# Now home to Government Decisions

country\_decisions = {

tutor\_heir\_reform\_power = {

color = { 173 189 237 }

major = yes

potential = {

has\_government\_attribute = may\_request\_heir\_tuterlage

has\_heir = yes

}

allow = {

custom\_trigger\_tooltip = {

tooltip = NOT\_TUTOR\_HEIR\_THIS\_RULER

NOT = { has\_ruler\_modifier = tutored\_heir }

}

has\_regency = no

heir\_age = 10

NOT = { heir\_age = 15 }

OR = {

has\_adm\_advisor\_2 = yes

has\_dip\_advisor\_2 = yes

has\_mil\_advisor\_2 = yes

}

}

effect = {

country\_event = { id = court\_politics.34 } # Tutor Heir

}

}

recruit\_sixty\_tradition\_general = {

color = { 173 189 237 }

major = yes

potential = {

has\_government\_attribute = may\_recruit\_sixty\_tradition\_general\_fifthteen\_years

}

allow = {

custom\_trigger\_tooltip = {

tooltip = HAS\_NOT\_RECRUITED\_GENERAL\_15

NOT = { has\_country\_modifier = hired\_sixty\_general }

}

}

effect = {

add\_country\_modifier = {

name = "hired\_sixty\_general"

duration = 5475

}

create\_general = { tradition = 60 }

}

}

recruit\_early\_explorer\_colonialization = {

color = { 173 189 237 }

major = yes

potential = {

has\_idea = quest\_for\_the\_new\_world\_1

NOT = { has\_country\_flag = recruited\_one\_time\_explorer }

}

allow = {

has\_idea = quest\_for\_the\_new\_world\_1

is\_at\_war = no

}

effect = {

set\_country\_flag = recruited\_one\_time\_explorer

create\_explorer = { tradition = 0 }

}

}

reform\_government\_old\_reforms = { # Transition out of Feudal age

color = { 183 183 183 }

major = yes

potential = {

# OR = {

# technology\_group = western

# technology\_group = eastern

# }

# OR = {

# has\_reform = high\_feudal\_monarchy\_reform

# has\_reform = elective\_feudal\_monarchy\_reform

# }

NOT = { has\_country\_modifier = centralization\_modifier\_golden\_bull }

OR = {

AND = {

is\_year = 1355

NOT = { is\_year = 1465 }

}

AND = {

is\_year = 1465

OR = {

has\_reform = high\_feudal\_monarchy\_reform

has\_reform = elective\_feudal\_monarchy\_reform

}

}

}

}

allow = {

government\_reform\_progress = 100

adm\_tech = 9

is\_year = 1435

is\_at\_war = no

stability = 1

is\_subject = no

}

effect = {

custom\_tooltip = centralize\_power\_to\_state\_gov\_reform\_tt

add\_country\_modifier = {

name = "centralization\_modifier\_golden\_bull"

duration = 10950

}

add\_prestige = 25

if = {

limit = {

NOT = { has\_reform = high\_feudal\_monarchy\_reform }

NOT = { has\_reform = elective\_feudal\_monarchy\_reform }

}

change\_government\_reform\_progress = -50

}

if = {

limit = {

has\_reform = high\_feudal\_monarchy\_reform

}

add\_government\_reform = feudalism\_reform

change\_government\_reform\_progress = -75

}

if = {

limit = {

has\_reform = elective\_feudal\_monarchy\_reform

}

add\_government\_reform = elective\_monarchy\_reform

change\_government\_reform\_progress = -75

}

add\_years\_of\_estate\_land\_income = 0.5

change\_estate\_land\_share = {

estate = all

share = -10

}

}

ai\_will\_do = { # AI will currently only switch when they embrace gunpowder

factor = 10

}

}

# remove\_high\_feudal\_policies = { # Removes all High Feudal Policies for the Ai #### Removed for Release 1.35 build as Ai no longer uses High Feudal Policies

# color = { 183 183 183 }

# major = yes

# potential = {

# ai = yes

# NOT = { has\_country\_flag = cleared\_feudal\_modifiers }

# }

# allow = {

# is\_year = 1451

# is\_at\_war = no

# has\_institution = renaissance

# NOT = { has\_country\_modifier = remove\_high\_feudal\_policies }

# }

# effect = {

# hidden\_effect = {

# country\_event = { id = removes\_policy\_1356.1 } # Tutor Heir

# set\_country\_flag = cleared\_feudal\_modifiers

# }

# tooltip = {

# change\_government\_reform\_progress = 25

# }

# }

# ai\_will\_do = { # AI will currently only switch when they embrace gunpowder

# factor = 10

# }

# }

}