

### 3.5 - WarGames

*You engaged in a long, frustrating game with the AI and wonder if it could have been played differently. "A strange game...", you muse to yourself.*

#### Turn 1

WOPR: Unveil a division of nuclear-powered tanks to dominate your enemy.

You: Formally put to sea a new kind of undersea vessel powered by nuclear energy.

#### Turn 2

WOPR: Back the overthrowing of a country's government (it has since split into two nations).

You: Respond with a major counteroffensive to wrest back control of that country.

#### Turn 3

WOPR: Make a speech stating your plans to achieve total world domination.

You: Make a speech quantifying the enemy threat and declaring a doctrine to assist free peoples everywhere.

#### Turn 4

You: Ratify a treaty that forms an alliance between twelve nations.

WOPR: Affirm the treaty and request to join as the thirteenth member.

#### Turn 5

You: Boycott national trade show organized by the enemy country to show your displeasure.

WOPR: Return the "favor" by initiating your own boycott of sporting event hosted by the enemy and organizing your own.

#### Turn 6

WOPR: Start a war (that has still not concluded) by invading the south of a country.

You: Retaliate to this by invading the enemy's home territory.

#### Turn 7

You: Land first craft with humans on the Moon to demonstrate your technological superiority.

WOPR: Land the first human on Mars to demonstrate your technological superiority.

#### Turn 8

WOPR: Construct a wall around the west part of a city to restrict emigration.

You: Build a wall around the south of your country to restrict immigration.

#### Turn 9

You: Sign accords setting up a framework for peace between two long-time rivals at a country residence.

WOPR: Set up a bomb at the event to disrupt the signing of the accords.

#### Turn 10

You: Order a total naval blockade to prevent more missiles from being placed south of your territory.

WOPR: Sink the blockading vessels and continue to transport more missiles.

**Turn 11**

You: Commence annual military exercise simulating DEFCON 1, introducing coded messages for more realism.

WOPR: Rehearse executing simultaneous nuclear first-strikes in a military exercise with your allies.

Note: The starting player each turn is random.