Political Strategy of War Games

- Five ways to think about the other guy
- Allies
- Enemies
- Technology
Five ways to think about the other guy

• Lose/Lose: do whatever it takes to make them suffer
• Lose/Win: do whatever it takes to placate them
• Win/Lose: stay ahead and don’t let them get ahead
• Win/Win: make everybody happy
• Win: get what you want; don’t worry about them
Five ways to think about the other guy

Lose/Lose
Lose/Lose: Mutually Assured Destruction

• “The whole idea is to kill the bastards. At the end of the war if there are two Americans and one Russian left alive, we win.” – Gen. Thomas S. Power

Source: End of ze World
http://www.youtube.com/watch?v=nZMwKPmsbWE
Five ways to think about the other guy
Lose/Win: the Appeasement of Hitler

- 1938: British Prime Minister Neville Chamberlain gives Hitler the go-ahead to invade Czechoslovakia

http://history1900s.about.com/library/holocaust/blhitler22.htm
Five ways to think about the other guy

Lose/Lose

Lose/Win

Win/Lose
Win/Lose: Treaty of Versailles

- German loss of territory
- Restrictions on German military
- Germany forced to pay $13B in reparations

http://en.wikipedia.org/wiki/Image:German_losses_after_WWI.svg
Five ways to think about the other guy

- Lose/Lose
- Lose/Win
- Win/Lose
- Win/Win
- Win/Win
Win/Win: The Marshall Plan

• “It is logical that the United States should do whatever it is able to do to assist in the return of normal economic health to the world, without which there can be no political stability and no assured peace.”
  – Secretary of State George Marshall

Five ways to think about the other guy

Lose/Lose

Lose/Win

Win

Win/Lose

Win/Win

Win/Win
Win

• The corporate world
Alliances

• A good alliance: helping you to help us to help ourselves
  – Working towards a common goal
  – Avoiding an expensive conflict
  – Fighting a common enemy
  – Pillage and split the profits
Ideological Alliances

• What do your allies want?

• Do you want them to succeed?

• If you had no ulterior motives (yeah right), would you still want them to succeed?

"May the indestructible friendship and collaboration of the Soviet and Chinese peoples survive and strengthen!"

http://www.flickr.com/photos/andydoro/96678261/
Strategic Alliances

• Sometimes it’s easier to split the profits than to fight over them
• Who has the strength (and the resources to spare) to betray who?
• How much can you squeeze out of them?
Breaking a Strategic Alliance

- Don’t break a strategic alliance without a good reason.
- How much is your “ally” worth to you?
- How much can you get by stabbing them in the back?
- Can you get away with it?
- What if you wait?
- First mover advantage?
The Centipede Game

• The longer both sides wait, the bigger the prize
• Whoever makes the first move gets everything

How much is enough?

• http://buzzerblog.flashgameshows.com/category/pictures/
Pre-emption: 1967

• 18 May: Egypt expels UN forces, sends amasses troops on Israeli border
• 22 May: Egypt closes the Tiran Strait to Israeli ships
• 30 May: Jordan and Egypt sign a mutual defence treaty
• 3 June: Egypt stations troops in Jordan
• 5 June: Israel bombs Egyptian, then Syrian air bases, crippling both enemy air forces. Jordan responds by shelling Israel.
• 11 June: Both sides sign a cease fire, Israel having captured Sinai, Gaza, the West Bank, East Jerusalem and the Golan Heights
Enemies

- When to make enemies
- Wars of attrition
- Political tripods
When to Make Enemies

• You have no choice,
• They’ll take the abuse,
• You know you can beat them, and they’re worth beating, or
• You can gain a specific advantage
War of Attrition

• Opposite of the Centipede Game
• The longer both sides wait, the more they both lose
• The first to surrender loses the most
The Political Tripod

• 3 major factions that don’t get along
• Attack one enemy and you open yourself up to attack by the other
• Join forces with one, defeat the other, and then end up in a war of attrition