

Subsection 5: Form of Government

- A. Moderator-played countries (MPCs) all have a form of government which affects their behaviour and how they can be influenced.
- B. The form of government shall consist of three variables - Democracy, Oppression, and name.
 - a. A MPC can either be in a dictatorship or in a democracy. Democratic MPCs have elections, where the current government party will run for reelection. The global situation, foreign funding and the historical popularity among other factors will determine the election winner, only one party will count as the government. Election victories increase influence towards a specific side, by a number decided by the game master.
 - b. Oppression shall be divided into 4 categories - non, mild, moderate, harsh, who shall grant a 0%, 10%, 20%, and 30% less influence gain from a side who does not have 50 influence with them already. However, it will be easier to cause rebellions in that country, by an amount scaling by the oppression.
 - c. The name shall be a purely cosmetic title, gained by the influence levels of both countries and the other two variables.
- C. If the circumstances make sense, a MPC can change form of government.
 - a. Specifically, MPCs with above 90 influence towards one side can be ordered to change their government form by that side, and they must accept.