.

Objectives

- Exploit economic advantages of Free Association status with US to benefit local economy and people
- Work toward economic security vice dependence on foreign aid (primarily US)
- Reduce corruption, improve infrastructure to benefit people and grow tourism industry
- Improve maritime domain awareness and security
- Encourage additional US investment, aid and security
- Increase awareness of implications to Chuuk secession referendum without illegal interference; seek to postpone vote again if necessary
- Prevent external influence on Chuuk succession referendum

Start Conditions: Chuuk: Separatist Movement; Round 2 box: Chuuk Separatist Movement Vote token

Additional Background: Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of FSM each turn, or pass

The FSM, also known simply as Micronesia, is an independent republic associated with the United States. It consists of four states – from west to east, Yap, Chuuk, Pohnpei and Kosrae – that are spread across the Western Pacific Ocean. Together, the states comprise around 607 islands (a combined land area of approximately 702 km² or 271 sq mi) that cover a longitudinal distance of almost 2,700 km (1,678 mi) just north of the equator. While the FSM’s total land area is quite small, it occupies more than 2,600,000 km² (1,000,000 sq mi) of the Pacific Ocean, giving the country the 14th largest Exclusive Economic Zone in the world. The independent sovereign island nation’s capital is Palikir, located on Pohnpei Island, while the largest city is Weno, located in the Chuuk Atoll.

Each of its four states is centered on one or more main high islands, and all but Kosrae include numerous outlying atolls. The FSM is spread across part of the Caroline Islands in the wider region of Micronesia, which consists of thousands of small islands divided among several countries. The term Micronesia may refer to the Federated States or to the region as a whole.
Following defeat in the Spanish–American War, the Spanish sold the archipelago to Germany in 1899. During World War I, it was captured by Japan. Following the war, the League of Nations awarded a mandate for Japan to administer the islands as part of the South Pacific Mandate. During World War II, a significant portion of the Japanese fleet was based in Truk (Chuuk) Lagoon. In February 1944, Operation Hailstone, one of the most important naval battles of the war, took place at Truk, in which many Japanese support vessels and aircraft were destroyed.

Following World War II, it was administered by the United States as part of the Trust Territory of the Pacific Islands pursuant to UN Security Council Resolution 21. On May 10, 1979, four of the Trust Territory districts ratified a new constitution to become the Federated States of Micronesia. Palau, the Marshall Islands, and the Northern Mariana Islands chose not to participate. The FSM signed a Compact of Free Association with the United States, which entered into force on November 3, 1986, marking Micronesia's emergence from trusteeship to independence. The Compact was renewed in 2004.

In international politics, the Federated States of Micronesia has often voted with the United States with respect to United Nations General Assembly resolutions. The FSM is a sovereign, self-governing state in free association with the United States of America, which is wholly responsible for its defense. The Division of Maritime Surveillance operates a paramilitary Maritime Wing and a small Maritime Police Unit. The Compact of Free Association allows FSM citizens to join the U.S. military without having to obtain U.S. permanent residency or citizenship, allows for immigration and employment for Micronesians in the U.S., and establishes economic and technical aid programs.

Economic activity in the Federated States of Micronesia consists primarily of subsistence farming and fishing. The islands have few mineral deposits worth exploiting, except for high-grade phosphate. Long line fishing of tuna is also viable with foreign vessels from China operating since the 1990s. The potential for a tourist industry exists, but corruption, the remoteness of the location and a lack of adequate facilities hinder development. Financial assistance from the U.S. is the primary source of revenue, for example the U.S. pledged to spend $1.3 billion in the islands from 1986–2001; the CIA World Factbook lists high dependence on U.S. aid as one of the main concerns of the FSM. Geographical isolation and a poorly developed infrastructure are major impediments to long-term growth.

Wikipedia
Guam Non-Player Territory Brief

Overview: Guam is an island territory of the United States and the southernmost and largest of the Marianas Islands, as well as the largest island in Micronesia. Several major US military installations are on Guam, including Andersen Air Force base. Due to its strategic location, Guam is key to maintaining the US position in the Western Pacific and the “Second Island Chain.”

Objectives

- Exploit economic advantages of Territory status to benefit local economy and people
- Grow tourism industry
- Build disaster resilience
- Improve maritime domain awareness and security
- Encourage additional US investment, aid and security
- Encourage increased US military presence and spending

Start Conditions: Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of the Guam Territorial government each turn, or pass

Additional Background:

Guam is an unincorporated and organized territory of the United States in Micronesia in the western Pacific Ocean. It is the westernmost point and territory of the United States, along with the Northern Mariana Islands. The capital city of Guam is Hagåtña and the most populous city is Dededo. The inhabitants of Guam are called Guamanians, and they are American citizens by birth. Indigenous Guamanians are the Chamorros, who are related to other Austronesian natives to the west in the Philippines and Taiwan. In 2016, 162,742 people resided on Guam. In Oceania, it is the largest and southernmost of the Mariana Islands and the largest island in Micronesia. Since the 1960s, the economy has been supported by two industries: tourism and the United States Armed Forces.

Guam was colonized by Spain in 1668. During the Spanish–American War, the United States captured Guam on June 21, 1898. Under the Treaty of Paris, Spain ceded Guam to the United States on December 10, 1898. On December 7, 1941, hours after the attack on Pearl Harbor, Guam was captured by the Japanese, who occupied the island for two and a half years. During the occupation, Guamanians were subjected to beheadings, forced labor, rape, and torture. American forces recaptured the island on July 21, 1944; Liberation Day commemorates the victory.

After World War II, the Guam Organic Act of 1950 established Guam as an unincorporated organized territory of the United States, provided for the structure of the island's civilian government, and granted the people U.S. citizenship. The Governor of Guam was federally
appointed until 1968, when the Guam Elective Governor Act provided for the office's popular election. Since Guam is not a U.S. state, U.S. citizens residing on Guam are not allowed to vote for president and their congressional representative is a non-voting member.

Andersen Air Force Base played a major role in the Vietnam War. The host unit was later designated the 36th Wing (36 WG), assigned to the Pacific Air Forces’ (PACAF) Thirteenth Air Force (13 AF). In September 2012, 13 AF was deactivated and its functions merged into PACAF. In August 2017, North Korea warned that it might launch mid-range ballistic missiles into waters within 18 to 24 miles (29 to 39 km) of Guam, following an exchange of threats between the governments of North Korea and the United States.

In the 1980s and early 1990s, there was a significant movement in favor of this U.S. territory becoming a commonwealth, which would give it a level of self-government similar to Puerto Rico and the Northern Mariana Islands. However, the federal government rejected the version of a commonwealth that the government of Guam proposed, because its clauses were incompatible with the Territorial Clause of the U.S. Constitution. Other movements advocate U.S. statehood for Guam, union with the state of Hawaii, or union with the Northern Mariana Islands as a single territory, free association, or independence.

The U.S. military maintains jurisdiction over its bases, which cover approximately 39,000 acres (16,000 ha), or 29% of the island's total land area:

U.S. Naval Base Guam, U.S. Navy – Sumay

U.S. Coast Guard Sector Guam, – Sumay

Andersen Air Force Base, U.S. Air Force – Yigo

Apra Harbor – Orote peninsula

Ordnance Annex, U.S. Navy – South Central Highlands (formerly known as Naval Magazine)

Naval Computer and Telecommunications Station, U.S. Navy – Barrigada and Finegayan

Joint Force Headquarters-Guam, Guam National Guard – Radio Barrigada and Fort Juan Muna

Joint Region Marianas Headquarters - Asan

Wikipedia
Kiribati Non-Player Country Brief

**Overview:** Kiribati is an island nation and a former British administered trusteeship. Kiribati maintains excellent relations with the United States, with whom it has a “Treaty of Friendship.” Kiribati is one of the countries most susceptible to rising sea level; it has asked for permanent refugee status for its citizens with Australia and New Zealand, and its President has warned that Kiribati may cease to exist due to global climate change.

**Objectives**
- Promote regional security
- Promote sustainable development
- Address impacts of climate change
- Provide for the economic and physical well-being of its citizens
- Enhance maritime security to enforce fishing license revenues in EEZ

**Start Conditions:** Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of Kiribati each turn, or pass

**Additional Background:**
Kiribati, officially the Republic of Kiribati, is a sovereign state in Micronesia in the central Pacific Ocean (Kiribas is the official pronunciation as "ti" in the Gilbertese language makes an s sound). The permanent population is just over 110,000 (2015), more than half of whom live on Tarawa Atoll. The state comprises 32 atolls and reef islands and one raised coral island, Banaba. They have a total land area of 800 square kilometers (310 sq mi) and are dispersed over 3.5 million km² (1.3 million sq mi). Their spread straddles both the equator and the 180th meridian, although the International Date Line goes round Kiribati and swings far to the east, almost reaching the 150°W meridian.

Kiribati became independent from the United Kingdom in 1979. The capital and now most populated area, South Tarawa, consists of a number of islets, connected by a series of causeways. These comprise about half the area of Tarawa Atoll. Kiribati is a member of the Commonwealth of Nations, the IMF and the World Bank, and became a full member of the United Nations in 1999.

Tarawa Atoll and others of the Gilbert group were occupied by Japan from 1941 to 1943 during World War II. Betio became an airfield and supply base. The expulsion of the Japanese military in late 1943 involved one of the bloodiest battles in US Marine Corps history. Marines landed in November 1943 and the Battle of Tarawa ensued. Further military operations in the colony occurred in the late 1950s and early 1960s when Christmas Island was used by the United States
and United Kingdom for nuclear weapons testing including hydrogen bombs. Institutions of internal self-rule were established on Tarawa from about 1967.

The Gilbert Islands gained independence as the Republic of Kiribati on 12 July 1979. The United States gave up most of the Line Islands and recognized Kiribati in 1983. In June 2008, Kiribati officials asked Australia and New Zealand to accept Kiribati citizens as permanent refugees. Kiribati is expected to be the first country to lose all its land territory to global warming. In early 2012, the government of Kiribati purchased the 2,200-hectare Natoavatu Estate on the second largest island of Fiji, Vanua Levu. At the time it was widely reported that the government planned to evacuate the entire population of Kiribati to Fiji. In April 2013, President Tong began urging citizens to evacuate the islands and migrate elsewhere. In May 2014, the Office of the President confirmed the purchase of some 5,460 acres of land on Vanua Levu at a cost of 9.3 million Australian dollars.

Kiribati maintains close relations with its Pacific neighbors, Australia, New Zealand, Republic of China (Taiwan), Japan and Fiji. The first three of these provide the majority of the country’s foreign aid. Taiwan and Japan also have specified-period licenses to fish in Kiribati’s waters. There are four resident diplomatic missions headquartered in Kiribati: the Embassies of the Republic of China (Taiwan) and Cuba and the High Commissions of Australia and New Zealand.

From 1980 to 2003, Kiribati recognized the PRC. In November 2003, Tarawa established diplomatic relations with Taipei, and Beijing severed its relations with the country. For the PRC, the presence of its satellite-tracking station had made relations with Kiribati relatively important. Therefore, for three weeks the PRC called upon Kiribati to break off relations with ROC and re-affirm its support for the One-China policy. Only after those three weeks did the PRC sever relations, thereby losing the right to maintain its satellite-tracking base in Kiribati. Taiwan began providing economic aid to Kiribati, while Kiribati began supporting Taiwan in the United Nations.

Law enforcement in Kiribati is carried out by the Kiribati Police Service which is responsible for all law enforcement and paramilitary duties for the island nation. There are police posts located on all of the islands. The police have one patrol boat. Kiribati has no military and relies on both Australia and New Zealand for its defense.

Kiribati has few natural resources. Commercially viable phosphate deposits on Banaba were exhausted at the time of independence. Copra and fish now represent the bulk of production and exports. Kiribati is considered one of the least developed countries in the world. In one form or another, Kiribati gets a large portion of its income from abroad. Examples include fishing licenses, development assistance, worker remittances, and tourism. Given Kiribati’s limited domestic production ability, it must import nearly all of its essential foodstuffs and manufactured items; it depends on these external sources of income for financing.

Wikipedia
Nauru Non-Player Country Brief

Overview: Nauru is an island republic and one of the world’s smallest independent states. A former Australian administered trusteeship, Nauru maintains cordial relations with Australia, its largest trade, investment and development assistance partner.

Objectives

- Stable and fiscally responsible governance
- Promote human development
- Improve essential infrastructure and services
- Use diplomatic recognition and UN member status to economic benefit
- Maintain Australian Regional Processing Center for economic benefits
- Enhance maritime security to enforce fishing license revenues in EEZ

Start Conditions: Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of Nauru each turn, or pass; Russia: 1 x Influence Marker (Gov’t)

Additional Background:

Nauru, formerly known as Pleasant Island, is an island country in Micronesia. Its nearest neighbor is Banaba Island in Kiribati, 300 kilometers (190 mi) to the east. With 11,347 residents in a 21 km² (8.1 sq mi) area, Nauru is the smallest state in the South Pacific, smallest republic, and third-smallest state by area in the world, behind only Vatican City and Monaco.

Settled by people from Micronesia and Polynesia c. 1000 BC, Nauru was annexed and claimed as a colony by the German Empire in the late 19th century. After World War I, Nauru became a League of Nations mandate administered by Australia, New Zealand and the United Kingdom. During World War II, Nauru was occupied by Japanese troops, who were bypassed by the Allied advance across the Pacific. After the war ended, the country entered into UN trusteeship. Nauru gained its independence in 1968.

Nauru is a phosphate-rock island with rich deposits near the surface, which allowed easy strip mining operations. It has some remaining phosphate resources which, as of 2011, are not economically viable for extraction. When the phosphate reserves were exhausted, and the island’s environment had been seriously harmed by mining, the trust that had been established to manage the island’s wealth diminished in value. To earn income, Nauru briefly became a tax haven and illegal money laundering center. From 2001 to 2008, and again from 2012, it accepted aid from the Australian Government in exchange for hosting the Nauru Regional Processing Centre, an offshore Australian immigration detention facility. As a result of heavy dependence on Australia, many sources have identified Nauru as a client state of Australia.
Nauru has no armed forces, though there is a small police force under civilian control. Australia is responsible for Nauru's defense under an informal agreement between the two countries. The September 2005 memorandum of understanding between Australia and Nauru provides the latter with financial aid and technical assistance, including a Secretary of Finance to prepare the budget, and advisers on health and education. This aid is in return for Nauru's housing of asylum seekers while their applications for entry into Australia are processed. Nauru uses the Australian dollar as its official currency.

Nauru has used its position as a member of the United Nations to gain financial support from both Taiwan (ROC) and China (PRC) by changing its recognition from one to the other under the One-China policy. On 21 July 2002, Nauru signed an agreement to establish diplomatic relations with the PRC, accepting US$130 million from the PRC for this action. In response, the ROC severed diplomatic relations with Nauru two days later. Nauru later re-established links with the ROC on 14 May 2005, and diplomatic ties with the PRC were officially severed on 31 May 2005. However, the PRC continues to maintain a representative office on Nauru.

In 2008, Nauru recognized Kosovo as an independent country, and in 2009 Nauru became the fourth country to recognize Abkhazia, a breakaway region of Georgia. Russia was reported to be giving Nauru US$50 million in humanitarian aid as a result of this recognition. On 15 July 2008, the Nauruan government announced a port refurbishment program, financed with US$9 million of development aid received from Russia. The Nauru government claims this aid is not related to its recognizing Abkhazia and South Ossetia.

The Nauruan economy peaked in the mid-1970s to early-1980s, when the phosphate deposits that originate from the droppings of sea birds began to be depleted. At its peak, Nauru's GDP per capita was estimated to be US$50,000, second only to Saudi Arabia. There are few other resources, and most necessities are imported. Because of mismanagement, the trust's fixed and current assets were reduced considerably and may never fully recover. There are no personal taxes in Nauru. The unemployment rate is estimated to be 23 per cent, and of those who have jobs, the government employs 95 per cent. In the 1990s, Nauru became a tax haven and offered passports to foreign nationals for a fee. The inter-governmental Financial Action Task Force on Money Laundering (FATF) identified Nauru as one of 15 "non-cooperative" countries in its fight against money laundering. During the 1990s, it was possible to establish a licensed bank in Nauru for only US$25,000 with no other requirements. Under pressure from FATF, Nauru introduced anti-avoidance legislation in 2003, after which foreign "hot money" left the country. In October 2005, after satisfactory results from the legislation and its enforcement, FATF lifted the non-cooperative designation.

Wikipedia

https://thediplomat.com/2017/05/the-sovereign-recognition-game-has-nauru-overplayed-its-hand/
Overview: The relationship between Palau and the United States remains strong (Palauan citizens serve in large numbers in the U.S. military, the ROP votes consistently with the United States at the United Nations, and many Palauans are dual nationals). Palau must prepare for its economic security as major portions of Compact funding shifts in 2024 from direct U.S. assistance to revenue from a trust fund. This is especially crucial given China’s revocation of its Authorized Destination Status due to Palau’s recognition of Taiwan and the subsequent decrease in Chinese tourism and investment. There is mounting pressure on Palauan officials to reconsider their relationship with Taiwan.

Objectives

- Work toward economic self-sufficiency vice dependence on foreign aid (primarily US)
- Build/increase capacity to counter transnational crime, money-laundering, and terrorism
- Build disaster resilience
- Improve maritime domain awareness and security
- Encourage additional US investment, aid and security
- Ask for additional US and Japanese assistance to offset losses due to Chinese tourist ban
- Maintain diplomatic recognition of Taiwan if at all possible

Start Conditions: Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of Palau each turn, or pass; Misc. Token: Maritime Security (MARSEC) Center

Additional Background:

The Republic of Palau is an island country located in the western Pacific Ocean. The country contains approximately 340 islands, forming the western chain of the Caroline Islands in Micronesia, and has an area of 466 km² (180 sq mi). The most populous island is Koror. The capital Ngerulmud is located on the nearby island of Babeldaob, in Melekeok State. Palau shares maritime boundaries with the Philippines, Indonesia, and the FSM.

The islands were made part of the Spanish East Indies in 1574. Following Spain's defeat in the Spanish–American War in 1898, the islands were sold to Imperial Germany in 1899. The Japanese conquered Palau during World War I, and the islands were later made a part of the Japanese-ruled South Pacific Mandate by the League of Nations. During World War II, skirmishes, including the major Battle of Peleliu, were fought between American and Japanese troops as part of the Mariana and Palau Islands campaign. Along with other Pacific Islands, Palau was made a part of the United States-governed Trust Territory of the Pacific Islands in 1947. Having voted against joining the
Federated States of Micronesia in 1979, the islands gained full sovereignty in 1994 under a Compact of Free Association with the United States.

Politically, Palau is a democratic republic in free association with the United States, which provides defense, funding, and access to social services. Palau's economy is based mainly on tourism, subsistence agriculture and fishing, with a significant portion of gross national product (GNP) derived from foreign aid. The country uses the United States dollar as its currency.

The Compact of Free Association between the United States and Palau sets forth the free and voluntary association of their governments. It primarily focuses on the issues of government, economic, security and defense relations. The United States maintains an embassy in Palau, but most aspects of the countries' relationship have to do with Compact-funded projects, which are the responsibility of the U.S. Department of the Interior's Office of Insular Affairs. As a sovereign nation, Palau conducts its own foreign relations. On 29 November 1994, the United Nations Security Council passed Resolution 963 recommending Palau's admission to the United Nations. In international politics, Palau often votes with the United States on United Nations General Assembly resolutions.

Palau's Division of Marine Law Enforcement patrols the nation's 237,000 square mile exclusive economic zone. They operate two long range patrol boats, the Remeliik and the Kedam, to hunt for poachers and unlicensed fishermen. Smaller boats are used for littoral operations. They are based at the Maritime Security Center (MSC) on Koror. The MSC was built by Japan. Australian advisors work there; the US also provides assistance.

Palau's economy consists primarily of tourism, subsistence agriculture and fishing. Tourist activity focuses on scuba diving and snorkeling in the islands' rich marine environment, including its barrier reefs' walls and World War II wrecks. The government is the largest employer, relying heavily on U.S. financial assistance. In 2009, Palau became the world's first national shark sanctuary, ending all commercial shark fishing in its EEZ (Palau has seventeen species of sharks). In 2014, Palau announced it would become the world’s first country to ban commercial fishing in its entire EEZ. Locals and tourists would still be allowed to catch fish recreationally in waters close to shore (12 nautical miles). Eco-tourism already accounts for over half of Palau’s GDP. Palau believes that it can grow its tourism sector even more and replace lost fishing income, all while preserving Palau’s incredible marine life.

Wikipedia


https://www.pristineparadisepalau.com/shark-sanctuary/

https://oceanleadership.org/palau-plans-ban-commercial-fishing-create-enormous-marine-reserve/
RMI Non-Player Country Brief

Overview: RMI is a presidential republic in free association with the United States, with the US providing defense, subsidies, and access to U.S.-based agencies. With few natural resources, the islands’ wealth is based on a service economy, as well as some fishing and agriculture; aid from the United States represents a large percentage of the islands' gross domestic product.

Objectives

- Exploit economic advantages of Free Association status with US to benefit local economy and people
- Work toward economic self-sufficiency vice dependence on foreign aid (primarily US)
- Grow economy (primarily fishing and tourism industries) without sacrificing sovereignty
- Improve maritime domain awareness and security, including world’s largest shark sanctuary
- Encourage additional US investment, aid and security; pressure US to fund the Pacific Proving Grounds nuclear testing compensation fund ($2B)
- Maintain International shipping industry as a flag of convenience for commercial vessels (2nd largest in world)
- Maintain Majuro’s status as world's busiest tuna transshipment port

Start Conditions: Turn 0 Tokens: NA; DIME Tokens: SME may make one D, I, S, or E argument on behalf of RMI each turn, or pass

Additional Background:

The Republic of the Marshall Islands is an island country and a United States associated state near the equator in the Pacific Ocean. Geographically, the country is part of the larger island group of Micronesia. The country’s population of 53,158 people (at the 2011 Census) is spread out over 29 coral atolls, comprising 1,156 individual islands and islets.

In World War I the Empire of Japan occupied the Marshall Islands, which in 1920, the League of Nations combined with other former German territories to form the South Pacific Mandate. During World War II, the United States took control of the islands in the Gilbert and Marshall Islands campaign in 1944. Nuclear testing began in 1946 and concluded in 1958.

The US government formed the Congress of Micronesia in 1965, a plan for increased self-governance of Pacific islands. The Trust Territory of the Pacific Islands in 1979 provided independence to the Marshall Islands, whose constitution and president were formally recognized by the US. Full sovereignty was achieved in a Compact of Free Association with the United States. RMI has been a United Nations member state since 1991. Politically, the RMI is a presidential republic in free association with the United States, with the US providing defense, subsidies, and
access to U.S.-based agencies. With few natural resources, the islands' wealth is based on a service economy, as well as some fishing and agriculture; aid from the United States represents a large percentage of the islands' gross domestic product. The country uses the United States dollar as its currency.

From 1946 to 1958, it served as the Pacific Proving Grounds for the United States and was the site of 67 nuclear tests on various atolls. Over the years, just one of over 60 islands was cleaned by the US government, and the inhabitants are still waiting for the US$2 billion in compensation assessed by the Nuclear Claims Tribunal. Many of the islanders and their descendants still live in exile, as the islands remain contaminated with high levels of radiation.

Majuro is the world's busiest tuna transshipment port in the world. Fishing license fees, primarily for tuna, provide noteworthy income for the government. In 2011, the RMI declared that an area covering nearly 772,000 sq mi of ocean will be reserved as a shark sanctuary. In protected waters, all shark fishing is banned and all by-catch must be released. However, some have questioned the ability of the Marshall Islands to enforce this zone.

United States Government assistance is the mainstay of the economy. Under terms of the Amended Compact of Free Association, the U.S. is committed to provide US$62.7 million through 2023, at which time a trust fund, made up of U.S. and RMI contributions, will begin perpetual annual payouts.

The United States Army maintains the Ronald Reagan Ballistic Missile Defense Test Site on Kwajalein Atoll. Marshallese land owners receive rent for the base.

The Marshall Islands plays a vital role in the international shipping industry as a flag of convenience for commercial vessels. As of 2017, the Marshallese ship registry was the second largest in the world, after that of Panama. Unlike some flag countries, there is no requirement that a Marshallese flag vessel be owned by a Marshallese individual or corporation. Following the 2015 seizure of the MV Maersk Tigris, the United States announced that its treaty obligation to defend the Marshall Islands did not extend to foreign-owned Marshallese flagged vessels.

In 2018, the mayor of Rongelap Atoll announced his intention to make Rongelap a “special administrative province,” with relaxed visa and tax regulations to attract foreign investment (in conflict with RMI regulations), similar to the status of Hong Kong and China. The RMI President’s opposition to the plan resulted in a vote of no confidence, which was narrowly defeated. The President attributed the vote to “Chinese influences” for refusing to back the “Rongelap scheme.”

Wikipedia

Micronesia Appendices

1: Instruments of National Power (DIME)
2: Taiwan Recognition
3: Chuuk Independence Movement
4: Compacts of Free Association
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10. Ronald Reagan Ballistic Missile Defense Test Site, Kwajalein Atoll
11. Examples of Play
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Appendix 1: Instruments of National Power (DIME)

Actors and institutions pursue objectives by wielding four primary instruments—diplomatic, informational, military and economic (DIME)—to project power; each instrument comprises a set of fundamental capabilities, which are noted in the accompanying figure. The strategist’s challenge is to determine what combination of those capabilities is best suited to deal with the situation at hand; this effort requires understanding the utility of each instrument: what are its capabilities and limitations given a particular situation, what are the best concepts and methods for how to use it, and what are its costs and risks.

- National War College: A National Security Strategy Primer:  
**Diplomatic**: Diplomacy is the principal instrument for engaging with other states and foreign groups to advance US values, interests, and objectives, and to solicit foreign support for US military operations. The Department of State (DOS) is the US Government (USG) lead agency for foreign affairs. The chief of mission, normally the US ambassador, and the corresponding country team are normally in charge of diplomatic-military activities in a country abroad (Joint Publication 1, *Doctrine for the Armed Forces of the United States*). In Micronesia, Diplomatic tokens may also be used to attempt to influence national governments to provide additional resources, for example additional Congressional funding for Compact State grants in the case of the US.

**Informational**: Information remains an important instrument of national power and a strategic resource critical to national security. Previously considered in the context of traditional nation-states, the concept of information as an instrument of national power extends to non-state actors—such as terrorists and transnational criminal groups—that are using information to further their causes and undermine those of the USG and our allies. Countries operate in a dynamic age of interconnected global networks and evolving social media platforms. Every action that is planned or executed, word that is written or spoken, and image that is displayed or relayed, communicates the intent of the implementing government, with the resulting potential for strategic effects (JP 1).

**Military**: Countries employ the military instrument of national power at home and abroad in support of national security goals. Fundamentally, the military instrument is coercive in nature, to include the integral aspect of military capability that opposes external coercion. Coercion generates effects through the application of force (to include the threat of force) to compel an adversary or prevent being compelled. The military has various capabilities that are useful in non-conflict situations (such as in foreign relief) (JP 1). In Micronesia, **Security** is considered a subset of the Military Instrument of National Power and is by nature less contentious. Security may include military and non-military (e.g., Law Enforcement) operations, training and assistance. In the expanded DIME-FIL construct, the “FIL” (Financial, Intelligence and Law Enforcement) instruments are considered under Security.

**Economic**: A strong economy with free access to global markets and resources is a fundamental engine of the general welfare and the enabler of a strong national defense. In the international arena, the economic sector of a country works with other governmental agencies, the governments of other nations, and the international financial institutions to encourage economic growth, raise standards of living, and predict and prevent, to the extent possible, economic and financial crises.
Appendix 2: Taiwan Recognition

Oceania is, to the People's Republic of China (PRC; "China") and the Republic of China (ROC; "Taiwan"), a stage for continuous diplomatic competition. The One China Policy dictates that no state can diplomatically recognize the sovereignty of both the PRC and the ROC, as they both officially claim to be the legitimate Government of China. As of 2009, eight states in Oceania recognize the PRC, and six recognize the ROC. These numbers fluctuate as Pacific Island nations re-evaluate their foreign policies, and occasionally shift diplomatic recognition between Beijing and Taipei. The issue of which "Chinese" government to recognize has become a central theme in the elections of numerous Pacific Island nations, and has led to several votes of no-confidence.

The PRC and the ROC continue to actively court diplomatic favors from small Pacific island nations, which commentators have referred to as "checkbook diplomacy", usually in the form of developmental aid, or in the case of the PRC, by providing assistance in building large government complexes, stadia, or infrastructure. According to the Taiwanese newspaper The China Post, "Taiwan and China compete ferociously for diplomatic ties, and both sides have given away millions of dollars to bolster diplomatic relations or steal allies from each other."

Several Pacific island states receive significant amounts of development aid from the ROC or the PRC. Hamish McDonald of The Age reported in 2003 that "Playing off China against Taiwan for diplomatic recognition continues as a lucrative export earner for tiny Pacific island nations.” The ROC's Pacific allies pledge in return to promote Taiwan's interests in the United Nations, and do so actively.

In addition, several Pacific countries, including Australia, New Zealand, Papua New Guinea, Solomon Islands, Tonga, Fiji, Vanuatu and Samoa have ethnic minorities of Chinese descent among their citizens. There are an estimated 80,000 "overseas Chinese" in the Pacific Islands and Papua New Guinea, including 20,000 in Fiji and 20,000 in Papua New Guinea. Countries including Australia, Papua New Guinea and Vanuatu have also attracted Chinese businesses and investments.

Wikipedia
Appendix 3: Chuuk Independence Movement

An independence referendum was scheduled to be held in Chuuk State in the Federated States of Micronesia on 3 March 2015, alongside federal elections and Chuukese state elections. However, it was later postponed by State Governor Johnson Elimo, before being rescheduled for 5 March 2019. The Chuuk Legislature commissioned a report on the state's status from the Chuuk State Political Status Commission. The Commission considered several options other than independence, but decided that they were "impractical, unrealistic or impossible." Commonwealth status was dismissed due to a lack of full political control. In late February 2015 the vote was postponed by Governor Elimo, with the Public Affairs Office stating that more consultation and awareness was needed. Micronesian President Manny Mori campaigned against independence for Chuuk, claiming that the constitution did not allow for secession and that a "yes" vote would probably lead to a "long legal battle". However, the Commission claimed that Chuuk has the right to declare independence under international law, following the precedent of Kosovo.

Pro-independence advocates have stated that Chuuk desires to remain an ally of the United States and could negotiate a separate Compact of Free Association, however the US Ambassador to the FSM stated unequivocally that the US will not form a separate compact with Chuuk if it secedes.

Wikipedia

https://www.slideshare.net/civilbeat/chuuk-secession-draft-legal-analysis

Anti-Secession Site: http://www.chuukstate.org/consequences-for-chuuk-secession-on-chuukese-people/

US Ambassador: US will not form a separate Compact with Chuuk if it secedes
Appendix 4: Compacts of Free Association

The Compact of Free Association (COFA) is an international agreement establishing and governing the relationships of free association between the United States and the three Pacific Island nations of the Federated States of Micronesia, the Marshall Islands, and Palau. These nations, together with the Commonwealth of the Northern Mariana Islands, formerly composed the Trust Territory of the Pacific Islands, a United Nations trusteeship administered by the United States Navy from 1947 to 1951 and by the U.S. Department of the Interior from 1951 to 1986 (to 1994 for Palau).

The compact came into being as an extension of the U.S.–U.N. territorial trusteeship agreement, which obliged the federal government of the United States "to promote the development of the people of the Trust Territory toward self-government or independence as appropriate to the particular circumstances of the Trust Territory and its peoples and the freely expressed wishes of the peoples concerned". Under the compact, the U.S. federal government provides guaranteed financial assistance over a 15-year period administered through its Office of Insular Affairs in exchange for full international defense authority and responsibilities.

The Compact of Free Association was initialed by negotiators in 1980 and signed by the parties in the years 1982-1983. It was approved by the citizens of the Pacific states in plebiscites held in 1983. Legislation on the Compact was adopted by the U.S. Congress in 1986 and signed into law on November 13, 1986.

**Economic provisions**

Each of the associated states actively participate in all Office of Insular Affairs technical assistance activities. The U.S. treats these countries uniquely by giving them access to many U.S. domestic programs, including disaster response and recovery and hazard mitigation programs under the Federal Emergency Management Agency, some U.S. Department of Education programs including the Pell Grant, and services provided by the National Weather Service, the United States Postal Service, the Federal Aviation Administration, the Federal Communications Commission, and U.S. representation to the International Frequency Registration Board of the International Telecommunication Union. The Compact area, while outside the customs area of the United States, is mainly duty-free for imports.

Most citizens of the associated states may live and work in the United States, and most U.S. citizens and their spouses may live and work in the associated states. In 1996, the U.S. Personal Responsibility and Work Opportunity Act removed Medicaid benefits for resident foreigners from the states, even after the five-year waiting period that most other resident aliens have.

**Military provisions**

The COFA allows the United States to operate armed forces in Compact areas, to demand land for operating bases (subject to negotiation), and excludes the militaries of other countries without U.S. permission. The U.S. in turn becomes responsible for protecting its affiliate countries and responsible for administering all international defense treaties and affairs, though it may not
declare war on their behalf. It is not allowed to use nuclear, chemical, or biological weapons in Palauan territory. In the territories of the Marshall Islands and the Federated States of Micronesia it is not allowed to store such weapons except in times of national emergency, state of war, or when necessary to defend against an actual or impending attack on the U.S., the Marshall Islands, or the Federated States of Micronesia.

Citizens of the associated states may serve in America's armed forces, and there is a high level of military enlistment by Compact citizens. For example, in 2008, the Federated States of Micronesia had a higher per-capita enlistment rate than any U.S. state, and had more than five times the national per-capita average of casualties in Iraq and Afghanistan (9 soldiers out of a population of 107,000).

2003 renewal

In 2003, the Compacts with the RMI and FSM were renewed for 20 years. These new Compacts provided US$3.5 billion in funding for both countries. US$30 million will also be disbursed annually among American Samoa, Guam, Hawaii, and the Northern Mariana Islands in "Compact Impact" funding. This funding helps the governments of these localities cope with the expense of providing services to immigrants from the RMI, FSM, and Palau. The U.S. usage of Kwajalein Atoll for missile testing was renewed for the same period. The new Compacts also changed certain immigration rules. RMI and FSM citizens traveling to the U.S. are now required to have passports. The U.S. Postal Service was given the option to apply international postage rates for mail between the U.S. and RMI/FSM (phased in over five years). The USPS began implementing the change in January 2006, but decided to resume domestic services and rates in November 2007. The renewed Compact (commonly called "Compact II") for FSM took effect on June 25, 2004, and for RMI on June 30, 2004.

The economic provisions of the Compact for Palau which provided $18 million in annual subsidies and grants, expired on September 30, 2009, and the renewal talk was concluded in late 2010. U.S. financial support for Palau is based on a continuing resolution passed by the U.S. Congress. The Compact Trust Fund set up to replace U.S. financial aid underperformed because of the Great Recession. The military and civil defense provisions will remain until 2015.

In recent years, several observers have expressed concern that the U.S. Compact countries could decide to end their agreements with the United States, in part due to China’s increased influence with these countries. These fears were largely prompted by the long-delayed U.S. Compact funding to Palau since 2010, a proposed 2015 legislative resolution in the Federated States of Micronesia to terminate the Compact (which was subsequently not adopted), and perceived U.S. inattention to the countries. While these concerns appear largely overblown in the near term, due to the respective countries’ reliance on U.S. services and employment opportunities, China likely will pose an increasing challenge to U.S. access to the Compact countries over the long term.

In December 2017, Congress passed the 2018 National Defense Authorization Act containing the authorization for the Palau Compact—which remains in effect until 2044—with funding through
2024, after being agreed to by the U.S. and Palau governments in 2010. This long delay in passing the amended agreement and providing Palau its promised funding risks conveying a message of neglect to a key Pacific Islands partner and creating an impediment to U.S. objectives in the region. In March 2018, Congress appropriated the funding for Palau ($87.4M). Meanwhile, the Marshall Islands and Federated States of Micronesia Compacts are set to lapse in 2023 unless extended, though the United States and these countries would have to mutually agree to disband the relationship. If an agreement is not reached to extend these two Compacts beyond 2023, only financial assistance provisions would expire; importantly, defense provisions would remain in place, including U.S. basing rights. In addition, Compact countries have among the highest rates of voting consistency with the United States at the UN and serve as important partners in international organizations for which they are members, such as the International Monetary Fund, World Health Organization, and ADB.

**U.S. fulfillment of commitments**

The United States' administration of the former trust territories now covered under the Compacts of Free Association has been subject to ongoing criticism over the past several decades. A 1961 United Nations mission report initially noted deficiencies in "American administration in almost every area: poor transportation, failure to settle war damage claims; failure to adequately compensate for land taken for military purposes; poor living conditions; inadequate economic development; inadequate education programs; and almost nonexistent medical care." In 1971, Congresswoman Patsy Mink further noted that "After winning the right to control Micronesia, the U.S. proceeded to allow the islands to stagnate and decay through indifference and lack of assistance. . . . The people are still largely impoverished and lacking in all of the basic amenities which we consider essential – adequate education, housing, good health standards, and modern sanitation facilities."

After the compacts, criticism was also received by the United States House Foreign Affairs Subcommittee on Asia and the Pacific regarding the unfulfilled commitments of the United States to address the impacts of U.S. nuclear testing in the Marshall Islands, which were included as part of the Pacific Proving Grounds. Speakers noted that while section 177 of the Compact of Free Association recognized the United States' responsibility "to address past, present and future consequences of the nuclear testing claims," less than $4 million was awarded out of a $2.2 billion judgement rendered by a Nuclear Claims Tribunal created under the RMI Compact, and the United States Court of Claims had dismissed two lawsuits to enforce the judgement. With respect to these unaddressed claims, medical practitioners also noted the potential widespread impacts of nuclear testing within the Pacific Proving Grounds, indicated by the prevalence of both radiogenic diseases, as well as heart disease, diabetes, and obesity associated with "a forced changed in dietary patterns and lifestyle" resulting from U.S. administration after the testing. In 2011, lawmakers further noted that the U.S. Congress had continuously failed to cover the costs of promised medical care and services to displaced Compact citizens who migrate to the United States for health care, education, and employment opportunities, particularly since the passage of the Personal Responsibility and Work Opportunity Act. Questions regarding U.S. responsibility have
also been raised regarding the issue of numerous derelict war ships and oil tankers abandoned or destroyed by the U.S. military in atolls and islands throughout the Compact area.

**Current Trust Fund Values**

Federated States of Micronesia: ~$640M (as of 2018)

Republic of the Marshall Islands: ~$400M (as of 2018)

Republic of Palau: ~$200M (as of 2017)

*US contributions based on population: FSM (~100K), RMI (~50K), Palau (~20K).*

**Wikipedia**


Appendix 5: Micronesia Diplomatic Missions

Players may incorporate the presence of diplomatic missions into their arguments; the Facilitator will rule on the effects, if any.

FSM

Australia – Palikir, Embassy
China – Palikir, Embassy
France - Palikir, Consulate
Israel - Palikir, Consulate
Japan – Palikir, Embassy
Philippines - Palikir, Consulate
Spain - Palikir, Consulate
United States – Palikir, Embassy

Guam

France - Agana, Consulate
Japan - Agana, Consulate General
Korea (Republic) - Agana, Consular Agency
Marshall Islands - Agana, Consulate
Micronesia - Agana, Consulate General
Palau - Agana, Consulate
Philippines - Agana, Consulate General

Kiribati

Australia - Tarawa, Embassy
China - Tarawa, Representative Office
Cuba - Tarawa, Embassy
New Zealand - Tarawa, Embassy
Taiwan - Tarawa, Embassy
Marshall Islands
Czech Republic - Majuro, Consulate
France - Majuro, Consulate
Israel - Majuro, Consulate
Japan - Majuro, Embassy
Philippines - Majuro, Consulate
Portugal - Majuro, Consulate
Spain - Majuro, Consulate
Taiwan - Majuro, Embassy
Turkey - Majuro, Consulate
United Kingdom - Majuro, Consular Agency
US – Majuro, Embassy

Nauru
Australia – Yaren, Embassy
Israel - Yaren, Consulate
Taiwan – Yaren, Embassy

Northern Marianas
Japan - Saipan, Consulate
Philippines - Saipan, Consulate

Palau
Austria - Koror, Consulate
Czech Republic - Koror, Consulate
France - Koror, Consulate
Germany - Koror, Consulate
Israel - Koror, Consulate
Japan – Koror, Embassy
Korea (Republic) - Koror, Consulate
Micronesia - Koror, Consulate
Philippines - Koror, Consulate
Russia - Koror, Consulate
Spain - Koror, Consulate
Taiwan - Koror, Embassy
US - Airai, Embassy
Appendix 6: Micronesia Fisheries

Tuna is a vital source of food and employment for Pacific Islanders. For some South Pacific countries, the tuna resources within their 200-nautical-mile EEZs are their only major renewable resource. Fisheries access fees paid by foreign fishing vessels are significant sources of government revenue in several Pacific Island countries. However, in recent years, increasing competition with subsidized Chinese vessels, declining catches, and depressed tuna prices are pushing many local tuna fishing fleets to exit the industry. Over the past five years, Chinese fleets have rapidly expanded into offshore fisheries, including in the Western Central Pacific Ocean. China has the world’s largest distant water fishing fleet—vessels operating outside Chinese waters. According to Greenpeace, the size of China’s distant water fishing fleet expanded from 1,830 to 2,460 vessels from 2012 to 2014. The industry’s growth has been fueled by tax exemptions and a network of central and local government subsidies. According to the Western and Central Pacific Fisheries Commission, 418 Chinese tuna fishing vessels operated in the West Central Pacific Ocean in 2016, up from 244 such vessels in 2010.

China is a major contributor to global Illegal, Unreported, and Unregulated (IUU) fishing. A 2012 European Parliament study found that China massively under reports the catch of its distant water fleets and estimated the catch of China’s distant water fleet was 4.6 million metric tons per year between 2000 and 2011, about 12 times more than the amount it reported; in Oceania, that amount was 198,000 metric tons per year. According to the report, “Activities and catches of the Chinese distant water fleets are almost completely undocumented and unreported, and often, may be illegal, thus spanning the entire gamut of IUU fishing.” A 2016 report prepared for the Pacific Islands Forum Fisheries Agency (FFA) highlights the prevalence of all IUU fishing in the region, estimating the total value of illegally harvested or transshipped tuna at about $616 million a year. This amounts to more than 12 percent of the $5 billion in dock value Pacific tuna generated in 2014, a significant loss for Pacific Island countries. The Chinese government has been sensitive to criticism of its distant water fleets and has taken some steps to deter illegal fishing activity in the Western Central Pacific Ocean, such as fining and terminating the licenses of Chinese companies found to have fished without authorization.

The United States has significant commercial interests in Pacific Island fisheries, where the majority of the world’s tuna is caught. The United States negotiates access to Pacific Island fisheries through the South Pacific Tuna Treaty, which allows 40 U.S. purse seine fishing vessels to fish in the waters of the Pacific Island countries along with Australia and New Zealand. The United States plays an active role in regional fisheries management through its involvement in the Western and Central Pacific Fisheries Commission, the region’s largest fisheries organization. The U.S. government also maintains a number of programs to help Pacific Island countries combat illegal fishing, including bilateral “Shiprider” agreements with ten Pacific Island countries that host partner nation law enforcement officers on U.S. Coast Guard ships and aircraft to patrol national EEZs. https://www.uscc.gov/sites/default/files/Research/China-Pacific%20Islands%20Staff%20Report.pdf
Appendix 7: Oceania Forums

The Pacific Islands Forum (PIF) is the region’s premier political and economic policy organization. Founded in 1971, it comprises 18 members. The Forum’s Pacific Vision is “for a region of peace, harmony, security, social inclusion and prosperity, so that all Pacific people can lead free, healthy, and productive lives.” The Pacific Islands Forum works to achieve this by fostering cooperation between governments, collaboration with international agencies, and by representing the interests of its members.

Since 1989, the Forum has organized an annual meeting with key Dialogue Partners at Ministerial level. The Forum currently recognizes 18 dialogue partners. The work of the Forum is guided by the Framework for Pacific Regionalism, which was endorsed by Forum Leaders in July 2014. It sets out the strategic vision, values, objectives and approaches to achieve deeper regionalism in the Pacific. The PIF defines regionalism as “The expression of a common sense of identity and purpose, leading progressively to the sharing of institutions, resources, and markets, with the purpose of complementing national efforts, overcoming common constraints, and embracing sustainable and inclusive development within Pacific countries and territories and for the Pacific region as a whole.”

The Framework for Pacific Regionalism supports political conversations and initiatives that address key strategic issues. All Pacific people have an important role to play in regionalism and to support this principle, the Framework promotes an inclusive regional policy development process. The Framework also encourages prioritization of the Forum Leaders’ agenda to ensure that Leaders have the time and space to drive these policy initiatives forward. The annual Forum meetings are chaired by the Head of Government of the Host Country, who remains as the Forum Chair until the next meeting. Decisions made by Leaders are reached by consensus and are outlined in a Forum Communique, from which policies are developed and implemented. Agreed regional policies and initiatives are coordinated by the Pacific Islands Forum Secretariat and implemented through the Council of Regional Organisations of the Pacific (CROP).

**Forum Vision**: Our Pacific Vision is for a region of peace, harmony, security, social inclusion, and prosperity, so that all Pacific people can lead free, healthy, and productive lives.

**Forum Values**

We value and depend upon the integrity of our vast ocean and our island resources.

We treasure the diversity and heritage of the Pacific and seek an inclusive future in which cultures, traditions and religious beliefs are valued, honoured and developed.

We embrace good governance, the full observance of democratic values, the rule of law, the defence and promotion of all human rights, gender equality, and commitment to just societies.

We seek peaceful, safe, and stable communities and countries, ensuring full security and wellbeing for the peoples of the Pacific.
We support full inclusivity, equity and equality for all people of the Pacific.

We strive for effective, open and honest relationships and inclusive and enduring partnerships—based on mutual accountability and respect—with each other, within our sub-regions, within our region, and beyond.

Members: Australia, Cook Islands, Federated States of Micronesia, Fiji, French Polynesia, Kiribati, Nauru, New Caledonia, New Zealand, Niue, Palau, Papua New Guinea, Republic of Marshall Islands, Samoa, Solomon Islands, Tonga, Tuvalu, and Vanuatu

Associate Member: Tokelau

Dialog Partners: Canada, People’s Republic of China, Cuba, European Union, France, Germany, India, Indonesia, Italy, Japan, Republic of Korea, Malaysia, Philippines, Spain, Thailand, Turkey, United Kingdom and the United States


https://www.forumsec.org/

Other Regional Organizations

The Pacific Community (known by the acronym SPC) delivers technical assistance, policy advice, training and research services for the region. The SPC membership comprises American Samoa, Australia, Cook Islands, Federated States of Micronesia, Fiji, France, French Polynesia, Guam, Kiribati, Marshall Islands, Nauru, New Caledonia, New Zealand, Niue, Northern Mariana Islands, Palau, Papua New Guinea, Pitcairn Islands, Samoa, Solomon Islands, Tokelau, Tonga, Tuvalu, United States of America, Vanuatu, and Wallis and Futuna. Its programs span a number of sectors addressing sustainable economic development, natural resource and environmental management, and human and social development.

The Forum Fisheries Agency (FFA) is an advisory body that assists members to maximize benefits from the conservation and sustainable use of their fisheries resources, in particular tuna.

The Secretariat of the Pacific Regional Environment Programme (SPREP) promotes sustainable development and the protection of the Pacific region’s environment.

Cooperation and collaboration between Pacific regional organizations is promoted through the Council of Regional Organisations of the Pacific (CROP). Established in 1988 by Forum Leaders, CROP comprises the four organizations listed above, as well as the following five organizations:

The University of the South Pacific (USP), a premier provider of tertiary education in the Pacific region and an international center of excellence for teaching, research and consulting on all aspects of Pacific life;
The Pacific Islands Development Program (PIDP), housed in the East-West Center in Hawaii, assists Pacific Islands Leaders to advance their collective efforts to achieve and sustain equitable social and economic development consistent with the goals of the Pacific islands region’s people;

The South Pacific Tourism Organisation (SPTO), which is the mandated inter-governmental body for the tourism sector in the region, with the mission to market and develop tourism in the South Pacific;

The Pacific Power Association (PPA), which promotes the direct cooperation of Pacific island power utilities in technical training, exchange of information, sharing of senior management and engineering expertise and other activities of benefit to the members; and

The Pacific Aviation Safety Office (PASO) which oversees aviation safety and security in the Pacific Islands using guidelines provided by the International Civil Aviation Organisation (ICAO).

Appendix 8: Joint Region Marianas (JRM) Headquarters

Joint Region Marianas' primary mission is to provide executive level installation management support to all Department of Defense components and tenants through assigned regional installations on Guam and the Northern Mariana Islands in support of training in the Marianas; to act as the interface between the Navy and the civilian community; to ensure military compliance with all environmental laws and regulations, safety procedures, and equal opportunity policy; and perform other functions and tasks as may be assigned. The Commander of Joint Region Marianas also serves as Commander, U.S. Naval Forces Marianas and the U.S. Defense Representative to Guam, Commonwealth of the Northern Mariana Islands, Republic of Palau, and Federated States of Micronesia (the Republic of the Marshall Islands and the Kwajalein Atoll site fall under U.S. Army, Pacific).

JRM assists with the coordination and provision of military activities in U.S. Territory of Guam, U.S. Commonwealth of Northern Mariana Islands (CNMI), Federated States of Micronesia (FSM), and Republic of Palau (ROP) in support of Theater Security Cooperation, U.S. Pacific Command (USPACOM) Operations Plans (OPLANs), U.S. Army Pacific (USARPAC), Joint Task Force Homeland Defense (JTF HD) homeland defense mission, and our mission for homeland defense and all hazards prevention, readiness, response and recovery.

https://www.dvidshub.net/unit/CJR-M
https://en.wikipedia.org/wiki/Joint_Region_Marianas
Appendix 9: Civic Action Team (CAT) - Palau

CAT – Palau is a small military team deployed to Palau in six month rotations between the U.S. Air Force, U.S. Army and U.S. Navy to conduct civic action projects. It has been active in Palau since 1969. Civic action programs are designed to assist an area by using the capabilities and resources of a military force or civilian organization to conduct long-term programs or short-term projects. This type of operation includes: dental civic action program (DENTCAP), engineering civic action program (ENCAP), medical civic action program (MEDCAP), and veterinarian civic action program (VETCAP). In addition to building civilian infrastructure, the team runs a Palauan apprentice training program which enables the transfer of practical engineering and construction skills to young trainees. There is also a medical civic action training program.

The “CAT” designation comes from U.S. Navy Construction Battalion (C.B. or “Seabee” teams) with a long history of such projects. A product of the Cold War, Seabee Teams were an idea of the U.S. State Department for making "good use" of the Seabees. They could be sent as "U.S. Good Will Ambassadors" to third world nations as a means to combat the spread of Communism and promote "good will;" a military version of the Peace Corps. These 13 man teams would construct schools, drill wells or build clinics, creating a positive image or rapport for the U.S. in the developing world. They were utilized by the United States Agency for International Development and were in S.E. Asia by the mid 1950’s. Then in the early 1960’s the U.S. Army Special Forces were being sent into rural areas of South Vietnam to develop a self-defense force to counter the Communist threat and making use of the Seabee teams at these same places. While Vietnam went on the teams were still being sent to other nations. The Royal Thai government requested Seabee Technical Assistance Teams in 1963 and since then nearly every time a U.S. Naval Construction Battalion has left the United States for a deployment a Seabee team has been sent somewhere.

Construction Civic Action Details or CCAD. CCADs or "See-Kads" are larger civic action units of 20–25 Seabees with the same purpose as Seabee (CAT) Teams. The Department of Defense has implemented the Construction Civic Action Detail program in Micronesia and the Marshall Islands. This brings U.S. Navy Seabee Teams twice a year for four-month rotations. Ongoing work in Kwajalein and Yap include a water distribution system, a community center, and public bathrooms. In Micronesia, the program rotates locations, visiting a different state every six months and providing each state with assistance at least once every two years. Like other U.S. programs, this initiative tries as much as possible to purchase all materials from on-island vendors to stimulate the island’s economy.


https://en.wikipedia.org/wiki/Civic_action_program

Appendix 10: Ronald Reagan Ballistic Missile Defense Test Site, Kwajalein Atoll

The mission of the Ronald Reagan Ballistic Missile Defense Test Site (RTS) is to provide a Major Range Test Facility Base (MRTFB) activity on Kwajalein Atoll & Wake Island to support: operational and developmental testing of theater ballistic missiles, strategic ballistic missiles and theater and strategic missiles interceptors; support NASA space operations and experiments; and support U.S. Strategic Command (STRATCOM) near earth surveillance, deep space surveillance and satellite tracking and new foreign launch coverage. The Reagan Test Site is under the command of the U.S. Army Kwajalein Atoll, or USAKA.

The site hosts a suite of unique instrumentation, located on eight islands throughout the Kwajalein Atoll, Wake Island and Aur Atoll. This instrumentation includes a comprehensive suite of precision metric and signature radars, optical sensors, telemetry receiving stations, and impact scoring assets. RTS provides both mobile and fixed ground and flight safety instrumentation. The Pentagon lease for the islands of the Kwajalein Atoll extends through 2066.

The site has been in continuous U.S. use since World War II:

- Naval Station Kwajalein (Post World War II–1959)
- Pacific Missile Range Facility, Kwajalein (1959–1964)
- Kwajalein Test Site (1964–1968)
- Kwajalein Missile Range (1968–1986)
- Ronald Reagan Ballistic Missile Defense Test Site (1999–present)

There are about 2,500 permanent residents of Kwajalein, including 1,200 employees of Bechtel and Lockheed Martin’s Kwajalein Range Services and more than 800 dependents. The Bechtel employees are located on 11 sites spread across 7,000 miles (11,000 km) and seven time zones. According to a report commissioned by the Department of Defense, the site is expected to be entirely submerged by seawater at least once annually by 2035.
Appendix 11: Micronesia Examples of Play

**Negotiation Phase:** Palau approaches the Japan player and proposes working together to increase Japanese tourism to Palau to help compensate for revenues lost as a result of China revoking Palau’s Authorized Destination Status. Palau offers a visa waiver program for Japanese tourists staying less than 30 days and reduced permit and entrance/exit fees for Japanese tourists. The Japan player agrees, and offers to have Japan Airlines (the national airline of Japan) increase flights to Japan and promote additional tourism. Implementing the agreement could require the Palau player to expend a Diplomatic Token and the Japanese player to expend an Economic Token during one of their turns, at a minimum.

**Turn 0 Phase:** The AUS/NZ Player has 1 Security and 2 Economic Tokens for Turn 0 actions.

**Security Token:** Australia places a Security Token in Kiribati to expand the Pacific Patrol Boat Program with increased advisors and a rotational Australian Patrol Boat to increase Kiribati’s ability to patrol its EEZ and reduce IUU fishing, human trafficking and criminal activity. AUS/NZ places 1 Influence Marker in the Government sector of the Kiribati Pie Chart.

**Economic Token 1:** Australia places an Economic Token in Nauru to provide direct economic aid in the form of small business micro-grants and infrastructure improvements in Nauru focused on improving the well-being of the people. AUS/NZ places 1 Influence Marker in the People sector of the Nauru Pie Chart.

**Economic Token 2:** Australia places an Economic Token in the RMI to provide direct economic aid in the form of small business micro-grants and infrastructure improvements in the RMI focused on improving the well-being of the people. AUS/NZ places 1 Influence Marker in the People sector of the RMI Pie Chart.

**DIME Phase:**

**Diplomatic (non-Influence):** The US plays a Diplomatic Token in Palau to have the US Embassy and INDOPACOM conduct negotiations to expand the military civic action program there from a permanent rotational CAT Team (~13 people) to a CCAD (~25 people). This will increase the US capability to conduct civic action projects in Palau.

Pros: this is an expansion of an existing authorization; the expansion will benefit the people of Palau.

Cons: This action just demonstrates that all the US wants is military presence and to recruit the sons and daughters of Palau to die in foreign imperialist misadventures (China).

The Facilitator determines the final modifier is +2 (assesses the Chinese counter-argument will fall on deaf ears due to China’s revocation of Authorized Destination status and its impact in Palau). Die Roll is 6 + 2 = 8, success. Palau approves the US request (does not have to expend a token
because it is simply agreeing, not offering incentives as in the Turn 0 example with Japan above). Implementing the agreement will require the future expenditure of a US Security or Military Token.

**Security (Influence):** Taiwan plays a Security Token to conduct a security assistance cruise using Taiwan Coast Guard vessels in Palau to increase its capability to patrol, conduct maritime domain awareness and enforce the shark sanctuary and no fishing zone in its EEZ. Taiwan will provide increased presence by allowing Palauan “shipriders” and training (action). The primary target of the action is the government sector by increasing Palauan Maritime Police capabilities (effect).

Pros: Taiwan is capable of providing the assistance; Taiwan has an Embassy in Koror to coordinate the activities.

Cons: China notes that Palau only has two Patrol Vessels so has limited ability to improve its capabilities.

The Facilitator determines the final modifier is +1. Die Roll is 10+1 = 11 (major success), +2 Influence Markers. Taiwan places 1 Influence Marker in the Government sector and chooses to place the second Influence Marker in the Economic sector due to increased revenues from EEZ enforcement.

**Micronesia Actors:**

**Palau:** Due to an overwhelming amount of Western activity in Palau supporting the government, the people and the economy, the SME has Palau conduct an internal Information campaign (plays an Informational Token) to remove Chinese influence in the Opposition sector (assessed as a few Palauan politicians).

Pros: China has hurt Palau by revoking Authorized Destination Status. Western countries help Palau through security assistance, economic aid and civic actions; Western and Taiwan influence in Palau is 15 vs 4 for China.

Cons: China again points out that all the US wants is a military presence and to recruit the sons and daughters of Palau to die in foreign wars.

The Facilitator determines the final modifier is +2. Die Roll is 7 + 2 = 9 (success), the one Chinese Influence Marker in the Opposition sector is removed.

**FSM:** Because China was caught trying to influence the Chuuk Independence Referendum on Social Media (due to a Crime random event triggered during the China Player’s turn while playing an Information Token in Chuuk), the SME has FSM play an Information token to conduct an internal Information campaign to remove Chinese influence among the people of Chuuk. FSM announces, with evidence, the “nefarious” meddling of China on the eve of the referendum, and calls on the people to make a well-informed decision before voting on the referendum, not be influenced by “fake news.”

Pros: China was indeed caught trying to influence the referendum.
Cons: China denies the accusations (even though they are true).

The Facilitator determines the final modifier is +2. Die Roll is $6 + 2 = 8$ (success), the one Chinese Influence Marker in the People sector is removed.
ARGUMENT WORKSHEET

Player: ______________________
Round: ______________________
Action: __________________________________________________
____________________________________________________
____________________________________________________
DIME: Dip Info Mil Sec Econ
Desired Effect: Country:_________ Gov’t Economy People Opp.
____________________________________________________
____________________________________________________
____________________________________________________
Pros: __________________________________________________
____________________________________________________
____________________________________________________
____________________________________________________
Cons: __________________________________________________
____________________________________________________
____________________________________________________
____________________________________________________
Final Die Roll Modifier:  +3  +2  +1  0  -1  -2  -3
Die Roll:
Result: __________________________________________________
____________________________________________________
____________________________________________________
____________________________________________________

ARGUMENT FORMAT

1. Declare Action
2. Declare DIME Tokens
3. Describe Desired Effect
4. Identify Pros
5. Weigh Pros and Cons
6. Adjudicate Outcome

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ARGUMENT WORKSHEET

Player:____________________
Round:____________________
Action:________________________________________________
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DIME:      Dip          InfoMil Sec Econ

Desired Effect: Country:_________ Gov’t Economy People Opp.
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Pros:__________________________________________________
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Cons:__________________________________________________
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Final Die Roll Modifier:      +3      +2      +1      0      -1      -2      -3

Die Roll:________________________________________________________________

Result:_________________________________________________
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**Play for +1 modifier for continuing a previously failed ACTION**

**Players:**
- Typhoon
- Storms
- Tsunami
- Illegal Fishing
- Crime
- Protests
- LE Center
- HADR Center
- Comm. Ships
- Money

**Disasters:**
- Flood
- Tsunami
- Typhoon
- Storms
- Hurricane

**Recognition:**
- TAIWAN
- Tourism
- Fishery
- Casino
- Resort

**Momentum:**
- Momentum
- +1 modifier

**Money:**
- Money

**Players Choice:**
- Player Choice
- ?

**Terrorism:**
- Terrorism
Game Tokens, Blank
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Influence Markers, Australia/New Zealand, China

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Influence Markers, China

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Game Tokens, China Economic

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Diplomatic

Informational

Military

Security

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Embassy/Cons.

Embassy/Cons.
Influence Markers, Japan, Micronesia

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MAGCK 1” Round Token Labels for Avery 6450 or similar labels

- ROUND
- TURN
- TAIWAN
- TAIWAN
- TAIWAN
- TAIWAN
- TAIWAN
- TAIWAN
- RESORT
- RESORT
- FISHERY
- FISHERY
- TOURISM
- TOURISM
- MOMENTUM
- MOMENTUM
- MOMENTUM
- MOMENTUM
- MOMENTUM
- MOMENTUM
- MOMENTUM
- SCANDAL
- PLAYER
- CHOICE
- PROTEST
- DEMONSTRATION
- TERRORISM
- DISASTER
- FLOOD
- CRIME
- HADR CENTER
- LE CENTER
- COMMERCIAL SHIPS
- COMMERCIAL SHIPS
- ADS REVOKED TOURISM
- MARSEC CENTER
- MARSEC CENTER
- COMPACT
- SEPARATIST MOVEMENT
- SEPARATIST MOVEMENT
- VOTE
- CAT-PALAU
- JRM
- KWAJELEIN
MAGCK 1" Round Token Labels for Avery 6450 or similar labels
MAGCK 1” Round Token Labels for Avery 6450 or similar labels
Matrix Game Construction Kit (MaGCK)

In a "matrix game" there are few pre-set rules limiting what players can do. Instead, each is free to undertake any plausible action during their turn. The chances of success or failure, as well as the effects of the action, are largely determined through structured argument and discussion. This process allows for imaginative game dynamics that are lively and open-ended, and yet also grounded in reality.

Matrix games are particularly well-suited for complex conflicts and issues involving multiple actors and stakeholders, varying interests and agendas, and a broad range of (diplomatic/political, military, social, and economic) dimensions. The game system crowdsources ideas and insight from participants, thereby fostering greater analytical insight.

First developed by Chris Engle, matrix games have been played by hobbyists for years. They have also been used as serious games for training at the US Army War College, National Defense University, the Central Intelligence Agency, and elsewhere; for defense planning, capability assessment, and acquisitions in Australia, Canada, the UK, and US; for security planning for the Vancouver Olympics; as a research and analytical support tool at the UK Foreign Office; and as an educational method in various universities. They are particularly well-suited for multi-sided conflicts or other issues that involve a broad range of capabilities and interaction.

MaGCK contains everything that is required to play two different matrix games, or to design your own matrix games addressing almost any aspect of modern conflict:

- A core set of matrix game rules.
- Player briefings and supplementary rules for ISIS CRISIS, a matrix game that explores the rise and decline of the so-called “Islamic State” insurgency in Iraq. Two scenarios are included: "The Caliphate Reborn?" (set in September 2014) and “Road to Mosul” (starting January 2016).
- Player briefings, map tiles, and supplementary rules for A RECKONING OF VULTURES, a game that explores coup plotting and political skullduggery in a fictional dictatorship.
- 255 large blank game tokens in eight colors, together with over 700 stickers depicting various unit types, other assets, capabilities, and effects. The stickers are used to customize the game tokens, offering enormous flexibility for matrix game designers.
- 80 smaller discs in the same colors as above, which can be used to indicate damage, supplies and resources, political influence, or other characteristics.
- 10 two-sided tracking mats, with various scales (+/-3, 1-3, 1-10, days, months, and so forth)
- Assorted dice.

In addition, purchasers of MaGCK gain access to templates so they can print additional stickers using readily-available sticker sheets and any laser printer—thus making it possible to produce an unlimited number of games and scenarios. See: https://www.thegamecrafter.com/games/magck-matrix-game-construction-kit
TROUBLE IN PARADISE: MICRONESIA

MATRIX GAME RESOURCES:
https://paxsims.wordpress.com/tag/matrix-games/
http://www.mapsymbs.com/wdmatrix1.html