One Dead Archduke

One Dead Archduke.

Details Coming Soon

Heir apparent to the Austro-Hungarian Empire Archduke Franz Ferdinand Carl Ludwig Joseph Maria of Austria is dead! However, most of the powers that be don't seem to care. After all, with everything going on in the world, why should they care about one dead archduke?

One Dead Archduke is an online day-by-day political simulation of the July Crisis – the series of diplomatic failures triggered by the assassination of Franz Ferdinand which cascaded into World War I.

Players will represent the mighty powerbrokers of Europe facing the resounding internal and external pressures of the July 1914. Will this single act of terrorism lead to war?

Summary

One Dead Archduke is a political simulation with strict rules around communication. Players will generate negative prestige if they break the communication rules. This negative prestige broadly represents the consequences of not focusing on what your job title expects you to focus on. If the head of a political party is negotiating peace between two foreign powers, that may be admirable, but it also means they are not spending that time campaigning at home. Prestige will be the only objective metric for victory in the game, but I'd encourage players to treat generating negative prestige as a slightly arbitrary metric and to not observe negative prestige as the ultimate victory condition (especially between countries).

The event will be multiple days, with one day in the real world generally being one day in the game. Moderators will oversee the game, aid players in understanding the broader historical context, and also provide news updates as to what is going on around Europe.

Communication barriers will be strict between players and stricter between players of different nations/offices. They will also be asymmetrical, with ambassadors having different communication barriers than parliamentary leaders or royal heads of state.

Players will also be expected to (and rewarded for) generating text assets for the game which fulfill role-playing purposes, which will be collected and published at the end of the game. Moderators should be forwarded all contracts, letters, manifestos, diplomatic cables, and the like so they can make sure the asset gets witnessed by the right eyes, catalogued for posterity, and so the effects of information reaching certain NPC individuals or the general public can be adjudicated.

In summary, players will pursue means to resolve the internal and external disputes of Europe in favor of their nation and in a method that fulfills their more self-centered goals while avoiding the generation of negative prestige. Negative prestige can be generated by breaking communication barriers but can also assigned to players at the discretion of the moderators.

Structure and Gameplay Vision Bullets

- Real-time day-by-day reenactment
- Time Span = July Crisis, Game event = ~3 weeks
    - Can end early if general war breaks out or they settle the matter otherwise
- Part-time engagement for Players
- Meetings and scheduling meetings are the backbone of the structured gameplay
    - Players generally limited to two meetings per day (one morning *[in narrative]*, one afternoon *[in narrative]*)

- o   Additional meetings can be made at the expense of generating negative prestige
- o   Meetings must be scheduled beforehand
- o   You must choose from a pre-scripted context for the meeting (meeting of the privy council, meeting of political party members in the halls of parliament, one-on-one meeting by appointment through secretary, etc.). The Context will determine:
    - ▪ Who can attend without losing prestige.
    - ▪ How many people can attend without losing prestige.
    - ▪ The influence of any agreement they come to during the meeting. For example: did they meet to vote to pass a law in parliament? If so, then it would have the effect of passing a law in parliament.
- o   Chrome: some players have weekly pre-scheduled meetings which means they will be able to meet and talk in person for free within a certain context (bonus meeting)
- o   Players should be "in the same geographical area" in order to setup a meeting.
- o   Player must take notes on what was discussed at the meeting (for moderator purposes)
- Players must generate written (*typed*) game assets in order to impact the world. A series of pre-generated templates will be made to fit a variety of situations (contexts).
    - o   Examples: Memos (tailored to countries and offices when possible), diplomatic cables, written military orders, manifestos, laws, public meeting minutes, annotated speech scripts, etc.
- Media will be tricky but likely be either fully moderator-controlled or moderator-player hybrid. (newspapers mostly)
    - o   Effort will be made to have the media assets be as high production-value as possible.
    - o   A lot of moderator hours will be spent on this before and during the game.
- Internal dilemmas of the nations will be the main goal of the game. Players should try to avoid the outbreak of general war AND solve their internal dilemmas in their personal favor. This will be difficult due to (1) limited time, (2) limited communications, and (3) internal divisions in the political consensuses.
- Nations in order of priority to include (not a final list):

Tier 1	Tier 2	Tier 3	Tier 4
• Austria-Hungary • Germany • Russia	• Great Britain • France	• *The International* • Serbia • Italy	• Benelux • Other Balkan Powers

- o   Tier 5 (don't include)
    - ▪ Turkey – reactionary and inflexible during the period (no agency for players, no flexibility in their foreign policy). I'm willing to reconsider my opinion on Turkey but additionally I would not trust myself or other amateur historians to get Turkey anything close to correct given previous experience attempting to research the country.
    - ▪ USA – powerless within the timespan of the game and should be accurately viewed as such.
- Important UI: "State of Mobilization" website will be setup which displays the state of mobilization of the military for each country. Displaying for each country:
    - o   Simple basic military stats for each military (cannot be changed within timespan of game)
    - o   Date general mobilization began and "Day X of general mobilization"
    - o   Time until completely mobilized for war [countdown timer]
    - o   Apparent Stance (freeform notes on the goals of mobilization, strategies against different fronts)
- Moderator estimate = 1.5 moderators per country. One dedicated mod per country to adjudicate things with others dedicated to the cultivation of newspapers and other game assets.
- Player estimate = 10-25 per nation would be the (difficult) goal. Some nations are larger than others – asymmetry in team sizes should be embraced. Number of players emulate the number and diversity of power brokers in the nation – not the total nations size or relative power. A good thing about adding nations is that most countries will have an ambassador to other countries which will pad the player count somewhat.

- Communication medium = Discord
    - Permissions = "Office"/ "Title", "location (capital city generally)", "home country" [access to mod-controlled announcement channel to allow for one-way communication].
    - Travelling in the game will be penalized via losing prestige for some players and also losing time due to travel times.
    - Travelling is processed by removing the permissions of one player to one nation's text/voice channels and after a certain period of time, adding permissions which allow them to join their destination's text and voice channels. This then makes it possible for them to set up meetings with other players who are occupying the same area.