

The Altian Cannibal Cult

Project Whistle: Diplomatic program

Plan made by:
Profitis-Psachno DerpingWork

The document about Project Whistle will be divided into four sections.

- 1.) What is Project Whistle**
- 2.) Plans for Project Whistle**
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What is Project Whistle:

“Project Whistle” is a project based on utilizing diplomatic tactics used to result and resolve any kinds of problems with diplomacy-related matters.

Project Whistle has been in preparations since 19th of February 2035 when the diplomatic status on Altis started falling down and violence has been more of a priority solution than peace.

Project Whistle will be first utilized within the Cult itself and based on its success it may spread throughout Altis.

The aim of Project Whistle is to start using diplomacy in front of violence, so there will be less wars out in the holy plains.

The first usage of Project Whistle will be as soon as the personnel designated for that job will be available to start negotiations with other gangs/organizations/businesses/mafias and others.

Plans for Project Whistle: (1st. part)

The plans for Project Whistle are following:

- 1.) Create ourselves a safe ground on which we can start utilizing tactics.
- 2.) Start training Diplomatis-es and test them in various ways.
- 3.) Start negotiations with other gangs and try forming an alliance with them.
- 4.) Based on results of these negotiations, we'll try to unite some of the gangs together and fight for our rights.

As for the first stage.

We'll have to negotiate with the Altis Government to give us rights to perform rituals of our culture.

Then we'll have to negotiate about getting a place to temporarily settle down until we'll get ourselves a land to live in.

Best option is to try negotiating with UNMC first, then, if negotiations go down, try the Government/Police.

For the second stage.

We'll start training our Diplomatis-es and prepare them for their usage.

Training will be based on:

Learning the basic psychological behaviour and mind processes.

Diplomatical adequacy (if you have what it takes to be a Diplomatis).

Learning about 'Acceptable Casualties'.

Learning about 'Acceptable Sacrifices'.

Learning about safety of work.

Learning about safety - keeping.

Learning about diplomatic behaviour.

Basic mind control.

Behavioural scanning.

Plans for Project Whistle: (2nd. part)

For the third stage.

Based on these (hopefully) succesful Diplomatis-es' training we'll start to deploy them whenever possible and start forming alliances or at least peace treaties with others.

Alliances are not to be abused, they will be used to bring as much good to both parties as possible.

For the fourth stage.

We'll try and unite some of same-thinking gangs together and form a stable, organized and protective towards others place to live.

Then fight for our rights.

But this is the unsure goal as we don't know how the things will escalate.

Who will interact with Project Whistle:

(1st. part)

The Project Whistle will be a highly secured and maintained part of the Cult, it's Melos-es - members - will be specially trained for task to be most efficient Diplomatis-es.

The whole project will have this hierarchy:

At the top, the leaders will be:

Epilegei < Profitis-Psachno < Diplomatis Igetis

(meaning that the Epilegei will have the biggest influence and Profitis Psachno lowest)

Below them, the Diplomatis sub-leaders.

Diplomatis-Ithynon, which will have three Diplomatis-es below him at his command.

The Ithynons will be having their own **Omada** (Squad) with which they'll be taking care of their current matter that needs solving.

(For example, if there are negotiations with one gang and one business, the Diplomatis-es taking care of GANG negotiations are not to affect the other Diplomatis-es taking care of BUSINESS negotiations.

As every group will focus on their own task and would have problems trying to do other's work.)

Who will interact with Project Whistle:

(2nd. part)

Below the Diplomatis-Ithynon are:

Diplomatis-Voithos (helper, takes care of documents, formalities and helps his Ithynon wherever possible)

Diplomatis-Sofos (wise one, helps his Ithynon to decide and make offers, agreements)

Diplomatis-Milo (smooth-talker, does talking and usually calms everyone if the situation needs it)

The Ithynons will have biggest influence on deciding what to do and what not, but their work is based on working together cooperatively.

Project Whistle Structure:

Project Whistle's structure will be based on the reliability of the Diplomatis sub-section.

Unlike all other sections this one will be operating and it's members will be kept in secret.

The main leader will be Epilegei along with Profitis-Psachno, if there won't be these two at one moment then the Diplomatis-Igetis can work on his own, but caution is suggested.

The negotiations will be done in this order.

- 1.) Learn background about group you're about to contact and get some info about experience of other people with it (if they can be trusted, their reliability, if they can be negotiated with based on their posts on AltisGovernment.gov)
- 2.) Try to contact the group itself, or a member
- 3.) Present yourself and your task
- 4.) After making an contact, ask Igetis what agreement he wants you to make
- 5.) Scramble your group and create an Omada which will attend to the matter
- 6.) Get the gang's leader/highest up in contact and speak about time when you can meet and start negotiations, speak about conditions of meetings (if to bring guns and other)
- 7.) Go with your Omada to meeting place
- 8.) Do the negotiations itself
- 9.) Before completing, ask the Igetis/Profitis-Psachno/Epilegei if you can agree to the given conditions
- 10.) If given permission, approve to the conditions, sign documents and leave with your Omada
- 11.) Report to Epilegei/Profitis-Psachno/Igetis and tell them the results

Note on the end:

The Whistle Project is being planned and prepared for deployment, we'll keep you updated on the info about this project!

If you would like to become a Diplomatis, [write](#) an application to our cult and become one!