

## El Reino de España

The Kingdom of Spain

Current Year: 2008



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Current Ranking	1st	Fish Price	1.00 US\$
Annual Profit	120 €	Fish Caught	4,000
Starting Funds	6,895 €	Total Ships Fishing	230
Ships Owned	10	1 € =	1.4503 US\$
Ships to Send Out	10	Change	

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Current Strategy	My current strategy is to study the strategies of classes which did well in the past, then try to apply it to the current game simulation and see if it works as well for me as it did for them.
How it is working	Well, it's the first day of the game and I'm in first, so we'll see how it progresses for the rest of the simulation.
New Strategy	None needed yet.
Class Application	In class, we have just started the book portion of our course, so we haven't really discussed too much yet. However our reading is over levels of analysis. Perhaps that will give me some ideas as to winning strategies.

**El Reino de España**

The Kingdom of Spain

Current Year: 2009



Current Ranking	13th	Fish Price	0.60 US\$
Annual Profit	-1,873 €	Fish Caught	6,779
Starting Funds	5,022 €	Total Ships Fishing	187
Ships Owned	13	1 € =	1.4503 US\$
Ships to Send Out	13	Change	+0.0000 US\$

**Current Strategy** My current strategy is to study the strategies of classes which did well in the past, then try to apply it to the current game simulation and see if it works as well for me as it did for them. This includes buying a few ships and trying to catch a large number of tuna in order to increase my profits.

**How it is working** Apparently not so well. The countries that did very well this year were the ones that did not buy any ships. In addition, the class caught almost 7k fish on the first day! If we continue at this rate, there will no fish left within a week.

**New Strategy** Form some kind of treaty to keep the fish population alive. Either form a coalition against the countries with more than 12 boats or form a general treaty that anyone could follow which includes reducing the general number of fishing boats in order to preserve the tuna population and hopefully last the fully 25 years.

**Class Application** In class, we have been looking at levels of analysis. This includes global, interstate, domestic, and individual analysis perspectives. By looking at the game through these different perspectives, it's easier to see how the actions of one country's leader affect the rest of the game simulation, and vice versa.

**El Reino de España**

The Kingdom of Spain

Current Year: 2010



Current Ranking	13th	Fish Price	0.57 US\$
Annual Profit	4 €	Fish Caught	4,273
Starting Funds	5,026 €	Total Ships Fishing	231
Ships Owned	12	1 € =	1.4567 US\$
Ships to Send Out	10	Change	+0.0064 US\$

Current Strategy	My current strategy is to sell off as many of my ships as I can to get some money back and increase my net worth. I held back two ships to help the tuna population and hopefully bring up the worth of the tuna market, which has been plummeting after the 7k catch last year.
How it is working	This strategy wound up saving the tuna, but really wound up not doing too much else for me. I stayed in 13 <sup>th</sup> place, which isn't too bad. At least I didn't drop any less...
New Strategy	Anne and I got together after class and formed the Spillane Treaty to help the tuna population and hopefully ourselves as well. It entails an 80/20 split of ships sent out and held back, respectively. It also keeps it so that countries who don't abide by the treaty cannot trade with countries that do. That could backfire, but hopefully enough countries will sign to make it worthwhile. I just have to be careful and make sure I'm not losing too much money.
Class Application	In class, we have been looking at core principals. It is really interesting to see how our Tunawars simulation can already apply itself very easily to the three principles. The countries that went for a dominance view seemed to have done worse, while those that tried reciprocity or identity have fared better overall. I personally tried dominance, got my tail handed to me, and now am trying for a more reciprocal approach. Hopefully...

**El Reino de España**

The Kingdom of Spain

Current Year: 2011



Current Ranking	13th	Fish Price	0.79 US\$
Annual Profit	-282 €	Fish Caught	4,423
Starting Funds	4,744 €	Total Ships Fishing	186
Ships Owned	12	1 € =	1.4684 US\$
Ships to Send Out	10	Change	+0.0117 US\$

**Current Strategy** My current strategy is to still try to sell off as many of my ships as I can to get some money back and increase my net worth. I held back two ships in accordance with the Spillane Treaty, which began this year.

**How it is working** I'm remaining steadily in 13th place; however, that is not going to be anywhere close enough to get me the extra credit points for the class.

**New Strategy** I need to find some way to gain money and still live by the Spillane Treaty. Perhaps I can find countries within the treaty that will buy ships from me... hopefully. I also need to try and recruit more people into the Treaty so that I have a wider selection of countries to sell to.

**Class Application** In class, we have been looking at core principals and the levels of analysis combined. This provides a more complex view to both world events and the happenings of the game. At this point, the game can still pretty much be viewed through any of the levels of analysis and is still taking an active role in dominance, reciprocity, and identity.

**El Reino de España**

The Kingdom of Spain

Current Year: 2012



Current Ranking	14th	Fish Price	0.47 US\$
Annual Profit	-675 €	Fish Caught	7,736
Starting Funds	4,069 €	Total Ships Fishing	224
Ships Owned	12	1 € =	1.4658 US\$
Ships to Send Out	10	Change	-0.0026 US\$

Current Strategy	My current strategy is to follow the provisions of the Spillane Treaty, which entails sending out 80% (+1) of my ships and dry-docking the other 20% (-1). I'm still looking for a market to sell my ships so that I won't have to spend so much money to dry-dock them. I also joined the class in buying a biological survey of the fish left in the sea.
How it is working	Overall... not well. I dropped to 14 <sup>th</sup> place because I chipped in 555.00 US\$ to buy to biological survey and lost money there. I also found out through the survey that the situation isn't quite as I assumed it would be, although Alex's idea about a new treaty is very appealing and is, in my best opinion, the way to go.
New Strategy	I'm going to join with Alex on the treaty that he is proposing. However in order for the treaty to be effective, we HAVE to find ways to get the entire class to go by the treaty, no exceptions. Otherwise it will wind up backfiring the same way that the Spillane Treaty did.
Class Application	In class, we have continued looking at core principals and the levels of analysis combined. The talk in class about treaties and free-riding really made these two concepts very real as we continued to see how the way we are willing (or not willing) to work with others in class represents the different perspectives of dominance and reciprocity.

**El Reino de España**

The Kingdom of Spain

Current Year: 2013



Current Ranking	16th	Fish Price	0.53 US\$
Annual Profit	-347 €	Fish Caught	3,306
Starting Funds	3,722 €	Total Ships Fishing	193
Ships Owned	12	1 € =	1.4723 US\$
Ships to Send Out	10	Change	0.0065 US\$

Current Strategy	My current strategy is to continue to live by the Spillane Treaty for this final year. After receiving the results of the biological survey, and then looking at how many fish were caught since the biological survey came out, there is need for a new treaty and a new strategy (see below).
How it is working	I dropped two places into 16 <sup>th</sup> place. Not enough countries were willing to sign (and follow) the Spillane Treaty, and because of that, the terms of the treaty were not able to provide in the ways that I had planned when Italy and I created it.
New Strategy	The class agreed today to a new set of terms. First, each person will send out 20% of their ships, with normal rounding. This will continue for the next two years, when we will re-evaluate the status of the Tunawars in relation to the expected outcome.
Class Application	We tossed around different treaty and alliance ideas, which correspond directly with what we had to read for today concerning alliances and balance of power. Our discussion culminated in an agreement on how best to end the game via an alliance between all of the countries to send five trustworthy countries to the top in order to equally distribute the extra points among everyone in the class. Even though we didn't actually discuss the readings, our self-run discussion was very topical to the alliances reading we had to do for today.

## El Reino de España

The Kingdom of Spain

Current Year: 2014



Current Ranking	16th	Fish Price	3.54 US\$
Annual Profit	-1,975 €	Fish Caught	1,297
Starting Funds	1,747 €	Total Ships Fishing	100
Ships Owned	12	1 € =	1.4721 US\$
Ships to Send Out	2	Change	-0.0003 US\$

**Current Strategy** The class agreed today to terms which would hopefully increase the price of fish dramatically. Each person would only send out 20% (normal rounding) of their ships, and dry-dock the remaining 80%. The plan is to follow this strategy until class meets again on Friday.

**How it is working** On the bright side, the price of fish did increase by quite a large percentage. However on the negative side, I had to lose quite a bit of cash to dry-dock 10 boats in order to keep with the class standards. The only real positive about this policy instated today is that two countries now must auction off ships on Friday in order to remain in the game. They also happen to be the countries with the two most ships... Interesting, no?

**New Strategy** As long as I can keep from having to sell off my ships (which actually might not be too bad of an idea, assuming that I can guarantee the class will help me out and buy ships), I am going to stick to this policy. If the price of fish can continue to increase the way it did in just one year, then the rewards will long outweigh the negative effects of having to dry-dock 10 ships a year.

**Class Application** Today's class was spent entirely discussing new strategies for raising the value of the fish, which is *badly* needed. We tossed around different treaty and alliance ideas, which correspond directly with what we had to read for today concerning alliances and balance of power. Our discussion culminated in an agreement on how best to end the game via an alliance between

all of the countries to send five trustworthy countries to the top in order to equally distribute the extra points among everyone in the class. Even though we didn't actually discuss the readings, our self-run discussion was very topical to the alliances reading we had to do for today.

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The Kingdom of Spain

Current Year: 2015



Current Ranking	18th	Fish Price	4.49 US\$
Annual Profit	-1,892 €	Fish Caught	2,507
Starting Funds	-146 €	Total Ships Fishing	105
Ships Owned	12	1 € =	1.4799 US\$
Ships to Send Out	2	Change	+0.0078 US\$

Current Strategy	Continuing on the strategy from 2014.
How it is working	Once again, the price of fish increased. However I am now in negative cash on hand. It's the first day this has happened, so it's not a total loss... But I still need to get back into the black so that I'm not risking my own chance at reaching the end in order to keep the fish alive and well.
New Strategy	The rewards haven't quite outweighed the costs of the previous operation yet. But patience is needed. For now, I will stick to this strategy until class tomorrow allows for better discussion of new strategies.
Class Application	We're still continuing on the same track as Wednesday of this week. The ideas we discussed are relative to dominance and reciprocity issues. We want to take a reciprocity approach to include all the class in the extra-credit sharing through a more communistic system, but we also might have to employ dominance in order to get certain members of the class to comply with the pre-agreed constraints on ship numbers.

**El Reino de España**

The Kingdom of Spain

Current Year: 2016



Current Ranking	18th	Fish Price	1.29 US\$
Annual Profit	-233 €	Fish Caught	4,011
Starting Funds	-378 €	Total Ships Fishing	122
Ships Owned	8	1 € =	1.4824 US\$
Ships to Send Out	6	Change	+0.0025 US\$

Current Strategy	Although I wasn't in class today, a LOT was apparently discussed regarding strategy. I had to send out 6 ships in the hopes of keeping myself afloat, literally, in the game. I'm just hoping that won't get me kicked off the treaty since I wasn't able to communicate my personal strategy with the class.
How it is working	The price of fish dropped tremendously because so many people had to send out ships in order to keep from going negative. This didn't really work well for anybody, me included. We're almost back where we started, and Malta is gaining a lead that we have to gain back quickly if we can't find a way to include her in the treaty.
New Strategy	I'm going to do whatever it takes to stay in the game so that I don't lose my shot at making it to the end. Hopefully the class will be able to come up with a better strategy to guide ourselves to safety before too many (hopefully no) people have to get removed from the simulation.
Class Application	Since I wasn't really in class today, I can't say exactly how it applies to what we talked about. However, I have a feeling that, with the way the current status looks, not much has changed since last time. That's not to say that it won't for next year, however.

**El Reino de España**

The Kingdom of Spain

Current Year: 2017



Current Ranking	10th	Fish Price	0.64 US\$
Annual Profit	94 €	Fish Caught	6,032
Starting Funds	-284 €	Total Ships Fishing	167
Ships Owned	6	1 € =	1.4826 US\$
Ships to Send Out	6	Change	+0.0002 US\$

Current Strategy	After a heated strategy session between a few of the states on the Selliasrev Treaty, we decided on a class-wide strategy devised by Turkey to either bump Malta irrefutably out of first and bring her into the treaty, or otherwise effectively end the game a day or two before the actual end of the simulation to keep from having her win the game. I gave two of my ships to Cyprus to reduce the size of my fleet, and then sent out the rest in attempts to keep from having to auction off ships.
How it is working	Once again, the price of fish took a huge hit, as did the number of fish. However, this is all supposed to be part of Turkey's master plan to work Malta into the Selliasrev Treaty. I wasn't able to pull out of the negative cash on hand slump, but I at least made money this year AND managed to jump eight spots up in the rankings after a few other countries either lost money or gave away all their ships (also part of the master plan).
New Strategy	I'm waiting to hear from Turkey as to what tonight's strategy is, but I have a feeling it will be much the same as last night's.
Class Application	We didn't have class today, but some of us met outside of class to discuss various matters of importance. The ideas we came up with were the key foundations that we had been discussing all along. It looks like the class is turning away from reciprocity to bring in Malta, and trying to use more brute force (dominance). However, this hasn't been working well in the past, and I'm not sure how much effect it will have now.

**El Reino de España**

The Kingdom of Spain

Current Year: 2018



Current Ranking	10th	Fish Price	0.41 US\$
Annual Profit	379 €	Fish Caught	5,535
Starting Funds	94 €	Total Ships Fishing	185
Ships Owned	5	1 € =	1.5002 US\$
Ships to Send Out	5	Change	+0.0176 US\$

Current Strategy	Last night's strategy was a failure as many of the involved states failed to complete their obligations. As such, the strategy has been revised and will be fully developed in one more night.
How it is working	The price of fish dropped again... the number of ships fishing rose significantly... several countries didn't abide by the strategy... overall it was not a very good night.
New Strategy	I have taken over the strategy sessions instead of Joel, and will be sending out nightly e-mails regarding who sends out how many ships.
Class Application	Professor Forsberg had a great time pointing out the amount of effort vs. the returns of said effort in class. It was a fair statement that definitely brought into reality the problems that world leaders face daily with their own country and with the cooperation of others.

**El Reino de España**

The Kingdom of Spain

Current Year: 2019



Current Ranking	9th	Fish Price	0.73 US\$
Annual Profit	47 €	Fish Caught	2,322
Starting Funds	141 €	Total Ships Fishing	121
Ships Owned	5	1 € =	1.5106 US\$
Ships to Send Out	5	Change	+0.0104 US\$

Current Strategy	I'm working to remove as many of the ships from the water as possible by having countries which are willing take themselves out of the game and take as many ships as possible down with them. This would reduce the number of ships on the water as well as increase the price of fish and decrease the amount of fish being caught. The trick is finding countries that are willing to leave the game...
How it is working	The price of fish rose a small percentage, but any increase at all is better than the dip the price had previously been making a steady movement of.
New Strategy	Continuing the previous strategy, I'm working overtime to keep up with the nightly strategy sessions which will detail who continues to send out ships and which countries will bow out as they have enough money to support themselves without any ships on the water.
Class Application	Apparently this is a first in simulation strategy, as countries continue to willing take themselves out of the game. Is the class really willing to move towards a more identity-based approach as it saves the fish and increases the profit? Or are people just tired of having to deal with ships on the water?

**El Reino de España**

The Kingdom of Spain

Current Year: 2020



Current Ranking	8th	Fish Price	1.60 US\$
Annual Profit	179 €	Fish Caught	3,537
Starting Funds	320 €	Total Ships Fishing	105
Ships Owned	5	1 € =	1.5175 US\$
Ships to Send Out	5	Change	+0.0069 US\$

Current Strategy	I'm still working to remove as many of the ships from the water as possible by having countries which are willing take themselves out of the game and take as many ships as possible down with them. This would reduce the number of ships on the water as well as increase the price of fish and decrease the amount of fish being caught. The trick is finding countries that are willing to leave the game...
How it is working	The price of fish continues to rise as ships drop from the ocean, which is making it easier to gain rank and money in the simulation as compared to previous years.
New Strategy	Continuing the previous strategy, I'm working overtime to keep up with the nightly strategy sessions which will detail who continues to send out ships and which countries will bow out as they have enough money to support themselves without any ships on the water.
Class Application	Discussion on the principle of self-help are bringing to light exactly why it is nearly impossible to count on other countries to uphold their end of the strategies established. We also recently discussed power calculations and their role in realism. The further into the simulation we get, the more countries are making power calculations to both benefit themselves and the countries with whom they have entered into alliances.

**El Reino de España**

The Kingdom of Spain

Current Year: 2021



Current Ranking	8th	Fish Price	0.92 US\$
Annual Profit	94 €	Fish Caught	3,837
Starting Funds	414 €	Total Ships Fishing	124
Ships Owned	5	1 € =	1.5170 US\$
Ships to Send Out	5	Change	-0.0005 US\$

Current Strategy	With Greece failing to send out any ships and wanting to be completely removed from the game, I asked her to take down as many ships as possible in order to create a surge in the price of fish. She happily agreed after admitting to failing on several different occasions to uphold her part of the strategies created.
How it is working	With Russia's quiet acquisition of ships from the failed Greece, I lost my spot on the way to the Top 5 countries. The price of fish again took a huge hit. It might just be just about the best time to get another survey of the fish population, if any countries will agree to buy one with me.
New Strategy	No more countries will be willing to go out of the game, so now it's a matter of manipulating those countries still owning ships so that I can get past Libya (which owns no ships and still has a higher net worth than me) and eventually into the Top 5.
Class Application	Rational actions played into today's strategy as countries played to their best advantage with the loss of Greece. Russia's sneaky move to gain ships (and thus increase its net worth) was a very smart move. Then again, so was Morocco, as it quietly never signed any agreements with the rest of the class and still is benefitting quite heavily from deals being made between the Top 5 states.

**El Reino de España**

The Kingdom of Spain

Current Year: 2022



Current Ranking	7th	Fish Price	2.56 US\$
Annual Profit	118 €	Fish Caught	1,197
Starting Funds	531 €	Total Ships Fishing	86
Ships Owned	5	1 € =	1.5356 US\$
Ships to Send Out	5	Change	+0.0186 US\$

**Current Strategy** I'm just going to continue sending out my 5 ships and wait for countries to either forget to send in reports or make a mistake in strategy so that I can move up among the Top 5.

**How it is working** Quiet well, actually. Two major countries (Turkey and Malta) forgot to send in their reports so I got bumped up a little. Now Turkey is struggling to stay afloat (literally) and Malta is facing some serious losses as well. This sets me up nicely to make a very opportune acquisition of a few ships for a very low cost.

**New Strategy** None needed currently.

**Class Application** The discussion on the wars of the world, while not applying directly to game strategy, does add an interesting element to the viewpoint of countries which still have ships in the game. Were we able to wage war in the simulation, I'm quite sure there would have likely been world-wide nuclear fall-out by now.

**El Reino de España**

The Kingdom of Spain

Current Year: 2023



Current Ranking	7th	Fish Price	4.55 US\$
Annual Profit	379 €	Fish Caught	2,860
Starting Funds	910 €	Total Ships Fishing	112
Ships Owned	5	1 € =	1.5356 US\$
Ships to Send Out	5	Change	+0.0186 US\$

Current Strategy	I'm just going to continue sending out my 5 ships and wait for countries to either forget to send in reports or make a mistake in strategy so that I can move up among the Top 5.
How it is working	Still going well... however I am worried about the sudden increase in the price of tuna, even though we caught more than last year and we sent out more ships... It's definitely time for a fish population report if I can get other countries to go in with me.
New Strategy	Seeing as Turkey is going to the auction blocks tomorrow, I'm going to take this chance to gain a few more ships for a very low amount of cash, thus heavily increasing my own worth and hopefully catapulting me into the Top 5.
Class Application	Discussions on conflict of ideas and interests don't directly affect the Tunawars simulation, but they do allow the participating countries a chance to see how ethnic conflict plays a significant role in peace talks... just one more thing a world leader would have to deal with along with the already-exhausting responsibilities of the fishing economy.

**El Reino de España**

The Kingdom of Spain

Current Year: 2024



Current Ranking	5th	Fish Price	2.22 US\$
Annual Profit	25 €	Fish Caught	3,505
Starting Funds	935 €	Total Ships Fishing	124
Ships Owned	14	1 € =	1.5545 US\$
Ships to Send Out	14	Change	+0.0189 US\$

Current Strategy	Sending out all 14 ships seems to be the best bet until something cuts me off. I'm still going to push for a fish population survey tomorrow in class.
How it is working	The price of fish dropped, which is a small relief. Another increase in price would have definitely signaled an extremely low population which would require the immediate holding back of any and all ships in order to allow sufficient reproduction time.
New Strategy	If the class can agree to it, the fish population survey will be in the works for next year. I'm also looking to possibly acquire 10 more ships from Algeria in order to overtake Malta in the standings.
Class Application	Our readings are still covering the wars of the world, and don't really have a significant impact on the simulation strategy <i>at the moment</i> .

**El Reino de España**

The Kingdom of Spain

Current Year: 2025



Current Ranking	5th	Fish Price	4.79 US\$
Annual Profit	370 €	Fish Caught	1,063
Starting Funds	1,305 €	Total Ships Fishing	124
Ships Owned	14	1 € =	1.5598 US\$
Ships to Send Out	14	Change	+0.0053 US\$

Current Strategy	There was a lot that changed overnight. Algeria dropped out because of financial constraints. Instead of taking his 12 ships down with him, he sold them to Libya. The fish population survey showed that there are 3,000 tuna left in the sea... Quite a low number considering we have caught that many and more on a good day before. We have to start holding back ships or no one will be able to survive the last eight years.
How it is working	I'm working with Morocco to set up a plan for people to hold off their ships until the population becomes stable again. I'll see how it works once we get the next report out.
New Strategy	Send out the least number of ships possible.
Class Application	The entirety of class was devoted to the discussion about Tunawars and what would be best to do. At first Russia and Spain were going to share the burden of taking on Algeria's ships. Then Libya stepped up and took them all. All the while, Algeria kept trying to negotiate the price of his ships to gain the most money possible. It was all about the dollars today, and the bartering that took place was a pretty good example of reciprocity at work.

**El Reino de España**

The Kingdom of Spain

Current Year: 2026



Current Ranking	6th	Fish Price	12.54 US\$
Annual Profit	476 €	Fish Caught	1,899
Starting Funds	1,781 €	Total Ships Fishing	122
Ships Owned	14	1 € =	1.5684 US\$
Ships to Send Out	12	Change	+0.0086 US\$

Current Strategy	I'm doing what I can to save the tuna population and keep the game running for the remaining seven years. However, it doesn't appear that any other country wants to join in after seeing everyone else still end out their entire fleet.
How it is working	One country holding back two ships isn't going to make a difference significant enough to respectably save the tuna population. If this is going to work, I have to get other countries to join in.
New Strategy	Convince the other ship-bearing countries to hold back and dry-dock in order to save the tuna!
Class Application	Today's talk about terrorism was only a little bit helpful in finding ways to coerce other countries in the simulation to act as I would want them to in order to save the tuna. One of the options for subduing terrorism, co-opting the terrorist group, seems like a strategy to employ. By giving the dissenting peoples a voice in the simulation, I could hopefully get them to cooperate with the strategies and keep from sending out more ships than what the tuna can handle.

**El Reino de España**

The Kingdom of Spain

Current Year: 2027



Current Ranking	6th	Fish Price	14.10 US\$
Annual Profit	637 €	Fish Caught	628
Starting Funds	2,418 €	Total Ships Fishing	124
Ships Owned	14	1 € =	1.5733 US\$
Ships to Send Out	14	Change	+0.0049 US\$

Current Strategy	It seems like no one else was too worried about the fish, so I didn't worry about trying to save them this year. I went against my original strategy and just sent out all my ships. This could be good... or it could just kill the tuna off faster.
How it is working	We'll have to see what the next year brings, but I doubt that we have much of a chance to save ourselves now. I'm not going to get into the top five unless something changes dramatically with Libya.
New Strategy	I'm creating a strategy tonight to send to everyone for the next year's reports. Hopefully they will see the need for a reduction in fleet numbers and then we will be able to stay in the game for the last few years.
Class Application	No class today (Tuesday) but we still should be able to somewhat apply the terrorism talks of co-opt here. My strategy that I create tonight will hopefully keep from excluding countries and it will show them that everyone has to be involved and committed in order to preserve the tuna enough that they can continue to reproduce.

**El Reino de España**

The Kingdom of Spain

Current Year: 2028



Current Ranking	6th	Fish Price	118.04 US\$
Annual Profit	1,496 €	Fish Caught	142
Starting Funds	3,915 €	Total Ships Fishing	86
Ships Owned	14	1 € =	1.5733 US\$
Ships to Send Out	12	Change	-0.0054 US\$

**Current Strategy**

I created a strategy last night that was meant to last for the rest of the simulation. However, the simulation is up. We have caught more tuna than we should, making it impossible for them to replenish within the year. My strategy was meant to hold back the maximum number of ships for all six remaining years rather than keep everything back for three years and then spend the last three trying to get out of negative cash on hand. The countries without ships would send their cash to the countries with ships (each ship-owning country getting 625 US\$). This would enable two more ships to be held back on the last year.

**How it is working**

Some countries (like Algeria...) didn't trust me enough to follow the strategy, even if they had nothing to lose by doing so. One country did not hold back any ships, and thus cost us an additional two ships worth of fish that could have kept us above 500 for one more year. Just like every other strategy that was e-mailed out this simulation, it wasn't followed completely and led to the detriment of many.

**New Strategy**

None needed: simulation terminated.

**Class Application**

The entire class talked today about how the simulation shows the reality of government and international politics on a day to day basis. Trust plays a large role (and mostly lack thereof) as does greed (which seems to run in overflowing supplies for some countries). Both of these two, intrinsic or not to human nature, are what cause the rise and/or downfall of any given country. Because our class lacked trust and ran high on greed (many

people who were promised extra credit never thought they would actually see it) we caught too many fish and ended the simulation prematurely.