

Zombiegram: States of Deceptive Regimes and Their Aspects

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Terms, Definitions, and Hypothetical Examples

The following table lists 100 terms describing aspects of deceptive regimes, with concise definitions and hypothetical examples.

Term	Definition	Hypothetical Example
Authoritarianism	Centralized control limiting political freedoms.	In Zoria, the president bans opposition parties for “national unity.”
Censorship	Suppressing harmful information or speech.	Nexara blocks internet access during protests, citing “public safety.”
Propaganda	Misleading information to promote an agenda.	Solvias TV ads portray rebels as terrorists to justify military action.
Manipulation	Controlling others through deception.	Kryon stages fake economic data to claim prosperity.
Oppression	Cruel, unjust treatment of citizens.	Veltara jails ethnic minorities for “threatening cultural purity.”
Tyranny	Arbitrary, cruel exercise of power.	Drenos’s dictator executes advisors for minor disagreements.
Deception	Misrepresenting facts deliberately.	Lumora denies a chemical spill while evacuating elites.
Misinformation	Unintentionally false information.	Arvona officials mistakenly report a harmless virus as deadly.
Disinformation	Deliberately false information to deceive.	Tarkis spreads fake enemy troop reports to distract from unrest.
Duplicity	Deceitful behavior with contradictory actions.	Gravona’s leader campaigns on transparency but hides offshore accounts.
Subterfuge	Deceptive trickery to conceal goals.	Zeltara’s “peace summit” gathers intelligence on opposition leaders.
Rosh	Assumed as “ruse”; a cunning trick to deceive.	Synora fakes a terrorist threat to justify curfews.
Pseudo-democracy	Democratic facade with authoritarian control.	Novara holds elections but rigs votes and jails opponents.
Autocracy	Rule by one with unchecked power.	Xyron’s leader decrees laws without parliament.
Totalitarianism	Absolute control over all life aspects.	Elyria mandates loyalty oaths and monitors communications.
Kleptocracy	Corrupt leaders exploiting resources.	Fynara diverts public funds to elite estates.
Oligarchy	Rule by a small, corrupt elite.	Vornia’s wealthy council excludes commoners from power.
Nepotism	Favoring relatives in appointments.	Zelos appoints untrained cousins to ministries.
Cronyism	Appointing loyalists over merit.	Tarkona gives top jobs to unqualified friends.
Surveillance	Monitoring citizens to control dissent.	Cryon installs home cameras to track “disloyalty.”
Coercion	Forcing compliance via threats.	Solara threatens protesters’ families for apologies.
Repression	Suppressing dissent with force.	Arvora uses tear gas to silence rallies.
Fabrication	Creating false narratives or evidence.	Nexora plants fake documents to frame activists.
Obfuscation	Obscuring truth to confuse.	Veltis uses vague jargon to hide budget misuse.
Gaslighting	Manipulating to doubt reality.	Kryona denies atrocities, calling witnesses delusional.
Patronage	Granting favors for loyalty.	Lumara gives land to loyalists for support.
Demagoguery	Emotional manipulation for power.	Zoria promises free wealth to consolidate control.
Persecution	Targeting groups for beliefs or identity.	Drenara jails a minority sect for “disloyalty.”
Collusion	Secret deceitful cooperation.	Synora’s officials and firms fix prices for campaigns.
Subversion	Covertly undermining a system.	Elyron’s spies weaken labor unions.

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Machiavellianism	Cunning tactics for power.	Gravara's chancellor pits factions against each other.
Plutocracy	Rule by wealthy via hidden influence.	Fynora's tycoons fund monopoly-protecting laws.
Fascism	Ultranationalist, authoritarian rule.	Xyria bans foreign culture for "national purity."
Corruption	Abusing power for gain.	Zelara's ministers demand project bribes.
Clientelism	Exchanging goods for political support.	Novona distributes food baskets before elections.
Gerrymandering	Manipulating electoral boundaries.	Tarkis redraws districts to dilute opposition.
Puppetry	Controlling a figurehead to mask power.	Cryona's president fronts for a military council.
Kleptothecracy	Theft masked by ideology.	Vornara uses religion to justify asset theft.
Despotism	Absolute rule by one authority.	Solvya's ruler bans dissent by decree.
Erosion	Undermining democratic institutions.	Arvona replaces judges with loyalists.
Illusionism	False appearance of legitimacy.	Nexara holds fake referendums for support.
Pretext	False justification for actions.	Zeltis invades a neighbor citing a fake incident.
Covert	Secret actions for hidden goals.	Synara funds foreign rebels to destabilize rivals.
Infiltration	Secretly placing agents in groups.	Elyria's spies join opposition parties.
Intimidation	Using fear to control opposition.	Gravona threatens activists before protests.
Revisionism	Distorting history for narratives.	Veltara's schools glorify the regime's past.
Centralization	Consolidating power, limiting autonomy.	Xyris strips local governments of authority.
Monopoly	Controlling media or resources.	Kryona owns all news outlets.
Exploitation	Using citizens for regime benefit.	Lumora forces citizens to mine for elites.
Feudalism	Hierarchical, medieval-like control.	Zoria assigns land to loyal "lords."
Bureaucracy	Excessive rules to maintain control.	Novara's complex laws delay opposition filings.
Co-optation	Absorbing opponents into regime.	Tarkis offers rebels minor roles to silence them.
Crony capitalism	Economic favors for loyalists.	Vornia's contracts go to regime allies.
De-legitimization	Undermining opposition credibility.	Synora labels activists as foreign agents.
Divide-and-rule	Pitting groups against each other.	Elyria incites ethnic tensions to weaken unity.
Elitism	Prioritizing elite interests.	Fynora's policies favor the rich, ignoring the poor.
Extortion	Forcing payments through threats.	Zelara's officials demand fees for permits.
Favoritism	Unequal treatment for allies.	Xyria's leader promotes loyalists over experts.
Hegemony	Dominating through control.	Cryona controls regional trade to suppress neighbors.
Hoarding	Accumulating resources for elites.	Solvya's leaders stockpile food during shortages.
Hypocrisy	Contradicting stated values.	Arvona preaches equality but restricts minority rights.
Impunity	Acting without consequences.	Nexora's officials evade punishment for corruption.
Indoctrination	Forcing ideological conformity.	Veltis's schools teach regime loyalty.
Isolationism	Cutting external ties for control.	Zeltis bans foreign media to limit ideas.
Jingoism	Aggressive nationalism for unity.	Gravara rallies citizens against a fake enemy.

Term	Definition	Hypothetical Example
Lobbying	Influencing policy for elite gain.	Kryona’s firms pay for favorable laws.
Militarization	Expanding military for control.	Lumara deploys troops to quell dissent.
Misappropriation	Misusing public funds.	Zoria’s budget funds elite vacations.
Nationalism	Exploiting pride for loyalty.	Synora uses flags to rally against “traitors.”
Obstructionism	Blocking reforms for power.	Elyria’s parliament delays anti-corruption laws.
Paternalism	Treating citizens as incapable.	Fynora’s regime justifies censorship as “protection.”
Polarization	Dividing society for control.	Vornia amplifies class tensions to distract.
Populism	Exploiting public grievances.	Xyria’s leader promises jobs to gain votes.
Profiling	Targeting groups for surveillance.	Cryona tracks religious groups as “threats.”
Provocation	Inciting unrest to justify crackdowns.	Solvica plants agitators in peaceful protests.
Radicalization	Pushing extreme ideologies.	Arvona’s regime funds extremist schools.
Reactionism	Resisting change to keep power.	Nexora bans new tech to control information.
Redirection	Diverting attention from issues.	Zeltis blames foreigners for economic woes.
Rigging	Manipulating processes for outcomes.	Gravara alters court rulings to favor allies.
Scapegoating	Blaming groups for problems.	Kryona accuses minorities for food shortages.
Secrecy	Hiding actions from scrutiny.	Lumara conducts secret trials for dissidents.
Sectarianism	Exploiting religious divides.	Zoria favors one sect to marginalize others.
Slander	Spreading false accusations.	Synora defames journalists as spies.
Spoils system	Rewarding supporters with jobs.	Elyria gives posts to campaign donors.
Stigmatization	Labeling groups to isolate them.	Fynora brands activists as “anti-national.”
Suppression	Preventing opposition actions.	Vornia bans protests during elections.
Tokenism	Superficial inclusion for optics.	Xyria appoints one minority to deflect criticism.
Treason	Labeling dissent as betrayal.	Cryona jails critics for “endangering the state.”
Tribalism	Favoring loyal groups.	Solvica rewards one tribe with resources.
Usurpation	Seizing power illegally.	Arvona’s general ousts the elected leader.
Victimization	Claiming persecution for sympathy.	Nexora’s regime fakes attacks to gain support.
Vigilantism	Encouraging mob justice for control.	Zeltis arms loyalists to attack dissidents.
War-mongering	Promoting conflict for unity.	Gravara escalates border tensions for rallies.
Whitewashing	Covering up regime wrongs.	Kryona denies prison abuses despite evidence.
Xenophobia	Fearmongering against foreigners.	Lumara blames immigrants for crime spikes.
Zealotry	Extreme devotion to regime ideology.	Zoria’s youth wing attacks “unpatriotic” citizens.

Table 1: List of 100 terms describing deceptive regimes, with definitions and hypothetical examples.