

Microscope

By Scott Alexander



A close-up look at a decade of micronational history



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Apollo Foundation
Audentior

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Author's Preface

I am sorry for starting a book such as this one with an apology and explanation, but there are many things which must be made clear to the reader lest ze become confused, or walk away from this book with the wrong ideas.

This book is not intended to be a complete history of all of micronationalism. There are thousands of micronations, about the vast majority of which I know absolutely nothing. This book is meant to describe a certain very small subset of micronations, sometimes incorrectly called the Anglophone Sector but more properly the Micras Sector. The Micras Sector consists (insofar as it can be defined at all) of those English-speaking online micronations that lack secessionist aspirations, engage in foreign affairs, and tend to be members of the Micronational Cartography Society's map. It also describes some of the events that led up to the formation of that Sector, and some of the events that have touched upon it. Because the Micras Sector is such a tiny silver of micronationalism, the only part of this book that makes any pretension to discussing the entire breadth of the micronational phenomenon is the Introduction. Sources for more information on micronationalism in general can be found in the Bibliography and Suggested Reading.

This book focuses on foreign affairs, and offers little information about law and politics. The laws and political systems of each country are their own, and there is little effect of one micronation's government upon another. My thesis, which I do not prove here, is that attempts to find purely political intermicronational trends would be fruitless. As this book is intended to be a coordinated history of a community rather than a description of various individual micronations, it focuses on foreign affairs, with an emphasis on conflicts and crises. It follows squarely in the footsteps of those macronational history books which devote at most a sentence, to the peaceful Arawak Indians who lived free from strife for hundreds of years, while giving an entire chapter to Alexander of Macedon, who, as one historian pointed out, is called "Alexander the Great" because he killed more people from more different countries than anyone else of his era. While a "People's History of Micras" that focuses on the more constructive and political movements within each country would be a worthy endeavor, this book is not it.

This book is not comprehensive. I had to choose which micronations to include, and how much space to devote to each. I made an effort to give the history a narrative, to trace a certain line through events rather than jumping from here to there. But this means that certain nations that are very important in and of themselves get only bit roles, coming into the history only at the point where they happened to interact with its narrative thread. Morovia is a good example; it plays an important part in the beginning, where it helps lead the League of Secessionist States, interacts with the old Apollo Sector, and is the site of a Tymarian military operation, but after that, its history, although long and glorious, is no longer related to that of the other countries under discussion, and it is unceremoniously thrust out of the spotlight. In this particular case, I felt so guilty that I added a "So, What Ever Happened To Morovia?" section in Chapter 6.

This book is not impersonal. The narrative thread that I chose is necessarily linked to the incidents that stand out as important to me. My own micronational experience, as a citizen of Audentior and Shireroth, necessarily colors my view of what is important. Although I consciously tried to resist this, it is likely that those nations which directly impacted me and the people I knew at the time get more space than those that did not. For example, Stormark is undoubtedly one of the top five micronational powers of the day, with a history over three years long, and yet when I reached the end of the book I realized that I had completely forgotten to include anything about Stormark simply because it had never affected me. This particular error has been fixed, but many similar ones doubtless have not been.

However, despite all of these shortcomings, I felt this book was necessary. Just as in macronations, the personalities and events of the past have a massive effect on the present, and are necessary to predict the future. This is, as far as I know, the first book on intermicronational history to become available and thus vital for anyone just getting into the Sector and laboring to understand its politics and traditions. Although its structure should allow a casual researcher to easily find a specific incident that catches their interest, the book was designed to be read straight through. It is an attempt to find order in chaos and connect many different countries and eras into a single theme. Each chapter is intended to present the *zeitgeist* of an era along with the different events that occurred in it; to this end, I have included various sidebars with interesting trivia, a personal analysis of the events described, and a collection of primary sources available online.

My role model throughout was Herodotus, whose *Histories* manage to describe the history of the entire classical world within the context of the Persian Wars. Herodotus cleverly describes the birth of Persia, the various enemies faced by Persia, and what happened when they met, particularly focusing on the career of Xerxes, the Persians' oppressive Shah. Unfortunately, I could not follow Herodotus' formula exactly, as the very idea of there being an oppressive Shah in micronationalism is absurd, but I do hope that I kept to the general tone of his work.

Herodotus was also known for his less than perfect accuracy, and I fear I must imitate him there as well. There simply is not enough material from the periods described herein to be absolutely certain of anything. Much of the information that remains comes from the Apollo Fireball, itself imperfect, from individual blogs without any third-party verification, and most of all from the personal memories of myself and of people whom I interviewed. Like Herodotus, who described events centuries old, all I can do is report what the evidence seems to suggest and apologize for all that has been lost.

The great classical historian most frequently contrasted to Herodotus is Thucydides. Thucydides came from a cold, sparsely populated land to the north of Greece, where he served as a military officer. His histories are known for being superhumanly comprehensive, fastidiously detailed, and so boring as to be almost unreadable. This book is dedicated to micronationalism' Thucydides, Scott Noseworthy, because we micronational historians named Scott have to stick together.

Introduction

Opening Questions

When was the first micronation founded?

This most obvious of all questions in micronational history is also among the hardest to answer. The difficulty is not primarily a lack of records, although there *is* a lack of records, but rather a necessary problem with the definition of micronation. Since its inception, the micronational community has faced the problem of distinguishing micronations from, on the one hand, more legitimate nations, and on the other hand, projects that never get beyond the idea stage.

In addition, the further back we go, the further the very concept of nationhood becomes. At certain points and in certain areas it was perfectly normal for single families to be what we would think of as sovereign, and complex systems of allegiance in which perfectly independent kingdoms could nevertheless be under the aegis of some larger kingdom (for example, the many tributaries of Persia) only complicate matters. If we wish to differentiate a true micronation from a small group of people that happens to be independent because of the cultural norms of the period, one possibility is to judge micronationhood by the intention of the founders. Thus, a group that deliberately sets out to form a separate community because of political idealism or separatism might be justly considered a micronation.

Classical Greece

In this sense, Plato may have been the first micronationalist. In the early 4th century BC, he wrote *The Republic*, a book describing his conception of the ideal state. The Republic had a unique government, a set of myths to be taught to all its citizens, and an economic system to be based on the good of the all. Having designed his country, Plato set out to put it into practice. He tried to recruit Dionysius II, king of Sicily, in a hope that he could turn the capital city of Syracuse into his model state. Unfortunately, infighting between Dionysius and several of his co-rulers eventually derailed the project. This was, of course, to become a recurring theme in micronational ventures.

The Middle Ages

The Middle Ages suffered from such confused feudalism that any genuine micronation would have been impossible to tell apart from ten thousand other tiny parcels of land owing confused fealty of ten thousand different sorts to rulers from every corner of the world. However, one country does stand out as worthy of recognition. During the fourth century AD, the hermit Marinus, later to become St. Marinus, fled to the top of a mountain in Italy to escape anti-Christian persecution. Soon he was joined by a community of monks, and a sympathetic Christian noble granted them the deed to the mountain. Legend has it that the saint's last words to his monks were "I leave you free from any other man", and the monks, taking him literally, fortified their mountain into an

impregnable bastion. Thanks to their successors' walls, diplomacy, and skill with the crossbow, the mountain fortress remained independent through the various wars of Italian unification, and is today the Republic of San Marino, with some 25,000 people.

Captain Mission

A more adventurous but less successful micronational venture was that of Captain Mission, an 18th century Frenchman. Mission, a rebellious nobleman with a streak of genius, was enraged when the *Victory*, the ship of the French navy upon which he served, decided to surrender to the Dutch. Mission led a mutiny, defeated the Dutch, and seceded from France to become the Republic of the *Victory*. He and his two hundred crewmen/citizens became pirates, attacking the ships of any macronations they came across and convincing their sailors to join their new Republic. Through his piracy, Mission liberated hundreds of slaves, won vast wealth, and gained worldwide fame for his utopian ideas. Finally, he sailed to Africa, where he and his men founded a free city. The pirates established a democratic constitution years before the United States, and chose a Frenchman, a Brit, and an American as their three rulers. Worried about the lack of females in their fledgling country, they went on a raid, captured a hundred beautiful women, and brought them back to "Libertatia", as they now called themselves. Unfortunately, after only a few years, the African tribes decided Libertatia to be a threat and, after a long and protracted battle, destroyed it.

Emperor Norton

In 1859, Joshua Norton, perhaps not a micronationalist himself but certainly an inspiration to later micronational generations, declared himself King of the United States and Protector of Mexico. According to his biographers, he had recently lost a fortune on the rice market, and it may have driven him just a little over the edge, beginning the very fruitful relationship between micronationalism and insanity. For reasons attributable only to the San Franciscans having a very good sense of humor, the people of that city, where the Emperor lived, decided to go along with Norton's antics. When Norton printed his own money, the San Franciscans accepted it. When Norton gave orders, the less dramatic ones were good-naturedly complied with. Most impressively, Norton reputedly prevented an anti-Chinese pogrom by use of his imperial powers. When the Emperor died in 1880, he was given a magnificent funeral by his grateful "subjects".

Some Early Modern Micronations

Elleore, considered the first modern micronation by many, was founded on a tiny Scandinavian island by a group of Danish schoolteachers in 1944. Elleore was, like many of today's micronations, neither a genuine attempt at violent secession nor the product of a deluded mind - it was merely an interesting project that went further than its founders had anticipated. Although the island itself was uninhabited, citizens, all of whom lived in Denmark, showed their patriotism by holding a communal campout on its territory once per year. Elleore later came out with its own coins and stamps, and it seems to have continued to the present day, although evidence is sketchy.

In 1967, former major Paddy Roy Bates claimed an abandoned naval platform a few miles off the English coast, declaring it the Principality of Sealand. Annoyed Brits sent a few boats to scare him off, but Bates forced the boats away, thus becoming quite possibly the only micronation to win a war against a major power. Sealand remains prosperous today, having survived coup attempts and legal challenges, and is currently working on a plan to become an international data haven.

Equally impressive was the contemporary project of a group of Australian wheat farmers. When the Australian government imposed wheat quotas that would have threatened their way of life, a farmer with a side interest in international law figured out that the British Commonwealth actually had a provision allowing secession in such a case. Invoking it, he and his colleagues turned a small community of farms into the Principality of Hutt River. Whether through apathy or through the veracity of the Prince's legal interpretation, the Australian government was unable to successfully dispute their secession, and Hutt River, through a world-class outreach program, now has 16,000 citizens, an impressive treasury, and, despite being landlocked, a navy.

As the century drew to a close, the Internet went from good idea to American military secret to omnipresent communications necessity. Micronations, formerly isolated from potential citizens, from fellow micronations, and from the attention of the media, were about to get a powerful new tool that would change them from a series of small attempts to a worldwide community.

Bibliography and Suggested Readings

<http://en.wikipedia.org/wiki/Micronation>

Wikipedia's "Micronation" page

<http://classics.mit.edu/Plato/republic.html>

Plato's *Republic*

http://en.wikipedia.org/wiki/San_Marino

Wikipedia - San Marino

<http://www.trivia-library.com/a/attempted-utopias-society-captain-mission-pirate-utopia-part-1.htm>

Captain Mission's Pirate Utopia

<http://www.sealandgov.com/>

Principality of Sealand

<http://www.huttriver.net/>

Hutt River Province Principality

Chapter I: Towards the New Millennium

Micronations Online

Thanks to the impermanence of the Net, it is impossible to know for sure which micronation has the honor of being the first to jump to cyberspace. Indeed, all records of micronational history from before about 2002 are extremely incomplete, and this section is only possible at all thanks to the long memories of a few Cyberians and to the detailed and invaluable archives of the League of Secessionist States, the center of the early micronational community.

The League of Secessionist States

The League was founded in 1980, by King Robert I of Talossa, later known as “Mad King Robert” and “Barmy Ben” by his detractors. Along with Talossa, it incorporated the Kingdom of Thord, and the Imperial Jahn Empire. Their original correspondence took place by snail mail, and only the inscrutable Talossans know what business, if any, was conducted. Although there is no hard evidence, it seems extremely likely that at some point after this it fell into inactivity. The League next resurfaces onto the historical record in 1996, when King Robert resurrects it as an online venture, getting the support and membership of several other countries. The League is unfortunately our only source of the online micronational community in 1996, and thus it is impossible to know what percentage of the prominent micronations might have remained outside it, but among its new incarnations’ founding members were Talossa, Porto Claro, and Identidem de Lati, to name the ones whose existence is confirmed by outside sources.







LOSS made this banner to celebrate their 20th anniversary in 2000, but it certainly had not had twenty years of continuous activity

Due to the difficulty of obtaining accurate historical records from this time, again, little is known about the League’s early business. However, it seems safe to assume from the membership lists and from its seemingly high name recognition that it had already become the center of the online micronational community at this early point, and nearly the only forum in which different countries would interact. Pedro Aguilar seems to have served an early term as Secretary General, as did a Lise Mendel about whom we have no information other than that she was female and that she was responsible for an excellent early draft charter. A comment found in the LoSS archives seems to suggest she may have come from Port Colice, but this is by no means certain.

The record finally becomes clear with the development of the League’s late 1998 charter. By this time, the inhumanly patient and diplomatic David Kendall is the League’s overqualified Secretary-General, and it seems not unreasonable to assume he is Mendel’s

direct successor. At the time of Kendall's new charter, the big names in the League are seemingly Port Colice, Porto Claro, Talossa, and Reunion.

Nations in the League

The Greats of Yesteryear					
Name	Flag	Founded	Government	Ambassador	Relationships
Port Colice		1996	Republic	David Kendall Thomas Leys	Generally get along well with everyone
Reunion		1997	Monarchy	Pedro Aguilar Scott Rosen Claudio de Castro	Many Lusophone enemies as well as Cyberia
Porto Claro		1992	Monarchy/ Republic	Fila Rojas-Coppari Eduardo Alves Pedro Aguilar	Kingdom and Republic of Porto Claro both hate each other
Talossa		1980	Monarchy	Matt Dabrowski	Look down upon all other countries as lesser mortals

Port Colice, which seems to have died out around 2001, was founded in 1996 by two local government enthusiasts. Although it never seems to have been very large, it was disproportionately responsible for the best developments in international politics, lending the League of Secessionist States both David Kendall and Kendall's also-talented successor Thomas Leys, as well as possibly his predecessor Mendel. Though no one currently in the community seems to have had any interaction with Port Colice, it seems to have been a friendly place known for its calm ability to defuse other people's problems.

Porto Claro, also founded in 1996 and one of the League's original members, was a Portuguese-speaking nation founded by the colorful Pedro Aguilar. Thanks to a series of conflicts whose origins were hotly disputed, by the time of Kendall's rise to the Secretary-Generalship it was divided into a large and well-liked Republic of Porto Claro and a smaller and darker Kingdom of Porto Claro, with Aguilar having thrown his lot in with the Kingdom. The Republic and Kingdom loathed each other with uncommon passion, and each was anxious to prove it and it alone was the true micronation.

Talossa, founder of the League of Secessionist States, seems to have been viewed for a long time as the natural leader of the micronational community, the universal respect accorded to it seemingly matched only by the universal hatred felt towards it. The Talossans claim, plausibly, to have invented the very term “micronation”, although to be fair, the Talossans claim a lot of things. With twenty years experience and a population in the hundreds, Talossa no doubt would have dominated the League had they been less... Talossan. Their ambassador, Matt Dabrowski, was to be somehow involved in most of the League’s little scandals.

Reunion was the League’s thousand-pound gorilla, with eight hundred citizens and a finger in every micronational pot. After a spectacular rise to power after seceding from the Viceroyship of O Pais in 1997, it and its Emperor Claudio I soon ruled the world of micronational diplomacy, combining their size with a likeability of which Talossa could only dream. However, the many little conflicts they got themselves involved in took their toll, and perhaps the most pressing micronational division at the time was between the supporters and opponents of Reunion. As a Portuguese-speaking micronation, it was often unclear to English-speakers exactly what the latest bit of trouble there was all about, forcing them to wade through often conflicting accounts by both sides.

The League’s Beginnings and the Porto Claro Controversy

The first records of League activity detail a mature and careful body slowly trying to carve out a niche for itself in a world of mostly isolationist micronations. The various participants, especially Secretary-General Kendall, worked diligently developing procedures and interpreting the charter, and the League that eventually took shape was a collection of major players committed to arbitrating the micronational world’s disputes and keeping them civil.

This noble plan went the way of most other noble plans when the Kingdom of Porto Claro applied for League membership just a few months after Kendall’s new League began business. The Republic of Porto Claro, already a League member, violently opposed their entry. Kendall, his genius as an arbiter completely preventing him from understanding the way mere mortals would feel about the issue, declared that there was absolutely no reason why both Porto Claros could not be in the League and solve their problems like gentlemen. He was quickly proven wrong as all other League business was suspended in favor of a mudslinging match between the two Porto Claros on the question of legitimacy.

While the Republic of Porto Claro defended itself, the champion of the Kingdom was the Holy Empire of Reunion, which had granted a high position to Kingdom leader Pedro Aguilar and completely supported their friend. When the English speakers of the League asked for a run-down on exactly how the split between the two Porto Claros occurred, Reunion and the Republic offered two deeply different accounts. They both agreed that Pedro Aguilar had founded an original Porto Claro, that he and the government of this country had had their differences, and that Aguilar’s faction was now the Kingdom and the government’s faction now the Republic, but they were unable to agree on how this

happened. Aguilar claimed that his opponents had rebelled and tried to claim they were legitimate, taking advantage of the Anglophone world's lack of information, whereas the Republic said that Aguilar had gotten upset at being unable to completely control the government and founded the Kingdom along with his pawns as a new country to make certain he was in charge.

Kendall's solution was, once again, to admit the Kingdom without claiming either was more legitimate than another - because, he said, the League should represent all serious micronations equally. Eventually, he convinced a majority of the delegates - aided, no doubt by the considerable political clout of Reunion. On September 18, 1998, the Kingdom of Porto Claro became a member of the League of Secessionist States - and on September 26, 1998, the Republic of Porto Claro left in protest. As ambassador Fila Rojas-Coppari said, "We're not going to stay in a place where Reunion rules. I really think that LoSS didn't change anything and won't change anything. We don't need to be here."

The Admission of Morovia

Poor David Kendall might have been forgiven for hoping that his troubles were over; however, the cat having been let out of the bag, contests over LoSS membership votes were about to become a tradition. Though the admission of the Kingdom of Cherusken passed without incident around the same time, the next admission was to be Morovia, which riled the League up all over again.

Morovia, dating back to 1996, was founded as something of a game by Lucy Denver, David Shapiro, Erin Gump, Mike Nelson, and Vincent Solomeno, who declared himself King Vincent III. No one is entirely sure what happened to King Vincents I and II, but they must have laid an excellent foundation, for their successor not only kept Morovia together through the turbulent period after its founding but moved it online, gaining some new citizens in the process.

Charles Gordon, a thirty-five year old American history teacher, apparently did not mind serving a fifteen-year old monarch and was chosen as Morovia's ambassador. It was his job to get the Kingdom into the League of Secessionist States.

Unfortunately for them, Talossa had turned against Morovia thanks to an incident in which a Morovian citizen had made disparaging comments about their treaty with Penguinea in their forum. Ambassador Dabrowski went upon a campaign to discredit Morovia - first mocking them for having a fifteen year old monarch (conveniently ignoring that King Robert had founded Talossa when he was fourteen years old) and then painting them as an aggressive, busybody nation that was unaware of the subtler points of

Nation In Profile: Morovia



Lifespan: ??/1996 - ??/2005

Government: Constitutional Monarchy

Peak Population: About twenty

Notable Citizens: King Vincent III, Lucy Denver, Adam Graham, Bill Bekkenhius, Steve Foong, Bob Kee, Rob McMonigal, Steve Fors, David Shapiro

Links:

<http://morovia.nationstate.info/> (website)

<http://pub57.ezboard.com/bthekingdomofmorovia> (forum)

Why it's important: Morovia offered an important link between the elite and less elite micronations of the early Internet period (see Chapter II). Along with Cyberia, it was in the forefront of the move to running micronations on forums, and along with Cyberia could be considered part of a Cyberia-Morovia sector that spawned such important micronations as Lyrica, Hanover, and Aerlig.

Morovia never interacted very much with Micras except during the Tymarian period, when it was the unlucky host of the TYSOG scandal. Its king, Vincent III, also wrote one of the few really good micronational memoirs; unfortunately, all copies seem to have been lost.

Nation In Profile: Cyberia



Lifespan: 7/19/97 – Present

Government: Republic

Peak Population: In the hundreds

Notable Citizens: Ken Kerns, Peter Hickey, Pete Krembs, Jack Santucci, Alan Grieve, David Oatney, David Catchpole, Austi Scot, Adam Graham.

Links:

<http://vcc.4mg.com> (website)

<http://thevcc.org/forum/> (forum)

Why it's important: Cyberia was probably the first online republic and quite possibly the oldest continuously surviving online micronation. Its method of operating is a unique blend of simulation and rigorous politics. In fact, Cyberia is famous for the rancor of its political debates.

Although originating in a different tradition, Cyberia has become a part of the Micras Sector without ever fully integrating. It worked most closely with Babkha on the Raspur Community, but has grown a bit more aloof since then, consumed by internal troubles.

Cyberia has engendered various spinoffs, most notably East Cyberia and Lyrica. It has also produced the colorful yet troublesome Emperor Jacobus, who mounts bids to take over the country every so often and who founded, among other places, the lands of Cognito and Lac Glacei.

diplomacy. Although many of Talossa's fellow League members worried about his tone and the deterioration in the level of conversation it heralded, apparently some listened to him, for Morovia only barely scraped by the majority needed to join. As a result, Secretary-General Kendall chose to grant them only provisional membership, signifying that they could be kicked out at any point if they did anything undiplomatic.

The Morovians were livid at Kendall's choice, not least of all because they had won the vote fair and square and the Charter said nothing about a "provisional membership" status. They fought to be upgraded to full membership, and the Talossans fought equally hard against it. Finally, the League decided that if the Talossans wanted to prevent something so hard, it must be worthwhile, and gave Morovia the full membership it so desired.

Cyberia and East Cyberia

Around the same time (January 1999), a second micronation tried to gain admission to the League, East Cyberia.

Cyberia had been founded in July 1997 by Ken Kerns as that rarest of entities, a fully democratic micronation. It attracted a number of budding young statesmen, soon become active and well-known across the micronational world, but had never gained League of Secessionist States membership because, as a less-than-entirely-serious simulation, it feared micronationalism, secessionism, and all that the terms implied.

Ken Kerns had been voted Cyberia's first president, and helped write a constitution which gave it a system

somewhat like that of the United States. The Conservative party took control of the Legislature, but shared it uneasily with a coalition of leftist groups. Unfortunately, Kerns soon dropped out due to computer problems, and was replaced by a series of unpopular acting presidents. As is so common in the early stages of nations, citizens soon turned to illegal actions and plots to vent their discontent. One David McNamara apparently hacked the website and replaced it with fascist messages, a provincial governor attempted to secede the province of Corli, and a plot developed at the very highest levels to try to force the communists out of the country. Luckily for Cyberia, Ken Kerns returned after a few weeks of this and put a stop to most of the more overt treason.

But the calm did not last long. The Cyberian extreme right moved off into an alternate nation called Cyberland, and, after a witch-hunt against communist leader Mike Rosario on the part of moderate-liberal Peter Hickey, the Cyberian extreme right seceded into the state of East Cyberia.

It was out of this turbulent background that East Cyberia requested admission to the League. With such a long series of conflicts behind them, it was inevitable that the LoSS would be dragged in - and indeed, this is what happened over the small country of Terra Novum.

Tim Dunkin, Cyberian Minister of Defense, founded Terra Novum August 10, 1998; he wanted to experiment with his own country along with his position in Cyberia. Terra Novum attracted a few citizens and developed a small government - however, eventually Dunkin decided he would be better off in Reunion, and agreed to cede Terra Novum to the Holy Empire - without the consent of Terra Novum's citizens. Reunion took control of the website and forum, leading to angry demands from the Cyberians and East Cyberians - neither of whom was particularly friendly to the Holy Empire to begin with - for its return.

The matter was put before the League's Court of Justice. However, in one of the League's rare victories, as soon as it was brought up Emperor Claudio agreed to return Terra Novum to its citizens, claiming, whether truthfully or not, that he was not aware of the circumstances under which it had been given to his country. Although he did not return the website, everyone was happy enough with him that requests for him to give it back were more or less benevolently ignored.

Trouble With Reunion

Reunion again got involved in trouble with the contemporary conflict (January 1999) between itself and Valgraphstein. Reunion was a monarchist nation that hated communism. Valgraphstein was a communist nation that hated monarchy. When Reunion formed an "Anti-Marxist League", Valgraphstein classily responded with an "Anti-Reunion League". Reunion correctly accused them of violating the League of Secessionist States charter, and Valgraphstein counter-accused Reunion. David Kendall managed to settle the entire issue peaceably by getting Reunion to state it had no immediate plans against Valgraphstein and getting Valgraphstein to disband its illegal organization.

The 1999 League Elections

But Kendall's days were numbered. The League Charter provided for the election of a new Secretary General each March, and Kendall chose not to stand for re-election. The three candidates who stepped up were Thomas Leys of Port Colice, Matt Dabrowski of Talossa, and Thomas Rigo of Identidem de Lati. Rigo was a relative unknown, but the race between Leys and Dabrowski heated up very quickly.

Dabrowski once again proved that the greatest enemies of the Talossans were - the Talossans. Under his classily named "Micro-Apartheid" plan, the League would be organized into three separate tiers. Each tier would contain larger, more serious micronations than the one below it, and have correspondingly more power in the League's deliberations. He suggested that the top tier would contain only Talossa, the middle tier would be empty (although he admitted that some other countries, like Landreth, were very close and might soon qualify), and the bottom tier would contain everyone else.

Voices From History "Lord knows that under Rick or Haug, or possibly even Leys, the League would no longer be our League. It would be some wishy-washy piece of crap that would sink back into apathy again."

- **Ambassador Matt Dabrowski**

It seems hard to believe that Dabrowski was neither joking nor trying to deliberately sabotage his chances, but all the evidence does point in that direction. His later actions prove that he was very serious about wanting the SecGen position, and he never dismissed Micro-Apartheid as a prank despite the good it would do him in the race. As strange as it might seem, Dabrowski was most likely just suffering from Talossanism.

Thomas Leys was everything Dabrowski was not. Port Colice's ambassador to LoSS while his countryman David Kendall was holding the Secretary General post, he had learned well, becoming respected across the world for his neutrality and likeability. He was also the leader of the MicroWorld project to create a central micronational discussion forum similar to today's MNN. It was thus no surprise that Leys led Dabrowski as the poll began.

Valgraphstein then revealed to the League that Dabrowski, desperate for a leg up, had sent them a private email mentioning his specific friendship with them and promising them they wouldn't regret it if they supported him for the position. It soon became clear that the Talossan had sent *everyone* the same email. Impressively, Dabrowski refused to back down or apologize, instead lambasting the Valgraphsteinians for violating his privacy.

No one was particularly surprised when Thomas Leys won 7 to 2 to 2, but a few countries were sufficiently disgusted by the past weeks' bickering that they left the League anyway - foremost among these were Choconya and Landreth, both formerly top League players. And on April 1, they were joined by Talossa, whose government had enacted the Semi-Permeable Wall act declaring that the various immature and unserious micronations that made up the League were unworthy of Talossa's company and that the country would thenceforward retreat into splendid isolation. The loss of these three nations dealt the League not so much a practical blow as a spiritual one.

Leys as Secretary-General

The practical blow came when Leys disappeared for a few months. Without a Secretary General, League business came to a halt. In June, after about two months of Leys' absence, a no-

confidence motion in the SecGen was proposed, at which point Leys promptly came back. He attributed his absence to real life difficulties and work on a political campaign. Upon surviving the no-confidence vote, he made moves to fill the League's long-dormant position of Undersecretary, granting Charles Gordon of Morovia the position. With this act, he completed Morovia's full transition from distrusted outsider to a full and leading member of the micronational community. Gordon proved to be an excellent Undersecretary, often curbing the excesses of the SecGen and presiding over some very turbulent SecGen elections.



Notable Names: Thomas Leys

Although little information about Leys' personal life has survived, he was probably a university student in Belgium. Micronationally, he led Port Colice, started the MicroWorld and Micronations Today projects, and served a term as LoSS SecGen.

Leys was the first to pinpoint a growing problem in the League that would evolve into a paramount problem in micronationalism in general. As he put it, "The first side effect [of the League's success] is the icon that membership of the League has become. You are in or you are out. While I do not have problems with promoting the fact that one is member of the LoSS, I do find it disturbing that member-states must use this as a tool in their diplomacy towards non-member-states." Indeed, a disproportionate amount of the League's time was being taken up by discussions and votes as to who should, and should not be given membership. The League was in danger of becoming a tool by states that wanted to keep their superior position to the newer factions of the micronational world. Under these circumstances, it was hardly surprising that many new nations bid for membership. Zarahemla, which horrified some League highbrows by claiming territory on Mars, and Lusophone nations Marajo and Orange, were three good examples.

More Trouble With Reunion

Probably the greatest collapse of League decorum occurred just after Leys' reinstatement. Pedro Aguilar, now under investigation in Reunion for breaking several of their laws, leaves the country and breaks with Emperor Claudio.

Claudio, for his part, gains new information on the Porto Claro incident and, in a shocking turnaround of everything said on the issue until that point, admits that he and Reunion had been wrong and that the Republic of Porto Claro was in fact the only legitimate nation by that name. Meanwhile, a separate Porto Claro scandal emerges in which Pedro Aguilar and his foreign supporters are accused of trying to take control of the dwindling Republic of Orange in the hopes of getting a second LoSS vote. The Orangers vehemently deny that

Voices From History

"Young Mr. Castro is inventing absurdities so stupid as saying the sea is pink or the moon is a triangle. After reading the things he writes, I do 2 things: 1) I laugh. 2) I wonder "Why this person is inventing all this? Does he *really* believe in what he says?" -

Ambassador Pedro Aguilar



they are under Aguilar's influence, and the whole situation spirals into a nightmare. Months are spent with angry emails flying back and forth among the participants.

When the dust clears, no one notices because more crises have arisen. Indeed, while Leys plans interesting ventures like a series of LoSS committees, everyone else is too busy paying attention to a series of diplomatic brouhahas. Someone has noticed that Reunion's flag is the same as that of a white supremacist group, the World Church of the Creator. Emperor Claudio plausibly says he liked the design. Reunion's

enemies, led by Christopher Thieme, whose arrogance was matched only by his nastiness, disagree, saying it was proof that Claudio was a Nazi and a white supremacist. Thieme classily creates several Nazi double logos and sends out images with the heads of his enemies superimposed on Nazis' bodies to reinforce this point. His new nation, Alameigh, soon makes itself more enemies than just Reunion, and is responsible for much of the trouble going around.

In general, Leys had the good intentions of Kendall but perhaps not his diplomatic skill. He was accused, fairly or unfairly, of playing sides in many of the crises, and the results were numerous attempts to unseat him, even by his own Undersecretary, Charles Gordon. Though these failed, and though indeed Leys gained re-election the next year, they impaired his credibility sufficiently that he was in many cases unable to provide the firm leadership and the unimpeachable trustworthiness that might have helped stave off the name-calling and uncertainty.

It might not be fair to date the collapse of the supremacy of the League of Secessionist States to this point, or to any particular point. It might not even be fair to say that its supremacy collapsed. Certainly the League still exists today, and was still considered the premier micronational organization as recently as two or three years ago. However, some things do seem certain. First of all, that the League's claim from the Kendall days to be a refuge from petty micronational conflicts and a center of intelligence and maturity could no longer be made with a straight face. Second, that League membership had become a political token, and there was a strong incentive for micronations excluded from the League to feel hostility to its members and a desire to form their own communities.

Third, that League membership was no longer a prerequisite for being a successful or respectable micronation. It was this that would set the stage for the era to come, when groups of micronations too young and flighty to qualify for League membership clustered into their own communities and discovered new

Voices From History "I must rise before you today and admit that I long for days past, when the members of this organization were intelligent, capable, and I dare say POPULATED micronations. Not the prevailing band of idiots who lack enough brains to present themselves in an intelligent manner. Gone are the days of Port Colice, Talossa, and Reunion. Sadly, now is the time of bumbling fools."

Ambassador Charles Gordon

ways of doing things, and the corresponding conflict between the old guard and the pioneers of the bold new era.

Analysis

As I researched this chapter, one thing that became clear to me was just how good the propaganda of the older micronations really was.

By the time I joined micronations, the countries discussed here were either legends or the Great Powers. They projected an aura to smaller micronations of maturity, realism, and of being beyond the foolish conflicts that so troubled newbies. But the facts were that they were just as bad as any of the micronations that came after them. The only difference was that they would be certain to append a long list of impressive titles and diplomatic formalities before sending the most idiotic of missives.

Was there, then, a concerted effort by the oldest micronations to make them seem more impressive than they really were? I think that perhaps there was. The problems of the micronational community at this time were such that only by creating an artificial upper tier of “good micronations” and throwing the other countries into an artificial lower tier of “bugs” could countries keep a high opinion of themselves and conduct meaningful foreign relations.

The great problem of this era was an overload of interest and an overwhelming shortage of information infrastructure. The Internet still being young, a majority of business was conducted either via email, egroups, or woefully underadequate primitive discussion forums. These methods were hardly conducive to the formation of a micronational community or to self-organization among the growing ranks of micronationalists.

It is indisputable that the age featured a staggering number of low-quality micronations; countries that either collapsed after a few weeks, lied blatantly about their number of citizens or about their age, or which chose to completely copy other micronations in order to save the trouble of coming up with their own web pages or constitutions. When faced with a barrage of recognition requests every week from states that were simply not there the next time anyone looked, it was no wonder that some micronations, like Talossa, might despair of foreigners being worth their while. Further, micronationalism being in many ways a new hobby, many of the more serious micronations were afraid that their efforts to appear to be a respectable pastime were being harmed by countries like the Purple Bunny Federation or the plethora of Mars colonies.

In this atmosphere, micronations became obsessed in a way that looks silly to future ages with proving their worth and with putting down others in order to get ahead. Corvinia was probably the most pitiful example of this pastime, with a fervor for being the first to declare a new country to be a “bug” and even a test, the Rasmussen Test for Micronational Seriousness, intended to help guide others to know which countries they should thumb their noses at. Though Corvinia and its comrades were later mocked for this, it was a not unreasonable product of a system in which, for example, a micronation

at one point stole Corvinia's webpage and system of government and expected Corvinia to recognize them as an equal.

Those states that did not want to take Talossa's way out but which were not excited about relationships with nations who might degrade them by association had a tough tightrope to walk. The League of Secessionist States was their way of walking that rope. Though it was far from its original purpose, the League became a gatekeeper. With entry requirements of six months existence, a sponsor in the League, and the acceptance of over half of the League's members, it was an easy way to tell which micronations were acceptable. Aside from a few holdouts like Cyberia who just were not interested in League membership, the success of this effort can be seen in that most of the countries we remember today were in fact the League members.

The strictly enforced dichotomy between "good nations" and "bug nations" not only crippled micropatriology in the same way that macronational racism at some points crippled anthropology, but led to much fiercer and more vicious debates than tended to occur later. Any disagreement would usually end up with both sides accusing the other of being bugs, with predictable results.

It was this climate that was to later lead to the marginalization of several promising micronations, an eventual revolt against the old guard led by countries like the Rasinate, and the general replacement of LoSS style organizations with more inclusive MNN style discussion groups.

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The Rasmussen Test for Micronational Seriousness.

Chapter II: The Golden Age of the Apollonians

The New World Order Begins



Two of the most potent causes of the old order's downfall occurred within a week of each other in summer 1999. On July 31st, 1999, Diga Makonnen and his brothers-in-arms in a United States military base in Germany founded the Rasinat of Q'attera Macusia'a. And on August 6th, 1999, Scott Alexander and Evan von Christoph founded the nation of Apolyton, beginning the innovative Apollo Sector of micronationalism.

The Rinate of Q'Attera Macusia'a

The Rinate had been a long time in the making. According to Ras Diga, it evolved from an idea he and his friends had developed as a child, when they participated in a micronation-like project called the Republic of the Ogaden. Ogaden soon came to be dominated by Diga's Ethiopia-themed state called Attera, but the project died out around the early 1980s. In the late 1990s, Diga met his future wife Marie, a political science student. Marie needed a topic for her thesis, and Diga suggested the resurrection of Attera and an inside report on micronationalism. Although there is no record of Marie ever writing her thesis on the subject, the two of them were inspired into the 1999 re-foundation of the Rinate.

It is controversial exactly how many people were in the Rinate when it first began. Official figures imply a population of thirty to fifty, primarily American soldiers in Diga's German unit. However, the vast majority of these soldiers never came online, and inflating population numbers to look bigger was a common practice in the last part of the 20th century. While the Rinate generally escaped these accusations, the recent revelation that they lied about their weaponry capabilities reopens this debate. The Rinate's Internet presence is much more susceptible to analysis, and we know that it consisted of Ras Diga and Rasana Marie, who, although *de facto* rulers of the nation were *de jure* only regents for Jihan, their baby daughter.

Our records of the Rinate for the latter half of 1999 are thin. We know they were not in the League of Secessionist States, because the League requires member nations to be at least six months old. But it seems very reasonable to assume there were periods of tentative diplomacy and increasing their name recognition among League members, followed by periods of quiet when the Ras's military activities forced him away from his country.

<p><u>The Rinate of Q'Attera Macusia'a</u></p>  <p>Lifespan: 7/31/99 – 10/31/01 (as Rinate) 2/01/02 – present (as Attera)</p>	<p><u>Audentior Independent Nation</u></p>  <p>Lifespan: 8/06/99 – 3/31/00 (as First and Second Republics) 12/11/02 – 2/16/03 (as Seventh Republic)</p>
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<p>Government: Monarchy</p> <p>Peak Population: Around fifty, but not all active</p> <p>Notable Citizens: Diga Makonnen, Marie Makonnen, Robert Markle, Oscar Anderson, Charles Beard, Scott Noseworthy, Dabe Harmegeddon, Johanns fonn Klossso, Benjamin Gray.</p> <p>Links: http://www.geocities.com/mtsquare_1/ (website) http://p081.ezboard.com/btheforumoftherasinate (forum)</p> <p>Why it's important: The Rasinate was a bold fighter for the rights of smaller micronations and helped expose the hypocrisy and self-righteousness of the LoSS. It was also a very large and important country in its own right before merging into Tymaria. After it left Tymaria, it became the modern nation of Attera.</p>	<p>Government: Republic</p> <p>Peak Population: Around a hundred, but not all active</p> <p>Notable Citizens: Evan von Christoph, Scott Alexander, Adam Stone, Harvey Steffke, Bill Dusch, John Sager, Mark Laanen, Ryan Caruso, Ari Rahikkala, Erik Metzler.</p> <p>Links: http://pub6.ezboard.com/bain (forum)</p> <p>Why it's important: Audentior began the old Apollo Sector, one of the most creative and culturally important times in micronational history. A disproportionate number of modern micronationalism's most veteran people got their start in Audentior, and many, including this historian, have a special place in their hearts for it.</p>
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The Birth of Audentior

By contrast, Apolyton was founded on the spur of the moment and immediately entered a frantic spurt of activity. The nation's spiritual predecessor was the Apolyton Civilization Site, a bulletin board dedicated to the computer game Civilization II with hundreds of active members. When frequent poster Scott Alexander stumbled across a micronational website one day, he and fellow Apolytoner Evan von Christoph convinced the Apolytoners, many of whom had a strong interest in politics, that this would be an interesting project. Alexander and von Christoph set up a website, declared themselves provisional leaders, and their population immediately shot up to the twenties. Many of the concepts developed at the Apolyton forum easily translated into micronationalism, with a token economy based on the @, or post, being set up. Political parties proliferated until there were nearly as many parties as citizens, and Scott and Evan set elections for the 20th of August. Both Scott and Evan, however, got involved in real life issues before that date, and the man they set to conduct the vote, Mark Laanen, ended up not being up to the organizational problem. The elections were never held, the short-attention-span Apolytoners drifted away, and the nation died. Only two, Bill Dusch and Iain Lindley, chose to remain in micronationalism, both of them leaving the dead Apolyton for the then-flourishing Kingdom of Morovia. Both eventually gained seats on its National Assembly and made productive contributions.

On November 27, Scott and Evan decided to try again. Due to copyright issues with the Apolyton Civilization Site, the same nation was re-established under a different name - Audentior. Many of the same people returned, as did many others, and by the time Audentior was running smoothly (or as smoothly as it ever ran) the population broke fifty. The first government was an elected parliament of five people, and the first five chosen were Scott Alexander, Evan von Christoph, Adam Stone, and two Apolytoners whose real names were not known but who went by the pseudonyms "Ming" and "MasterBob".

A tradition which was to mark the descendents of Audentior for many years, that of citizens breaking away to form their own nations as soon as any one country got too big,

began when Bill Dusch, returned from his time in Morovia, broke away from Audentior to found the United Demesos. About ten Audentes followed him, while the government tried to limit losses and promote Apolytoner unity. Despite certain obvious flaws with the Demesosian system of government, which sought to combine democracy, socialism, and an extra pinch of nanny-state-ism, Dusch was also able to recruit citizens from elsewhere on the Internet, including the man who would become Demesos' most important Vice-President, Erik Metzler.

The Automatic War

The next split occurred between the Audente government and the Automatic for the People Party (yes, named for the album). The party had been founded in January 2000 by John Sager, a classmate of Scott's who had reluctantly dragged into the micronational hobby. Combining a complete lack of charisma with the intelligence of a metal pole, he managed to gather a number of followers around his call to free the Audente government from the manipulations of Scott and Evan. While it was perhaps not totally false that the two were controlling Audente events from behind the scenes, Sager sought to counter it by fanatical opposition to the government in all respects. Around his banner gathered a few of the less contented Audentes, including Jason Steffke, a low-level diplomat, and Tony Au, part of the rapidly-expanding Audente economy. On February 4, the Automatic for the People Party, now known primarily by their acronym of AFTP, declared independence from Audentior. The United Demesos, now Audentior's ally, declared war on AFTP, but Audentior's Parliament, despite pressure from Scott and Evan, chose to remain neutral. However, a new nation from Ireland that had gotten involved in the community through a relationship with Audentior, Ceres, soon joined in the fray on the side of the Demesosians.

The fighting was fierce but nonexistent. The United Demesos began the custom of recwarring by claiming to have taken over Automatic territories, but the Automatics ignored them. The Cereleans spread anti-Automatic propaganda under the code name of "muldots", which no one ever realized was "stodlum", the initials of Ceres leader S.T. Odlum, reversed. Audente spies did fancy spy things and brought back completely useless information, aided in part by the fact that John's password was "john". The tide turned primarily when Evan's Audente Intelligence Agency was able to persuade the AFTP communists to revolt. In the ensuing rebellion, the communists under Jason Franz not only formed a new micronation, the Great People's Republic, but some of the neutrals, under Jason Steffke, revolted and formed a third country, the Flying Islands of Jasonia. This occupied the Automatics enough that the fighting mostly ended.

What was the significance of the Automatic War? For one thing, it attracted the notice of certain foreign powers to the Apollo Sector, which until then had been isolationist. The League nations, desperate as they were to find some bugs to look down upon, found a group of people engaging in wars with countries named for R.E.M. albums and an archipelago of "Flying Islands" ready-made for them. The Corvinians ran a snotty article in their newspaper, the *Ignes Fatui*, about the conflict. However, it also had several longer-lasting positive effects.

It was the first micronational conflict to be played out completely by EZBoard. The Automatics were the first country to adopt EZBoard, making a forum back when they were still a political party in January 1999. The Audentes, who thanks to their spies knew about the EZBoard before it was even made public, had a forum of their own ready about the same time, and Ceres and the United Demesos followed close on their heels, and the Great People's Republic and Flying Islands of Jasonia began their existence on the new communications system. Some of the watching foreign powers also observed the EZBoards in use all over the Sector and quietly switched their own boards, most prominently the Rasinat and Tulsa.

The Kingdom of Tulsa

The Kingdom of Tulsa was the unsung hero of this era, the country that tutored both the Rasinat and the Apollo Sector in the ways of micronationalism and served as a link between the two of them and between the League of Secessionist States. Tulsa had been founded about a year previously by the young Charles Beard, who lived in the Oklahoman city of Tulsa. It never gained a large population, but had a disproportionate diplomatic influence thanks both to King Charles and to its very capable foreign minister, Uvon Tucker. Tulsa had originally been mocked for having citizens with names like John Wayne and James Dean - a reaction by real people to the King's demand that everyone give some sort of viable-sounding name to the census even if they did not want their real name revealed online - but its southern charm and easygoing ways had gained it League of Secessionist States membership in 1999.

Tulsa sponsored the Rasinat's successful League of Secessionist States bid in early 2000. The Rasinat, as vocal then as it would ever be, soon became one of the leading players in the corridors of the League, but at that point kept from making too many enemies, except with countries like Alameigh which took near-superhuman effort *not* to make enemies with. Thanks to friendships both with the Rasinat and Reunion, Tulsa was riding high about the time of the Automatic War. The first Apollonian to come into contact with it was John Sager, who applied for, and was granted, citizenship. However, because the Rasinat had made contact with and was friendly with Audentior, neither country leapt into taking sides in the war, but rather watched and waited. When the conflict was over, the two were ready to integrate the growing Apollo Sector into the wider micronational world.

Voices From History

"In December 1999, King Charles brought LOSS to my attention and offered to sponsor the Rasinat's entry should his micronation pass the vote. I was given the key to what I thought was the micronational big leagues! As many micronationalists before me, I was caught up in the pro LOSS euphoria that swept across the Rasinat like wild fire. There were several changes to our webpage and government structure to make the Rasinat understandable to the outside world. Again, Charles offered sound and consistent aid and advice. There were many in the Rasinat Imperial Government that felt that the Tulsan influence within the Rasinat was overwhelming and there was a small, but vocal minority who felt that the Rasinat would eventually become part of Tulsa, since they felt that Charles was "too good to be true."

- Ras Diga Makonnen, The Red Shield II

The Great Automatic People's Republic

The Automatic War soon died down. The only hint that either side had “won” the conflict was a provision that peacekeepers from a neutral nation would have to be given a base within the AFTP - the nation chosen was the Purple Bunny Federation, reject from the League of Secessionist States and friend of Ceres. The Automatics soon did some peacekeeping of their own, however, burying the hatchet with the Communists and merging into the Great Automatic People's Republic. Although the GAPR government was a communist system led by Franz in theory, in practice none of them were very proficient in communist doctrine and Sager was the power behind the throne. In between developing an impressive-but never-used economic simulation and trying to control Jasonia, they took up the cold war against Audentior. The United Demesos, in turn, took up a cold war against the GAPR, even though Demesos president Bill Dusch was a GAPR double citizen.

One of the other things that turned off many League members about the Apollo Sector was the high levels of double citizenship among its countries. Even enemies like Audentior and the Automatics shared a high percentage of their citizens, and among some of the smaller countries like Jasonia, double citizenship was almost total. Cold wars were often fought by trying to manipulate the double citizen contingent within an enemy nation - the Great Automatic People's Republic, for example, made an almost-successful attempt to get their Jasonian double citizens to make that country impose sanctions against Audentior. Everyone agreed the situation was embarrassing, but no one was willing to do anything about it if a solution would cost them citizens.

A more appalling citizenship difficulty was the Great Automatic People's Republic's new policy of refusing to let anyone emigrate, on the basis that it would cost them citizens. This disgusted the rest of the micronational community, and a team of foreigners including Jason Steffke and King Vincent III of Morovia negotiated the Treaty of Whine, an end to the Demesos-GAPR conflict that had as a provision that the Automatics had to open emigration once again. This cemented Morovia's relationship with the Apollo Sector, a relationship aided by the Apollonians who had fled to it after Apolyton's collapse.

The Opinion of the League

Morovia was also gaining power in the corridors of the League, where Undersecretary Charles Gordon was at least as respected, if not as powerful, as Secretary Leys. Leys unfortunately started to make a habit out of his absences, and Gordon became a strong voice completely separate from that of his superior. It was, however, a voice in favor of the business-as-usual running of the League, and a voice that frequently blamed new micronations for the League's problems and looked back on the glory days of old. This brought him into some conflict with the Rasinat. In response to one of Gordon's tirades against the new micronations lowering the level of decorum, Rasana Marie gave a pointed response: “I must agree with Lord Gordon on only one point, and that point is that the level of decorum has fallen to an all time low. Yet, I would never wish for the

days of the "old boys" club of the older, more established micronations of the past. They were boring, failed in their mission to create a solid view of what micronationalism is and did the same petty squabbling over idiotic points, just like the micronations of today are doing. This holier than thou attitude that some of the older micronations maintain is absolutely sickening and needs to be left on the street. The newer micronations should be allowed to make their errors and who is to say that YOUR way of doing things will make the world better. The older micronations have had their chance to "shake the world" and failed completely. Talossa withdrew unto itself, Port Colice is still among us, but is relatively quiet, and Reunion, although still the powerhouse, here, has its own internal concerns at the moment. To live in a carbon copy world of micronations that are pretty much the same is a waste of our time and to wish for those days of old is a dream that will never be lived again. Today's micronationalism is more true to the way the "real world" is. You have terrorist states, hegemonies, tyrants, monarchists, democracies and ect. ect. ect. Instead of looking down on, and showing utter contempt for the newer micronations that may offend you, try setting the example of how things are supposed to be done. Lord Gordon, we look up to the older micronations for guidance and (collectively, not individually) all they have done is turn their backs on many of us."

The Audente Empire

While the League was discussing the new micronations, the new micronations themselves were engaging in much more active forms of conflict. Evan von Christoph had decided that the Audente Parliament, some of whose members were Automatics thanks to double citizenship, would never be able to provide the effective leadership needed to destroy the Automatic threat once and for all. With the reluctant support of Scott and the loyalty of the armed forces, he pulled off a coup, ending the parliamentary system and inaugurating the Audente Empire - with himself, of course, as monarch.

The new constitution of the Audente Empire, passed under pressure by the Parliament in a bill ironically named the Enabling Act, gave Evan massive latitude to pursue Audentior's goals and destroy GAPR. It destroyed the old system of Ministries in favor of a similar, but altered system of Lords, with each Lord having control of one area and all reporting directly to Evan. Among the most important were Jason Steffke, Lord of Technology, Scott Alexander, Lord of Domestic Stuff, and Adam Stone, Lord of Justice Stuff.

The first decision of the Empire was to invade Alpha Centauri Online, a message board forum not associated with micronationalism that had acted as a sort of competitor to Apolyton. Although most of the ACOLers laughed off the "invasion", a few of them were interested or curious enough that they agreed to work with the micronationalists.

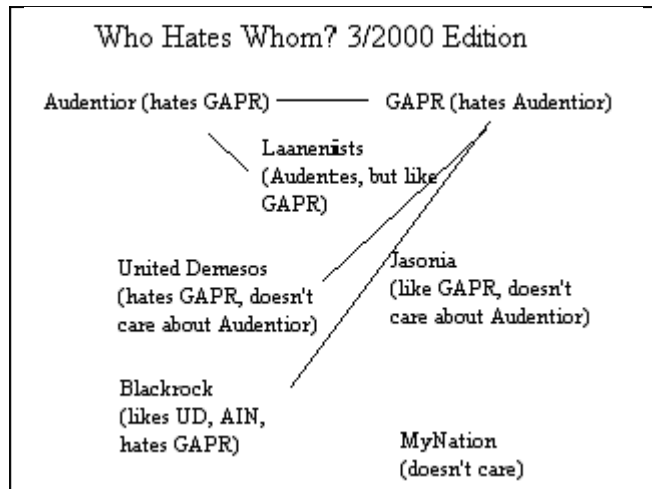
Audentior hastily declared victory, left the supporters in charge of the new province of "Acolia", and declared it a great victory for the Empire. Through stunts like these, the Empire's prestige grew quickly, despite a rottenness at the core. Many major figures were dual citizens, most Audentes had misgivings about the Imperial system and almost none really liked Evan, and Evan himself was of course horribly unstable.

Few Audentes chose to do anything, but those who did rallied around Mark Laanen, a former member of parliament who had once been the nation's figurehead president. These "Laanenists" created an Audente government-in-exile, which the Great Automatic People's Republic was only too happy to host and support. This fraternization with the enemy earned the Laanenists the scorn of most Audentes, even those who sympathized with their goals, but they continued to believe they were only staying true to the country's original values.

Meanwhile, in the Smaller Apollo Nations...

Elsewhere in the Apollo Sector, Matt Lamantia and Greg Russell had left the dead-serious struggles of Audentior and Automatica to found MyNation, intended primarily as a parody of more serious countries. MyNation claimed that its primary industry was spam mining, and just about everything else in the country was similarly irreverent. When the two got tired of the country, they closed down shop, and Ceres and the United Demesos "invaded" to gain the territory (despite there being no uniform system of territory like the MCS Map at this point). The country was annexed to both of them. Interestingly, after many, many different incarnations, one half of the territory of MyNation became the modern day Treesian knightship of Vembria.

Despite this small victory, the United Demesos was suffering from severe internal problems by this point. New citizen Erik Metzler had beaten out Apolyton vet Clifford Smith for the vice-presidency, and when president Bill Dusch had to leave for a few weeks for personal reasons, Erik reformed many of his sillier policies. Bill, returning, got angry at Erik, provoking a near-war between the two. This culminated in the infamous "genocide" incident. The UD had always been much more simulationist than the mainstream, and Bill ordered the massacre of all simulated GAPR supporters in the country in retaliation for GAPR propaganda against UD and Bill personally. Erik accused him of genocide, and eventually left the nation, leaving Bill more or less alone there.



Ceres, on the other hand, was doing nicely. It recruited several more people in this time period, developed some nifty weapons, and changed its name to Blackrock, after the Irish town where most of the citizens lived. Although many of their events were real-life based and thus opaque to most Apollo Sector micronationalists, they integrated further with the Apollonians over the month of March, becoming an indispensable part of the Sector.

The Fall of the Audente Empire

In Audentior, meanwhile, matters came to a head with the Parliamentary elections to be held on March 30. The GAPR decided to sabotage Audentior from within, sending multitudes of its citizens to join up in Audentior, run for office, and vote for fellow Automatics. This was not as obvious as it might have been, since several people still retained dual citizenship in both AIN and GAPR, but it was still pretty obvious. Instead of merely kicking out these new dual citizens, Evan decided to ban dual citizenship, a dramatic gesture in a country full of fifth columnists, and in a sector virtually saturated with dual citizens, but a dangerous one. Sure enough, most citizens, when given the choice, chose their two or three alternate countries. Bill Dusch left for the United Demesos; Jason Steffke left for Jasonia, and many Automatics left for GAPR.

Many people who were not dual citizens left also, their faith in Evan, never very great to begin with, shattered both by the GAPR plots to win the election and Evan's exaggerated response. The highest ranking of these were Scott Alexander and Adam Stone. The desertions made the Parliamentary elections impossible, GAPR began sending in people under false names to claim single citizenship so they could subvert them anyway on the off chance that they were held, and rather than see the emaciated country be taken by GAPR by hook or by crook, Evan chose to disband the Empire and Audentior.

Most single-citizenship Audentes fleeing their home left micronationalism permanently. Many of the dual citizens went to their second residence and went on much as before the collapse. Only one new nation arose from Audentior's ruins: Hyperborea, founded by Scott and Adam to present a completely revolutionary sort of micronationalism based on Audentior's mistakes.

The last few days of Audentior were not much fun for anybody. The Apollo Sector was so full of rivalries that anything anyone did was subverted by someone else, and every new citizen was suspected of being a spy or a saboteur. Message boards were filled with propaganda posted by enemy agents, and every other day there was a new threat of war. Most people were triple or quadruple citizens, and national leaders were constantly forced to make educated guesses about where any particular person's real loyalties lay before giving them even the most minor of positions. Every government action was scrutinized and lambasted in comments by opposing teams of propagandists.

Hyperborean Reaction to the Fall

Hyperborea therefore set up a system of High Laws that would prevent the atmosphere of conflict from penetrating it. No dual citizens were allowed. Hyperborea had to remain completely neutral in all conflicts. There could be no espionage. The country would not even conduct foreign relations. It was intended as a self-contained utopia for internal development only. The culture had many religious and mystical elements extolling the ascetic Hyperborean way of life. The idea was nice but ultimately not very successful. People thrived on the conflicts. Although Hyperborea got about ten citizens, it never became as large as the other countries in the Sector.

Another attempt to solve the same problem, also launched by the Hyperboreans, was somewhat more successful. Scott Alexander founded the Apollo Confederacy, a UN-type organization that would try to solve the Sector's disputes and present a unified face to the micronational world at large. The Confederacy, which met on ICQ chats and published a newspaper called the Apollo Fireball, did end up solving a few issues. However, the biggest issue of all - the Demesiosian War - happened too quickly for it to play any role at all.

The High Laws of Hyperborea

- I: No hatred shall be expressed in the fora of Hyperborea.
- II: Anyone who swears and follows an oath of virtue shall not be prevented from entering Hyperborea.
- III: There is freedom of thought for all.
- IV: Treason is defined as any needless harming of a Hyperborean citizen.
- V: No Hyperborean shall lie or hide the truth.
- VI: Nothing shall be done to insult Hyperborea's honor, such as criminal acts in its territory
- VII: The government may hide nothing from the people
- VIII: Hyperborea may not restrict emigration
- IX: Hyperborea may not conquer another nation. It also may not declare war.
- X: Hyperborea shall not ally with a foreign nation nor favor one over another in any way
- XI: Hyperborea shall not restrict its citizens' lives outside of Thule in any way
- XII: No Hyperborean may be conscripted into any position he or she does not want
- XIII: All Hyperboreans will vote directly on all matters at designated times.

The Demesiosian War

The United Demesos' Blackrocker allies obtained, probably through hacking, the password to the Automatic forums. They gave it to President Dusch, who quickly took the opportunity to take over the country and claim victory in his months-long battle with the Automatics. Unfortunately, Bill had forgotten to cover his tracks, and not only left John Sager of the Automatics a back door, but gave him a way to get Dusch's own password as well. With the support of Jasonia, the GAPR took over the United Demesos. The country's few remaining citizens had no interest in fighting it out and left, and the Apollo Confederacy was justifiably unsympathetic to Bill's plans.

Regeneration in the Sector

Nation In Profile: Istvanistan



Lifespan: 11/99 – 11/00 (original)
various – present (resurrected)

Government: Republic

Peak Population: About fifteen

Notable Citizens: Tomislav Trpmirovic (Stjepan Aracic), dStryker, SpriteLemming, Glissando, Spetzjoe

Links:

<http://trpmirovic.tripod.com> (website)

<http://p078.ezboard.com/brepublicofistvanistan/>
(forum)

Why it's important: Istvanistan was the “lost child” of the Apollo Sector, and before its reintegration it managed to develop a civil political society lacking in the Apollonian nations of its time. Around 2001, its polite and likeable leader, Tomislav Trpmirovic, went slightly crazy, became Stjepan Aracic, and refounded Istvanistan as a dark Chaocracy; after some permutations, it became a center of randomness, which it remains to this day.

However, GAPR was quickly losing momentum. Without Audentior to fight, and with Frantz becoming more and more obviously a figurehead of Sager, it became much less interesting. A series of misguided name changes that ended with it being the Temoe Confederation of Oceania also served to further confuse people. Sager tried to stop doing as much to give other people a chance to come in, but no one chose to do so and soon Temoe, although still very large and powerful, became chronically inactive.

Jasonia, on the other hand, was thriving, having successfully repulsed occasional GAPR attempts to turn it into a satellite state. It had inherited the UD's love for simulation and fantasy, and took it one step further by developing their flying islands into a realistic and detailed universe. JASO, the Jasonian Aeronautics and Space Administration that designed aircraft for military uses, was probably the biggest success story of this era. Founded by new but patriotic Jasonian Erik Metzler on the island of Amity, many of its designs, like the Epoch fighter and Omen gravship, are still in “use” today. Jasonia's website, including a clever image map tour, was the great wonder of this era, and is amazingly still in existence today.

Two new nations sprung up shortly after the Demesiosian War. Tapfer was Dusch's attempt to refound the United Demesos as close to the original as possible - it suffered from a chronic inability to get any citizens except for Bill and a smattering of the usual duals. Only slightly more interesting was Erik Metzler's attempt, Shireroth, a direct democracy very similar to Jasonia and attracting a few Jasonian dual citizens.

Another nation also appeared around this time. Tomislav, a citizen in the original Apolyton presumed to have left micronations forever, had instead gone off with a few of his own friends and founded the Republic of Istvanistan separately from the Apollo Sector.

The Istvanistanis were more cordial, more political, and more interested in economics than the other Apollonians, and had been isolationist enough that they had chosen to remain hidden from the other countries. They decided, though, that the time was now right to make themselves known. A few Apollonians joined Istvanistan as dual citizens, including Erik Metzler and Tony Au, but the nation otherwise remained doing its own thing, tending to interact only through its currency, the koruna, being in the intermicronational exchange market, ICEO, run by Au and participated in by all the Apollonian nations.

The Genesis of New Audentior

With Audentior and United Demesos dead, Blackrock too busy with internal affairs to confront GAPR on its own, Tapfer keeping a low profile, Hyperborea neutral, and Jasonia and GAPR friendly, the enmity that had bogged the past few months began to recede. At the end of April, John Sager, still worried about the state of GAPR, made a proposal to the Apollo Confederacy - that its members, bound together by a common history and culture, unite into a single micronation that would rival any of the great LoSS states, removing the need for conflict and ensuring prosperity. This idea was greeted with great interest by the Apollo Confederacy states, all of which except Jasonia were rather small and therefore rather boring and which welcomed an honorable way to become part of a bigger whole.

Ironically, it was Sager himself who first got cold feet. He had hoped to be able to more or less steer the planning process and come out as a leader, but it became obvious that he still had many enemies, and that there were many other qualified people who would end up with at least as much control over the end result as he. He left the proceedings, but the rest of the Confederacy kept up negotiations. Partly to spite John, partly to relive old glory, and partly to take advantage of the still intact monumental website and forum, the Confederacy chose to name the new nation Audentior and consider it a resurrection in every way of the Audentior that fell in late March.

The Confederacy representatives then returned to their home countries to canvas support. Shireroth, Hyperborea, and Tapfer each passed motions supporting the merger easily, but Jasonia had a pesky requirement calling for anonymity among all citizens, and one, Greg Russell, had misgivings. After the Chief-Coordinator of the Confederacy personally approached Russell, he agreed to vote yes to allow Jasonia's part in the merger, although with many misgivings.

As the would-be Audentes feverishly drafted up the institutions of their nation, Scott Alexander, no longer bound by Hyperborean neutrality, finally got a chance to avenge himself against the Automatics for the fall of Audentior. With help from many of the other merger participants, he supported Erik Metzler in the new election for Temoe president. When Metzler won, he proposed Temoe becoming a part of Blackrock. As Blackrock had managed to keep its continuing dislike of the Automatics secret, and the Automatic nation was quickly fading away, the motion passed with some help from Audente dual citizens and Temoe was no more. New Audentior celebrated its creation, around May 15, with the destruction of its greatest rival.

The History of New Audentior

New Audentior was organized into four provinces: Jasonia, Tapfer, Shireroth, and Hyperborea. Each province elected one representative to the legislature, the Tetrapole, and there are also records of there being a fifth representative although it is unclear how he was chosen. The executive position in charge of each area, such as the military, the

website, et cetera, were called PICOs (for Person In Charge Of) and were directly elected by the populace, as were the judges. The first Tetrapole was Scott Alexander, Erik Metzler, Daniel Kilebrew, Bill Dusch, and Imran Siddiqui.

John Sager, meanwhile, frustrated by the fall of Temoe even though in retrospect he had done surprisingly little to prevent it, founded Paramount, the whole purpose of which was to destroy Audentior. The Republic of Blackrock pretended to help John out in this, but was in fact feeding all information to Audentior; when the Audentes always mysteriously remained a step ahead of him, Sager gave up and joined Audentior himself, grumbling and making everyone miserable in the process.

In its short existence, however, Paramount did manage to create one of the rare connections between the Apollo Sector and the outside world. John was a dual citizen in Alameigh, the LoSS member state that had so annoyed the Rasinat. When Prince Christopher managed to annoy Sager enough also, John decided to turn his now-useless anti-Audentior arsenal on Alameigh instead. Getting wind of the plan, Scott warned Prince Christopher and was rewarded with a witty put-down and Christopher telling Sager Scott knew about what he had been doing. After that, no one in the Sector liked Prince Christopher very much, bringing them into alignment with most of the people outside the Sector also. Although Audentior retained tenuous contact with the Rasinat, contact with the outside world was at a minimum during this period.

Instead, Audentior focused on internal development. One of its greatest achievements was the PERL micronational bank developed by Ari Rahikkala. Micronational economics at this time were not very advanced but managed to be moderately successful through sheer ignorance of their own flaws. Usually a country would create a currency, pay some



out every so often out of thin air, and set an arbitrary exchange rate. A few people set up businesses under this model, but generally were not as successful in making money as the people who chose to exploit the flaws in the system for financial gain. Most egregious in this regard was John

Sager, who, after founding Paramount, printed up 10,000 currency units, exchanged them for valuable Audente currency, and classily donated them to himself. However, because the economy was seen as a “for fun” side option to the serious business of micronational politics, no one complained. The bank made it easy to keep track of money and to exchange it, but did not cause the economic renaissance some had hoped for.

Money was, however, successfully used to levy fines during this period, including during the First Audente Riot. This riot ended in an odd sort of justice, but begun when some citizens, particularly Erik Metzler, got fed up with what they presumed to be the slow pace of the Tetrapole. This body had been leaving many bills to languish and there was no fast-track way to enact them; although many representatives were active, they apparently found it easier to complain about the Tetrapole’s lack of activity than to vote

in it. Led by Erik Metzler, the malcontents soon turned a protest into a riot. When “authorities”, mainly in the form of Scott Alexander, tried to crack down on it, Erik unleashed his newest weapon, the “smiley bomb”. By posting hundreds of smiley emoticons together on EZBoard, one could overload a browser and cause it to crash. This discovery, used here for the first time, was the mainstay of micronational “warfare” until the invention of the spam cannon. Alexander banned Metzler for use of the bomb, and Metzler decided (with the support of the other main Shirerithian at this time, Kilebrew) to secede from Audentior. The matter was solved by the arbitration of Jason Steffke, who returned things to the status quo before the riot, fined Erik and Scott 5@ each, and fined Sager 10000@ just because, something he apparently had the legal right to do. This solution pacified everyone except Sager, and he did not have much influence anyway.

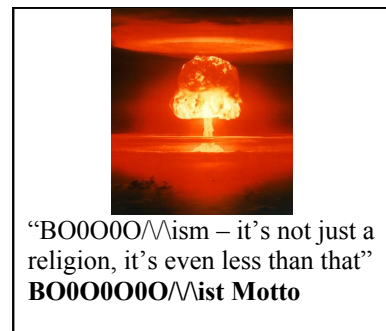
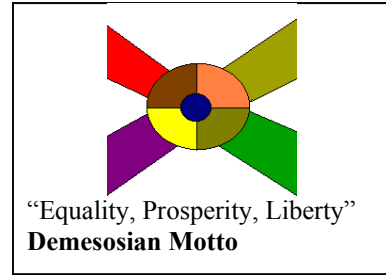
The deeper issues, however, remained unsolved, and were soon exacerbated by two things. First was the immigration of new citizen Ryan Caruso from Apolyton. Second was Scott Alexander going on temporary leave. With Ryan as their new leader and Scott away, rebel groups seized control of the forum and government. When Scott returned, a brief battle ensued - the compromise solution was that the Tetrapole would be disbanded and a new constitution written.

The new constitution provided for a president, and the first act of the new government was to hold elections. This provided a renewed purpose for Audentior’s active political system, which since its inception had been deeply divided along regional lines. The province of Shireroth supported the local Boomist Party under Erik Metzler, whose platform was essentially one of good-natured violence, friendly military buildup, and squashing people they didn’t like.

The Demesiosian Party, based in Tapfer and continuing the legacy of its predecessor the United Demesos, was the opposite, with high ideals but a tendency (probably stemming from its leader, Bill) to offend and insult absolutely everyone in its attempts to carry them out. Hyperborea and Jasonia tended to be mostly neutral, subjecting them to frequent propaganda campaigns from both groups.

The Boomists nominated Ryan Caruso, the Demesiosians Bill Dusch. After a hard-fought campaign, Dusch won the election on July 11. Voting irregularities quickly became clear, and Dusch eventually admitted that he had summoned back Audentes from the original Audentior just to vote for him. It later became clear that in fact he had faked their ballots entirely, something easy enough to do under the painfully insecure FormMail.to election system used.

The Fall of New Audentior



The province of Shireroth responded by immediately seceding. It was followed by Jasonia, then Hyperborea, and finally Tapfer. At first, a few attempts were made to stop the secessions. The highest ranking judge, Provost Harrison, ruled secession officially illegal, but no one stopped. "President" Dusch tried to recwar an attempt to invade Shireroth by the main Audente government, but the recwar was done so poorly that Shireroth did not even bother participating and merely ignored Bill's repeated images of Audente forces invading more and more Shirerithian land, which Erik derisively dubbed ".gif wars". When Bill and Tapfer seceded, the legitimate Audente government essentially gave up the ghost.

However, Evan von Christoph chose that moment to return, and Ryan Caruso, cheated out of the presidency, decided to ally with them. Together, they "took over" Audentior, using Evan's administrative access from the Empire days and the lack of a will to resist in anyone else. Among their actions were to change the name to "Atlantis", change the forum background to a new design themed "absolutely awful", declare it an Empire once again, and try to turn it into a role-playing game. While they hoped this would intrigue former citizens enough to return, instead it merely drove away the few people remaining. Scott tried a desperate attempt to create a different Audentior that was a direct democracy, but no one went in for it.

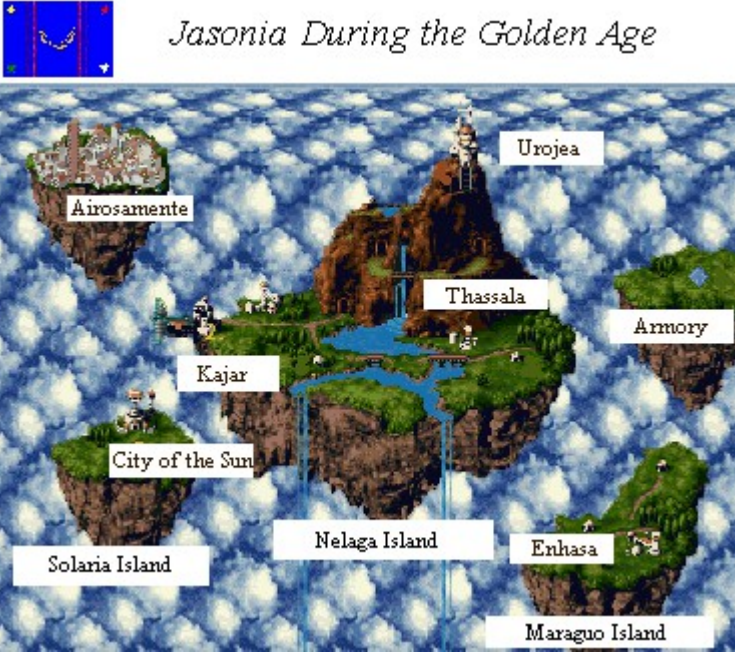
Not surprisingly, the fall of Audentior created room for new nations, and two arose to fill the gaps. Ryan Caruso founded his first nation (out of a career total of 68 to date) the Antarctic Libertarian Union, which failed to go anywhere. Somewhat more successful was John Sager's Confederation of Hau'oli 'Ena (CHE), a Polynesian-themed country that had a much more active (but equally dysfunctional) economy than most, including a successful stock market. Most of its citizens were former Automatics who had left disgruntled rather than participate in Audentior. Others were Audentes with some Automatic background, while still others were the standard cadre of multiple citizens.

More surprisingly, the Audente provinces, rather than stay independent, chose to consolidate. Shireroth was the first to ask to be annexed by Jasonia, the largest and most active. Tapfer followed, and finally Hyperborea. Finally, even newborn Antarctica and Hau'oli 'Ena joined. To celebrate the annexation of Hyperborea, last of the Audente provinces, Jasonia held a great fair, at which they declared a new Golden Age as the standard-bearer for Apollonian micronationalism. This occurred around August 6th, the Sector's first anniversary.

The Golden Age of Jasonia

Jasonia, which banned political parties as a reaction to the Audente debacle and which was more or less united around Jason's strong leadership, mostly eschewed politics. Instead, it turned to culture, developing the fictional islands of Jasonia in a way perhaps no micronation has been developed since. All sorts of projects from ocean colonies to levitating trains were proposed, detailed, and described, an epic poem was written, and work started on Control of Destiny, the great Jasonian role-playing computer game. Bill Dusch, despite previous differences with Jasonia, was among the most enthusiastic for

the new culture and worked his way up to the Vice-Presidency. Other citizens were less pleased with certain aspects of it - Scott Alexander, for example, thought the name "Jasonia" was too egotistical and led a campaign to have it changed to "Aeronesia". Like the Audentior vote, the only opponent was "FioJ Zealot" Greg Russell; like the Audentior vote, Greg eventually gave in; like the Audentior vote, eventually people gave up and changed it back.

	<p>What set Jasonia apart was primarily its grounding in a simulated archipelago of flying islands, where magic was present but not overwhelming and anything could happen. The forums, website, and provinces were arranged in accordance with the arciplegao's layout, making Jasonia's geography instantly recognizable. Its poor landlocked colonies, such as Tapfer, were understandably neglected in the astounding sky kingdom's favor.</p>
<p>"Escape to the infinite possibilities of the sky" - FIOJ Motto</p>	

The Infernal War

Despite being part of the same country once again, Erik and Bill had not yet resolved their political differences, nor had Erik lost his love of rioting. When Erik organized a riot against the name change, Bill, taking advantage of his role as judge, ordered Erik banned. A very angry Erik, who disliked Jasonia ever after, conspired with Ryan, and a few weeks later, around mid August, someone noticed that the Antarctica forums had changed to "the People's Republic of Hell", or PRH. Ryan had changed the theme to one based on Hades itself, and Erik and Dan from Shireroth had joined him. Hell quickly became embroiled in a cold war with Jasonia based on Hell's status as a secessionist province (former Antarctica). This was later upgraded to a "lukewarm war" and fought mostly with terrible PRH jokes, such as "The PRH has a snowball's chance in itself of winning this war" or "There'll be PRH to pay if the Jasonians attack," or, most simply and longest-lasting, the eloquent "What the PRH?!"

The situation worsened when Sager joined the Infernal forces. He tried to have CHE join, which the Jasonians highly objected to on the basis of CHE being an FIOJ province. While the status of this was in doubt, Sager gave the Infernals old Paramount and the

nation of Norfolk, founded in the old days by Automatic citizen Patrick Foley without success. Since both Scott Alexander (by this time chief of Jasonian intelligence) and Caruso had administrative access over Norfolk, this turned into a battle, which ended with Blackrock hacking it away from both sides and a compromise in which it would remain neutral territory. Despite this solution to the “Battle of Norfolk”, the conflict finally escalated into full war with spam attacks by both sides. It ended when Scott finally convinced Ryan to quit the Hell project and surrender to Jasonia in exchange for cushy titles.

Thomas Hubert versus Blackrock

Meanwhile, the League of Secessionist States member Tulsa, always very quiet, was starting to have a bit more activity. John Sager had become Prime Minister at some point, and at another point the legislature somehow got the name “Igloo of Iguanas”, with its members being called “Iguanamen”. But all was not well - aside from inactivity, a new citizen, Thomas Hubert, was causing disruptions. Finally, King Charles booted him out, and he arrived in the Apollo Sector.

Thomas first started the country of Treesia, recruiting some random people who quickly came to hate him. He retained power through a shrewd strategy of not calling elections and appointing his double logins to important positions. He, unfortunately, made the major mistake of deciding to invade part of Blackrock. Although he repented of his error just before Blackrock declared war on him, Blackrock nevertheless decided that its intelligence agency needed practice and decided to subvert Treesia. They sent Eoin Dornan, a high-ranking diplomat, to claim double citizenship. In the meantime, the Jasonian Intelligence Nexus was also trying to subvert Treesia through organizing and training the citizens who opposed Thomas. When the two nations learned of each other’s plans, they struck together when Hubert was on vacation, and managed to get Hubert impeached and Eoin elected President during the former’s absence. When Thomas came back, he tried to prevent Eoin from taking his legitimate office, but Blackrock hacked the forum, took Thomas’ administrator powers, and then turned the country into a colony of Blackrock for good measure.

Blackrock by this time was at the height of its power. Its citizens included hackers, programmers, and graphic designers; the country ended up with all the technological bells and whistles, from flash-based military training exercises to a site accessible by cell phone. A group of leading citizens raised the Blackrock flag from the top of an Irish post office one day in an impressive publicity stunt, and countries from the Rasinate to Reunion were starting to take notice of them. Through it all, however, the country remained its closeness to the Apollo Sector. It sent in troops to restore order during the Audente riots, and it was Shane Odlum of Blackrock who first helped put together the Apollo Foundation, an organization for the preservation of micronational history.

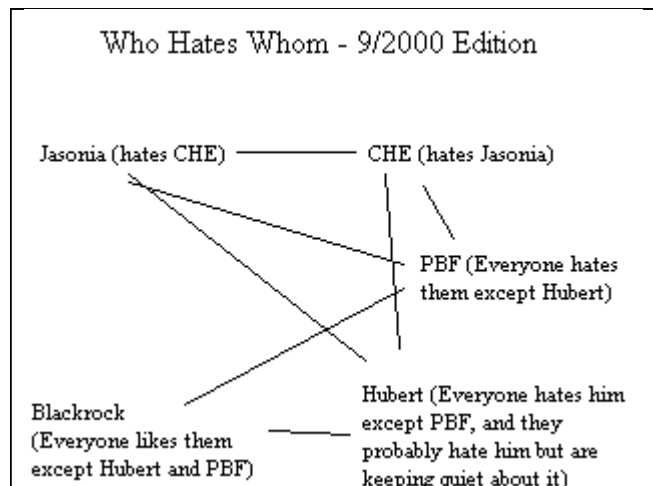
The Apollo Foundation and the Apollo Pact

This foundation was quickly taken over by Ryan Caruso, who had grand visions of inter-Apollonian unity. The period just after the fall of Audentior saw a rise in the spirit of pan-Apollonism, resulting in a collection of old history, attempts to preserve old websites, a bit of impromptu micropatriology, and most importantly the launch of the Sector's unofficial newspaper, the Apollo Fireball. Named after the old Confederacy paper, in August it began its career of publishing new issues every two or three days, eventually reaching a hundred fifty or so. This cultural unification naturally led to a desire for political unification, and after hearing about the old Apollo Confederacy Ryan conceived of something similar and eventually convinced the main nations of the time to be interested.

Jasonia joined under Ryan's insistence. It was still active, but was beginning to suffer from internal strife - Erik and Bill still hated each other, Ryan was often trying and just as often failing to rival Jason as the leader, and its economic plans were failing to catch it up to CHE. CHE, on the other hand, was doing marvelously. Some Istvanistanis had joined, the stock market was thriving, and foreign policy was fueled by anti-Jasonianism. CHE dragged its feet in joining and was eventually granted a partial membership status.

The Apollo Pact unified the foreign policies of all members, something less than useful as it did not apply to partial members and Jasonia was the only large full member. Because the Sector still did not have many relations with outside countries, this applied primarily to the Rasinat and Tulsa, which had always been at least slightly in contact with the Apollonians, and to the Purple Bunny Federation, which was at least slightly close but which was generally shunned for having a longstanding disagreement with ever-popular Blackrock. The Pact also unified the economies, which again applied only to Jasonia and again was not very successful - although Scott created a unified currency, no one was very interested in using it, and CHE's easier but more flawed system prevailed. Thus, the peaceful functions of the Pact were less than a full success.

The military functions, however, provided a measure of unity at exactly the right time. After being kicked from Treesia, Hubert founded a small nation called Mar Sara, then abandoned it to found a communist country called the People's United Republic. He convinced a few German micronationalists who did not know enough English to understand how stupid Hubert was to aid him in this, including one who styled himself Yosh, King of Caledonia. The PUR started getting chummy with the Purple Bunny Federation; both groups had grudges against Blackrock and were out of the mainstream Sector.



The End of Blackrock and its Consequences

At the same time, mid-October, Blackrock suddenly and unexpectedly disbanded at the height of its power. Shane Odium, Secretary-General for life, had decided that he was unwilling to (or too frequently under the influence of powerful drugs to) lead the country, and without him everyone else instantaneously evaporated. Blackrock's colonies were handed off to loyal citizens as a reward. Brandon Frymire got command of the former MyNation, now called Mie, and Eoin Dornan got command of Treesia. The remnants of the Great Automatic People's Republic, which Blackrock had absorbed in May, were left unprovided for. They were claimed both by Ryan Caruso, who had been a Blackrock dual citizen, and Thomas Hubert, who had also joined Blackrock in what was obviously an attempt to infiltrate it but which the Blackrock leadership were too amused by to quash. Ryan convinced the Apollo Pact that it was vital that he rather than Hubert receive Automatica, and to persuade them he revealed transcripts between Hubert and PBF leader Lord Kitchenmit in which the two plotted the destruction of the Apollo Sector.

The unified Apollo Pact military gave Hubert an ultimatum, giving him three hours to surrender Automatica to Ryan and make other embarrassing concessions. Realizing he could not take on both CHE and FIOJ, Hubert finally agreed, ending what was later called the Three Hours War.

Ryan resurrected Automatica into a new state called Temoe, although it, too, was relatively unsuccessful. Eoin in Treesia, though, had more luck. He turned it into a fantasy country of wizards and dragons, and convinced Frymire to make Mie a Treesian knightship, changing its name to Vembria in the process. He also got Kevin Tennent, a former Treesian from the Hubert days who had seceded his province of Fabon to escape Hubert's dictatorship, to rejoin it to the country's new incarnation. He called it the Barony of Treesia and Fabon, and made himself the first Baron.

As one nation was born, another died. Istvanistan, long suffering low activity, called it quits. Most Apollonians barely noticed, although a few Istvanistanis, including Tomislav (now going by Stjepan Aracic) and Kevin Brenneman became more active in the main Sector with the loss of their homeland.

Despite the Three Hours War victory, things in the Apollo Pact were rough. Ryan and the other Pact leaders realized that as long as separate countries with separate agendas were running the show and able to opt out of whatever they didn't like, nothing was going to get done. The only solution was another full merger, like back in the Audentior days. Although many people, especially the Jasonians, pointed out that Audentior didn't work, Ryan declared that this time they would do better.



The Genesis of the Union of Apollo States

The impetus for the mergers came from an unlikely direction. The Rasinat, putting out its periodical foreign policy statement, called for more unity in the Apollo Sector. Although grateful to be mentioned at all, the Apollonians laughed the possibility off; the Rasinat responded by sort of “daring” the Sector to work out its difficulties.

Scott called a series of chats, beginning on the day Blackrock died, to iron out the issues that would have to be dealt with before a merge. The chats became a daily occurrence, each about two hours long, and all of them were titled “Stuff”. Predictably, the Jasonian and Hau’oli ‘Enan representatives were constantly and gleefully at loggerheads over every issue, with Scott and Ryan doing their best to hammer out compromises. The delegates ‘solved’ most issues by agreeing to put them to a vote after the new nation was formed. The most divisive issue was, strangely, the name of the currency - the Hau’oli ‘Enans, who wanted the “kala”, eventually got their way, although not until the Jasonians had been promised the ability to call it the “mu” if they wanted.

Even with the concessions, Jasonia was not entirely ready to merge. The Pact leadership decided that Hau’oli ‘Ena alone would merge (some merge) and all of the Jasonians would join as dual citizens; this was what happened, and the FIOJers stopped most government business while the merger was in effect because it was so much more interesting. The name given the project was the least offensive humanly possible - the Union of Apollo States, or UAS.

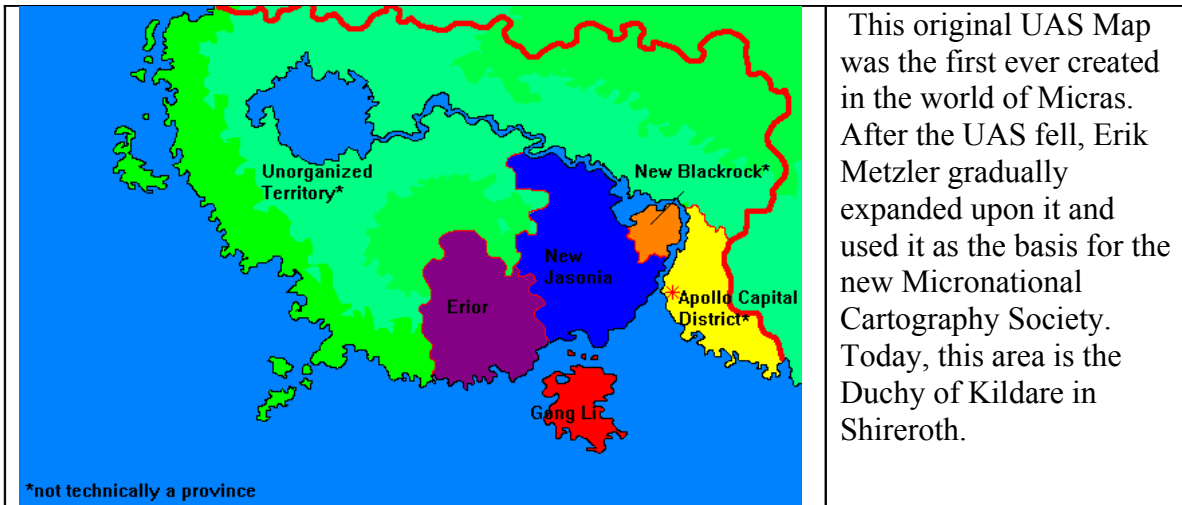
The History of the Union of Apollo States

Everyone agreed the Union was to be decided into provinces, but everyone also agreed that if the merging states became provinces, it would merely lead to a repeat of Audentior in which mutually hostile enclaves presented any cooperation. The Union's constitution therefore banned any of the merging states from becoming a province - which the merging states solved by changing their names and becoming a province anyway. Hau'oli 'Ena became Gong Li. Treesia, which like Jasonia was only partially merging, became Erior. Jasonia, which didn't even *try* to hide its contempt for the law, became New Jasonia. And, most interestingly, the Rasinates, thinking, probably correctly, that the whole matter was their fault, created the dual-citizenship province of Lesser Attera.

Gong Li and New Jasonia were the largest provinces and hated each other from the get-go. During the first presidential elections, between Scott Alexander and Jason Steffke, the entire province of Gong Li supported Scott merely for not being Jason, leading to a narrow victory on his part. Scott started a policy of greater simulation, creating the Apollo Sector's first serious fictional map and getting the economy working at least a little.

On the new fictional map, Gong Li had slightly less land than New Jasonia. John, having gotten rich off of CHE's strong economy, offered to buy more land for Gong Li. The government refused, deciding that selling map land set a bad precedent. In an attempt to force it to comply, John took advantage of one of the many economic loopholes lying around to bankrupt the Union's treasury; now it had to take his offer if it wanted to have any money. Scott, fearing this would seem like giving into John, remained firm, and the government, egged on by the angry Jasonians, supported him. Eventually the two sides decided to follow the tradition of a compromise that satisfied no one, and John got a little land and promised to stop messing with the treasury.

The next crisis was a riot, mostly started as a parody of the old Audente riots but eventually evolving into a big crisis because of the existing enmities. Bill had administrative access to the forum and used it to ban the chief rioters, Erik and Dan; after a number of insults and threats of secession, Scott finally went off his rocker and yelled at everyone - the spectacle of Scott yelling was enough to make everyone calm down temporarily. After this, the battles occurred mostly in court, where John and Jason frequently filed lawsuits against each other, forcing the patient Chief Justice Kevin Brenneman to rule on all sorts of trivial matters.



Despite this, the Union prospered for about a month and a half. Erik Metzler had grown very interested in Scott's Apollo Sector map and started expanding it in the form of a fictional "exploratory expedition". Stjepan joined with the state of Novi Dalmacija, made of former Istvanistanis. Claiming to be over six months old because it was more or less the same as Audentior which was over six months old, it requested and received membership the League of Secessionist States with the Rasinate as its sponsor and Ryan as its ambassador, the first Apollo micronation to do so.

The Fall of the Union of Apollo States

Its time finally came when someone used a spam cannon on Thomas Hubert's newest nation, Umoja, a successor state and identical twin to the People's United Republic that the Union had mostly just hoped would go away. The New Jasonians somehow got it into their head that the UAS government was involved in this (it was not), and rioted. They disrupted Stjepan's application to become a new state, and Stjepan quit in disgust, as did Ryan Caruso around the same time. Scott finally decided such people were unleadable and resigned as well. His successor as President, Patrick Foley, was indecisive and inactive, and did nothing as other people trickled out in disgust. The Union did not make it through December.

This is probably as good a place as any to break off the Golden Age of the Apollo Sector. Although the Sector survived for at least another few months, and although it can be argued that it has lasted in some form even to the present day, this was the time when its character was firmly established and the innovations that made it the nucleus of the future micronational world were made.

Analysis

The preceding chapter intentionally treated the Apollo Sector as almost completely separate from the rest of the micronational world, a perspective that reflects historic

reality. With the exception of the occasional talk with Tulsa or the Rasinat, the Sector was split off into its own little subculture, and, as such, had an opportunity to develop a completely different form of micronationalism. The broader significance of the Apollo Sector is that it was this form of micronationalism that would eventually evolve into the Micras Sector of today.

Most of the Apollo Sector's differences originated in the different technology it used to bring its far-flung citizens together. While the original micronations of the late 20th century relied on emails or email-based YahooGroups to keep in touch, the Apollo Sector relied on efficient and easy-to-read forums. These forums allowed everyone to see the "action" firsthand, and prevented the sort of he-said/she-said debates that caused so much trouble for the League of Secessionist States. However, they also created a much narrower divide between the "political elite" and the common citizens, leading to increased demands for representation. Almost all of the large Apollonian nations had some form of direct democracy; almost no other country did during the same period.

Further, the Apollonian paradigm emphasized speedy action at the expense of the laborious deliberation so common in LoSS members. Because anyone can see and respond to a message posted on a forum, issues quickly left the control of the first person to mention them and spread not only across a nation but, through double citizenship, into other communities, so that it would be mere days between someone mentioning an idea and the entire Sector having it implemented.

The close-knit community of nations also provided a completely different atmosphere from the tens of far-flung, barely communicating countries more prominent in the rest of micronationalism. The Apollo Sector provided a perfect setting both for wars and for mergers, and as such developed a much more impressive history much more quickly than anywhere else.

However, the Sector's one great problem was the inability of any specific nation to survive for more than a few months. While the Sector as a whole could be considered successful, its individual nations tended to fold within weeks, often in embarrassing ways. Thus, all of the Apollonians' accomplishments were marred by a two steps forward one step back mentality. Needless to say, the lack of anyone specific to make relations with harmed the possibility of friendship between the Apollonians and the older nations.

But even this ended out to be an advantage, as the national attrition prevented the formation of any ingrained systems and assured that the foundations of what made a country would be reviewed every so often. It was the endless turnover of nations that allowed strange experiments like Hyperborea, Jasonia, or the UAS that never would have gotten a chance to even be tried anywhere else.

It was also this tendency for things to change quickly, for ephemeral nations to quickly be replaced by successor states, that ironically encouraged the Apollonian love of history. This chapter exists because of the many Apollonian historians who preserved information from that age far beyond what is available in any comparable cluster of micronations.

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<http://atteraimpgov.port5.com/>

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The Apollo Gallery - Iain's collection of (mostly broken) Apollo links

http://www.geocities.com/jasonian_22/FIoJMuseum.htm

The wonderful Jasonian Museum, analyzing early Jasonia's successes and failures

Chapter III: Sunrise in Babkha

Micronations Today

One of Thomas Leys' last actions before disappearing into the blue was to create Micronations Today, an EZBoard with a soothing blue background where people from different countries could meet to discuss their hobby similarly to the way MNN is used in the current era. Although few of the Apollonians hung out in MT (as it was called), the Rasinate frequently posted there, as did most of the old LoSS micronations.

A leading voice for the old LoSS school at this time was Corvinia, self-proclaimed leader of the crusade against almost everything. Founded in 1997 by Prince Peter Ravn Rasmussen, Corvinia was known on the positive side for a good sense of humor, a strong micronational government, and a commitment to chronicling intermicronational history and events that this historian wishes more countries of the age could have shared. On the other hand, it had also made many enemies by its uncompromising policy that it and a few of its allies (such as TorHavn and the Triselene Imperium) were the only important micronations and many of the rest could be placed conveniently in the "bug" category.

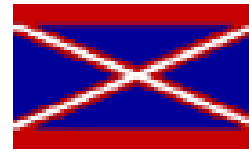
Babkha Begins

October 11th, 2000, saw an event in the Micronations Today forum similar to that which had come up many times before - a new micronationalist announcing the creation of his country. He called himself "Shah Babak XXVI" and his new micronation, "Babkha".

Prince Ravn took a look at the newcomer and did not have to look far until he found his reason to file it away as a bug. Babkha had only two citizens but a very detailed fictional history. The history recounted how the Shahs of Babkha had gradually taken over the continent of "Eura" in bloody battles, and how Babak himself was now heir to this great line. To Ravn, this was an unacceptable level of RPGing and proved Babkha wasn't serious enough to participate in a forum like Micronations Today. Corvinia's friend TorHavn backed them up on this. Enter the Rasinate.

Since its inception into LoSS, the Rasinate had been busy. Ras Diga had buried the hatchet with Alameigh for a while, going so far as to agree to consider a peace treaty. This angered a few of the more hotheaded Rasinate citizens, who attempted a coup on March 25th, 2000. Diga easily survived the coup, both thanks to his own popularity and to the help of Ras Rodriguez, who eloquently petitioned Rasinate citizens to see the Ras' side. After the

Nation In Profile: Babkha



Lifespan: 10/11/00 - present

Government: Constitutional monarchy

Peak Population: About twenty-five

Notable Citizens: Babak Shah, Ardashir Osmani, Tahmaseb Abakhtri, Amir Shervanis, Fath Ali Nouradin, Malkhom Khan, George Nantell

Links:

<http://www.babkha.com> (website)

<http://p202.ezboard.com/bbabkha> (forum)

Why it's important: Because of its long life and diplomatic genius, Babkha has been a central player in the Micras Sector almost since its formation. It was partly the diplomatic efforts of the Babkhans – and partly the efforts of their opponents to band together to resist them – that made Micras cohesive, and Babkha's always been good at both starting and stopping trouble. Much of this history will end up coming back to them in one way or another.

The flag seen here is the original Babkhan flag, replaced in 2002.

coup, the Rasinat only grew stronger, attracting a tributary state, Argaal, and working an alliance with Bellatoria. The country set up an economy based on the Silver Atterbruuk, and although it was never exactly prosperous it remained in more or less use for a few months.

The Rasinat in Late 2000

Rasinat internal politics thrived during this period, with the All-Atteran Party, and the Libertarian Party vying for control of the Yezawd Derg. Chief among issues at this time was the Rasinat's self-image as a hotheaded, militarist despotism. Bleeding-heart liberals such as the Libertarian Party membership wanted a more tempered, friendly approach to government, while the All-Atteran Party thought the status quo was just great. It was no coincidence that the latter was led by Ras Markle, later known as the Mad Ras, always the first to initiate any conflict and the last to leave it. But even the most belligerent Q'attera-Macusia'ans tempered their aggression with honor during this period, leading to a not unenviable reputation of being a wonderful friend but a terrible enemy. As such, despite Libertarian protests there was little incentive to change.

One policy of the All-Atteran Party was to collect a group of like-minded friends, which Ras Stuart of the Libertarians called "the militarists and aggressors of the world" as friends of the Rasinat. To the Rasinat's friends, they were helping new micronations with the same goals as themselves gain a foothold. To their opponents, they were creating an unbeatable coalition of micronational maniacs. Since they had many opponents, the latter view certainly became common, and Ras Diga himself was heard to slip into it every so often, which certainly didn't help. To counter this, the Rasinat became more and more vocal about its anger at the old micronations for neglecting new countries and trying to segregate the community along age lines. In his speech commemorating the Battle of Adwa, the Imperial Ras, according to the Red Shield, "blasted the older and more established micronations for snubbing the newer micronations and warned of Rasinat intentions for regional if not micronational dominance should the conditions continue." Thus, it is clear that Diga was not shy about stating the Rasinat's intentions to gain as

Notable Names: Diga Makonnen



Ras Diga, now married with two young children, has been a micronationalist ever since he was a child himself. The descendent of noble Ethiopian Jews, he based the Rasinat on old Imperial Ethiopian culture. As a member of the United States military, he has taken long sabbaticals from micronations to go fight abroad.

After Tymaria, Diga became Emperor of Attera under the name Mi'kel Tzion. He was ousted in a coup in 2005, but remains closely tied to the nation culturally and politically.

Ras Diga married Marie Lopez just before starting the Rasinat, and their daughter, Jihan, is the country's *de jure* monarch, although she will not rule until she is eighteen.

much power as possible. The difference in interpretation, again, was that the Rasinat thought it was trying to wrest control away from the established clique in order to open the field to other countries, whereas many other nations thought they were just engaged in an attempt at good old fashioned world domination. Under these circumstances, it is easy to see why the Rasinat supported the developing Apollo Sector so much.

The question of Rasinat world conquest became more pressing when a new nation called Marinidad declared war on the RoQM in June 2000 for not much of a reason at all (according to legend, they "couldn't spell their names"). The Rasinat responded swiftly, hacking them out of existence - the first time they had actually put their much-vaunted military might to use. The normal anti-Rasinat players - now lead by Corvinia and Alameigh - predictably held this up as an example of the Rasinat's inherently violent nature, and the Rasinat predictably said they were just defending themselves. Eventually Ras Diga resigned over the crisis but was reinstated two days later.

The Rasinat now moved to consolidate its power. It joined many of the micronations under its sphere of influence into the Atteran Commonwealth, with Diga's daughter Jihan as ceremonial sovereign, and proposed the Bold New Era Plan.

The Bold New Era Plan was the Rasinat's attempt to do no less than completely reshape micronationalism. If it had been building itself up into a position of power, this was the goal to which it was prepared to apply that power, and a noble goal it was. According to the manifesto:

"What we propose is that the Older, more mature micronations finally "take charge" as they are supposed to do, rather than ignore the current inactivity and lack of quality of micronations, both Old and New. Please do not take this as political grandstanding on the Rasinat's or my part, it is just that we grow tired of newer micronations complaining that the older micronations ignore them and the older micronations complaining that the newer micronations are "bugs".

We WERE going to use this as a platform to destabilize the older micronations and usher in a new era where new micronations would reign supreme. This is totally out of character with the Rasinat's cause. Our cause is for total equality across the board for all. If we were to do our utmost to ruin the older micronations, this would certainly ensure my place in micronational history as a "micronational Hitler". Since this is counter to what the Rasinat wishes to achieve, this had to be scrapped. Plus, all micronations of a mature nature are not all bad. There are some great examples and we feel that their "expertise" should be shared with everyone. This would further our cause of Micronationalism and make us all prosper."

Added to this was a nine-point plan. Although the points were rather complex (the full text is in a link at the end of the chapter), my attempt at a summary goes:

1. All micronations can exist without prejudice
2. Micronational organizations should cooperate more
3. Older micronations should help newer micronations
4. Older micronations should set examples by not squabbling
5. Micronations should be accurately divided into Sectors
6. Newer micronations should behave themselves
7. Older micronations should stop being arrogant

Voices from History

"Well, what with all that fuss about the BNE, how evil it was, how excellent it was, etc. I never actually got around to reading it. Before you point your blaming finger, remember that you were Charles the Great, I was just Eoin the Unmemorable."

- Eoin Dornan, in Tulsa

8. Aggressive micronational war should be snuffed out.
9. Dual citizenship should be reconsidered.

Although none of these points were incredibly controversial, the implication behind them - that the Rasinat was the leader of micronationalism and could start telling other micronations what they should be doing - was. The proposal, first released in September, brought the newbies vs. oldies battle back into full swing. And, to finally end this diversion and return to the original point, this was the climate when Corvinia accused Babkha of shoddy micronationalism, and the reason for the Rasinat jumping to its defense.

The Rasinat's Defense of Babkha

Babkha was quickly overwhelmed by the flame wars of the Rasinat and Corvinia, and wisely stayed out of the whole matter. Corvinia's ally TorHavn joined in, and a few other posters at the Micronations Today forum made their voices heard (including a young Scott Alexander, who spoke in favor of Babkha, but who Prince Ravn ignored because he had failed to address him by an appropriate title).

The conflict never got beyond the war of words stage, but even wars of words can get pretty dreadful when Ras Markle is involved. The Mad Ras (as the Atterans sometimes called him), who was never quite able to escape rumors that he was a double login Diga used when he wanted to be particularly offensive, excoriated the Corvinians with a stamina that raised a lot of eyebrows among the participants. The Corvinians reiterated their accusation of the Rasinat being an evil empire seeking to take over the world, and the situation ended with the Rasinat unrecognizing both Corvinia and TorHavn, creating a huge gap in the midst of the web of micronational relations.

The Beginning of Babkhan Politics

Babkha, in the meantime, left intermicronational politics for a while and started the work of building a nation. The Shah's only fellow citizen at the beginning was Thomas Mountain, who had originally started his own nation, Bathland, but chose to merge it with Babkha instead a few days later. Advertising themselves to people with an interest in ancient Persia, they attracted a core group of countrymen. There was Vizier Tahmaseb, a Finn who soon found himself working in Foreign Affairs; Arben38, a Zoroastrian who started Babkha's original Rastakhiz Party; Fath Ali Nouradin, the first Babkhan Muslim; and Ataxerxes, later to gain notoriety under the name "Ardashir Khan".

Like many other countries of the time, Babkha set itself up as a constitutional monarchy. The Shah was kept in check by a legislature (called the Majlis i-Mellat) composed of representatives from various provinces (called Satrapies). During these early days (the end of 2000 and very beginning of 2001), Babkhan satrapies were much more important than at present, each having a couple of citizens and a Satrap who could be hired or fired by the Shah. There was an attempt to give the legislature a second house, a Dewan-i-

Satrapan, in which all the Satraps would meet together and review the Majlis' decisions, but this was never very successful.

Like many of the nations of the time, Babkha developed a thriving system of party politics. These Rastakhiz Party, a group of militant, quasi-fascist Zoroastrians, were ancient Babkha's equivalent of the RoQM's All-Atteran Party, a sort of equivalent of today's Behsaz Party, and probably the group that most contributed to the way Babkha is today. Opposing them were a variety of leftist parties, including a thriving Communist Party and a moderate Liberal Party.

The main prize in early Babkhan politics was the position of Grand Vizier, held by the party dominating the Majlis at the time. Without going into highlights or policies, all of which have apparently been lost with time, the first Grand Vizier was Tahmaseb, the second Ramin Qajar of Rastakhiz, the third Juan Pablo Var of the Communists, the fourth Pascale Dufoix of the Liberals, and then Tahmaseb again, which brings us to about a year into Babkha, well past the point when Grand Viziers had very much influence, and way ahead of ourselves.

Babkha's first foreign relationships were, surprisingly, with Corvinia and TorHavn! The two countries had seen Babkha's new success, changed their mind about it, and decided to give them a chance after all. The Babkhans, still innocent, were unaware that their friendship with these nations would oppose them to the Rasinat camp; the Atterans, however, were quick to make this clear to them. Using the sort of diplomacy that only the Atterans can, they managed to offend the Shah enough that he chose to stick with his new friends Corvinia. The Rasinat, not unreasonably, viewed this as a betrayal - after all the work they had put in defending Babkha, Babkha went and joined with their enemies! This incident laid the groundwork for the next four years of bad blood between the two countries.

Voices from History

"How long do these micronations represented in Micro-nations.org think they can suck up to Corvinia and then complain about the ego serving statements of Mr. Rasmussen to us, before we start listing their two-faced actions? I think that if they ride the fence, someone should throw a rock at them and knock them off of it. You cannot play both ends from the middle, someone always ends up hurt by it!"

- Dejazmatch Michael Brown of the Rasinat

The Apollonians Pick Up The Pieces

Turning back to the Apollo Sector, we find the Union of Apollo States dead, with the Flying Islands of Jasonia looking to make a comeback as the largest of the Apollo nations. Erik Metzler and Scott Alexander get to talking, and neither one turns out to be very enthusiastic about a new era of Jasonian hegemony. They choose to secede their provinces of Shireroth and Hyperborea from the Flying Islands in order to make them into viable independent countries once again.

Hyperborea is unsuccessful from the get-go. Scott, who makes himself Elder due to Adam Stone's half-year-long absence, imposes even stricter requirements on citizenship than before - the only one who rises to the challenge is Ryan Caruso. Ryan creates the Volsaarn culture, and Scott designs websites, languages, and some more culture, but the political life of the country is essentially nil. Hyperborea becomes mostly important as the center for the Apollo Fireball, which is continuing to publish on a semi-regular schedule.

Shireroth, on the other hand, does a bit better, drawing together both Shirerithians from the Audentior days like Erik and Dan, and also attracting many of the former Automatics and Hau'oli 'Enans, like Patrick Foley and Tony Au. There are a couple of dual citizenships with Jasonia as well, and Shireroth ends up with between five and ten active people. After considering possibilities like Shah and Pharaoh, Erik settles on declaring himself Kaiser, and carves up Shireroth into two Duchies, Brookshire and Goldshire, with himself and Dan as the two Dukes. The Dukes are given access to the Landsraad, the council of nobles that makes whatever decisions the Kaiser chooses to let them make. A sophisticated legal structure is not one of the high points of the Shireroth of this era, but the system works well enough.

Meanwhile, John Sager and Thomas Hubert have teamed up in Umoja. Using a spam cannon, they attack Jasonia and the remnants of the Union of Apollo States, still lumbering on under Foley. Their motives are unclear; although it would be bad historical method to attribute the attack to general evilness, I stick to this hypothesis until a better one comes along. The attacks were devastating. The Union of Apollo States was destroyed. Foley gave up and asked Shireroth to annex it; they did and it was made the Duchy of Kildare. Jasonia fared slightly better, thanks to catching John in the act, but they were still not happy. Sager was chased out of micronationalism for a while; as for Hubert, the Jasonians helped formulate the "Hubert Doctrine" that proposed a general agreement among all micronations that they would neither harbor him nor cooperate with

Notable Names: John Sager



John Sager is 22 years old and studies political science and history at UCLA. His greatest achievements include somehow convincing the United States to hire him in a security position at their Danish embassy, and having a middle school named after him (see <http://www.cpps.org/sager/>)

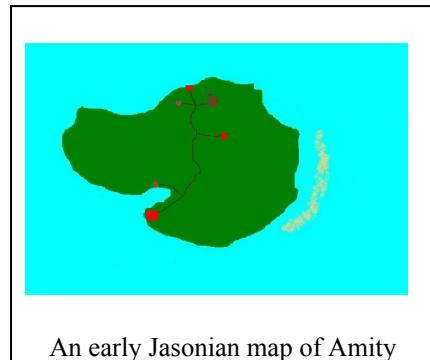
Micronationally, John founded the AFTP and Hau'oli 'Ena, and was the "bad boy" of the old Apollo Sector. After mellowing down, he served a foreign affairs role in Tymaria and, after a long hiatus from micronations, became President of Lavalon and Baron of Northhold in Shireroth.

any country that did harbor him. Hubert went and founded the New Automatic Republic, but the Hubert Doctrine did its job, and he was unable to get any citizens or allies.

The Shireroth-Jasonia Confrontation

Jasonia had lost its edge. It spent much of this period trying to make a commodities based economy, in which people bought and sold fictional products; this failed miserably. A few new people tried to join as citizens; they were held under suspicion of being foreign spies, possibly Hubert, and bothered until they left. Eoin and Kevin, both Jasonians at this time, got upset about this and decided to test the system by pretending to be a new person. The new person (Dermot Kelly) was let in without a fuss, Eoin and Kevin revealed it was them, and the Jasonians got worried about the deception and tightened immigration laws, exactly opposite to the effect Eoin and Kevin had wanted. Everyone was worried that Jasonia was in a period of decline, just as Shireroth was on the rise.

Conflict between the two powers began when Shireroth decided it should possess the island of Amity, a former Jasonian airbase. It had been Erik who invented Amity, so he staked a claim to it. The Jasonians rejected this claim, and the two countries prepared for war. Shireroth had the spam cannon, which had been given to them by Foley (who had gotten it from Blackrock). Jasonia eventually backed down. A token donation of micronation currency from Shireroth to Jasonia was not enough to prevent the situation from being an embarrassing one for the Flying Islands.



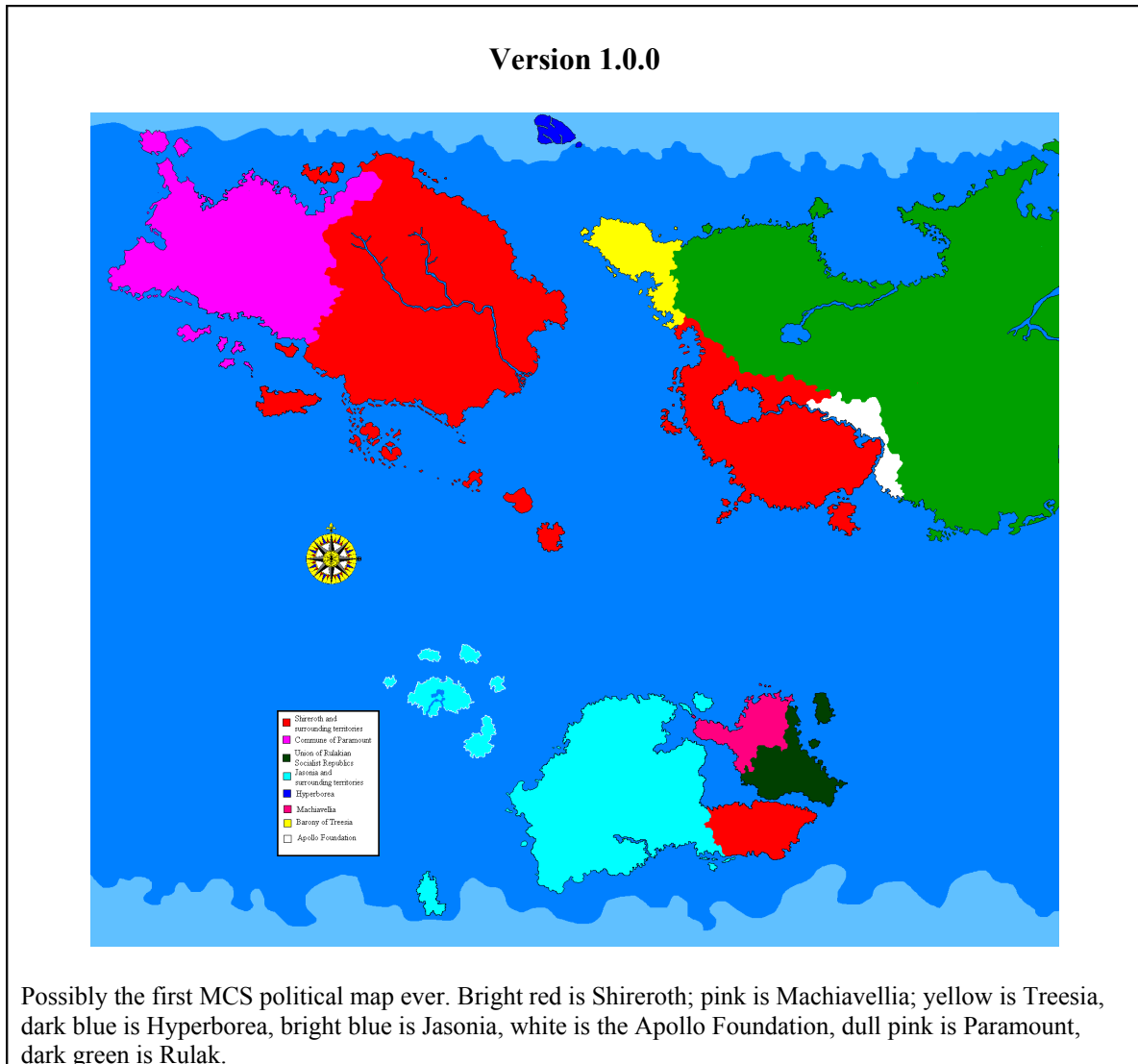
An early Jasonian map of Amity

The Micronational Cartography Society

Shireroth was expanding its territory, yes, but at this point territory was a vague idea, linked with names but with little else. The Union of Apollo States had seemed to open a new realm of possibility with its map of the country. What if that level of quality mapping could be expanded to the whole micronational world? Erik decided that it could and should be, and discussed the idea with Scott. Together, in late December 2000, the two founded the Micronational Cartography Society, dedicated to creating a simulated geography in which micronations could interact.

The Society's first decision was to keep the look and feel of the map generally similar to that of the old UAS map, but with a darker color scheme. The second decision was to actually include the old UAS map as a part of the new MCS map; it became a map of the former UAS, now Shireroth's Duchy of Kildare. Shireroth was envisioned as a large continent to the west of Kildare; Hyperborea was an island north of Shireroth; Jasonia as a series of islands to the south of Kildare, and Tapfer, Jasonia's remaining province, as half of a continent near Jasonia. Other nations of the time, from Umoja to Treesia to Istvanistan, were stuck here and there in whatever locations looked good at the time. The original MCS Map was only the western third or so of today's map, but that third was substantially the same (save that Treesia was a peninsula and not an island). Hyperborea

and Shireroth were the Society's only two members, but the map included nonmembers like Jasonia in order to give the member states a context.



Machiavellia

To the west of Shireroth lay a great plain bounded by the Elwynn River. Into that plain came Machiavellia, the nation of Ed Conway, who had been recruited recently from Apolyton. Machiavellia, based on the power politics of Niccolo Machiavelli, had some interesting laws, including quite possibly the only constitution that recommended coups as a perfectly legal method of regime change. Although the Prince of Machiavellia was Conway's friend Jason Rhode, Rhode was away in Italy for a while, and so Conway took over the nation's introduction to the micronational world. Machiavellia soon became Shireroth's closest ally, leaving Jasonia feeling even more left out than before.

The Collapse

Things got much worse for Jasonia when its President, Jason Steffke, announced he was leaving at the beginning of February 2001. The decision came out of the blue, with Steffke claiming personal reasons for his departure. Jason leaving was the signal for everyone to kind of drift away from the nation at once, an event that will go down in Jasonian history as the Collapse. At the same time, and also for personal reasons, Erik left Shireroth (although he did not resign as Kaiser). Shireroth, too, started to wither. With Hyperborea never very active in the first place, everyone assumed the Apollo Sector was dead, packed their bags, and went home.

Mysteriously, around the middle of March everyone changed their minds and came back. Jason surveyed the remnants of Jasonia and tried to pick them together into something that could be called a micronation again. However, Shireroth stayed deader than ever. Patrick Foley was still there, but he had no official title. Deciding the country should not just be left to die, he asked the Rasinates to come in and annex it.

The Rasinates Try To Annex Shireroth

Despite this typically Rasinatesque action, the country was getting further and further away from its traditional base of Diga's army buddies in favor of new, exclusively online citizens. When Tulsa floundered in late 2000, King Charles chose to go to his former allies the Rasinates. There, he was declared "Charles the Great" by Diga in honor of the help he had given the young Rasinates, and became the country's new Prime Minister. After his resignation, the position went to someone even further removed from Rasinates traditions - Eoin Dornan, Baron of Treesia. When Diga left the Rasinates for a while when moving from Germany to America, Eoin became the top Rasinates official. It was thus that the Rasinates announced its uncharacteristic willingness to negotiate the Shireroth issue.

Jasonia took advantage of the Rasinates' vacillation by deciding they should be the ones to have Shireroth, and sent the Rasinates a sternly worded communiqué demanding the rights to the dead nation. It became an international incident, and the League of Secessionist States took up the issue.

Things only got more complicated when Shireroth's old ally Machiavellia came by and said *they* ought to have Shireroth, making their claim off of the authority of one "General Trantor". Although no one was predisposed to take Machiavellia's claim seriously at first, Conway surprised everyone by demonstrating he had administrative access to

Notable Names: Erik Metzler



Erik is twenty-one years old and studies psychology at Sonoma State University. He is known for his odd sense of humor and mania-induced craziness.

Erik founded both Shireroth and the MCS, and kept them going through sheer force of will for many years. He was the first winner of the Odlum Award for Micronational Achievement.

Shireroth's forums. Armed with this power, Jasonia and the Rasinat had to back off; General Trantor then revealed himself to in fact be Kaiser Metzler I, making his comeback. Machiavellia left the country, and Shireroth set up operation as an independent state once again.

The League of Micronations

Jasonia was consoled for this let-down by something that would have seemed impossible only a few months before. President Jason Steffke was elected Vice Secretary-General of the League of Micronations, a group very similar to the League of Secessionist States that had branched off the former in fall 2000 out of personal differences and an unwillingness by some countries to brand themselves as "secessionist". Although the League was founded by Chas Jago of Alteria, its most influential Secretary General, and the one who would work with Steffke, was Matt Hanson of Lyrica.

Lyrica had grown out of the Cyberia tradition of micronationalism when Pete Krembs, a suspected Cyberian, founded the country of Interland in 1999. After a coup kicked him out of Interland, Krembs moved to the Interlander province of Lyrica and declared it an independent country. A few Cyberians like Peter Hickey and Austi Scot joined up, a thriving political culture similar to Cyberia's formed, and the country made a map of itself - the only pre-existing map to be incorporated onto the MCS Map (it is now the main island of Stormark). Soon Lyrica gained some original citizens unassociated with Cyberia, of whom them most important were Mark Buhr and Matt Hanson, both smart, affable people with an interest in politics who were difficult to tell apart. Hanson served as the Lyrican representative to the League of Micronations at its foundation, and was soon chosen Secretary General, a position which he held for many months despite the Fireball obtaining and publishing a picture of him in sunglasses pretending to be a rapper.

During its glory days (the late spring and early summer of 2001) the League of Micronations was



Matt Hanson pretending to be a rapper

Nation in Profile: Lyrica



Lifespan: 2000(?) – 2002(?)

Government: Republic

Peak Population: About fifteen

Notable Citizens: Mark Buhr, Matt Hanson, Austi Scot, Pete Krembs, Mike Phyle

Links:
<http://lyrica.freesevers.com/> (forums)

Unofficial Motto: "Lyrica: At Least We're Not Cyberia"

Why it's important: Lyricans were leaders in intermicronational diplomacy in the pre-Tymaria period. Lyrica spawned Aerlig, a nation still around today and important in Grand Commonwealth history.

Note: The flag and site here are not for the Lyrica of 2001, but for a later incarnation. Nothing from the 2001 version remains online.

actually quite a useful organization. Hanson appoint Lord Kitchenmit of the Purple Bunny Federation to create an Intermicronational Court of Justice, which was surprisingly successful in resolving some intermicronational disputes and preventing wars. A few other proposed programs were less inspired, like a LOMESCO program based on UNESCO to give economic aid to developing nations. Nevertheless, LOM at least did well what all intemicronational organizations do well - namely, vote on admitting new members.

The Commonwealth of Benacia

One of the newly refounded Shireroth's first actions was to rejoin the League of Micronations. Its second act was to consolidate its foreign policy with Machiavellia. After some talk, they decided to consolidate more than just foreign policy, and to create a league called the Commonwealth of Benacia, which would share immigration, military, foreign, and economic policies. Hyperborea soon joined the Commonwealth, bringing its membership to its all-time high of three. A newly emboldened Benacia decided to annex Paramount, the old dead nation of John Sager. Its reasoning was that Paramount was dead, that annexing it would gain Shireroth new MCS land, and that Shireroth already controlled most Sager-nations anyway thanks to the largesse of Admiral Foley. Thomas Hubert and John Sager then came out of the woodwork and rebuilt Paramount to prevent Shireroth from taking it over.

Not to be outdone, Jasonia concocted a plan in which Shireroth and Hyperborea would become Jasonian colonies. This entire period is very fuzzy to this historian, but it seems clear that, for whatever reasons, Shireroth and Hyperborea agreed to the plan and became Jasonian colonies for a brief period in April 2001. Treesia was also asked to join the merger, and a vote among the Treesian populace (mostly Jasonian dual citizens) assented, but Baron Eoin for the first time exercised his right to annul a majority vote and kept Treesia free. It also seems that by May, the two countries had regained independence, although there is no record as to why. It is possible that this situation is in fact more confusing; one possibility is that the Shirerithians and Hyperboreans all agreed to personally join Jasonia as dual citizens but left their independence intact.

Yardistan and Jasonia

In April, Jasonia was recovering from a crisis in which Tony Au had dug through some old documents and determined that, in fact, Jasonia had not had a legal government since the Collapse. Jasonians took this as an incitement to anarchy, and for a week or so broke all the laws they could just because no one could stop them. Into this situation came the new Shirerithian subdivision of Yardistan. Yardistan was founded in April 2001 when Stjepan Aracic, formerly Tomislav Trpmirovic of Istvanistan, donated a small patch of dirt in his yard to Shireroth. A few other Shirerithians, inspired by his contribution, donated similar patches, and the place got an identity when Stjepan chose to name it "Yardistan: The Place Where Small Patches of Filth Come Together To Make Something Great". When Erik's real life friend Nick joined Shireroth (perhaps to replace Dan, who

disappeared around this time) he was given Yardistan as his own. Taking the name “Nick the Yardistani”, Nick took Yardistan’s improbable beginnings as an excuse to make it into a center for all sorts of insanity, and the anarchic Jasonia provided a perfect arena for their madness. They waltzed in, claimed to steal chairs from important Jasonian governmental offices, and waltzed out. Eventually they moved from merely stealing chairs to annexing them, gained the name “Yardistani Annexation Corps”, and a legend was born. The Yardistanis have since annexed myriads of other things and become an important Shirerithian institution.

This goaded the Jasonian government into action (especially offending Bill Dusch, who never quite forgave the Yardistanis) and caused a Glorious Revolution, in which they declared their

government back in effect. This was the last period of Jasonian greatness. The country held elections for its positions again, the Jasonian Intelligence Nexus plotted horrible ways to get the citizens of Lyrica to join the FIOJ instead, the Salary Distribution Act tried to replace the miserable failure of the commodity economy and failed, and Jasonian ambassadors roamed the micronational world, getting news of Jasonian glory as far off as Lyrica and Alteria.

The Great Powers of the League of Micronations

Before we cover the decline of Jasonia, it may be helpful to do a survey of the wider micronational world around this point. As previously mentioned, the League of Secessionist States had fractured, with many of its members joining Chas Jago of Alteria’s new League of Micronations, which billed itself as much less pompous and exclusivist. The League was not founded in direct response to Diga’s Bold New Era, which by this point had been almost forgotten by everyone but the Rasinat, but it certainly fit within its framework. While many of the smaller LoSS members left for the LoM, many of the larger ones with enough diplomats chose to maintain a presence in both camps - the Rasinat and Babkha being among them. The Apollonians predictably chose the LoM side, and gained some high positions in its hierarchy.

The key nations of the League: The Rasinat, Babkha, Lyrica, Alteria, Interland, Pacifica, Kelterspruf, the People’s Republic of the New Soviet Empire, Benacia, Jasonia.

Interland, as mentioned before, was founded by Pete Krembs; by this point, however, it was now closely associated with Pacifica, a large Portuguese micronation making grand claims about its number of citizens and its association with Google that everyone believed at the time, possibly because they didn’t know Portuguese. Its Emperor Edward

A Partial List of Yardistani Holdings:


- A chicken coop
- A chipmunk
- A Coca-Cola t-shirt
- A copy of Shakespeare’s “Julius Cæsar”
- A coup
- A crate of oranges
- A crouching tiger
- A hidden dragon
- The FIOJ Military
- A fire extinguisher
- A funnel
- A Golden statue of something or other
- A government building
- A Hyperborean Poster
- A jeep
- Lukedu’s lil sister
- A marmoset
- Matt Dusch
- A no-parking sign
- A phone
- A picture frame
- A pineapple
- A plastic Jesus
- A Psychology Book
- A Sack of Potatoes
- A sarcastic parrot
- Secret military plans
- A size 9 shoe

interfered in Anglophone affairs rather often, mostly on behalf of his Interlandese charges, and Interland, true to its name, gained a reputation as a node in between the Anglophone, Lusophone, and Germanic sectors. Its leader at the time was Julian Starr, who claimed to be a middle-aged Messianic Jew from New York with an obsession with Reagan. Another important Interlander was Daniel Dreesbach, a Germanophile who later ended up joining the Rasinat.

Alteria was Chas Jago's nation, and no one ever saw any Alterians save Jago, although everyone was quite certain they existed. Alteria operated offline and took itself very seriously - it was trying to start a worldwide environmental revolution, and frequently dissolved itself and reconstituted itself in a more serious way in order to better serve that goal. Chas was a magnificent webmaster and, when combined with the pretty forest scenes that Alteria's website favored, could make beautiful pages. Chas was also, of course, famous for founding the League of Micronations. Other notable Alterians included Treesian dual citizen Kevin Tennent, who inhabited the Alterian province of Terra Firma.

Kelterspruf was a little crazy. Their king, Nbungo Kelterspruf, was easily offended, and managed to get into a big diplomatic row with Babkha that tied up League resources for a while. The conflict threatened its League admission for a while, but eventually was resolved, not so much in anyone's favor as through both sides agreeing to forget about it. It seems to have moved to the more serious micronation camp shortly thereafter and has since disappeared entirely.

The People's Republic of the New Soviet Empire was impressive, to say the least. Its leader, who went by the "code name" Siberian Fox, had a more than typical interest in Soviet Communism and was the webmaster of what may have been among the web's top sites for Soviet related resources. He was a master at all sorts of web design and graphics, and when he decided to create a Soviet micronation, he recruited from his Soviet tribute site and got hundreds of people willing to help him. The PRNSE, as it came to be called, was notable not only for its professionalism but for its realism - unlike most micronational governments at the time it was unabashedly based off a real culture whose structures it simulated as well as possible. Notable Soviet citizens included General Zhukov, a hothead, Europia, a master of communist theory, and Yuri Andropov, who was smart and determined but a bit crazy, and who had founded a "People's Republic of Interland" to annoy the Interlanders.

The Greats of Yesteryear Part II					
Name	Flag	Founded	Government	Ambassador	Relationships
Interland		1999	Republic	Julian Starr	Pompous, didn't much get along with Rasinat
Alteria		1998	Variable	Chas Jago	Pretty friendly with everyone, not involved in balance of power politics
New Soviet Empire		2000	Communism	Siberian Fox	Allies with Babkha, enemies with Rasinat
Kelterspruf		2000	Monarchy	Nbungo Kelterspruf	Pompous, didn't get along well with Babkha

Like the LoSS, the good intentions of the LoM soon degenerated into a myriad of pointless conflicts. Like David Kendall in the LoSS, Matt Hanson was good enough at what he did to handle the conflicts but unable to stop them from occurring. The Babkha/Kelterspruf feud has already been mentioned, although I will add that the Cordial Kingdom of Kelterspruf was referred to as “the Bumbling Idiotdom of Kelterspruf” on at least one occasion by the Babkhans. The Rasinat and Interland got in trouble when the Rasinat noticed Interlander Joe Whittaberg browsing its forum and inexplicably considered this spying. The Rasinat chose to have the issue settled in the Babkhan court rather than the LOM court; the Babkhans, under their brilliant Chief Justice George Nantell, allowed the matter to die down without offending either side very much.

The Decline of Jasonia

Returning to the Apollo Sector, the resurrection of Paramount provoked a crisis. Both Paramount and Shireroth claimed the former Great Automatic People’s Republic, now known as Automatica. After Sager refused to back down, Benacian forces under the command of Erik Metzler of Shireroth and Edward Conway of Machiavellia used a spam cannon against Paramount, destroying the country. Despite repeated claims that he won, Sager eventually gave Shireroth Greater Automatica - the Fireball records that this was thanks to him owing Scott Alexander of Jasonia a favor when the latter helped him with science homework.

But scarce had that conflict finished when Paramount attacked Jasonia - apparently without provocation. Jasonia called upon its allies, Shireroth and Machiavellia, for help, and the Benacians leveled the country with the same effectiveness as they had just a few days before. Sager then claimed that Paramount had only attacked Jasonia on a request from President Jason Steffke to help build activity. Steffke was insufficiently firm in denying this accusation, and because of Jasonia's low activity at the time and the improbability of an unprovoked attack, the accusation stuck. The best historical research suggests that Steffke made some offhanded comment in a private conversation which Sager interpreted as permission to attack Jasonia, but that he had not thought out its full implications.

But such niceties were lost on the Jasonian populace. Believing "Paramountgate" to be a terrible scandal, Scott and Erik resigned from the Flying Islands. The Benacian Commonwealth voted to sanction Jasonia and refuse to deal with or talk to it. Lyrica, getting some wind of Jasonia's policies to steal its citizens (which, to be fair, were the idea of this historian, and, in his opinion, a rather good one) also spoke out vocally. On the other hand, Lyrica no longer had many friends abroad due to its policy of password protecting its forums from foreigners.

The Paramount scandal in May did not immediately kill Jasonia. But it did take the wind out of its sails. Not very much happened in the country between then and its death in July of that year.

Behind the Iron Curtain

With Benacia seizing the torch of the Apollo Sector legacy, the rest of the world also saw its balance of power shift as Babkha and the PRNSE moved towards alliance. At this time, Babkha had a flourishing communist party, and this provided the incentive for a few leading Soviet citizens to come over and investigate. They liked what they saw and stuck around. The Babkhans, in return, were fascinated with the Soviet culture, and Siberian Fox designing a beautiful header graphic for the Babkhan forum sealed the deal.

And it was a good thing, too. The Rasinat accused the Soviets of spying on them in a case so similar to the Interland incident previously mentioned that I suspect my historical scholarship has inadvertently duplicated the single incident into these two scandals, although I am not certain which of them was the real one. A heated exchange between the two countries led to threats of war - and, in fact, the Rasinat was attacked. They came very close to counterattacking the Soviets, but Siberian Fox proved just in time that it was a loose cannon, the Soviet citizen khenlein, trying to provoke a conflict. After this, the two sides backed away from the brink of open hostilities, and the Soviets decided to implement the Iron Curtain, a policy of not associating with any other countries except Babkha.

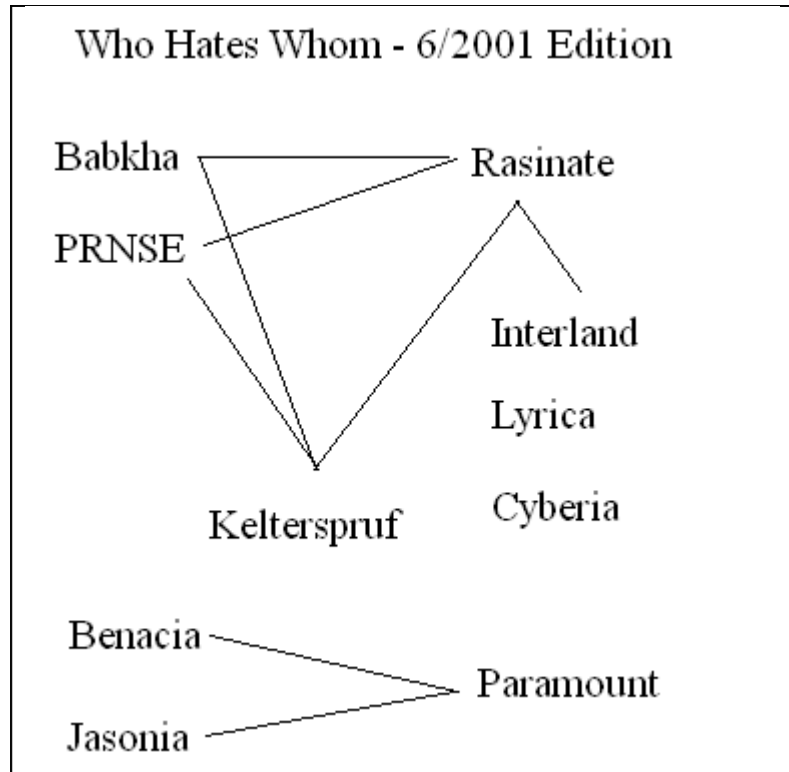
Still, though, they couldn't be a good Soviet Empire without a few good satellite states, so they found some communist countries off in some corner of the Internet - Norad, founded by Chris Toke, and the Skerry Isles, founded by Dafydd Young - and wowed them into joining the Empire in an organization called the Commonwealth of Communist Communities Pact, or CCCP.

The first spark of the interesting events in the PRNSE that were to catch the attention of the entire

intermicronational world around this time occurred when General Zhukov, a PRNSE citizen, was kicked out of the military for annoying his superiors. Zhukov came to the conclusion that the PRNSE hierarchy was corrupt, and Fox's government's attempts to clamp down on these protests only reinforced his point. He found four or five people who supported his position, and together they formed the PRNSE's first opposition party, the Free Citizens, led by Eddie Guimont or "Kuralyov". The Free Citizens appealed to foreign nations, from Lyrica to the Apollo Sector, asking for help. Although the PRNSE's allies like Babkha shrugged them off, a few people either offered moral support or taught them a bit about micronational intelligence and secrecy, which they found very useful. However, it was not enough - they were caught plotting secession by PRNSE spy chiefs Yuri Andropov and Europaia. Rather than face the Soviet justice system, they chose to secede, and gained the support of the two CCCP countries. The three groups - the Free Citizens' Party, Norad, and the Skerry Isles - merged into a new country with the disappointing bland name of the Free Republic. A few disgruntled or just plain bored Soviet citizens came with them.

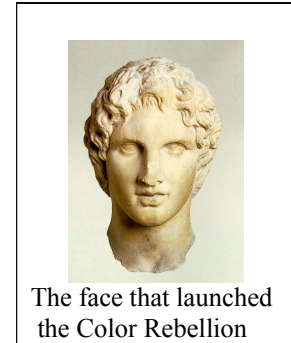
The Hegemony of Alexandros

Meanwhile, in Benacia, Jason Rhode, First Minister of Machiavellia, returned from his trip to Italy and took the throne from Prince Conway. He decided that the Benacian Commonwealth should merge into a single country that could take its place beside the great empires of the microworld, and, through his trademark long speeches, convinced everyone this was a good idea, or at least that activity was poor enough that even a bad idea was better than no idea at all. Although the Shirerithians pushed for a name like



“Benacia” or “The United Empire Confederation”, Rhode managed to convince everyone to settle on his own personal favorite theme, Alexander the Great, and the nation became the Hegemony of Alexandros. Rhode’s tactic? He claimed to be a descendent of Alexander, and that thus he could take the throne and make the Hegemony the legitimate successor state to possibly the greatest empire of all time. He later admitted to this historian that he was lying through his teeth.

The only dissent against the Hegemony merger came from Yardistan, still merrily annexing everything in sight (including Lyrica, which didn’t quite understand the YAC and sent Shireroth an angry letter). Yardistan was most enraged at the changes to the Shireroth forum colors that the Hegemony entailed (especially changing the background to a picture of Alexander the Great’s head) and launched the Color Rebellion, which failed to change anything but increased Yardistan’s reputation as a loose cannon. Because there was nowhere else for Apollonians to go, the Hegemony picked up the loose states of Tapfer, granted by Bill Dusch, and Cimmeria, created by Ryan Caruso.



When Thomas Hubert came back (had he ever left?) it was to the Hegemony that everyone turned. First of all, one of Hubert’s threats was against their territories - he wanted to take over Mar Sara, at the time Shirerithian land. However, Hubert’s new country of Rulak was also bothering Lyrica - by threatening to invade them - and the Cyberia spinoff of Rocentia, founded by Peter Hickey.

During one of the countless Cyberian revolutions in 1999, the rebels gained a charismatic new leader, Jacobus. He declared himself Emperor of Cyberia, building himself a backstory based in the Cyberian legend of an indigenous people called the Melanji. Although a few people flocked to his banner, the vast majority opposed him, especially Cyberian par excellence Peter Hickey. Hickey and Jacobus became arch-enemies, the epic and eternal quality of their battle matched only by the complete lack of interest that non-Cyberians showed in it. When Hickey founded Rocentia, Jacobus had to thwart him in some way. Going under the new login “Comrade Titov”, he teamed up with Hubert, convincing him to claim Rocentia as his own. Because of the Hegemony’s military might and previous experience with Hubert, it was to them that the League of Micronations turned.

The Hegemony gave Hubert and Titov an ultimatum, and finally, the two of them backed down. However, they continued their nefarious activities in other ways, eventually going so far as to claim the PRNSE. Siberian Fox, delivering a typical Soviet smackdown, immediately traced Hubert’s real address, found his phone number, called his parents, and told them to get their son off the Internet. It was many years before Hubert bothered anybody ever again.

Notable Names: Dafydd Young



Dafydd Young lives in Holyhead, Wales, on “an island off of an island”. He attends university in England and is active in various communist groups there.

Dafydd’s Skerry Isles now form the heartland of the Grand Commonwealth. However, he is best known for his leadership of Baracao, most notably the reincarnated version, where he called himself Alarico Veto Cgulia

Behind the Iron Curtain, Part II

The PRNSE, however, was not doing so well internally. With the loss of Norad and the Skerry Isles, it had had to disband the CCCP, and many of its top citizens held Free Republic sympathies. Thanks to the Iron Curtain, it could no longer count on foreign affairs to help it out. It made its problems worse by going through a series of ill-conceived and confusing name changes - first to the People’s Republic of Bristol, then to The Rodina - and declaring itself to not be a micronation at all, but a political simulation. After some wheeling and dealing, it performed an about-face, declared itself to be a micronation after all, and declared itself to be the PRNSE again. By this time, though, not many people were paying attention, and so it performed a further about-face, declared itself a simulation, and isolated itself from the micronational world completely, leaving the Free Republic as its micronational legacy. Last I heard, about a year ago, it was still going strong as its own simulation, closed to outsiders.

The Free Republic threatened to disrupt the delicate balance of powers. General Zhukov, one of its founders, had been a former Soviet spy on the Rasinat, but had settled his differences with them and become a citizen. He suggested the Free Republic to join the Atteran Commonwealth, which up to this point had been merely small puppet nations. Many of the Free Republicans, who were still a bit communist, were enraged by the proposal - surprisingly, however, it managed to pass. This worried Babkha to no end. They now had two reasons to dislike the Free Republic - first, its opposition to their allies the PRNSE, and two, its association with their arch-enemy, the Rasinat. The opposition mostly reflected itself in the two groups going to each other’s forums and posting angry messages or sarcastic comments. Kuralyov was especially hated in Babkha for his habit of doing this, and of course this only accentuated the Rasinat/Babkha conflict already going on.

The War of the Orchids

The situation was ripe for a way to let off steam, and it got it. Treesia had been muddling along in a funk of low activity, gradually building up cultural icons but otherwise doing little. It had received a stroke of great luck in the form of new citizen Iain de Vembria, a workaholic who polished Treesia’s laws, economy, and website, and another in an influx of Jasonian refugees after the Flying Islands’ fall. This latter included Elpidos (formerly Tapfer), which Bill gave to Treesia as its first Palatinate, or overseas territory.

Treesia was much more accepting of role-playing and counterfactuals than most other micronations of the time, and it was thus that when Babkhan general Ardashir Khan came in and mocked some Treesian beliefs, Baron Eoin ordered him thrust in the dungeons. When the Babkhans complained, they were approached by a group of rebel talking dogs who insisted their leader, Fido, should be the *true* Baron of Treesia. The Babkhans and the Talking Dogs agreed to ally to overthrow the hated Eoin.



Barony of Treesia (map from 2003)

The war consisted of posts by both sides declaring armies, attacks, and plans of action consistent with Treesia's status as a land of magic. The initial Babkhan assault burned most of Breigh, armed as it was with Fath Ali Nouradin's magical catapult that shot statues of Stalin. The Talking Dogs confronted the loyalist Inferno Mage and managed to entrap his tower in another dimension, at the cost of the life of their leader. The Treesians decided to call upon their allies.

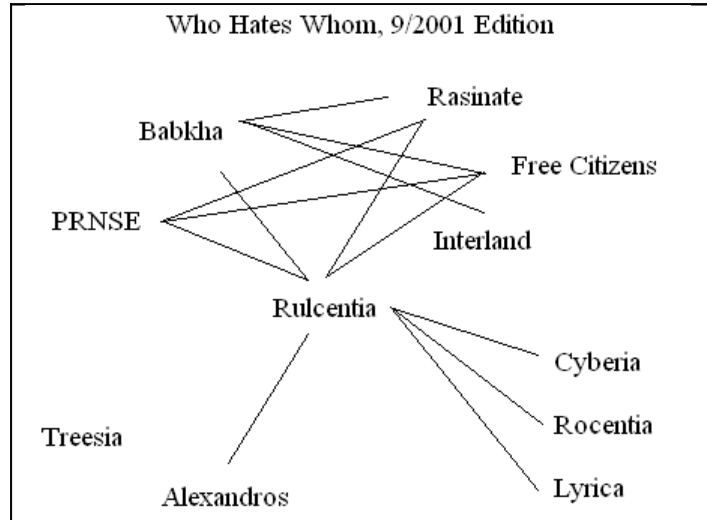
Jason Steffke rose to the rescue. He founded the Jasonian Paladin Order, a group of knights loyal to the memory of Jasonia who would aid the Treesian cause against the foreign invaders. The Babkhans, in turn, called in their Soviet allies. Once the Soviets were in on the Babkhan side, nothing could stop the Free Citizens from joining in on the Treesian side. The Istvanistanis also joined in, although they did not take a side, preferring to attack whoever they could with figures like "The Angel of Really Large Weaponry"

Eventually things got out of hand, partially due to the aforementioned angel, and everyone agreed to give up and go home. The Shah of Babkha offered the Baron of

Treesia a cease-fire and generous reparations, which were accepted. Eoin declared that the conflict would be known for all-time as the War of the Orchids, and it is considered the first - and best - recwar of all time.

Tilting the Balance

A look at the diagram reveals a few main groups of mostly friendly countries - the remnants of the Apollo Sector, consisting of Alexandros and Treesia; Babkha and their Soviet friends, the Rasinate and the Free Citizens in the Atteran Commonwealth (with some links to Interland), and Cyberia and its spawn, still grouped closely together and with Lyrica continuing to be a leading light. To everyone's surprise, two of those groups were about to come much closer together.



The first sign of anything out of the ordinary was a proposal by Interland. They had been suffering recently, with little activity from anyone save Julian Starr. Their President, Sean Walker, had revealed himself to in fact be Soviet spy chief Yuri Andropov, which confused and worried more than a few people. They proposed merging with the Free Republic, a nation with which they had always had good relations, and the Free Republic supported the move.

The Hegemony of Alexandros had also been suffering. Intrigued by the size of the nation that would result, and remembering the old Apollonian tradition of what were cynically called Huge Pointless Mergers, Hegemon Rhode approved sending Alexandrian representatives to consider merging as well.

The Rasinate, when they got wind of the plan, was understandably worried. Neither Alexandros nor Interland was part of the Atteran Commonwealth - likely any new country resulting from the merger would not be either, and they would lose their control over the FR, the jewel in the Atteran crown. Diga's solution was as brilliant as it was unexpected. He suggested that the Rasinate merge as well.

As the Fireball put it in its October 2 issue, "The more astute among you may notice that this means the new micronation will be *really, really, big.*"

During a speech to the Rasinate people, Diga explained his reasoning for why he was willing to risk the Rasinate in such a large and unpredictable merge. The Fireball reports:

Two years ago, when the Rasinate was formed among a group of soldiers in Yugoslavia, one of its major goals was to fight what they viewed as the petty squabbings and discriminatory elitism that was rampant among what the Ras is fond of calling "the good old boys" of micronationalism. He criticized nations which

"want micronationalism to be a hobby [with] arrogance, cliquishness, boring longwinded speeches congratulating fellow micronations that aspire to exclude all others that aren't similar, and trivial pursuits designed to make one seem more important than they truly are." Despite intense opposition from entrenched interests, the Rasinates, he said, had accomplished that goal.

Now, he says, he is happy to see Qattera-Macusia's become a part of the Great Merger. He views it as a culmination of the Bold New Era of "EQUALITY, BROTHERHOOD, HONOR, and RESPECT FOR ALL." He also complimented the people he was working with, saying that the participants include "many of the greatest micronationalists of all time" and calling them his equals and "the cream of the crop". He concluded by not apologizing to the people he offended and by saying: "WE are the greatest around, and now that we are all working together, remember this is not only for the greater good of us all, but for micronationalism as a whole. We all have done great things individually, imagine now that we have the "All-Star Team" of the microworld together, what we can do. The sky is the limit, gentlemen, let us dictate, influence and persuade how the microworld conducts its affairs. If we don't take this advantage of this chance, we only can blame ourselves!"

Thus began the Tymarian Experiment.

Analysis

This is the transition period, when the ideas pioneered in the Apollo Sector and the Rasinates percolated out and began to affect all of micronationalism. From the Apollonian side, we get forum-based nations, clumping of micronations into sectors, a greater emphasis on international affairs, mergers, and a de-emphasis of politics in favor of culture (except in the Cyberian sector). From the Rasinates side, we get greater vertical integration of micronations, a willingness both to work together and to use military force, and the creation of blocs.

The former ascendancy of the League of Secessionist States ended with the founding of the League of Micronations, but the LoM never really replaced it, partially because it was less exclusive and partially because the division between the LoSS and LoM made it harder to take either one seriously. However, the contribution of the LoM should not be marginalized - this period was the first one in which a Micras Sector distinct both from its smaller cultural groupings and from the rest of the world can be said to have taken shape, and the LoM certainly deserves a lot of credit for this.

This was a good period for conflict and cold wars, and was when the rivalry between Babkha and the Rasinates, that engine that fueled the intermicronational world for many years, first started to build up. That the Apollo nations would take the Rasinates' side was by no means certain until Tymaria lumped them together in the same great unit; in fact, Shireroth and Babkha had an excellent relationship during this time, with the Kaiser and the Shah frequently expressing their respect for one another in and out of the League.

During this period, much of the old way of doing things simply withered away. Corvinia went AWOL, and its disappearance is still sort of a mystery to many of us - with it went the entire order it had founded. The League of Secessionist States declined slightly in importance, although it did not die and is in fact still functional. Jasonia represented an Apollonian tradition that was equally unable to cope with the new reality.

This is possibly the most intermicronationally oriented period of which this work will treat, a major contrast to the generally internal matters which came to dominate after the fall of Menelmacar. As mentioned before, it was the conflicts - often avatars of the great Rasinat-Babkha conflict - that made it interesting in this regard. A lot of the internal possibilities had been exhausted during the previous year, leaving less interest in them as everyone turned to the big international issues.

It would be interesting to try and support the claim that this sort of situation inexorably led to Tymaria's formation, but in many similar cases nothing happened. Tymaria may well have been a fluke, a result of the specific people and countries involved. However, it is worth noting that it was also a result of cultural paucity - with the exception of the Rasinat, none of the countries going into Tymaria had very much identity to give up. Attempts to create similar mergers today tend to be much less successful, as each country has a long history and a strong identity they are unwilling to abandon.

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A history of Babkha from its beginnings to 2003

Chapter IV: The Tymarian Experiment

At the Constitutional Convention

The unwieldy process of merging began with the Acts of Union, drawn up by Julian Starr. The idea behind the Acts was that they would describe the basis of the new government and the legislatures of each individual nation that wished to merge would vote whether or not to join the new country. Starr wrote up a proposal in which Ras Diga and Emperor Edgard of the Portuguese nation of Pacifica would be dual monarchs of the new country. As few of the people involved had even heard of Edgard before and there was very little interest in letting one of the country's leaders have a regal position while excluding the others, this proposal was quickly shouted down. It was replaced by Acts of Union that specified the creation of a Constitutional Convention to which each country would send delegates. The meaty issues of governance and power would be decided there. Although this essentially meant that the countries involved were committing blindly to the merger, this second round of Acts of Union passed the bodies involved.

What's in a Symbol?



The Tymarian flag combined aspects of all of the merging countries. The Star of Vergina, symbol of Alexander the Great, represented Alexandros. The Roman-looking laurel wreath represented the Free Republic. Red, white, and blue were the colors of the Rasinat.

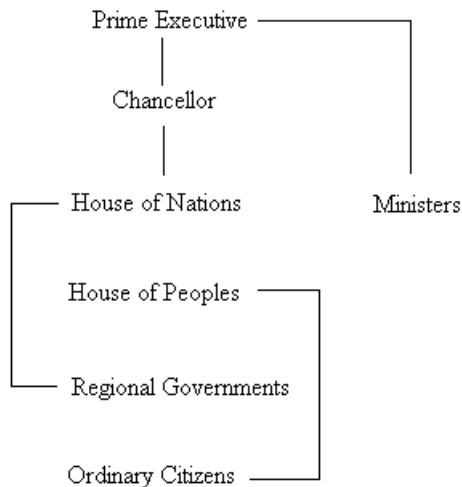
The constitutional convention itself occurred in its own forum, now lost. The delegates chose Scott Alexander to be Convention Secretary, but he took a hands-off approach, preferring to let everyone resolve their own issues. In the first issue resolved, and one of the rare easy successes, Ryan Caruso designed a flag for the new country by combining the flags of its member states - a sixteen pointed star on a red, white, and blue background flanked by a laurel wreath. Delegates had more trouble agreeing on a name, going through both serious and comical suggestions like "Micronia", "Mergistan", and "Anglonesia" before settling on "Tymaria", which derives partly from Ryan Caruso hearing it in a dream and partly from Ras Diga's old nickname. Surprisingly, the nation did not get any less surreal after this point.

Although everyone originally worried about difficulty in resolving a form of government, in the end everyone agreed relatively easily on democracy. Although most of the merging countries were monarchies, none of them wanted to see a contest to decide which monarch would carry over to the throne of Tymaria. The constitution settled a resulting dispute over representation by population or equal representation across countries exactly the same way the American constitution did - by a bicameral legislature working half one way or half the other. The two houses received the name "House of Nations" and "House of Peoples".

Much of the rest of the government owed its final structure to the legendary long speeches of Jason Rhode, Alexandrian Hegemon. He spoke in favor of a strong executive, and in fact the national leader, the Prime Executive, received so much power

that in hindsight most people agree it was a mistake. He spoke in favor of an American-style Cabinet, and the final draft of the Constitution gave the Prime sole control over Ministers. One issue did explode into controversy as expected. Religious and agnostic factions clashed over whether the constitution should refer to or invoke God. For a while this point threatened to split the entire effort, but after everyone realized how small a molehill they argued over, they agreed to compromise with a generic reference to “higher powers”. Austi Scot of Interland, Charles Beard of Attera, and a few others finished the final draft of the Constitution, and it took effect Halloween night.

Early Troubles and Ethnic Tension



As with most new countries, elections formed the first order of business. To many people’s surprise, Austi Scot became the first Prime Executive; his originally-favored competitor, Jason Rhode, settled for the “vice-president” position, Chancellor. John Chrystotom, of whom little historical information has survived save that he associated himself with the Knights of the Cruciform Sword which in turn associated itself with the Rasinates, won the Speaker of the House position. The most powerful of the many Ministries, Defense, went to Ras Diga, who immediately set up a large army with excessive political power.

The original four merging nations divided up into eight states for House of Nations representation. The seven included Interland and the Free Republic, which stayed intact, Attera and Argaal, from the Rasinates, and Shireroth, Hyperborea, and Machiavellia, from Alexandros. However, the nation coalesced into what one might deem “ethnic groups” early on. One ethnic group was the Interlanders and former Rasinates citizens, who tended to have similar views and support one another. The other was the former Alexandrians, still mostly the old Apollonians and bound by the ties of their shared history. The Free Republic stayed awkwardly in the middle. These two groups gradually began to come into tension, first as a casual observation that the Interland/Rasinate group certainly seemed to have a near-monopoly on the high government positions, and then in other ways.

Tension increased when the Interland region of Jaris wanted to join Shireroth, which at this time had temporarily been taken over by Yardistan.. Interland refused, claimed they would consider it a secession, while Yardistan egged Jaris (which in fact consisted only of a single citizen, Joe Whittaberg) on. Both sides failed to consider the strong federal government above them, accustomed to acting as independent states, and the federal government itself took a long time to get involved. By the time they did, Yardistan threatened war against Interland, and mentioned their possession of a spam cannon, the most powerful micronation weapon of the age, to cow the Interlander government. The

federal government having finally taken notice, it demanded the Yardistanis relinquish their spam cannon, and the Yardistani refused. The integrity of Tymaria remained intact only because Interland decided to relent on the Jaris issue and the rest of the problem mysteriously died down as everyone suddenly decided they had other worries.

Other examples of ethnic tension appeared in Diga's fast-growing and powerful army. Edward Conway of Machiavellia disliked Austi Scot, and tried to get him impeached. Diga wanted Conway kicked out of the army for the "unpatriotic" action, but eventually calmed down. He did, however, decide that all Apollonians were potential threats, and completely misinterpreted matters to form a convoluted plot that suggested, among other things, that Erik Metzler and Ari Rahikkala were the same person.

Rasinate vs. Babkha II: This Time It's Personal

However, the tension inside the country paled in comparison to the tension in the foreign world. Ras Diga's army was predictably on guard against Babkha, the country that hated the Rasinate and which had transferred its enmity to Tymaria when Diga gained control of its defense. For some time the conflict took the form of debates in Tymaria between pro and anti Babkhan factions, which might be more correctly termed neutral and anti Babkhan factions. Austi and Diga tried to rally the nation around the anti-Babkhan cause, while the Apollonians, who had no conflict with Babkha and no real dislike of it, worried that the nation's leadership was dragging it into a pointless stalemate. Each suggestion that there was really nothing wrong with Babkha brought progressively more bombastic and improbable denunciations from the anti-Babkhan camp, and considering the impressive latitude given the military one could predict that it would eventually grow tired of the debate and act of its own accord.

The military began its operations, conducted under the name TYSOG (Tymarian Security Operations Group) by planting a spy in Babkha. Edward Conway applied to the Kingdom under the name Amir Assad, and successfully became a citizen and an intelligence operative. It seems amazing today that a suspicious new immigrant from nowhere would be given a sensitive intelligence position, but those were more naïve days and things worked differently. Assad successfully relayed Babkhan information back to headquarters, though nothing was too interesting.

The TYSOG Scandal

TYSOG's second operation was more ambitious but more dangerous. Morovia, the ancient and glorious nation founded by King Vincent III, had reached a nadir by this point. Most of its citizens, including Vincent himself, had gradually drifted away, and the country was by this point reduced almost to nothing. A new Morovian, Yarl Berg, took matters into his own hands by founding a republic. A few of the remaining citizens, including new Morovian Bob Kee, went along; a few others objected; they would prefer that Morovia die completely (which it showed every sign of doing) rather than leave the hands of the monarchy. Babkha offered to help Berg and his republic grow to prominence again. TYSOG decided to thwart them by supporting the monarchists. In an operation

code-named Triple Motives (although history is silent as to what the three motives were) they infiltrated Morovia with double logins, started the Morovian Loyalist Army, and finally proclaimed a particular double login (new Interland citizen and intelligence prodigy Scott Noseworthy) to be King Vincent IV.

Due to the later importance of this incident, many people hold many different theories as to the relative justifications for Babkhan and Tymarian action in Morovia. According to the Babkhans, they saw a fellow country that had fallen into hard times and wanted to offer it help. According to the Tymarians, the Babkhans were hoping that they could turn Morovia into a puppet state and gain an extra vote in the League of Secessionist States. According to the Babkhans, the Tymarians wanted to turn Morovia into a puppet state if not destroy it completely. According to the Tymarians, they were just helping ferret out Babkhan spies. While it might be tempting to accuse the Tymarians of the standard Atteran anti-Babkhan paranoia, later conversations with Babkhan officials suggest that they did, in fact, have plans to subvert the Morovian government.

Voices From History

“If we can’t let the military do secret stuff and then let everyone know, how can we do anything at all?”

- Peter Little

No matter what the justifications, Edward Conway, now a high ranking TYSOG member thanks to his success in Babkha and still upset with the Prime and his leadership, felt it was unethical to covertly attack a nation with whom Tymaria was officially on good terms. He alerted the Apollo Fireball, and along with his fellow Apollonian

TYSOG member Bill Dusch sent the Fireball documents proving his case. The Fireball published them the next day. After a week of heated debate and political maneuvering the likes of which were never seen in micronationalism before and have not been seen since, Austi was impeached, Diga was removed from his position, and the Rasinat/Interland monopoly on power was completely destroyed.

TYSOG’s Aftermath

Perhaps the Apollonians had a vision of taking over the government and leading both halves of Tymaria to a better future. This vision failed in two major respects. Most predictably, the Rasinat and Interlanders were angry. Their take on the matter was the those who had revealed the secret information about TYSOG, and to a lesser degree, those who had supported them in their crusade to cleanse the government, were traitors, and possibly even on the Babkhan payroll. They put Conway on trial, but eventually the courts acquitted him. Interland got over its anger relatively quickly, but the Rasinat would have none of it, and seceded without Tymaria’s permission. Cursing the day they were so foolish as to enter in a merger, the state of Attera became the nation of Attera - Argaal remained in Tymaria but everyone was aware that it was completely loyal to Attera and only consisted of those Atterans who wanted to stay behind for some reason. Attera considered attacking Tymaria, but decided it needed to save its resources, of course, for the Babkhans.

The second failure of the Apollonians to usher in a new golden age was the inexplicable decision of many of them to desert en masse. During the Prime Executive elections that

followed Austi's impeachment, Jason Steffke consistently polled ahead of Jason Rhode until he decided to leave the race. He was having grave doubts about the very existence of Tymaria. Bill Dusch had similar doubts around the same time. He had been serving as

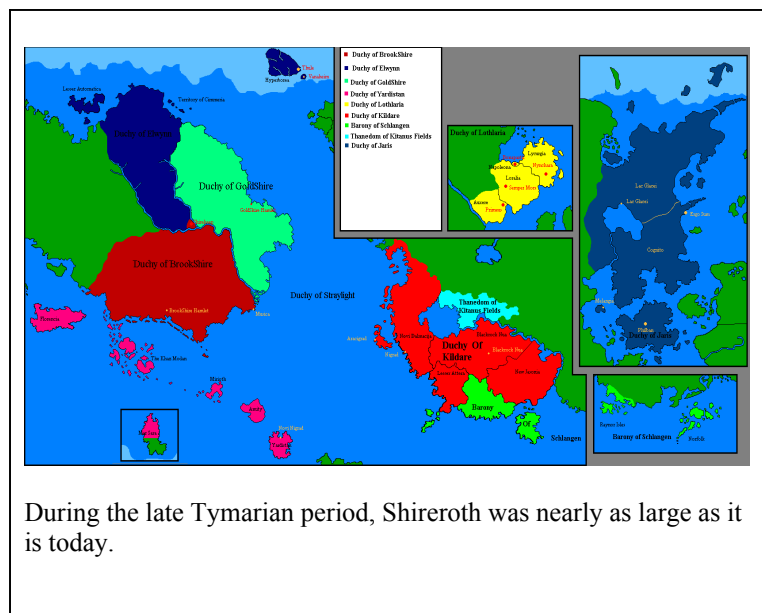


Minister of Culture, and had come up with a Byzantine plan to have fantasy elements including several tribes of elves incorporated into role-playing

games, but no one really supported him. He joined Jason in speaking out against the country, and left as well. He attempted to secede Tapfer, now an Alexandrian state, from the Union, but was unsuccessful. Eoin Dornan, who had never quite been in Tymaria but was at least friendly with it from his base in Treesia, began speaking out against it more fully, even founding the Anti-Tymar Council.

I have no good theory for why so many Apollonians turned against Tymaria at this time. Predicting when Jason will turn against something is notoriously difficult. It may have been that the sense of elation after exposing the TYSOG scandal did not immediately lead to huge reforms, or it might just have been that it had been around for three months now and lost its novelty. In any case, Rhode won the election, and Tymaria continued going, weakened slightly but still much larger than anything else.

After its annexation to Tymaria, Shireroth had been content to play a supporting role as a minor state. Indeed, it was briefly annexed by its own Duchy of Yardistan, which took on the name Corporate Republic of Yardistan (CRY) for a short while before relinquishing control of the state back to Erik. Erik left almost immediately due to personal problems, and the throne went to a series of Kaisers and stewards including famed Finnish-Shirerithian Ari Rahikkala. Despite the political instability of this period, Shireroth started to grow.



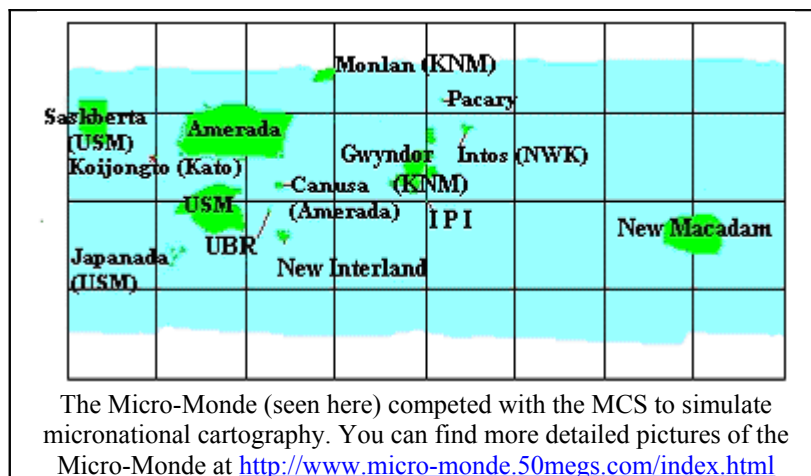
The growth originally came from Erik's renewed efforts to recruit people at his school, which brought in James Raine ("Fax Celestis"), Mackenzie [last name unknown]

(“Baroness Sabriel”) and Joseph Strong (“Gryphon the Pure”). Nicholas Raglan, the Landsraad’s first “Praetor”, or speaker, came seemingly from nowhere, a home to which he would return a few months later. Becoming interested in Shireroth once again, Erik seized the throne back from Yardistan, taking the name Kaiser Mors I, and reorganized the Landsraad and legal system. Now both large and well-led, Shireroth started to gather more political power. It left the Alexandrian region and demanded an extra Senate seat. Because no one could ever be sure Shireroth was not considering secession, and because it was indisputably the largest and most successful of states, its demand was successful.

Meanwhile, activity elsewhere began a serious decline. Machiavellia suffered most, with Edward Conway fading away and even Prime Executive Jason Rhode showing up in the country less and less frequently. But Interland lost Julian Starr, at least for long periods, and Knight Magistrate and Cesare Agosto also posted less and less. The Free Republic, especially its communists, seemed bored and unfulfilled. These problems accentuated the gap between Shireroth and everyone else. Because the government depended so strongly on the Prime Executive, and because people only rarely found themselves able to contact Jason Rhode, no one addressed these problems. Some of the few Tymarian citizens who did arrive came from Micro-Monde.

Micro-Monde

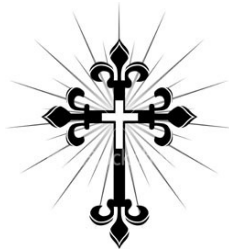
Micro-Monde was the brainchild of Earl Washburn of Amerada. Washburn and two friends had founded Amerada in February 2001 with the concept “combination of Canada and America”. Its capital was Washiawa, and things only went downhill from there. The country suffered from accusations of being incredibly childish, and many of these accusations made sense. For example, the country was nominally a democracy, but the elections occurred via an extremely flawed and insecure online poll system that any person, citizen or not, could vote in as many times as they wanted. Washburn constantly took advantage of the system to retain the Presidency, and because of broad presidential powers there was little his opponents could do. The only Ameradan citizen who was well respected abroad was Scott Noseworthy, also by this point the head of the Tymarian Defense Forces.



However, the country also had great creativity and several unique assets. As far as I know it began the custom of micronational sports teams, still very popular today among certain groups. It simulated matters to a depth rarely matched outside, even to the point of granting rights to its simulated citizens up to and including the right to vote in national elections. And it created a map independent from but similar to that of the Micronational Cartography Society, which it called Micro-Monde.

Amerada's diplomatic circles were very different from those of Tymaria, and it had contacted several nations outside the mainstream of Micras society to join its map. South Mondesia based itself on New Zealand and contained about ten citizens beyond its

Nation in Profile: Ascalon



Lifespan: 1996 – present
(formerly called Empire of the Cumquat)

Government: Constitutional monarchy

Peak Population: About two hundred

Notable Citizens: Emperor Jason, Sebastian Nehen, Mattlore Devious, Elizabeth Chatham, Kristine Warven, Karen McNulty, Anthony Williamson

Why it's important: Ascalon is a quiet but powerful offline micronation that nevertheless occasionally interacts with the online community. Although it is now comparatively isolationist, during the Tymarian era it had frequent foreign contacts, especially with Shireroth. Ascalon serves as proof that a mature, large-scale offline micronation is possible and can survive and remain stable for many years.

Ascalon has no flag or other symbol on the Internet. The image above was chosen because it seems representative of the general spirit of Ascalon.

founder and king, Peter Little. The United Bobbesian Republic shocked and surprised all who heard about it by not, in fact, having a leader named Bob, or any person named Bob in its entire history as far as this historian knows. The New Worcester Kingdom followed Nick Bridgewater, a super-veteran micronationalist whose intermicronational body SPUM never quite succeeded in supplanting the League of Secessionist States despite a pedigree going back to 1999. The Republic of Pacary was a utopian country whose leading citizen, Sander Dieleman, demonstrated an excellent grasp both of politics and of computer science despite being young even for a MicroMonder; various fellow citizens including OmPink made Pacary a force to be reckoned with. Perhaps most important, and certainly largest, was the Most Serene Empire of the Cumquat, founded in 1991 in Michigan and still going strong with its original Emperor Jason and about a hundred other citizens based out of northwestern colleges. The Most Serene Empire took micronationalism very seriously, and tended to focus especially on the legal rather than the simulation side, understandable as many of their citizens studied law. Cumquat focused on rigid Parliamentary debates and on its flourishing and well-established church modeled after the Anglican system. For about a year after Cumquat first discovered the Micras stream of micronationalism, no one quite believed it really existed, especially as they used the Internet only very rarely and had a small website and inactive forum. Only after Scott

Alexander got an opportunity to interview their Emperor did it become clear that they really were as large and as accomplished as was in fact the case.

Tymaria had experienced low-level contact with Micro-Monde before, especially through Scott Noseworthy being an Ameradan-Interlandic dual citizen, but relations first became important when Amerada attempted to annex Interland. The reasons for this are unclear, but seem to involve in some way Interland's presence on the Micro-Monde map. Either

Washburn somehow thought that he owned all of the countries on the map (something his opponents frequently claimed) or he was afraid Interland might try to leave Micro-Monde and enter the MCS map because of its Tymarian associations (which did in fact happen). Austi Scot and Diga Makonnen issued a strong statement to Amerada that unless they abandoned their claim to Interland, Tymaria would have to declare war, and Amerada promptly abandoned their claim.

South Mondesia also felt menaced by Amerada, and was encouraged by Tymaria's seeming overwhelming strength. President Peter Little asked for Tymarian protection for his nation, and Austi, mindful of expanding the Tymarian sphere of influence, agreed. Eventually, Little suggested that South Mondesia become a Tymarian state; this idea came to the brink of fruition before it was shot down by the Mondesian legislature. Little then joined Tymaria as an independent citizen, choosing to reside in the province of the Free Republic.

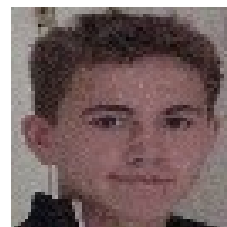
Another nation that followed the same path was the United Bobbesian Republic. It definitely petitioned to join Tymaria at some point, and its leader, President Christopher Donle, definitely ended up as a Tymarian citizen. Whether the Republic ever officially became part of Tymaria, and if so what status it held there, is still uncertain.

4/11

Akerbjorn may or may not have been part of Micro-Monde; it had relations with Amerada, but stronger relations with Alteria, which had undergone countless transformations from Chas Jago's original nation but still retained some identity. It was rather newer than the other nations under discussion, originating only in January 2002, and had more geographic continuity, consisting mainly of middle school students from Rhode Island. Its culture was vaguely Swedish but never quite had time to develop. Its main leaders were Philip Locke, a rebel-without-a-cause character who enjoyed causing trouble, and Briar Goldye, a charismatic figure who had attained something of a cult status among the Akerbjorners. This historian had the good fortune to be able to go to Rhode Island and meet many of the former Akerbjorners, and I heard testimony from three independent sources that Briar was able to perform minor miracles, including making an apple vanish into thin air and the bilocation of his body. It is perhaps unfortunate that he disappeared rather early in Akerbjorn's development, leaving the nation primarily to Philip Locke. It was Locke who chose to petition to join Tymaria.

Most of the Akerbjorners disappeared around the time of its annexation, leaving only Philip Locke and William Jesmer as Tymarians. Locke started his career inauspiciously, attempting to foment a communist rebellion; this failed primarily due to a

Notable Names: Philip Locke



Philip Locke lives in Rhode Island with his friend William Jesmer. Both attend a Catholic high school by day and live bohemian lives of debauchery by night.

Micronationally, Philip Locke got off to a bad start with 4/11 and Freonesia. He later became a valuable part of the community, holding high positions in Baracao, Menelmacar, and Shireroth.

lack of communists. He then fabricated evidence for an Atteran conspiracy to destroy Tymaria, planting clues skillfully enough that he convinced both the popular news magazine the Apollo Fireball and indeed several low ranking Atterans, who launched a government investigation. When it turned up nothing, William Jesmer revealed that it had been Locke's plan all along. Although Attera banned Locke from his forums, he remained curiously unpunished in Tymaria. He and Jesmer remained citizens there, and admitting Akerbjorn's failure as an independent state allowed it to be annexed by Shireroth, where it became known as the Duchy of Lothlaria. A new immigrant from the Micro-Monde country of New Macadem, Mattlore Devious, and Nicholas Raglan rounded out the Duchy's population to an even four.

Looking for a new Minister of Home Affairs to replace the outgoing Red Liberator, a Free Republican communist who lost interest in Tymaria's boring bourgeois system, Prime Executive Rhode called upon William Jesmer, who accepted the position. Jesmer's first act upon getting the appropriate passwords was to delete the Tymarian forum completely on April 11th, with the help and support of Philip Locke. This incident, known afterwards as "4/11" as a rather distasteful take on the 9/11 attack in America, suddenly woke up the Tymarians, who had been doing precious little thanks to Rhode's general absence the past few months. Scott Noseworthy, who by this point was concentrating primarily on Attera and only marginally interested in Tymarian goings-on, came back to offer use of the old Tymaria Defense Forces forum until such time as Tymaria could restore its own. There, everyone regrouped and discussed important issues like who had done it (checking forum logs quickly established that it had been Locke and Jesmer) and why they had done it (a general taste for trouble, coupled with several Nietzsche quotes they may have misinterpreted). The Tymarians were able to restore their forum from a backup, and their first action upon getting the government running again was to ban Locke and Jesmer. Shireroth, which by this time was nearly as important as the national government, banned them as well.

Focus: Micronational Economics

Micronational economics certainly sounds like a great idea. After all, fiscal business occupies a sizeable chunk of the time of any real nation. However, it has consistently proven impossible to get a micronational economy to remain active and interesting for any period of time.

The Apollo Sector tended to print off large runs of currency, pay it as “salaries” to government officials, and hope that people created products to buy and sell. Unfortunately, people stopped doing so when they found that the amount and value of money was wildly unstable.

During this time, the International Currency Exchange Organization converted between the currencies of different countries using a complex formula taking into account their relative size and power. But the lack of correction for economic size meant that it was easy to exploit the formula for financial gain, and many did.

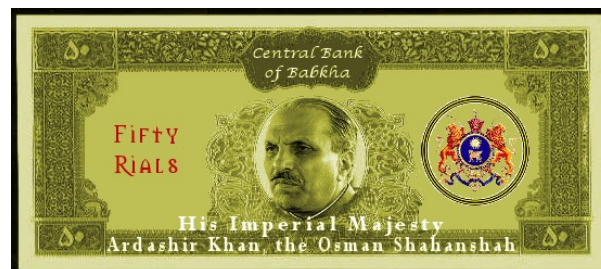
Later economies, including that of post-Golden Age Jasonia, tried to simulate a complex real-world situation by creating rules for harvesting resources like gold and timber. But these were generally so complex and so boring that no one wanted to participate.

Shireroth tried an economy based on monetary gifts to citizens who did good work for a while. This was moderately successful, but eventually people grew tired and stopped. Although there is a plan for reviving this economy with the defects corrected, various bureaucratic problems have prevented it from going further.

Economics technology is the one field with genuine progress. Sander Dieleman created MX, an automated currency exchange program, and Sander, Antica, and Shireroth all have automated banks.



Tony Au, first director of the International Currency Exchange Organization, is considered the father of micronational economics.



Micronations have learned to their dismay that there is more to an economy than pretty currency.

Ardashir Becomes Shah

An equally crippling but different disaster occurred around the same time in Babkha. Babak Shah, the nation's founder, resigned for personal reasons. He appointed Ardashir Khan, the former Sarhang Ataxerxes, to the throne. A conservative in more ways than one, Ardashir generally continued Babak's policies. If there was a major difference between them, it was that Ardashir and his rule were less focused on politics and procedure and more focused on culture and international affairs.

Even before Ardashir became Shah, he had declared that Babkha ought to take over the entire world, and perhaps spurred by his success in the War of the Orchids, launched a recwar invasion of South Mondesia. Why he chose Mondesia is uncertain; perhaps it had to do with its friendship to Tymaria, still viewed by many Babkhans as an enemy, or perhaps it had to do with Ardashir finding Peter Little to be very annoying, especially his poor grammar and spelling. In any case, Ardashir led his armies, reinforced by former Soviet and current Babkhan Yuri Andropov, into South Mondesia, posting grisly stories of massacre as he went. Mondesia called for help, and was supported primarily by Shireroth, which at this point was not even pretending not to have a foreign policy separate from Tymaria's own.

In a series of battles, the Shirerithians fought back the Babkhans. To everyone's surprise, Little petitioned for South Mondesia to become a formal protectorate of Shireroth under the Kaiser's authority. A charitable interpretation of this event would suppose that Little grew to respect Shireroth during this period and believed an alliance with such a strong power would be a good thing for his country. A less charitable interpretation would be that Little was unaware that the war was merely recreational, and was trying to save himself. In either case, Mondesia became a Shirerithian autonomous protectorate for a few months, then became a Duchy, finally became a fully integrated part of Shireroth, and eventually disappeared. Its land is today partially occupied by the Babkhan colony of Terre d'Riches.

The Treesian Unorthodox Church

Shireroth's ally in the battle against Babkha was the Treesian Unorthodox Church, just beginning to find a place in intermicronational affairs. After Eoin Dornan left Tymaria for Treesia, he realized that in order to excel where it had always excelled

– culture – Treesia was going to have to start some new projects. Based on a few gods whose names had been thrown around in Treesian forums before, Eoin founded the



This blue spiral was occasionally a Treesian symbol.

The Treesian Church represented the world as a battleground for many sets of gods with different powers and alignments. The Irdia, for example, were the gods of nature, and the Faldia the gods of human destiny. Some of these gods, such as Tineon, god of fire, and Laguna, the mother of all, were good and friendly to humans; others, like Sun, Lord of Demons, and Ilass, the Great Witch, were evil. The old Treesian recwars were recast as battles between these gods, and the War of the Orchids was retroactively legitimized by claiming that two magical orchids were the incarnations of the good and evil principles.

Treesian Unorthodox Church (or just TUC) by compiling a series of myths, a “divine census” and a church hierarchy similar to that of Catholicism. He enlisted Scott Alexander and Iain de Vembria as early followers, and garnered some international clout by advising leaders on the “divine plan” for their affairs.

The Church’s growth surprised even its founders, who did not think micronationalism would be particularly interested in religions. Founded both in Treesia and Tymaria, it spread to Babkha, where new immigrant Benazir Malik converted, and where it quickly came into conflict with the Islam of other new immigrant Umra Khan. It also spread, to everyone’s surprise, into the Most Serene Empire of the Cumquat, where several people discontent with its reigning Anglicanism found the Treesian Church to be a welcome way to lighten up. There it came into conflict with some Anglican fundamentalists, especially a somewhat crazy bishop named Eric Fenton, but with the support of the Emperor and a majority of the bishops it eventually received tolerated minority status.

Cyberia, Lyrica, and Elsewhere

While the rest of the world was experiencing cultural developments, Cyberia and Lyrica continued their conservative political tradition. In Lyrica, a crisis over the Prime Ministerial position kicked Starr from the job and gave it to Mark Buhr. In Cyberia, Mike Phyle was tried and railroaded for changing a forum graphic; after a near civil war, he founded Aerlig, which became, as it boasts on its website, “the frontier between the two biggest micronational languages: English and German” and which is still going strong today, albeit in a very different form.

Where Have All the Commies Gone?

One element was still missing from the intermicronational scene: communism. After the People’s Republic of the New Soviet Empire left micronationalism, there had been no strong communist power: the Free Republic was too laden with capitalists and conservatives to be able to take the mantle, despite its socialist heritage. Ryan Caruso started the Proletarian Democratic Union, which achieved some brief success but which eventually failed due both to the lukewarm communism of most of its main citizens and the success of Tymaria drawing many of its primary supporters away.

Enter the Holy Empire of Minorca, a small nation led by a “God Emperor Marcus” and a “Count Tuscany” that sprung up seemingly overnight, and which a surprising number of communists joined surprisingly quickly. After Kuralyov protested the God Emperor’s oppressive ways, the communists launched a bloodless coup and declared it to be the Cuban-themed Republic of Baracao.

Investigators with the Apollo Skyline (previously the Apollo Fireball) soon discovered that “God Emperor Marcus” had never really

What’s in a Name?

The proper name for the communist country founded in April 2002 was Baracão, but because the tilde was insignificant and hard to produce on a keyboard, it was commonly just spelled Baracao (a convention which I am following in this work primarily through laziness). Later in its history, the Republic became famously touchy about this point, even refusing to respond to communiqués addressed to the tilde-less form. Opposition to this policy resulted in some, particularly the Apollo Skyline, calling the country Barac[a with tilde]o.

existed, and that the whole Minorca incident had been perpetrated to advance the Baracaoans' revolutionary credentials. But this information harmed the new country not at all. It enjoyed the support of nearly all of the remaining micronational communists: Kuralyov, Dafydd, Europa (now called William Howard), Red Liberator (former Tymarian Minister), Conrad Cromien (a Babkhan known for his colorful language and judgmental tendencies) and Dafydd's brother (who used the name "Uncle Damn").

Baracao's first foreign conflict was with Tymaria, which at this time was still large but noticeably weakening. Since Kuralyov and Dafydd were the founders of the Free Republic, and since many Republicans were communist, the Baracaoans wanted the Republic, still a Tymarian state, to be annexed to them. However, a plebiscite in the Republic failed, due to an excess of later citizens, like Peter Little, who did not support Baracao at all. Kuralyov tried to secede anyway; the Tymarian government ignored his attempt, fired him as Consul, and gave the position to anti-secessionist Peter Little. Kuralyov tried to recwar the situation, but did such a horrible job of it that the incident is remembered more as an embarrassment than as any sort of a fun time. The angry Baracaoans, realizing they could not hurt Little's nation of South Mondesia directly because of its Shirerithian protection, instead hacked Peter Little, and started harassing him in other ways. Despite the pleas of his friends to remain, this later resulted in Little leaving micronationalism and South Mondesia becoming entirely Shirerithian.

Later Troubles in Tymaria

The Free Republic was not the only state to suffer problems around this time. Interland strongly considered secession, and Tapfer (which changed its name to Jasonia to commemorate its fallen predecessor) was racked by agitation from the Anti-Tymar Council and tried to secede at least twice. Even Shireroth started talking about how if it was *de facto* independent it might as well go the whole way. These secession attempts were prevented mainly by the speeches and consensus-building of Scott Alexander, and Prime Executive Jason Rhode awarded him the meaningless title of Executive Right Hand to recognize his work. But if the Executive had a Right Hand, he was sorely lacking a Head. Rhode started visiting Tymaria or coming online less and less, until by late April it was almost a monthly occurrence. Because of the strength of the Executiveship, this made the national government impotent, and what little was done devolved to a triumvirate of Alexander, Tony Au, and Nicholas Raglan, who started by finding creative ways to circumvent the need for executive authority and ended up blatantly taking actions that only the executive had the power to do, which others abided by because they knew the Prime would not be around in time to do them.

The remaining states began to become very resentful of Shirerithian dominance. At this time, it was impossible to argue that Shireroth was not the largest of the remaining states, thanks in part to its having annexed several previous states such as Jaris, Akerbjorn, Cognito, Hyperborea, and Lac Glacei, as well as South Mondesia. But some, especially Julian Starr, argued that Shireroth was going further and trying to dominate the national government as well, placing its citizens in the top spots and reducing everyone else to mere functionaries. The national-level successes of Scott Alexander and Nicholas Raglan,

not to mention Shirerithian-Machiavellian dual Tony Au, made this hard to argue against, although Kaiser Los I did so with some success.

As if these problems for Tymaria were not enough, Philip Locke founded Freenesia, his Tymaria-alternative. He and Jesmer teamed up with some of the Apollonians from the Anti-Tymar Council (especially Jasonian) and, surprisingly, with some Interlanders such as Julian Starr, to create a state whose sole purpose seemed to be to be on the brink of war with Tymaria all the time. Prime Executive Rhode came by once to give a long speech on the Freenesian menace, but took no further action; the people actually controlling Tymaria adopted a policy of “wait and see”. This turned out to work better than any of them could have anticipated – Philip Locke failed a math test, his mother banned him from using the Internet, and Freenesia fell apart.

Tony Au Becomes Prime

In June, the elections for Prime Executive rolled around once more. Mercifully, Rhode chose not to run for re-election. Tony Au stepped in as the main candidate, with Nick the Yardistani and Chris Donle opposing as dark horses. Au recognized the problems with the Republic, and had a radical new plan supported by most of the other movers of the Tymarian government. He would allow those states that wanted to to secede, and disband all of the others. Tymaria would become a smaller, but much more cohesive and friendly entity.

<p>Voices from History</p> <p>“All those who rave are not crazy Not all the vanished are dead Not all the inactive are lazy They might just be watching instead They might just be watching and waiting They might just be biding their time They might just be anticipating When the crownless again shall be Prime”</p> <p>-“Tony Au’s Song” From <i>Return of the Prime</i></p>

On July 11th, Au won the election and immediately set about his plan. He suspended the constitution, announced he would lead by executive order, and announced he would dissolve any states that did not choose to secede. Predictably, Shireroth and Interland chose to secede. The Free Republic also chose to secede, but the Baracaoans claimed it *really* wanted to go to them, and started quibbling about who counted as a Free Republican citizen. The sole remaining state, Machiavellia, was dissolved and became Tymaria Proper.

This incident was important for many reasons, and July 11th 2002 can be considered the day that set the stage for the modern micronational world. For one thing, far more states chose to leave than Au had hoped, and Tymaria was now officially de-clawed, a second-rate power after six months of world domination. For another, a newly independent and still-bustling Shireroth was now free to operate on its own, and indeed the operations of Shireroth form a major part of the rest of our story. And finally, the year-long and glorious history of Machiavellia ends with this event.

Tymaria continued to exist for a few more months, but the torch had been passed. Babkha was as strong as ever, and Ardashir had an even canner eye for geopolitics than Babkha

did. Baracao had tapped a long unexploited vein of communist sentiment, and Howard's strong leadership, combined with Dafydd's technical skills, had already brought it power and respect. And Shireroth still had the large and fanatically dedicated citizen base and likeability that had served it well during its days as a Tymarian state. These countries, and others that would spring up after them, would replace Tymaria as the foci of events on Micras.

Analysis

Whenever anyone attempts a merger these days, veterans shake their heads and tell them that if they had been around during Tymaria, they would know the attempt was doomed. Indeed, conventional wisdom seemed to be that the Tymarian experiment was a necessary failure, that the very idea of sticking so many countries together was flawed. I disagree. Tymaria prospered for two months, and its fall was due to a series of separate events, any one of which could have been avoided if the country's architects had been more far-sighted.

Tymaria's first problem was the TYSOG scandal, which cost it two of its most promising leaders; Austi Scot and Diga Makonnen. This scandal was due primarily to the secretive operations of the executive, which it could have of course chosen not to authorize, and secondarily due to pre-existing state divisions that added an incentive to place blame upon political enemies. If Tymaria had merged completely rather than divide into separate states, this would have been a much less pressing problem. Whether anyone would have agreed to such a merger is, of course, an open question.

Tymaria also had far too strong of an executive, leaving open the possibility of a catastrophic failure of the executive branch such as occurred when Jason Rhode disappeared. With an executive, or with provisions for operating in one's absence, much of the rot that sapped Tymaria's vitality in the spring of 2002 would not have occurred.

Tymaria, however, was not without its successes. Because of its size, it got contacts with parts of the greater micronational community that might otherwise have remained ignored. It spread ideas; first within itself, and then to neighbors who were awed by Tymaria's greater sophistication and willing to accept some of its culture. For example, the MCS Map would have remained confined to the Apollo Sector were it not for its success among the Tymarians. The Tymarian era saw the solidification of the Micras Sector per se, with the older, more politically oriented nations fading into the background.

An analysis of the effects of Tymaria would not be complete, of course, without a mention of Shireroth. The conventional view is that Shireroth somehow managed to develop what is now its traditional culture within Tymaria while remaining practically unaffected by the rest of the nation, and there is certainly a surprising amount of truth to this. But can we spot an echo of the House of Nations in the Landsraad? Just as Tymaria was a merge of many different lands, so was Shireroth; perhaps Shireroth was able to get it right through having firsthand experience of a nation that did not.

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Chapter V: Venceramos, Rastakhiz

Two Rather Unimportant Nations

To the list of post-Tymarian powers named above, we must add two more. Neither one will appear again in our narrative after completing its very brief history, but both will have long-lasting effects. The first will destroy a great nation; the second will create one.

The first is Freenesia, reconstituted by a triumphant Philip Locke after he starts getting better scores on his math tests. This second Freenesia is not quite as large as the first, and even sketchier – along with Locke and Jesmer, it features Yuri Andropov and a new micronationalist named Bob Silby, who ran a successful politics board and heard about micronationalism through the grapevine from Scott Noseworthy.

Freenesia set out once more to topple Tymaria, realizing that it was now a much easier target than in its glory days. Both countries recommenced their dance of continually threatening war without actually initiating it. However, Bob Silby struck first, without

What's in a Name?

Most sources from this period do not refer to Bob Silby by his full name, preferring to call him by his login name “8obby”. Silby asked micronationalists to avoid mentioning his real name because he hoped to one day run for a political position and did not want evidence of his micronational activities easily traceable. This history has chosen to use his real name, for reasons including but not limited to a conviction that anything that prevents Bob Silby from holding any real world political office would be a great service not only to his constituents but to the world.

the consent of Locke or the Freenesian government. He attacked the Tymarian forums with a weapon that posted hard-core homosexual pornography on all active Tymarian threads. The stunt backfired; not only did the Tymarians delete the images without particular trouble, but Philip Locke became so disgusted by the affair that he dissolved Freenesia, letting the remnants of the country be annexed by Menelmacar (see below). Bob Silby left for Baracao, which accepted him as an immigrant despite angry protests from many that he should be banned from micronationalism for his “war crimes”.

The second nation to be discussed is Varja, founded July 15th 2002 by a certain “El’Dorni”, whom Eoin Dornan was convinced for a while was trying to rip off his name. El’Dorni came from Elendor, a Lord of the Rings role-playing game, and brought some of his Elendorite friends with him as Varja’s first few citizens. Among them were Zarathustra Erutirn, a stubborn but practical Idahoan who served as El’Dorni’s right-hand man, and Sirithil nos Feanor, a Canadian conservative who role-played an elven queen and who didn’t like El’Dorni much from the beginning. Others, destined to play less important roles, included token monarchist Gozzle, communist toady Friedrich Bakunin, and Sirithil’s friends Adam Safran and Phoenix Valor. Varja declared itself communist, achieved decent relations with Baracao, and got well on its way to its first election without anyone caring overly much about yet another new nation.

Then Baracaoan Dafydd Young made an interesting discovery – El’Dorni’s email address revealed him to in fact be Thomas Hubert, former micronational troublemaker, long believed to be disappeared. Those who remembered Hubert’s former antics raised a hue and cry, demanding that he begone or at least explain himself. Thomas launched into a frankly improbable story about how his former antics had all been but a joke – he called it “playing a character” – but now the real, serious, likeable Thomas Hubert was here to stay. Zarathustra – who people were already starting to just call Zary – angrily defended his Prime Minister, telling people they should be ashamed to judge him by his past actions when he said very clearly he did not intend to repeat them. Eventually everyone agreed to just watch and see what happened.

What happened was not long in coming. When Sirithil won the election to replace Hubert as Prime Minister of Varja, Hubert annulled the election and expelled Sirithil from the country. A number of her supporters, and of neutrals disgusted at this dictatorial action, followed her. With only Hubert, Zary, and a few other communists remaining in Varja, Sirithil founded the Imperium of Menelmacar.

One Extremely Important Nation

Menelmacar, which in Tolkien's elvish language means "Swordsman of the Sky" and refers to the constellation Orion, was to be based on the two somewhat incongruous principles of liberal democracy and elves. Sirithil was to be the first Elentari (which in elvish meant Queen of the Stars, but which was nevertheless a democratically elected position) and build a fantasy utopia based on Tolkien's works.

Nation in Profile: Menelmacar



Lifespan: 8/2002 - various

Government: Timed Democracy

Peak Population: ~25

Notable Citizens: Sirithil nos Feanor, Harvey Steffke, Bill Dusch, Philip Locke, Zarathustra Erutirn, Archetype23, Ryan Caruso, Mari Greenwood

Why It's Important: Commonly thought of as the last Apollo nation, Menelmacar was the major successor to the non-communist portions of Tymaria and an important cultural center. It enjoyed a number of dramatic moments that make it an excellent subject for history books before splitting and dying out in mid-2003

Menelmacar was extremely lucky in its timing. With the breakup of Tymaria into its independent states, and the fall of Freenesia, a large contingent of micronationalists had nowhere to go. Menelmacar initiated close relations with the remnants of Tymaria (Sirithil even became a Tymarian citizen) and quickly became a player in the various international organizations it still led, such as the MCS and the ICEO. Tymarians heard about Menelmacar through these links and flocked there.

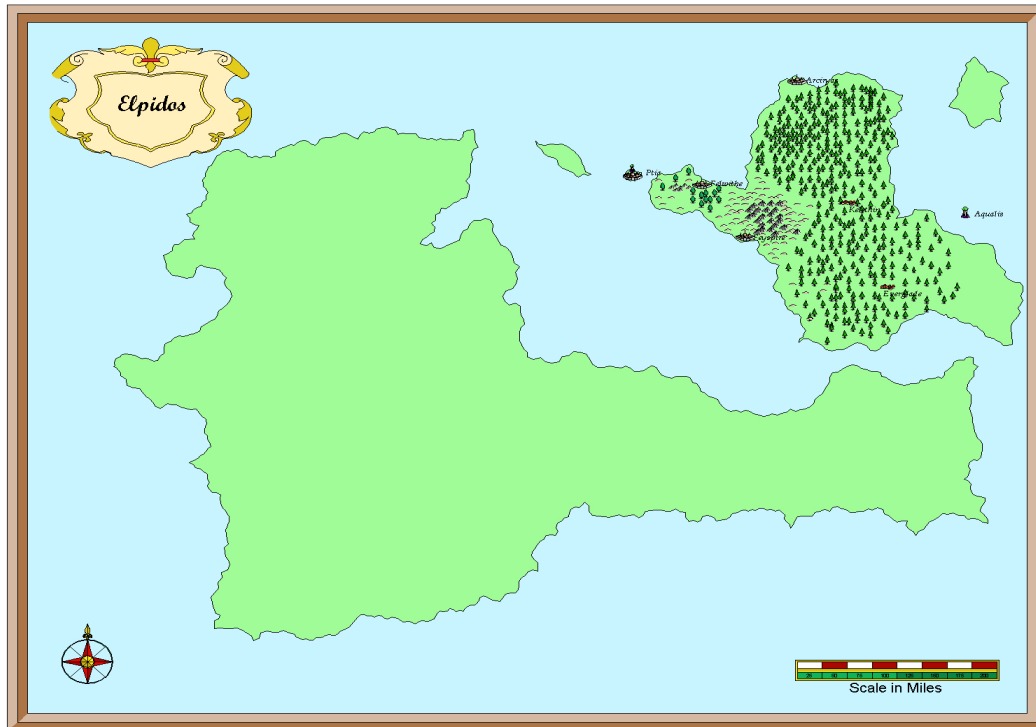
Menelmacar and Treesia

Until Menelmacar's creation, the only fantasy nation around had been Treesia, which seemed to be on the rise. Sir Iain de Vembria had attained dStrykeresque levels of economic proficiency, and was now Treesia's Chancellor, the second highest position after Eoin. After years of remaining more or less the same, Treesia nearly doubled in size after the Tymarian state of Tapfer, having just seceded, joined Treesia as the Palatinate of Elpidos. Although the original plan was to simply split it up

into more knightships, the sheer number of knightships it would have required, combined with the lack of people to fill them, engendered a different plan. Elpidos was made a different Barony entirely, and the Barony of Treesia became the United Baronies of Treesia, with Eoin promoted from Baron to Ard-Baron. Tapfer became a Barony-Palatinate, and its leader, Bill Dusch, became a Baron Palatine.

After this original impetus, and thanks both to Eoin's likeability and Iain's diplomatic cunning, Treesia started obtaining Palatinates like they were going out of style. Dafydd's

Skerry Isles and their capital of Lighthouse somehow ended up in Treesia rather than in Baracao, and the nation of Tallandor, which had shown some original promise in the Tymarian era before falling victim to its founder's personal problems, ended up annexed as yet another Treesian division. Iain himself brought over the formerly Alterian territory of Terra Firma after one of Alteria's many collapses. Of all of these, however, Elpidos remained the original, the largest, and the most populous Palatinate.



Despite the Elpifernos' and Treesians' shared love for fantasy, however, all was not well between them. Stretching back to the time of Jasonia, but gaining greater form during Tymaria, a few leading Elpifernos, particularly Bill and Jason, had started to develop a unique fantasy culture, which was then called Apolloism but which became what is now universally called Soloralism. Although Soloralism has many aspects, the most commonly mentioned is its use of the Micron culture – the Microns being fictional predecessors of the Elpifernos who disappeared in an Atlantis-like catastrophe tens of thousands of years ago. The Microns had an elaborate history, science, and even their own language, and the Elpifernos were eager to create a nation based upon this culture.

Unfortunately, Treesia already had a culture – a two year old one, richer than any other in the micronational world – and no intention of changing. Indeed, they would have preferred that the Elpifernos adopt the wildly successful Treesian Unorthodox faith, become interested in Treesian history and its legends of the Five Island Kingdom, and leave the talk of Microns behind them. Eventually this rift became unbearable, and Elpidos seceded from Treesia only a few short months after it joined. Sirithil invited them to join Menelmacar, and they accepted. Around the same time, the Freenesians joined as well, relinquishing their sovereignty after the disastrous Tymarian war. Menelmacar was

now larger than Tymaria and of a size with Baracao, Babkha, or Attera, the three great powers of the day.

Menelmacar Takes Shape

MISSION

The Menelmacari Super-Secret Intelligence Operations Network, or MISSION, ran Area 52. The MISSION director was William Jesmer, who controlled spying efforts but emphatically did *not* have administrative access to Menelmacar's site or forum. As Sirithil put it "Even if you forgave Osama, you still wouldn't let him fly a plane."

The newly merged (or, as the Menelmacari named it, "eaten") Elpifernos began working on convincing Sirithil to adopt Soloralism as the national culture. Surprisingly, they were successful: Menelmacar quickly became a cultural mishmash of Tolkienesque and Soloralist ideas. Although there were certainly good political reasons for Sirithil to listen to the Soloralists' demands, from the perspective of this historian, who was working closely with the Menelmacari at the time, Sirithil honestly just seemed to like Soloralism and think it was a wonderful culture.

Menelmacari government soon took shape. The Constitution resembled that of the United States, with a powerful executive (the Elentari) elected to a four month term and a "cabinet" of Prefects in charge of various departments. The legislature, the Conclave of Equals, however, looked to a more micronational model, basing itself off of the Timed Direct Democracy of Jasonia and granting suffrage to everyone. Despite this seeming egalitarianism, however, Menelmacari society was very strongly divided into the "upper echelons" who made decisions and had access to the intelligence agency, and everyone else. The intelligence agency operated the "Area 52" forum (see inset) and came into existence at a time of almost unparalleled tension.

The Fight For the Free Republic

First, Baracao and Shireroth had nearly come to the brink of war over the Free Republic. Recall that Baracao had claimed the Tymarian Free Republic, but that they had been unsuccessful in establishing any legal foundation and the state had continued under the leadership of Peter Little. After the Free Republic's secession, it took on the name Federal Free Republic (also "West Free Republic", a la West Germany) under the leadership of new consul Mattlore Devious, and, knowing it would need protection from the Baracaoans, asked for help from Shireroth. Shireroth committed itself to keeping the Federal Free Republic free, and Baracao threatened war unless they backed down.

War with Baracao was not to be trifled with, as they had established themselves as the most important center for micronational weapons technology in the world. Some Baracaoan, likely Dafydd's brother, was a hacker who had already attacked Peter Little. Bob Silby, who could program forum busting weapons and had no sense of ethics, was involved in the Baracaoan military in some way. And Baracao had recently developed a pact, the Alliance of Free States, with Pacary, the sole survivor of a general collapse in Micro-Monde. Pacary's technology whiz kid, Sander Dieleman, was providing various weapons to the Baracaoan army and had agreed to bring Pacary into any Baracao-Shireroth war. Aerlig also entered the Alliance of Free States, but at this time was not militarily important.

According to all sources I can find from this period, this war simply did not happen. Shireroth declared a blockade of Baracao, but refused to escalate further. Baracao did not wish to start the war themselves, and thus simply allowed themselves to be blockaded. The West Free Republic died out and eventually found its way into the hands of Treesia, though how this happened is still a mystery.

Attera Demolishes Cranda

Another war brewing around this time had less boring results. Some time in summer 2002, Robert Belci founded Cranda, a nation with a German/Italian theme flirting with fascism. The nation was not evil per se; Belci was simply very interested in German culture, wanted an outlet for his conlanging, and happened to combine certain symbols and government policies in a way that could not help but scream fascism to everyone else. When Cranda asked Baracao for recognition, Baracao understandably refused them, citing the traditional communist/fascist hatred. Cranda protested that they weren't really fascist, to which the Baracaoans helpfully pointed out that they were a "Corporate State" with German and Italian elements and a picture of fasces on their flag. But Cranda's worst experience was yet to come. Hanging around Baracao and Babkha for a while, they picked up some very anti-Atteran opinions. When someone in an intermicronational forum asked about Attera, Robert Belci mentioned that they were unrepentant imperialists.

Belci's voice was just one among many saying the same thing, and not a particularly important one. Nevertheless, he had spoken at the wrong time. Attera had been independent from Tymaria for about six months by then, and had not been very active. Ras Diga felt there was a need to demonstrate traditional Atteran values like short-temperedness and tendency to overreact, and that Cranda was the perfect opportunity. Diga's subordinates, most importantly Ras Scott Noseworthy, agreed. Around August 30th they launched a "denial of service" attack on Cranda in retaliation, bringing down its forum and the entire section of EZBoards that was hosting it. Cranda promptly apologized, Attera turned off their weapon, and Cranda's forum returned. Everyone was sufficiently in awe at the Atteran superweapons, which were an order of magnitude beyond anything seen before in micronationalism.

It was not until Ras Noseworthy's defection from Attera in 2005 that the truth came out. EZBoard was performing routine maintenance on certain forums around that time which required taking them down for a few days. Attera learned about this and realized they could take advantage of the fact to strike fear into the hearts of their enemies. They found that Cranda was the only micronation that would be affected, came up with a pretext for war with Cranda, and claimed to be using their weapon just as EZBoard began their maintenance. They then timed talks with the Crandans so as to make peace just as EZBoard's maintenance period ended. In all, the plot worked like a charm, and for the next three years, the rest of the world believed Attera's military capabilities were unmatched across the micronational world.

A New Balance of Power

Seeking to protect themselves in such a volatile climate, several countries tried to form defensive blocs. Nicasia, founded around this time by new Baracaoan citizen Nick Paine, joined the Alliance of Free States. Ryan Caruso attempted to revive the People's Republic of Hell and form an evil bloc with Varja and Freonesia, but this fell through when the last became annexed to Menelmacar and Caruso lost interest in the project and joined Menelmacar himself. Finally, Shireroth tried to resurrect the Commonwealth of Benacia. Unfortunately, aside from the Free Republic, which could not defend itself much less help defend anyone else, the only applicants were Menelmacar, which withdrew soon afterwards, and a new nation called the United States of Ummah.

Ummah had an even worse reason for withdrawing: it wanted to attack Shireroth. Putting some sort of weird inflated importance on the MCS resource map, it hoped it could take over Shireroth's valuable deposits of uranium. However, it soon became racked by civil war with its province of Beebland. The Beebs leaked information on the coming attack to Shireroth, and the Shirerithians made it clear to the Ummans that they would regret any measures they took against the Imperial Republic.

Babkha took a different tack, preferring to annex another nations directly. The first country willing to join them was Slobovia, which for the past five years had been mostly Troy and his double logins, but which had nevertheless acquired a long history of several failed mergers and a good bit of MCS land. The second country was the aforementioned rebel province of Beebland. Both Slobovia and Beebland left Babkha after a while without contributing very much, although Troy did make some innovations, including the beginnings of the Babkhan Navy and the beginnings of what I can unreservedly say was the worst conlang ever.

Despite these foreign influences, it was internal politics that caused the Babkhans the most trouble during this period. Fanatical Muslim Umra Khan was enraged that the Shah was permitting Treesian Unorthodoxy in the country, and held particular ire towards Benazir Malik, Treesian Unorthodoxy's Babkhan representative. Eventually, the Shah had to ban Khan from the Treesian mission, resulting in several condemnations of him and a call for a jihad that never really materialized. Real world politics also provided an opportunity for conflict; discussions in Babkha's "Harem", or off-topic, about Israel got particularly violent, somewhat inexplicable as no one there really supported the country per se. Eventually Ardashir banned the entire topic from discussion and locked all threads.

During this period, two geopolitical trends began that would have a major impact on the next few months. First, Baracao and Babkha started getting very friendly. The reasons for this are not precisely clear, and may come down entirely to personal friendships. Dafydd and Ardashir, in particular, got along well, and the Babkhan alliance with the People's Republic of the New Soviet Empire back in the olden days may have had an effect as well. They also simply had very similar micronational paradigms: serious without being

too serious, and each very interested in simulating a particular macronational culture (Cuba and Persia).

The Baracao-Menelmacar Cold War

Second, Baracao and Menelmacar started to really dislike each other. Part of this was a carrying-over of old feuds from Freenesia; Freenesian leader Philip Locke went to Menelmacar, while Freenesian defector Bob Silby went to Baracao. Although Locke technically gave Freenesia to Menelmacar, the Baracaoans claimed it and eventually got half of it (which they later lost). But there was also a much deeper ideological conflict involved. Sirithil was an

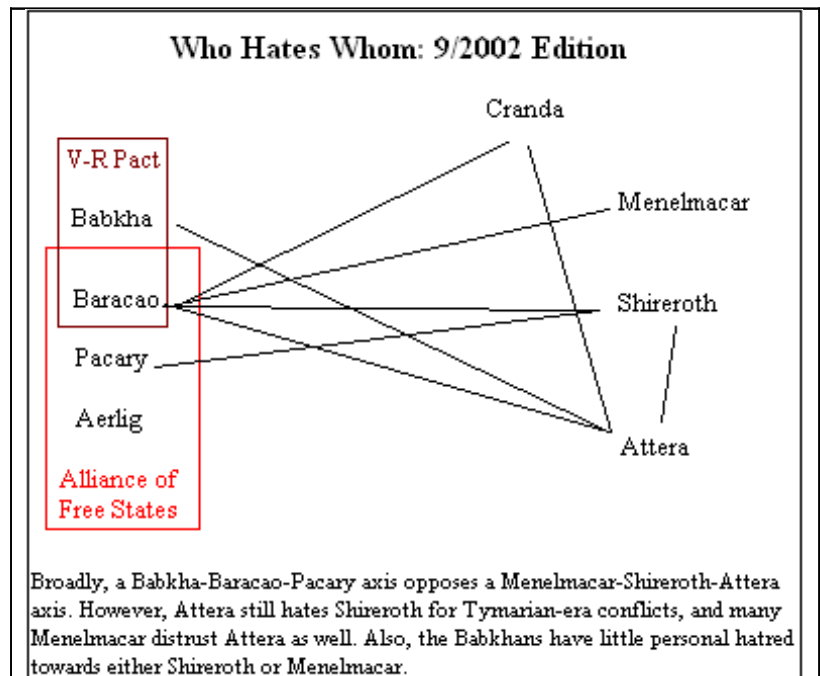
American-style conservative; a Bush supporter, even. The Baracaoans were communists. In a number of discussions in Menelmacar's off-topic (the Tavern of the Mind) and Baracao's off-topic (Chez Guevara) the two came to seriously dislike each other for their political leanings. There were countless little reasons as well. Sirithil had joined Attera and gotten herself up to Minister of Foreign Affairs there. Attera disliked Babkha which was allied with Baracao; therefore, by the transitive property Baracao had to dislike Menelmacar. In any case, the dislike soon escalated into open hatred, and one of micronationalism's best cold wars was on.

The cold war turned hot when Menelmacar's forums were bombed. The first bombing, October 10th, was minor and caused little damage. The second bombing, the next day, hit thirty or so threads. In both incidents, the bombs were planted by a fake login, and Baracao denied all responsibility. Nevertheless, suspicion quickly settled upon them, in particular on Bob Silby. The Baracaoans had appointed Silby to the position of ambassador to Menelmacar a few weeks earlier, primarily in order to rile up the Menelmacari, and he bragged to a few of his diplomatic contacts that he had done it. Nevertheless, the suspicions remained unconfirmed until Scott Alexander and Harvey Steffke managed to trace the IP addresses back to Silby's friend Hoefensill. Hoefensill confessed and implicated Silby.

Menelmacar was entirely prepared to bring Baracao to task over the incident. To their surprise, however, as soon as the Baracaoans heard the proof that Silby had done it, they restated their complete lack of involvement, and, to show their sincerity, tried and expelled Silby. When Fidel Nico revealed to the



The Baracaoans changed the avatars of Menelmacari in their forum to pictures of hated capitalist dictator Batista (left). In response, the Menelmacari changed the avatars of Baracaoans in their forum to pictures of Limberger cheese (right)



Skyline that Thomas Hubert was using the Baracaoan intelligence apparatus to plot the destruction of Menelmacar, Dafydd Young, now Baracao's chairman, reprimanded Hubert also, although he was not kicked out entirely. This began Hubert's long career of trying to cause political instability in Baracao, which eventually ended with the Chairman declaring emergency powers in order to stop him.

Silby, kicked out of Baracao, turned to his own forum, the Politics of the People board, for support. He and some of his forum regulars founded the new nation of Politika. Because of the Politics of the People board's many members, Politika began life as one of the largest micronations around, claiming nearly a hundred citizens. As with most micronations that begin life in that manner, however, the ones not suited to micronationalism generally lost interest, until it became whittled down to the usual core of five to fifteen active citizens. Among the important Politikans besides Silby were Kathryn [last name unknown], director of intelligence, and Welsh Rabbit [real name unknown], director of foreign affairs.

Most of the rest of the world's nations immediately shunned Politika due to Silby's involvement, and the Politikans, who trusted Silby, immediately returned the other nations' dislike. The only nation with which Politika was able to develop a positive relationship was Attera, thanks in part to prior contacts between Scott Noseworthy and Bob Silby. Although Politika never became an official part of the Atteran Commonwealth, it ended up aligned with Attera on all important issues, especially the Atteran hatred of Babkha. Since Attera and Menelmacar were friendly at this point, the predictable Politika-Menelmacar enmity failed to occur.

Two Rather Small Problems for Menelmacar

Menelmacar, however, was experiencing other problems. Around the same time the cold war with Baracao ended, a Google search by William Jesmer turned up surprising information on Sirithil: "she" was actually male. Sirithil admitted this was true: he had started role-playing as a female elf in Elendor, had carried the persona over to micronations without really thinking, and by the time that he figured out that everyone thought he was really female, it would have been much too bizarre to do anything about it – this, at least was Sirithil's side of the story. This not only dealt a major blow to the Elentari's credibility, but angered (understandably!) a few Menelmacari who had managed to develop romantic feelings for their queen. Needless to say, the next few weeks in Menelmacar were a little awkward.

This setback was temporary, but a much more serious problem was soon to develop. A discussion on paranormal phenomena in the lives of certain Menelmacari piqued the interest of an administrator of a popular site about psychic (or "psionic") phenomena. Using the micronational name Archetype23, he immigrated to Menelmacar and immediately proved his

Archetype and Psionics

Archetype23 was an administrator of a popular psionics website at www.psipog.net. Although reluctant to demonstrate his "powers", he did use them occasionally with impressive yet inconclusive results. In the end, most people who would have believed in psionics anyway ended up believing in Archetype's use of them, while most people who began as skeptics stayed skeptics. In an interesting twist, Archetype returned to micronationalism three years later to say that he had become much more deeply Christian and no longer believed in psionic phenomena anymore.

worth in the judicial sector. However, Archetype's confrontational style and black-and-white way of viewing issues soon earned him many enemies, particularly Harvey Steffke, Philip Locke, and Bill Dusch. Such a roster of enemies from the highest echelons of the country might have been enough to earn him the boot had he not had equally numerous friends. Many of the citizens of Cranda had joined Menelmacar, including Robert Belci and Gustaf Wahr, and they landed up firmly on Archetype's side. Archetype brought in five or six of his friends from Psipog to Menelmacar, and this group was almost fanatical in their support for one another. Finally, Archetype was the only Menelmacari who got along well with the Babkhans. All of these factors contributed to him remaining in Menelmacar. However, support or opposition to his faction soon became a major cause of strife in a nation that had known precious little of it before. This strife, much more so than personal revelations about Sirithil, was to haunt the nation in days to come.

Dark Days for Shireroth



Shireroth, however, was doing much worse than Menelmacar. After its glorious exit from Tymaria, it suffered under a series of lackluster Kaisers, mostly incarnations of Erik without any motivation or interest in change or progress. As Erik's interest drifted elsewhere, the throne went first to a steward, Stjepan I, and then to James Raine, who became Kaiser Mog I. During Mog's reign, Menelmacar firmly overtook Shireroth as the dominant power in the remnants of the old Apollo Sector, and many Shirerithians, bored of the restrictions of their own system (the feudal system had not yet evolved baronies, so

only Dukes could vote) sought double citizenship in Menelmacar. Kaiser Mog even tried to cement a Shireroth-Menelmacar alliance by giving the Menelmacari two prime pieces of Shirerithian land; Amity and Mirioth. Angry Shirerithian citizens, feeling the Kaiser had gone too far, rebelled, and Mog lost his throne over the incident. This event is generally considered the origin of the truism that Shireroth *never* gives up land, one which has held true with very few exceptions until the present. Mog's successor Letifer, another incarnation of Erik, convinced the Menelmacari to give Amity and Mirioth back, but despite high hopes, did almost nothing else for Shireroth, and the nation continued to become less and less active. Much of Shireroth's lost activity headed to Delvenus, the new nation founded by Shirerithian James Raine. Delvenus was a neutral, small nation like Switzerland with a weird culture involving long, supposedly Latin names. Because of James' charismatic personality and shameless advertising, many Shirerithians switched their primary allegiance to the new country, and he was able to secure his position as an important power when he convinced the MCS to locate their forum there. Both Menelmacar and Delvenus managed to be much more interesting to Shirerithians than Shireroth itself was.

Rastakhiz

Babkha was headed in the opposite direction. Around the time Menelmacar was rising, it had gained two new citizens from Malaysia – Bahram Gul Khuramdin and Abbas Namvari (Abbas later turned out to be Bob Kee, the Morovian). The two of them set out to single-handedly revolutionize Babkhan culture. Bahram, whose intense dedication was matched only by his lack of diplomatic skills, concentrated on the government, removing extraneous bodies and founding the Rastakhiz party that is the direct ancestor of today's ruling Behsaz. The simple effectiveness of today's Majlis comes from the continuation of Bahram's policies, as do excellent judicial procedures that have never been used but would doubtless work out very well if they were. Abbas Namvari concentrated more on the technical side of things, making Babkha a beautiful website (upon which the current one, www.babkha.com, is very closely based). Namvari also initiated a new era of Babkhan foreign relations. It was through his hard work that

the friendship between Babkha and Baracao finally became formalized into the Venceramos-Rastakhiz Pact, which aside from a lingering fear of Attera virtually ruled the world for about six months. Perhaps equally important, Namvari began the long and complex process of seeking peace with Attera.

This peace process would eventually come to fruition about a year later, when Diga left for military duty and Namvari was able to negotiate directly with the much more reasonable Ras Noseworthy. This period of Babkhan growth, which evolved into a period of Babkhan domination, became known to history as the Rastakhiz. There have been other Babkhan Rastakhizes or claims of Rastakhiz, but they have all paled before this original.

What's in a Name?

"Venceremos", a common communist rallying cry, is Spanish for "We shall overcome". "Rastakhiz" means "Renaissance" in Farsi, the language of Iran, and has long been a common Babkhan rallying cry.

Bahram's forays into foreign affairs fared less well than did Abbas'. They began when Bahram discovered Puritania, Julian Starr's new experimental nation. Based partially on the old English Puritans and partially on (of all things) the Isle of Man, Puritania was unique in that it had no particular citizenship requirements. Anyone could hold citizenship, and anyone could vote. This was certainly a revolutionary idea, but also a stupid one. For the first few months of its history, however, the few people who congregated around Puritania were content to follow Lord Protector Starr's lead.

However, Starr was close to both the Atterans and to Politika, presenting a challenge to always anti-Atteran Babkha. Bahram started a vote in the Puritanian legislature, the Tynwald, to make himself Emperor, and then convinced the Babkhans to support him on it. The Skyline, which thought the whole thing was a hoot, gave him free publicity, and many of its readers supported Bahram also. The votes of the actual Puritanians were not nearly enough to compensate, and the measure passed. Starr was forced to hastily abandon all of his principles, and Puritania survived only in a weakened and uninteresting form. The nation's only lasting contributions were to help recruit to micronationalism a young David Beckford and Kieran Bennett. The latter would found the nation of Lavalon in his Australian backyard, about which we will be hearing later, and started the

Micronational Review, a mildly interesting publication that dared to challenge the Skyline for a while.

Bahram also spend much of his time feuding with the Menelmacari, especially Bill Dusch. Bill's excessive interest in fantasy, role-playing, and culture was a perfect foil for Bahram's down-to-business approach to politics, and the two became bitter enemies whose feud seriously threatened already tense Babkha-Menelmacar relationships. Bill started misusing the word "Apollo Sector" to refer to whatever he personally believed, and Bahram accepted the classification and campaigned against the Apollo Sector, a campaign which successfully convinced people to forget the Sector's vital role in history for a while and convince them it represented all that was bad and non-serious in micronationalism. This would later become a major factor in the disastrous Alternate Realities project. Babkha-Menelmacar relationships were only repaired by an unlikely friendship between Archetype and Abbas.

One Extremely Large Problem for Menelmacar

Archetype, however, was becoming more and more controversial in Menelmacar itself. Harvey Steffke left the nation out of what was basically just hatred for Archetype and unwillingness to work with him, and Sirithil eventually had to kick Archetype out of a high government position lest others follow him. This, as well as many other things, turned Archetype against Sirithil, and he announced his intention to run against her in the upcoming Elentari elections. Breaking a Menelmacari consensus against political parties, he founded the "Truth Party", dedicated to exposing what he saw as the lying ways of Sirithil and her supporters; Robert Belci joined him as a founding member.

The election was one of the ugliest in micronational history. Although it originally seemed Sirithil would win an easy victory, Archetype began exposing more and more of what actually went on behind closed doors, along with a promise to right things if he was elected. He reinforced the belief that the nation was divided into a class system with only Sirithil's friends and the Apollonian elite getting the higher positions, and he debated Bill into making trademark anti-everyone seemingly elitist statements. Equally importantly, Archetype's friends from PsiPog, and Belci's friends from Cranda, continued to immigrate, swelling his potential voter base.



Sirithil tried to counter this – first by the same methods of recruiting friends. Of these, the most significant was Mari Greenwood from Delvenus, another elf fanatic. Mari, who was later discovered to be Kathryn from Politika's daughter, became an ardent supporter of Sirithil and her choice for Vice-Elentari. However, Sirithil's tactics soon became much less acceptable, and she reverted to calling Menelmacari who had emigrated months back to return just to vote for her. Archetype found out about and revealed this deception, turning more people against Sirithil. During the election, which took place in mid-December 2002, Sirithil lost by a small margin.

Sirithil and Bill tried to sabotage the change of power by declaring the country disbanded and deleting the forums. After massive international outcry, they gave up, and allowed Archetype to take office. Sirithil, angered by the whole chain of events, left the country.

Another Audentior Arises

Scott Alexander, who seemed always on the verge of becoming Menelmacari but never quite made the jump to citizenship, took advantage of Menelmacar's chaos to initiate one of his own plans. He re-founded Audentior, determining after some research that this would be the nation's seventh(!) incarnation. Among his motives were a desire to return to an old, more politics-centered conception of micronationalism and get a country that wasn't so centered upon one particular topic or culture.



At first, the experiment went as well as he could have hoped. No fewer than fifteen micronationalists from all walks of life, from Thomas Cutterham to Dafydd Young to Philip Locke to Iain de Vembria, joined up, and the country produced culture and ideas at a nearly unparalleled rate. Even Siberian Fox made a brief comeback to help out with some graphics. Unfortunately, the first elections reminded everyone why they had abandoned politics-centered micronations in the first place. The Audente Values Party under Thomas Cutterham and Philip Locke won a sweeping victory, and nearly everyone not in the AVP got angry and emigrated. Unopposed, the party had little to do, and by the beginning of February the nation had collapsed into inactivity and disbanded. Amazingly, since then no one has attempted to resurrect Audentior.

Shireroth Holds an Oustfest

Shireroth, the opposite of a politics-centered democracy, was having a mirror image of the same problem. The rebellions had all been won, the rightful Kaiser was now on the throne, and everything just became extremely boring, especially with most of the citizens off in Delvenus or Menelmacar. In December 2002, Kaiser Letifer I abdicated the throne without naming a successor, expecting either the Landsraad to take over as a democratic ruling body or for Shireroth to collapse. Neither happened; after six days, Letifer's steward Nick the Yardistan took over as Steward Nikkolo I, with a sincere desire to get Shireroth out of its doldrums. After begging people to be more active for a while, he decided more drastic action was needed, and declared for one thing that Shireroth would kick out anyone with more than three citizenships. This was very necessary at the time; some Shirerithians, like Sirithil, had up to eight, and were using Shireroth to get trophy noble positions without caring much about the country's actual running. On January 14th, Nikkolo's edict was carried out; due to the unwillingness of most Shirerithians to give up their multiple citizenships, the active population was reduced to a grand total of three. Although at the time things seemed very dire, the move turned out to be Shireroth's salvation, and is currently celebrated there yearly as the national holiday of Oustfest.

Attera Becomes an Empire

As Shireroth lost a monarch, Attera gained one. Although Attera had used a top-down system since the Rasinat era, they had always stopped just short of giving Ras Diga a royal title. His proper title, "Ras", was more equivalent to "Duke", and technically he was only the regent for his daughter, the Empress Jihan V. This all changed on December 1, 2002, when the Atterans agreed to crown Diga as Emperor. He took the royal name Mi'kel Tzion, set up a Grand Executive Council to legislate under him, and redistributed Attera's fiefdoms.

Emperor Tzion was not only ruler of Attera but of the entire Atteran Commonwealth. The Commonwealth nations were primarily ones that Diga's friends from the military had set up. One was the Druidic Kingdom of Syrah, with a Celtic theme. Another was Transattera, with a Masonic/Illuminated theme. A third, later Atteran nation was Aersat, founded by old Apollonian Patrick Foley and never really developed. It is hard to say with certainty how active or successful these nations were, as they were almost entirely offline. To many outsiders (and some Atterans), they looked like empty shells tacked onto Attera in which nothing ever happened. Diga insisted that he knew the Commonwealth members and they were actually doing exciting micronational ventures.

This would later become a major subject of dispute.



The Assembly of Micronations

The pact between Babkha and Baracao, the Atteran attack on Cranda, and the continuing civil strife in Menelmacar made everyone more than usually aware of the

international scene and of the continuing lawlessness of that arena. Unsurprisingly, it was Babkha who took the lead, and Bahram Gul Khuramdin and Troy Thompson collaborated on a proposal for an “Assembly of Micronations”. Although countries originally were reluctant to join, a series of clashes between Menelmacar, Baracao, Politika, and Philip Locke over the fate of Freenesia increased the tension level just enough to convince everyone that such an organization might be beneficial. Like many such organizations, it ended up as a UN clone, having a General Assembly-like council (here given the creative name of “Assembly”, a Security Council-like council (here given the creative name of “Security Council”) and a Secretary-General type position (here given the creative name of “Secretary General”). Ruhan Zarathustra Erudinzadeh was chosen the first Secretary General, on a platform of greater intra-Sector unity, which in hindsight is obviously meaningless but which seemed good at the time. The Assembly spent about two months voting on letting new people in and occasionally condemning Menelmacar (see below) before Ruhan disappeared and the League fell into inactivity. After a while, King Edward of Madland declared himself the new Secretary-General, which of course led to the Assembly’s immediate downfall. This entire incident is significant only as the last serious attempt to create an intermicronational UN, with none of the glory and all of the problems of earlier efforts like the LoSS and LoM. No one of any reputation has attempted the idea since.

Lord Erion Usurps Treesia

Speaking of lasts, one of the last interesting things to happen in Treesia before it became completely inactive occurred around this time. Ard-Baron Eoin decided to unilaterally claim Elpidos, a daring and perhaps foolhardy move as it belonged to Menelmacar. Rather than get involved in a potentially catastrophic war with a larger power, the Knights of Treesia met in Council and voted to impeach Eoin in favor of his Chancellor, Iain.



Lord Erion's
dark symbol

The entire event had, in fact, been planned as part of a recwar. Eoin fled to Erior in Kildare, gathered loyalist forces including Shirerithians and Treesian exiles, and invaded Treesia to reclaim his throne. Meanwhile, Iain had taken the name Ard-Baron Erion, after a particularly malevolent demon from Treesian myth, and was deliberately causing as much trouble as possible, splitting up knightships, angering the nobility, and providing a model of misrule. Eoin and his supporters easily defeated the evil Baron (who turned out to be only possessed, and able to serve once again as Chancellor after being properly exorcised) and the Treesians sung songs for the ages about the glorious battle. Ironically, however, two years later the situation, concocted as an act, would repeat itself in reality.

The Gathering Storm

Elpidos’ troubles were not over, however. With Archetype and his supporters in control of Menelmacar, deeply Soloralist Elpidos was no longer interested in staying around. It requested to secede from Menelmacar. Archetype strongly opposed the secession, but

allowed the matter to be put to vote. After a long political battle in which both sides accused the other of treason at the very least, Elpidos was allowed to go its separate way. Although there were glorious plans to create a Soloralist theocracy based on reams of culture, the nation ended up doing very little for its short span of independent existence.

However, the Elpidos debate had sensitized Archetype to the deep resistance he continued to face. He proposed, and passed through, laws banning “separatist groups”, and then classified most talk opposing him as “separatism”. Philip Locke deliberately played into his hands by creating a “Soloralist Liberation Army of Menelmacar” (SLAM), which he unconvincingly claimed was not militant. Scared by signs like these, Menelmacari assented to Archetype’s banning of the main opposition party, the Menelmacar Elvish Traditionalists. Further, Archetype’s supporters rigged the immigration system so as to turn away any applicants opposed to his plans and rubber-stamp any of his friends. The policies had the desired effect; Sirithil loyalists went from a sizeable minority to a group with almost no political power in barely over a month.

The Revolt of the Six Patriots

The loyalists struck back on February 19 2003 – Jasonia Day – by taking over the Menelmacar forum with some help from Sirithil and her administrative powers. Proclaiming themselves the Six Patriots of Menelmacar, Bill Dusch, Harvey Steffke, Philip Locke, Mari Greenwood, Sirithil nos Feanor, and new citizen Jadie Doran (a friend of Fax Celestis’ from college) took over the government and proclaimed Sirithil the Elentari-for-life in a perfectly executed coup.

And that was where the perfection ended. Archetype and his supporters, still slightly more numerous than the traditionalists, immediately condemned the “rebels” and set up a new forum in which they continued their government exactly how it had been before the coup. There were now two Menelmacars.

Although the rebels had planned the execution of their coup well, their planning had seemingly not extended beyond that point. Archetype was friends with the foreign ministers of Babkha and Attera, whereas the traditionalists, especially Bill, had enemies in both nations. It took only a few short hours for both to condemn the coup and declare Archetype’s country the true Menelmacar, and Baracao, Pacary and a slew of smaller nations were not far behind, nor was the Assembly of Micronations as a whole (see above). The lonely countries that declared for Sirithil were Shireroth (which was almost dead at the time and vague in their support) and Politika (which was hardly a good sign, as Politika usually supported whoever it considered more evil).

After a few tense days in which Archetype refused to rule out the threat of war against Sirithil, the two countries settled down into a steady smoldering hatred. Sirithil’s country renamed itself the Oira Arnanore Menelmacariva (elvish for “Eternal Empire of Menelmacar”) and Archetype’s remained the Imperium of Menelmacar, providing an easy way to differentiate between them, but to most people they kept their catchy

nicknames “Sirimacar” and “Archimacar”. One brave Menelmacari managed to keep dual citizenship in both incarnations, and that was Swedish teenager and former Puritanian Ric Lyon, who would later attempt the equally difficult task of balancing citizenships in Babkha and Shireroth.

Things Go Downhill

As if the coup had been a signal, the rest of the micronational world started to collapse just a little. Attera went from gigantic to miniscule as the U.S. invasion of Iraq resulted in most of its citizens, including Emperor Tzion, being called to overseas service. The lone remaining Atteran was Scott Noseworthy, who became Imperial Regent and spent his time cataloguing an impressive variety of papers, such that Attera during the Noseworthy regency can be justly called the Golden Age of micronational filing. Baracao experienced a similar loss for different reasons when Chairman Dafydd Young suffered computer trouble and gave the Chairmanship back to William Howard. And whatever Ard-Baron Eoin’s real reasons were, he claimed to have been slain by a demon, and while his soul was taken to the star Ethurion for eventual rebirth, his throne passed once again to Chancellor Iain. Shah Ardashir of Babkha resigned suddenly, passing the throne to former Grand Vizier Tahmaseb (although it was widely believed that Ardashir continued to wield power behind the scenes).

But the worst thing to happen to the micronational world was the advent of Anarchy21, the only micronational terrorist group worthy of the name. They came into existence very suddenly one winter afternoon by utterly destroying Puritania with forum-busting weapons. Although no one missed Puritania very much, the question remained: who had done such a thing, and would they strike again? The rumor mill on the first question turned to former Baracaoan citizen Hoefensill and Politikan leader Bob Silby, who had perpetrated the last fall’s attack on Menelmacar and were seen as the sort of people who would do such a thing. The second question required no rumors – they struck Nova Roma, a new project Edward Conway had come back a few weeks before to create, and driving Conway back out of the hobby. On February 17th they hit Shireroth, but did no damage thanks to the quick action of the forum moderators and several non-citizens around at the time who helped bump relevant threads to the top and defeat Anarchy21’s spamming weapons. The Shirerithians later arbitrarily declared this the Battle of Cimmeria, awarded the highest military medals the Imperial Republic can give to the people who helped win it, and decided to celebrate the holiday ever afterwards as V-A Day, which they did.

Despite this temporary setback, it was not until they planned an attempt on Archimacar that they were finally defeated once and for all. Archetype, who suspected Hoefensill, had a little talk with him. Although the Elenaran claims he used psionics to force the truth out, this seems like a rather extreme explanation, and this historian instead points out that Archetype can be very convincing when he wants to be and that Hoefensill was discouraged after his previous unsuccessful attack. In any case, he confessed everything to Archetype and promised to change his ways, implicating Silby in the process. Silby was disgraced, and Hoefensill put aside his anarchistic ways to found the new country of

Karnali along with people he knew from a military forum. Most people were very unconvinced that a former terrorist could found a nation that promised to be peaceful and a respectable part of the micronational world, but three successful years of Karnali history have proven their doubts misplaced.

Another scuffle cut to the heart of the Micronational Cartography Society itself. Both Archimacar and Sirimacar wanted the old Menelmacari territory. The Society's rules on this matter were clear: it would be split between them in proportion to their relative sizes. Unfortunately, both sides wanted the capital city, Caras Menelmacar. After poring over the regulations, Scott and Erik decided to give it to Sirithil on the basis of her stronger cultural connection. This enraged Archetype, who unfairly accused the MCS of bias; the many other nations that supported him against Sirimacar politically echoed this accusation. They harassed the two cartographers so much over their decision that, in despair, the two founders of the MCS resigned and gave effective control of the organization to their "apprentice", Ryan Caruso, although they held onto *de jure* ownership.

Alternate Realities

But Archetype and his supporters wanted to move further against the MCS, and their desire was supported by a strong feeling of separatism among their citizens. As Audentior fell, as the two Menelmacars expended all their energy on mutual hatred, and as the world recovered from the Anarchy attacks, a few countries started to feel uncomfortable with the micronational community. In such a situation, the old Corvinian Heresy began to make itself felt again. Babkha, Baracao, and some of their allies began to preach that the problem was not with them, but with their enemies alone. The problem was that the community was full of "bug nations" who failed to take micronationalism seriously enough, and that if they could just segregate themselves out from the rest of the pack, everything would work perfectly.

To this end, in March 2003 Babkha, Baracao, Attera, and Archimacar launched the Alternate Realities program under the leadership of Archetype23, Abbas Namvari, and Scott Noseworthy. The idea was to leave the MCS map en masse for a second, much higher-quality map that they would create. Other nations would be allowed to join only if they met very stringent requirements of size, age, and seriousness. The Alternate Realities nations would also share an economy, a recruitment agency, top quality websites, and many other grandiose projects that would make their superiority to the rank and file nations of Micras obvious.



One significant point about the project that no one noticed at the time was that nations which had previously been in opposing power blocs were cooperating. With Diga gone off to Iraq and Noseworthy leading Attera, the country moved from Babkha's number one enemy to being closely aligned with the Babkha-Baracao axis. And although Menelmacar under Sirithil had always been opposed to Babkha and Baracao, Archetype was much friendlier to them. Much of the credit also needs to go to Babkha diplomat Abbas Namvari, with whom both Noseworthy and Archetype held personal friendships.

The alignment of Babkha, Baracao, Attera, and Archimacar left on Micras a group of nations primarily consisting of Shireroth, Sirimacar, Delvenus, and Treesia. None of these nations were doing very well. Sirimacar was diplomatically isolated, and Sirithil herself was losing interest. Shireroth was still recovering from the inactivity following the abdication of Kaiser Letifer and the Oustfest. Delvenus had never grown to more than a few citizens and its neutrality had kept it from participating in most international politics. And Treesia was off doing its own thing as always. The prognosis did not look good for the Micronational Cartography Society.

Analysis

Menelmacar considered itself the last Apollo nation. Certainly some of this came from its citizens, who were eager to relive the glory days of Jasonia, but it was also true in another sense; it was the last nation that lived "on the edge," afflicted by internal squabbling that constantly threatened to tear the nation apart but which also acted as an engine for

brilliant creative energies. Like many Apollo nations, though, its conflicts eventually got the better of it. I *do* blame Archetype for the fall of Menelmacar, although I did not at the time. Menelmacar operated with a balance between so little discontent that things were boring and so much discontent that the nation flew apart. By being so successful in silencing his opponents, Archetype indirectly and unwittingly caused the civil war. After the civil war, of course, there was no *internal* discontent at all, causing both nations to wither away quickly.

The first half of this period was an exciting time in intermicronational diplomacy, with the dual cold wars between Babkha and Attera and between Baracao and Menelmacar taking on various forms and being eternally interesting. With the decline of Attera and Menelmacar around New Years', the Babkha-Baracao axis established itself as the major power in Micras, and this is indeed the time many Babkhans still look back upon as their Golden Age. Considering how far Babkha and Baracao had risen above anyone else by March, it was unsurprising that they had the hubris to try to, as one cartographer at the time put it "secede from reality".

Whether the Babkhans and Baracaoans were justified in thinking themselves more serious than other nations is a tough question. They were probably partially right, but not to as significant a degree as they thought they were. While some other nations would occasionally mention elves or something like that, in terms of government processes both groups operated practically the same. Babkha and Baracao were also both known for having internal recwars and for behaving badly and against international law at many times.

Ryan Caruso's rise to power in the MCS probably had almost no effect, which is a testament to how good a job he did. Because he followed the rules fairly, and because the previous cartographers had followed the rules fairly, the difference to anyone on the client end was minimal. He did, however, do some work to give the MCS a more attractive website, as well as add some continents that the original owners probably would not have permitted.

The most surprising thing about this period was how complete a reversal the next few years offered. Most of the nations that considered themselves great either died out or lost the respect of the micronational world, while others that few people had even heard of were poised to rise to greatness.

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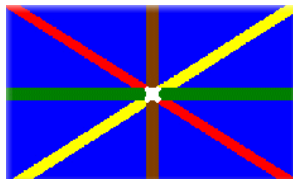
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Chapter VI: The Moose That Roared

Nation in Profile: Shireroth



Lifespan: 4/24/00 – present

Government: Absolute monarchy

Peak population: ~30

Notable citizens: Erik Metzler, Nicholas du Grifos, James Raine, Scott Alexander, Shyriath Bukolos

Why it's important: Along with Babkha, Shireroth has been one of the most stable and consistently active nations in the sector. It also has founded many of the most important international projects, like the MCS and MicroWiki.

Shireroth Recovers

On April 24th, 2003, the Imperial Republic of Shireroth celebrated its third anniversary. They had much to celebrate. After a winter in which absolutely everyone had predicted their death, they were back on their feet and ready to move forward.

The events that led to Shireroth's revival were the reverse of those that led to its downfall. The winter had seen Shireroth slowly hemorrhage citizens to seemingly more interesting countries like Audentior, Delvenus, and Menelmacar. But now Audentior had fallen apart, Delvenus had come under the control of Mari Greenwood, who used it primarily for insipid conversations, and Menelmacar was in a painful civil war. From Delvenus returned James Raine and Eros Qelathos; from Audentior, Scott Alexander; from Menelmacar, Harvey Steffke and his new fiancée.

Jessica Doran, J.D. or just Jadie for short, had come to micronationalism through James Raine, whom she lived near at Sonoma State University. She had joined Delvenus and Menelmacar first, and fallen in with the Menelmacari revolutionary crowd and the Soloralism they practiced. She and Harvey got along quite well, and since Harvey was interested in seeing what a Soloralist marriage might look like, they had agreed to wed; purely as a micronational event, of course. But in a plot twist that would sound trite if it had not actually happened, they found they did, in fact, love each other, and shortly after their marriage considered themselves a real-life couple as well. Kaiser Raynor X granted them the Duchy of Goldshire as a wedding present; Harvey settled in as Duke, while Jadie was Duchess.

Raynor then got to work getting the country running. He appointed Scott Alexander, now Baron of Hyperborea, as the Minister of the Exterior; Scott's stated goal was to eliminate the prejudice against Shireroth as a non-serious nation that many other countries held, and he immediately got to work upon it. Greg Russell came back seemingly from the dead and found himself given the Ministry of Military Affairs, where he replaced the long-inactive Stone Jackabar. And new citizen Aurefiction Auraumbre got the Ministry of Information and set out to work on a newspaper.

Trouble in Alternate-Reality Land

Two days later, Baracao also celebrated an anniversary – in this case, its first. However, it was a country clearly on its way down. It had not lost very many citizens, or had any particular conflict; people just didn't seem to care anymore. The Socialist Revolution had taken place, and there was little left to achieve. The Alternate Realities Project had effectively removed them from the intermicronational scene that used to provide so much of their activity. Now, although they celebrated the milestone, there was deep pessimism about them finishing their second year (in fact, Baracao lasted only six more months).

In fact, the whole Alternate Realities Project was stalling. The lion's share of the work had been on Abbas Namvari, and Abbas had left micronationalism after a series of events including the birth of his first child and his very temporary arrest under repressive Malaysian anti-sedition laws. Archetype had been the other prime mover, but he was having a series of major back surgeries that left him unable to make clear decisions for weeks at a time. Sirimacar and Delvenus were now too dead to serve as a useful bogeyman, and Shireroth was too successful to point to as an example of failure. The argument for an Alternate Reality began to look very thin. No real progress was made after spring 2003, and the death knell of the project occurred in December of that year, when Babkha limped back onto the MCS map, returning to its previous position.

Politika was also very much on the way out. It had never officially died, but Silby was now joined only by Katheryn and Mari (dual citizens with Delvenus), Fidel Nico (a dual citizen with Baracao) and a few holders-on. Their last "blaze of glory", so to speak,

occurred when they illicitly got a hold of the password for the Skyline, still the leading micronational newspaper, and held it hostage. Surprisingly, they backed down after an international outcry. After the proof of their links to Anarchy21, Politika found none of its old friends were willing to support it anymore. Aside from a little bit of spying on Baracao, this was their last interference on the international scene, and everyone was quite relieved.

Baracao's old ally Pacary had finally declined to nothing around New Years' 2003. Sander Dieleman made a brief attempt at a successor state called Feijea, notable primarily for being one of the first micronations to leave EZBoard for a more technically advanced option (in their case, InvisionBoard). Feijea, however, lasted barely a month or two before its citizens, Pacarians who had long been tired of Pacary, realized it was not so different and grew tired of it also. The next development in the saga occurred June 2003, when the mysterious cultish nation of Xantari appeared overnight and demanded the territory of Pacary and Feijea. Before anyone could get angry, Treesian intelligence discovered that Xantari was really just Sander, and his friends gave him both countries. Sander used their land to found an anarchist commune, Feianova, which was moderately successful for a short period.

The Mango-Camel Pact

In Shireroth, Kaiser Raynor X made micronational history by holding the first Shireroth Convention near San Francisco. Ten micronationalists attended, and the Republic posted photos as a gesture to show the world that they were officially back. He then shook things up a little and made new citizen Aurefiction Auraumbre his successor and the new Kaiseress. Immediately, her reign was marked by conflict between herself and the more established elite of Shireroth. They thought many of her proposals, like adding a democratically elected Chancellor to Shireroth's hierarchy, to be needless additions to the country's system and suspiciously close to democracy. Ironically, their other complaint was that she was too easy to manipulate and push around. After one particularly painful battle over whether or not to change the forum colors, Aurefiction became so angry that she abdicated and left Shireroth. Her final wishes were that Erik would never again be allowed to take the throne, and she appointed her friend and "fellow traveler" Harvey Steffke as her successor in order to execute her wishes.

Notable Names: Aurefiction



Aurefiction (real name: Anna) is a native Russian who lives in Athens and is planning to attend college in England. She is renowned both for her ability to concern alcohol and being the only nice person in the entire country of Greece.

Her short career quickly reached a zenith when she became Kaiseress of Shireroth, but she resigned two months later. She made an unexpected return after a year and joined the communists in Novaya Zemlya.

In all the strife, the most lasting achievement of Aurefiction's reign was nearly ignored. The Kaiseress, along with Babkhan diplomat Rakesh Ackbar, signed the Mango-Camel Pact, an alliance between Shireroth and Babkha based on the Venceramos-Rastakhiz Pact. This was the pact that would seal peace in the micronational world for the next two years. With Shireroth grew to be the rising micronational power and Babkha as the "incumbent", the lasting peace between them ensured general peace in the rest of the micronational world as well. It also continued Babkha's ability to rule the world by diplomacy; as they pointed out, they had active alliances with Shireroth, Baracao, and Karnali, thus giving them friends essentially everywhere. For 2003 and part of 2004, the Babkhan strategy to retain ascendancy despite declining numbers was almost completely diplomacy-based, and, with the competent help of Rakesh and Ardashir, completely successful.

Babkha in 2003

Babkha's interesting internal affairs generally limited themselves to a series of elections, which generally followed the exact same pattern. The two main parties, which solidified during the election of August 2003, were Behsaz, led by Ardashir Khan, and a series of parties including Qermez and the Liberal Center Party that always ran together and eventually united under the name "Rastakhiz", led by Rakesh Akbar. The differences



between the parties were based more on the personal styles of their leaders than on any intense ideological differences. Ardashir was the epitome of realism, was dedicated to expanding Babkhan power by hook or by crook, and had no particular interest in constitutional procedures or due process if he could get around them. Rakesh, on the other hand, was idealistic, wanted to expand Babkhan power only so as to expand superior Babkhan civilization to the

rest of the world, and was all about democracy, the rule of law, and consensus building. In all of these elections, the Behsaz party won, making Ardashir Babkha's Grand Vizier most of the time. Because Ardashir was a very strong politician whereas Tahmaseb had only marginal interest in the minutiae of his empire, Ardashir's complete control of Babkha became obvious to all foreign negotiators, and the running joke was that he had Tahmaseb on "medication" to keep him docile.

Novikraznolongnamecommieland and Beyond

Although Baracao died in October of 2003, it had a few interesting upheavals before the final curtain. Baracaoan-Politikan dual citizen Fidel Nico founded Noviykrazniystan (quickly nicknamed

What's in a Name

"Noviy" is Russian for "new". "stan" is Russian for "land". "Krazniy" is Russian for "red" and may be a reference to Kraznograd, the old PRNSE capital. Thus, Novikrazniystan is the new red land, potential successor to the old red land of the PRNSE.

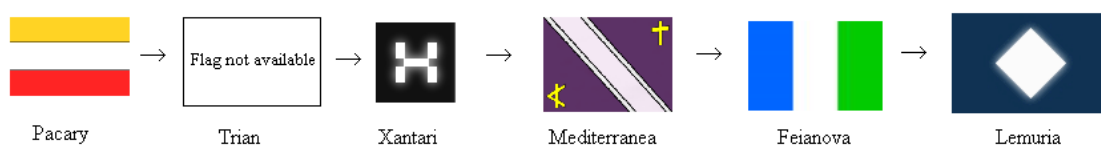
‘Novikraznolongnamecommieland’) and, at the same time, rose through the ranks of the Baracaoans. When Baracaoan chairman Antonio Vitores Ramon went on a vacation, he left the country in Nico’s hands. Because Nico was friendly with the Politikans, and began his term by unbanning some old Politikan criminals from Baracao’s forum, Baracaoan administrator Cguan Guerrero (previously Uncle Damn) launched a coup to kick him out of power. The whole affair was only solved by Ramon’s return, and left Baracao in such a bad position that they voted to merge into Noviykrazniystan. The Baracao-Novikrazniystani merger failed miserably, and Baracao left in September and disbanded a month later. Novikraznistan did not survive long afterwards either.

Such a simple death could only be dreamed of by Delvenus, which had been firmly under the control of Mari Greenwood and her Katheryn of Politika for the past half year. Through being the only people willing to hang on in the midst of complete inactivity, they had become the unquestioned rulers of Delvenus and very high in the Menelmacari hierarchy as well. When James Raine, founder of Delvenus, returned after an absence of nearly a year, he was enraged at what Mari and Katheryn had done to his country. He demanded control of it back from them. They refused, but realized that he had the ability to seize it without their consent, as he was EZOp of the forum. Rather than let James have control of Delvenus, they destroyed it, deleting as much of the board as they could and starting another one elsewhere. Because the MCS was hosted in Delvenus, it lost all of its posts. There was some question as to whether the MCS would even bother re-opening, seeing as this was a very bad time for it and the Alternate Reality nations had yet to return, but Ryan Caruso decided to continue on and moved operations to the Micronational News Network board run by Iain de Vembria. Delvenus continued for another few months under Mari and Katheryn, but was isolated from the rest of the world and did nothing whatsoever of interest.

SanderNations and TroyNations

Sander Dieleman grew tired of Feianova and instead founded another anarchist commune, Trian. Then he grew tired of Trian and decided to morph it into the Theocracy of Mediterranea. Around this time, the phrase “SanderNation” came into common parlance: Sander had a tendency to found so many nations with about the same people and about the same attitudes that it became easier to just treat them as a single unit. Mediterranea, however, was undoubtedly the greatest SanderNation since Pacary itself, and had a respectable six month lifespan. Based on ancient Phoenicia, it worshipped various gods, primarily Aleph and Taw, and as a theocracy, different positions were given to different “priests”: for example, the high priest of the god of the sea was the Minister of Foreign Affairs.

The Many Faces of SanderNation



Contrasted to SanderNations were TroyNations, the brainchildren of Troy Thompson the Slobovian. Troy seceded from Babkha in summer 2003 and spent his time searching for something to do with Slobovia. After bringing it in and out of a couple of different forms of government, he proposed a merger with Cranda, which by now had become a Kingdom under Johanns fonn Klosso (same person as Robert Belci, different name). Both

Nation in Profile: Dinarchy of Antica



Lifespan: 6/17/03 – 12/01/05

Government: Dinarchy

Peak Population: ~20

Notable Citizens: Delphi Augustus, Octavius Me, Foghorn, Olorix, Steven, Chuck, Gemini-DC

Why it's important: In an age when most successful nations were old behemoths in their twilight years, Antica managed to quickly rise to power and succeed despite being relatively new. The Anticans brought a creativity and zeal into micronations that had been absent since at least the Tymarian period, and provided a badly-needed counterbalance to Babkha. The country's unity ended in a spectacular revolution that shocked international observers and shattered the existing balance of power.

countries had a strong German culture and were monarchies, and they shared many of the same citizens, so it seemed a match made in heaven. However, conflict over the details derailed so-called "Alemmania" before it even began. However, what fonn Klosso declared pan-Germanism in micronations never quite went away, and it was this proposal that led to the foundation of Arminy a year later.

The Dinarchy of Antica

On June 17th, 2003, two friends from New Rochelle, Dan and Chris, took on the names Delphi Augustus and Octavius Me and founded the Dinarchy of Antica. Dinarchy, a political system briefly tested in Sparta but otherwise unknown, was the rule of two equally powerful leaders who could stymie one another's actions. Before they were quite adjusted to micronationalism, they declared war on the new Theocracy of Mediterranea over the MX system.

The MX system was Sander's idea to revitalize micronational economics. Programmed in PHP, it would automatically keep track of money, set exchange rates, and make transactions. However, Sander only let a few nations participate in the test version. Antica did not understand this, linked Sander to Mediterranea, and tried to declare war. When they found there was no easy way to attack a country without hacking, they instead tried to spy on

Mediterranea; not knowing to hide their IPs, they were quickly caught. Most of the micronational world condemned and/or laughed at Antica, especially Babkha. The Anticans gained an abiding dislike of Babkha. However, a few countries were somewhat nicer: Attera and Antica developed a friendship, and Shireroth gave them some espionage tips to prevent them from running into a similarly embarrassing situation next time.

Antica began growing quickly in both size and strength. Citizens from all over the world, with names like Chuck, MeanBean, Olorix, and Oric began to join. Meanwhile, Delphi Augustus began learning several very useful skills, from programming to a mastery of

micronational espionage. Six months after the Shirerithians started giving them espionage tips, Delphi had a far better mastery of micronational intelligence than they ever did.

Even More New Nations

Many other nations founded around this period shifted in and out of the Micras mainstream, sometimes choosing to become more isolationist and secessionist and other times returning to the MCS map and to Micras culture. One such was Lavalon, founded by former Puritanian Kieran Bennett. Founded in late 2002, it existed until early 2003 as an Independent Principality, then died and resurrected itself as a Sovereign Principality later in the year. Although never very large or diplomatically active, Lavalon won respect for developing a strong culture and having a lackluster but determined economy. It was also the first home of many micronationalists who would go on to achieve importance, particularly Matthew Vasroix, who would later topple the Principality in a coup.

Natopia began in 2002, but for the first year or so of its existence was restricted to offline activity. Nathan Shepard, its first Grand Chancellor, gathered some of its leading citizens, like Tasneem Chowdhury and Joel Castleberry, and engaged in some unique activities; during one of which, a war against gravity, they stumbled upon the Micronational News Network and became a devoted part of the online micronational scene.

Madland claims to have been founded as the Kingdom of Madland and its Corresponding Empire in 2002, but its early history remains extremely murky. By 2003, it had its first rigged election and set of apologies to the micronational world, beginning a long tradition. Its Emperor, Edgard Portela, seemed to have introduced himself to the wider world by joining Puritania; during the Communist coup there, his Puritanian province of New Puerto Rico seceded and joined Madland; this led to several civil wars, which may either have been genuine conflicts or the Emperor of Madland fighting against himself. During its earlier years, Madland angered many micronationalists by posting endlessly on blogs about events that, as far as anyone could tell, had not actually happened. This earned it several unfavorable comparisons with Slobovia, but the country kept a number of active citizens (most notably Edgard's brother Gus) and developed a culture, as well as a few close micronational friends.

The established micronations, while not showing neo-Corvinian intolerance towards the newcomers, found it easier to ignore them than to have any meaningful dealings with them. This club was now much reduced. Archimacar and Sirimacar had both fallen due to lack of interest after their respective founders and namesakes departed. Katheryn and Mari tried to take over Sirimacar as they had taken over Delvenus, but Mediterranea, which had inherited both a distaste for Sirimacar and a distaste for Politikans, spared the micronational world that indignity by provoking a sort-of-war with the remaining Sirimacari that convinced them to close down. Attera was very down in the dumps, with the absence of Diga and his military buddies keeping the population limited primarily to Noseworthy, who continued to occupy his time filing important documents. The only micronations that could truly be called Great Powers were Babkha and Shireroth.

Treesia's Unorthodox Bid For Power



Treesia, however, was gaining ambitions of going beyond its chronic inactivity and cultural focus. Eoin's leadership had been replaced by Iain de Vembria, with him sporadically serving as the actual Ard-Baron but other times merely ruling from beyond the scenes. Eoin would later call Iain "as slippery as a snake, and twice as scaly," and the Chancellor's time as head of the Treesian Intelligence Agency proved the maxim true. Under the guise of making a treaty resolving a territorial dispute with Baracao, he tricked Baracao into ceding Treesia most of the Free Republic. The nation of Barbaria flourished as an independent country for a few weeks before being added to Treesia's Tallandor

territories. But perhaps Treesia's greatest asset was Iain de Vembria's effective control of the apparatus of intermicronational communication. The Skyline stopped publishing in Fall 2003, leaving Iain's news organization, the Micronational News Network, as the premier source of information. MNN was linked to his Micronations.Net portal, which caught the eye of many newbies and served as a forum for intermicronational discussion. MNN also hosted the Micronational Cartography Society and took over the Skyline's idea of the FNORDs, the semiannual micronational award ceremony. Although it would have been an exaggeration to say that Iain controlled everything, things were certainly tending in that direction. However, Treesia still had very little genuine political power, and too few citizens to run a really effective government.

The Shireroth-Treesia Merger

Shireroth was in the opposite predicament. It was overflowing with citizens, land, and political power. However, it had precious little organization or long-term planning. Although the Letifer era when Shireroth was nothing more than a chat room was gone, its government was sorely lacking in diplomatic talent and in big-name projects. Scott Alexander, still Shireroth's Minister of the Exterior, suggested merging with Treesia.

At the time, the Kaiser of Shireroth was Kaiser Mors IV, another incarnation of Erik Metzler. Harvey as Kaiser Meskan I had quickly abdicated, and the throne had passed by Shirerithian law to his wife Jadie, who took the name Kaiseress Jadie I. Erik had been anxious to get around Aurefiction's law that he could never be Kaiser again. To this end, he married Jadie and convinced her to revoke Aurefiction's decrees. Under this arrangement, when Jadie abdicated (which she did in late November) Erik once again became Kaiser.

Erik was not amenable to the merger proposal, but was unwilling to quench it completely. He decreed that he would agree only if a two-thirds majority of the Landsraad voted in support. At first, it seemed that Scott would be able to get enough of the Shirerithians' support, especially after the Treesians committed to a plan on favorable terms. However, Nick the Yardistani opposed it strongly, and was

eventually able to convince enough Shirerithians to his view. The merge fell through, angering the Treesians. This strongly disrupted the Treesia-Shireroth alliance, and was one of the events that a year later would be responsible for the founding of the Grand Commonwealth. What would have happened if the merge had succeeded is one of the great "what-if"s of micronational history.

What's in a Name?

Although no final decision was ever made, at the time of the merger vote, the leading candidate for the name of the new nation was "Coillshire". The "-shire" was a traditional ending for Shirerithian lands, while the "coill" came from the Irish word for "forest", thus linking it to Treesia's linguistic connection with trees.

2003 ended much more calmly than it had begun. The Shireroth-Babkha alliance ensured general tranquility in the micronational world, the various smaller nations were busy with internal growth and faced various diplomatic pressures that precluded war, and the institutions of the micronational world, such as the MCS, were firmly under the control of the benevolent MNN. 2004 would be the year in which this well-balanced order reigned supreme, preventing much of interest from happening but providing a perfect opportunity for countries to grow culturally and politically.

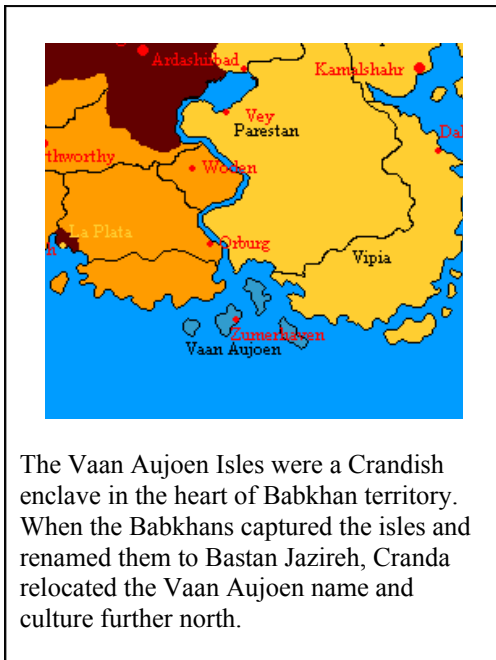
Ardashir Goes Crazy and Stuff

Probably the most disturbing event of the year happened very early on. Over the winter of 2003, for unexplained reasons, Grand Vizier Ardashir had begun to grow even crazier and more power-hungry than usual. After Babkha repealed their prohibition against dual citizenship, he and Rakesh had both joined Shireroth and become Barons; Ardashir became Baron of Elwynn and began causing no end of trouble there. After the Shirerithians made him stop, he turned back to Babkha, where Antonio Vitores Ramon, newly Babkhanized after the fall of Baracao, was pushing for expansion. The departure of Tahmaseb on a leave of absence, and the return of perpetual malcontent Conrad Cromien, gave him a perfect opportunity to put his megalomaniacal plans into action.

First, he alienated Babkha's chief allies. Those were Shireroth and Slobovia. Slobovia had gotten on Babkha's nerves over a dispute over Kumarastan, a somewhat independent region in Babkha founded by Troy when he was Babkhan. In a dispute over the ownership of Kumarastan, Troy accused Ardashir of being "heavy-handed"; this would not do. Shireroth had gotten on Babkha's nerves because of problems with Lac Glacei, a Shirerithian region that the Kaiser might or might not have relinquished control over. Ryan Caruso, aka Babkhan Amir Shervanis, thought the Kaiser *had* relinquished control and decided to take it over; the Kaiser decided he had *not* relinquished control and became very upset with Caruso (who was still angry with Shireroth over the events of

Aurefiction's Kaisership). He gave a long speech in Kamalshahr urging Babkhan citizens to hate and distrust Shirerithians and Slobovians. When Rakesh, Vizier of Foreign Affairs at the time, told him this was a bad idea, the Grand Vizier summarily fired Rakesh. This can be said for Ardashir: that when he goes on a power trip, he goes a hundred percent.

Second, at the suggestion of Antonio Vitores Ramon, he claimed the Vaan Aujoen Isles, long occupied by Cranda but closer to the Babkhan heartland. Renaming them the Bastan Jazireh, he argued that the islands were originally Babkhan before they were given to Cranda by an MCS error – something that Scott Alexander, representing the MCS, managed to completely disprove with help from his extensive map archive. Ardashir was unimpressed and issued an ultimatum to the Crandans, threatening use of military force including hacking unless they backed down. Eventually, the Crandans backed down and gave the islands to Babkha under an MCS-brokered treaty. However, other nations that watched the events were appalled at the Babkhans' actions, and Shireroth in particular issued several communiqués expressing their distaste.



Third, Ardashir chose to contest the Treesian control of Lighthouse, the capital of the Skerry Isles. Thanks to a vague clause in the treaty granting the Skerries to Treesia, Dafydd Young kept control of Lighthouse, and set it up as an independent state with ties to Babkha. The question of exactly who owned Lighthouse – Treesia, Babkha, or the sovereign Lighthouse City State – became a confusing one. When Dafydd refounded Baracao (see below), things got worse. He annexed Lighthouse to Baracao, and made a deal with Treesia. Treesia could get the Lighthouse if Baracao got the Far Reaches, a colony unsuccessfully founded by Eoin Dornan which had fallen under Lighthouse rule. The countries agreed, and Ardashir was left landless. He responded by using administrative access he had gained during the period of Babkhan domination to delete Lighthouse completely.

Because Ardashir had known about some of Treesia's plans before they were publicly announced, Treesia launched a "sting" operation and discovered a minion of Ardashir's in the Treesian Intelligence Agency. Using their control of the media (Iain's MNN had been augmented by Eoin's new Fireball-clone, the Apollo Furball), the Treesians made sure everyone knew about the Babkhan deleting and spying. At around the same time, Shah Tahmaseb returned from his leave of absence, and Bahram Gul Khuramdin came back after nearly a year's absence. The two of them were enraged at Ardashir, and forced his resignation.

However, the damage to Babkha was done. In all previous eras, Babkha had been the friendly, responsible country, a welcome counter to the bogeyman of the Atterans. Now, they had in the space of a month betrayed their allies, extorted land from a peaceful country, deleted a forum over a petty grudge, and been caught spying. Although these actions were not enough to erase four years' worth of good reputation, they contributed to a turnaround in many countries' views of Babkha that would become complete a year later with the foundation of the Commonwealth.

Babkha had also made another enemy. Kuralyov, a former citizen of Mediterranea, had switched allegiances to Babkha and was now head of the Qermez Party there. During the Mediterranea-Antica conflict, many Anticans had developed a lasting dislike for Kuralyov, and matters reached the point where an Antican jokingly said that Kuralyov's execution would be the only solution to the stain on the micronational world caused by his presence. Ardashir, still looking for a fight, demanded an apology from the Anticans; the Anticans refused. War was barely averted, and Antica and Babkha retained a strong mutual dislike ever after. Even Rakesh, usually the friendly, diplomatic Babkhan, got a bee in his bonnet over the issue and developed an antipathy to Antica that lasted nearly two years.

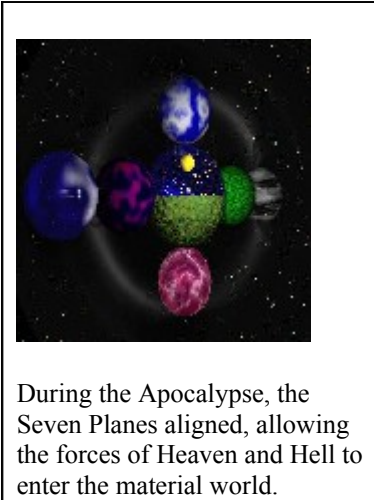
Antica, in fact, was getting into more and more trouble. After Sander again switched his mind and changed Mediterranea back to Feianova, things between SanderNation and Antica only got worse, especially now that new Feianovan citizen Thoenen had developed a strong antipathy to Antica. Shireroth, which was marginally friendly with both SanderNation and Antica, tried to mediate, but Lachlan Powers, now a double citizen in SanderNation and his own country of Aerlig, traced a suspicious anonymous message back to an Antican dinarch, effectively derailing the whole process.

Some Changes to the Landscape

In February 2004, Dafydd Young, now calling himself by the very Baracaoan-sounding name Alarico Veto Cguilia, refounded Baracao, beginning one of the very few national resurrection attempts to be truly successful. The new Baracao was built with a much more ingrained cultural focus than the old, apparent nowhere as much as in the ruling philosophy of Tiegism. Tiegism venerated Pablo Tiego, the fictional Baracaoan revolutionary, and lent the revolutionary fervor of the country a flair lacking in the original incarnation. This new Baracao, however, inherited the turbulent politics of its predecessor. Most troubling was the return of Varjan troublemaker Thomas Hubert, who set himself as the leader of the main opposition party. Dafydd's and Hubert's parties hated each other with a passion, and their conflict provided the new Baracao with the activity it needed to continue.



Also in early 2004, the pan-Germanism cultivated by the failed Cranda-Slobovian merger finally took fruit, aided by Cranda's weakness during the Babkhan incident and political instability in Slobovia. Cranda, Slobovia, and David Beckford's nation of Northworthy merged into the single pan-Germanic nation of Arminy, named after legendary German hero Arminius. After some dispute over who would get to be the king, they agreed on the unlikely monarchy of Dilerr Karlsson of Cranda, who became King Dilerr I. Although Johanns and David put a lot of work into Arminy, especially its culture, the nation never quite managed to cohere into a single political entity, nor did it attain the Great Power status for which its founders had hoped. Indeed, three months after the country's



foundation, Slobovia seceded, and thanks to the small size of Northworthy the country reverted to being basically Cranda.

Slobovia's secession from Arminy was not the only shake-up to occur in spring 2004. The distant nation of Lavalon made an unusual occurrence in the news when rebels under Matthew Vasroixe managed to take the country over from Prince Kieran Bennett and install a somewhat more democratic government. Although there were a few weeks of tense standoff, the incident resolved itself with the two parties on much better terms than could be reasonably expected. The rebels eventually admitted that their coup had been on shaky legal grounds and was probably not a nice thing to do, while Kieran acknowledged that the

Lavalonian people did not want him and instead founded the country of Breudwydd. Although Breudwyddians occasionally publish articles in mainstream newspapers, it drifted further and further away from the Micras Sector while Lavalon under Vasroixe drifted closer and closer.

The Treesian Apocalypse

After a four year history, Treesia went out with a bang rather than a whimper, deciding to celebrate their decision to self-destruct by enacting the Apocalypse of Treesian myth. Iain de Vembria did an excellent job as the Order of Ybrekk, an evil cult that summoned the demons of hell to do battle with the forces of good. Although everyone got bored and gave up before the battle with the forces of good ever took place, Treesia officially declared itself dead on May 23, 2004, a day with numerological significance to the Ard-Baron and the former Ardeaspag. After some prodding, Eoin let Iain found a "Sovereign Order of Treesia", a group of people committed to retaining Treesia's cultural heritage. This Order would later become very important and arguably vastly overreach its original purpose.

The death of Treesia *almost* solved the Lac Glacei problem. Ryan had decided to seek an ally in his battle to enforce his claim to Lac Glacei against the Shirerithians, and the Treesians, who were still upset with Shireroth over the failed merger, proved willing. They granted Ryan a Treesian Knighthip in exchange for his claim, and begun to press it

against Shireroth. In a series of four treaties, called Eastrising, Westsinking, Northfloating, and Southsailing, Treesia and Shireroth worked out a “condominium” agreement to share power there; however, with Treesia’s demise, Shireroth figured that its claim to the territory was now unquestioned, and added it back into the Shirerithian Empire.

Focus: So, What Ever Happened To Morovia?

Not a whole lot.

At the end of the TYSOG scandal, King Vincent returned triumphantly, and for many months it seemed like the country would return to its former glory. A number of very talented new citizens, such as Steve Foong and Bill Bekkenhuis, lent the country both their devotion and their technical expertise.

However, King Vincent soon became preoccupied with real-life issues again, and because his input and approval was necessary to move anything forward, national business slowed to a halt during these long intervals. Tradition kept the Morovians from changing their system, but finally, James Murphy, formerly the Cardinal of Morovia's Apostolic Communion, had enough. He founded his own nation, the Kingdom of Hanover.

Many of Morovia's citizens moved to Hanover, weakening the country still further, and many others kept dual citizenship in both. Hanover grew to be extremely successful, although the stress of leading the country became too much for James, who abdicated in favor of Thomas Cutterham. Cutterham did his best to re-merge Hanover and Morovia, but this only angered both sides, and Cutterham resigned shortly after the failure of this attempt.

The modern King of Hanover is Alexander I, who won the Odlum Award for his inspiring leadership. Under his rule, Hanover drifted further and further away from the rest of Micras, until it is now not considered a part of the Sector at all. Although a failed merge with Pendronia marred the early part of his reign, Hanover is now a quiet, dignified place with a distinctly British flavor.

King Vincent finally abdicated in Morovia in favor of Adam Graham, but it was too late, and Morovia is now considered dead by all but its strongest partisans. As for James, he rules the extremely serious nation of Varennes, out of which little has been heard for the past few years.

Currently the only point of contact between Micras and what has come to be called the Morovian Sector is Thomas Cutterham.



King Vincent ruled Morovia from its foundation until early 2005. However, he was infamous for extended absences of up to six months at a time, the last of which eventually convinced him to give the throne to Adam Graham.



James Murphy was Cardinal of the Apostolic Communion in Morovia before becoming exasperated with Vincent's absence and founding his own nation of Hanover.



Char-lez Braden became King Alexander I of Hanover after the abdication of both Cardinal Murphy and his successor Thomas Cutterham.

Shireroth's Successful Summer

This empire had ceased its exponential growth but was staying healthy and stable under the rule of Kaiser Wyltheow I, who ruled so conservatively and calmly that no one who did not already know would have possibly guessed that he was Nick the Yardistani. In fact, Kaiser Wyltheow's abdication caused much more chaos than his rule ever could. He refused to name an heir, leading to a civil war between supporters of James Raine and Scott Alexander; the war ended when James Raine conceded and Scott took the throne as Kaiser Los II (it was actually a bit more complex than that).

Shireroth has long experienced a strange effect. Although the summer is a bad time for most micronations, to the point where the term "summer slump" exists to describe the phenomenon, Shireroth is often at its best during the summer, perhaps because of its younger population. Kaiser Los' reign saw Shireroth become an overwhelming focus of micronational activity, with many people from elsewhere joining and participating in Shireroth, most notably Iain de Vembria, who was eventually given the Barony of Lothlaria. It also saw a move towards a freer society, with malcontents like Duke Rakesh Ackbar of Brookshire and Duke Philip Locke of Hyperborea pressing for democratic reforms, some of which they obtained. Shireroth also held another convention during this period.

Also during Los' reign, Shireroth forged a supposedly secret but very visible alliance with the Dinarchy of Antica. Antica was another country doing very well despite the summer slump, and received an extra boost in a number of people recruited by new citizen Nick "Foghorn" Leghorn. Nick, who had stumbled across Delphi and Octavius talking about Antica in his gym class one day, ended up becoming one of the most productive micronationalists ever, and his friend Steven would have an equally large effect on the future of the Antican state. There was some worry among Anticans that their country was growing too large too quickly, and tensions began to arise based on Delphi's growing need to micromanage, but most people were impressed enough with Delphi's political skill to grant him what he wanted, and a few reforms that make the Antican Senate slightly more democratic took care of the rest.

Antican Update

Antica continued its cold war with Feianova, but Feianova had lost a lot of interest. The torch passed to its citizen Thoenen (sometimes also referred to as Helios or just called by his real name, Greg). Thoenen was as bad as Sander in making endless little nations; unlike Sander, he lacked a dedicated following and his countries rarely exceeded a single person. Thoenen started attempting operations against Antica on his own, aided by his connection to several friendly nations: he set what may be an all-time Micras Sector record by holding seven citizenships at once. His most important anti-Antican operation occurred in June 2004 when he went undercover as "Ethan Aster" and joined Antica as a spy. Although the Anticans believed his disguise for a few months, they eventually discovered the deception. With some help from mysterious Shirerithian spy network S.H.I.N.E., they also traced Thoenen to an attempt to forge documents suggesting Antica

was planning an attack on Babkha; these led to Thoenen's trial in and expulsion from the latter.

Notables Names: Delphi Augustus And Octavius Me



Octavius (left) and Delphi (right) were key to the early successes of Antica, and their split was the most immediate cause of Antica's division. Delphi excelled in programming, web design, and foreign affairs, while Octavius was good at military strategy and internal politics. Together, they made a perfect team.

Octavius and Delphi founded Antica in their high school at New Rochelle. Octavius now studies linguistics and U of Albany, while Delphi studies politics at George Washington U.

The picture above, from the Antican site, has been furnished as evidence of Delphi having a Napoleon complex.

Antica also picked up a number of colonies while all of this was going on. Jordan, a friend of Octavius' from a bulletin board on languages, joined with his small nation of Korhal, while Madland also became an Antican colony for a while. Korhal eventually became the modern Antican province of Skiron, while Madland illegally seceded, angering the Anticans (particularly Delphi) and nearly provoking a war.

Three New and one Not-So-New Nations





Although summer 2004 was free of any particular conflict or major change in the established micronations, it saw the founding of a profusion of new countries. For some reason, something about this period allowed several of the nations it engendered to beat the odds and become lasting contributors to the

micronational community. Three remain of particular importance even today: Talamthom, Gotzborg, and Novaya Zemlya. Another nation, Stormark, first became a major player in the Micras Sector around this time.

Talamthom, founded by three friends in an English bar in June 2004, harkens back to an early era of micronationalism, when people cared more about law and politics than about culture or international affairs. Its theme is early 20th century Ireland with a bit of England thrown in, but its true intricacy lay in its political structure and legal code. Along with bringing some new people into micronationalism, notably its first president, Thomas Kelly, and its first Prime Minister, Mark Prendergast, it also attracted dual citizens from nations as different as Cyberia and Madland. Although it has remained isolationist, its citizens occasionally post in places like MNN, and it has a few friendships, most significantly with Babkha.

Gotzborg is a stranger case, which fits neither in a purely legalistic or purely cultural category, but combines both in a way never before seen that has apparently been very successful. Founded by its king August Charles in summer 2004, it expanded with the annexation of Pendronia, a nation formerly close to Hanover and Morovia. Internationally, it became important primarily when Scott Noseworthy (who started using the name Liam Sinclair around the same time he moved to Gotzborg) used it as the base

of his Royal Institute of Micro-Antiquities, and thanks to the work of its citizen Rob Davis, who founded Universal Arbitrations, Inc and has offered his legal expertise to several micronational law codes. Thanks to King August Charles' graphic design ability and the mature age of many of its citizens, Gotzborg is known for its professionalism and its seriousness; however, the Gotzborgers still manage to find time to do things like design warships and build railroads.

The New Generation					
Name	Flag	Focus	Government	Leading Citizen	Relationships
Talamthom		Politics, law	Republic	Thomas Kelly	Isolationist but close to Babkha
Gotzborg		Simulation	Monarchy	August Charles	Very friendly with Attera
Novaya Zemlya		Culture, foreign affairs	Communism	Krasniy Yastreb	Friendly with Babkha and Shireroth
Stormark		Culture, chat	Monarchy	Harald Thorstein	Friendly with Cranda, well-liked

Novaya Zemlya is the sole survivor of a brief communist resurgence that took the Micras Sector by surprise in summer 2004. The resurgence was initiated by the USSR, founded by a briefly-returning Yuri Andropov of PRNSE fame. The USSR briefly grew to an absolutely immense size, but soon spawned numerous spinoffs and fell prey to internal dissent. Among the Communist nations that started to appear were the Chinese Soviet Republic, the Commune of Velsen, and the People's Republic of Dipingxian, all of which united into the Comintern, an impotent micronational body that believed incorrectly that it was inspiring fear in someone or other. A number of people were tricked by the rhetoric into believing there was some sort of deep communist/capitalist divide happening in micronationalism, but in fact the capitalist nations could not care less about the smaller communist nations, and treated the larger communist nations with the same mixture of suspicion and hope for personal gain that they treated the larger capitalist nations. The smarter people on both sides realized that, in a medium without an effective

economy, the communist/capitalist distinction was purely cosmetic anyway. Despite all this, a conference aimed at creating “dialogue” between capitalists and commies reached about fifty posts before people realized it was pointless.

However, most of the communists did not last long. Velsen, the CSR, and Dipingxian never had more than two or three people, and once they realized that the capitalist regimes didn't much fear them they collapsed from their own lack of direction. The USSR was slowed to a crawl by its own bureaucracy and fell victim to infighting after a failed military coup. By sheer good luck, the single surviving remnant of it consisted of the small segment of the population who were both intelligent and had a decent sense of humor: they became the Soviet Republic of Novaya Zemlya, led by former Soviet and former Shirerithian Krasniy Yastreb.

Novaya Zemlya managed to escape the dreary bureaucracy of many other communist nations by never taking itself too seriously. Its premise revolved around it being a frozen wasteland used for nuclear weapons testing, and the brilliant board design included a weather panel (which hovered around -30) and glowing radioactive smilies. It also lucked out in getting citizens like Comrades Wheelchairman, Yuri Zhivago (also a neo-Baracaoan under the name Jesus Pablo Santiago, as well as a Babkha), Vladimir Alexei (Rob Davis of Gotzborg), and, to everyone's surprise, former Shirerithian Kaiseress Aurefiction. Zemlya quickly enmeshed itself in foreign affairs and became quite friendly with everybody, thanks in no small part to the vodka distillery it opened up. Indeed, during the first few months of its existence, Zemlya had an entirely vodka-based economy.

Stormark was founded as the Viking Empire of Kruoninga in 2002 and changed its name to Stormark later that year. For the first bit of its existence it did not interact often with the nations of Micras, but around this time it first claimed land on the MCS. Stormark was best known during this period for giving foreign rulers honors and knightships, earning its emperor, Harald Thorstein, the title “the Generous Giver”. Although this led many people to think of Stormark as generally friendly and nonthreatening, it soon absorbed Cranda and Treisenberg and gained citizens from as far away as Hanover, turning it into a major power.

The Dutch Sector

Another influx of new nations came from the good people of the Netherlands and Belgium, whose Dutch Sector became the first non-Anglophone group of micronationalists to interact significantly with Micras, an interaction ending with at least two Dutch countries claiming land on the MCS Map. The Dutch Sector took off after the foundation of the Republic of Charlotta on June 23, 2004, although the Belgian Republic of Flanders had existed on and off for about five years before. Victoria, another Dutch micronation, immediately branched off from Charlotta, but the Dutch Sector really came into its own after a Communist coup in Charlotta led by Dutch-speaking communists from the Red Antilles drove most of Charlotta's original citizens into a diaspora. Joxin

Diez, Charlotta's founder, seceded with the province of Mayo and founded the new Dutch nation of Regio Mayo, proudly capitalist and independent.

The Dutch Sector had a profound effect on the Anglophone Sector because of the Communist revival taking place in the latter. Communists from both sides of the language barrier felt a camaraderie, and many capitalists from both sides of the language barrier followed. The two speakers of Dutch in the Anglophone Sector, Sander Dieleman of Feianova (a Belgian) and Trevon Andarosel of Babkha (a Dutchman), also became involved in the Dutch Sector and helped keep Anglophones on top of the latest developments there. Trevon deserves particular credit for his work on *De Noorderzon*, an English-language blog on Dutch Sector events.

The Dutch Sector was primarily marked by a cold war between a Mayo-Victoria capitalist alliance and a Red Charlotta-Red Antilles. Perhaps the most encouraging example of English-Dutch integration was when that war and several other smoldering conflicts poured over into an interlinguistic recwar. In an attempt to fend off a communist threat and to test the Micronational Recwar Society that Yuri Andropov and Ryan Caruso had dreamed up, the communist (primarily Dutch) and capitalist (primarily English) countries fought "the first world recwar" in an MNN thread titled "For what we are about to receive". The war eventually came down to an Antican invasion of the Red Antilles, which Antica pulled off successfully and which won them New Brannum, possibly the only territory ever to permanently change hands from a recwar.

However, the interactions between the Dutch and Anglophone Sectors did not last very long. An attempt by the Red Antilles to hack Victoria turned a lot of people sour, some successful moves towards peace destroyed the activity-generating cold war, and, as with so many new micronations, the Dutch learned they were not as interesting in maintaining countries as they were in starting them and taking them over. The Red Antilles was gone by the end of the year, and many of the remainders drifted away from the Anglophone Sector. Flanders, which predated most of the other Dutch micronations, survived them, and rumor has it that Charlotta and Mayo are also still around, but significantly reduced from their peak power.

The Founding of San Martin

Neither Madland nor Slobovia had been doing very well after they won independence from their respective colonizers. After leaving Antica, Madland renamed itself to Alexandria and quickly got involved in the "For what we are about to receive" recwar, where it was trounced badly by Antican and Arminian troops. Embarrassed, and perhaps bored, Emperor Edgard staged an "Islamic revolution", during which Alexandria became the Islamic Republic of Sennar. However, Emperor Edgard had little interest in Islam; in fact, from the stereotypical actions of his pretend Islamic militants, one could infer that he had a genuine antipathy towards the religion. He left the Islamic Republic (which then promptly died). Most other micronationalists figured they had seen the end of Madland/Alexandria.

Slobovia, after leaving Arminy, had gotten into a protracted and vicious dispute with Arminy over which of them owned a previously Arminian territory called the Heidsrland – although it had previously been Slobovian, Arminy argued that Slobovia had ceded it to their government as a capital during the merger negotiations. This was not the end of the nation's troubles. Shireroth's intelligence agency S.H.I.N.E. had secretly brought back old Tymarian troublemaker William Jesmer to help them spy on a few enemies including Karnali, and because of the Shireroth-Antica secret alliance, Jesmer performed some jobs for Antican Military Intelligence as well. During one, thanks to a failure of communication between S.H.I.N.E. and A.M.I., Jesmer got his hands on classified Antican documents relating to the passwords of Thoenen Helios. Jesmer used these documents to destroy several nations in which Thoenen had some power, including Slobovia. Although he was later caught and punished, Troy lacked the interest to refund Slobovia, and let it die, leaving him in the same homeless position as Edgard.

Notable Names: Edgard Portela



Micronationalism must run in Edgard's family – he cooperates on many projects with his brother Gus. Gus and Edgard currently live in Michigan, though they are originally from Puerto Rico. Ed is one of Micras' very few (but vocal) American conservatives.

Micronationally, Edgard is best known for his association with Madland/Alexandria, which he founded and led for the past three years. He also played an important role in the short but interesting history of the Republic of San Martin.

Another person in an unenviable position was David Redstone. David had first made himself known during the communist tensions of summer 2004, when he had founded the land of Coralia under the name Grand Duke Gasgan. There he was joined by new Shirerithian Ozarka Monto, and the two conservatives wasted no time in banning communists from their new Grand Duchy. When a few other people joined Coralia, the communists got annoyed at Coralia's restrictions, especially its refusal to guarantee freedom of speech to people voicing pro-communist or anti-monarchy ideals. A couple of larger nations, particularly Babkha and Attera, realized Coralia was an important flashpoint and planted spies inside. Most important among these was Benjamin Gray, a new Atteran whose intelligence and interest in intermicronational politics made him perhaps the only good thing to happen to the ailing Attera in mid-2004. When the spies discovered Gasgan's plot to infiltrate and compromise the Red Antilles, they revealed it openly, embarrassing him and causing him to shut down Coralia. Apparently on some sort of premise of "If you can't beat 'em, join 'em", Gasgan changed his name to "David Redstone" and founded the new communist country of Red Britannia. However, despite some early success, Red Britannia sputtered out when citizens learned that the new David Redstone was just as heavy-handed a leftist as Grand Duke Gasgan had been a rightist. The nail in Britannia's coffin occurred when Redstone banned all religion; needless to say, this made him more than enough enemies. Redstone, too, was a man without a country.

The new Baracao, which had shown so much promise, had fallen after a mere six months. But, unlike its previous incarnation, this new, more culturally oriented Baracao had been beloved by nearly all. Edgard Portela, Troy Thompson, and David Redstone agreed to found the Republic of San Martin, with a Baracaoan-y Latin American theme, in the hopes that it would attract their own friends, former Baracaoans, and people interested in Latin American culture. In all of these goals, they were extremely successful. Only a few weeks after its start, San Martin ballooned into an active multiparty democracy with citizens from all over the world and even a few new people, although it was notoriously difficult to tell who was whom due to everyone's policy of taking confusing Latin American names. Edgard, who called himself Jose Agustin Allende, was the country's original leader, but Troy, who called himself Roberto Ramirez, won the first election and ended up as President.

Two Different YAMOS

In fall 2004, Emperor Mi'kel Tzion returned from Iraq, ready to lead Attera to glory once again. The Attera that he found was hardly ready to be lead to glory; it consisted of Scott Noseworthy, still doing his filing, Ben Gray, who had taken a position in the judiciary, and a few other people like Ras Charles popping in and out. Diga's solution was to found the secretive Crimson Order, a Masonic group that would teach its members the "black ops" of espionage. Limited by Attera's lack of resources, he changed plans and invited two of Attera's friends, Antica and Arminy, to join, turning the Order into a secret alliance. This put Antica in the awkward position of being part of two secret alliances at once; although they generally behaved honorably, the Shirerithians got the better end of the deal. Arminy, on the other hand, grew closer and closer to Attera, and Johannis eventually gained Atteran citizenship and rose through the ranks of government.



S.H.I.N.E.
The Shirerithian Intelligence Network
"Proudly [redacted]ing the [redacted] and [redacted] since [redacted]"

The Crimson Order was intended as a secretive organization whose true purpose would remain secret from the rest of the micronational world. This historian knows about its existence only through his connection with S.H.I.N.E., Shireroth's infamously efficient intelligence network.

While Attera was forming a shady and exclusive alliance, Babkha took the opposite route in its attempts to develop the Raspur Community. After the Alternate Realities project failed, some of the countries involved thought that the problems with the map portion should by no means preclude the other goals of the project, including an international UN type body with a supernational judiciary and the ability to work towards the common good. The Raspur Community was their attempt to develop such an organization. Although practically everyone (except Shireroth, which was in an isolationist phase)

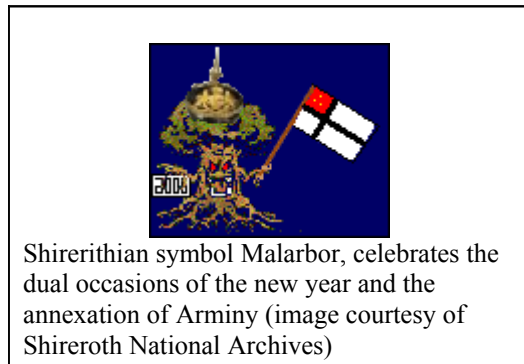
joined it, the “movers and shakers” were the group calling themselves the “ABC Powers” – Attera, Babkha, and Cyberia. Although the handy acronym catapulted them to the forefront of the micronational world, in the end the ABC powers were unable to get Raspur to live up to its promise. When it came time for the Cyberians to lead talks on the procedures of the judiciary, the work became so boring that even Scott Noseworthy found he had better things to do. Although the Community was never officially disbanded, it failed to have any effect after New Years’ 2005 or so.

2004 Winds Down

The final significant event of 2004 was the cession of Arminy to Shireroth. Arminy had been ailing ever since Slobovia left, and the only question seemed to be what nation would acquire its remains. Through autumn of 2004, the smart money seemed on Attera, due to Johanns’ close relations with them; Johanns was almost single-handedly running Arminy by this time. However, S.H.I.N.E. learned of the plans being made and convinced several Shirerithian-Arminians, especially David Beckford and Ric Lyon, to petition in Shireroth’s favor, and they were ultimately successful. Arminy became a Duchy of Shireroth; however, they were unhappy with the arrangement and only lasted a few months before declaring independence and then finally dying completely.

New Years’ Day 2005 found the micronational world in much the same place that New Years’ Day 2004 had. Attera was slightly stronger, Babkha slightly weaker. San Martin had replaced Baracao. Antica had risen to well within Great Power status, and Shireroth could reasonably claim to be the Sole Superpower. MNN remained the major micronational meeting place and the home to the MCS. It seemed that business as usual, as exemplified by the Mango-Camel Pact that kept the upper echelons of the world at peace, would continue indefinitely.

One thing no one was expecting was a return to a practice that had died out two years earlier: the Huge Pointless Merger. But a series of curious circumstances triggered by exactly that would disrupt the Long Peace and completely change the face of one of Micras’ oldest and best-known countries.



Analysis

As anyone who lived through the Long Peace – a period that could be defined in many ways but which stretched from around the signing of the Mango-Camel Pact up until the foundation of the Grand Commonwealth – could tell you, it was a glorious yet boring time to be a micronationalist. Glorious because the lack of conflict allowed everyone to build up and develop interesting new ideas. Boring because not a lot happened, driving several younger micronations into inactivity and limiting the potential growth of even the oldest and best-entrenched.

Shireroth was the country that took the fullest advantage of the opportunity to grow, exploding from about five citizens to about twenty-five over its two year course, building its name-recognition in the wider world to levels approaching even that of Babkha, and having amazing events like its famous ShireCons. It even was selected, along with the non-Micras nation of Mahina, as the host of the 2004 Micronational Olympics; although these did not go very well, it remained a great honor.

While Shireroth experienced steady growth, Babkha suffered from a stop-and-start pattern mixing periods of frenetic active with near-total death. These were the fault both of Babkhan citizens, who were all on complex real-life schedules, and of the Babkhan political system, which encouraged hard-fought elections but had little for ruling parties to do once they won. During this period Babkha also moved from having various factions gaining and losing power in a classic political system to becoming the personal fiefdom of Ardashir. Despite a few setbacks, his intermicronational notoriety and mastery of the Behsaz Party allowed him to slowly gather power until his sway in Babkha was as least as great as any Shirerithian Kaiser's power over his subjects. In one sense, this was good for Babkha: Ardashir was a brilliant strategist and his lack of restrictions allowed him to pursue Babkhan interests abroad with a genius that few other countries could match or counter. In another sense, it destroyed Babkha's vibrant political system, and made the country much less interesting to those with a focus on law and democracy. In the final analysis, Ardashir's rise to power neither helped nor hurt Babkha; it merely changed its focus.

This period saw many ties built to solidify the Anglophone Sector, most of which occurred at MNN. The blogging revolution, led by Jack Santucci of Cyberia, gave every micronation quick and easy access to every other micronation's news, and groups like the Micronational Recwar Society and the Micronational Publications Council never really got anywhere but the ideas behind them were excellent.

Because of the boredom of the international scene, several micronations went the opposite direction from Babkha and returned to a paradigm of laws and politics. Talamthom was the most notable of these, but Cyberia, which had survived for nearly ten years by this point, continued its well-worn political traditions and became much more closely integrated and more respected by the rest of the Anglophone Sector because of this.

The period was not a good one for small countries, who, deprived of conflicts they could artificially inflate and take sides in, had to survive by their wits alone. It was enough to kill a few smaller nations like Slobovia and Treesia, and even more medium-sized ones like New Baracao after its political conflict had died down.

Eventually, some of the smaller nations would start feeling discontented at this state of affairs and start plotting. When Ardashir Khan was thrown into the mix, the results would turn the world upside-down.

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The Dinarchy of Antica

Chapter VII: Under the Eye of Horus

Plotting in the Shadows

In October 2004, Iain de Vembria had a problem. He had assiduously spent the last four years building up a vast Treesian Empire, stretching from the Halberd Strait in the west to the isles of Terra Firma in the east. But now, Treesia was dead. The Micronational Cartography Society planned to erase Treesia from the map. His empire would be destroyed.

He turned to the Sovereign Order of Treesia, originally intended to preserve Treesian culture, and twisted them into a semi-state that would occupy Treesian land, with Baron Eoin's grudging consent. But this would not hold the Cartography Society off for long, especially when the Sovereign Order proved itself chronically inactive. Iain began negotiations with the Republic of Aerlig, a three year old state that had fallen upon hard times, and with its Lord Protector, Lachlan Powers. If Aerlig could annex Treesia as a province, it would gain a great empire, and Treesia would ensure that its land stayed well-protected.

But Iain was ambitious, and annexation by Aerlig would be a far-from-optimal solution. After all, it would land Treesia a place as a subordinate province, and Aerlig would remain a medium-sized nation in a micronational climate not suited to medium-sized nations' survival. So he proposed a bolder plan to Lachlan: a confederation of nations, each vesting most of its power into the whole, but keeping a modicum of independence. Treesia and Aerlig would form its core, but surely there were other nations interested in such a proposal. Indeed, Lachlan, a long-time participant in SanderNations, found that Sander's latest suffering project, Lemuria, was quite interested in the idea. For some reason, they thought to ask Antica, and for some reason Antica thought the commonwealth would be a good idea. On October 8th, and the following days, the four nations continued negotiations, but after about a week, talks broke down. Antica was not willing to be involved after all, and Aerlig had a constitutional clause against such an action. Iain and Lachlan mournfully agreed to make the attempt again after the micronational climate had changed.

Notable Names: Iain de Vembria



Iain de Vembria joined Treesia in late 2000, taking his micronational name from the knightship of Vembria which he governed there. He spent the next few years quietly building up an empire, both on the MCS map and in the world of media, where he created and administered the Micronational News Network. The Grand Commonwealth was one of the many results of his carefully laid plans.

Iain may take some of his calculating demeanor from real life, where he works as an accountant in southern England.

San Martin Explodes

Changes to the micronational climate occurred one after another in early 2005. By far the most spectacular series of events occurred in the short but impressive career of San Martin. The first interesting Martino happenings related to the country's political system, where the rightist Christian Democratic party and the leftist Social Democratic Party were going at each other in political campaigns that frequently went far beyond the level of polite debate. One of the major culprits was Chris Loutradis, a Greek with a very poor command of English and a very short temper who had served in Cyberia and Babkha and been essentially kicked out of both before ending up in San Martin. He became so upset by one of the political debates that he deleted a section of San Martin's forum and quit in retaliation, leading to a whole new series of accusations and finger-pointings.

The internal disunity of San Martin wasted no time in expanding into international disunity. In an attempt to score political points against Loutradis, who had pushed a treaty with Antica, Alfonso Aruarte (aka David Redstone) insulted Antica, calling them a military dictatorship without any power or influence. The Anticans demanded an apology, which Loutradis' supporters happily gave and Aruarte's supporters said was more proof of their belligerent ways. The Martinos all being horrible diplomats whose first instinct was to escalate any crisis, the situation reached the brink of war before some foreign intervention, particularly from the direction of Shireroth, calmed it down into a festering hatred.



This solution to their external problems, however, only gave San Martin more time to concentrate on its internal problems. Their republic ground to a halt, with each party intent only on frustrating the other. Some thought that this state of affairs would get better after Troy Thompson took the Presidency from his opponent Edgard Portela, but in fact, if anything, it got worse under Troy's leadership. Many Martinos were so disturbed that they started refounding the countries they had lived in before San Martin. Troy resurrected Slobovia, Edgard threw away the whole Sennar incident and brought Alexandria back to life, and Redstone, while not going so far as to resurrect Britannia, reverted to his feudal leanings and created the Kingdom of Treisenberg. All, however, kept their citizenship in San Martin first and foremost.

Something had to give, and it did. On March 1, Edgard launched a coup against Troy – surprisingly, supported by Troy himself! The two had come to a deal in which Troy would be named Emperor and Head of State of a new Martino Empire, while Edgard would get to be President and Head of Government. While most of the Martino elite accepted the coup with grace, a few were genuinely angry. San Martin had a strong sense

of pride in being one of the very rare true representative republics in micronationalism, and some Martinos were not willing to bend the knee to a monarch. Most outspoken of the republicans was Alejandro de Corazon; to the new Empire's credit, it did not silence him, but it also did not offer him any place in government or even an ear for his views.

The stage was now set for the spectacular fall of San Martin, which was caused by a combination of anti-Empire sentiment and greed. After about a month of trying to work within the system, Corazon and his supporters launched a rebellion. Rather than try to work to keep the Empire together, many Imperial leaders found it more profitable to try and fan the flames in order to make sure their chosen nation obtained the remnants of Martino glory. Edgard got a few provinces to revolt and join Alexandria, Troy tried to convince the nation to become part of a Slobovia-led union called Opulentia, and Redstone's new nation of Treisenberg, now part of a merger called Cibolenland, vied with the collapsing San Martin for territory.

Cibolenland and San Martin were driven into territorial conflict because of their shared location on the new continent of Cibola. In late 2004, Ryan Caruso had decided the MCS needed new land (even though the old land was still primarily unoccupied) and broken for the first and only time the Prime Directive of the MCS – cartographic consistency. Over the objections of the rest of the MCS, he added three new continents in odd places with odd shapes, breaking the map's continuity and causing no end of trouble. On one continent, Cibola, he stuck the new nations that were forming at the time, including San Martin and Treisenberg; both felt they had a manifest destiny to occupy all of Cibola, and thus came into conflict. Alexandria ended up on Cibola too, and so the decline of San Martin ended up in a free-for-all with each country trying to grab as much Cibolan land as possible. The situation was not helped when long-time Martino citizen Augusto Benavides founded the Confederate States of the Rio Grande and seized two Martino provinces to join him.

Interestingly, the conflict that brewed in Cibola at the time was a clash of copied cultures. San Martin, and to a lesser degree the Rio Grande, were lifted off of Latin American and Hispanic cultures. Cibolenland was a Germany clone. Alexandria was, despite its Greek name, through-and-through French. The copied cultures, the conflicts, and the various little wars and scandals were all used to support the thesis that the new continents added to the map were cursed forever, along with any nations that occupied them. Whether or not this was true, San Martin did not last much past April 2005.

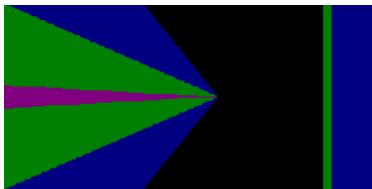
Lavalon Explodes

Another nation was experiencing party conflict at the same time, with a similarly drastic result. Lavalon was now a multi-party republic, but the very faction that had freed it from Kieran's despotic rule was finding that democracy was not everything they had hoped it would be. The "trouble" was Natopia, which had been steadily growing, and had established, partially as a joke, a one-party state under the Free Juice and Bagels Party, whose platform was exactly what it sounded like. As Lavalon and Natopia grew closer, many Natopians became dual citizens in Lavalon. There, they founded a Lavalonian

branch of the Free Juice and Bagels Party, published the *Bagelcratian Sporadically* newspaper, and started winning election after election, being much better organized than the native Lavalonians. A vocal faction, led by Matthew Vasroixe, warned of a Natopian “takeover” of Lavalon, but this faction was generally ignored by the majority of Lavalonian citizens, who either liked the Natopians or *were* the Natopians.

Hoping to found a version of Lavalon that hearkened back to the imagined golden pre-Natopian days, Vasroixe split off from Lavalon and founded the similarly named Avalonia, seeking relations with a few other countries including Antica. But Vasroixe

Nation in Profile: Natopia



Lifespan: 2002-present

Government: Monarchy

Peak population: ~15

Notable citizens: Nathan Shepard, Tasneem Chowdury, Brian Capelle, Sherry Lochhaas, Zachary Azillin

Why it's important: Natopia is one of those rarest of birds, a micronation that doesn't take itself too seriously. Nevertheless, it has managed to survive a number of changes in government, develop a flourishing culture, and even develop a small empire, most recently annexing Sullifree. It is a close friend of Shireroth and Antica's.

was not much of a diplomat, and so badly botched the Antica negotiations that he and the Anticans got into a shouting match, for which Antica demanded an apology. When Avalonia refused, Antica declared war and easily destroyed Avalonia with Delphi's stash of PHP-based weapons. When Avalonia rebuilt, Antica destroyed it again, managing to convince the rest of the world that they had been framed by Vasroixe. This war lost Antica many friends, and a few Anticans began to wonder whether their more prominent Dinarch, Delphi Augustus, was a bit too belligerent for his own good – although of course none of them dared wonder this aloud.

Luckily for Vasroixe, an unexpected course of events in Lavalon allowed him to return. With his departure, the Natopians gained control of Lavalon's political system, and proposed a merge with Natopia, which passed after some discussion. However, the judiciary declared the merge unconstitutional, causing an anti-Natopian backlash. Most of the Natopians emigrated and went home, and Vasroixe returned to a peaceful, Natopian-free Lavalon – which was also smaller and much less active.

Attera Explodes

The next country to collapse was not one anyone would have expected. Attera had finally managed to rebuild after Diga/Tzion's return, and boasted a good selection of dedicated citizens, among them Scott Noseworthy, Ben Gray, Robert Davis, Charles Beard, and even Johanns fonn Klosso, who was now serving as Prime Minister. With Noseworthy's legal expertise, they had solved some of the constitutional difficulties that had been plaguing them, and the Crimson Order gave them some power abroad.

However, Emperor Tzion thought he had a claim to Lorelei, the fiefdom he had ruled in Arminy as a double citizen. Lorelei was now part of Shireroth, along with the rest of Arminy, and Tzion wanted it back. He demanded the province from Kaiser Mors IV, aka Shyriath Bukolos, Kaiser of Shireroth from January to March 2005. Kaiser Mors elected to open lengthy and complex negotiations with Tzion, but Tzion's own subjects in Attera were less enthusiastic, and wondered why they should jeopardize the Attera-Shireroth relationship over such a trivial issue. Tzion specified that this was not actually an Atteran issue, but that he was pursuing his claim through the Atteran Commonwealth country of Transattera, which he ruled absolutely, and that as the country that led the AtterComm, Attera should help him. The Atterans had a different idea. In one of their rare points of agreement, Scott Noseworthy and Johanns fonn Klosso asked what good the AtterComm had ever done anyone, and whether it might not be time to cast it off as deadweight once and for all.

Noseworthy proposed a bill in the Yezawd Derg, the Atteran legislature, that would do exactly that. It received widespread support from all corners of the Empire, and passed easily. But Emperor Tzion, a strong Commonwealth supporter, would have none of it. He disbanded the Yezawd Derg and threatened not to let it convene again until they promised to respect his will on this issue. When the judiciary suggested this might be illegal, the Emperor threatened to disband the judiciary as well.

Voices from History

“While many of the former nobles and citizens who chose to either resign their positions or their citizenship, are still considered friends, political brinksmanship and woeful disregard of the Imperial prerogatives and rights were the main cause of my final decision, whether it be against the will of the majority. As the actual embodiment of the Atteran Nation and State, I must place the needs of all Atterans, whether they exist in the Atteran Empire, Transattera, Syrah or Ecosse-Aersat as my first priority as it has been stated in the Crimson Constitution. While my detractors feel that things should have gone their way by disassociating the Atteran Empire from the very commonwealth that allows it to be an empire, I felt otherwise and accepted their resignations.”

- Emperor Tzion, as quoted in the *Atteran Chronicle-World*, 3/5/05

This was the final straw for many Atterans, who felt their opinions were being completely ignored. The majority of the population of Attera resigned *en masse*: Scott Noseworthy, Rob Davis and his wife, and Ben Gray all quit. The big winner was Gotzborg, to which most of the ex-Atterans fled. But Attera soon found itself with only Emperor Tzion, Johanns, and a chronically absent Ras Charles (Ben Gray later returned).

The Eye of Horus Opens

Around this time, the structure of Aerlig changed a little, and the impediments to a merger disappeared. Iain re-activated his plan to join Treesia, Aerlig, and Lemuria. This time, Alteria, a very old nation that tended to die often and then proclaim it was alive again, decided to join in, and Iain welcomed the participation of them and their barely active leader Chas Jago. Then everything changed. The Babkhans got word of the commonwealth idea – and offered to join!

Why they would do this is still somewhat mysterious, and the Babkhans have kept much of their reasoning classified. A chance admission by Iain de Vembria suggests they were upset about a growing imbalance of power in favor of Shireroth and against Babkha. It can also be assumed that Ardashir believed he could dominate the alliance and turn it into a Babkhan puppet-state. Whatever their reasons, the Babkhans signed on, and immediately the Grand Commonwealth, as they chose to term the project, took on a completely different character.

What's in a Symbol?



In 2004, Eoin Dornan, partly inspired by tales of the Illuminati, set out to create a conspiracy that controlled the micronational world. Being Prime Minister of Attera at the time, he reasoned that if he could gather the leaders of other important micronations, together they could have total dominance. He enlisted Dafydd Young, President of Baracao; Scott Alexander, Kaiser of Shireroth; Ardashir Khan, Grand Vizier of Babkha; and Iain de Vembria, head of MNN. Their group, which traded intelligence information and set policy, was called the Failte Fraternity, and used the mystical Eye of Horus as their symbol. The Fraternity only lasted about six months; with Eoin, Dafydd, and Scott being replaced as national leaders, it lost its impetus.

When Iain de Vembria formed the Grand Commonwealth, he consciously chose the Eye of Horus, both because of the Treesian connection and the symbolism of a secretive group exercising absolute control behind the scenes.

The “theme”, to the degree there was one, was an incongruous mixture of Persia (for the Babkhans) and Ireland (for the Treesians) that never quite worked out right and eventually shifted to being almost completely Persian. The Commonwealth was to be ruled by a monarch, the Shahan-Ri, and a Prime Minister sort of figure, the Taoiseach. The capital was to be Shahanshahi-Tara, located in the Skerry Isles. Its symbol was to be an ancient Egyptian mystical sign, the Eye of Horus. All of these plans were agreed upon with a minimum of fuss – in total secrecy. Although both the Shirerithians and the Anticans managed to get word of the Commonwealth just a few short days before its formation, the vast majority of the secrecy was impressive and total.

An Anti-Commonwealth Backlash

However, the announcement of the Commonwealth was a public relations disaster. Shireroth justifiably inferred that since the Babkhans had not told their supposed ally, the formation of the Commonwealth must be in some sense a plot against Shireroth; some remarks made by Iain de Vembria in an unguarded moment increased that perception. Antica found the secrecy very suspicious, and their natural paranoia aided them to arriving at a similar

conclusion that the Grand Commonwealth was aimed against them. And worst of all for the Apollonians, the Grand Commonwealth had convinced the MCS to give them the unoccupied territory of old Audentior, which they annexed as an integral part of the GC. Although Iain claimed to be looking out for the best interests of the historically important land, to everyone else it looked like the GC was trying to spit in the face of the old Apollonians who had such an attachment to the region, and that Ryan and the MCS were helping them.

The Grand Commonwealth's first few actions were equally ill-conceived. Learning that Augusto Benavides' Martino provinces of Isla Gera and Santa Gertrudis were becoming friendly with Attera, the Grand Commonwealth tried to take over and annex them, only to back down after an overwhelming international outcry. And Ardashir Khan destroyed any possibility for a peaceful relationship with Attera that the GC had ever had by defaming Emperor Tzion's actions in Iraq and mocking the American troops there.

Nearly as alienating as the Grand Commonwealth's first few actions was its attitude in general. For a while, the GC leadership refused to deny that having a picture of the Micras map on the back of their forum signified that they claimed all of Micras, although eventually they confirmed that this was in fact not the case. Both Ardashir, now Shah of Babkha after Tahmaseb's elevation to Shahan-Ri of the Commonwealth, and Lachlan, the Commonwealth's first Taoiseach, made inflammatory speeches that suggested the goal of the Commonwealth would be to take over the world. And people were hardly reassured when the Commonwealth added a sixth member-state: Karnali, associated primarily with espionage, weapons construction, the Anarchy terrorist attacks, and ice cream.

SPEAR Takes Shape

The nations with the most incentive to fear the Grand Commonwealth met together in secret discussions in Antica. Attera looked for a closer alliance with Antica than the Crimson Order would allow. Natopia had a strong traditional connection to both Antica and Shireroth. Shireroth was split; on the one hand, it resented and feared the GC's creation and policies; on the other, it was still technically allied with Babkha. Minister of the Exterior Scott Alexander asked the new Kaiser, Alejian I, for permission to attend talks, which was granted, but Shireroth made no commitments to like the results.

Although there was some discussion about forming an equal but opposite commonwealth, it soon became clear that none of the nations involved wanted to give up any sovereignty. Instead, the nations involved wanted a military bulwark against GC aggression, for which Scott recommended the name SPEAR – Skiron Pact for Economic and Armed Reinforcement. Everyone liked the idea and agreed to it; unfortunately, Attera went a bit overboard and claimed that Shireroth was already a member, which was the first that most Shirerithians had heard about it. The Kaiser was embarrassed and pulled out of SPEAR discussions, breaking the Mango-Camel Pact at the same time and making a commitment to remain completely neutral (without ever breaking the secret alliance with Antica). Attera, Natopia, and Antica went ahead as planned, but due to Attera's weakness and domestic troubles in Antica, it never got very far at all.

Focus: Micronational Literature

Although most micronations are not primarily fictional, many add extra spice to the simulation by developing a fictional culture. While these can be in faux-scholarly works of history, Tolkien-esque literature is also a popular option.

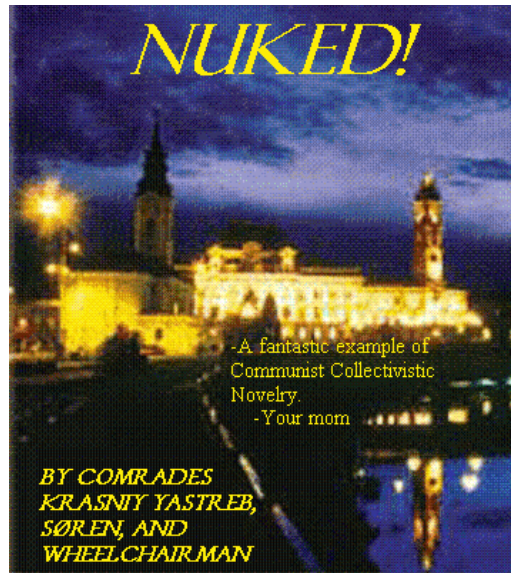
Fantasy cultures, especially the Treesians and the Soloralists, have written the bulk of this sort of fiction. The Treesians have nearly a hundred myths and legends of various sorts, which Sagart Thomas Cutterham compiled into a “bible” of sorts. Most prominent among them is the Book of the Orchids, a vast epic poem spanning all the way from the creation of the world to the rise of Ard-Baron Eoin. The Soloralists have preferred other media, particularly computer games, but “Sealed Gate” is an example of an excellent Soloralist novella.

Outside of fantasy, there are precious few works of quality fiction. The Babkhans have developed the genre of “story threads”, in which everyone takes a character and writes that person’s part – the two most famous are “Shah Abbas’ Coup” and “The Burning Sands of Tashbaan”. However, it is the Shirerithians and Novaya Zemlyans who have most developed traditional forms like novels.

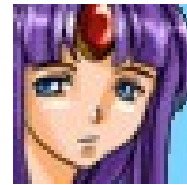
NUKED! is “the great Novaya Zemlyan novel”, dealing with both domestic life and a national coup. Of Shireroth’s offerings, *Unaimed Arrow* stands out as a work of “historical fiction”.

A number of micronationalists have turned to writing poetry, including Philip Locke, Conrad Cromien, and Ozarka Monto. Hyperborea used to host a poetry contest, and the Babkhans would occasionally, in true Babkhan fashion, have poetry “duels”

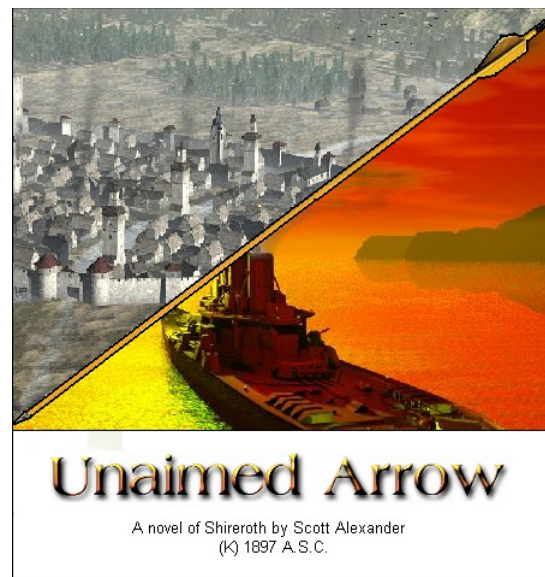
Notable micronational memoirs include those of King Vincent III and Nick Leghorn’s “Of Men and Micronationalism”



Novaya Zemlyan novels explore themes of communism, politics, and radioactivity.



Soloralist works often deal with ancient Microns like Sai’Kar, seen here.



Unaimed Arrow is a fictionalized retelling of the Shirerithian Civil War.

Antica Explodes

No one looking at Antica would ever guess that it was about to be experiencing domestic troubles. Indeed, it was doing better than ever before. Somehow, the feud with the ad lost all foreign support. It would hang on for about three more months (with Greg replacing Octavius as Dinarch) until eventually being peacefully annexed by Shireroth.

EZBoard Explodes

In July 2005, an unknown hacker broke into EZBoard and deleted the databases. While the company was quick to return boards to working order, six months' worth of posts were lost, never to be regained. More and more countries began talk of switching over to a different forum provider, perhaps phpBB, as both Anticas and the Grand Commonwealth had already done. In the end, however, only Attera made the switch, with Shireroth, Gotzborg, and Babkha choosing to stay loyal.

The attack also sparked a revival of interest in micronational history. As Liam Sinclair pointed out, for too long, micronationalists had relied upon EZBoard to archive the past, eschewing more active forms of historical research; this laziness had resulted in the loss of months of history and, in some cases, entire nations. Sinclair correctly pointed out that he was the only person making even minor progress in this regard. Earlier in the year, he had founded Gotzborg's Royal Institute of Micro-Antiquities, which chiefly published



the RIMA Journal on micronational events both current and historical. Although his exhortation had little immediate effect, it was in fact one among many catalysts for the book that you are currently reading.

When a decent repository of micronational history finally did arrive, it was in a completely different form than any Sinclair had suggested. Back in 2004, Sander Dieleman had taken steps to set up a micronational wiki, similar to the wildly successful Wikipedia.

Unfortunately, after only a few articles had been written, Sander's site crashed and the project lay

dormant. In August 2005, Kaiser Los III of Shireroth inaugurated the second micronational wiki, which was to be much more successful. Its inception suffered from a vagueness of vision: some Shirerithians wanted it called ShireWiki and centered around Shirerithian information, while others wanted it called MicroWiki and full of information about the entire micronational world. The Grand Commonwealth, hoping to take advantage of their indecisiveness, accused Shireroth of planning on being too parochial with the wiki and blatantly stole the idea, setting up a wiki of their own and encouraging micronationalists to use it rather than Shireroth's. Shireroth made an about-face, declared their wiki completely intermicronational, and was successful in turning it into the community standard. Their wiki now has nearly a thousand entries and has the interesting

distinction of being the only important intermicronational project not in some way or other under the control of Iain de Vembria.

Trouble in the Commonwealth

The people of the Grand Commonwealth were finding that their incomplete union exacted a price. The union of the Commonwealth nations was incomplete and somewhat vague, such that even though all important events were expected to take place at the

Nation in Profile: Grand Commonwealth



Lifespan: 4/27/05 – present

Government: Confederation

Peak Population: ~20

Notable Citizens: Ardashir Khan, Iain de Vembria, Extreme 007, Lachlan Powers, Tahmaseb Abakhtri

Why it's important: The Grand Commonwealth absorbed several very influential nations like Babkha and Treesia, and ended the Babkha-Shireroth alliance that had dominated micronationalism for so long.

Commonwealth level, the individual nations were somehow supposed to sustain themselves as independent countries. Lemuria and Alteria died completely after joining the Commonwealth, so they had no trouble; Treesia and Aerlig had been dealing with low activity for the past few years, and had become quite good at it. But Babkha ran into more and more problems as their citizens slipped away. A number of them, including Ardashir and Ric Lyon, were spending much of their time in Shireroth (where Ric was now Duke of Elwynn and Ardashir his Steward), and the Majlis, Babkha's legislature, had become deader than dead. On October 15th, in what he called the "Camel Revolution", Ardashir dissolved the Majlis and got its replacement to declare itself nonexistent. The Camel Revolution formalized Ardashir's complete supremacy in Babkha and enshrined in law what the Shah referred to as a "benevolent oligarchy". Predictably, Rakesh is the only voice of opposition to the new order; predictably, he has taken no decisive action beyond protesting.

Babkha seems content now to let the Commonwealth handle its foreign affairs and have only a skeleton crew of officials in its own government. Its one recent characteristically Babkhan action was a November 2006 invasion of the new nation of Sullifree; Sullifree escaped being taken over by joining Natopia; when faced with the possibility of confronting someone their own size, the Babkhans backed off. Further, the Taoiseach – Lachlan again, after a brief interregnum by Rakesh – ordered the Babkhans to stand down.

A Concluding Look at Shireroth and Attera

Shireroth's opposition to the Grand Commonwealth mellowed after the Antican Revolution destroyed hopes of a strong alliance against it. When Eoin Dornan took the throne as Yarad I in September, he brought with him his Treesian background, his friendship with Ardashir, and a sensible approach to avoiding conflict. Instead, Shireroth

turned inward, revising its feudal system to a more bottom-up approach in which fiefdoms make contracts with each other to gain more power. Yarad's heir Semisa I (James Raine) continued this tradition, focusing on recruitment and on upgrading the country's web presence.

And Attera had troubles of its own. In summer 2005, Tzion returned to Iraq, leaving only Ras Johanns, Ras Charles, and Ras Gray behind to take care of the nation. Unfortunately, the new constitution provided no means of enacting important laws in the Emperor's absence, and the Emperor had no interest in providing one. The three Rases, tired of the impediment and feeling like Tzion was demanding more and more power for less and less work, launched a coup in August 2005, declaring themselves Imperial Rases and dividing government power among the three of them. When Tzion returned, he found commanding the forums, the citizen base, and the respect of Attera's allies. After about a week of trying to fight them, he gave up and proposed a compromise.

Ras Charles and Emperor Tzion negotiated for over two months on the exact terms of the agreement. The Emperor would be recognized with several honorary titles, keep his high place in the feudal system, and retain the moral high ground. In exchange, he would leave Attera to the three Imperial Rases. On November 1, Emperor Tzion celebrated his real-life remarriage to Empress Marie, who had been his wife back when the Rasinat of Q'attera Macusiaa was first founded. On the same day, he abdicated as Emperor of the Atterans. The circle was complete.

A Lovely Ending

As the most veteran micronationalist of the Anglophone Sector retired, thousands of young would-be micronationalists began to pour in. The credit – or blame – was due to Danny Wallace, British comedian and star of the BBC show *How to Start Your Own Country*. On the show, watched by thousands, Wallace explained the history of micronationalism, went over some of the legal issues – and started his own micronation on air, founding the Kingdom of Lovely.

The original reaction to Lovely among the people of Micras was optimistic. The trouble with micronationalism had always been the hobby's relative obscurity; with a TV show, it should be easy to gain both citizens and acceptance in the wider world. At first, this optimism seemed justified; Micras got its widest media exposure ever when King Danny signed a treaty on air with a number of micronations, including Antica, Anthelia, Riponia, Stormark, Shireroth, Attera, and Treithar. But joy soon turned to disillusionment when Lovely made itself felt in Micras, even going so far as to claim territory on the MCS Map. Many of the Lovelians were arrogant and ignorant of the ways that online micronationalism worked, and the impenetrability of Lovely politics to outsiders presents an obstacle to greater understanding. However, many micronationalists remain hopeful that the success of Lovely will at least lead to greater public acceptance of and interest in micronations.

For, as New Year 2006 approaches, it seems fitting to reflect on how far we have not come. The number, population, and complexity of micronations have barely grown since online micronationalism began ten years earlier. While we have institutions such as the MCS Map, the Micronational News Network, and the MicroWiki, aside from being more technologically advanced they seem little better than the League of Secessionist States, Micro-Nations.Org, and Great Archive of the past. Visions of nations cradled on the Internet growing into multi-hundred people organizations with useful currencies, fair elections, and media exposure have so far failed to come to pass. Few nations seem to survive long enough to make an impact, and those that do tend to be forgotten a few short years later.

And then there are works like this. Works that try to record the past, in such a way that the micronationalists of the present can at best appreciate its complexities and wonders, and at the very least learn from it. If online micronationalism has failed to increase in breadth, the years of culture and history behind it have certainly increased its depth. Perhaps the foundation of Lovely will serve as the catalyst that will allow micronationalism to transcend its humble roots and become a recognized field. Perhaps it will be the formation of the Grand Commonwealth, or the success of Shireroth, or the achievements of some nation that has yet to make headlines. Perhaps it will be a combination of many factors. Perhaps you will be one of them. After an entire book of recording the past, it would be unfair to ask me to predict the future as well. But the infrastructure fashioned over so many years by the Anglophone Sector, and the veteran micronationalists who run it, with their training in micronational history and their many years of experience, will certainly be a deciding factor in any future expansion of micronationalism into new domains.

Analysis

Whether the formation of the Grand Commonwealth was really important or not is an open question. One way to look at it is as Babkha just gaining three or four extra active and talented people, which would be an important step for them but hardly a quantum leap. However, the real impact of the Grand Commonwealth was psychological. Everything about it, from the secrecy in which its early days were shrouded, to the map of Micras on its background, to the very name screams that this is an organization with superpower status – a claim that both the Commonwealth’s friends and enemies were willing to believe uncritically. Thus, in the end the most important effect of the Commonwealth may have been to give Babkha a massive boost to its reputation.

However, this was enough to set into motion a chain of events that toppled the balance of power. Most importantly, Shireroth felt excluded and threatened enough that the Mango-

Voices From History



*You've got to...
Teach the world to sing,
Danny Wallace is the king,
For justice and politeness,
Are the laws that he will bring,
Where the order of the crown,
Is to frown upon the frown,
We done a constitution,
And we even wrote it down...*

-from Lovely National Anthem

Camel Pact failed, though it is an open question exactly which side is more to blame for the failure. The shift from a Shireroth-Babkha alliance to a Shireroth-Babkha rivalry made the power structure inherently prone towards conflict.

2005 was not a good year for the many other nations of Micras. Antica split in two, and although the Republic managed to capture a majority of the old Antica's citizen base, without Delphi the nation has a completely different character and seems to lack much of its old direction. Attera suffered first from a mass resignation and then from a coup, which have left it essentially in the dustbin of history. Lavalon slowly bled citizens until now it has few people beyond a curiously resurrected John Sager. Escaping unscathed were Gotzborg, Talamthom, Natopia, and Stormark, with the latter somehow coming out as a big winner. Many predictions show Stormark rising to superpower status in the future, despite this history somehow completely forgetting to mention it until this point. Actually, that's really awful. Watch and see whether that gets fixed in editing.

The following are the questions whose answers I think will determine the next year in the Micras Sector:

Can Antica re-unite properly? If it can, it could certainly become the most prominent country in the sector; it has always held vast untapped creative potential. If not, the Republic seems likely to stay a medium-sized nation, but one with a distinct sense of pride and a loyal citizenry.

How will the Grand Commonwealth solve its activity woes? If it chooses to unite more fully, it could become both more dangerous and more prone to internal conflict. If it chooses to remain a loose confederation, with the individual states sapping activity, not very much is likely to come of it, and it will probably just puff along until it dies.

Will Lovely become a full part of the Micras Sector? If so, it would certainly transform the sector beyond recognition. If not, then Lovely will probably remain somewhat alien and be considered only a footnote to our history.

Will Shireroth find a way to keep new citizens, rather than just letting people outside its inner circle do their own thing and eventually wander off? If it solves this problem, it has every possibility of going up into the stratosphere and becoming huge; if not, it will remain where it has remained ever since the Mango-Camel Pact.

One non-question is the survival of the Micras Sector. Thanks to its shared history and the bonds between its people, the Sector will certainly endure for many years to come. Whether it will grow and flourish or fade and die depends on how well it can transcend its history and break the glorious but ultimately repetitive cycle of its past.

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Kingdom of Lovely