

# Full Flowchart

ROI Flowchart.drawio.png

# Prologue

# India

## Tryst with Destiny

### Prologue

In beginning gameplay, the player is introduced to existing internal conflicts, lore - Raj collapse and Bose, issues and manages a mechanic for the Third Five Year Plan. Nehru continues to hold his presidency in his seventeenth year because of his popularity and face of the independence movement.

Iberia controls Goa

### Nehru Tree (1 January 1962 - 27 May 1964)

The focus tree is mainly Nehru and the congress dealing with:

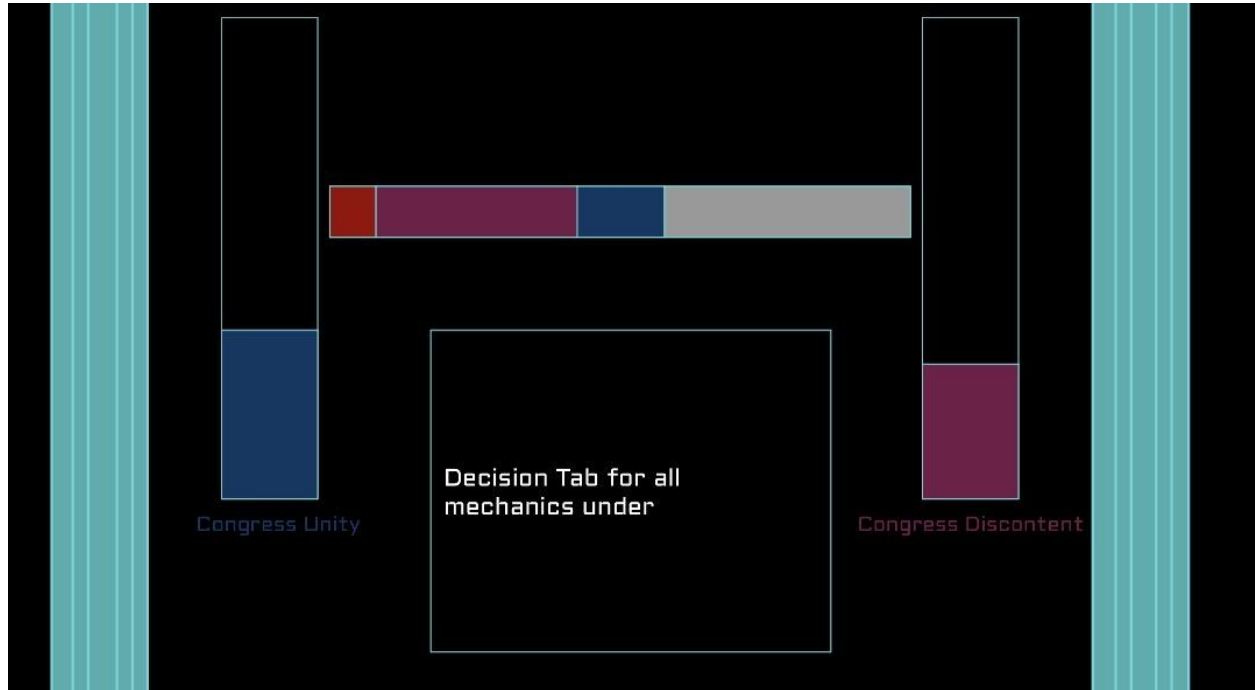
- High landlordism and caste (mainly lowering elite political influence and stopping landlord abuse)
  - Foreign Policy (Contact with OFN, Muslim League agitation etc.)
    - Introduction to Congress (Right, Left, Nehru, Bloc etc.)
- Arming the nation with in case of war with Azad Hind (mobilizing the army and economy closer ties with Indian National Army)

Before the player is able to complete the remaining branch of the focus tree beginning negotiations, Nehru dies.

### Third Five Year Plan Tree (1 January 1962 - 5 January 1965)

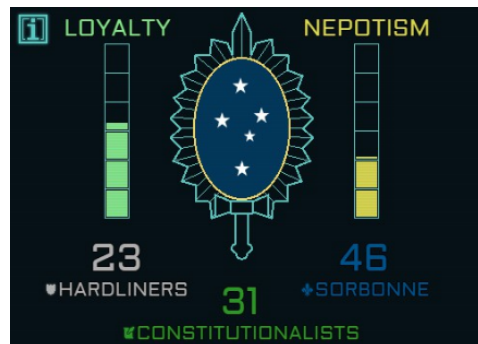
Backs the Third Five Year Plan Mechanic with focuses that give events making it more apparent what the plan is meant to do and unlocks decisions for the mechanic. The tree is not very long and is killswitched when the Indian Reunification War triggers.

## Congress Mechanic



The Congress Mechanic houses the four major factions with Congress Unity and Congress Discontent. The less united and more discontent the Indian National Congress grows, the more debuffs are gained and the less likely the administration will be able to make decisions as an unified body. Most important for Menon path.

## Military Mechanic

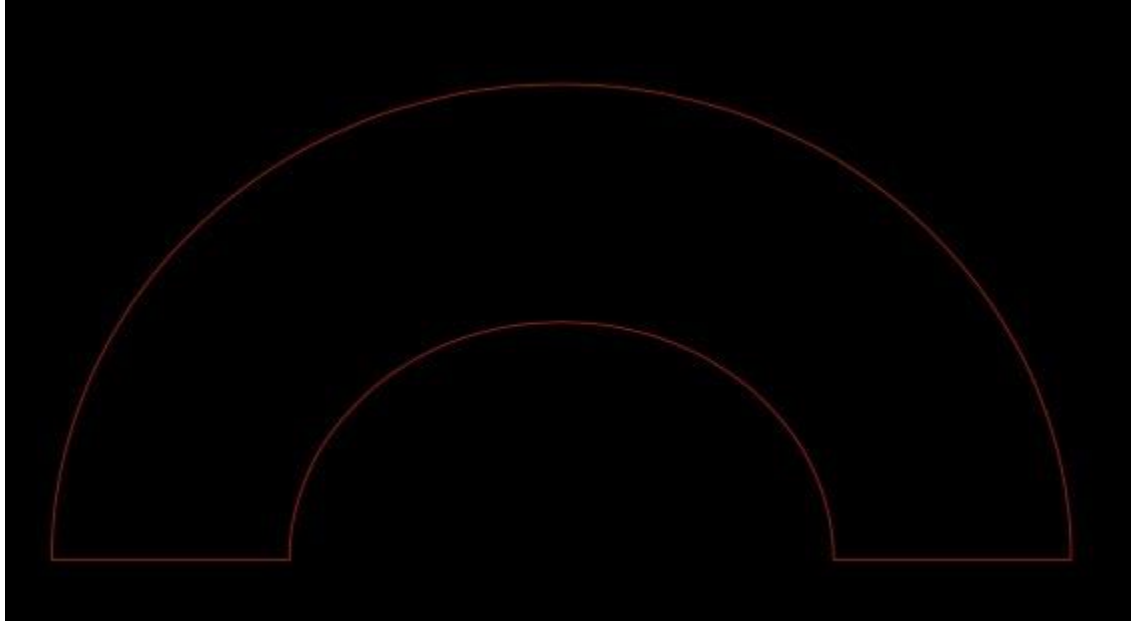


Similar to Brazil Armed Forces mechanic, the military mechanic will instead have loyalty and discontent, and the military will not intervene but loyalty and discontent will give or remove buffs depending on their level. The military will be divided between Republic loyalists focused on the preservation of democracy and Indian National Army loyalists focused on strengthening support and authoritarianism for Bose, though do not be mistaken as the Indian National Army is not blindly loyal to Bose

The Republican and Indian National Army influence should add to a total of 100.

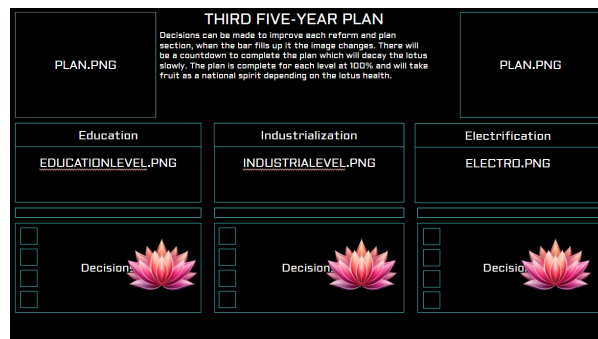
## ALL INC PATH MECHANIC

### National Discontent



Nothing big will happen if National Discontent gets to 100% but extreme debuffs will be applied. National Discontent will change depending on what is done in game and what happens through events. The higher the National Discontent, the more negative events will happen, applying temporary debuffs. There will be a small set of decisions to reduce National Discontent. National Discontent will be disabled during and after the unification war to prevent balancing issues and also because there is other stuff.

### Third Five Year Plan Mechanic



The Third Five Year Plan mechanic gives buffs or debuffs depending on how it is handled.

Decisions are used to progress education, industrialization, and electrification reform. Depending on how much progress is made on the percentage bar by the end of the plan/when the war breaks out, buffs and debuffs will be added (three for each category). The mechanic will

be replaced with three lotus when war breaks out which indicate what buffs and debuffs will be received when the war ends.

# Power Struggle

## Power Struggle Mechanic



The *power struggle mechanic* will start a week after the death of Jawaharlal Nehru in June 1964. The power struggle will be between V K Menon (represented by a graphic icon of a pen) and Subhas Chandra Bose (represented by a graphic icon of a sword)

Mechanic will instead of being a bar, be a tug rope, with one side being red and the other green. The rope tugs with popularity change. There will be a blade in the middle that cuts the rope at the end of the power struggle, showing the winner.

The Indian National Congress will prop up V K Menon to take the leadership after Nehru's passing, but Bose, who was very agitated by the ever-increasing 'softness' towards East India, declares his ambition for leadership instead. While the majority of the Indian National Congress unites under V K Menon, a sizable portion of Congress (mainly Forward Bloc veterans who were integrated after Bose's entry into the Republic of India) and the majority of the Indian Armed Forces (mainly INA veterans) will support Bose.

(All of the above will be represented in events)

The player will have around 2 months in-game to achieve this, with 3 options to take in each 7 days. (Around 8 turns in total). If the player doesn't get more than 50% of influence with the selected figure, the other path will be automatically chosen and proceed with it.

After a new leader is chosen, the **Other Father** NatSpirit will showcase the winner instead.

-If Bose won;

The Other Father will be renamed to **Netaji's Discipline**, with the icon being the face of Bose and the modifiers promoting military expenditure and professionalism.

-If Menon won;

The Other Father will be renamed to **Nehru's Benevolence**, with the icon being the face of Nehru and the modifiers promoting societal and democratic policies buffs.

**Player will choose between Subhas Chandra Bose and V K Menon as the mechanic starts.**

## **V K Menon**

Decisions to increase V K Menon's influence will be mainly about getting further support from within the Indian National Congress and the populace as well as some other moves.

AI will increase its influence randomly every 7 days from 5%, 7%, 9%.

-Increase Support From Congress (50pp)  
(+3% influence)

-Seek Support From The Far-Left Elements (20pp)  
(+2% influence, -2% stability)

-Appease INA Veterans (-500 Infantry Equipment)  
(+2% influence, +2% war support)

-Promise Peace to the Populace (20pp)  
(+3% influence, +5 stability, -5% war support)

-Enshrine Nerhu's Achievements (25pp)

(+2% influence)

-Promise Welfare (30pp)

(+2% influence, +2% stability)

-Crackdown On Radicalism in the Armed Forces (50pp)

(-3% Bose's influence, -5% war support)

-Criticise Bose's Authoritarianism (25pp)

(-3% Bose's influence, -2% stability)

-Disrupt Bose's Allies (25pp)

(-2% Bose's influence)

-Reconcile With Bose's Left-Wing Allies (25pp)

(-1% Bose's influence, +1 influence)

## **Subhas Chandra Bose**

Decisions to increase Bose's influence will be mainly about getting support from the Armed Forces, Forward Bloc members part of the Congress, and the populace as well as minor other moves.

AI will increase its influence randomly every 7 days from 5%, 7%, 9%.

-Increase Support From the Armed Forces (50pp)

(+3 influence, -3% war support)

-Seek Allies from Congress (30pp)

(+3 influence)

-Military Peacekeeping On The Frontier (-500 infantry equipment)

(+3 influence, +2% stability)

-Criticize Nehru's Inaction (25pp)

(+2 influence)

-Criticize Democracy (5% stability)

(+5% influence, +5% war support)

-Promote Action Against Japan (3% stability)  
(+3% influence, 3% war support)

-Ridicule Pacifism (25pp)  
(-3% Menon's influence)

- Capitalise on Menon's Arrogance (25pp)  
(-2 Menon's influence)

-Remind That Words Does Not Win Wars (30pp)  
(-2% Menon's influence, +5% war support)

-Sway Congress Socialists (2.5% stability)  
(-1% Menon's influence, +1 infleunce)

# Pre-War Content

### Menon Pre War Tree (3 August 1964 - January 5 1965)

Small focus tree focused on restabilizing the country, continuing Nehru's reforms, and preparing for negotiations. Menon will attempt to restabilize the nation by quickly passing minor Nehruvian reforms and making minor concessions to congress, for example, slowing nationalization efforts.

### 14 Day War Event Chain

Menon will attempt to contact Raghavan through a telephone line, which is wiretapped by Japan. The Japanese will force Raghavan to back down. Azad Hind and Indian troops will then skirmish on the border near Cuttack, agitating the navy to intervene, causing a direct confrontation. The war begins immediately after.

### Bose Pre War Tree (3 August 1964 - January 5 1965)

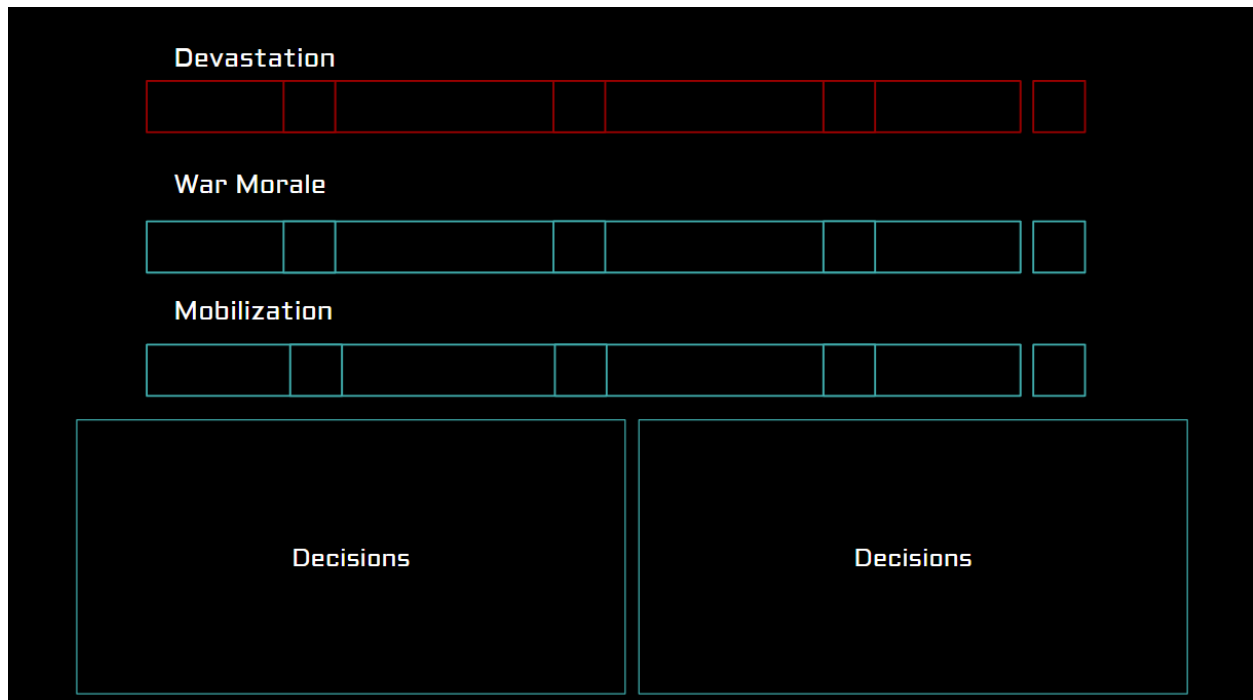
Small focus tree focused on centralizing control and mobilizing the army. Bose will begin to cut down on greedy elites and ready the economy by introducing new military factories. Civilians will protest but riot police will usually put them down using violence or intimidation. Bose will declare a stage of emergency.

### 14 Day War Event Chain

Bose will send a letter to Japan demanding their end of subjugation in Eastern India, believing Japan wouldn't provoke a direct confrontation. Japan does not respond and furthermore, the Azad Hind army, ordered by Japan, quickly organizes on the Azad Hind border, putting India and Japan in a standoff. The standoff is broken as border skirmishes escalate to battles.

# India At War

## War Sequence (12 January 1965 - before 10th December 1966)



More debuffs the more devastation, but also the more difficult the reconstruction. Higher devastation immediate effects will lower stability and effects on reconstruction can be viewed [here](#). War Morale starts at 50%, and changes as the war drags on. Focuses and decisions can be applied to increase or decrease War Morale. Mobilization Level starts at 20% for Bose and 10% for Menon. Mobilization cannot decrease but increases strain on political power and stability the higher it goes. It will be somewhat difficult to get up but gives material buffs for example factory output and production efficiency the higher it goes. Devastation jumps unstoppably high after 2 years and India collapses.

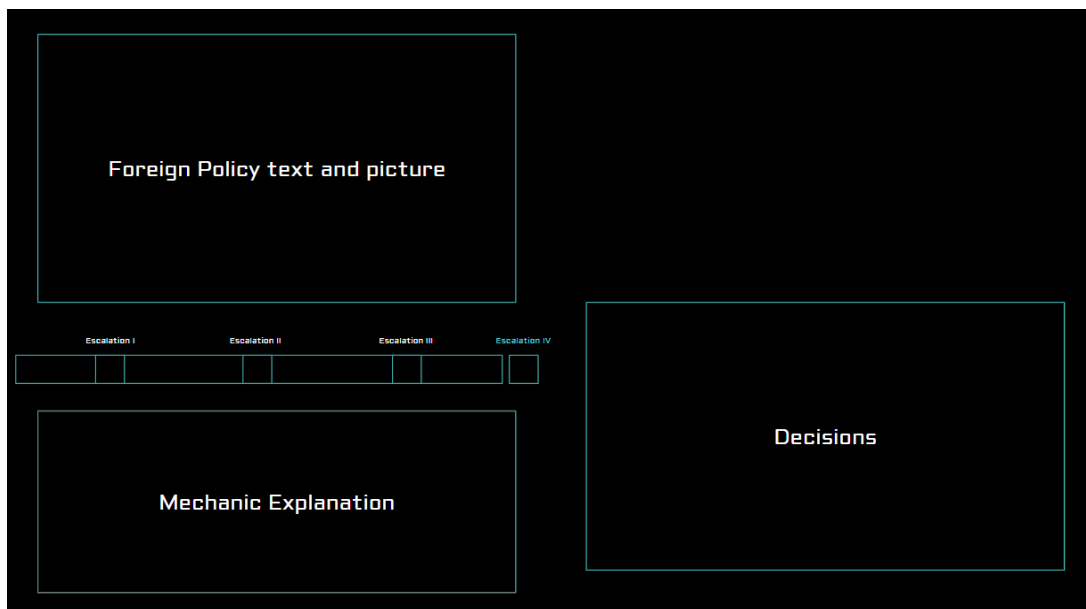
### Menon War Tree

Menon's War Tree will contain an introductory focus branch declaring a state of emergency, before moving to four branches: Industry (for producing equipment), army (drafting and fight against Azad Hind), civilian (internal instability), and foreign support (short) (OFN support). All focuses lead to one final one which if completed, opens a new branch, where desperate measures and offensives are made.

### Bose War Tree

Bose's War Tree contains an introductory focus branch focused on mobilization and partisans. Unlike Menon's War Tree, Bose will have three branches: Industry (for producing equipment), army (fight against Azad Hind and minimal OFN support), and civilian (internal instability). All focuses lead to one final one which if completed, opens a new branch, where desperate measures and offensives are made.

## Organization of Free Nations War Sequence



Includes a set of decisions to send equipment to India at no escalation. There is also a set of decisions to deescalate tensions, mainly by reducing investment and support.

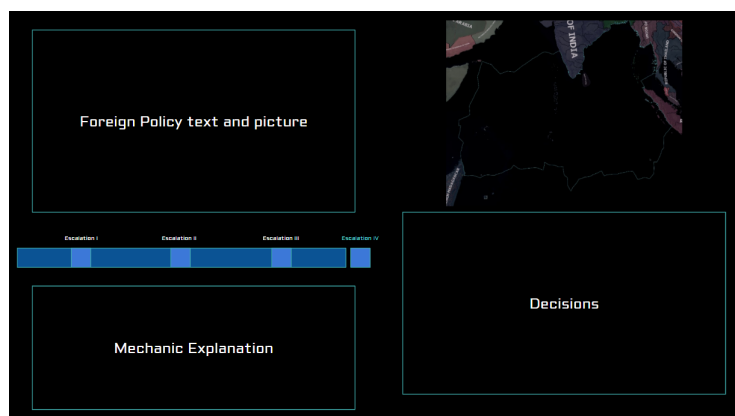
Escalation 1: More decisions to send airplanes and armored vehicles

Escalation 2: Volunteers and ability to increase volunteer limit up to 4, use of chemical agents

Escalation 3: Ability to increase volunteer limit up to 8 and sabotage Azad Hind decision, more significant impact to USA if India loses

(Not possible if Bose) Escalation 4: Ability to increase volunteer limit up to 12 and decisions to directly intervene with navy (Indian Ocean War), possible use of napalm, increases superpower tension, major impact to USA if India loses

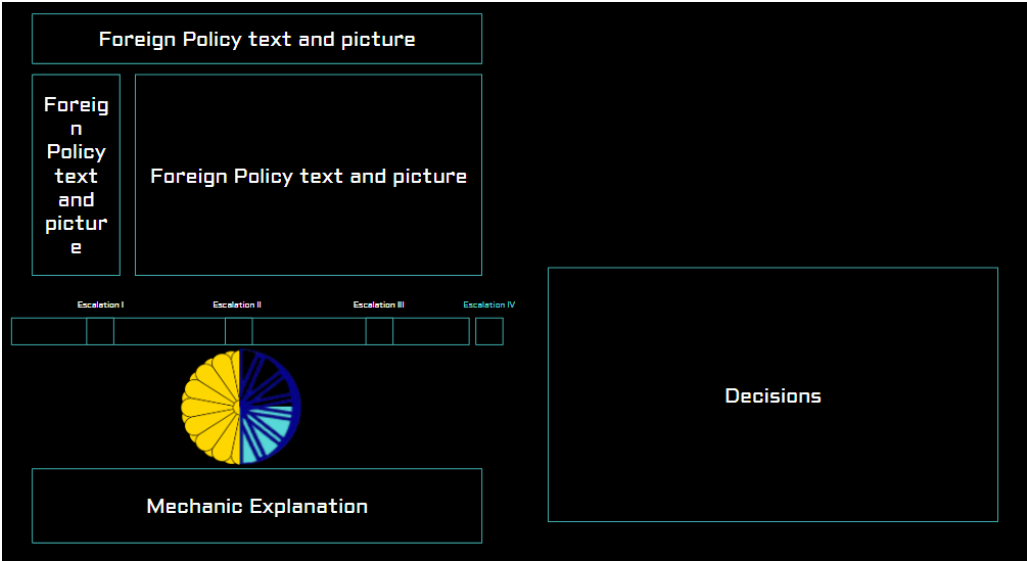
## Indian Ocean War



At Escalation IV, a small graphic in the corner appears, highlighting three ocean zones (West Indian Ocean, East Indian Ocean, and Bay of Bengal). USA can send ships to the ocean zones to defend the

Indian Coast. Japan can counter US ships by sending ships to the zones. The US needs a 70% majority of ships (7:3) to begin applying buffs to India (gives defense buffs to India, negates some debuffs from national spirits relating to blockade and defense debuffs to Azad Hind).

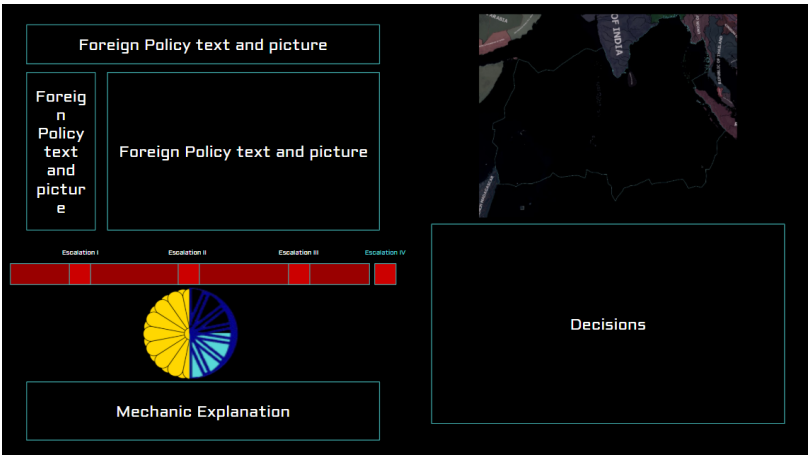
Japan War Sequence



Includes the escalation mechanic but also an outline of the imperial crest and chakra wheel. The mechanic is army strength and can change depending on decisions taken. Due to Azad Hind’s heavily Japanese influenced military, they rely on Japanese support. This mechanic effect is organized into a national spirit. If army strength is under 50, debuffs begin applying (lower attack, defense, organization, planning speed). At the beginning of the Indian Reunification War, several divisions under the template “IJA” will be spawned in Azad Hind. Japan can still send 10 volunteers on top of the divisions.

There is also a set of decisions to deescalate tensions, mainly by reducing use of chemical agents and high tech explosives.

Indian Ocean War



At Escalation IV, a small graphic in the corner appears, highlighting three ocean zones (West Indian Ocean, East Indian Ocean, and Bay of Bengal). USA can send ships to the ocean zones to defend the Indian Coast. Japan can counter US ships by sending ships to the zones. Japan needs a 31% majority of

ships (31:69) to negate debuffs to Azad Hind. Debuffs will not change for India because Japan already technically already had a naval presence there.

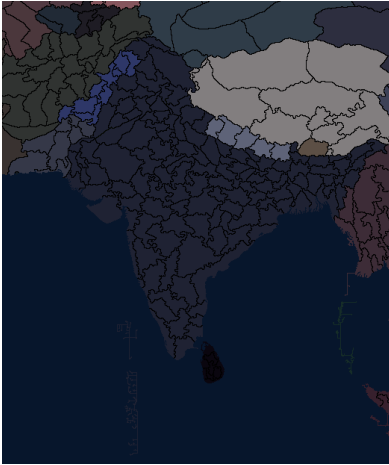
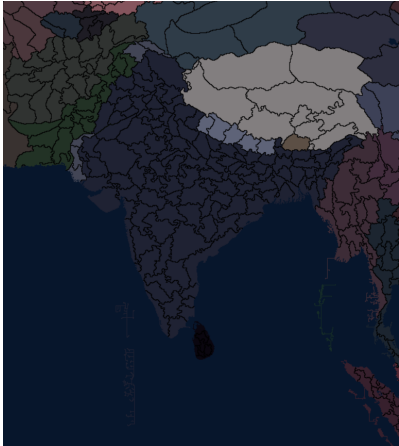
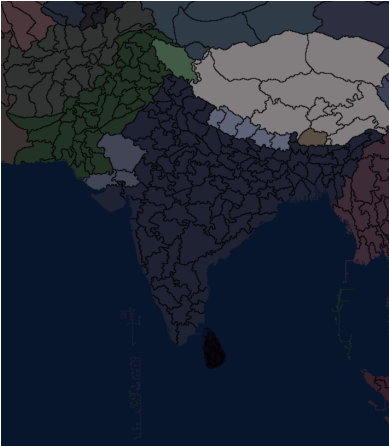
# Pakistan War

# Pakistan War

4 months after the start of the Reunification War, Pakistan, supported by Germany, launches an invasion. Pakistan seizes the chance as India is deep into its war against Japan. Germany keeps its current mechanic of sending equipment and volunteers.

## Pakistan War Focus Branch

Essentially a small branch of focus attached to the war tree and focuses on specifically fighting Pakistan by supplying local militias and gathering support against Pakistan.

| Victory                                                                                        | Ceasefire                                                                           | Defeat                                                                                                                                                        |
|------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
|              |  |                                                                           |
| Pakistan split into Northwest Frontier Reconstruction Zone and Balochistan Reconstruction Zone | Light Blue is demilitarized zone, automatic after 1 year.                           | Light Blue and Green is demilitarized zone, Pakistan seizes all claims Gilgit disputed Always happens if Pakistan survives and India capitulates to Azad Hind |

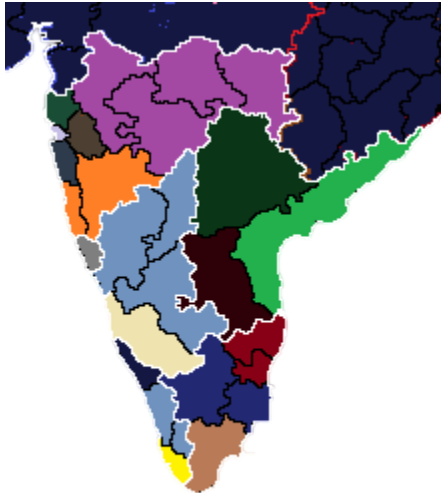
Collapse

## Collapse

The collapse of both states starts gradually after a set time runs out if neither side fully conquers the other. After a specified time, an event chain is triggered on both states.

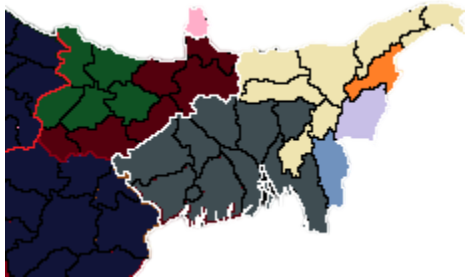
### Republic of India

Due to the mounting casualties and the economy is struggling and on the verge of collapse, many states lose funding and food exports from the central government which will be diverted to the war effort. After a while it reaches a breaking point where a few states completely secede from the union, mostly south, because of it being the furthest reach from central government. States like Kerala, Tamil Nadu, Andhra Pradesh, Karnataka secedes from the union with other minor uprisings and such inside these states are ongoing.



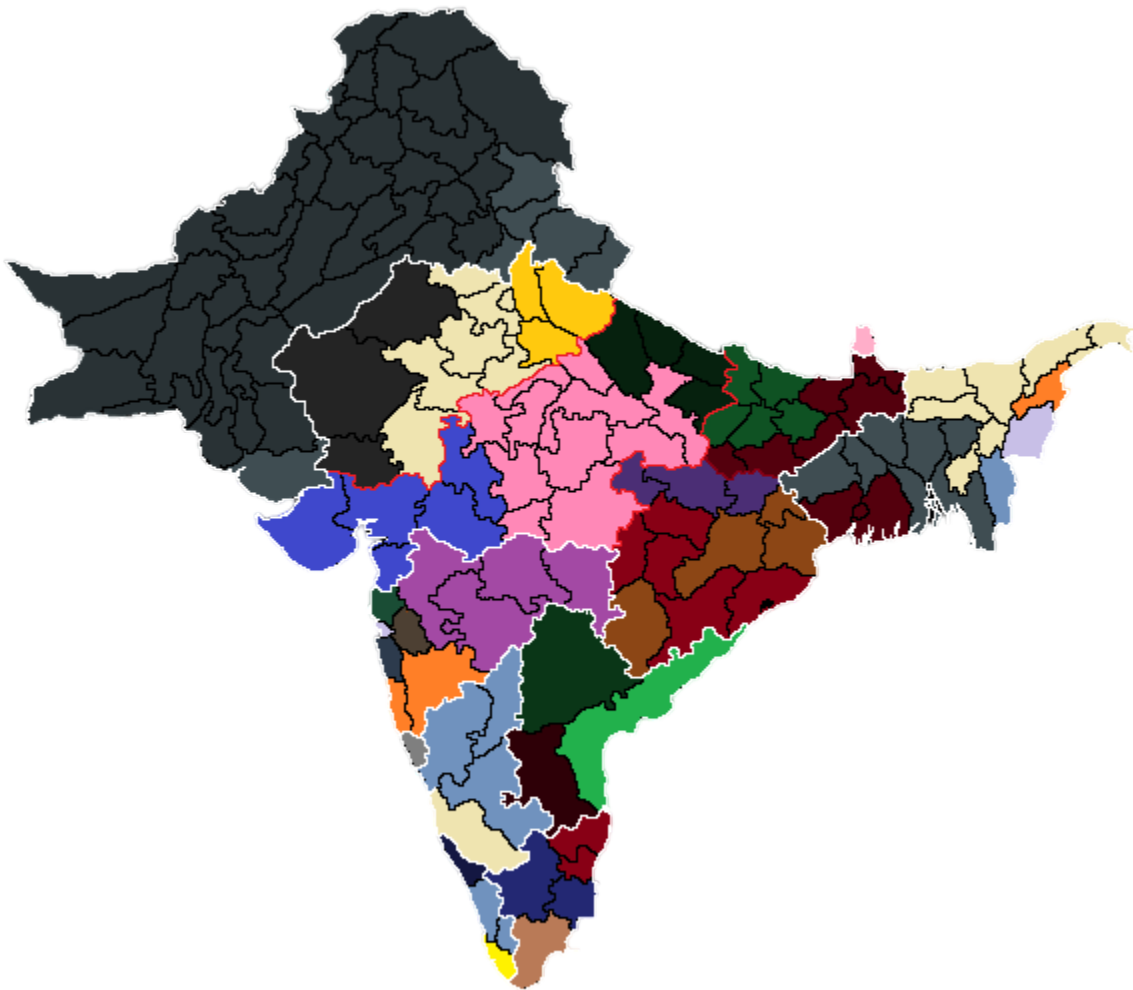
Now, as soon as they secede, Maharashtra will follow suit due to massive instability in the region and all of the state governments will collapse into their own civil wars limited to just their region with regional factions.

### Azad Hind Government



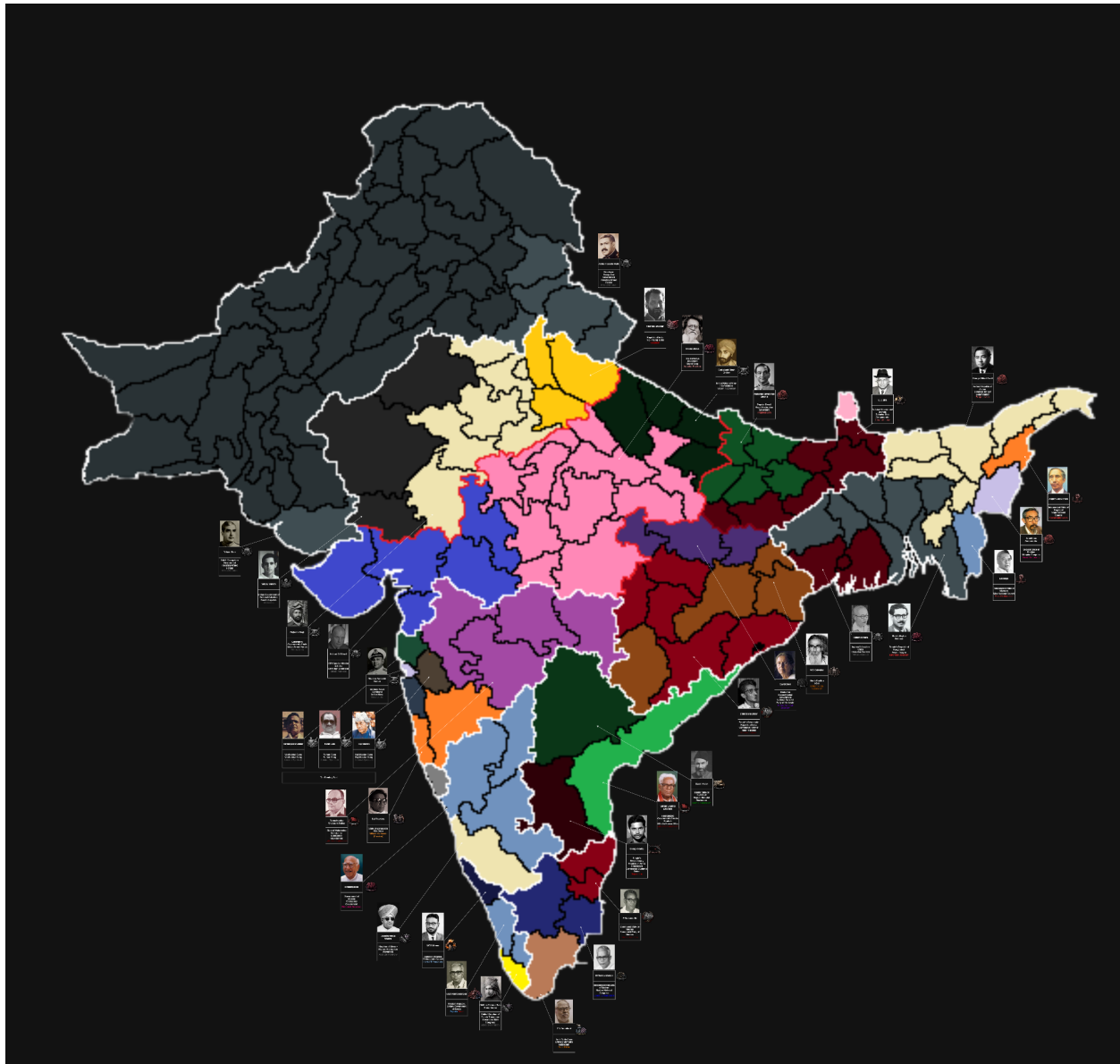
The Azad Hind Government would have the same result at the same time, with events stating the northeast state breaking away from the government as the leadership are killed by the people and Bangladesh also breaking away. Sikkim would follow the skeleton. A Japanese army group will invade the northeast through Bangladesh due to other being mountainous and other side of Burma proving to be a logistical nightmare.

Total Mapping



This will be the map of the total collapse with Pakistan always taking over everything outside of the civil war region and establishing two military governments. The white lines denote the wars taking place in a confined area such as the regional unifiers and national governments.

The north would be full of national governments wanting to unify all of India in their image, the red lines denote each of their region they have to unify before the next war like the russian wars to keep the lag contained and actually see a result and not the Als be stuck in war forever.



📄 Collapse shit.drawio.png

These are all the factions, ideologies, and leaders of the civil war tags.

The only state rework the civil war are a few more states in the Maharashtra coast near Bombay and atleast 3 new states in Kerala. There is already more than enough states in the region.

# Reconstruction

# Reconstruction

## Reintegration Mechanic



Pointers -

The map of the defeated Azad Hind under occupation divided into several states.

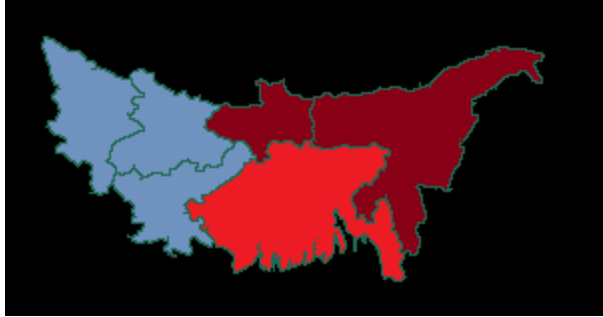
The left bar denotes Japan-funded guerrilla activities.

The right bar denotes people's discontent.

The bottom bar denotes total reconstruction/reintegration progress.

The player will have to balance between people's discontent and the guerrillas while integrating the territories. Each state is selectable and has decisions to increase integration through reconstruction while also balancing both discontent and the guerrillas.

Both Menon and Bose will have some unique decisions along with mostly generic decisions. While Menon declares president's rule in the newly conquered territories and focuses on lowering people's discontent, Bose will declare military rule and focus on engaging the guerrillas.



**Dark Red** – Extreme guerrilla activities.

**Soft Red** – Extreme discontent.

**Soft Blue** – States that have finished reintegrating.

If both discontent and guerrilla activities get too high, an extremist pro-Japan warlord state can rise up in the state, which India will have to put down with military forces. It will hinder the construction efforts greatly, but will not fail the mechanic or end the game.

### Reconstruction/Development Mechanic



Highlighted region = region selected

Blue = Reconstruction Process

Bottom Bar = Total Reconstruction Process

There will be a set of decisions for the specific region selected and some generic ones.  
More generic decisions can be unlocked through the Reconstruction focus tree.

All the regions start with 50% development at 0% Devastation (which won't be possible)  
The greater the devastation during war, the less starting development there will be.

25% Devastation: 35%, 45% in Northeastern India  
50% Devastation: 20%, 30% in Northeastern India  
75% Devastation: 0%, 10% in Northeastern India

### **Pakistani Reconstruction (If ceasefire or victory)**



States with red outline = Not owned (See [here](#))

Red = Guerilla Activity

Blue = Reconstruction process

States owned by India before the war starts with only 50% guerilla activity and 40% reconstruction. All states previously owned by Pakistan start with 100% guerilla activity and 20% reconstruction. There is a 360 day timer to pacify the region and suppress guerillas under 10%.

100% Guerilla - 1% Reconstruction Weekly Decay  
90% Guerilla - 0.9% Reconstruction Weekly Decay  
80% Guerilla - 0.8% Reconstruction Weekly Decay

70% Guerilla - 0.7% Reconstruction Weekly Decay  
60% Guerilla - 0.6% Reconstruction Weekly Decay  
50% Guerilla - 0.5% Reconstruction Weekly Decay  
40% Guerilla - 0.4% Reconstruction Weekly Decay  
30% Guerilla - 0.3% Reconstruction Weekly Decay  
20% Guerilla - 0.2% Reconstruction Weekly Decay  
10% Guerilla - 0.1% Reconstruction Weekly Decay

All decisions are generic.

If the region is not pacified in 360 days, buffs will be applied to military occupation zones, crushing attack, defense, stability, and most policy effectiveness, all states will be demilitarized. For India, there will be negative effect on war support and security policy effectiveness.

# Focus Tree

### Menon Term Tree 1 (735 days)

- Economy (Centralizing production, new factories, improving worker conditions)
- Politics (Stabilizing the congress, alignment to the left, putting down landlordism)
  - Foreign Policy (Taking a neutral stance and accepting some OFN aid)
    - Demobilizing Industry and Military

It is unlikely the player will finish the focus tree before elections.

### Bose Phase 1 Tree (735 days)

- Economy (Centralizing production, rapid industrialization, military improvement)
  - Politics (Empowering the forward bloc, putting down elitism)
  - Foreign Policy (Taking a neutral stance, accepting minimal OFN aid, Pakistan/Afghanistan border defense)
    - Decreasing Manpower

### Menon Eastern Famine Focus Tree (360 days)

The focus tree will stop all other focus trees, drought happens 6 months after war ends.

As a result of war, devastation, and drought much of Eastern Indian farmland and agriculture (including local food supply) is destroyed. The focus tree first focuses on importing food from other regions of the country and taking OFN aid for food. Later, the focus tree will mainly look back on agriculture and kickstarting the “Green Revolution” with new research on seeds, equipment, irrigation, and chemicals.

### Bose Eastern Famine Focus Tree (360 days)

The focus tree will stop all other focus trees, drought happens 6 months after war ends.

Same as above, but instead of OFN support, Bose attempts to solve the food crisis domestically.

# Generic Proxy Interactions

Only unlocked after reunification

## **Indonesian Civil War**

India can send equipment, advisors, and combat engineers to Front Indonesia Merdeka.

## **West African War**

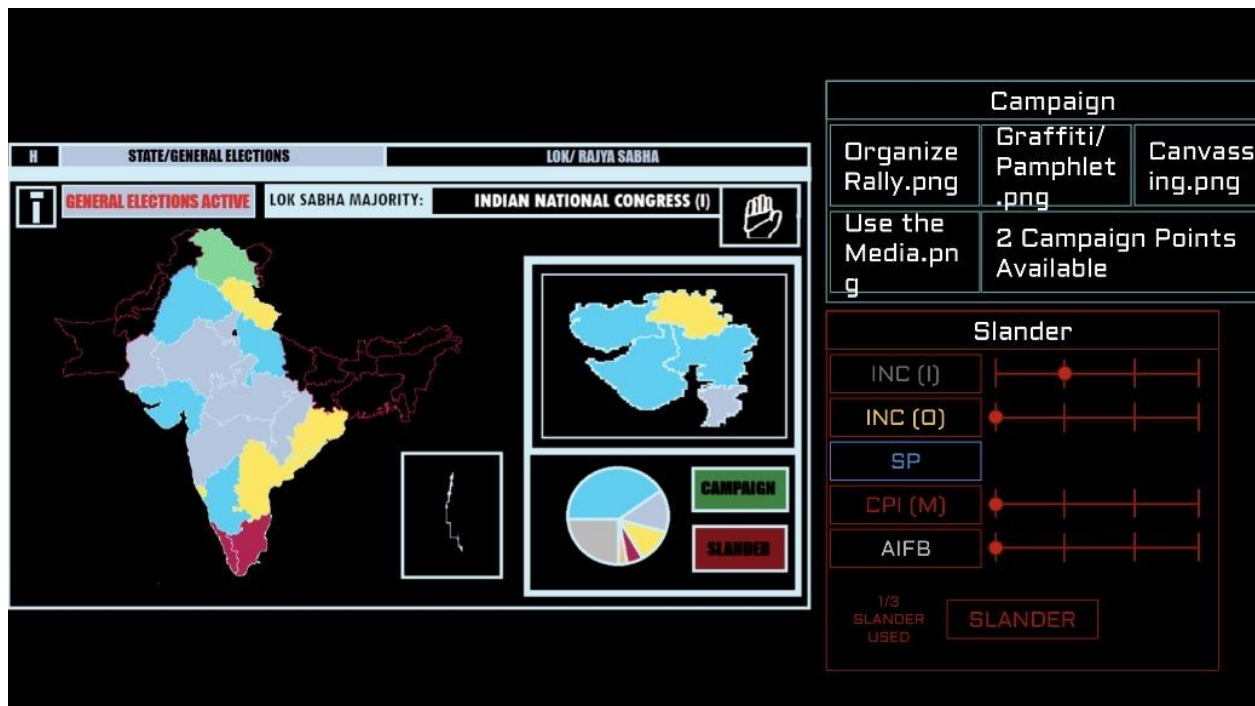
India can send equipment and combat engineers to West African Alliance

# Election Mechanic

## Election Mechanic

India will have an election mechanic at the start of the game but only Menon's path can keep the mechanic and if Bose wins the initial power struggle he will turn India into a one-party state and he will get a different unique mechanic to replace election mechanic.

### State/General Elections



The state/general election tab in the election mechanic will let the player campaign as a chosen party and get the path of that party if said party wins the general elections. Since Indian general elections only happen every 5 years, there will be only a few elections in the time frame for India.

State elections choose the head of state (Chief Minister). Since all states in India have their own radically different election time, the mechanic will include all state elections at one point to make the system simpler and more challenging. Technically state elections do not influence general elections but here it will work more like midterms elections for the United States.

General elections are choosing the ruling party of all of India. They will also work the same way as state elections and the popularity is carried over to general elections and such.

## Explaining the mechanics

At game start, a good portion of the claimed territories by India is not controlled by India, hence a lot of states are greyed out. Elections will work as usual. The player will click on a state and it shows up on the right side enlarged and shows subdivisions, the player can choose between supporting their chosen party or suppressing rival parties. A pie chart is also given that shows party popularity. If a given party has the most, that state will change color to it.

Clicking campaign, you will see a pop up showing multiple options.

Rally (Most Effective)

Graffiti/Pamphlet (Least Effective)

Canvassing (Third Most Effective)

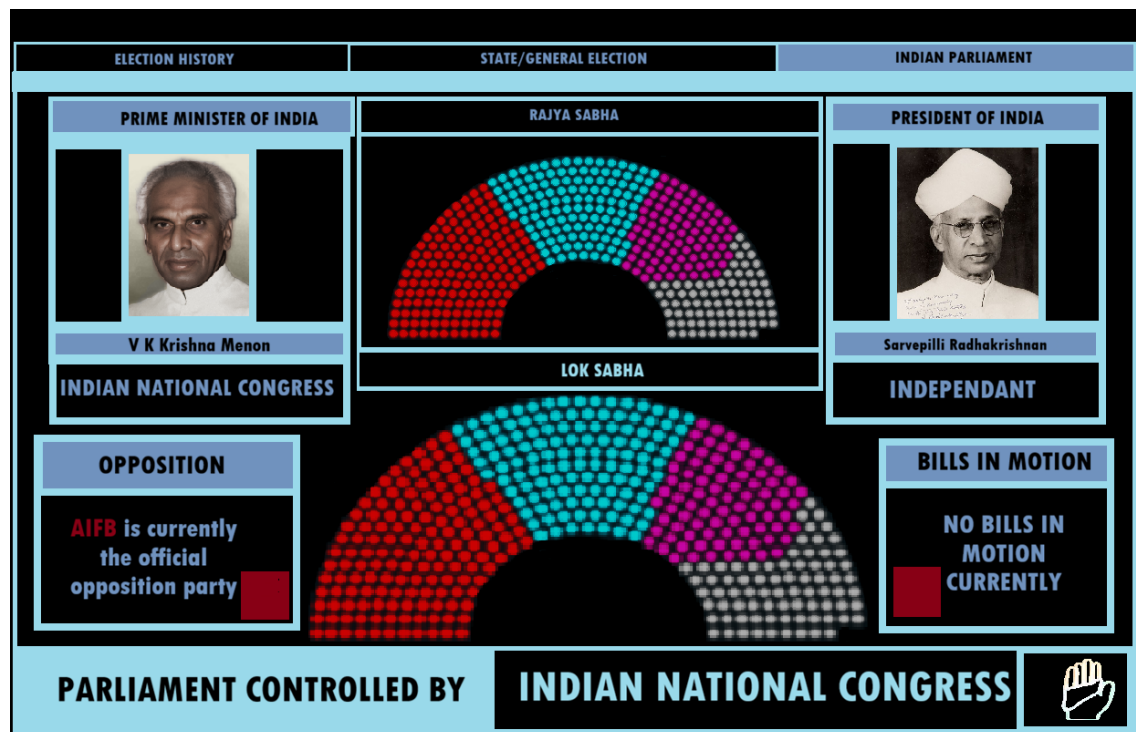
Use the Media (Newspaper, Radio) (Second Most Effective)

You get 1 Campaign Point a week, the more effective the campaign option, the more points it costs.

With slander, you can drag the dot to increase your slander, which can be spread out between multiple parties. Slander cooldown is two weeks.

The Lok Sabha majority is shown at the top since they are the dominant part of the Parliament than Rajya Sabha and is directly elected by the people.

## Indian Parliament



The Indian Parliament mechanic would act as an info screen for the ruling party of India. The Rajya Sabha is the upper house with around 250 seats (not an accurate number due to the vastly different state of India in TNOTL), the representatives are not elected through direct election but elected through the state legislative assembly. The Lok Sabha is the lower house with over 500-550 seats and is directly representative, elected by the people.

.  
Player can hover over The Prime Minister and The President for info on their allegiance, party, and such. They can also hover over the Rajya Sabha and Lok Sabha to see who represents whom in the house as well as some party details.

There is an opposition mechanic where the red button will open up a tiny window that has decisions to ease opposition aggression towards ruling government to pass bill smoother and a bill mechanic where a bill in motion is displayed and the red button once again opens a small window that shows how many reps support current bill and decisions to get more support.

### **Past Elections**

The past election tab shows the victorious party from the past elections since independence but really it will be just the Indian National Congress.

# Invasion of Goa

## Operation Vijay



Zone 4 (Goa Outskirt)



Capture Zone decisions

In November 1967, India will launch an invasion of Iberian Goa. Goa is split into 5 zones, which must be captured from outwards inward. The larger the zone number, the more outer it is. Zone 5 is the most outer zone. There is a bar to show you how much control you have over the zone. India is on the offensive and Iberia is on the defensive. Once India takes a zone, Iberia cannot take it back. India only has to capture 4 zones up to the green one. Zone 1 (green zone) is the port, which India does not have to capture. Once India has captured Zone 2, Iberia unlocks decisions to begin evacuating. India can choose to let Iberian units evacuate and holding outside Zone 1, or advancing into Zone 1, capturing the remnants of the Iberian garrison. Only Bose can advance into Zone 1 early, seizing the Iberian garrison.

The decision tab will have decisions to attack the zone, ordering battalions to attack, firing artillery, launching air attack, etc. India has 28 days to clear out every zone, or the offensive ends.

If India is defeated, Iberia will agree to sell it to India for an extremely high price.

If India seizes Zone 1, India will repatriate the POW for reparations, humiliating Iberia.

INC Path

# INC Path

Keeps the election mechanic. This page is honestly just for tabbing.

# Menon Path

## V K Krishnan Menon

After the Indian reunification war, reconstruction, reintegration, and the Pakistan war, India will be stabilised, and a large focus tree covering until 1972 will be given to the player if Menon wins. The player won't be able to complete the tree as the Oil Crisis hits hard and a focus tree appears.

This initial part of the focus tree will be all about Menon cementing his legacy.

Menon will either negotiate with Bose or remove him from the political scene to stop the biggest threat against democracy and the rule of the Indian National Congress. As the focus tree goes, he will then focus on containing extremism in the Armed Forces mainly allying with Sam Manekshaw, which will only show minimal success. Then he will focus on the Indian National Congress as the elections are approaching, and he will do his best to secure its leadership while also having several focuses on various reforms for the nation and people.

### 1491 Day Focus Tree

By 1968, the player has complete access to the full focus tree with several sections tackling several issues of India. Which may include, but not limited to;

- Poverty
- Expanding education
- Managing the economy
- Focuses related to the plan holiday
- Pushing away landlordism and elitism
- The Armed Forces
- Various developmental projects
- Foreign affairs
- Interactions with Indian Space Program
- Many more

V K Krishnan Menon was described as an arrogant and complex man, as well as lonely. He is also very left leaning and has disdain towards the west but his path will entail limited OFN to non-aligned stance. This part of his personality will play a huge role. Menon only becomes the leader of the INC due to his close ties to Nehru and a lot of INC does not tolerate him. If he keeps being arrogant, there's a real chance of a split in the INC to occur before 1968 between Indira Gandhi loyalists and Old Guards while he's ousted.

The player will be tasked with navigating through Menon's path without breaking the party or the nation.

# Plan Holiday

## Plan Holiday (1968 - 1971)

Basically a decision tab of sorts to help the player improve agriculture and industry. Highly recommended to be utilized as if the plan is unsuccessful, severe debuffs are given, destroying eco, production unit, and congress stability.

### **First Plan Holiday**

- Funding Agriculture
- Begin modernizing Agriculture
- Stabilizing Currency
- Managing population growth
- Slowly tightening landlord loopholes against tenants

### **Second Plan Holiday**

- Modernizing Agriculture and equipment
- New High Variety Seeds and water supplies
- Investment into chemicals for farming
- Control food inflation
- Eradicating Malaria

### **Third Plan Holiday**

- Subsidize Chemical Fertilizer
- Focus on rebuilding existing infrastructure and road
- Expanding utilization of existing production
- Expanding capacity of production
- Temporarily lowering funding for new projects

Progress bars showing percentage of plan will appear. Some decisions must be taken to prevent debuffs.

Rajagopalachari Path

After the Indian reunification war, reconstruction, reintegration, and the Pakistan war, India will be stabilised, and a large focus tree covering until 1972 will be given to the player if Rajagopalachari wins. The player won't be able to complete the tree as the Oil Crisis hits hard and a focus tree appears.

The first branch of the focus tree will be about Rajagopalachari making overtures to the people and using popular support to make opposing parties less favorable. Rajagopalachari will meet with Bose, understanding his views and swaying him to retire. Rajagopalachari (calling him Rajaji from now on) opposed the license raj and heavily supported free market enterprise and decentralized economy. Rajaji opposed loophole landlords and immoral elites, supporting independent farmers and more aligning elites.

Rajaji's main gameplay surrounds bills and events dealing with the stress of a free independent market.

#### 1491 Day Focus Tree

Upon election in 1968, a focus tree up to 1972 will appear, containing the following:

- Eradicating Poverty
- Expanding Education and Literacy
- Abolish Permit Raj and allowing free enterprise
- Decentralized Economics
- Low, stable taxes
- Private Property with independent peasants
- Autonomy for state governments
- Forming government as a shield for rights and order
- More open trade
- New Technologies
- Development Projects
- OFN relation
- Foreign Policy

Rajaji was mainly described as a "cassandra", speaking truths many do not like to hear, and mainly focused on being correct than being popular. Rajaji was very critical of his opponents, shown as he coined the term "Permit Raj". In private life, Rajaji found himself alone after the death of his wife and raising 5 kids. His love for Tamil and Sanskrit inspired him to create generational literary works. Rajaji was traditionalist non politically.

# Economic Blueprint

## Economic Blueprint (Green Revolution also in)

Researching Agricultural Technologies

High Yielding Variety Seed

Building Schools and improving policy for school hour

New Research Facilities

Funding small businesses

Economic Liberalization

Not necessary but recommended

# Vajpayee Path

Atil Bihari Vajpayee is one of the founding members of the Bharatiya Jana Sangh, which is basically a political arm of the RSS, a Hindu-nationalist organisation ranging from cultural nationalism to facism. He in OTL was a moderate leader when he was elected Prime Minister in the early 2000s while leading the modern-day BJP. But in his early days, 1970s, he was much more in line with the RSS Hindu Nationalist ideas, which only changed after the OTL emergency period. Here the player will have choices based on a moderate approach and Hindu nationalism as the BJS.

The first term, from 1968 to 1972, would be about this; his enemy is himself. Between pragmatism winning and his commitment to the RSS. Vajpayee would be initially skeptical of the OFN, but surely he will establish a more outgoing partnership with trade and military assistance. Despite being Hindu nationalist, he would always despise Nazi Germany.

#### 1491 Day Focus Tree

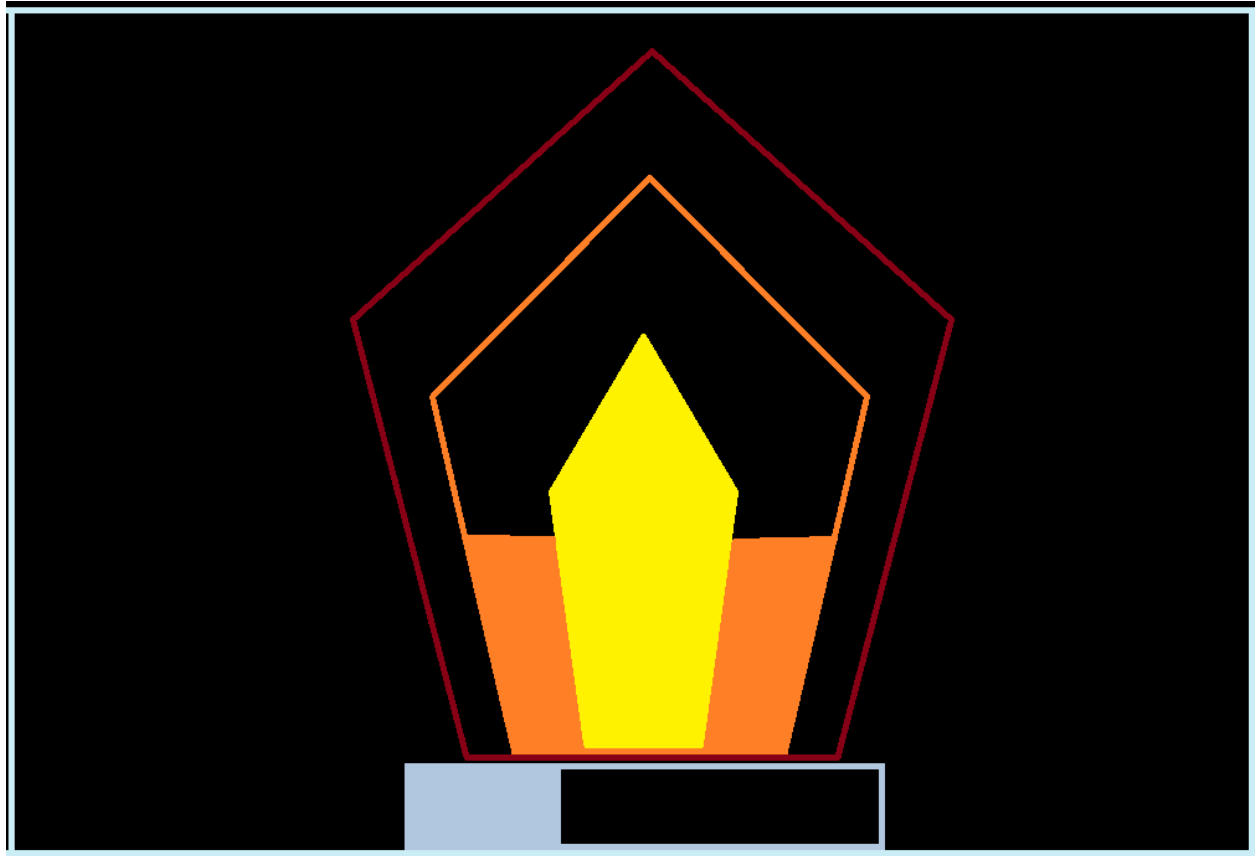
His focus tree would include;

- Moving away from a planned economy but still having heavy protectionism for hardline approach and small-scale liberalization for moderate approach
- Supporting the RSS
- Fostering a Hindu-Hindi cultural identity by doubling down on Hindu-Hindi dominance
- Laws and Bills against Socialists and Communists
- Strengthening the democracy (while favouring the RSS and BJS)
- Censoring Mughal history and adding more Hindu and patriot ideals into the education
- Various development projects
- Expanding influence/subjugating the south and northeast.
- Various other welfare projects to an extent

His epilogue content will see which side of him wins over. If Moderate wins, then he will restrict the RSS and break with them. If Hindu nationalist wins, he will invite the RSS proper into government and employ them as a state paramilitary organization.

# Hindu Mechanic

Vajpayee and the BJS will have a unique mechanic of strengthening the Hindi-Hindu dominance throughout the nation with propaganda, education, rebranding, and so on. One of the major parts where the Hindu nationalists being favored will see the Republic of India being renamed to the Republic of Bharat.



The Bharat Reinvention Mechanic will have a better-looking flame GUI with 3 layers and a blue layer underneath.

The blue bar denotes the resources available for propaganda at any given time; it fills up by some amount through time and the focus tree. It goes down whenever the player takes decisions regarding different types of propaganda and other decisions.

The three layers, from yellow through orange to red, denote the intensity of the Hindu nationalist propaganda's effectiveness on the population. Each is filled up one by one, and if they are all filled up, Vajpayee unlocks the Hindu Nationalists' epilogue, where his commitment to the RSS wins over; otherwise, he will be a moderate.

# Economic Rolling Plan

## Economic Rolling Plan (Green Revolution comes with the mechanic)

Allocation to rural infrastructure

Investment into irrigation

Revised Minimum Needs Program - provided water, rural health, roads

Rural electrification

Fiscal incentives for non-urban factories

Nuclear Reactors

Diversified agriculture producing a large variety of crop

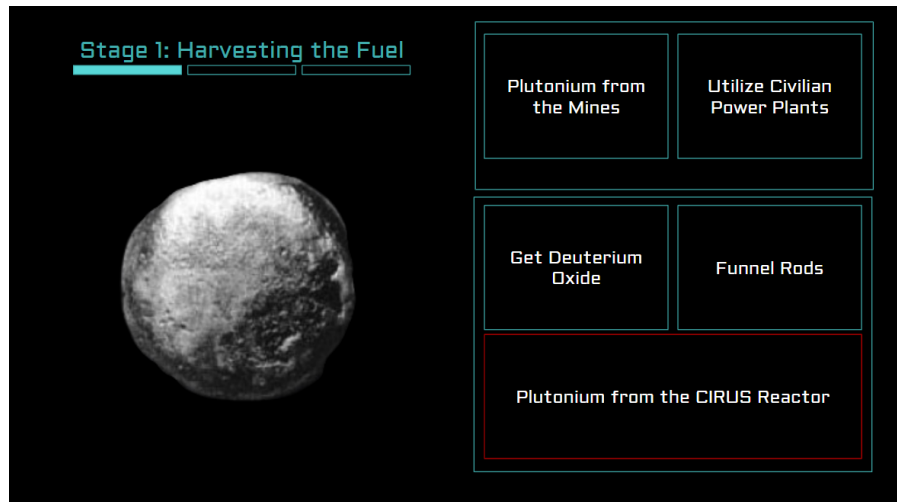
Agricultural mechanization

Irrigation projects

High Yielding Variety seed

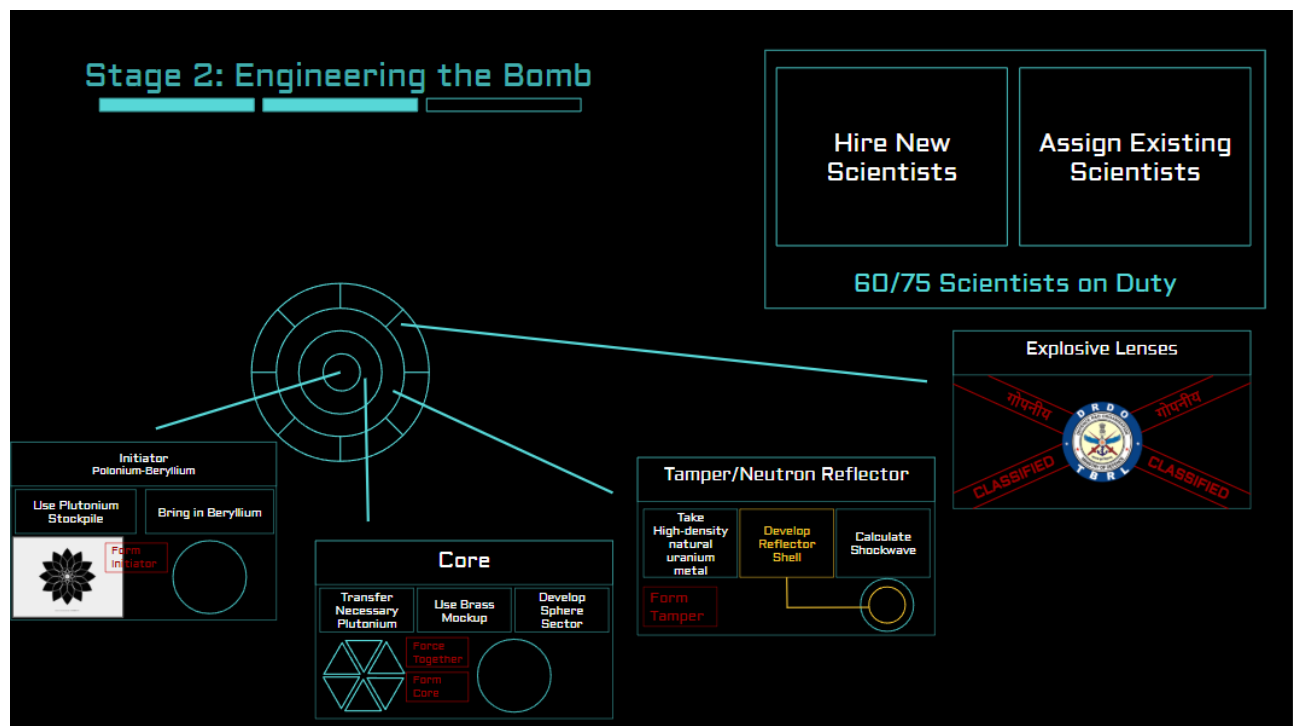
Progress bars showing percentage of plan will appear. Some decisions must be taken to prevent debuffs.

# Nuclear Development



At Stage 1, the main goal will be getting fuel (Plutonium) to supply the nuclear program. The icon on the left is Plutonium 239, which should be an outline of it which fills up the more progress is made on this level.

Plutonium from the Mines and Utilize Civilian Power Plants (Both have 2 week cooldown) will be helpful but less effective than the CIRUS reactor. The CIRUS reactor will be more effective when supported by the decisions Get Deuterium Oxide which is heavy water, and Funnel Rods, uranium rods. Plutonium can be funneled every month and its effectiveness will be increased from base by both decisions.



INITIATOR

The initiator, just like real life, was shaped into a lotus and created with Polonium-Beryllium. When the 2 options above the lotus are both clicked at least once, you can click on the lotus which will progress completion by 33.3%, once that is done three times, you can click From Initiator, moving the lotus into the circle and completing the Initiator.

### CORE

The Core is split into Sphere sectors and put together at the end just like real life to prevent radiation and toxicity. The first two options "Transfer Necessary Plutonium" and "Use Brass Mockup" must both be completed once to click "Develop Sphere Sector" which is one of the triangles. Once that is done 6 times, force together can be clicked and all the triangles will come together. Form Core can then be completed.

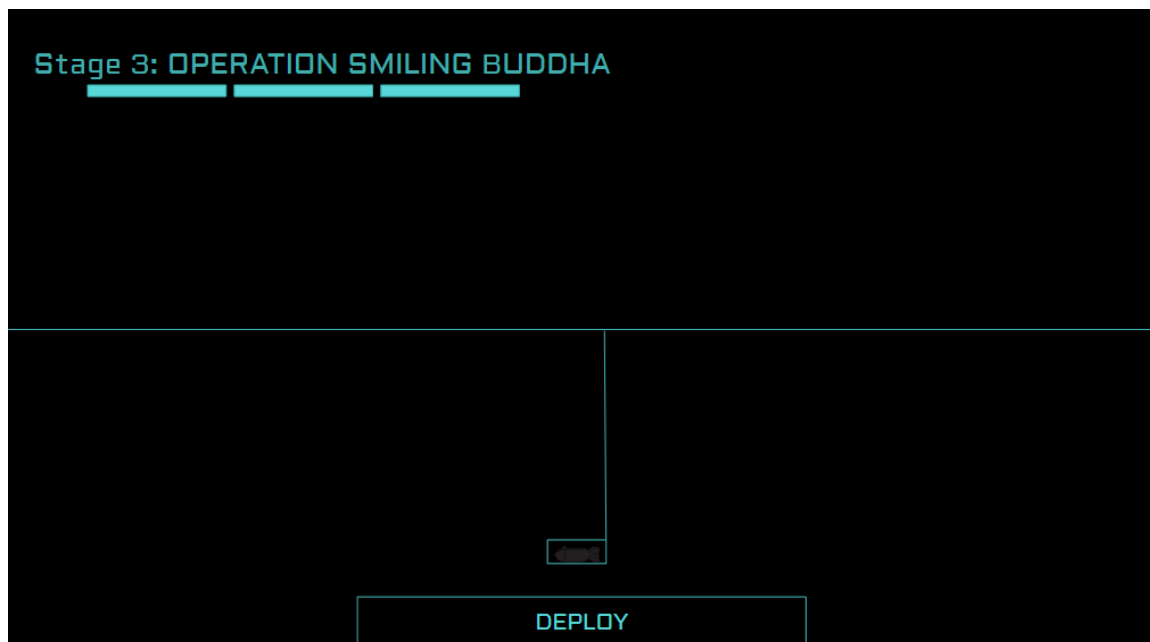
### TAMPER/NEUTRON REFLECTOR

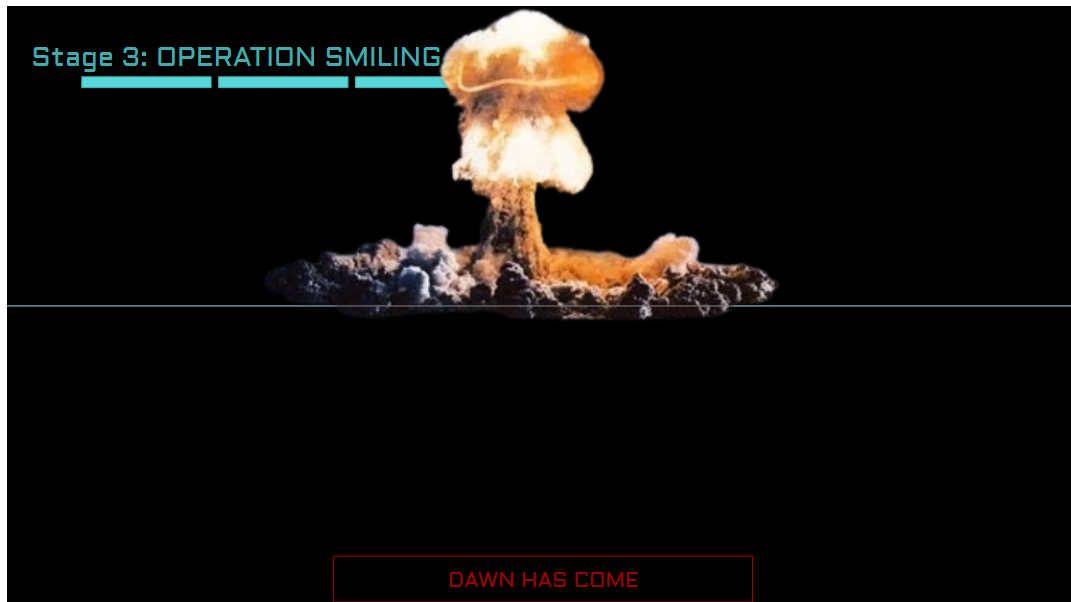
Take High-density natural uranium metal and Calculate Shockwave must be taken twice and Develop Reflector Shell once to click Form Tamper. Developing a Reflector Shell is significantly more costly than the other 2.

### EXPLOSIVE LENSES

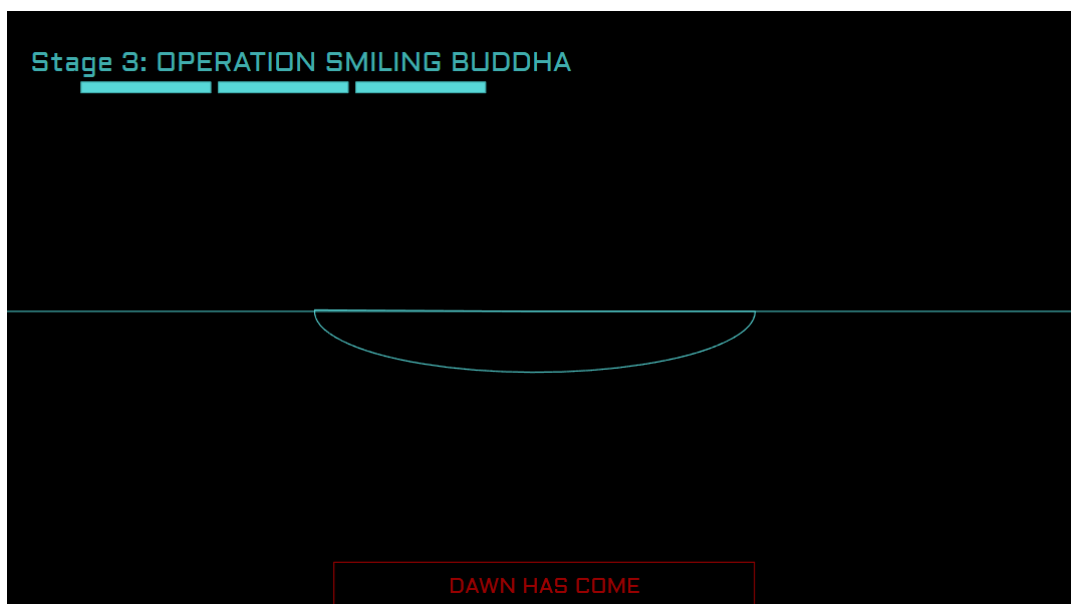
DRDO - TBRL effort, will complete itself passively.

Hire New Scientists and Assign Existing Scientists do the same thing. Hire New Scientists just increases research speed on top of supplying scientists.





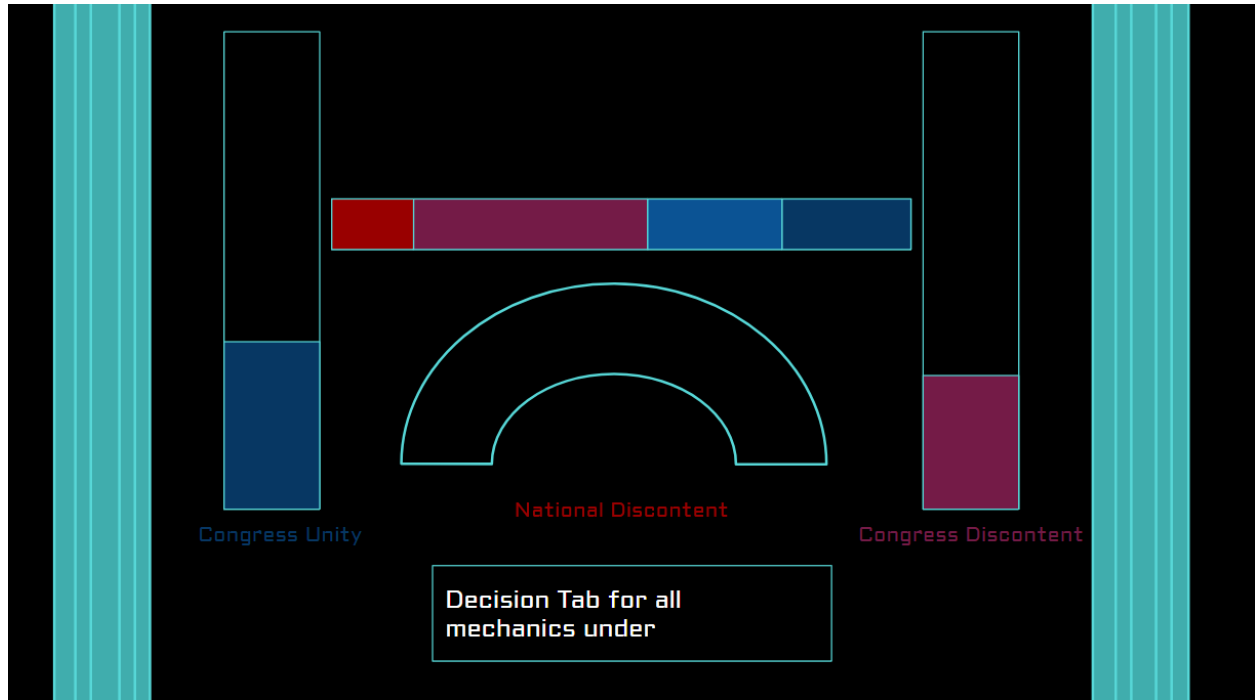
If clicked on mechanic during the explosion (cyan outline of explosion)



Post Nuke

After deployment, the GUI will disappear after 2 weeks.

## Congress Collapse



The Indian National Congress will collapse if Unity <50 and Discontent is >50 in November 1967. The congress will collapse because of a multitude of factors; disagreements between Indira Gandhi and Morarji Desai, Menon's left wing favor, Menon being arrogant, failure of the congress's "Big Tent" with Nehru's death. The party will split into Desai's conservative Old Guard (Organisation), and Indira's left wing (Requisitionists).

# Indira Path

After the Indian reunification war, reconstruction, reintegration, and the Pakistan war, India will be stabilised, and a large focus tree covering until 1972 will be given to the player in the case the congress collapses and Indira Gandhi wins the elections. The player won't be able to complete the tree as the Oil Crisis hits hard and a focus tree appears.

The first section of the focus tree will be Indira Gandhi centralizing power and opposing elitist or conservative politicians to fight off Desai. Indira will negotiate or sway Bose to retire to remove him as a future threat. Indira will slowly begin to revive the economy and fight elitists, nationalizing banks, all the while making Desai unpopular. Indira will unite the Requisitionists slowly and develop India's nuclear program, creating a nuclear arsenal in the name of security.

#### 1491 Day Focus Tree

Upon election in 1968, a focus tree up to 1972 will appear, containing the following:

- Eradicating Poverty
- Expanding Education and Literacy
- Strengthen License Raj and nationalization of banks
- Supporting Plan Holiday and Green Revolution
- Strengthening the Armed Forces
- Developmental Projects
- Gold Control Act
- New Technologies
- (If applicable) trying to resolve tension with Pakistan
- Development of Nuclear Weapons
- Funding Indian Space Program
- Left Wing Neutrality

Indira Gandhi was haughty in politics against her opponents. She mainly showed humility to India's masses and disliked elites. Indira Gandhi was not very open to sharing power with other leaders unless necessary. Indira also had a lonely childhood and turbulent marriage.

The driving goal is defeating Desai and reviving India into a stronger, more secure, India.

# Plan Holiday

## Plan Holiday (1968 - 1971)

Basically a decision tab of sorts to help the player improve agriculture and industry. Highly recommended to be utilized as if the plan is unsuccessful, severe debuffs are given, destroying eco and production unit.

### **First Plan Holiday**

- Funding Agriculture
- Begin modernizing Agriculture
- Stabilizing Currency
- Managing population growth
- Slowly tightening landlord loopholes against tenants

### **Second Plan Holiday**

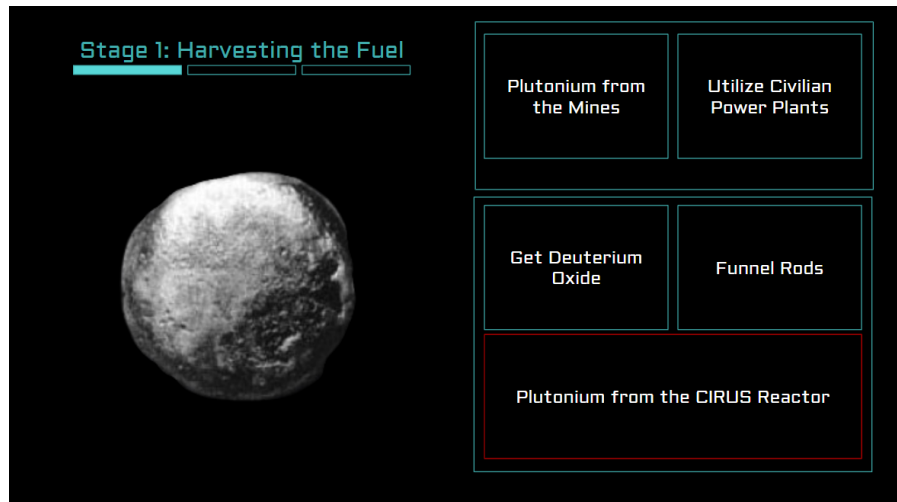
- Modernizing Agriculture and equipment
- New High Variety Seeds and water supplies
- Investment into chemicals for farming
- Control food inflation
- Eradicating Malaria

### **Third Plan Holiday**

- Subsidize Chemical Fertilizer
- Focus on rebuilding existing infrastructure and road
- Expanding utilization of existing production
- Expanding capacity of production
- Temporarily lowering funding for new projects

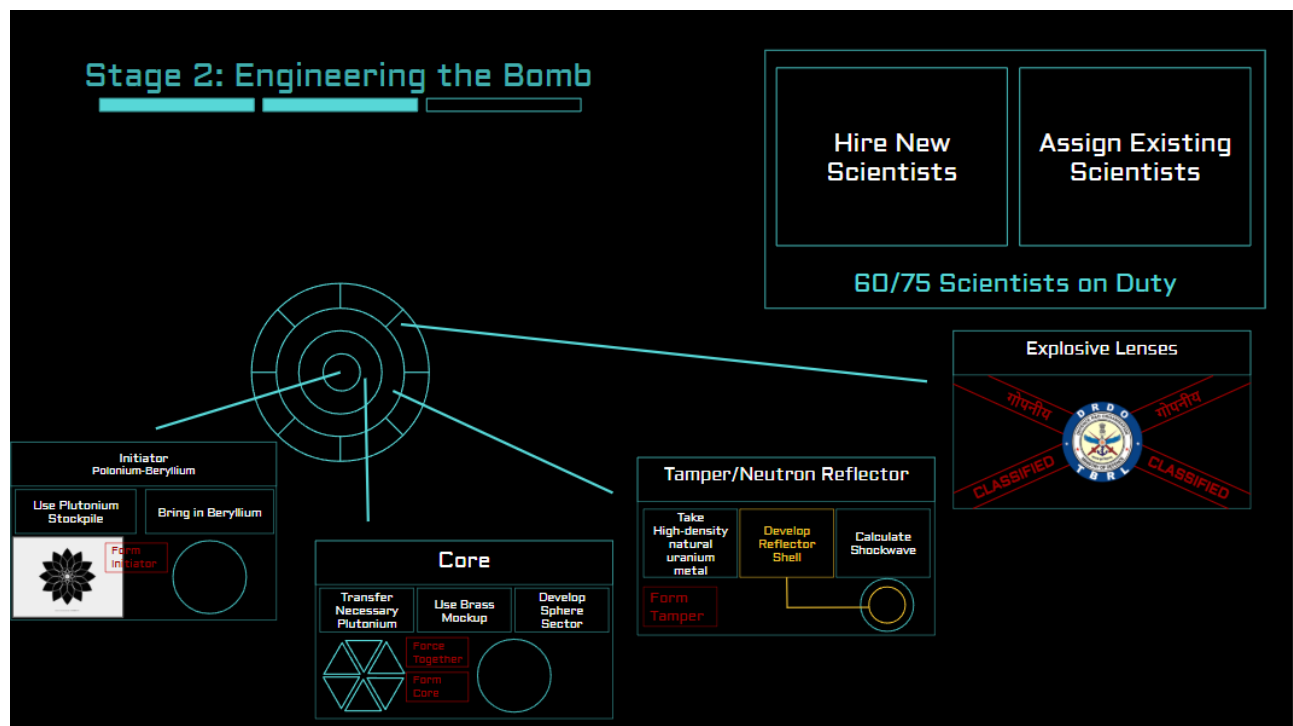
Progress bars showing percentage of plan will appear. Some decisions must be taken to prevent debuffs.

# Nuclear Development



At Stage 1, the main goal will be getting fuel (Plutonium) to supply the nuclear program. The icon on the left is Plutonium 239, which should be an outline of it which fills up the more progress is made on this level.

Plutonium from the Mines and Utilize Civilian Power Plants (Both have 2 week cooldown) will be helpful but less effective than the CIRUS reactor. The CIRUS reactor will be more effective when supported by the decisions Get Deuterium Oxide which is heavy water, and Funnel Rods, uranium rods. Plutonium can be funneled every month and its effectiveness will be increased from base by both decisions.



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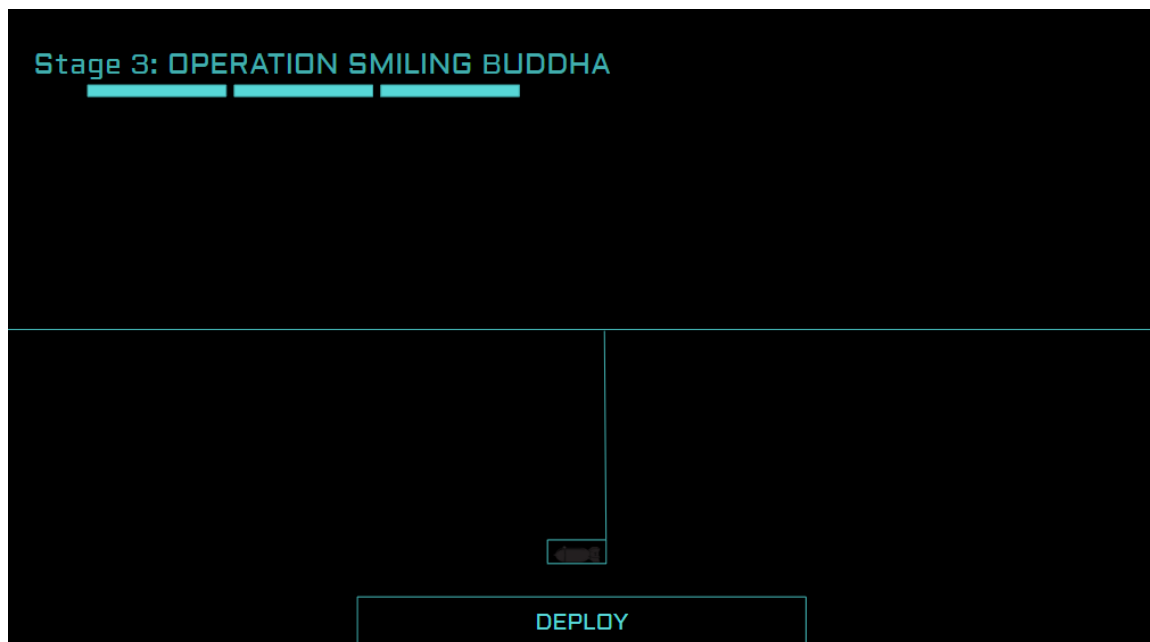
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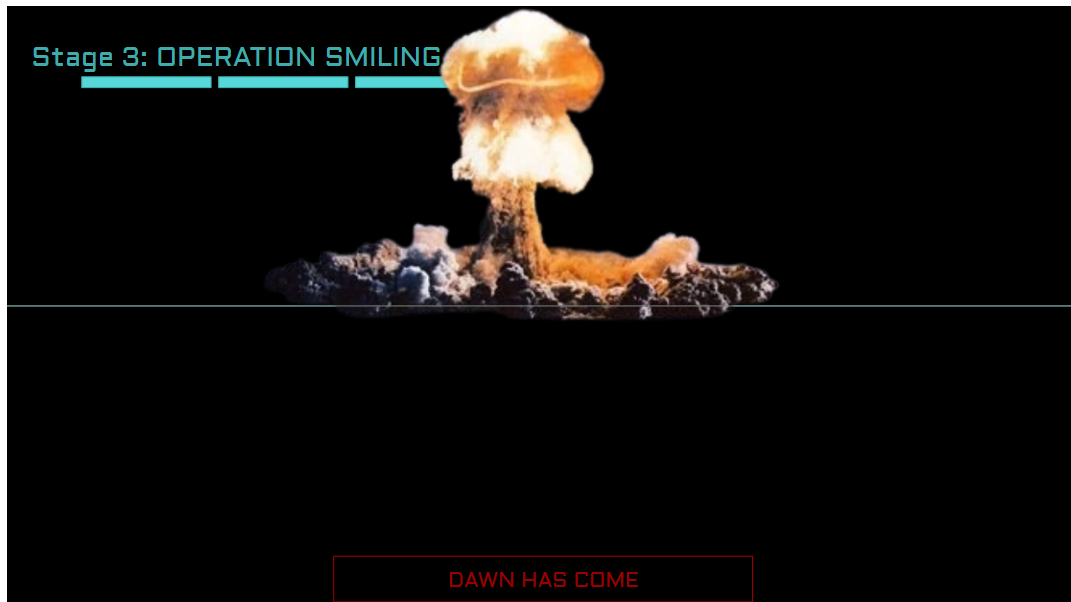
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### EXPLOSIVE LENSES

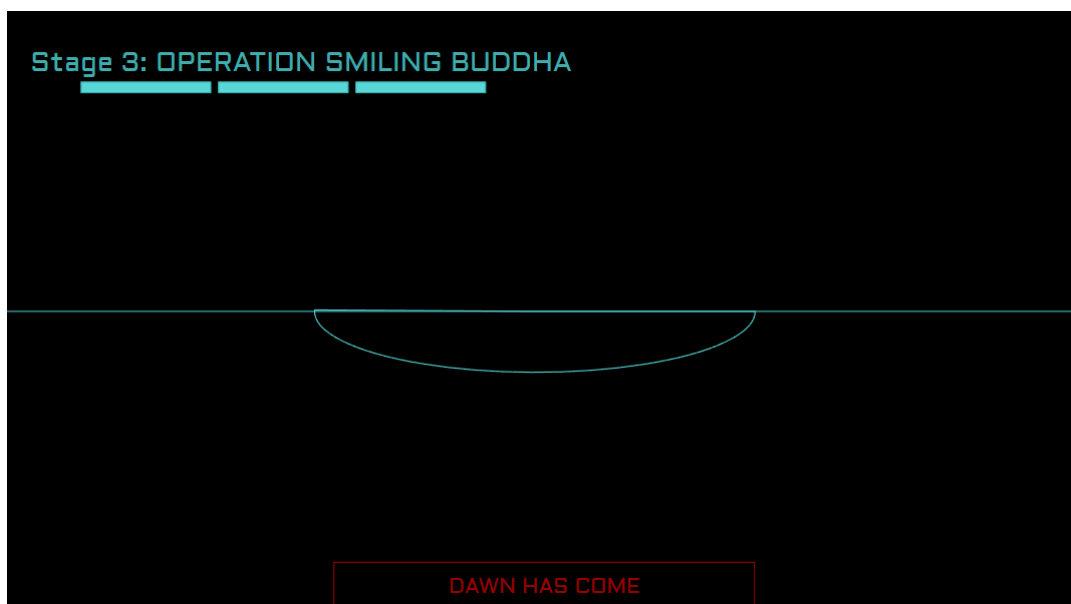
DRDO - TBRL effort, will complete itself passively.

Hire New Scientists and Assign Existing Scientists do the same thing. Hire New Scientists just increases research speed on top of supplying scientists.





If clicked on mechanic during the explosion (cyan outline of explosion)



Post Nuke

After deployment, the GUI will disappear after 2 weeks.

Desai Path

After the Indian reunification war, reconstruction, reintegration, and the Pakistan war, India will be stabilised, and a large focus tree covering until 1972 will be given to the player in the case the congress collapses and Morarji Desai wins the elections. The player won't be able to complete the tree as the Oil Crisis hits hard and a focus tree appears.

The first section of the focus tree will be Desai settling into his position and denouncing Indira. Desai will talk with Bose minimally, swaying him to give into political pressure and give up his political career. Desai disagrees with mass centralization and wants to moralize elites rather than crushing them. Desai believed in empowering local village panchayats and cooperative societies, rather than a centralized economic push; with minor irrigation projects, local grain banks, and rural credit. Desai decided local farmers were more experienced in rural agriculture than big corporations.

#### 1491 Day Focus Tree

Upon election in 1968, a focus tree up to 1972 will appear, containing the following:

- Eradicating Poverty
- Expanding Education and Literacy
- Supporting Rural Autonomy
- Rural Funding
- Strict Government Mandates for Private Banks
- Lokpal, Lokayukta and the fight against corruption
- New Technologies
- Replace Permits with Laws
- Regulations to protect small businesses
- Developmental projects
- Passing Prohibition
- Friendly with OFN
- Foreign Policy
- Subsidize Cottage Industry temporarily
- Economic Stability

Morarji Desai is known for being sometimes stubborn but fiercely direct. When he made up his mind on a policy or law, he would carry it out, ignoring political pressure. Desai proved direct, valuing order and structured authority. In private life, Desai lived similar to a monk, abstaining from spices and processed foods, refusing to hire servants, and opposing alcohol. His negative opinion of alcohol translated into his support and demand for prohibition.

# Economic Rolling Plan

## Economic Rolling Plan (Green Revolution comes with the mechanic)

Support Small Scale Industries

Support Rural Cottage Industry

Allocation to rural infrastructure

Investment into irrigation

Revised Minimum Needs Program - provided water, rural health, roads

Rural electrification

Fiscal incentives for non-urban factories

Nuclear Reactors

Diversified agriculture producing a large variety of crop

Agricultural mechanization

Irrigation projects

High Yielding Variety seed

Progress bars showing percentage of plan will appear. Some decisions must be taken to prevent debuffs.

Bose/AIFB Path

## Subhas Chandra Bose

After the Indian reunification war, reconstruction, reintegration, and the Pakistan war, India will be stabilised, and after the prologue tree, a large focus tree covering until 1972 will be given to the player.

Bose's prologue tree will be about dismantling Indian democracy and replacing the system with a one-party state. While he will outright ban all opposition, he will be more than willing to integrate possible allies in the Indian National Congress and Communist Parties. Bose will also have the chance to begin defining what Subhasism is. He will also have options to appoint a successor instead after the reconstruction period due to the passing of his friend Nehru having an effect on him as well as his health.

His path will entail his idea of Samyavada is a fusion of communism and facism with his own progressive ideals. Hence, his focus tree will have several options to pick from as well as event options through the several issues he tackles. Whichever idea he emphasizes the most will define his ideological legacy and a successor.

### 1491 Day Focus Tree

While his focus tree spans until 1972, realistically, the player cannot finish the focus tree due to him passing away in 1970 right before the oil crisis hits in full swing and the successor having to immediately deal with a massive crisis as soon as they are appointed. The many sections in his focus tree includes but not limited to:

- A cultural revolution which is his middle tree
- Militarisation
- Centralisation
- Secularism
- Focuses on the economy
- Alleviating poverty and many other reforms
- Focus tree for the Armed Forces
- Foreign affairs tree

Revolutionary Left chosen in prologue:

Focus on centralized economy, revolutionary army, sides with the masses

Totalitarian Right chosen in prologue:

Puppet the economy, mass militarization, authority is necessary for India, destroy resistance

Pragmatic Center chosen in prologue:

Centralization of economy, necessary militarization, sides with the masses

Subhas Chandra Bose is a very interesting figure. His very own ideology will be the main idea of this focus tree and the content the player will tackle. The player can shift his ideology to any

direction. The decisions the player gets will also depend on which direction his ideology is at the moment. Bose would be fiercely non-aligned with a limited pro-german stance. He will have extreme disdain towards the West but doesn't like Nazi policies either. His stance will be pragmatic in nature.

The player will be tasked with building his legacy and ideology as well as moving further away from democracy to authoritarianism.

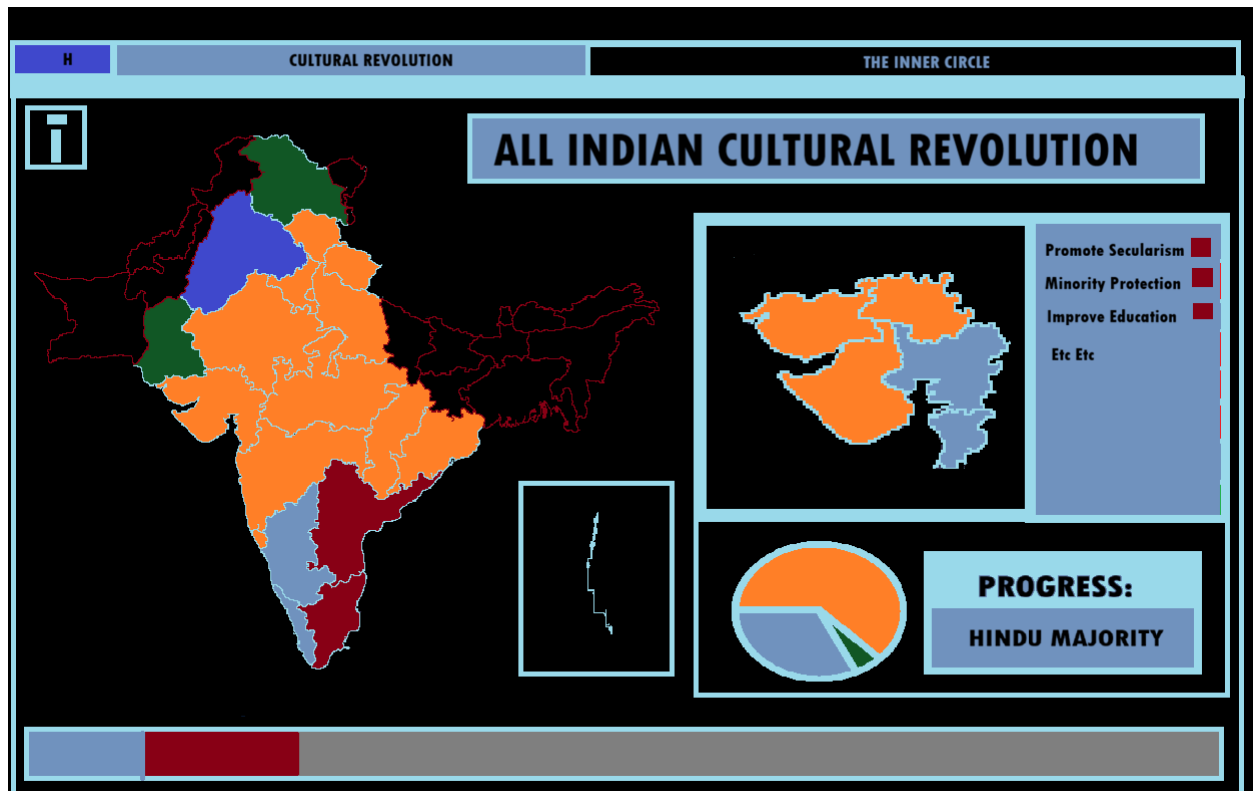


# Bose Path Mechanics

## BOSE PATH MECHANICS

Since Subhas Chandra Bose will be focused on turning India into a one-party-state, the election and parliament mechanic would be futile, hence these mechanics are introduced.

## CULTURAL REVOLUTION



Looking almost similar to the election mechanic, the cultural revolution mechanic is Bose's biggest goal for India. To truly build a disciplined and secular society. Now this mechanic will be prevalent across the whole playthrough and it's gonna be extremely hard to see results soon. The player has to work on this for at least several years and it might get finished near the end game timeframe.

The cultural revolution is not violent or forced, even though it takes inspiration from the Great Leap Forward. The goal of building a total secular society takes a lot of funding, political power, time and sometimes military force. The Hindu majority in the north would especially be hostile to such an idea of being religiously suppressed. In reality, the idea is to turn religion into a private matter and create a unified identity of India that is not a state for Hindus but all Indians. After secularisation, the secularised states will have additional decisions to militarize/foster discipline. What it means is that the people in the red states value a unified Indian identity over a religious identity and are fiercely loyal to a "new India". This doesn't mean religions are eradicated, just the violence, extremism, blind loyalty and fierce devotion, and extravagant public displays will

be gone and replaced with just private praying and beliefs as well as public places of worship being less important to the government or state.

While on paper it seems nice, in practice, this will take tremendous religious suppression, propaganda, military force and much more. Losing Pakistan makes the process easier by just a bit even.

Orange - Hindu Majority

Green - Muslim Majority

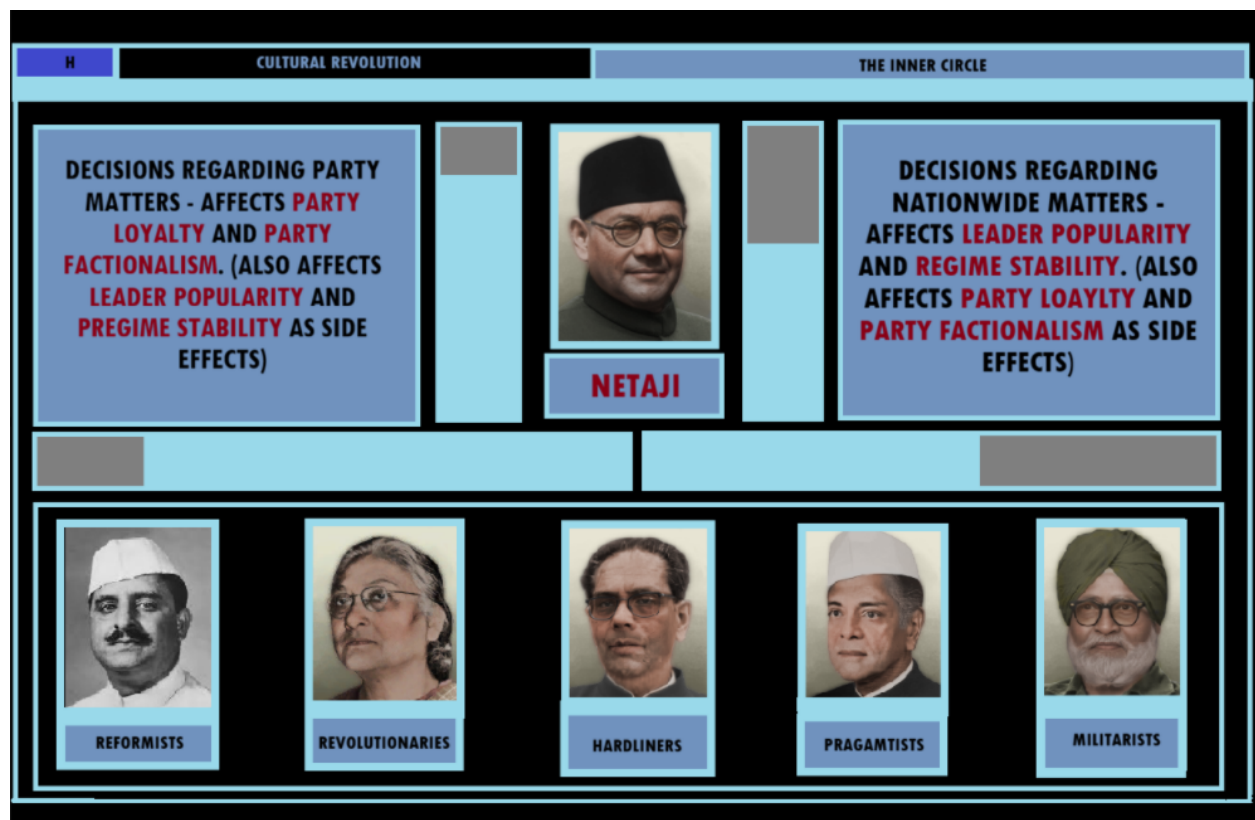
Blue - Sikh Majority

Cyan - Secularised State

Red - Secularised and militarized/disciplined

The bar at the bottom slowly fills up with secularism as the process goes and it turns red as well as the secularised state militarizes.

## THE INNER CIRCLE



The inner circle mechanic is all about maintaining the one-party state. This mechanic will be available to Bose and his successors but instead of the members being head of different factions within the party, they will stack their ideological allies in the inner circle.

The left and right top bars beside Bose's portrait are party loyalty and leader popularity, both of which affect the LEADER's position in the party and the nation.

The two bars below his portrait are Party Factionalism and Regime Stability, both of which affect the PARTY as a whole by the party members and the nation.

All four of the bars affect your playthrough.

Party Pop - Low War Support

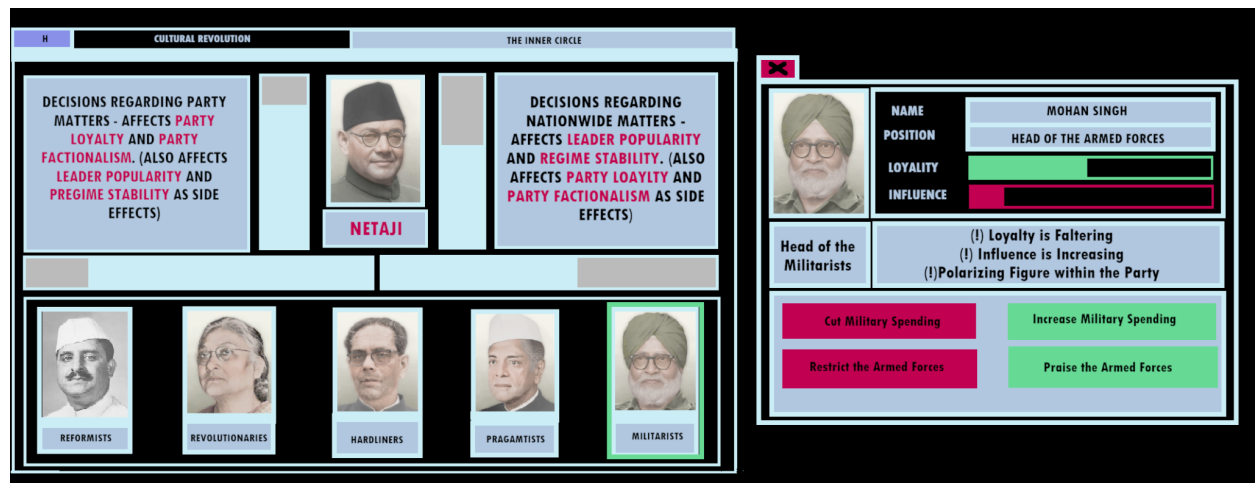
Party Factionalism - Low PP Gain

Party Loyalty - Low Policy Effectiveness

Regime Stability - Low Stability

If two or more bars are dangerously low during the Oil Crisis, the government will collapse.

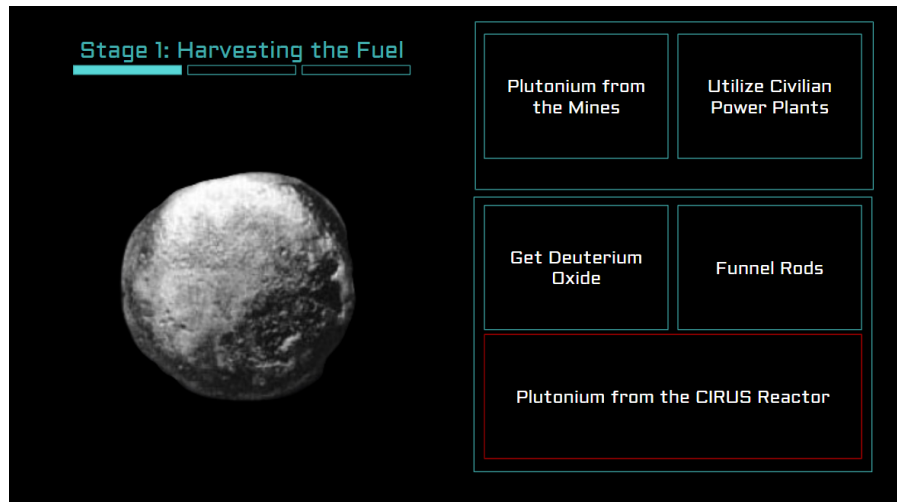
The player can click on either faction to open a smaller window which has more decisions to increase the faction's popularity or opinion to set that faction as the possible successor to Bose.



Do note that both the militarist and reformist factions can not succeed Bose, but if any of the chosen successors fails to stabilise a situation that will be almost similar to the death of Stalin, either faction will coup them.

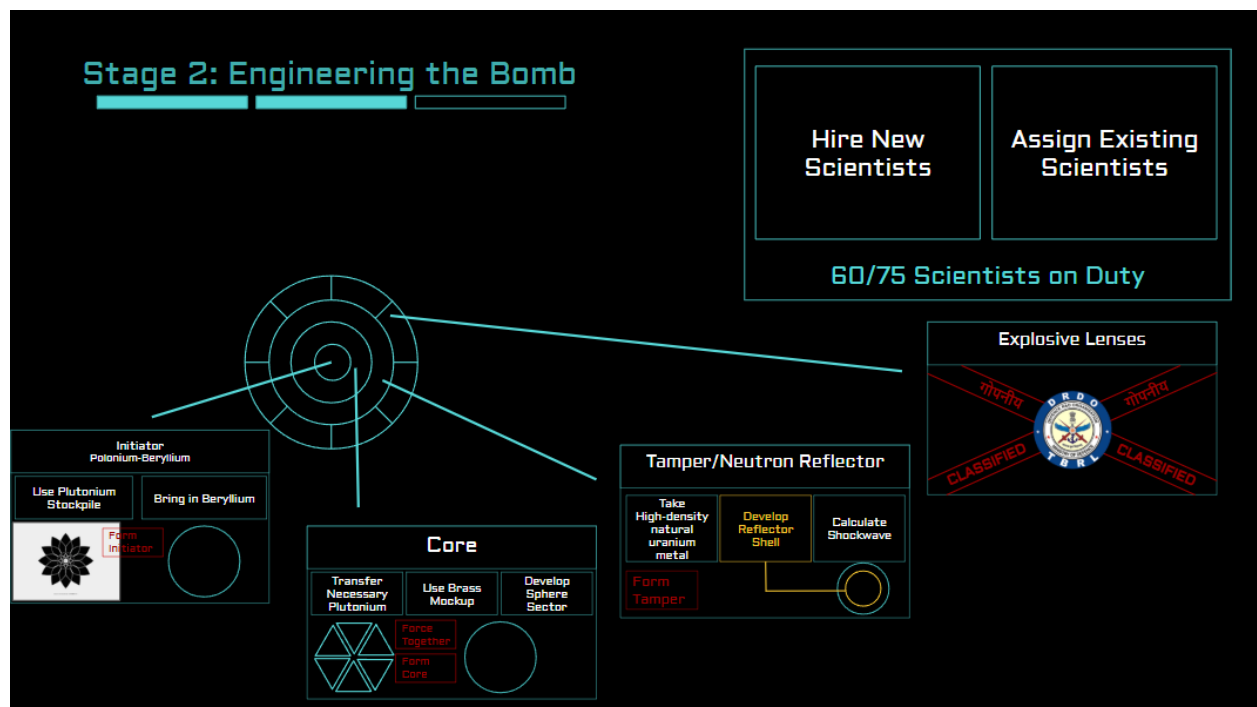
Anyone other than Bose will not have multiple factions, only their loyalists in the cabinet nor the extra window pop up.

# Nuclear Development



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### CORE

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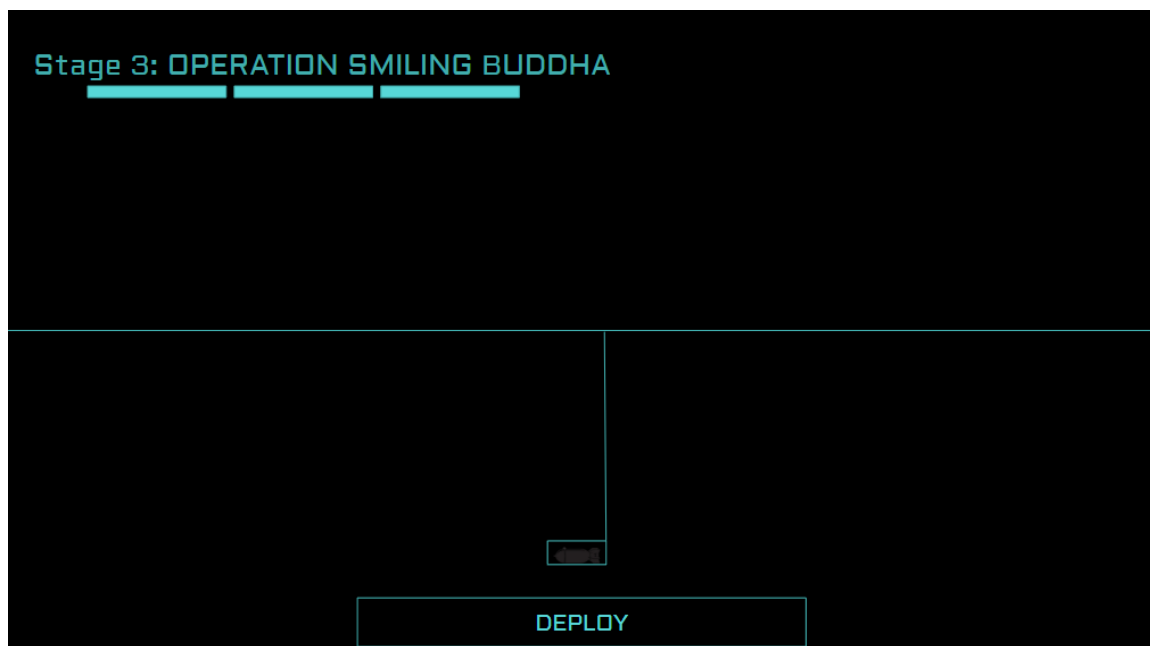
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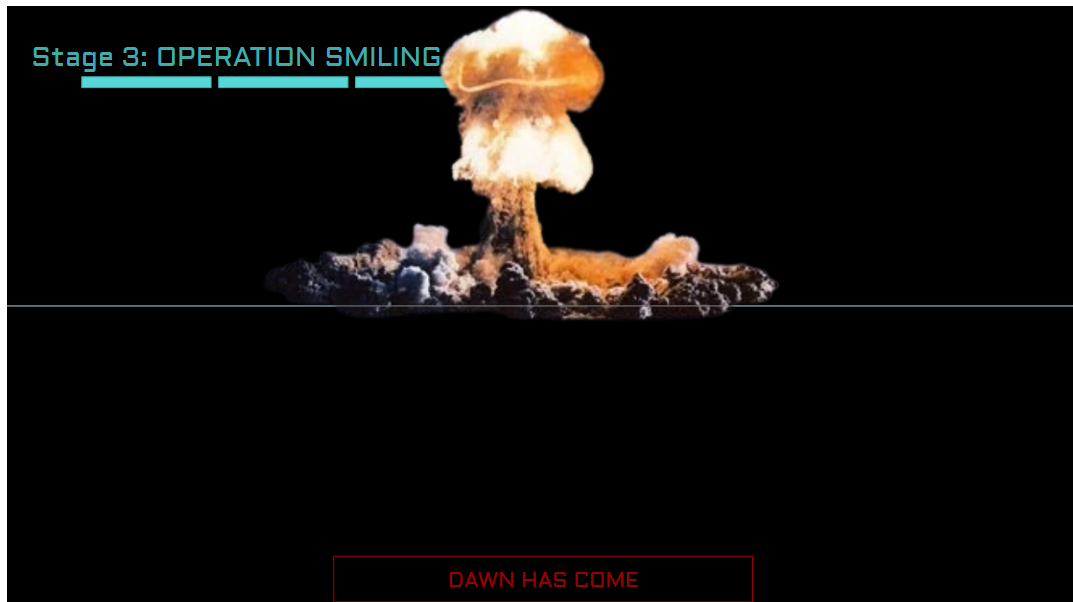
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### EXPLOSIVE LENSES

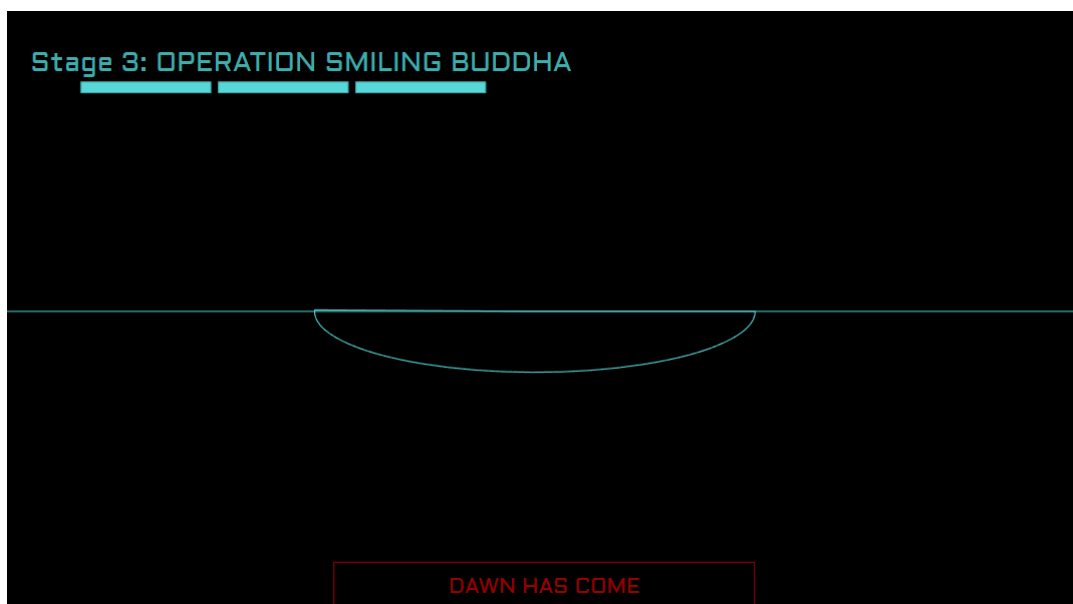
DRDO - TBRL effort, will complete itself passively.

Hire New Scientists and Assign Existing Scientists do the same thing. Hire New Scientists just increases research speed on top of supplying scientists.





If clicked on mechanic during the explosion (cyan outline of explosion)



Post Nuke

After deployment, the GUI will disappear after 2 weeks.

Bose decisions can be complete 30% quicker

## Death of Bose

In 1969, Bose will die of tuberculosis, before his death, he will name his successor whichever type of Subhasism was followed. After Bose dies, the country will mourn, but the candidates of succession will begin finding their own way to gain support as the military is mobilized to put down revolts ensuing Bose's death. The successor chosen will have a leg up, but the successor will be elected by the AIFB.

### 28 Days

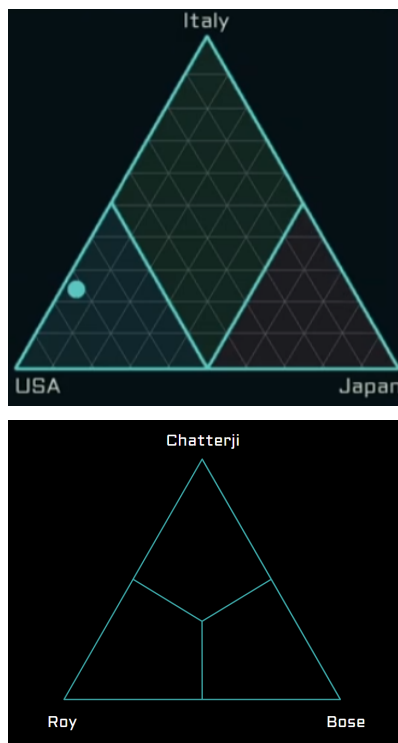
The death of Bose will also trigger a short focus tree mourning Bose and fighting for the players chosen candidate.

The power struggle will start with each faction having their percentage influence transferred to the mechanic. For example: Roy = 22% Bose = 10% Chatterji = 32%

$$32 + 22 + 10 = 64$$

$$\text{Roy} = 22/64 \quad \text{Bose} = 10/64 \quad \text{Chatterji} = 32/64$$

$$\text{Roy} = 34.375\% \quad \text{Bose} = 15.625\% \quad \text{Chatterji} = 49.23\%$$



The power struggle will be a triangle and dot, with the starting percent putting the dot wherever. Each candidate will have their own way of gaining power.

Roy - Trust of the people, revolutionaries, left wing, some appeasement to centre left

Chatterji - Ally with Reformists temporarily, ally with certain elites, promise reform

Bose - Swaying the military, swaying elites, intimidation

# Roy Path

If Leela Roy wins the power struggle, she will receive a tree up to 1972 that cannot be completed because the Oil Crisis hits. Roy will begin the focus tree centralizing power and weakening the factions that were in the power struggle.

850 Days

Leela Roy will support revolutionary militarization, united workers, equal gender roles, and proletarian autonomy. Roy opposed a proletarian dictatorship and supported a majority centralized economy.

The focus tree will contain:

Stabilization of power

Lowering other factions power

Empowering workers unions

Equal gender rights

Land to the tiller

Universal Healthcare

New factories

# AN Bose Path

If Amiya Nath Bose wins the power struggle, he will receive a tree up to 1972 that cannot be completed because the Oil Crisis hits. Bose will begin the focus tree centralizing power and paralyzing opposing factions.

#### 850 Days

Amiya Nath Bose will generally continue the basis and goals of his uncle Subhas Chandra Bose and hardliners by implementing the same policies politically while adding a few reforms on top. He will attempt to smother out other factions to preserve Totalitarian Subhasism.

The focus tree will contain:

Centralization of power

New Industrialization Policy

Attacking other factions

More flexible working conditions

Investigating any traces of corruption

Chatterji Path

If Anil Chandra Chatterji wins the power struggle, he will receive a tree up to 1972 that cannot be completed because the Oil Crisis hits. Bose will begin the focus tree centralizing power and weakening opposing factions.

850 Days

Anil Chandra Chatterji would implement necessary reforms to society and the economy, focused on centralized efficiency while being flexible.

The focus tree will contain:

Swaying and beating back other factions

Better fiscal policies

Flexible taxation

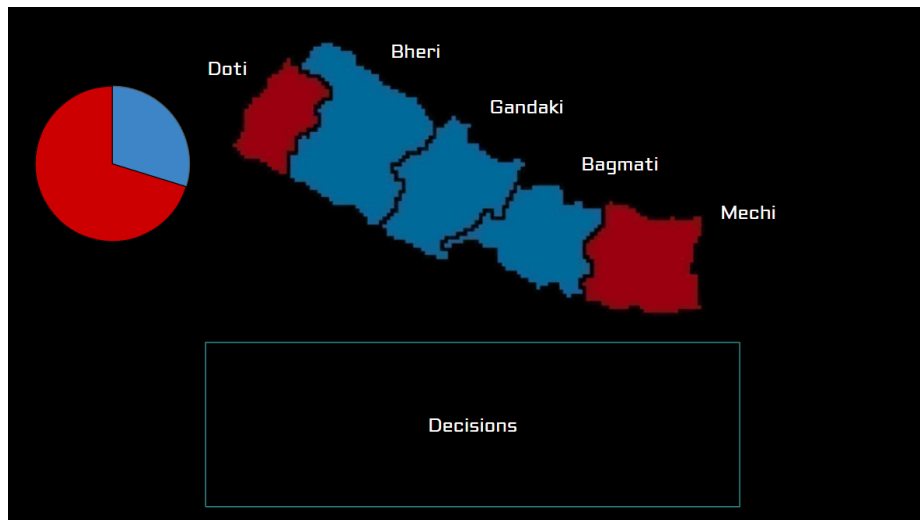
Administrative efficiency

Social reforms in unity with reformists

Economic modernization and industrialization

# Regional Proxies

## Not your average Foreign Policy so it goes in decision tab NEPAL CIVIL WAR



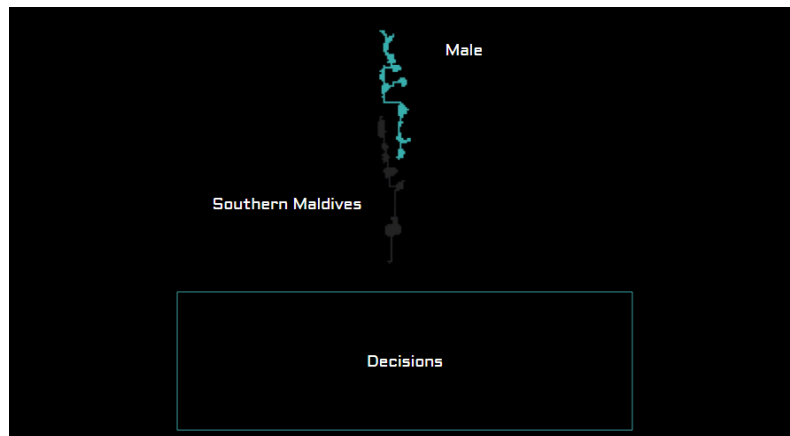
In Early 1969, the Nepali Congress, opposition to the Panchayat in Nepal, continues to hold out and strike the border, asking for Indian intervention. News reaches Delhi, and the government will agree to support Nepal in the war.

Each state will have a control wheel, showing how much control is in each state. The Nepali Congress must control all provinces to be victorious in the guerilla war.

India will support the Nepali Congress by sending equipment, officers, volunteers, etc. The war should not be very difficult as the Nepali Government is outnumbered and disconnected logistically.

Selected state will flash white to show it is selected

## MALDIVES COUP



With the Oil Crisis moving India's eyes away from the Maldives, Ibrahim Nasir will begin to grow closer to Japan. The news of this conspiracy will reach Delhi through intelligence and the military will be ordered to arm up for an invasion. The goal of the mechanic is to have high enough popular support that a counter coup will not happen and Japan will not be able to protect the Maldives.

Decisions will mainly be to raise sympathies to India, outrage against the government, starting uncontrollable conspiracies, supporting Indian sympathizers, then seizing the Maldives.

Only possible if Maldives went Ibrahim Nasir path

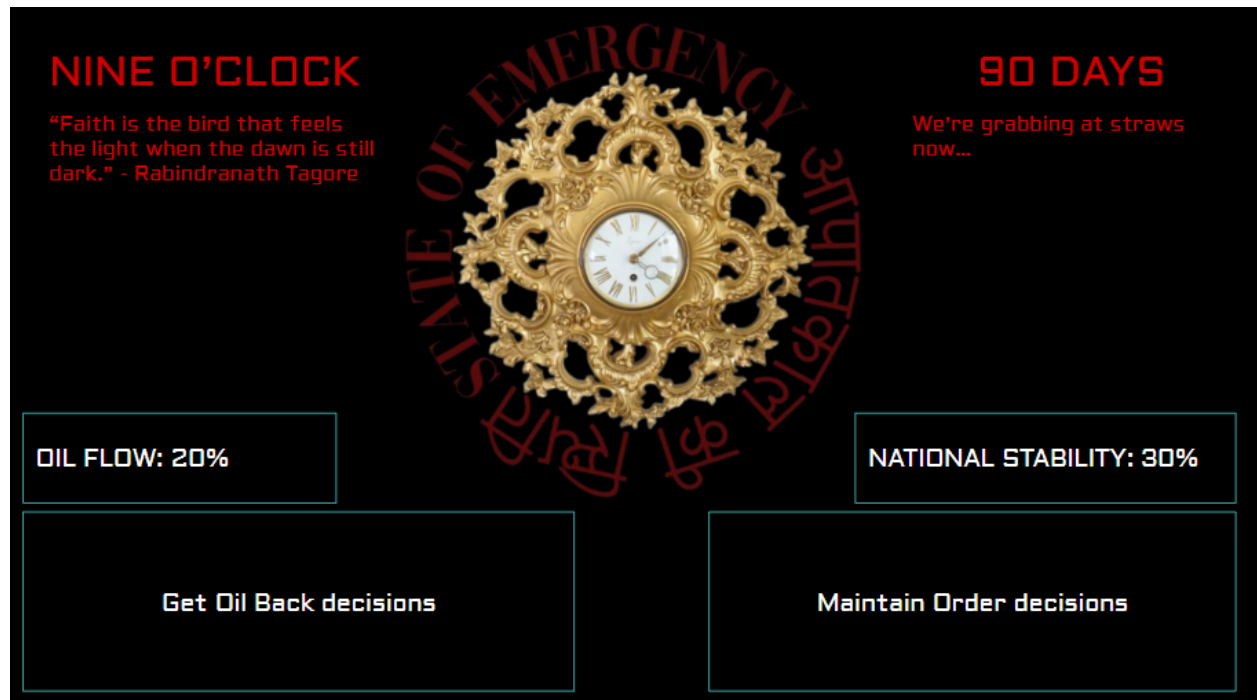
Happens in 1972

Cyan is state selected  
Gray is non selected state

# Oil Crisis

Upon the collapse of Iraq and Egypt in the Oil Crisis, India will lose its flow of oil from the Middle East. The loss of oil will strike India in less than a month, with the loss of transportation methods and the Green Revolution. The nation will fall into economic crisis and looming famine, forcing any INC path prime minister to declare a state of emergency. For the below mechanic images are just reference

## RUNNING OUT OF TIME



### Getting Oil Back

This will basically be trying to get oil from sources outside of the middle east, most likely pushing out domestic oil or getting some from Russia, West Africa, USA (if applicable) or South America. Oil Flow can also increase as the situation in the Middle East stabilizes. Decisions can help delay the clock.

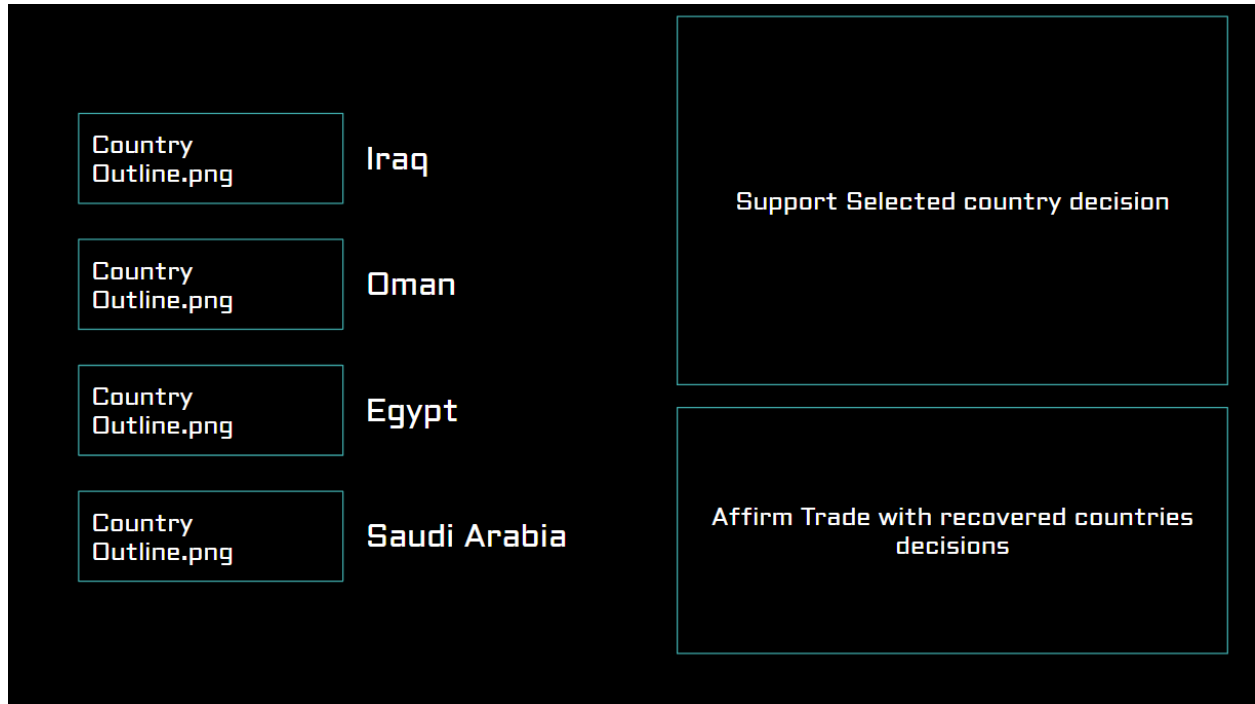
### Maintain Order

Essentially stopping unrest in the streets by talking to the protestors, sending in police, building barricades, etc. depending on which path you play this can get violent. This is also about keeping opposition from getting ideas to prevent something like a military coup or radicalist takeover. This can also be about forcing back opposing factions if you're playing Bose path.

### Oil Flow National Stability

Get Oil Flow over 90% and Stability over 60% and the Oil Crisis is over. You mainly get this from decisions.

# FOREIGN POLICY



Clicking on the country will allow you to interact with the selected country with decisions, usually civil war, and affirm trade reenables oil trade with applicable countries.

India will be able to interact with the following countries in these ways:

Iraq - Republic of Iraq faction - Send Equipment, Advisor, Combat Engineer, Volunteers  
- India can still oil trade with any post civil war faction with decisions but takes longer if not aligned

Oman - (Must be resolved before interacting with Saudi Arabia) - Sultanate of Muscat and Oman - Send Equipment, Advisor, Combat Engineer, Volunteers - India can still oil trade with any post civil war faction with decisions but takes longer if not aligned

Egypt - Kingdom of Egypt - Send Equipment, Advisor, Combat Engineer - Mainly for trade routes

Saudi Arabia - Can get oil after Oman - In the case Saudi Arabia goes to war with Yemen: Send Equipment, Advisor, Combat Engineer, Volunteers

# INC Oil Crisis Focus Tree

## 240 Day Focus Tree

### Menon Oil Crisis Tree

Initial Branch - Declaring State of Emergency, Halt some transportation sources and Green Revolution, unite right and left factions to fight Oil Crisis

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, sending in military, negotiations with protestors, creation of Rapid Action Forces, focus on allying moral elites to appease conservative faction

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

### Indira Oil Crisis Tree

Initial Branch - Declaring State of Emergency, Halt transportation sources and Green Revolution

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, sending in military, negotiations with protestors, creation of Rapid Action Forces, fight right opposition strength

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

### Rajaji Oil Crisis Tree

Initial Branch - Declaring State of Emergency, desperate temporary economic recentralization, seizing some corporate assets

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, reorganizing police, creation of Rapid Action Forces, negotiations with protesters, fight far left and far right agitation

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

### Desai Oil Crisis Tree

Initial Branch - Declaring State of Emergency, desperate temporary recentralization

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, reorganizing police, creation of Rapid Action Forces, negotiations with protesters, fight far right and left agitation

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

### Vajpayee Oil Crisis Tree

Initial Branch - Declaring State of Emergency, desperate temporary recentralization, halt Hindu mechanic

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, reorganizing police, creation of Rapid Action Forces, negotiations with protesters, fight left agitation

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

# Bose Oil Crisis Focus Tree

## 240 Day Focus Tree

### Roy Focus Tree

Initial Branch - Centralize power and temporary absolute economic centralization

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, military sent to fight protest, possible negotiation, revolutionary propaganda, fight other faction agitation

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

### Amiya Nath Bose Focus Tree

Initial Branch - Centralize power and push for absolute economic control

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc. (Totalitarian India will see more reluctance to trade oil)

National Unrest - Blocking the streets, military sent to crush protest, curfew set, fight other faction agitation

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

### Chatterji Focus Tree

Initial Branch - Centralize power, economic reformation on pause

3 Branch Focus Tree containing:

Sourcing Oil, Solving Oil Trade - Finding Oil in provinces like Rajasthan or Arunachal Pradesh (oil yielding provinces), trading Oil with Russia or Siberia, West Africa, South America, etc.

National Unrest - Blocking the streets, military sent to fight protest, negotiation with protest, temporary alliance with reformist, fight other faction agitation

Middle East - Chain of focuses that are in the order of which countries should be resolved first - required for completing Affirm Trade decisions - order of focus is Oman, Saudi Arabia, Iraq, Egypt (Suez Canal not oil), Ask Italy for Libyan oil

# Post Oil Crisis Tree

After the Oil Crisis, the player will deal with restabilizing the country and building it.

INC

## 600 Day Focus Tree (Cuts off in time for election)

### Menon End Term Focus Tree

End state of emergency, some economic decentralization, 2 year economic plan to rebuild the economy before end of term, stabilization of congress through appeasement or draining the power of opposition, talks with other countries like China, Russia, Siberia, OFN for trade

Economy, Internal Politics, Foreign Policy will be in different branches.

### Indira End Term Focus Tree

Continued but lesser state of emergency, sending police to maintain order in streets, 2 year economic plan, slow centralization of power, restabilizing connections to certain sphere countries like China, contact with OFN, spreading out oil trade to prevent another oil crisis, Indira can choose to declare a full state of emergency and centralize power or stop state of emergency

Indira can be assassinated or impeached (50/50) if 75% of centralization focused are complete, putting Sanjay in control.

Indira can only declare a full state of emergency if 50% of centralization focuses are complete

Economy, Internal Politics, Foreign Policy will be in different branches.

### Rajaji End Term Focus Tree

End state of emergency, return of fully decentralized economy, denouncing opposition, promoting moral elites, other literacy programs, technological advancements, etc., talks with countries like China, Italy, and OFN, stable trade relations

Economy, Internal Politics, Foreign Policy will be in different branches.

### Desai End Term Focus Tree

End state of emergency, economic decentralization, promoting moral elites, other literacy programs, technological advancements, etc., fund Lokpal and Lokayukta to destroy corruption, national tour, talks with countries like China, Italy, and OFN.

Economy, Internal Politics, Foreign Policy will be in different branches.

## Vajpayee End Term Focus Tree

End state of emergency, economic decentralization, support Hinduism, appease moderate, populist directive, other literacy programs, technological advancements, etc., national tour, talks with countries like China, Italy, and OFN.

Economy, Internal Politics, Foreign Policy will be in different branches.

AIFB

## 600 Day Focus Tree

### Roy End Term Focus Tree

Centralized economic planning, better relations with other communist nations, more revolutionary propaganda, stripping power of other factions (less effective on reformists and military), established oil trade

Economy, Internal Politics, Foreign Policy will be in different branches.

### Bose End Term Focus Tree

Some economic reform, talks with Germany (likely to fail), attacking factions of the Bloc carefully, recentralizing power rapidly, stable oil trade

Economy, Internal Politics, Foreign Policy will be in different branches.

### Chatterji End Term Focus Tree

Efficient economic reform, civil reconstruction, welfare reform, embracing party unity, allowing economic liberalization or opposing economic liberalization, destroying other factions, talks with Italy, China, OFN, spread out oil trade

Economy, Internal Politics, Foreign Policy will be in different branches.

# Second Pakistan War

Begins in 1972 if Pakistan still exists but the war will only last 14 days before negotiations are forced by events. Unless India somehow capitulates Pakistan in 14 days, these are the scenarios:

| Pakistani Victory in First War                                 | Stalemate in First War                             | Indian Victory                                                                                  |
|----------------------------------------------------------------|----------------------------------------------------|-------------------------------------------------------------------------------------------------|
| The entire Indo Pakistan border is demilitarized on both sides | India hands over Karachi to Pakistan for 5 Billion | Honestly it shouldn't be possible, but if a player somehow does this, Pakistan will be annexed. |

# Epilogue

For tabbing purposes. Epilogues are meant to be an ending centered around events. They will last 1 year or less.

# INC Rough Sailing

All Rough Sailing (Oil Crisis solved) INC epilogue focus trees will end with the same 2 focuses.  
“The Torch Bright”, “Spring”

Upon completion of focus “Spring”, India will be added to the superpower menu map.

1973 Election

## **Rajagopalachari**

Rajagopalachari dies 1974; Swantantra Elected

*N. G. Ranga*

Free Market Capitalism, Individualism, Peasant Welfare, Peasant Education

*Gayatri Devi*

Free Market Capitalism, Support Individualism, New Urban Planning

## **Desai**

INC (Split Path) elected; Desai dies due to stress other health conditions in 1971  
(Roughly after the oil crisis)

CIA infiltration conspiracy: a small focus tree regarding investigation and events with decisions will be given to the player when the this kicks off right before the epilogue.

If Hegde completes investigation on the CIA infiltration conspiracy

*Ramakrishna Hedge*

Maintain Free Market, Greater Welfare for Masses, Blueprint for Three Tier Panchayat system  
(District, Sub District, Village)

If Hegde fails to complete the investigation on the CIA infiltration conspiracy,

*R N Kao*

(Ally with Sam Manekshaw and the armed forces, temporary administration until investigation concludes, investigation on how much the CIA has infiltrated the Indian government, other counter-intelligence and nation-building-based focuses)

## **Menon**

Menon Election Tree, Corruption Allegations

Menon dies October 6 1974

INC United elected

**Corruption Investigation Mechanic, if investigation is started**

Corruption Mechanic will be similar to Ostafrika but also with a risk bar. Similar to Ostafrika, investigations can be mounted to find evidence, with pieces of evidence that can be sorted as some are more significant than others. There will be options to mount a small, medium, or large risk investigation. The larger the risk, the more critical the evidence will be. The player will be able to send out a set of evidence twice, increasing investigation progress. (Set of evidence includes 4 pieces) If an investigation fails, the risk will increase depending on how risky the operation is. If risk reaches maximum, the investigation will be forced to end with however much progress was made.

*Chandra Shekhar - Investigation - Menon passes away - Successor*

A little less centralized economy, rural support with basic need and primary education, guaranteed welfare and right, finishing Green Revolution

***Menon decides No Investigation, Confidence vote started, he is forced to create AICB (7 day event chain, player decide if vote successful)***

*Nani Phalkivala - No Investigation - No Confidence vote succeeds (Investigation Progress <80%)*

Economic Liberalization, lower taxes, private property, right to free (as in freedom) education

*Jyoti Basu - No Investigation - Menon creates All India Communist Bloc - Confidence vote fails (Investigation Progress 80 - 100%)*

Finish fight against anti sharecropper landlordism, guaranteed primary education, abolition of privy purses, secure against right wing

## **Indira**

INC (Split Path) elected

*Indira Gandhi - Democracy held high*

Finishing Green Revolution, funds to rural areas, abolition of privy purses (if applicable), nuclear effort

*Jayaprakash Narayan - Evidence developed - Indira impeached*

Power to the panchayats, more support for small industries, denouncing Indira's supporters

*Indira Gandhi - "National Emergency" - Power seized - Only if Indira in charge during Oil Crisis*

Emergency declared, consolidating power, arrest opposition, suppress protests

*Sanjay Gandhi - Indira assassinated - Assassinated if Punjabi autonomy is refused - Power seized - Only if Indira in charge during Oil Crisis*

Emergency declared, attack Sikh militants, minor concessions to aligned members to give time to enact policies, consolidating power, crush dissent

## **Vajpayee**

*Vajpayee - Centre*

Free Market reform, ensured primary education, social welfare improvement

*Vajpayee - Hindu - Only if Vajpayee is elected in 1968 and completed the Hindu Nationalist Mechanic*

Enshrine Hindu Nationalism, Hinduism in education, ensured primary education, social welfare improvement

# AIFB Rough Sailing

All Rough Sailing (Oil Crisis solved) AIFB epilogue focus trees will ends with the same focus.  
"Flames Bright Evermore"

With the completion of "Flames Bright Evermore", India will be added to the superpower menu map.

## **Reformist Coup**

Shah Nawaz Khan takes control almost immediately after the Oil Crisis (1 week), putting in reformists and transition into democracy if influence is >70% and loyalty <90%

If Reformist coup Roy, Dhillon counter coup

*Gurbaksh Singh Dhillon - INA Counter-coup*

Keeps many of the initial reformists methods Khan took, but keeps the one-party state status quo if the army isn't cleaned before Khan moves towards introducing back democracy

*Khan - Reform*

Quick Democratization, Economic Liberalization, moving towards a democratic government

## **Roy**

Leela Roy dies in 1973 with Sahgal succeeding leadership.

*Lakshmi Sahgal*

Cementing Revolutionary Communism, new industrial plan, revolutionary propaganda, forming the South Asian Comintern or supporting/join the Comintern (likely will only be India if South Asian Comintern)

## **Bose**

After Bose fixes the Oil Crisis, he will cement his government and legacy.

*Amiya Nath Bose*

Few certain economic reforms, purging bureaucracy, expanding domestic market, controlling the press, oppressing any groups that could be a threat

## **Chatterji**

Many in Chatterji's cabinet are economic intellectuals, who are slowly growing discontent with a tight centralized economy.

*Anil Chandra Chatterji - some economic liberalization allowed*

Appeasing economic intellectuals, cracking down on certain powers in the party, passing reform for welfare and less pressure against press and certain public demonstration

*Jagadish Bhagwati - Chatterji refutes economic liberalization - using new power and persuasion, Chatterji removed*

Remaining One Party State but allowing other political parties to form, economic decentralization, removal of Chatterji sympathizers from party

## **Military Coup**

Mohan Singh takes control almost immediately after the Oil Crisis (1 Week), putting himself head of politics, and Pfaff as puppet prime minister if influence is >60% and loyalty <70%

If Reformist Coup happens at the same time, Military will counter coup, but Pfaff will counter counter coup

Pfaff will also counter coup if Chatterji was couped and military influence is 60 - 70%

*Mohan Singh - Power Consolidated - Pfaff doesn't attempt anything*

Establishment of close cooperation between military and civilian, economic centralization, purging communist, hardliner, pragmatic faction, military sent to crush protest

*Anita Bose Pfaff - Military loses friction - Civilian backed coup*

Purging military faction, empowering military loyalist, some economic decentralization, protest appeasement, a new big tent for transitioning democracy

# INC National Disaster

All National Disaster (Oil Crisis failed) INC epilogue focus trees will end with the same focus.  
"Sunset"

Armed Forces deposes Indian National Congress and parties in all paths

### **Manekshaw Coup At least >60 Influence**

After coup, Manekshaw will get a focus tree essentially being Manekshaw stabilizing the situation after coup and ensuring the return of stable democracy eventually. He will begin sending the military into the streets to calm civilians and collaborate with moderate figures to begin finding a solution.

Technically scrapped for future updates but here just in case

~~Homi N. Sethna—Manekshaw backs Moderate Technocrats~~

~~Sethna will import new technologies to support industry and support agriculture, new power plants, food imports from world to stop famine, fiscal stimulus, renewing effort to find oil~~

~~Sam Manekshaw—Retires from military—Prime Minister~~

~~Continued cooperation with OFN for oil, military used to keep streets from turning violent, food import, creating more jobs~~

~~Rajiv Gandhi—Manekshaw contacts Rajiv~~

~~Accelerated welfare reform, OFN contact, create new jobs, food import, agriculture reform, decentralized economics~~

### **Armed Forces back Tata Both factions do not meet stated requirements (meaning at least one must have 50-59 influence)**

Jehangir Ratanji Dadabhoy Tata will be supported by both republican and INA factions being that he is a moderate figure that both factions tolerate. His focus tree will be stabilizing the nation, appeasing both republican and INA forces when implementing reforms, extinguishing protests.

### **Kiani INA Coup Atleast >60 Influence**

After coup, Kiani will centralize power and send the military to crush protestors. Kiani will suspend general elections and implement a military controlled bureaucracy to rebuild the economy.

# AIFB National Disaster

All National Disaster (Oil Crisis failed) AIFB epilogue focus trees will end with the same focus.  
"Ashes at Midnight"

Shabeg Singh launches military coup in all paths

### **Coup - Military Junta**

Resulting from the Oil Crisis, Shabeg Singh will become a popular moderate figure in the army, with the military seizing the country from whoever is leading. Singh will implement a Military Council to lead the country as he sends the military to intimidate crowds and if necessary crush revolts. He will purge the All India Forward Bloc and consolidate power around his military regime.

### **Coup - Temporary Administration**

Resulting from the Oil Crisis, Shabeg Singh will become a popular moderate figure in the army, with the military seizing the country from whoever is leading. Singh will be influenced by republican military figures to be less intermingled with politics and develop a civilian council. Singh will develop a civilian council to help economic reform and try to intimidate crowds in the streets using the military to keep order. Many All India Forward Bloc figures will be temporarily arrested.