

Source:

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#flo

## 1 | The Penguin

1500 new age was beginning

Europeans became the “Masters” of the world, and unintentionally connected the world

Created the theme of unity in history for the last two or three centuries

### > The age of independent or nearly independent civilizations has come to a close.

a great change in Europe was the starting point of modern history

Europe | why it hit different - Wealthiest part of humankind - Massive expansion - Wow, I am unbelievably tired. I need to get more sleep.

Freewrite: uhoh....

It's 1600 and you are a young warlord somewhere in Central Asia. After a long and bloody set of wars, you won. Last year, you led this army in a campaign that successfully conquered five border regions: two of these were your own. One of your advisers urges you to adopt a unification policy: you will establish your language and culture. Your empire is still surrounded by enemies, some of whom share the religion and language of your border neighbors. Whose advice do you follow? What are the benefits AND risks of your chosen approach?

Decentralization. Assuming that the enemies which surround you are not the enemies of those you conquered, letting them be independent will make them less likely to want to crush you.

The value of individual cultures and tech is lost when you completely change their culture...?

Centralized systems tend to do worse – harder to communicate, allocate resources, get things done (because more bureaucracy)

People are less likely to revolt if you leave them be, ish

More cultures = more tries at success. One innovation from one region (or standpoint of interacting with the world) will help everyone. Having more approaches makes these innovations more likely.

As for rival lords, the question is will your army be less powerful if you take the decentralized approach.

If you are decentralized, and allow each region to keep its culture, they will probably want to keep you over a new ruler which could force them to change. This will aid you in keeping control.