

NATIONAL SECURITY DECISION MAKING GAME (NSDM)

COLD WARS 2010

Here's the game: *"You players are the congress. You over there, you're the Cabinet. You folks in the corner are the Joint Chiefs. This guy's the President. The scenario is: it's the world of 1961. Fix it. Now GO!"*

The National Security Decision Making (NSDM) Game is a fast-paced, challenging simulation of internal and geo-politics and eternal strategic principles. It is modeled after the simulations used by senior U.S. Government officials to explore geopolitical options. NSDM originated at the U.S. Naval War College and has been presented at the U.S. Air University, the Rochester Institute of Technology, Ashland University, and a variety of civilian venues such as GenCon Indy and GenCon SoCal, Dragon*Con, Origins, FallIn!, Cold Wars, HistoriCon, Call to Arms, Border Wars, DexCon and Dreamation.

NSDM is part seminar game and part live action role playing. Each of the players in this political-military-economic simulation occupies a role in which he or she can affect the formulation of national policy in their country. Most players find NSDM to be intellectually stimulating, vigorously competitive, and unlike any other gaming opportunity they have ever had.

Players will receive instruction on the NSDM Game from an international control staff that includes former game directors from the U.S. Naval War College and personnel with experience in the Departments of Defense, State, Energy, and subject matter experts from private industry and academia.

Players are assigned to individual roles within a variety of nations. A player in the U.S. cell might be a powerful congressional leader, a cabinet Secretary, or a chief of one of the armed services. A player in the U.S.S.R. might represent the Commander of the Strategic Aviation and Rocket Forces, a KGB spy master, or the Communist Party's Military Liaison. We have rules for several countries, each with unique political, economic and security issues, offering a consistently interesting experience as well as an opportunity to experience the world from the standpoint of another culture. No two games are ever alike.

Within each nation, players will inevitably find themselves aligned with some players in the pursuit of common goals, and against others as each seeks to obtain advantages for their interest group and achieve personal political ascendancy.

Meanwhile, overlapping national objectives inexorably draw these nations toward cooperation in some areas and conflict in others.

Concurrently, the game control group will inject stimuli that challenge the players' abilities to react, such as regional wars, massive outbreaks of disease, unrest and insurrection among client states, or major natural catastrophes causing heavy loss of life and property.

And unlike other war games where one "team" of players defeats other teams, in the NSDM Game all players are individually ranked by the degree to which they gain advantage for the group they represent.

Try our five-hour games. One game Friday night and one on Saturday night with brisk scenarios and accelerated adjudication procedures.

We roll the clock back to the early 1960s: the Soviets are ahead in the space race, and the U.S. has not committed to going to the Moon. The echoes of gunfire are still dying off in Hungary, and at the Bay of Pigs. We call them Red China, they don't have the Bomb, and their rift with the Soviets is not irreconcilable. Israel is not a U.S. client. The U.S. has a handful of advisors in Vietnam, and is running U-2 flights over Cuba. Each player will have to see if he or she can achieve their personal objectives... without destroying mankind. And there's probably a spy in your cell.

Our game schedule (check on site for updates www.nsdmg.org) is as follows. Every game has new scenarios, new countries in play, and new challenges. There's always room for more players, we're never sold out. Walk-ins welcome.

Friday 7 pm-midnight. NSDM's political, military and economic role-playing game. Take positions in the U.S., Soviets, Israel, or Red China. The scenario: it's 1961. But the future isn't set. Can you achieve your goals? Can you achieve your nation's goals? Can you duck-and-cover? New issues and problems in every game.

Saturday 7 pm-midnight. NSDM's political, military and economic role-playing game. Take positions in the U.S., Soviets, Israel, Red China. The scenario: it's 1961. But the future isn't set. Can you achieve your goals? Can you achieve your nation's goals? Can you duck-and-cover? New issues and problems in every game.

Cold Wars 2010 NSDM Schedule of Events/Seminars/Lectures:

Friday 3PM

2 hours

The World 50 years ago – 1959

This lecture will discuss the Diplomatic-Geopolitical events of 50 years ago.

Friday 7PM

5 hours

NSDM Cold War 1960s – NSDM seminar

NSDM Cold War 1960s scenario starting with the world of 1960.

Saturday 4PM

2 hours

The World 50 years ago – 1959

This lecture will discuss the Diplomatic-Geopolitical events of 50 years ago.

Saturday 7PM

5 hours

NSDM Cold war 1960s – NSDM seminar

NSDM Cold War 1960s scenario starting with the world of 1960.

Sunday 8AM

2 hours

Is the United States in Decline?

This lecture will cover the diplomatic, economic and military situation of the United States in the world today and for the future using DIME/PMESII analysis. (Diplomatic, Informational, Military, Economic / Political, Military, Economic, Societal, Information, Infrastructure)