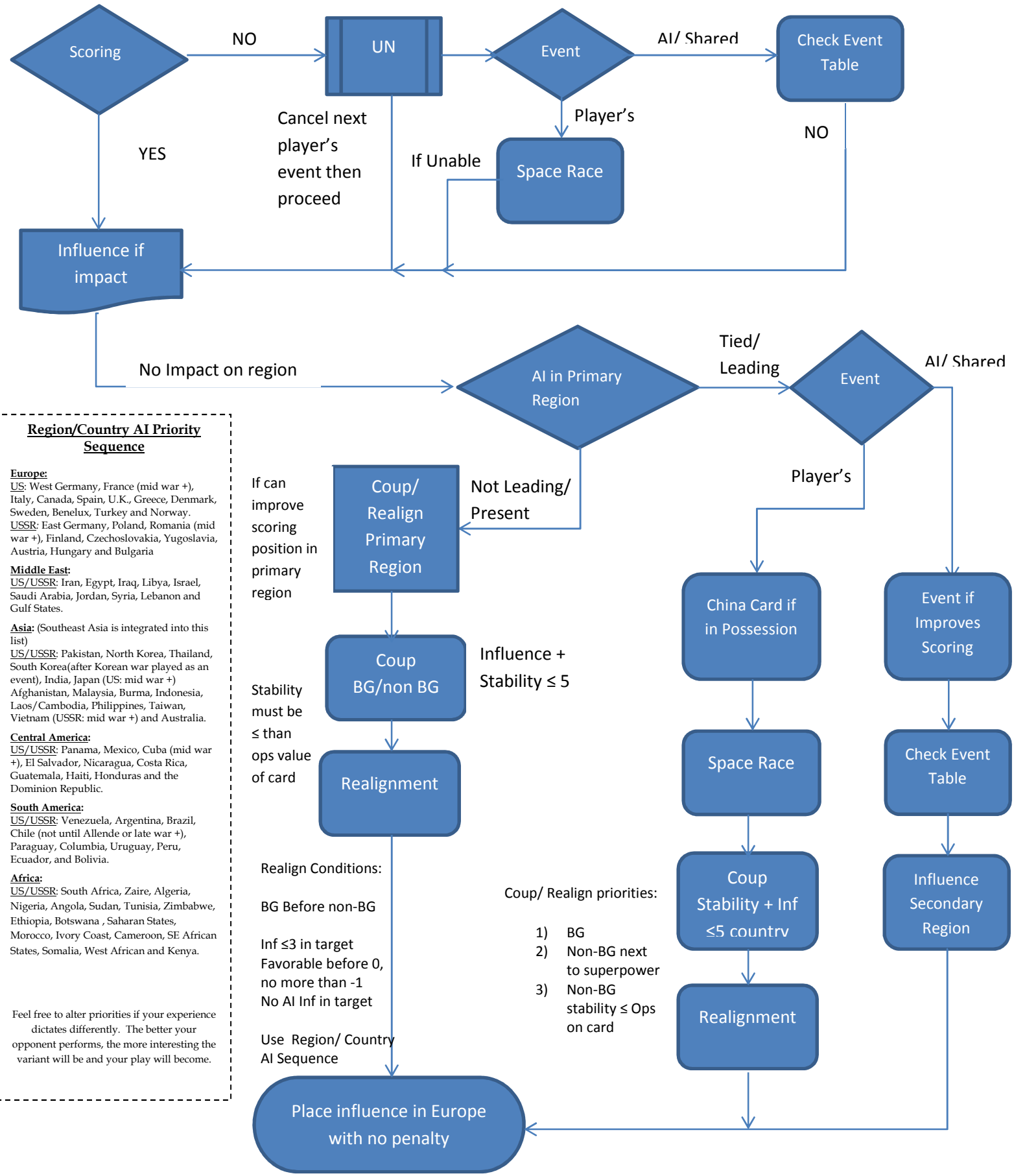
TWILIGHT STRUGGLE SOLO VARIANT FLOWCHART



Region/Country AI Priority Sequence

Europe:
US: West Germany, France (mid war +), Italy, Canada, Spain, U.K., Greece, Denmark, Sweden, Benelux, Turkey and Norway.
USSR: East Germany, Poland, Romania (mid war +), Finland, Czechoslovakia, Yugoslavia, Austria, Hungary and Bulgaria

Middle East:
US/USSR: Iran, Egypt, Iraq, Libya, Israel, Saudi Arabia, Jordan, Syria, Lebanon and Gulf States.

Asia: (Southeast Asia is integrated into this list)
US/USSR: Pakistan, North Korea, Thailand, South Korea(after Korean war played as an event), India, Japan (US: mid war +) Afghanistan, Malaysia, Burma, Indonesia, Laos/Cambodia, Philippines, Taiwan, Vietnam (USSR: mid war +) and Australia.

Central America:
US/USSR: Panama, Mexico, Cuba (mid war +), El Salvador, Nicaragua, Costa Rica, Guatemala, Haiti, Honduras and the Dominion Republic.

South America:
US/USSR: Venezuela, Argentina, Brazil, Chile (not until Allende or late war +), Paraguay, Columbia, Uruguay, Peru, Ecuador, and Bolivia.

Africa:
US/USSR: South Africa, Zaire, Algeria, Nigeria, Angola, Sudan, Tunisia, Zimbabwe, Ethiopia, Botswana , Saharan States, Morocco, Ivory Coast, Cameroon, SE African States, Somalia, West African and Kenya.

Feel free to alter priorities if your experience dictates differently. The better your opponent performs, the more interesting the variant will be and your play will become.

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INFLUENCE PLACEMENT

1. •: Increase(expand) influence in(to) a BG country to gain minimum control or to eliminate your control considering those next to a superpower first and the closest to gaining control
   - *This option is not considered if increasing a non-BG would give the AI domination/control of a region.*
2. •Increase(expand) influence in(to) a BG country to gain minimum control +1 considering the higher stability number countries first and in the case of similar options increase those that neighbor your countries first.
   - *This option is not considered if increasing a non-BG would give the AI domination/control of a region.*
3. •Increase(expand) influence in(to) a non-BG country next to a superpower to gain minimum control considering those with AI influence first and closest to control.
4. •Increase(expand) influence in(to) a non-BG country to gain minimum control, closest to control first.
   - *This may be important to gain presence in a region and can be selected only up to the point of domination/control + 2 countries.*
5. •Increase influence in a "connected" BG country with AI influence to gain minimum control.
   - *If multiple options, choose the one closest to control.*
6. •Increase influence in all BG countries the AI currently occupies by 1 influence considering those closest to gaining control first.
   - *If there are still similar choices and you share a country with the AI, the AI chooses this country. Otherwise the country with the higher stability number is selected.*
7. •Expand into a primary BG country or neighboring region BG country ("connected" to the primary region) gaining control if possible.
   - *This is similar to Option 5 except the BG country currently does not have AI influence.*
8. •Increase influence in all non-BG countries the AI currently occupies by 1 influence considering those closest to gaining control first
   - *If there are still similar choices and you share a country with the AI, the AI chooses this country. Otherwise the country with the higher stability number is selected.*
9. •Expand into a primary non-BG country or neighboring region non-BG country ("connected" to the primary region) gaining control if possible.