

Ruler Conquers:

- a. - Family of conquered Country be destroyed
- b. - No change to laws

Colonization:

- c. - better than occupation

Ways to hold new State secure:

- d. - Devestate them
- e. - Live there yourself
- f. - Maintain current lifestyle; set up oligarchy

- g. - "One must never allow disorder to continue so as to escape a war."

Ways to govern principalities:

- h. - By a prince whom everyone respects and who has ministers in agreement who support governing
- i. - By a prince and nobles whose rank is established by their ancient lineage

- j. - Do not rely on Fortune
- k. - Nothing More difficult than changing a Constitution
- l. - Princes who commit crime can gain power, but never glory.

m. - A prince must make his Subjects loyal and dependant

n. - Mercenaries are bad bring "Only slow, belated, and feeble conquests, but sudden startling defeat."

o. - Auxillary troops are bad

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"Men must either be pampered or crushed."

Categories -

1. Obtaining Power -
L, K, J, M

2. Maintaining Power -
A, B, C, D, E, F, G, H, I

3. Garnishing Support -
H, I, N, O, M

Group #1

- wise rulers deal w/ present & also anticipate future. C D

- acquire good will of citizens in order to succeed. I

KEY:

Issues of War

w/ I Interactions w/ citizens

C Consistency

D Domestic Rule

- Rule country w/ force W

- make citizens dependant on Prince so they will always need him

- kill old Prince W

- eliminate threats W

- Learn from past rulers D

- establish settlements D

- if you're going to be violent - do it all ^{at one} ~~the~~ time W I

- work to retain the good will of the citizens that made you prince. I

- Don't rely on mercenaries. W

4M • ~~In order~~ Good will of Inhabitants 9

4M&V • Pampered or Crushed 10

3V • Destroy family of old Prince 9

1/4M • Establish Settlements 9

3M • Keep weaker Powers Weak 11

2 • Conqueror should live there in person 10

1 • Don't hire ~~the~~ mercenaries, lead them yourself.

4M • Work to retain the friendship of the people 34

4M • Don't change laws or taxes 10

2 • Never ignore problems in order to avoid war 12

2 • Never be responsible for making another powerful 15

4M&V • When trying to hold a state:

1) devastate them

2) live there

3) keep laws & setup oligarchy

1-4! • Rule by prowess

3&4 V • Violence should be inflicted once and for all

- violence quick 52
- benefits gradual

2 • Safeguard himself against enemies (pg. 34)

Categories:

1. Obtaining ~~and maintaining~~ power
2. Maintaining power
3. Controlling other rulers/states
4. Controlling the people
• Manipulation or violence