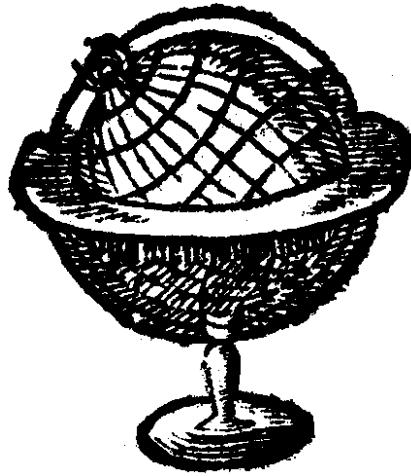
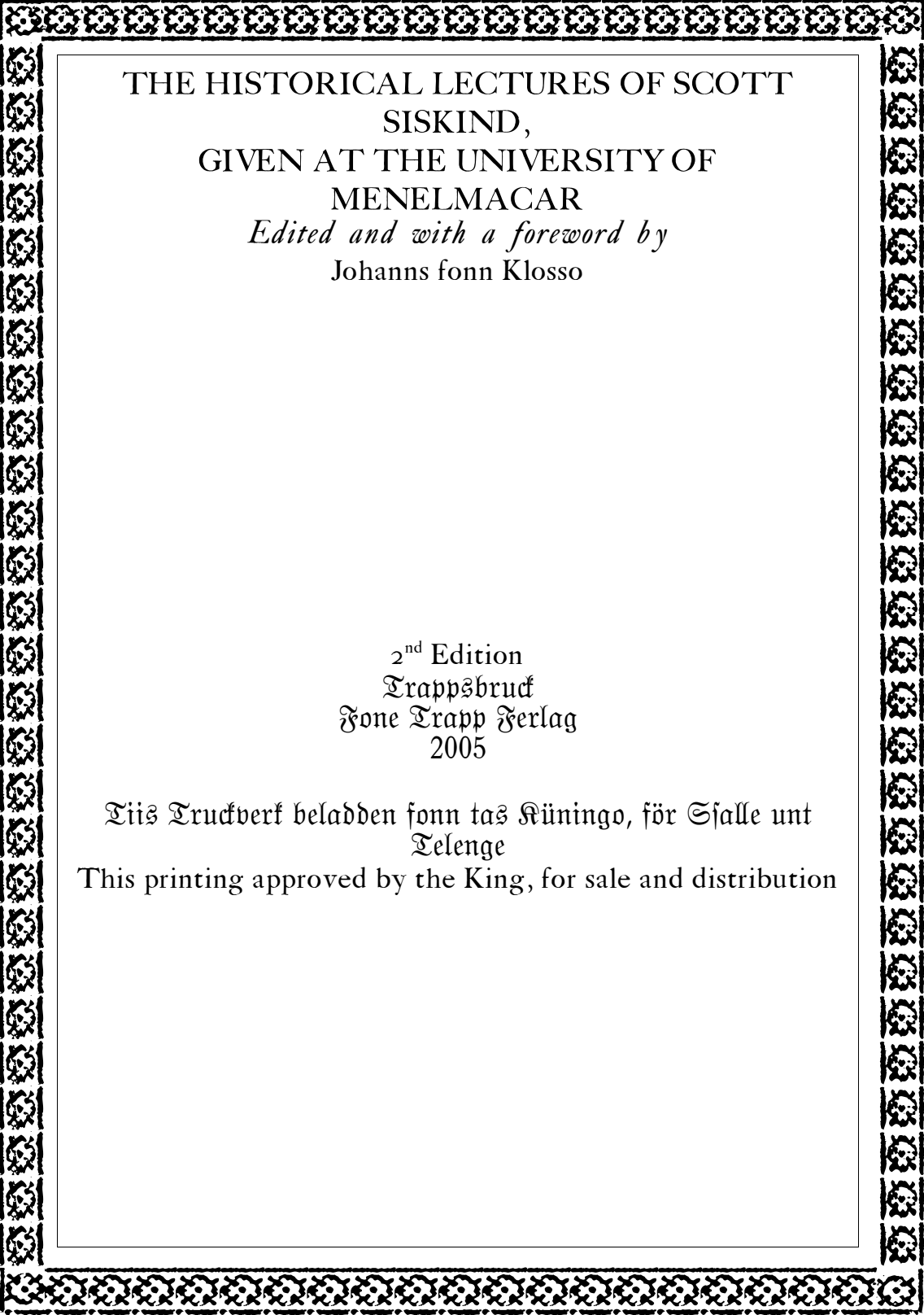


The Menelmacar Lectures
Scott Siskind





THE HISTORICAL LECTURES OF SCOTT
SISKIND,
GIVEN AT THE UNIVERSITY OF
MENELMACAR
Edited and with a foreword by
Johanns fonn Klosso

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Foreword and Introduction

Scott Siskind is perhaps the most important historian and reporter of early micronational history. This is because of two factors; 1) his periodical the Apollo Fireball has recorded a great many events in our sector of micronations, and 2) his work is of a high quality, and not just for micronations. The only person who has written so much work of comparative value is Scott Noseworthy, largely under his moniker of Liam Sinclair.

This work was decided upon as the first to be published by the new Fone Trapp Ferlag because of its extreme value to the micronational community at large; I personally derived the majority of my knowledge about micronational history from Siskind's lectures, lectures which, I might add, have never been repeated or duplicated. They remain relevant in learning micronational history today, despite Siskind's aim of explaining the world at that time, because many of the institutions of the day have continued, and many of the wounds of the day continue to hurt, and many of the glories continue to inspire. This, and the fact that the work is now virtually unknown to the newbies who could benefit the most from its reading, due to it only being contained in the ruins of Menelmacar, a nation now only occasionally discussed and little visited. Bringing this work, which was intended for public knowledge and edification, once again into the public conscious is thus the primary goal of this edition.

It could be asked whether the work is still relevant today, as it only covers events up until the middle of the Golden Age of Menelmacar (which, incidently, is not covered in the lectures and thus will siskind's "History of Menelmacar" will likely be our second book), but this charge is easily answered. These histories form the same basis as the Greek historians due to macronational history, and thus are just as relevant today as the works of Herodotus. Micronationalism can often seem to be a world without a past to the newcomer, and this could not be farther from the truth. Micronationalism has a vibrant past, just as extensive and complicated as that of the real world, and that past exerts just as much of an influence on the operations of micronations today as does the past of the world we are escaping.

This work, no matter how great, was first released in an EZboard forum. It therefore has spelling errors, and a few factual errors, which are corrected with the use of footnotes. In a few locations apparent typos are made, and if the obvious correct The footnotes also give background information mentioned in siskind's lectures, which was common at the time, but has since become obscure. Occasionally I make snide comments, in the true spirit of Siskind and his work. It should be noted that although the lectures tend to be free-standing, I have not tended to include the same footnote on the same information more than once. I have not made any additions beyond footnotes and formatting, and on occasion have included some of the discussion from the original lectures.

On behalf of the staff of Fone Trapp National University, I wish you good luck with your reading, and hope you enjoy the text as much as I have.

-Johanns fonn Klosso
King of Cranda

A NOTE ON THE FONT AND SECOND EDITION NOTE:

The font used for the "printing" of these lectures is called "Caslon Book WF" and it, along with "Ancient Black WF," two types of cursive for Caslon Book, another font used by Daniel Webster for his dictionary, numerous Colonial American signatures, several different border fonts (as seen on the inside cover), and colonial clip-art, are available from the Walden Font company for too much money in the "Minuteman Printshop" package at waldenfonts.com. There are also various other such packages there, but this and the handwriting ones are probably the best. I have chosen the font to try and resemble the old Latin treatise of the Renaissance Era, and also old-fashioned English printing. I have had to insert the various ligatures by hand, which probably produced a few errors, but made sure I had read the whole document through. In this edition I have removed all long-s's after several complaints; however

this has had the unfortunate side-effect of making all s's lower case. While I have fixed this for words like "Shireroth" and "Siskind," I have not done so for any other words, due to time concerns.

This second edition has also corrected a couple of factual errors, or as I prefer to call them 'disagreements' in the footnotes. For my previous mistakes I am truly sorry and I humbly repent, etc. Enjoy the new edition. I am, however, unable to fix the footnote's numbers.

Siskind's Introduction

Why study history?

When the Treesian god Carding gave the divine knowledge to man, he taught all of the arts and science to his disciple Baruch. Baruch learned magic, mathematics, physics, art, construction, religion — all of the great branches of knowledge — but when Carding came to the subject of History, Baruch demurred. “I have no interest in what has receded into the dead past” said he. Then the god raised up his staff high into the air and smote Baruch upon the middle of his forehead, nearly killing him. The disciple cried out in agony. “What in Ifreann did you do that for?!” cried the prophet, forgetting all laws of propriety. Carding merely answered “What does it matter? It’s in the past.” Baruch thought for a while. “But it still hurts!” he complained. “Exactly” said Carding. “The past still hurts”. After that, Carding taught the history of the world to Baruch, and his disciple became the first and greatest of all the historians who ever lived.

Why study history?

The great philosopher George Santayana said “Those who do not understand the past are condemned to repeat it”. This is nowhere more true than in micronationalism, where things never change but that they stay the same. We may have progress, but it’s an odd, somewhat superficial type of progress, and the continual influx of new people is far greater than any philosophy or dogma’s ability to convert new people to its ways. Over the months and years, one observes the same patterns, the same systems, the same situations again and again. If you understand what worked a year ago, you understand what works today, or will work a year from now.

Why study history?

George Orwell, legendary among the New Soviets, proclaimed “He who controls the past controls the present. He who controls the present controls the future.” Anyone who can manipulate historical ideas has a direct inroad into people’s minds, and it is not uncommon for them to use it. Why do you think it is that one of the first things dictators do when they come to power is rewrite the history books? Why do you think that the most virulent totalitarian system of the century, Nazism, was based on a utilization of corrupted and twisted German history? He who controls the past controls the present. The better you understand the past, the more difficult it will be for those who would rule you to deceive you about it.

Why study history?

“[To preserve] from decay the remembrance of what men have done, and of preventing the great and wonderful actions of [men] from losing their due meed of glory” — so declares Herodotus, the first historian, and my personal muse. Or in the words of another, “that things of truth and beauty may not perish utterly from this Earth.” If the deeds of a Shane O’Dlum, an Evan von Christoph, a Shah Babak, a Siberian Fox...if these were to perish, we would be vastly the less for it, and we would be dishonoring their spirit and the things they left to us.

Why study history? Because, like Baruch’s wound, it still hurts — or it can still give joy.

I am now going to outline my rules and expectations in this class, and give a synopsis. I haven’t heard anything from Menelmacar University, so I’ll assume I have total freedom in setting this up.

I am not going to ask for registration or any sort of “joining” the class. Anyone who wishes may look at the lessons, which will be posted in the form of threads (each lesson will probably be about a page long on Ms Word;¹ these will be introductions, not in depth studies). I am not requiring that you post in the lessons once they have been put up, but I would appreciate

¹ There’s a remarkably similar quote attributed to Kane in the first “Command and Conquer” game

¹ Siskind must use a smaller Times New Roman than the rest of us - much smaller.

feedback and am highly willing to answer all questions. I don't know how much time I will have in the next...while...so the lessons will be put up on a sporadic schedule. At the end of the class, anyone who wishes will receive an exam. Anyone who passes this exam (I will decide what a passing grade is later) will be declared to have completed this course. With luck, by that time Menelmacar will have a real university system, and that will mean something. If not, you will have something to brag about. If I don't get bored with teaching history by the end of this, there may also be another class having this as a prerequisite.²

The structure of this class will be a surprise to anyone who took my old Apollo History class. First, it is not chronological. Classes do not cover a single time period, but rather a single nation or sector.³ sometimes this may correspond to a time period, but I will generally be jumping back and forth. second, the emphasis of this class will be on the present — that is, how things got to be the way they are and the origins of today's institutions. Finally, there will be a bit less interconnectedness — every lesson will stand on its own, with the exception of certain subjects (like Tymaria) which absolutely require that some preliminary knowledge be acquired. I will not be assigning homework. I may, however, ask students to read something - usually a forum archive, back issues of the Fireball or skyline, or an essay.⁴ While I will not ask everyone if they did this or not, it will probably be very useful in helping understand the next week's lesson, and I may even throw something from it on the final.

The agenda I have planned is as follows:

1. Introduction
2. Ancient Apollonia
3. The Rasinatē
4. Babkha
5. Treesia⁵
6. Shireroth (and the other Benacians)
7. The Communists (including Baracao)
8. Tymaria
9. Intermicronational Organizations⁶
10. synthesis

If anyone can think of a very important *presently existing* country that I've stupidly left out, please tell me now rather than later. I am deliberately not teaching about Menelmacar both because this is World History rather than National History and because, let's face it, you haven't been around too long.

Although I am not asking for formal registration, I would appreciate knowing about how many people are taking this.

² Unfortunately this never took place - siskind did write other histories, however.

³ siskind uses the word "sector" much more loosely than most people; he means nations in common intercourse with each other, which leads to some rather arbitrary divisions to form them. Whereas we talk about the "English sector" (in reality the forum-based sector), the "Dutch sector," the "German sector," etc. siskind would find numerous sectors within the English.

⁴ None of these were ever carried out.

⁵ The order of the lectures on Babkha and Treesia was reversed.

⁶ This class either was not given, or is lost. The final has not been included in this volume, nor are the closing remarks, which are brief and address practical concerns about archiving.

Lesson 1: Ancient Apollonia

In the beginning, there was a forum called Apolyton dedicated to the game Civilization II. I and another Apolytoner, Evan von Christoph¹, discovered micronationalism and tried to get some of the Apolytoners to form a micronation together. It didn't work. After two weeks, Apolyton Independent Nation collapsed through people getting bored and not participating in the elections². This took place from August 6 to August 17, 1999. The two people who did not get bored with micronationalism, Bill Dusch and Iain Lindley, moved to Morovia and did some politics over there.

Evan asked me to try again in late November of that year, and we did. For copyright reasons, we changed the name from Apolyton to Audentior. Audentior flourished, and Bill and Iain returned, as did many other Apolytoners. The population skyrocketed with the easy citizen base the forum provided. soon it was at a hundred, although not all were active.

Bill, however, was interested in testing his new government form, Demesos, and left Audentior to found the United Demesos. He attracted even more Apolytoners into micronationalism with it, and somewhat annoyed the Audentes, who were hoping to keep a unified front. The Audentes assumed Bill would just go away and Apolyton micronationalism would be united once again soon enough. They decided to wait. They're still waiting.

Meanwhile, I met a friend in my social studies class who I thought was the sort of person who would be good at micronations. I invited him to Audentior. At first he thought it was the stupidest idea he had ever heard, but soon it grew on him. He joined, and started his own political party. I was right about him being good at it — too good. He recruited some more Apolytoners (including some people named Jason steffke and Tony Au) and then (holding some kind of weird grudge against me for whatever reason) turned his party against the Audente government of the time. His name was John Drake sager, but he was usually called JDs. After a major war of words and political battle, his party, the Automatic For The People (AFTP) revolted (this is Feb 2000). I tried to rally the Parliament to declare war, but they weren't interested. Luckily, the United Demesos, which was afraid AFTP was looking to take them over, was, and attacked. (also around this time, Bill recruited someone he knew from elsewhere on the Internet to be a high Demesopian official — his name was Erik Metzler) And Evan, who was leading the super-secret and extremely competent Audentior Intelligence Agency,³ convinced the AFTP Communist Party to revolt. Finally, some people calling themselves Ceres who we had never heard of randomly came in and attacked AFTP too. A third group of Automatics under Jason steffke left to form the Flying Islands of Jasonia rather than participate in the absurd conflict. We were happy. It looked John and his bunch would go away after all. This was the Automatic War.

But AFTP and the communist rebels decided to remerge into a Communist country called the Great Automatic People's Republic. Peace treaties were signed with Ceres and the United Demesos, although the United Demesos never really stopped hating them. Evan was, needless to say, not pleased. He decided that since Audentior was obviously the sort of two-ton gorilla of the area, it really ought to be able to take care of GAPR itself. It was just this annoying Parliamentary system and bureaucratic inefficiency that was holding it back. so he got the intel services and military to back him in a revolt to make him Emperor. (plus he was EZOp, which helps). At first I was against this, but when he said he was going to do it anyway I figured if I helped him I could prevent a bloody civil war. This was in fact what happened. About five or six Audentes (remember that our population was so large that five or six did not pose a

¹ An interesting character who claimed to lead a German terrorist organization, and who made such claims as being held in a Turkish prison.

² It appears the elections were initially postponed and simply never took place according to another of Siskind's histories

³ Although considered a joke, the Intel. Org. was still very good at infiltration.

problem) left under the leadership of Mark Laanen, the rightful Prime Minister, and were given refuge in the GAPR, which had really gotten this whole international politics thing down. Evan then built a huge military machine and tested it on ACOL, a forum that had been a traditional Apolyton rival. We didn't do so well, but we got it on a technicality. This demoralized a lot of people, and it was almost time for an election. GAPR double citizens started infiltrating trying to bring the system down. Mark Laanen was spreading his propaganda, and we probably had a number of their infiltrators with us. Evan thought the situation was dire enough that he had to ban all dual citizens. He did, and we lost most of our best and brightest people. Lots of Audentes started clamoring for a return to the Republic. Evan refused. I got very annoyed and left along with my best micronational friend at the time, Lord Adam Stone. A few days later, Evan abdicated, but it was too late. Audentior was dead. Adam and I decided to found a new type of country, Hyperborea, which would be less into the politics and intrigue and could stay neutral and concentrate on culture (this wasn't exactly new — Jasonia had done it a month before, but neither of us thought they had done it too well). In the meantime, Bill and Erik had a falling out, and Erik left the United Demesos and founded Shireroth, a nice little democratic nation which, for almost a year, got absolutely nowhere. Remember when I said Bill and the UD had never really forgiven the GAPR? Well, somehow (and we're not clear how) he got their forum password, attacked them, and took them over. Unfortunately, he didn't do a very good job. The GAPR not only got their password back, but took Bill's in the process. A coalition of them and Jasonia then took over the United Demesos. This was the Demesosian War.

Bill became a citizen of Jasonia so they could keep watch over him. Also, a new body was created to regulate international politics — the Apollo Confederacy (we had wanted to call it the Apolyton Confederacy, but copyright issues again reared their ugly heads, and so we randomly chose Apollo as the name for our sector since it sounded a lot like Apolyton and was a cool name and god), which was similar to the UN in being very good at bickering and somewhat less good at getting stuff done. Bill decided to revive the United Demesos' spirit by creating Tapfer, which didn't really get off the ground. Matt Lamantia created a tiny nation called MyNation that was more of a parody than an actual country. And a country called Istvanistan¹ introduced itself to the rest of us, claiming to be a descendent of the old Apolyton Nation that had existed for eight months in total isolation. Noticing that there were a lot of little nations with barely any people in them, John suggested we merge. Everyone was up for it, but John changed his mind at the last moment. But the rest of the Confederacy merged anyway (that is, Hyperborea, Shireroth, Tapfer, and Jasonia — Blackrock and Istvanistan demurred). I managed to pressure everyone else into making the merge a new Audentior, and in fact we used the old Audente forum for it. By this time, Evan von Christoph was long gone, so he wasn't a problem.

The new Audentior, besides getting set up, had a major goal — get rid of GAPR. As long as they existed, they were a menace and a threat. Luckily, this was a lot easier now than in the days of the Audente Empire. Time had not treated the communist nation well, and they had succumbed to a common micronational disease of changing their name every five minutes so that no one knew who they were. There wasn't too much activity either. The Audentes covertly supported Erik Metzler for their leadership in their election (as opposed to a loyal soldier named Patrick Foley), and Metzler won. He had a number of misgivings, but eventually the Audentes convinced him to give the nation over to them and Ceres (which had just renamed itself Blackrock). Metzler claims to regret this, but if he does, he's crazy. They had to be eliminated.

Audentior did extremely well for a month. Everyone had a lot of fun doing crazy stuff like

¹ Istvanistan's founder denies claiming to be a successor of Apolyton.

news broadcasts and playing bagpipes and that sort of stuff before trouble started. The Audente government was a republic, but many of the former Jasonians wanted a direct democracy. I held a good deal of the power there, and I was opposed, as were some other non-Jasonians, so there was a big standoff. A new Apolytoner named Ryan Caruso (called WarVoid) joined up and became something of a leader of the pro-democracy team. One day when I was away on vacation, they took the whole thing over. When I got back, we worked out a compromise with some democracy. But definitely no President. Audentior was to remain executiveless. This caused two more riots, until finally we amended stuff again and said, okay, we'll have a President. Two parties, the Boomists and the Demesosians, both having surprisingly few beliefs besides the other party being the Antichrist, fielded candidates. The Demesiosian candidate, Bill Dusch, "won". Later investigation proved that he had mainly done so by getting inactive citizens to vote, getting random people to join just for the election, vote for him, then leave, and other not so ethical methods. Shireroth, a Boomist stronghold, said enough was enough and seceded. (this was July 00) Jasonia, which had never been particularly happy, seceded as well. Bill, despite apparently being in charge of the nation and having everything he wanted, decided a trend was a trend, and seceded with Tapfer as well. Finally, Hyperborea decided to get the heck out and left. The only person left, really, was WarVoid. This was the time that Evan von Christoph decided to make a random cameo appearance and declare himself High Priest. WarVoid declared himself Emperor. The two sat around talking about how great titles they had until they realized there was no one else left. Then they gave up, and Evan disappeared for the last time. A last-ditch attempt I made to keep Audentior going failed too. But no one was really used to independence, and so they decided to join with the biggest and best country, which at that time was Jasonia. Shireroth, Hyperborea, and Tapfer all became Jasonian provinces. WarVoid decided to stick it out for a while and founded the Republic of Antarctica, but that failed after a week and it became Jasonian too. John was still kind of around and created the Hawaiian nation of Hau'oli 'Ena, but that didn't work either, so FIOJ swallowed it.

Now (August '00) we get to what is called the Golden Age of Jasonia, which was famously called by Jason "by far the best thing in the history of anything ever". Jasonia developed a huge culture, bits and pieces of which remain in the Apollist religion that's being preached here.¹ This was also the age of the first Control of Destiny game and of my first epic poem, the Jasoniad. Jason constructed a really nice tour, and many relations were contacted abroad. Bill Dusch became Chief of staff, and a number of ministries flourished — a military which would seem pathetic these days¹ but which was good for the era, a research department working on all kinds of brilliant and cutting-edge (if fictional) projects, the beginning of the Fireball², et cetera, et cetera, et cetera.

Then someone noticed that the Antarctica forum said "People's Republic of Hell", was decorated in black and red, had a big pitchfork up, and that no one had seen WarVoid around for a while. The Jasonian Intelligence Nexus (of which I was the leader at the time) put two and two together, and we politely asked them if they were revolting against us. The basic answer was yes. WarVoid had made Antarctica into a new nation (ever wonder why the PRH board is called balu? It stands for board of the Antarctic Libertarian Union) and had gotten Erik (who Jasonia had kicked out for a minor spamming violation that had more to do with Bill being a biased judge than Erik actually committing a crime) and Erik's friend Dan as citizens. Jasonia told them they couldn't revolt, and PRH said yeah, just watch us. There was a brief

¹ "Appolist" is the old name for Solorism, a religion founded and espoused by Bill Dusch, which was indeed popular in Menelmacar and played no small part in its demise.

¹ The time the lectures were given was marked with overbearing militarism, with two major cold wars, the Menelmacari-Baracaon and the Babkho-Atteran causing heavily armed nations, despite the lack of any actual wars.

² Siskind's first micronational newspaper.

cold war, but people got bored of that, so there was then a lukewarm war.³ People started getting banned, and Jason instituted a spire with all kinds of secret plans and stuff. However, in the end, I managed to convince WarVoid that if Apollo unification was his goal (which it was) it would be easier to join with Jasonia than to try and conquer it. Jasonia and Hell merged, and Hell went away for a few years.

But scarce had one province stopped trying to revolt when another one started. John had decided Hau'oli 'Ena deserved a chance after all and was pulling it out of Jasonia. There was an epic debate over whether this was legal, the conclusions of which were 1) that John was doing it whether it was legal or not and 2) that John and Jason would now have to hate one another with a vengeance for the better part of a year.

Hau'oli 'Ena actually did very well. dstryker was given the opportunity to lead its economic system, and with the help of a few people who actually were interested in participating, it did very well indeed. There's no knowing where Hau'oli 'Ena would've gone if not for the events that happened later.

Meanwhile, WarVoid was trying to set up a new Apollo Confederacy. Which he sort of did. But there wasn't much loyalty to it. Its attempts to set up a worldwide economic system ended in failure, which was probably my fault, and it never got Hau'oli 'Ena to join fully, which was a crippling blow. Finally, when it would rather be working on something important it was constantly occupied in fighting tiny wars with a person whose name will not be mentioned beyond that it begins with a "T" and ends with a "thomas Hubert".

During this period, (October 2000) two tragedies occurred. The first was that Blackrock, which had become a superpower and was just starting to build itself into a super-duper-power, decided to disband itself at the request of its leader, shane Odlum. And second, Istvanistan also disbanded itself due to inactivity.

At this time, the Rasinate⁴ published a foreign policy saying it would be cool if the Apollonians would unite. I mocked them in the Fireball saying this would never, ever, EVER happen. Diga⁴ said try it and see. so we did. Hau'oli 'Ena, Jasonia, and Treesia decided to merge. Except that Jasonia and Treesia decided not to merge after all but just to sort of send their citizens over to Hau'oli 'Ena, which would be the one doing the actual merging. When they figured out the structure, the Atterans also sent some citizens in the form of the state of Lesser Attera. Thus ended Hau'oli 'Ena, and thus begun the Union of Apollo states.

The UAs was a sort of cultural Golden Age, even if it didn't last too long. It had a great court system, probably the best of any Apollo nation ever, a very efficient and well-used legislature, the beginnings of the MCs map, an economy better than any of you who weren't around back then have ever seen, and enough conflict to be interesting without being divisive. Or so we thought. That part didn't really turn out too well. The Jason/John feud became a huge powder keg that flared up at the tiniest little provocation, to the point where we almost fought a bloody civil war over what to call our currency. I was President, and I had the less-than-enjoyable job of constantly having to mediate conflicts between the two. One conflict finally broke out into an out-and-out riot in which the New Jasonians (the people from Jasonia who had joined the UAs) almost seceded but were held back at the last second. Finally, someone attacked Hubert's new nation of Umoja. For whatever reason, the Jasonians thought it was the UAs government, which was hiding it just to spite them. They rioted again. This was too much. WarVoid, who had been a high potentate, resigned in disgust. so did stjepan Aracic, who had been working on constructing the very promising state of Novi Dalmacija. Finally, so did I. The few people remaining (because most Jasonians and a good chunk of John's faction had also pulled out) united under Patrick Foley, the former leader of the military. The Atterans also made an impassioned plea to stick together. However, John sager teamed up with Thomas

³ A term coined by Jason steffke for a conflict slightly more intense than cold.

⁴ The Rasinate of Q'attera Macusiaa, the older name for Attera.

⁴ Diga Makonnen; letter Mik'el Tzion

Hubert and attacked the remnants with a spam Cannon, at that point the device's only real military use. Everything fell apart, and the Union of Apollo states died.

With it died most of what had been the Apollo sector. After that point, the history lacks the power and grandeur of what came before. It was no longer a coherent, traceable story but just "one damn thing after another". Many of the great Apollonians left in disgust, never to return again. And the air of anything-at-all-is-possible gave way to an air of resignation and the belief that everything wastes away and dies sooner or later, often more sooner than later. There is more Apollo history, but it's barely worth telling, and will be covered under the headings of the original countries, because from this point on the sector is individual countries, not a single great mass. But in this period, from January to November 2000, some of the greatest advances in micronationalism ever were discovered and implemented, and I feel privileged to have been a part in it, or to be in a society where it has existed at all.

For a much more comprehensive history of these times, see the work by myself and Kaiser Metzler, "[Apollo History 101](#)".¹ You may also want to skim the [Jasonian Forum](#), [Audentior Forum](#), [Blackrock Forum](#), and [UAs Forum](#).

Also, issues one through thirty-four of the [Apollo Fireball](#) deal with these matters.

¹ This link, and most of the following forums, have unfortunately been lost. The Apollo Fireball remains, however.

Lesson 2: Attera and the Rasinatē

INTRODUCTION: Unlike the last class, my personal experience of this subject is limited. I was around for much of this, and a part of some of it, but not an integral part of very much of it. Thus, most of my information comes from the Rasinatē's history page, Diga's biographies of Atteran citizens, and a very short interview with Diga himself. I make no claims to this being original other than that the words are my own. The info mostly comes from elsewhere.

The Federation of Imperial Atteran states has its beginnings back almost twenty-five years ago. That's before most of us were even BORN. Back then, Ras Diga was just a young child (yes, I know this seems hard to believe, but history requires a suspension of disbelief sometimes) and was living, with his sisters and friends, in a NATO base in Belgium. There his friend, Jacques Gage, created a very very early micronation — a micronation which became known as the socialist Republic of the Ogaden (also sometimes spelled Ogden) It was a much more active than ours — not active in the participatory sense but in the fact that wars involved actual battles of people ganging up and going and taking “forts” — perhaps good practice for what was to come. From the information I've gathered, it seems like a whole history could be written on the Ogaden, but I'll just give a brief summary. There were a whole lot of coups, some of which failed, and many of which Diga helped to put down, so that he reached a very high position. When Ogaden began to falter, it was annexed (in a manner reminiscent of what recently took place between Yardistan¹ and Shireroth) by its largest state, Attera. Attera was alternately ruled by Ras Diga or his two sisters until about the 1980s, at which point Ras Diga journeyed to his family's ancestral home in Ethiopia (I believe for his grandfather's funeral). There Diga became a Ras, a pretty high title of Ethiopian nobility (I am not certain to what degree this title was official), gained a greater appreciation for his native culture and when he came back, was willing to infuse Attera with some Ethiopian ideas. But (and this is just the impression I get) Attera didn't do so well afterwards. Despite being reincorporated with a few smaller countries as Q'Attera-Macusiaa, it sort of floundered on and off in this period. Cut forward ten or fifteen years. Ras Diga is now a part of the United States military. In Colorado, he meets his future wife, Rasana Marie, who is studying political science. She needs some kind of project to do a thesis on. From what I hear, this was love at first sight, and a bit after they met, they were married (and a bit after that had a daughter, Jihan I, who is now in line to become Attera's leader when she comes of age). Later, Ras Diga was called off to Kosovo as part of America's peacekeeping mission there. He then had a great idea — revive Attera under the name “Rasinatē of Q'attera Macusia'a” (note the “Attera” hidden in there!) for his wife's political thesis project. Now, and this is just my personal opinion, is that romantic or what? Anyway, he and some of his military companions met in a place in Kosovo called Stryker Hall, and, on July 31 1999 (note the timeline here — the Rasinatē and the Apollo sector were founded within a less than a week of one another!) they approved the idea by signing the Crimson Constitution, which although altered and replaced a few times has been the cornerstone of Rasinatē government ever since.² Basically this says there are some Imperial Rases who are like monarchs, although technically they're just standing in for the Le'ult, the real monarch, who happens to be Diga's daughter Jihan. There's also a Yezawd Derg,¹ the hilariously named Parliament or Legislature, and a nobility system called shum-shir (literally give-take...the government can give you a noble title if they like you and take it away if they don't) in which some lower positions are called Qenyazmatch and Dejazmatch and the highest

¹ see the Tymarian Lesson for an explanation.

² Although still called the Crimson Constitution, the current document no longer bears any resemblance to the original.

¹ “Crown Council” in Amharic

normally achievable position is a Ras.

Now, I'm not sure how many people exactly this project entailed here, but it was certainly quite a bit more than made a habit of posting on the Rasinat's Internet site. Every so often, when Diga needs something done, he calls some of his "offline friends" (of whom Ras Markle was one before he came online with interesting results) who are able to get stuff done for him. We saw it with Marinidad, and we saw it again just a few days ago with Cranda.² These offline friends are sometimes called the Crimson Order to distinguish themselves from the Rasinat proper, although I may have gotten that distinction hopelessly messed up.

But a few of them did indeed join online, and one of them, Ras Rodriguez, became the first Prime Minister. The Rasinat started entering into relations with other micronations, many of which are places I've never heard of except in passing and which are probably not still around. I'll throw out Zarahemla, Gruver, Cyberia, Patria, and scotia as names here for the few of you who will recognize them. These are, however, some of the more important of members of the group that likes to call themselves "serious micronations", and the Rasinat served as an important bridge between the two before geopolitical changes made that role pretty much impossible. The Rasinat also recognized Audentior and the Great Automatic Peoples' Republic.

Between January and June 2000 a few things happened. First, the Rasinat grew very close diplomatically to the country of Tulsa, founded by a certain Charles Beard (it was hard not to grow close to Tulsa, and the country was a common inspiration for Audentior and Attera, as well as, oddly enough, the first micronation Thomas Hubert ever joined). second, the Rasinat joined the League of secessionist states (the League of Micronations didn't exist at the time).³

Third, there was a coup against Diga. I'm not exactly sure how this occurred — the impression I get was a few soldiers went around telling some people to let them be leader instead of Diga, but Diga convinced everyone he should be leader instead of the soldiers. I don't know, it sounded a lot better when the Red shield said it. speaking of which, the Red shield was Q'attera's newspaper and a closet inspiration for the Apollo Fireball that they will never acknowledge in a million years. Oh, and I think Ras Markle became the second Prime Minister around this time.

Anyhow, it's in the latter half of 2000 that the Rasinat built a bit of an unfortunate reputation for themselves. They will say it's through no fault of their own, and the evidence is as follows (see! Deciding stuff like this is why history's important!) Anyhow, a tiny new nation no one had ever heard of called Marinidad e-mailed the Rasinat to say that they were declaring war on them because "they didn't like their name". They then made a halfhearted attempt to flood their mailbox. Unfortunately, the Marinidadians picked the wrong nation to bother. Two members of the Rasinat's offline presence, Lord NEO and Lord APOLYON, attacked Marinidad, flooded its guestbook, and possibly hacked part of the site. No one ever heard from Marinidad again, and I don't see it as a major loss. Anyhow, after learning that the Rasinat had used war as a means of policy, the Corvinians and TorHavners, two micronations very much on the serious side who they were in the middle of pursuing a relationship with, said that they were not worthy of their attention and cut off diplomacy (as well as refused to let them into an intermicronational organization they were starting called the Comity of Peoples). The issue became such a big deal that Diga resigned, although he came back a few days later after he figured out that everyone else supported him. The Rasinat responded by saying nasty things about Corvinia and TorHavn (as is their wont). Everyone left really mad.

² Attera supposedly attacked Cranda with "Denial of service Weapons" for offensive comments; Ras Noseworthy later revealed that they simply took advantage of some EZBoard server downtime. DoS weapons continued to be sought for some time afterwards by other nations. Marinidad's destruction was by all accounts real.

³ Two international bodies from the day modeled on the UN, neither of which worked, nor have an attempts since.

But the Rasinat had a plan. specifically, a Bold New Era Plan. They were going to break down the artificial division between the “serious” micronations and the “bug” micronations so that everyone could live in peace and achieve their full potential. Or such was the plan. I don’t remember all the specifics, but basically it was that instead of using their superior resources to mock and insult smaller countries, the bigger countries should try and take them under their wing and help them step up to “big country” level. Ras Diga proposed this plan in front of a number of international organizations and was pretty confident. After all, who would oppose cooperation and friendship?

More people than you’d think. The Rasinat had made a lot of enemies, and most of the things people say about it now are the kind of things people said about it then (it’s imperialistic, it’s manipulative and Machiavellian, it’s hopelessly opposed to the “big countries”, Diga’s on a power trip to take over the world [this one is true, by the way]) were said about it then.¹ It was easy to interpret the “big states should try to help along little states and take them under their wing” as “big states should imperialistically create blocs of little states”, an interpretation which the existence of the Atteran Commonwealth did little to discredit, and similarly possible to interpret “Big nations should be nice to little nations” as an attempt for the Rasinat, which had never really gotten the “big nation” status it craved earlier, to overturn the existing order. The Rasinat, and its numerous allies, made impassioned and eloquent pleas for the BNE plan wherever it was presented, but in place after place it was shot down or ignored. Perhaps the only good that really came of it was that there was a tiny little clause saying it would be nice for the Apollo sector to become unified, and the Apollo sector listened and did (in the UAs).² It’d be nice to see something like the BNE these days, but I don’t think it’d get much better reception. This was around October.

Around this time, another one of the new micronations that were constantly popping up and just as constantly falling back down into oblivion posted to say hi in the premier micronational forum of the time. (micro-nations.org³ had not yet been invented. Does anyone remember the name of Leys’ ugly light blue forum that never got anywhere?) Anyway, this nation had a fictional history and map. For His Glorious Corvine Highness Prince Peter Ravn Rasmussen I of Corvinia And Outlying Territories (and yes, he was highly fussy about titles) this was AT LEAST equivalent to the Nazi genocide. He insulted them mercilessly until Ras Diga came in and told them to shut up. His Glorious Corvine Highness Prince Peter Ravn Rasmussen I of Corvinia And Outlying Territories said (in highly diplomatic and flowery language referring at least once to every major work of English literature since 1500) something along the lines of “No, you shut up”. Then they got into a huge argument and name-calling match. Finally, Ras Markle came into it, and, let’s face it, arguments against Ras Markle tend to get interesting very quickly. The way the Rasinat tells it, His Glorious Corvine Highness Prince Peter Ravn Rasmussen I of Corvinia And Outlying Territories ran home with his metaphorical tail between his legs. The way opposing factions tell it, he finally got so sick of the Rasinat’s nastiness and pointless garbage that he refused to participate anymore in such a degenerate discussion (why, I’ll bet those Rasinat people don’t even know the history of French flower arranging!!) In any case, before he left he did manage to bring up the theory that Ras Markle was a double login of Ras Diga’s that he used when he felt like being especially nasty without having to take responsibility, an accusation which has continued to this day.

This is where the incident would end if it were not for a very curious fact. The name of the new micronation with the fictional map that the Rasinat had defended was “The Kingdom of

¹ A better example today would be the types of things people say about the Grand Commonwealth, although some of the anti-Atteran sayings have persisted, or been relocated to Antica.

² Ironically, it was actually a later policy which suggested the Apollo states should combined, and not the BNE plan.

³ The major micronational forum at the time of the lectures.

Babkha”, and its founder was a certain “shah Babak XXVI” After the whole incident, Babkha told Corvinia that they regretted their differences and wanted to pursue greater friendship. This REALLY angered the Rasinat. Why the PRH would they do something stupid like that when the Rasinat had just wasted loads of its time defending them against Corvinia. A polite discussion between officials of the two countries began on the issue, and as tends to happen surprisingly often with the Rasinat, snowballed into both countries pretty much vowing to hate each other forever.

But let’s go to domestic stuff. First, we have the extremely odd and somewhat scary on the face of it fact that Eoin Dornan was once the Prime Minister of the Rasinat. Can you believe THAT one? Yeah. It was kind of my fault — I led his campaign, but it’s still rather hilarious.¹ This age of close Treesia-Attera friendship is responsible for the Rasinat still holding a bit of the Treesian island, the territory of Ecosse, today. Eoin has politely offered to take it off their hands, but the Rasinat declined. Another thing that happened was the fall of Tulsa. It just got inactive and collapsed. so much for the only nation ever to call its legislature the Igloo of Iguanas. But Tulsa’s loss was the RoQM’s gain, because King Charles (whom the Rasinat termed King Charles the Great) joined up with them, becoming a Ras Bitwoded (meaning Beloved Ras, basically a noble who’s also a very trusted advisor). Ras Charles has been Rasinat PM for more time than anyone else (I believe) and has done the job extremely capably. And has been well rewarded — he is now an Imperial Ras, the highest government position Attera can offer. Finally, in counterbalance to a number of Apollonians joining the Rasinat (Ryan, Eoin, and John were all Rasas at one time . . . can you believe John actually being referred to by a dignified title of Ethiopian nobility? It boggles the very mind) the Rasinat contributed to the Union of Apollo states by founding the state of Lesser Attera, which actually did very well. I’m curious if any of the Atterans remember the website for that, because I don’t, and I’d like to see and archive it.

Anyway, this brings us about to early middle 2001. There’s a lot of conflict with Babkha now, although mainly below the surface. There’s also a lot of hostility toward the PRNsE, a topic which I will cover more completely in the Communist lecture, although I just realized I can’t for the life of me remember what caused it and will have to ask Diga or Zhukov or someone. Anyway, in the middle of it, the Rasinat decides to actually do something with the Atteran Commonwealth. Up until this time, despite a number of RoQM claims to the contrary, the AC was mainly a collection of dead/dying nations founded by Atterans. But in this period, it picked up a few real prizes, including the newly independent Free Republic, which I will again have to cross-reference in the Communist lecture. From this they got Zhukov, who, though he didn’t work well in the beginning (I believe he was convicted of a minor treason charge) later became a full Ras and finally Prime Minister, which he is now. This period was marked by a very very subtle cold war with Babkha in which each of them tried to prevent the other from making any new friends, an attitude which was to continue into an era when it would prove disastrous.

Of course, when the Free Republic wanted to merge into Tymaria, that presented the Rasinat with a difficulty. They didn’t want to lose the gem of the Commonwealth, but they really couldn’t legally restrain them. Their solution was so contrary to everything they had ever done before this point that my jaw literally dropped open when I saw it. The Rasinat wanted to merge.

Of course, originally things were a little different. It’s not exactly common knowledge that the first draft of the Tymarian constitution included a “Diga would be king” clause, but it did. Really. He would actually co-rule with some Pacifican guy I’d never heard of. Luckily that draft got thrown out pretty quickly. In any case, when Tymaria formed, the Rasinat became the state of Attera, and Diga, who everyone acknowledged as the paragon of militaristicness,

¹ Reasons for this should become self-evident from the Treesia lecture.

became the minister of defense. He trained the Tymarians into what I imagine was a good imitation of the original Rasinat army, and they were indeed good. He unfortunately however continued to work under Rasinat assumptions. Like that he was working with actual military caliber people who had military style ethical codes. Although I have to admit, even that doesn't excuse him letting Bill into his army. I mean, come on! Bill!¹ Conway I could understand, but Bill's never stuck to something without going all wacko on everyone for more than a couple of days! But I digress. There's no need to dwell on what happened here. A group of Tymarians revealed that Diga was spying on and destabilizing Morovia.² Diga at first denied it and then when the evidence became incontrovertible said it was only in response to Babkhan threats. Which, to be fair, it probably was if the issue was looked at from a non-black-and-white perspective, but, viewed in black and white, the Tymarian security Operations Group (or, more infamously, TYsOG) was guilty as sin. Diga was faced with an impeachment attempt (although I believe it failed), impeachments in both Leagues (both of which he held high positions in — I believe those both succeeded). He grew very angry with Tymaria — he viewed it (since it was siding against him) as being hopelessly corrupted by Babkha. The only people still free were his Atterans, and he'd be darned if he was just going to let them sit there. so he seceded. Tymaria wasn't happy, but you don't declare war on Attera when you don't have to, especially if you're on the brink of civil war yourself, so they didn't do anything about it, and Attera got another shot, this time back under its original name.

The first thing they did was change their government. Originally, the two Imperial Rases (well, more a Ras and Rasana) were Diga and Marie. Now there were three: Diga, his new friend Dabe, and Charles. The old Yezawd Derg was replaced with a Grand Executive Council. A number of cool cultural thingies like bars were added only to be deleted once again when Diga decided they took up too much forum space.

That was February 2002. since then, a few things have happened. Obviously, there's been the war with Cranda, but I'm going to skirt over that for a second. second, they've gotten lots of great new people like siri,¹ scooter,² and, to everyone's surprise and suspicion, Jason-Harvey. Hahahaha! Harvey! What a stupid name!³ Anyway, yeah. And they tried me and Philip⁴ for slander,⁵ found us guilty, and then let me back in a few days ago, so thanks. And scooter gave them a new forum. And that, I believe, is that for current Atteran history.

What of the future? When those who would later be Atterans met at stryker Hall they agreed to a five-year "trial period". If Attera really worked out, after five years they'd make it into a real country, or at least try their best. If it didn't, they'd disband it. Three of those five years are up. The project continues. I hope to still be here when the hour of judgment arrives, and, who knows, maybe they'll achieve the Holy Grail of micronationalism and actually make it.⁶

¹ Reasons for this will be made abundantly clear in the Tymarian Lesson.

² Members of his own command no less.

¹ Sirithil nos Feanor, Elentari (Queen of stars) of Menelmacar

² The original name of Ras Scott Noseworthy; now Liam sinclair of Gøetzborg

³ Jason Steffke changed his name to Harvey, much to the annoyance of everyone else, who refused to stop calling him Jason.

⁴ Philip Locke, famous for causing trouble and revolts.

⁵ Siskind's paper "the Apollo Fireball" had accused the Rasinat of being part of a plot which it was later revealed was the work of Locke.

⁶ The vote was concluded in late 2004 favor of continuing Attera, but not making it a real nation.

Lesson 3: Treesia

Note: I have switched between reality and recwar pretty seamlessly here. I'm hoping you're all smart enough to be able to tell the difference without it being delineated. Now, without further ado:

Gather around the Talefire, and I'll tell you of the story of how the Ard-Baron gained his throne, of how the bloodthirsty Babkhans were twice repulsed, of how the ancient prophecies were fulfilled, and of how the Middle Land was incomparably enriched — the story of Treesia. The Republic of Treesia was founded in August 2000 by Thomas Hubert, a citizen of Tulsa. President Hubert divided the country into three states: Kalatonia,¹ Johnson, and Fabon, and managed to get a sizeable citizen base, most significantly Steven York, Jordan Borders, and Kevin Tennent. Though there was a legislature, Prime Minister Hubert was extremely powerful, and usually got his way despite frequent legislative opposition. Usually Kevin Tennent would oppose his moves, Steven York would go either way, and Jordan Borders would support him. The standard debates in the legislature were foreign policy and the form of government.

The form of government debate alternated between them being a republic and a principality. Prime Minister Hubert had a lot of power, but people were generally unwilling to make him a prince, even a rather ceremonial one. So as a compromise, they became a principality with Jordan Borders as princess. This was kind of odd, because Borders seemed incredibly (pardon my French) stupid. She would usually just agree with anything Thomas said and then threaten to perform bodily functions upon anyone she disagreed with. But in any case, she became the princess, and Thomas remained Prime Minister.

The other issue, foreign policy, was a bit more complex than it ought to have been. Thomas, looking around one day, found the nation of MyNation, which appeared to be deserted. I may not have mentioned the history of MyNation in the Apollo class, so here goes — Automatic citizen Matt Lamantia, as a parody, founded a country that satirized everything silly about micronations. This country actually did sort of well for a while, but died after about a month and was annexed by Blackrock and the United Demesos. Later Audentior got a part of it too, but that's irrelevant. By the time this story takes place, Audentior and Demesos are gone, and only Blackrock remains in control. But they haven't really bothered to put anything indicating their reign on the site, so Hubert marches in and claims it. For whatever reason, Matt had left the password up on the site, so Treesia now has administrative control over it too.

When Blackrock heard about this claim, they became upset. No one insults Blackrock. They're sort of like what Attera would be if the Atterans had a sense of humor, if you'll forgive the comparison. So anyway, Shane "stodlum" Odlum, the Blackrock leader, gathers his allies (which include Jasonia) and threatens Hubert, saying he'll attack if they don't give MyNation back. Hubert delays and delays until Blackrock sets a deadline, and at the last second he acquiesces. Treesia then sets out on a sort of world tour of every foreign policy error it's humanly possible to make. Thomas spams Lyrica, insults the Rasinate, mocks Jasonia, annexes a few places that are not what one would call annexable, and does all kinds of other things until everyone's calling for his head. But he always apologizes and escapes at the last moment. Except that Blackrock doesn't accept apologies...

Blackrock decides that Treesia's definitely a problem and that they might as well go and destabilize it and take it over. First agent Alan Waldock joins under the name sidneyL who starts a civil war, but with help from some of the other Apollonians (who are not aware that it's Blackrock) the loyalist forces win out. Now Blackrock decides they're going to have to launch a full scale operation, which they do. Although a number of people are involved, their main agent is Official Prejudicat Eoin Dornan, who joins Treesia and works his way up to become

¹ According to Hubert, Kalatonia was actually a nation in the Treesian Commonwealth.

their President.

In the meantime, I'm the head of the Jasonian Intelligence Network, and I (totally unaware of Blackrock's plan) come to the similar conclusion that Hubert needs to be eliminated. so I set up a secret operation myself, and I enlist the help of most of the Treesian legislature (who by this time is downright sick of their crazy Prime Minister) and President Dornan. Being a secret Agent, I use the code name Arjuna for the whole affair, but due to technical difficulties Eoin figures out it's me right away. Anyway, Thomas mentions that he's leaving on a trip for a few days and I figure I can get the legislature to impeach Hubert and then make Eoin president. Well, the plan sort of works, but Blackrock then implements their plan at the same time, which leads to a total mess of no one knowing whose side who is on or even how many sides there are. When Thomas Hubert comes back, he realizes he's been beaten and he deletes Treesia.¹

Blackrock, however, hacks into Treesia and makes it one of their provinces. In the hacking, the information comes out that Jordan Borders was in fact Thomas Hubert's double login, which explained a lot.

But there's more! In the middle of the chaos, Kevin Tennent, governor of Fabon, figured all was lost and revolted. Knowing that Hubert would come after him, he enlisted some very powerful allies — specifically, the Rasinat — Ras Diga was Fabon's defense minister person, which should mean something. Anyway, Fabon survived as a prosperous if rather small separate country until October.

so, Treesia's now a Blackrock province. It's given to Eoin to govern since he was really in charge of the operation against it. But on October 14, Blackrock falls.² *pauses for crying* Its "will" gives Treesia over to Eoin to do what he wishes.

And what Eoin wishes is to implement an idea he'd obviously been planning for some time. A lot of places were derogatorily called fantasy nations — Jasonia, Shireroth...even Audentior. But what about a REAL fantasy nation? One that didn't even pretend to seriousness, but where noble knights could fight evil dragons, the good Baron could distribute feudal lands, and there were always a few damsels in distress around needing saving? Eoin created a new board, the Barony of Treesia, and asked Kevin Tennent if Fabon would like to be reunited, now that Hubert was gone. Kevin said yes, and the nation became The Barony of Treesia and Fabon. The new Barony was quickly organized into Knightships. Originally there was Hundland, Llacheu, Wickhigh, Koroch, Fabon, Breigh, and Ecosse. But Eoin quickly sold off Ecosse to the Rasinat³ to gain some much needed cash, and Blackrock's other province, MyNation joined, having its name changed to Vembria. The Knightships were handed out — Bill got Hundland, Jason Llacheu, dstryker Wickhigh, Kevin Tennent Fabon, Kevin Brenneman Breigh, Blackrockian general Brandon Frymire Vembria, and Eoin himself kept Koroch. But almost immediately after its founding, the Barony had to deal with the formation of the Union of Apollo states. There was a major debate on whether the Barony should join. Originally, Eoin supported it in the name of Apollo unity, but a number of his people fought against it, and he soon changed his mind and did what everyone else did — that is, create a state in UAs but leave Treesia independent. The state created was Erior, Land of Mermaids, but this was never really developed.

In Treesia proper at this time, the most important event was that Brandon Frymire departed to Realms Unknown, and his replacement as Knight of Vembria was sir Iain Vembria, who seemingly came out of nowhere. Iain would, of course, later become pretty much the foundation on which everything Treesian was constructed and equal to the Ardbaron in power if not in rank. At the time, however, he mainly just gave lots of riddles, which were a lot of

¹ According to the Fireball, the impeachment had not yet taken pace due to the need to make a law to do so. Hubert deletes the nation before this can occur.

² Aparently Shane Odlum simply asked the nation, which was doing quite well, to disband.

³ Ecosse-Aersat

fun. Everyone came to Treesia to participate in Iain's little riddle games, or to complain about how stupid they were. More than one time a multinational war almost broke out over whose answers to the riddles were correct. Iain also made everyone like him by giving the various knightships Christmas presents. (this ploy to get people to like him worked surprisingly well considering none of the presents were real). On the other hand, I made as a Christmas present an entire website for Fabon, and no one seemed to notice, but no, I'm not bitter.

Around this time, we also got the beginnings of the Treesian economy and religion. The economy was based on Gold Pieces, with smaller denominations being silver and bronze pieces (and don't forget 9.5 left over Easter Eggs for the Zinc Piece). These were purposefully very non-decimal and confusing. As for religion, it began very innocently with a few Treesian saints and stories of their deeds (one of whom, by the way, was st. Zor, slayer of Idiocy).¹ But then dstryker offered to donate a large sum of money if "Gardexscatilbisc" was canonized "god of telephones". Never ones to refuse donations just for the sake of dignity or sanity, the Church accepted. But they did get the last laugh. Old Gardexscatilbisc survives in the current pantheon as "Ardescit soundsenser, The Ears of Laguna, God of Communication". By about the middle of 2001, there were definitely the Irdia and Mandorallen, and the basic structure got further developed in the end of that year. But I'm getting ahead of myself.

Also in early 2001, Treesia took control of its first two Palatinates, New Bruges and Elpidos. New Bruges was originally founded as an independent country in late 2000 by Cæsar Augustus, a Treesian Knight and the Lord of the Centaurs. When Cæsar disappeared, New Bruges was briefly ignored and then madly scrambled for (in the matter of many inactive lands). The winner of the scramble was Treesia, because they had the moral authority of being the last known residence of Bruges' founder. In the beginning, it had the official status of Protectorate, and Treesia sort of calmed its angry ghost by memorializing it in the Bruges Memorial College, which was rather active for a month or two before going the way of all other micronational colleges. The next place to join Treesia was Elpidos.² After the fall of the Flying Islands of Jasonia, its old territory, Tapfer, and the islands directly north of it under its control, were sort of in limbo. Bill Dusch, their leader, impressed with the quality of Treesian culture and by Eoin's promise to elaborate on the history of any lands under Treesian control, gave them to Treesia on August 31. Originally, it consisted of five knightships of its own, places like Elivia, Esthar, Ptia, et cetera. But when it became obvious that this would be a bit unwieldy, Iain pushed through the Council Chamber a new policy that organized external territories as Palatinates. New Bruges became one retroactively, and Elpidos was reorganized. The leader of a Palatinate was a Baron-Palatine, which theoretically made them equal to the Baron of Treesia. This was bad, so another act was made promoting the Baron of Treesia to Ard-Baron of the United Baronies of Treesia. This "United Baronies" concept worked so well that eventually the name of the country was officially changed to it, although I think it's stupid and everyone continues to call it Treesia anyway.

But now I've gone and ruined the chronology. We're now in about the middle of 2001. It's the summer, and we all know what summer means. People go away on summer vacations. And that is what Eoin did, for about two weeks. To France, if I recall. Land of cheese-eating surrender monkeys. But I digress. Anyway, a few months before, when he was working on the history of the different knightships, he casually mentioned that Llacheu was once ruled by talking dogs. some crazy joker (when I find out who it is, I'll strangle them outright) thought it would be a good idea to create a "Fido The Talking Dog" login.¹ Anyhow, Fido then said that the Talking Dogs had been oppressed by the humans for too long and they were going to do something about it. so they revolted against the leader of Llacheu at that time, who was The Micronationalist Formerly Known As Jason. Unfortunately, during the course of this revolt it

¹ St. Zor was the star of a comic put out by the Apollo Skyline, Siskind's paper at the time.

² Elpidos later seceded and joined Menelmacar.

¹ The "joker" was Siskind himself; he has maintained the use of 'Fido' to this day.

was discovered that Jason was in fact a potent Inferno Mage, and so Fido had to call for reinforcements. He “summoned” Duke The Talking Dog, a diplomat, spot The Talking Dog, a warrior, and star The Talking Dog, a wizard (albeit an incredibly bad one). With their help, the revolt lasted perhaps a week, until everyone grew bored, which brings us back to our original point, Eoin taking a vacation to France in mid 2001. The Talking Dogs decided that with the Baron away, their revolt would have a much better chance of success. Fido reappeared and declared himself the true Baron, making a few random decrees (of which my favorite is changing the country’s official name from The Barony of Treesia and Fabon to The Barony of Fabon and Treesia). Chancellor Iain was around, but, in the tradition of these sorts of things, chose to do little and let the game go on. When the Baron returned, he started a crackdown on the Cynian (the Talking Dogs call their city Cynos) rebels. The Talking Dogs then appealed to the Babkhans for help. And the Babkhans came.

In fact, they came a bit too zealously. For they were led by the insane general sarhang Ataxerxes,² and he was on some kind of bizarre Zoroastrian crusade to level the land of Treesia, enslave its inhabitants, and salt its fields. The Knightships of Breigh and Vembria soon fell to their advance, and they attacked the New Bruges embassy and college. They also called in their friends the New soviets, who caused a bit of trouble and, rather unwisely, invaded their own embassy (and captured it!). But the Treesians struck back. They called on the remnants of Jasonia, who now called themselves the Paladins of Micron,³ and on the Magi, who were led by Bill Dusch, and they kept the Babkhans and soviets in check. Perhaps the highlight of this war was the great dual atop the Tower of Fire, where a newly revealed Dog Magus, spark The Talking Dog, challenged a champion of the Treesians to a duel. The one who came was a being from the dark mists of antiquity, an evil spirit named Lord Erion who nevertheless defends Treesia when it is in need. spark summoned some spirit helpers, but Erion called on his two friends/servants, sir Benovic and sir Ergonzo, and the battle was a bit of a draw. Finally, spark used an ancient weapon of Mandorallen against the Tower’s foundations, but it came up against the power of the Tower itself, and both spark and her archenemy the Inferno Mage, who were in the region, were catapulted by the clash to another dimension, from which they only exited a few months ago. After this, the tide of battle turned once again, as stjegan Aracic lent the awesome powers of the stormrider sword and the Istvanistani Armies to the Treesian cause. While the stormrider sword did not have its much-vaunted effect of reducing its enemies to charred skeletons, the Istvanistani Armies did have their much-vaunted effect of producing boatloads of spam. Eventually it became too much trouble to wade through it all and everyone went home. someone yelled at stjegan over the matter and stjegan got really touchy about it. Everyone parted on pretty bad terms, which I suppose is usual for a war, but hardly desirable. When the conflict was over, it became necessary to make some sense out of it. Eoin declared that the war had been ended by the successful completion of a Quest To Cranmarlar, the Tree At The Center Of The Earth. Also, it was to be called the War of the Orchids. since no one had any clue WHY it would be called the War of the Orchids, Eoin asked scott to write something on the subject. Bad idea. The Book of the Orchids is now a three book long poem and growing every day (well, not really, I don’t work on it nearly as often as I should).¹ After the War of the Orchids, things calmed down (they could hardly fail to do so). There was a brief interlude when a Comrade Redstorm threatened to take over and hack the country and put the military on alert, but we can all guess who that was (hint...the initials were T.H.) but there was really a big decrease in activity until the foundation of Tymaria. That was when (surprise, surprise) the second War of the Orchids started up. By this time, the crazy insane sarhang Ataxerxes had changed his name to Ardashir and become shah of Babkha, and he was working on conquering the world. Treesia happened to be in the way, so he went in and

² Later known as Ardashir Khan Osmani, the Emir of Raspur and once again shah of Babkha

³ Older name for Micras

¹ As far as I’m aware Siskind has never actually finished the Book of the Orchids

invaded, using brutal scorched-earth tactics. Most of Treesia's old allies came to its aid once again, and the Babkhans were defeated with minimal loss, especially since a clone of the shah, Ardashir the Red, defected and joined the Treesian forces. But this time, the Treesians were not content. Ard-Baron Eoin ordered the creation of a great fleet that would allow the Treesians to bring the war to Babkhan soil, and Marach siskind called a crusade against the foe. After the completion of what was to be called the Tiarnuil Fleet, Treesia, with allies from south Mondesia, Proletaria, Tapfer, and elsewhere, attacked Babkha and burnt the city of susa. Finally the shah granted Treesia the right to spread their religion in Babkhan lands, and the Treesians, satisfied, went home.

At the same time as the second War of the Orchids, a more long-lasting development was taking place. Treesia had had its little mythology — Eoin introduced the Irdia and the Faldia in a class at the Bruges College — but it had never had a real religion. Thus Eoin conceived the Treesian Unorthodox Church. He set up a hierarchy using Irish names and having some pretty strict rules, and asked people to join as clergymen. Only one person did — scott siskind of Tymaria, who was also a citizen of Llacheu at the time. Together, Eoin and scott planned the vast elaboration of Treesian mythology, until there were about a hundred gods and each had a distinct personality, history, and relationship. They then started going and preaching the good news in foreign nations. The first mission, saint Derwick, appeared in Babkha (as stated above). Around that time, one of Eoin's real life friends (and I use the term "friend" very very loosely here), stephen of Koroch, joined. stephen volunteered to lead the Babkhan mission, and scott started work in Cumquat. Missions began to be set up everywhere from Tymaria to Amerada to Pacary, and provided a major need to flesh out the religion, something which was done far quicker than it probably should have been. A number of new people, like Benazir Malik of Babkha, joined, and a new Treesian named Friedel, who is the current church leader. Now that I've abandoned the concept of chronological order completely, I might as well get to the three other Palatinates. Terra Firma was a part of Alteria under the control of sir Iain. When Alteria fell, Treesia got Terra Firma. Tallandor was a very nice nation that unfortunately never made it off the ground. Its leader I guess just got really fed up and called it quits, leaving the country to Eoin. And the skerry Isles¹ — they seceded from Tymaria when Dafydd decided he didn't like the United Republic very much, but there wasn't a Baracao² back then, so Dafydd gave it to Treesia, being pretty good friends with Eoin. There's probably a lot I'm missing here. It's hard to do a history of Treesia very well since history and culture are so inextricably bound up. A lot of the country just exists to create the culture, and a lot of the culture has done its part in creating the country. Treesia could honestly be a whole separate class here (and perhaps someday it will be) but I hope this has given you a bit of clarity as to its origins and the way it functions. And as you learn Treesia's past, participate in its present, and shape its future, always remember — somewhere, behind it all, FINBO³ is watching.

¹ This territory is currently split between Treesia, Babkha (by way of Baracao) and the Grand Commonwealth Capitol Territory.

² The most important (and for a time only) communist country at the time.

³ Most likely an Unorthodox God, but the meaning is uncertain.

Lesson 4: Babkha

I shall begin this class with an apology. I know far less about Babkha than I have about my other three subjects thus far. I have never been a Babkhan, and their history is rather lacking.¹ Also, it's a bit light on the structure and coherence, since I'm writing it at two in the morning. So, I'll have to piece stuff together, and hopefully Ardashir will come and correct me on anything I get wrong.

Babkha began on or about October 11, 2000, with Babak Kapav Mehr. He declared himself shah Babak XXVI and put up a little Babkhan website. This occurred in conjunction with his friend, Thomas Mountain, creating his kingdom of Bathland² as a sort of entity within Babkha. I believe there was originally some sort of a plan for Bathland to start out as independent, although I'm not sure, but it became a Babkhan independent territory pretty shortly. Anyhow, back in those days, the big international forum (what MNN and m-n.org are at present) was Micronations Today, a forum run by Thomas Leys, who may or may not have been alive at the time. This provided for a highly optimal moderation situation, so the forum flourished. Anyhow, the shah posted about the formation of Babkha there, and was immediately attacked by Corvinia, who said the Babkhan fictional history (a long, rambling document no one pays much attention to anymore) was an evil role-playing addition to micronationalism, was cheapening the hobby, et cetera. As those of you familiar with Ravn know, he managed to say this in a way both incredibly polite and incredibly insulting at the same time. Anyway, a number of the people there started defending Babak, including myself and, more importantly, the Rasinat. Eventually everyone got bored and went home, and Babkha started developing normally.

All right. This is where my ignorance is going to come out. Babkha accrued a core group of citizens pretty early on. Tahmaseb Farshbaf, a Finn (!)³ was the first Grand Vizier. Fath Ali Nouradin was a fanatical Muslim, sort of like Umra,⁴ but with more style. sarhang Ataxerxes was a crazy guy who ruled the province of Zjandria and always talked about murdering people, particularly Treesians. Arben³⁸, apparently unaware that Zoroastrianism had generally died out a few thousand years ago, was a Zoroastrian, and founded the Dark Ocean society and co-founded the Rastakhiz political party. George Nantell was a Polish (I think) person involved in the law, and was absurdly overcompetent for the position of Minister of Justice, which he received.

Babkha's foreign relations at that point were a bit limited. They made overtures to Corvinia despite the earlier bad blood between them, and the Rasinat got really mad and the rest of THAT story is history. Babkhan politics soon took shape, with the Rastakhiz, some crazy pseudo-Zoroastrians, the Liberal Center Party, which was generally very successful, and the Babkhan branch of the People's Revolutionary Party, led by an "El Doessen" which was constantly harassed for being anti-Babkhan and subversive. There was also a Conservative Party led by Michael Burns which I found stuff about on the site, but I never heard of him or his party ever before, so it couldn't've been too important. The political parties competed over a few major positions, of which the most important was Grand Vizier. Ramin Qajar of Rastakhiz was the second, and Juan Pablo Var was third. That was an interesting Viziership because Var was both a Communist and a Reunionite,¹ both of which were easy targets for his political foes. Next came Pascale Dufoix, and then back to Tahmaseb. But we're really getting ahead of ourselves. It should be noted that parties and politics used to be MUCH more important in Babkha than they are at present.

¹ Siskind probably meant to say "my knowledge of their history is somewhat lacking."

² Today, Baatharz

³ The joke at the time was that Finns were out to take over the world.

⁴ Babkha's resident fanatical Muslim at the time of the lectures

¹ A powerful Anglo-Brazilian nation of the age.

Babkha soon divided its legislature into two houses, a Majlis and a Dewan i satrapan. The satrapies were sort of like provinces, which had been there since the beginning of the nation and some of which were actually pretty important with their own flags and stuff. Babkha's international relations in mid-2001 were generally based on their strong alliance with the People's Republic of the New Soviet Empire. This was a real alliance, based on friendship and mutual aid. When the PRNsE started getting into trouble with the Rasinat, Babkha supported them, leading the Rasinat to like them even less than they already did. Culturally, a lot of the PRNsE's wackiness rubbed off on the Babkhans, and they became more willing to be weird. The Shah Abbas' Harem bar was opened up, the name based on an old Babkhan legend about an evil guy called Abbas who tried to usurp the throne. That was a fun story. Everyone added a little bit to it and it actually came out okay, although I'm not sure it ever ended.² But I digress. At the same time, the Babkhans met up with the Treesians, and various cultural forces combined to create the War of the Orchids, almost certainly the best rewar ever. The air was FILLED with statues of Stalin shot from Nouradin's catapult. But I digress. When the Free Republic revolted from PRNsE, the Babkhans had a built-in dislike of them from the start. The fact that the FR then joined AtterCom increased the Babkhan dislike, and the fact that Kuralyov started harassing them increased things further.³ It was then that they started calling communists "Tudehs", after the name for the Communist party of Iran. Tudeh then became a general insult, as in "Cursed by⁴ Ahriman, for he is a vile Tudeh". The Babkhans hosted a peace conference with the Atterans around September, but it didn't get too far.⁵ Around this time, there was also a Persianization of names going on. Sarhang Ataxerxes became Ardashir Khan. El Doessen became Malkom Khan. Conrad Cromien, who I believe was the only Soviet to actually join Babkha, became Hesam Jahandar. A Ghaveh Khanesh, or Coffee House, was set up to discuss issues, with "issues" ending up being how evil Israel was or, when they wanted a change of discussion, how oppressed Palestine was. Then Tymaria formed. Babkha suspected, quite correctly, that this was a very Bad Thing for them. They started upping their military a lot. Ardashir Khan became its leader, and, despite the impression he tries to convey, was extremely competent at it. The Navy was also started, although that was always stupid, its leadership by Troy Thompson⁶ merely being the latest depths to which it has sunk. Also, sAVAK, named after the old Iranian intelligence agency, was supposed to do their spying. It didn't work. At least so far as we know. I'll talk about the Tymarian spying more in my Tymaria class, so we can skip that. The major cultural development of the time was the existence of large numbers of talking animals, particularly camels, dogs, and dolphins. These got to be so pervasive and annoying that Shah Babak banished them to Harem Bar, where they remain today, except for Al-Fido haTatak Kalb, who returned to Treesia in disgust, took off his turban, and became just normal old Fido the Talking Dog again.

On March 10, 2002, the unthinkable happened. Shah Babak, the Light of Kapav, decided he was too busy and could not remain Shah of Babkha any longer. He resigned. And worse! His successor was the crazy Zoroastrian general/mass murderer/newspaper editor Ardashir Khan! The Treesians were less than pleased. By Khan rose to the occasion, saying that Babak would forever have a special place in their hearts (and naming a library after him) but that it was time to move on. And they did. Admirably well. One of the best transfers of power I've ever seen in

² A tradition continued in the famous "Burning sands of Tashbaan"

³ Famous (or infamous) communist of the day; also citizen of the Free Republic.

⁴ It's possible Siskind means "be" here.

⁵ The Cold War between Attera and Babkha would be ended in the Argaath Perez Accords, and then renewed after the foundation of the Grand Commonwealth.

⁶ Troy Thompson was famous for being unstable, although the idea that he is incompetent isn't strictly true.

a micronation and yet another tribute to the structure that Babak built.

That brings us to the current age of Babkha. A lot of the old-timers, like Nouradin and Arben, left, and a lot of newcomers, like Benazir and Umra, trickled in. The Babkhans started a crusade to conquer the world by recwar, but were defeated in Treesia and Mondesia. As a sign of more cordial relations with Treesia, they allowed them to open a mission there (in return for a Babkhan mission in Treesia that hasn't really been used). Which of course led to the perpetual attempts to try and get the Treesian mission OUT of Babkha, thus leading to about half their entire activity load.

Leading us to the very recent present. Babkha is finally holding new Majlis elections after someone noticed that their political system, once the country's pride and joy, has ceased to exist. They attempted to "unite" with Tymaria, but apparently that's not happening. Their relationship with Baracao has been on and off, although now they seem to just be ignoring them. And Ardashir, in the reverse pathway of a certain other insane dictator, has gone from genocide to art, making new comics about Babkha and its favorite missionary.

so, will Babkha become a political simulation once again? Will it evolve into a giant court system sucking life off of Nantell's seemingly endless supply of legal mumbo-jumbo? Will it become an insane asylum, crazy even for micronationalists? Will it become an Islamic socialism for Umra? A conservative capitalist state, for Benazir? A crazy group of drunk jerks for Troy? Probably a little bit of each, just as it has been for the past two years, so...GOD sAVE THE sHAH!

Lesson 5: Shireroth

I titled this class Shireroth. More correctly, it is the Benacian Commonwealth, with an emphasis on Shireroth. I have already written a much more complete Shirerothian history, which can be seen at www.geocities.com/giantsq...story.htm.¹ This will attempt to be a summary of the above, with additions added to conform to the point of this course, said point being understanding international interaction and today's world.

Shireroth was founded in March 2000. Erik Metzler was a contented citizen of the Flying Islands of Jasonia. He had just been kicked out of the United Demesos, and he wanted to try this micronation thing for himself. He named his country after Tolkien and Warcraft: the shire is the home of Tolkien's hobbits, and Azeroth is the world in which Warcraft takes place. Put them together, you get Shireroth.

The original Shireroth was a democracy modeled pretty much after Jasonia. After a month or so, people started talking about merging into New Audentior. Shireroth was one of the first to get on the bandwagon, and in early May, Shireroth ceased to exist as a separate entity. It was now an Audente (later, after Audentior fell, a Jasonian) province. Everyone, including Erik himself, would have agreed that the history of Shireroth would be short and rather irrelevant. But a number of things started changing Erik's feelings. Most importantly, his fanatical devotion to Jasonia ended violently when he was banned without much legal pretense for spamming. And his views on Apollonian culture in general became less and less favorable, especially after the catastrophes that marked the end of the UAs. In late December, Erik, Jason, Scott, and Bill were sitting around in an ICQ chat, bemoaning how everything had turned out. Erik said that none of the nations around were halfway decent or doing anything right. Scott suggested he refound Shireroth and see what he could do. Erik thought this was a great idea. He took the old Shireroth forum and gave it a huge makeover. Micronational cartography had just been invented, so Erik stretched out the map to include an area a bit to the west, and stuck Shireroth down there, dividing it into two Duchies, Brookshire and Goldshire. He then invited some of his friends to join him. Dstryker was one of the first, and was declared Duke of Goldshire. There was also his friend Dan K, who went by the internet name Lukedu, and who had been around since the New Audentior age. After the Union of Apollo states died, Patrick Foley annexed it to Shireroth as the Duchy of Kildare. There was then a little bit of confusion about the map, and Shireroth ended up getting a bit more territory. The extra land was tacked on as the Duchy of Northshire, and later renamed to the Duchy of Elwynn.²

Meanwhile, after the slump of the Apollo states period, Jasonia was back in action. They viewed Shireroth's growth with interest, watching as it became the only power in the sector even beginning to rival them. Then things got nasty. Back when Erik was a Jasonian, he had created the Island of Amity, a place from which Jasonia conducted its space program.³ He felt it was his intellectual property, whereas the Jasonians said it was Jasonian territory and they weren't going to give it up. There was brief preparation for war. Shireroth amassed weapons, while the Jasonians, under Greg Nordman, tried to get their military snuffed up, and saw a major increase in space activity.⁴ Eventually, a deal was brokered in which Shireroth got Amity and Jasonia got some worthless money. Shireroth then grew really big and powerful and active and interesting. Their economy revved up, they got diplomatic contacts (including LoM⁵ access, for what it's worth) they developed a sort of culture, and other things. They also got the territory of Norfolk. Unfortunately, in February, Kaiser Metzler I, as Erik was now styling

¹ The link doesn't appear to work.

² Elwynn was later demoted to a barony in Hyperborea, and finally, a county.

³ It's unclear whether the program was based on model rockets or pure fiction

⁴ Jasonia's secret military forum.

⁵ "League of Micronations", a UN-like organization which never quite worked.

himself, had a mental breakdown and left, apparently forever. The others tried to hold down the fort, but it was obviously of no use.

All right. Cut. Move back to March 2000. Old Audentior is on the brink of death. The fact becomes rather obvious. The alternatives for Apollo micronationalists are the GAPR, which no self-respecting person would be caught dead in, the United Demesos, which ditto, and the Flying Islands, which were okay but looked, at the time, pretty darned stupid. so there really weren't a lot of alternatives should Audentior collapse. Which it would. so, scott siskind and Adam stone, two Audente Lords, decided to found a new country. It would fix all of the problems that had led to the chaos of Audentior and the nastiness surrounding the Empire. What were the problems? They were pretty easy to identify. The first was double citizenship. Dual GAPR/AIN citizens or UD/AIN citizens, or UD/GAPR citizens or whatever were causing all kinds of trouble and impeding national growth. so the new country couldn't have dual citizenship. The second problem was a complex entanglement of intelligence agencies, plots, spying, lying, and general backstabbing. so that too would have to go. Let the new nation be neutral without intelligence agencies or militaries. Finally, a lot of people just seemed like general jerks. so no jerks would be let into the new nation. With that kind of attitude, how could one fail? scott and Adam created their new nation, and named it Hyperborea, after a mythical northern paradise.

Contrary to popular belief, Hyperborea WAS successful for a while. We had around ten active citizens, none of whom were dual, something I consider a bit of an accomplishment (much less of one back then than it would've been today, though). Ming was a Hyperborean, and MLeonard, and Monolith, for those who have any clue who I'm talking about. Councils were held in chat rooms every week or so, although people rarely attended without being harassed by either scott or Adam. The nation had an odd government system, which was pretty much Controlled Anarchy with a system of High Laws to keep the basic principles. The highlight of this period was undoubtedly a Real Life Hyperborean Council, in which scott met with MLeonard and Monolith directly beneath the spirit of st. Louis in the smithsonian Air and space Museum in DC and they discussed policy. This is a bit of a long story, but it really did happen.

Hyperborea died for the same reason Shireroth did — it merged into Audentior and then into Jasonia. Further, it was revived at the same time Shireroth was... within a few days, in fact. The position of Elder was changed from a sort of Prime Minister to a sort of dictator. Also, since Adam stone left about when Audentior formed, it was given to scott (stone was the original Elder). The revived Hyperborea, unfortunately, never really got too far. At first, it kept its no dual-citizenship policy, but was only able to attract WarVoid, first of the Volsaarns, and WarVoid's friend Tran Hung Dao (wonder what happened to him). Then we lifted the dual citizenship ban and a lot of people flooded in, although few of them were ever active. Hyperborea nevertheless was a respected country at this time. Or at least if people didn't respect it, they were too polite to tell me, which is more likely.

Another shift. Far off in some godforsaken state like New Mexico or somewhere around there, two guys named Ed Conway and Jason Rhode met in college and became very good friends. They found that both of them shared a love for the works of Nicollo Machiavelli, the Italian political philosopher famous for proclaiming that "the ends justify the means" and that "it is better to be feared than to be loved".¹ The two decided they would form a country based on his principles — a country which would aptly enough be called Machiavellia. Of course, because of the title of Machiavelli's book, the leader would of course have to be a Prince. It wasn't too important which one was the prince, of course, since the whole point was that the other would soon launch a coup. so they decided the matter by arm wrestling. Jason won, and with due

¹ I believe the second quote is actually from one of the Cæsars, but it does sound like something Machiavelli might have said; I'm not sure about the first.

fanfare was proclaimed Prince of Machiavellia.² He then went off to spend some time in, appropriately enough, Rome. There it might have rested, but for that Conway put “First Minister of the CyberNation of Machiavellia” in his internet signature, and posted on Apolyton. scott, looking for new recruits, immediately caught it, IMed Conway, and told him to join the micronational community. He did. This was in March.

so, here we have Shireroth apparently dead because of an unfortunate lack of Erik, Hyperborea plodding around with its three citizens and no government to speak of, and Machiavellia just barely a real country. A sure-fire recipe for greatness, right? Well, it was. Erik started talking to Conway (for whatever reason) and they decided to stage a Return of Shireroth. A number of nations, such as Jasonia and the Rasinat, were fighting to annex Shireroth as a “Protectorate” to keep other nations from annexing it. (yeah! right! Real nice noble motives!) Anyhow, Erik came in incognito as “General Trantor” and led a Machiavellian invasion. Everyone got really mad at Machiavellia and was about to attack them and then Erik said “Haha, it was me all the time!”. Everyone backed off, although people were pretty annoyed and thought the whole thing was rather immature. Then Shireroth and Machiavellia formed a strong alliance called the Benacian Commonwealth, and Hyperborea jumped in too after a few days on the basis of scott’s friendship with Erik and Ed. The Commonwealth handled the foreign policy of all member states, had a complex system with a rotating chairmanship, and, most usefully for Hyperborea, allowed lots of dual citizenship. Benacia flourished, and soon equipped the Flying Islands of Jasonia. It was the power that won the Paramount Wars, and became pretty feared militarily. There are those who would say Benacia was responsible for the death of the Flying Islands. The theory is they were so mad about the Paramount wars that they made and enforced a post boycott which depleted the FIoJ’s falling activity. While I don’t believe this myself, in any case FIoJ died soon afterwards, and Benacia became the sector’s sole superpower.

Actually, let me mention Paramount more closely here. Paramount was originally created in June 2000 by John sager to get revenge at Audentior for killing GAPR. It was populated by a few of the former Automatics, had a spanish Revolution theme and plotted military stuff. Its military stuff failed miserably, because good old shane Odlum got their secret passwords and gave all their information to the Audentes. Anyhow, it fell in about July 2000 from inactivity, but John sager revived it in April 2001. It immediately started being seen as an enemy to Jasonia, and they fought a minor war over a land claim. Jasonia activated its alliance with Benacia, and Ed and Erik, calling themselves the Paramount Demolition Duo, manually spammed Paramount into submission (with pi bombs, no less!). But a few days later, it was back. There’s a bit of controversy over what happened next, but basically John approached Jason and said it would be cool if they fought a “fake war” without telling anyone it was fake to build a ctivity. Jason said do whatever, I’m going away for the weekend so just make sure you don’t cause any trouble. John took that as complicit agreement and started a “fake war”. Jasonia’s allies fought back, destroying Paramount, but when they learned it had all been a fake, they were very upset. scott siskind resigned as Jasonian Chief of staff in disgust, and Benacia was no longer a friend to the Flying Islands from that point on.

In late July or early August, Erik approached Ed about possibly a more total merger...into a single new nation. I believe the plan was for Machiavellia to merge into Shireroth. scott, representing Hyperborea, ran to Ed and said “Hey! Don’t forget us!” and the discussion went into why the original merger plan was unsatisfactory. It was finally decided that they should create an entirely new nation, the Hegemony of Alexandros, based on everyone’s love for classical culture, and Jason Rhode would be Prince. There was also a bit of a lie involved... Jason Rhode claimed to be really distantly related to Alexander the Great, which, as we found

² Much later, a little after this was written in fact, Ed Conway refounded Machiavellia as “Nova Roma,” not to be confused with the other Nova Roma, which it was. For reasons I’ve never understood, after a while he went crazy and deleted not only Nova Roma, but Machiavellia’s archives.

out later, he wasn't. When Erik, who was not in this discussion found out that we were doing the whole Alexander theme, he was highly displeased, being somewhat less than a fan of classical culture, and he held it against Scott for a time. But it was too late, and, though he grumbled, the Hegemony was indeed formed.

The Hegemony was an interesting period, although pretty much no one can tell you what actually happened during it. The Hegemony was divided into a number of high positions with cool Greek names lifted out of the book "Ender's Game". The Hegemon was, of course, the leader, but other officials, such as the Polemarch, Kristarch, Archon, and strategos, were also pretty powerful. I remember Thomas Hubert came back for a while and tried to invade Marsara, and we threatened overwhelming military force, and he went away. A few people immigrated, a few people emigrated. Ryan came back (or possibly just hadn't left) and created a territory called Cimmeria, which kind of sort of revolted but really didn't, thus causing a lot of problems. A lot of the stuff was just...well...if you knew Jason Rhode, it was his kind of stuff. Long rambling proclamations about how great everything was, flags and shields and that sort of thing. But honestly, considering that it was a pretty big nation with a lot of important people and lasted a while...not much happened. For the last half, too, everyone was preparing for Tymaria, although they didn't know it was going to be called Tymaria yet. Near the end, they annexed Tapfer, just because Bill didn't have anywhere else to put it, although Erik kept grumbling that it was never a good idea to let Bill in and give him a few months and he'd "succeed" right back out, a guess which turned out to be scarily accurate, all the way up to the spelling. But he was let in, and when the Alexandros region joined Tymaria, it was subdivided into Tapfer, Hyperborea, Shiroth, and Machiavellia.

I won't go any further, because to do so would be to impinge on what I hope to cover in the Tymarian class. To review, three nations come together, form the commonwealth, form merger, then become part of Tymaria. The Benacian Commonwealth and the Hegemony of Alexandros were both periods in which not all that much really happened, which explains the sparseness of this account. But they were also very important in the formation of Tymaria, and beyond.

Lesson 6: Communists

A specter is haunting micronationalism¹--the specter of communism. All the powers of the world have entered into a holy alliance to exorcise this specter: shah and Ras, Elentari and Prime, Treesian nobles and Micromondesian² spies. It is high time that I should openly, in the face of the whole world, publish their views, their aims, their tendencies, and meet this nursery tale of the specter of communism with a history of the party itself.

I have titled this class “Communists”, but by that, oddly enough, I don’t just mean anyone with a communist philosophy. There are a lot of communists who will not be covered here, and there are a lot of people who will be covered here who are not communist. What I mean is a distinct sector of micronationalism — similar to the Apollo or Micromonde sectors — whose distinctive characteristic is the tendency of its members to be on the left side of the scale.

Micronational communism really began in early middle 2001. There were certainly communist countries before this, but they tended to be what Kuralyov called “costume communist” — that is, someone who thinks being communist is a cool rebellious thing to do, or maybe enjoys the aura of evilness communism carries with it in the Western world.³ Not people who are actually acquainted with the works of Marx or dyed-red, card-carrying fellow-travelers of the Communist Party.

But in early 2001, this type did indeed arrive, and they did so with a vigour that made up for their previous absence. The Karl Marx of micronationalism was a man by the (nick)name of siberian Fox, and, rather than a Manifesto, he taught by living example — the first great Communist micronation, the People’s Republic of the New soviet Empire. Fox was a genius in web and graphic design. He was the one who made the Kingdom of Babkha logo on the top of their forum, to give you a bit of an idea of his skills.⁴ The PRNsE website was a masterpiece, and it soon became one of the most popular Communism related sites on the Internet. It had information on Russian history, the Russian military, Communist philosophy, et cetera. You needed information on anything Red, the PRNsE site was a good place to be.

With the site as a bit of a hook, Fox lured an odd ragtag group of people from all over the world into his new nation. There were a few people who were from his circle of real life friends, or at least elsewhere in his country of England — I believe Europia, scorchedCCCP, A_Monk, and Innumerablecaravan were of this latter group. Then there were two Yankees — Kuralyov and Yuri V. Andropov — and a Californian — General Zhukov. There was even a Chinese guy — Red Liberator. Then there are a few others I don’t know where to put...sputnik84 and Comrade Rika, for example. This last one I will give especial remark to, both because I talked to her a bit and she was my source of a lot of information, and because a few of my fellow Apolytoners will be interested in a story she once told. she came originally from the communist nation of East Cyberia, one of the many spinoffs of Cyberia after all the civil wars,⁵ and that she had worked a lot with Mike Rosario, who, about five years ago, was one of the most, if not the most, important people in micronationalism. Rosario is also the Apolyton poster Red_Trotskyite, for those of you who, like me, had met him but had no idea of the connection. He became extremely scared when he saw an Apolyton Independent Nation, and Rika sent me a few of their transcripts. It was funny. But now I’m really digressing. Anyway, this body of people, plus Fox, formed the core of the PRNsE, but there were many, many, more citizens...I

¹ Originally, this word read “micronationalist.” I have corrected what I believe to be a typo.

² A rival map to the MCs, which seems to have died with its only champion, Amerada.

³ Most current communist nations seem to be of this type.

⁴ Unfortunately, Babkha took down this logo, I believe in 2003 or 4.

⁵ This is one of only three or four references to Cyberia in the entire “Lectures” I’ve found, interestingly.

wouldn't be surprised if there were around a hundred.

In the beginning, the New Soviets were active in the micronational community. President Fox was seen around Treesia, Hyperborea, and Istvanistan (and we have an unconfirmed sighting of him in Istvanistan just last week, actually). They even went so far as to take their first colony, the socialist Republic of Rulak, led by, you guessed it, Thomas Hubert. Of course, as soon as he joined, Hubert started insulting people, making enemies, and then revolting, so there was their first bad experience with the rest of the world. Luckily, President Fox, bless his heart, was the only person who ever had the presence of mind to deal with Thomas ('persona')¹ in an intelligent way. He IP traced him, found his phone number, called his parents, and told them to please reign in their son's Internet activities. After that, Thomas was not seen again for a long, long time. The New Soviets also joined the League of Micronations. Now, any of you who are intelligent can see where this is leading. The main points of contact with the intermicronational world are Thomas Hubert, the League of Micronations, and (gulp) Istvanistan. Are any of you surprised to learn that they decided intermicronational relations were a worthless waste of time, micronationalists were all children, and they should go into isolation with a new "Iron Curtain" policy? Neither was I. They maintained only a tenuous contact with their only ally, Babkha, and other than that broke of all relations.

Or so, it seems, they wanted us to believe. The Rasinat of Q'Attera Macusia'a, precursor to Attera, had a secret forum that no one was supposed to be looking at, even though they put it in plain sight and forgot to tell people not to look at it. Anyhow, the KGB, the New Soviet Intelligence Agency, which was run by Yuri with a secret subdivision called the GRU run by Europia, decided to go look at the secret forum, and did so. Ras Diga noticed, and got very upset, in that special way that only Ras Diga can, but there wasn't much he could do about it because the New Soviets were isolationist. So he denounced them to the League of Micronations, which they weren't really in, leaving only their allies Babkha to defend them. We all know what this led to between Babkha and the Rasinat, so I won't go there.

The Rasinat did a bit of an investigation on the KGB/GRU, and discovered that things were even worse than they had thought. Yuri Andropov had joined the Rasinat under a double login, and although he hadn't gotten any sensitive information, this was still a big security breach. Further, the Rasinat somehow discovered that the PRNsE was working to destabilize a number of other micronations, including Lyrica,² possibly for revolution or invasion. The PRNsE denied this and counter-alleged (through their Babkhan allies) that the Rasinat was lying to try to increase its own international prestige and clout.

Okay, cut out of the international crisis for a few minutes. I'll come back to it. But now we need to go to domestic problems. One of the little incidental things that the New Soviets had was a gaming clan...that is, a New Soviet team on some of the multiplayer games around. Originally, General Zhukov, a New Soviet citizen from California who admittedly wasn't really Communist but just sort of liked the whole micronation thing, was a high ranking member of this. But scorchedCCCP, the leader of the clan, demoted him, for reasons that were a bit vague. scorched said it was legitimate because he wasn't doing his job. Zhukov said it was because of personal issues, and appealed it all the way to Siberian Fox. President Fox stood by scorched, and Zhukov started getting really mad and protesting everywhere he could and saying highly non-complimentary things about the government. Fox told him to stop. He didn't. Finally, Fox and the rest of the leadership, which at this time was mainly scorched, Yuri, and Europia, kicked him out.

¹ Upon his return to micronationalism as "EIDorni", Hubert made the claim that his previous actions had in fact been a "character" he had played, apparently to annoy people. His later actions appear to disprove this, however.

² A nation lead by the Peter Hickey (I believe), which was, according to Siskind, though I've never seen any proof myself, "very long lasting and important"

Zhukov's friends were very angry about this. A few of the more vocal among them — sputnik84, Red Liberator, and Kuralyov - especially Kuralyov — started protesting. They soon learned that when you're in a one-party Communist state modeled after the old Soviet Union, protesting doesn't always have the results you want. So now aside from protesting Zhukov's removal, they were protesting the fact that apparently the leaders didn't care about the opinion of the common people. The leaders, in this case, were Fox, Yuri, and Europa, and the group started kind of not really a campaign against them.

Okay. Back to foreign affairs. But not the interesting type. The New Soviets noticed the Rasinat's AtterComm and were intrigued. Soviets are naturally supposed to have satellite states, and they were supposed to be leading the Revolution in the micronational world, so they ought to go find some communist countries, satellitize them, and lead them. But there weren't all that many communist countries around. Finally, their searchers reported two — Norad, led by Chris Toke, and the Skerry Isles, led by a certain Dafydd Young. Both of them were extremely new and inexperienced, and welcomed Soviet help. The three drew up the Commonwealth of Communist Communities Pact, or CCCP, in which they would be joined together in mutual friendship as a force for communism in the microworld. This didn't work out, as will be explained later.

Anyway, Zhukov, after being kicked out, was understandably a bit upset. He asked his friends (Kuralyov et al) to fight for him, and they did, but that wasn't really enough. Luckily, he had been a relatively high ranking member of the KGB/GRU before his exile, and had access to a number of state secrets. By a bit of a coincidence, he was in contact, at the time, with the editor of a little-known periodical of a tiny backwater corner of the micronational world called the Apollo Fireball. He asked the editor if he would be willing to publish his New Soviet secrets. The editor said sure, why not, and the Fireball printed a special report, which I believe was titled, in true Fireball style, "The Secret Communist Diaries Of Yuri V. Andropov" It consisted of two ICQ logs — Zhukov and Yuri and Zhukov and Europa. The logs proved that the New Soviets had been spying on and infiltrating the Rasinat, that they had been responsible for a "People's Republic of Interland" farce, that they had plans to spy on a whole list of nations including Rocentia, and Jaris. There was a lot of other nasty stuff, like that President Fox had personally authorized a number of these missions, and there were some insults against other micronations in there too. The news was a bombshell. One of the effects, of course, was to totally change intermicronational politics. My personal favorite effect was that all of a sudden people from all across the microworld heard of the Apollo Fireball, started subscribing to it, and the paper totally shifted its focus from the Apollo sector to the world at large. But back to the totally changing intermicronational politics.

Again, the Rasinat, as well as others, were enraged. Diga took action and sent everyone's favorite psychopathic microwarrior, Ras Markle, to bother the Soviets. Which he did. Exceptionally well. Unfortunately for both sides, at this time a major spam attack occurred on the PRNsE boards. The New Soviets, rather logically, accused Markle and the Rasinat, but it turned out it wasn't them after all. Suspicion fell on a very weird not-quite-right-in-the-head New Soviet called Khenlein. At about this time, he edited all of his posts in the PRNsE forum to say, and I quote, ".", and then disappeared forever. Since there were hundreds of posts by him, this created... a stir, sort of like what happened when Jason did the same thing in Tymaria, only a bit worse.

But back to domestic politics! Kuralyov and his group of protesters found that marching on the capital had not been very effective, since one, there wasn't really a capital, and two, they weren't really marching. So they decided to form a sort of party, and called themselves the Free Citizens. They were for the rights of the average New Soviet, as opposed to Fox, Yuri, and Europa in the "party leadership". One lesson of history, though, is that you don't form a new party in a one-party state. They got in big trouble for this and the conflict between them

and the “leadership” widened. They started recruiting more people to their cause. Finally, they decided legal means just weren’t going to cut it. They were going to have to become...a clandestine organization! so they did. But they weren’t very good at it. Luckily for them, an odd character came and made them a forum and taught them a few basic rules of secrecy and clandestineness. He refused to give his real name to them, because he feared his position would be jeopardized if anyone figured out who he was, but he went by the bizarre moniker of “Fido The Talking Dog”. Anyhow, Fido and the Free Citizens started plotting, and mainly developed a really good secrecy policy without doing all that darned much. Their two accomplishments were, first, publishing The Free Citizen, an independent paper to counteract the official propaganda instrument, For The Motherland, and second, and this was a big one, convincing both other CCCP countries to come over to their side. so the Free Citizens were now Dafydd, Chris Toke, Kuralyov, Zhukov, innumerablecaravan, sputnik84, Red Liberator, and Fido...a very odd group, especially considering what diverse places on the spectrum they ended up later. But for the time, they were united against a common enemy.

Events. Zhukov, being stateless, joined his former espionage target the Rasinat of Q’attera Macusia’a, becoming...Ras Zhukov! Bet you didn’t see THAT coming, did you? The People’s Republic of the New soviet Empire figured out (after only the better part of a year) that an Empire was sorta against communist principles, so they changed their name to the People’s Republic of Kraznograd. Then they realized (commendably quickly) that Kraznograd sounded like some kind of toxic chemical, and they changed it again to the People’s Republic of Bristol. At which point they realized that the 99% of their citizens who weren’t from Bristol might not like this, so they changed it to...The People’s Republic of the New soviet Empire. so this whole line of thought was a bit pointless. I don’t really know why I mentioned it. The Free Citizens started looking for foreign allies, and got joined by, of all people, ultra-anti-communist Mark Buhr of Lyrica. The Fireball basked in worldwide fame. The Hegemony of Alexandros was formed. The Rasinat created a new AtterComm. Which brings us back to the Free Citizens.

Things looked pretty bad for them. All their protests had gotten them nowhere. Yuri, Europia, and Fox were still there, frustrating them at every turn. There was a brief period of excitement when they got access to the secret soviet High Command (password=talkingfisharecool), but irregularities were discovered and they lost it. They regained it a bit later (new password=flyingfisharecooler), but lost it again. Then came the worst part. some traitor, and I still don’t know who it is, gave Yuri the password, location, and codewords for the super secret Free Citizen Hideaway. He came in, saw the operation, and everyone got in trouble. It was at about that point that decided maybe all-out revolt would be a good idea.

The new country they formed was called the Free Republic, and they asked their allies the skerry Isles and Norad to merge with them, which they did. Thus, this country was big, and important. It was a long long time in the making, and it should have been. There were a lot of problems that needed to be ironed out. (Fido the Talking Dog left at about this point) For example, half the population was Communist and the other half wasn’t. They somehow solved this by pretending to be Romans, something I don’t think anyone wanted. so they formed this big pseudo-Roman republic that would become incredibly important later on.

Back in the PRNsE, siberian Fox was extremely upset. He had been humiliated by the spying reports, which he continued to deny vehemently, had had a good deal of his citizenry taken away from him, and had seen his leadership of the communist microworld through the CCCP break up. He was disillusioned with everything. I spoke to him a bit during this period, and he gave me the impression of one of those disillusioned geniuses who knows that his work will never be understood during his own lifetime. It was no longer enough for him to be totally isolated from micronations if his PRNsE was a micronation itself. It would have to totally transcend micronationalism. so he declared it a “non-micronational political simulation”, purged all elements even vaguely reminiscent of micronationalism, moved onto an EGroup, told me to

stop reporting on it, broke off the remnant of a connection with Babkha, and disappeared into the night. It's still around, I think, plotting against the core of the American system of freedom and justice...or something like that. Maybe when you wake up tomorrow, you'll see Fox's massive armies marching across the Heartland, finally ready for the strike they've been preparing in the shadows all this time. Maybe the workers, under his leadership, will spontaneously rise up and topple the petty bourgeoisie from their places of power when they least expect it. I don't know. I'm a historian, not a prophet. But whatever the New Soviets are doing now, our interest in them lies, from this point forward, in what they, despite themselves, created — the Free Republic.

The Free Republic was, to paraphrase Archbishop Murphy,¹ a micronation wandering around desperately in search of a purpose. They weren't really communist...besides, the Soviets were better at that. They weren't really Roman...besides, the Nova Romans were better at that.

They weren't really much of anything. They solved this in the same way the Americans do — by using the word “freedom” a whole lot. They were also united a bit by a common hatred of the New Soviets...or at least some of them...a few of them stayed in the Soviet Empire themselves. Somehow, though, this sufficed. The Free Republic managed to stay together for three months, and only ended when they voluntarily chose to merge into Tymaria.

The FR people certainly had a quality team. Dafydd from the skerries was very good at Flash and general computer stuff, so he made them a very nice looking website. Kuralyov, while not really a leader *per se*, was good at getting people to stick together, and also wrote a very nice paper called The Free Citizen which reported on FR news on a frequent basis. And Ras Zhukov was good at all things military, not to mention he had the Rasinates on his side, which is always a good thing, then as much as now.

The diversity of people in the FR began to really show when they had their election for the top position, Consul. Kuralyov had been Acting Consul for about a month while things got set up, but now it was time to go for the real thing. Poor Kuralyov ran for reelection, but he kind of got swamped beneath all kinds of weird partisan groups and supporters. The spectrum ran from supercommunists like Red Liberator, who was supported by the New Soviets (for all the good that did) to sort of communists, to so not communists that it made Margaret Thatcher look like Vladimir Lenin (Zhukov). One of my favorite micronational stories is the Fireball's coverage of their campaigns. Just as a little “get to know you” thing, we asked all the candidates their role models. One of them said Jesus, another said Mao. Whatever else you could say about this campaign, it wasn't the type where you could accuse the candidates of being exactly alike. After a long, hard fought battle, Ras Zhukov took the position. Surprisingly, there were no revolts or hard feelings or Revolutions For The Glory Of The Motherland or anything. The Communists formed an opposition party and that was that.

But if that was a divisive issue, the next one was worse. Ras Zhukov suggested that the Free Republic join the Atteran Commonwealth, which was then, like it is now, a group of nations allied with Attera that recognize the Le'ult as sovereign. The Communists and certain other factions went a bit ballistic. They spun it as pretty much inviting monarchist factions to come in and rule the country imperialistically from abroad. This was encouraged by the Babkhans, who had gradually trickled into the Free Republic to add (generally unwanted) commentary on a lot of issues. If the Atterans had their crazy Ras Markle to go around and cause trouble, the Babkhans had their crazy sarhang Ataxerxes, and he backed up the anti-Atteran faction as much as he could. There was a bit of a scuffle, and it looked like the two nations would come to blows, if not outright war. Finally Babak Shah issued an Imperial Farman telling everyone to stay out of the Free Republic. This was intended as a nice gesture, to get them to stop being

¹ Former Archbishop of Morovia, later King of Hanover and another French themed “serious” nation.

harassed, but the Free Republicans took it as a sort of blockade or embargo and got really annoyed. Kuralyov went over to Babkha and started generally bothering them as much as he could, for which he was called a Tudeh and laughed out of the country, although recently it seems they've made up their old differences and are getting along a lot better.

Anyhow, despite Babkhan and domestic opposition, the vote to join AtterComm passed. I didn't notice too much of a difference except that I think Zhukov got a promotion out of the deal and this was what kind of drew the Rasinat into Tymaria.

The big international crisis in this period was Rulzcentia. Basically, someone called Comrade Redstorm had taken over a dead country called Rulak and was trying to make it into a Marxist paradise. Or something. But he couldn't get any citizens. Then a certain Comrade Titov came along. Titov had before this only been active in Lyrica and Cyberia, where apparently his whole purpose in life was to annoy Peter Hickey, which, though in itself a worthy goal, he went about in a rather juvenile and irritating way that led people to generally believe he was one of the many many double logins of Emperor Jacobus, the micro-world's best known anti-Hickeyist (or one of them, at least...there are certainly enough to choose from) and general oddity. When Hickey founded the serious and (for a while) prosperous country of Rocentia, Titov founded Rozcentia, its sort of evil twin, both as a parody of the former and as a way to annoy Hickey and ruin his country's good name.

so Titov and Redstorm merged their two countries and became the People's Republic of Rulzcentia, which generally went around annoying absolutely everyone. Because of the tactics (stuff like randomly declaring invasions, then hastily retracting them, or extremely poorly planned spam/smiley attacks) some people began to get suspicious, and, sure enough, someone noticed Redstorm's email address was tom_hubert@yahoo.com.¹ After some more failed attacks and general blunders, whether or not to attack Rulzcentia became a pressing question. Finally, a group of nations including Alexandros, the Free Republic, and some others I can't remember, calling themselves the Allies, took over Rulzcentia (can't remember how) and kicked Redstorm and Titov out of micronationalism (for a while, at least). This was probably FR's biggest foreign policy victory.

Domestically, things were going pretty well too. They set up a University, with courses in Esperanto (Kuralyov: "Esperanto? That's just another word for Spanish, right?") in micronational history (an interesting lesson on predictions of the future that had some good points but totally missed Tymaria...not that everyone else didn't too) and other such things. The Free Republic was divided into provinces. Ras Zhukov started talking with the Apollo people because he heard they had a pretty good map that he could use. When he learned there wasn't really any space available, he said why not expand it a bit? Scott Siskind and Erik Metzler, the people in charge, said, pretty much, you expand it, and we'll tack your expansion on. What eventually ended up happening was that all three of them got involved and the map ended up more than doubling in size to become today's MCs Map. Everything to the east of the Raynor Isles was created by the three of us working together with a view toward Free Republic land. The FR was given a very big chunk of territory on the eastern continent² both as a symbol of their large size and of the help they had rendered. Of course, this large chunk of land was pretty valuable, and became very important later (as you may have noticed).

A bit after the consul election, FR started getting friendly with Interland. Interland had been founded as part of the Lyrica/Cyberia sector of micronationalism by Pete Krembs, an insane frothing libertarian. It was somehow obtained after its death by Julian Starr, although without Pete's approval, and Starr started working on building it up again. He also got a friend, Sean Walker, to help him and to serve as President. Sean started posting over at the Free Citizen boards, and a lot of people started to take a liking to him. He wasn't like the other foreign posters, who were either Babkhans trying to convince them to leave Attera before it was too

¹ Hubert maintains he was framed.

² It encompassed both modern Karnali and Het Rijk.

late or New Soviets like Yuri and Europa trying to insult or make fun of them. Sean was helpful, constructive, and became a valued part of the FR community.

Then Sean mentioned he was actually Yuri Andropov in disguise.

No one believed him, of course. Yuri was this crazy Communist who had been oppressing them and insulting them, whereas Sean was a generally nice guy and also a hardline Republican. But Sean proved it beyond a shadow of a doubt, including a dramatic demonstration to the Fireball, and eventually he convinced everyone. Thus the Free Republic learned a very important lesson: Yuri is a double-dealing creep. Never trust him. Or at least that's what I learned. The Free Republic apparently learned nothing, because in a few weeks they were trying to merge with him. The Interland-Free Republic merger was, at least by me, pretty unexpected, because merging (except among some Apollo nations) was a lot less common and accepted then than now. The FR was quite a bit bigger than Interland, but terms were discussed, and the thing generally seemed to be doing well. Of course, that didn't work out, because the rest of us had to butt in and ruin it. I thought the merger was a good idea and I reported it to Hegemon Rhode of Alexandros, my boss at the time, along with the suggestion that we join in. Rhode, who, as we all know, was power-crazy, decided that would be a good idea, since probably he could convince all these foreigners to make him supreme leader by his brilliance and general greatness, and then he could rule a really large country. So I said Alexandros had some interest in the whole merger thing, and then suddenly the Rasinate noticed that a member of their Commonwealth was about to merge with several non-members, which would make stuff difficult. For whatever reasons, and to the total shock of absolutely everyone, they decided to merge with it (I wouldn't be surprised if their reasons were not dissimilar to Jason's) and, about thirty long-winded pontificating speeches by Jason later, Tymaria was born. And the history of an independent Free Republic was over. The Tymarian Free Republic state will be covered in the Tymaria class. But the Free Republic didn't go into that good night without leaving a few successors of its own, so the thread of Communist micronationalism can now be traced a bit forward to the land of Proletaria.

Tymaria was not communist. There was a communist party in it for a while, albeit a very small one, but it wasn't communist. So, the Free Republic having been amalgamated, there was no real communist micronation and many homeless communist micronationalists. The world has a policy of correcting such things, and two new states, Rasperia, and Proletaria, were born. Proletaria was the brainchild of Ryan Caruso, who somehow went from being a libertarian to being a communist (with some Islam in there somewhere) without anyone noticing. It never really did too well. Rasperia was the fault of Dafydd Young, and also never really did too well. Both of these nations were generally competing with Tymaria, a competition they were doomed to lose. Both failing, they decided to join together into a single new nation — which failed in twice as big a way. This new nation was the Proletarian Democratic Union, and Dafydd was its Chairman. It was founded in late December/early January 2001/2002, and a few months into its existence Ryan replaced Dafydd as Chairman. Other than that, there was really not much to say about it. There was the Kraznograd incident, in which Babkha claimed a certain part of the dead hulk of the old New Soviet Empire and the PDU told them they couldn't have it, but they soon reached an amiable resolution. Other than that, really nothing. Hard to believe a country existed for four months doing so little.

The Proletarians and the rest of micronational communism were as unhappy with the failure of the PDU as us historians. But in about April 2002, things started looking up. For one thing, Tymaria was no longer the massive colossus it had once been — it was now possible, at least in theory, to compete with it. For another, a few of the Old Guard had returned. Kuralyov had ended a period of retirement, and Europa, the old New Soviet leader, had reincarnated as “William Howard”. Together, they decided to come up with a bold new plan to reinvigorate

communism. They met in a forum called the Internationale (still locked, unfortunately) and discussed their plans.

A few weeks later, there was a bit of a crisis in Cumquat. The outspoken conservative bishop Eric Fenton had given a sermon denouncing Communism, and a few communists (pointed there by myself) had gotten into arguing with him. He happened to do some rather illegal things to bolster his arguments and was kicked out of the country. The place he fled to was totally unknown before that time. It seemed to have just been created a week or two ago. Called the Holy Empire of Minorca, it was ruled by someone calling himself God Emperor Marcus, and by his friend, Count Tuscany. Fenton was immediately given a high position, and immediately followed (or so it seemed) by the communists. Kuralyov began to set up a communist party calling for the overthrow of the Emperor. The Emperor responded with rather clichéd dictatorialness. The communists citizens of the Empire, who now numbered six, set up the Workers' And Peasants' Militia to protect themselves. The Emperor ordered the WPM disbanded. The WPM said no. Thus began the Minorcan Revolution. The Workers and Peasants quickly captured and imprisoned God Emperor Marcus, and, although Count Tuscany vowed to continue fighting, he sort of faded away and was not seen from again.¹ The communists declared Minorca theirs and renamed it Baracao in honor of their glorious victory. They also switched EZBoards.

The six revolutionaries of Minorca were declared to be The six Revolutionaries of Minorca (note capitalization) and became Baracaoan heroes. They were (as far as I can remember) Kuralyov, William Howard, Red Liberator, Dafydd Young, Conrad Cromien, and Uncle Damn. William Howard was elected the first Chairman. A constitution was drawn up in which the Communist Party would have the power, and would decide issues through a People's Congress and Central Committee.

The Revolution has now become a well-beloved part of Baracaoan history. The new website's core is Tales of the Revolution, and the Workers' and Peasants' Militia has become the core of the Baracaoan army. Oddly enough though, none of this, in a sense, ever happened. The communists had decided that the reason their countries weren't working was that they hadn't had a real traditional communist revolution. Revolting against a real country would be too risky and difficult, not to mention not very nice. so they made their own (fake) country and then revolted against it.² The part of God Emperor Marcus seems to have been generally played by Red Liberator — who played Count Tuscany is still classified. In any case, they quickly killed off the no-longer-needed characters — Marcus was executed for crimes against the state after a show trial, and Tuscany just disappeared, plotting revenge. so much for the Baracaoan Revolution.

But Baracao was not done with war by a long shot. First there was the matter of the Free Republic. As a Tymarian state, it had miraculously held onto a small kernel of identity and a civility, but after most of the communists left to join Baracao, it became inhabited by a totally different group of people — some Micromonders, such as Peter Little and Mattlore Devious, and some others, like Drogean. Peter Little³ became consul of the state, which was now sort of a governor-type position, upon Dafydd's resignation, and while the state lacked the vitality it had enjoyed under communist rule, it was by no means dead. There were even a few of the old guard, like Kuralyov, remaining. And this group decided that Baracao, being the good communist nation that it was, would be a more fitting home for the FR than capitalist, already-fragmenting Tymaria. so they held a vote to secede. The communists fudged the vote counting a bit and won. The Tymarians discovered the irregularities and insisted on a revote. The

¹ I hesitated to correct this, as it seems like the sort of thing Siskind might say as a joke.

² A real Minorca would not be founded until well after Baracao's death, by that Founder of founders Ryan Caruso.

³ Little was famous for his lack of grammar and inability to spell.

communists lost. Undeterred, they claimed that the country was theirs by reason of the fact that they had founded it, and they declared it a free and independent state. Tymaria said no way, and a rather pathetic conflict ensued. Kuralyov, who was the Consul of this independent Free Republic, “recovered” all kinds of weapons against the Tymarians, most of which the Geneva Convention would have a lot to say about. After he dropped anthrax on the capital or something, the Tymarians started ignoring him totally, especially since they didn’t want a recwar, they wanted the Free Republic. Kuralyov’s Free Republic, as expected, went and joined Baracao in a few days, leaving two totally separate Free Republics, a state of affairs that would persist for about four months and which some would say persists unto the present day. Peter Little, Consul of the Tymarian Free Republic, soon became an enemy of Baracao. The Baracaoans generally started taunting him mercilessly based on his bizarre grammar and syntax, but in my opinion kind of crossed the line. Little was the leader of south Mondesia, and decided to infiltrate Baracao. He was, however, caught, and Baracao/south Mondesia tensions increased. At exactly this time, someone with a Baracaoan IP address and Baracaoan weapons and a Baracaoan style started hacking Peter Little. The Baracaoans claimed (rather halfheartedly) that it wasn’t them, but the fact that it was them was pretty obvious. They stole his account numerous times, messed up the south Mondesian board, and generally caused havoc. Eventually the stress became so great that Peter Little left micronationalism. Nice victory for the big Baracaoans...using illegal and unethical methods to harass and break a fourteen year old kid. I’m sure whoever did that got a medal. Yes, you’ll notice I’m a bit displeased about this incident, please ignore me. Anyway, that was the outcome of two of Baracao’s conflicts.

Through the next few months, Baracao was pretty quiet. More than almost any other micronation, the discussion centered on macronational politics — particularly those of Britain, Cuba, and the United States. Not just in Chez Guevera, their “bar/club”, but also in their main forum and across the nation. Although all Baracaoans are at least nominally communist, there are huge differences of opinion between them, and enough foreign capitalists visiting that political debates are not likely to run out any time soon. Among the issues that came up were the Treesians opening a Baracaoan mission and Murphy opening up a Baracaoan diocese, despite some opposition to the “opiate of the masses”. There was also an almost-war with Tymaria over the Free Republic, and another almost-war with the Free Republic after it broke away from Tymaria. Citizens came and went. Uncle Damn defected to Tymaria after a bit of a conflict that the rest of the world is still in the dark about. Some new people, like Calif El Hazzad and Andres Pueblo, joined. The government set up a web store which was full of capitalist irony and which has never really caught on. A website was made, as well as a seal looking suspiciously like that of Cuba.

In recent Baracao history, probably the two most important events would be the election of Dafydd as Chairman and the acquisition of Varja.¹ The conflict with Menelmacar² might rank up there too, but I think I’ll leave that out of this work.

William Howard announced an intention to resign as Chairman on August 25. He wanted to give someone else a chance to fill the top spot and prove that a communist country could be democratic. The two contenders in the election were Dafydd Young and El’Dorni, who was actually Thomas Hubert. Despite an early Hubert lead, Young won and became Baracao’s second leader.

Varja was acquired as another result of Hubert’s entrance into micronationalism. It was the

¹ The original read “aquisition of Menelmacar” which would be not only incorrect, but makes little sense.

² Menelmacar and Baracao engaged in a rather nasty cold war which ended in some bombing and the disarming of Baracao. Ironically, without an enemy to hold it together Menelmacar went swiftly on its way to destruction.

country he and some of his role-playing friends created, and lasted until the first election when Hubert, losing, held a socialist revolution and took control. The non-communists fled to Menelmacar, and Varja became rather deserted. Eventually the Varjan communists joined Baracao, and Varja was made into a Baracaoan province.

Thus is Baracao today. A rather active and flourishing communist country under Chairman Dafydd and First secretary Hubert, with a few strained relations but generally one of the outstanding leaders of the micronational world, and heir to a tradition that stretches back over a year and five countries. Micronational communism isn't just a few tinpot dictators anymore — it has grown from its humble origins into a well-organized and powerful force to be reckoned with.

Workers of the microworld, unite! You have nothing to lose but your chains!

Lesson 7: Tymaria

Tymaria. This was the class I was not looking forward to writing. The history of Tymaria is probably the saddest story in micronationalism. Tymaria was the nation with the most promise ever, the greatest chance to fulfill that promise, and the most atrocious and obvious failure to fulfill that promise. I also don't look forward to this because a very popular pastime is assigning blame for Tymaria's demise, and I'm sure that's going to happen here as well. But I said I would do it, so here goes:

In October of 2001, the most powerful micronations in our area of the microworld were probably the Free Republic, the Hegemony of Alexandros, the Commonwealth of Interland, the Rasinat of Q'Attera Macusia'a, and Babkha. The Free Republic and Interland decided to merge. Alexandros, which was itself a merger of the three medium-sized nations of Shireroth, Hyperborea, and Machiavellia, asked to join in, and was accepted. The Rasinat also decided to join in — I've always thought their reason was that they didn't want to have to deal with losing the Free Republic from AtterComm, but recently I've been hearing rumors that it was something more sinister, although no one will tell me what. If any of my readers want to clarify that for me, I'd be much obliged.

In any case, the nations set up a Constitutional Convention to decide what the new merger nation would be like. I am told I was the leader of this convention, which is pretty funny because I didn't even know it until the convention was halfway over and I never actually participated or even really went there more than once or twice. Many things were discussed there. One that was settled rather easily was the flag, which Ryan made by combining elements from the flags of the parent countries. A more difficult question was what the nation would be called. After rejecting the United Republic, Micronia, Mergistan, Anglonesia, and other such ideas, the name Tymaria was proposed, and everyone liked it (not me, but I wasn't there). It was later determined that this was actually a form of a nickname of Diga's,¹ but by the time we learned that it was far too late and no one really cared. Another debate was the system of government. Some favored a monarchy, with Ras Diga and the Emperor of Pacifica as co-monarchs. Some favored a republic. Some favored a direct democracy. What finally won out (thanks to incredibly long winded and exceedingly florid speeches of Jason Rhode that we have been mocking ever since) was something rather similar to the American system with two houses, one represented by state and another by population, and a very strong executive (the executive was, in retrospect, a mistake). On October 31, a date which made a whole lot of symbolic sense, Tymaria was born.

The first order of business was to choose a Prime Executive. Austi scot, an Interlander who had no previous experience with high-level positions, won out over Jason Rhode and Ryan Caruso, with most of the other "big names" showing a surprising lack of willingness to run. The second-place candidate, Jason Rhode, took the Chancellorship, a sort of vice-presidency. Another important position, speaker of the House of Peoples, went to Knight Magistrate Chrystotom. The country was rather calm in those days, possibly because everyone was overawed at the fact that it had actually worked and didn't want to do anything that might disrupt it. Ras Diga, who was the rather obvious choice for Defense Minister, did indeed get the post, and set up building a very large and very competent army, and a very large and somewhat less competent intelligence force. The University of Tymaria came really really close to actually working, and the Harry Turtledove Institute of Alternate History¹ became a place of fun and varied discussion.

The first major crisis to hit Tymaria began, logically enough, with Shireroth. They had

¹ This particular statement is rather disputed: some claim Ty- came from Tri-, because originally three nations were joining. —maria, it was also claimed by Erik Metzler, was from Diga's wife, Rasana Marie.

¹ Turtledove is one of the better alternate-history writers for quality. I recommend him.

become Yardistan when no one was looking, and started annexing places.² somehow it came out that they had a spam cannon. Everyone went crazy over this and there was almost a civil war or secession or something, but it was finally settled. Not that it wouldn't flare up again a few million times, but that's beyond the point. Generally, the events of this time were laws, a few reorganizations, the creation of a bit of culture, and, just generally, the sort of minor advances you could expect from a well-oiled, successful nation. This time is generally viewed as the Golden Age of Tymaria.

Now I'm going to have to describe what has come to be known, infamously, as the TYsOG incident. I'm going to try to do this as gingerly as possible and tell every side of the story, but someone's still going to hate me for leaving something out. Oh well.

Unbeknownst to everyone else, on the international stage Diga's Tymarian Defense Forces were fighting a shadow war with the Babkhans. The Babkhans had been enemies of the Rasinate before it became Tymaria, and it was generally assumed that they would be enemies of Tymaria too, although unfortunately no one ever asked them about this or a bit of trouble might have been saved. Anyhow, one of the arenas of this war was the Republic of Morovia. Morovia had once been a great kingdom, one of the greatest, but in recent years the King had left and it had collapsed into a remnant of a remnant of its former self.³ A few citizens, most of them new, had decided to react to the King's absence and try to create a new successor state, the Republic of Morovia. On the other hand, a few of the original Morovians thought that Morovia should be allowed to die in peace, as the King would've wanted, and had formed a Morovian Loyalist Army or something to prevent the Republic from taking off. The Babkhans had come across this situation and offered to help the Morovian Republic grow and fend off the Loyalist threat. Morovia agreed, and they and the Babkhans worked together for a little while. A naïve person might think that the Babkhans were in a good mood, had seen a micronation that looked like some nice people, and were lending a helping hand. A paranoid person might think that the Babkhans were trying to make Morovia a satellite state that would be able to push up the number of Babkha supporters in the League of secessionist states to the point where the Kingdom could exercise a good deal of control over intermicronational politics. And no one ever accused Ras Diga Makonnen of being naïve. I'm not sure which one of these situations is true myself, and I don't think any of us except the Babkhans ever will, but the Tymarian Defense Forces were ordered to do something about this Babkhan power play. so Diga sent in the Tymarian security Operations Group, or TYsOG, to join the Loyalist Army and help it crush the Babkhan supported Republic, as well as a few other agents to infiltrate the Republic. For good measure, they also sent the multitalented TYsOG agent Edward Conway to spy on Babkha under the name Amir Assad.

TDF member Bill Dusch, however, was displeased with this plan, and told Jason steffke, who told scott siskind, who wrote an editorial in his paper, the Fireball, on how if Tymaria was supporting the Loyalists, it shouldn't be, because they were just an annoying group out to destroy the peaceful Republicans. When Edward Conway saw the article and the response it got, he realized that people would be very interested indeed to hear about his recent spying and the conversations he had had access to. so he contacted scott and sent him the entire contents of the secret Tymarian forums, which must've been over a hundred threads, as well as some logs and mails. scott published an expose on the spying actions, and the TDF got in VERY hot water.

The populace of Tymaria, which mainly supported the Republicans, got very mad that their army was engaging in secret maneuvers without their consent. They blamed Austi scot and Diga Makonnen. Austi and Diga, in turn, claimed that the people who had revealed these activities were traitors and probably in league with the Babkhans. The battle was fought for

² Hence began the tradition of the "Yardistani Annexation Corps," which still exists today, though in much less frequent use, to annex random things.

³ An all-to-familiar state of affairs for Morovia, until King Vincent's abdication in 2004.

about a week, which was probably the most interesting and exciting week I've ever had in micronationalism, and when it ended, both Austi and Diga were impeached. Chancellor Rhode, who had, in a highly Rhodesque fashion, switched to the side of the anti-TYsOG people despite originally not having much of a problem with the TDF's actions, became the new Prime. Diga was very angry at what he considered betrayal, especially since some overenthusiastic Babkhans had taken it upon themselves to gloat and some Tymarians had levered the incident to get him out of his very high positions in Loss and LoM. He and his state of Attera (the former Rasinatate) left Tymaria in a huff and Diga declared he was leaving micronationalism and Attera would become isolated. This was one of the beginnings of the Diga-almost everyone else feud that has lasted in some forms until the present.

The Prime Executive elections, in an astounding example of bad timing, came right after this. Rhode was sort of incumbent, but hadn't been in office long enough to get any friends. He was challenged by Jason steffke and Daniel Dreesbach. Although steffke was favored, he dropped out of the race (and Tymaria) because he randomly changed his mind and decided to hate the country. Rhode won by a landslide and became the next Prime Executive.

After his election, Rhode immediately began his bold innovative policy of keeping everything the way it was and not even technically being there. This surprisingly did not entirely work, and a lot of people became rather annoyed. The country did not disintegrate, however, but a lot of it became annexed to the state of Shireroth in one way or another. At the same time that the national government lessened, the Shirerothian government grew and grew and grew under the legendary Kaiser Mors I, to the point where they were conducting their own foreign relations and no one seemed to notice or care. A number of people who disliked Shireroth accused them of trying to take over the Tymarian government, which they quite possibly were, although why they would have wanted it nobody knows. It had, by this time, gotten quite messed up.

This was not preventing the nation from, at a surface level, expanding. The state of Akerbjorn, founded by a newcomer named Philip Locke, joined up. The Imperium of Cognito and Lac Glacei joined, a micronation that had sort of existed for a very long time, if the term existence could be used for what was mainly just a front for pestering people, and which was led by Emperor Jacobus. And south Mondesia considered joining, but got stuck in bureaucratic red tape, so that eventually only its leader Peter Little entered, while the nation stayed independent.

At about the same time, the state of Tapfer tried to secede.¹ It failed. The House of Peoples, which had to approve secession votes, refused to do so. Bill, leader of Tapfer, tried to secede unilaterally, but it didn't really work. so he quit, joined up with Jason, and founded the Anti-Tymaria Council,² an organization dedicated to destroying Tymaria. It never actually did anything, but people always suspected it would, and became very paranoid about it.

A much more successful cluster of plots was organized by Philip Locke of Lothlaria. He first created a mock terrorist organization called the Legion that was about to destroy stuff and "leaked" word of it to the news periodical Apollo Fireball, which went on a wild goose chase looking for its leadership and got everyone really worried. Worse, the Fireball finally decided on Attera as said leadership and accused them publically, which caused some embarrassment when Locke's friend William Jesmer informed everyone it was just Locke after all. It also caused Attera to ban Locke and the Fireball to cease publication (it resumed a few months later as the skyline). Then Jesmer became chosen as Tymarian Minister of Home Affairs, and was given administrative access over the board. He shared this access with Locke, and together,

¹ Tapfer joining and seceding from things would be repeated until its removal from the MCs map.

² Eoin Dornan claims that he actually founded the council as a joke while stranded in an airport.

they deleted Tymaria in what has come to be called the 4/11 incident.³ Luckily there was a backup from about a month ago, but this didn't stop everyone from being very mad at them, and they were kicked from the country. Undeterred, they founded the new micronation of Freenesia, which quickly got into a cold war with Tymaria. Jason Rhode appeared around that time, started a policy of disliking Freenesia, and disappeared.

Then all PRH broke loose. Shireroth decided they wanted to secede. Interland decided this too. A new micronation called Baracao formed up and some of the Free Republic decided it wanted to secede to join them. Freenesia strongly considered war against Tymaria. The few people who were actually loyal to Tymaria instead of to their individual states either turned to loyalty to the individual states or had a very hard time of it. somewhat miraculously, however, the country stayed together. After some votes, the Free Republic was divided half and half, Interland backed down, and Shireroth changed its mind. Also, Philip Locke was banned from computer use by his parents,⁴ which was highly convenient, and without his leadership, Freenesia fell into a group of squabbling people who all wanted supreme power and were willing to totally prevent the nation from getting anywhere at all in their fight to get it. It collapsed.

so, however, did Tymaria, to a lesser degree. The states had been persuaded to stay, but they weren't very happy about it. They were only very grudgingly active, and Rhode had apparently dropped off the face of the Earth. Without the Prime Executive, almost nothing happened, and as Shireroth grew more and more pseudo-independent, the whole thing became kind of lopsided. Interland was deserted. The Free Republic half that was Tymaria was almost deserted. Edward Conway of Machiavellia quit, so it was pretty much deserted. Jaris, the Imperium, and Lothlaria were all annexed to Shireroth and forgotten.

In desperation, the three remaining somewhat active Tymarians ignored the constitution and took positions they were not entitled to simply because if they hadn't, the positions would've remained unoccupied forever. scott siskind became Minister of Foreign Affairs; Dstryker became Minister of Economics, and Lord Raglan became Minister of Home Affairs. There was a brief resurgence of activity. Then came the Prime Executive elections again. Dstryker ran against Nick the Yardistani and possibly someone else I can't remember. He won.

His plan was very, very, risky. He was going to dissolve the consstitution, declare supreme power, kick out all the troublesome states, and then rebuild from the bottom up. It worked fine until step four, at which case it was discovered that rebuilding from the bottom up was a lot harder in practice than on paper. There were also a lot of people who were very alienated by the dissolution of the constitution, plus the states, now independent, were having a bit of a revival and people were going to them rather than to Tymaria. so the rebuilding kind of stalled.

Also, Freenesia was back, and Philip Locke had been allowed back on the computer. He gathered back the old crowd and a few new people, and they started to rebuild. They remembered that they were supposed to dislike Tymaria, and Bob [last name removed]¹ decided to spam Tymaria with pornography, which he did. Locke got very upset and dissolved Freenesia,² but the damage was done.

Then Dstryker dropped off the face of the Earth. It was later learned that his computer broke, but Tymaria, at a difficult time, was not going to hear of it. Lord Raglan similarly fell from the face of the Earth, and has never come back. Maybe he's dead or something. scott

³ Probably the stupidest name for an incident ever, considering the mockery it puts on the real 9/11

⁴ It's only too bad for the future he didn't stay off...

¹ Bob Silby, scourge of God. He would later bomb Menelmacar, and found the terrorist state of Politika. The last name was removed because Silby threatened to sue for liable, as he was never convicted of bombing Tymaria.

² Freenesia then became part of Menelmacar, to the infinite woe of that nation.

siskind, who was not going to run an entire nation by himself, resigned. A few people were left in Tymaria, but there was no government, no old-timers, and definitely no one willing to do anything. The talk turned to who would annex the shell.

A new nation, Menelmacar, decided that it would try to do so. It got Ryan Caruso, now a Menelmacari citizen, to try and declare a provisional government until the Prime returned that would eventually end with the country voting to give itself to Menelmacar.³ Fortunately, they were caught. Erik Metzler locked down the forum so that nothing else would be tried. Dstryker came back for a day or two, saw the aftermath, and declared Tymaria officially dead. And so it was.

There is the story of how the greatest micronation ever died. It is a story that should make even the most optimistic person a bit wary about the chances of people working together and reconciling problems peacefully, and hopefully a story that will explain the world of today more fully. It is also the last story which I will be telling in this class. I will be posting information on the final shortly. Thank you for taking part in this; I have enjoyed teaching you.



³ Menelmacar would acquire other territories, such as Tapfer, through similarly unscrupulous means.

Coming Attractions

Siskind's HISTORY OF MENELMACAR

Written after the coups and schisms that ultimately destroyed the once great nation, a good read for anyone who wants to build a democracy in micronationalism, and anyone who wants to build a culture.

Siskind's HISTORY OF ANCIENT APOLLONIA

A book that delves deep into the roots and origins of modern micronationalism. A very interesting and informative work, of extreme importance for anyone wishing to conduct micronational business in the future.

Fonn Klosso's A BRIEF HISTORY OF SLOBOVIA

A brief satire of everybody's favorite Troy nation. Written immediately after the secession of slobovia from Arminy, it is packed with with bitter sarcasm, and definitely a good read for anyone who knew Troy in any way, or his slobovia.

All of these only available from ROYAL ARMINIAN BOOKS, a part of Fone Trapp University, of Trappsbruck, Grandia.