Ruler conquer:
1. Family of conquered country be destroyed
2. No change to laws

Colonization:
3. Better than occupation

Ways to hold new state secure:
4. Devestate them
5. Live there yourself
6. Maintain current lifestyle; set up oligarchy

9. “One must never allow disorder to continue so as to escape a war.”

Ways to govern principalities:
10. By a prince whom everyone respects and who has ministers in agreement who support governing
11. By a prince and nobles whose rank is established by their ancient lineage

Do not rely on fortune

K. Nothing more difficult than changing a constitution

1. Princes who commit crime can gain power, but never glory

“A prince must make his subjects loyal and dependant

“Mercenaries are bad—bring only slow, belated, and feeble conquests, but sudden startling defeat.”

Auxillary troops are bad

“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
- Rule country w/ force. W
- Make citizens dependent on prince so they will always need him.
- Kill old prince. W
- Eliminate threats. W
- Learn from past rulers. D D
- Establish settlements. D D
- If you're going to be violent - do it all at once. W I
- Work to retain the good will of the citizens that made you prince. I
- Don't rely on mercenaries. W

KEY:
- Issues of War
- Interactions w/ citizens
- Consistency
- Domestic Rule

A prince must be consistent. C D D
- Have good laws & enforce them w/ good arms. D W

W
1. Establish Settlements
2. Keep Weaker Powers Weak
3. Destroy family of old prince
4. Pampered or Crushed
5. Conquer should live there in person
6. Don’t hire mercenaries, lead them yourself
7. Work to retain the friendship of the people
8. Don’t change laws or taxes
9. When trying to hold a state:
   1) devastate them
   2) live there
   3) keep laws & setup oligarchy
10. Rule by prowess
11. Violence should be inflicted once and for all
    - violence quick
    - benefits gradual
12. Safeguard himself against enemies

Categories:
1. Obtaining & maintaining power
2. Maintaining power
3. Controlling other rulers/states
4. Controlling the people
   - Manipulation or violence