



## **Kingdom of Siam's Response to the "The Purple Phoenix"**

Written by King Rama I (Fluxify)

I (King Rama I/Fluxify) will be opposing the program named "*The Purple Phoenix*". I will respond to every point in this document and will then comment on my thoughts and opinions.

*The Purple Phoenix* is a plan to relocate the Greater Roman Empire's population into the Byzantine land area. For many the benefits of this plan are there but it does not take into consideration the disasters and tragedies that would come to the nations being expelled from the Greater Roman Empire.

1. "*The Sale of all nations that do not serve a purpose and/or are trophies. This includes but is not limited to: Bulgaria, Trebizond, Georgia, Greater\_Armenia*"

Discontinuing nations that are within range of claiming of an already established GRE province is a good idea as there is no need for the extra nation there. However, the sale of these nations should be considered unacceptable by the GRE high command at all costs, selling your nation or territory to potential future enemies could cause huge inconveniences towards the GRE and more specifically Byzantium. Mining\_Tzar mentions later mentions that these nations specified are only worth being a nation because of the gold they produce and would not need them for any other use. This is simply unacceptable.

2. *“The Sale OR Relocation of all nations that do not serve a territorial purpose or whose claims overlap with core provinces. This includes, but is not limited to: Romania, Yugoslavia, Aegyptus.”*

The former message applies here when it comes to the sale of these nation specified. Regarding the relocation of these nations is a good idea as there is more sparsely populated areas of Byzantium which would need to be filled.

3. *“The Sale of Nations that do not serve a strategic purpose in recruiting, controlling important territory and/or other functions. This includes, but is not limited to: Bactria, Persia, Siam.”*

This point of the plan will directly affect Siam. The GRE having a foothold in Siam has always been a strategic territory to counter enemies in East Asia.

Siam has been recovering well from the influx of new players which dominated the queue and brought hundreds of people to Siam as those players have created towns and then been kicked from the server due to inactivity. There may not be a strategic reason for recruitment in Siam from Byzantium’s perspective but the dominant House of Uesugi in Asia has been a threat to Byzantium and many of the Provinces of the Greater Roman Empire for months.

MiningTzar, who proposed the plan later goes on to try to justify his reasonings on this point of the plan by writing:

*“Next is Siam: IFluxify has done a great job in leading the nation, however I believe that we do not need a province equal that of Byzantium that is not connected by land. While I am tolerant of some ahistory, this is a bit too much. The idea of this proposal is to become a "tall" empire, not a "wide, all conquering and ruling one". The nation can be sold or left as it is, but not as that equal of Byzantium. That title should be left to Numidia and Roman\_Republic in the future.”*

As much as I appreciate the comments from Mining\_Tzar on my leadership of Siam. He details that there is no need for a province equal to that of Byzantium that isn't connected which I disagree with.

He then mentions that he is tolerant of some alternate history. EarthMC has never been a historical server with perfect and precise borders nor history. This is proved by several colonies owned by Niger and Bukovina for example. The fact that this is a justification personally confuses me.

Recently, the idea of having a tall empire rather than having a wide empire has grown to popularity but at the time of Florene's rule, this was not the case. We were happily accepted to join Byzantium and the empire. Even after Florene's rule, several ideas have been thought of making a province in the Indian-Subcontinent to connect Siam to the rest of the GRE. If this would have happened, it would have completely shut down this idea.

This new and popular idea would make sense if Siam was reliant on Byzantium, this is just not the case. Siam has been self-sufficient whilst only asking for some help of conquering the Khmer Rebels during the Siamese-Khmer War. Siam has sold many things to Byzantium to stock their shops and Siam has even supported Byzantium during the several wars they have been apart of. These include the Byzantine-Turkish War, the Byzantine-Albanian War, The Byzantine-Bosnian War and The Great Balkan War.

Even if I agreed to this plan and relocated to Byzantium (a nation that I had never been apart of until July and until August of this year), I would have not received a high ranking position other than Senator for being a town mayor in Byzantium. I can confidently think this due to this actually happening after I moved to the Levant in July. I was given a Senator position and I can say that it will be the same outcome if I did it today.

4. *“Creation of 3 Core Provinces to replicate the largest extent of the Byzantine Empire in 500AD under Justinian. They will be: Byzantium, Numidia and*

*Roman\_Republic. This is to control the Balkans, Greece, Anatolia, Levant, Northern Egypt, North Africa, Italy, Sardinia.”*

Controlling the most land as possible should be the priority rather than recreating historical borders. Basing your nation off these historical borders will limit what exactly you can do from now on. The moment you achieve it, there will be no more goals for Byzantium. This plan also details of conquering Spain and France in the future, which are two of Byzantium’s allies via the Triumvirate. Betraying allies will not give Byzantium a good reputation and thus I think it should not be done.

5. *“The Transfer of towns that used to be under nations which were sold or relocated, to the core provinces mentioned above.”*

This point does not really need to be explained, it will benefit the remaining provinces after this plan comes into effect if it does work.

6. *“The Invitation of active players from the sold nations to settle in Byzantium in the following order: Greece, Anatolia, Levant, Balkans, Northern Egypt, Numidia, Southern Italy, Italy Proper. The costs can be covered by the sale of the nations, or in the case of those who can't sell theirs, from the state treasury.”*

The invitation of active players would be great for Byzantium but would need a backup plan incase of failure to relocate citizens to Byzantium, which has not been thought of.

7. *“The Declaration of War on all other nations within our core sphere.”*

This has already been mostly achieved with wars raging in Anatolia, the Balkans, and Southern Europe. The claims that will be placed upon France and Spain will be totally unacceptable and will not be tolerated by both nations.

8. *“Usage of new manpower to create massive cities close to enemies or in empty land to stop enemy expansion and/or encourage centralisation.”*

Creating new towns is a good idea with plans of centralising them in certain regions acting as a capital of that region. This also may deter enemies from settling nearby but will not if the enemy nation is wealthy and powerful which is willing to contest that claim.

9. *“The Creation of a new constitution or the revisal of the old one.”*

This will be necessary due to the significant changes to Byzantium.

10. *“End of the Program, Revival of Byzantium and the Control of the Eastern Mediterranean.”*

This program may say it will revive Byzantium and will bring the Eastern Mediterranean under Byzantine control but the likeliness of this program failing is a possibility and is not being looked into. If it fails, what would they do next? If it fails, how is Byzantium and the GRE going recover? These questions are not being asked and it shows the idiocracy of this plan if it fails.

Siam’s time in the Greater Roman Empire was a great one and shall be remembered dearly. I can confidently say that I will not be moving to Byzantium and will continue my reign in Siam.

I am not happy that Siam, the first ever colonial expansion of Byzantium is not being thought about during this plan. I would like to say, during the time of the mass influx of new players, Siam’s population grew to around 170 people. If this was still the case today, no plan at all would have been drawn up which throws Siam to the side at all.

I'd like to thank these very people for making the experience in the Greater Roman Empire the best for Siam: Florene, Justinian, CorruptedGreed, Fritz, YellowVictini, EchoOcelot, Twitchy, and AD31.

Thank you,

A handwritten signature in black ink, written in a cursive style. The signature appears to be 'J. Fluxify'.

King Rama I (Fluxify)  
King of the Kingdom of Siam