MANUAL

EUROPA® UNIVERSALIS IV

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1.0 INTRODUCTION

1.1 Welcome to Europa Universalis IV

Europa Universalis IV is a grand strategy game which spans many ages of exploration and colonization, from the waning days of the Byzantine Empire to the fall of Napoleon; nearly 400 years of Reformation, Renaissance, and conquest await, as you take control of one of hundreds of countries – at any point in their history you choose.

Will you salvage the failing Greek Empire before the Ottomans overwhelm you? Will you oversee the Swedish domination of the Baltic in the Great Northern War? Will the Ming Dynasty beat the Portuguese to East Africa – or the Spaniards to the New World? Or will your nascent empire crumble and collapse, as dust trampled under the foot of your enemies? All the choices will be yours, and the consequences of each decision will echo throughout the halls of history for generations.

While everything happens in 'real time,' Europa Universalis IV is an grand strategy game unlike any you have seen before. The Paradox Development Studio line of games are strategic in the finest sense of the word, and you will have to carefully balance the power of your rulers, the desires of your greedy neighbors, and the will of your subjects as you walk a delicate tightrope between glory and obscurity, between empire and collapse.

In your control rests the destiny of any of hundreds of nations as they seek to rise from the chaos of the Middle Ages and navigate the ever changing world of diplomacy, warfare, trade, religious turmoil, scientific development, exploration and colonization.

This is not a game of simple conquest. True, you might conquer the world if you are good enough and lucky enough, but keeping your empire strong and intact is often victory enough in such an open ended and challenging game. Will you rule the Holy Roman Empire, the Shogunate of Japan or just the small town of Ulm? Will you be just another Daimyo, another Princedom fated to be swallowed up by Prussia, or will you guide little Ulm on the path to world domination? It is time to find out.

1.2 About Paradox Development Studio

Once you've gotten a taste for all that Europa Universalis IV has to offer, you may want to try other games in this unique genre. Fortunately, Paradox Development Studio has many excellent titles ready to satisfy every desire for real time grand strategy gaming. Each title is a unique experience, and each explores a different and unique period in world history.

Crusader Kings II covers Medieval Europe, North Africa and the Middle East, form the Norman Conquest to the Fall of Constantinople and everything in between (and

the new expansion *The Old Gods* lets you go even farther back, into the heart of the Dark Ages).

Victoria II dives into the economic and political machinations that drove the Industrial Revolution and the Victorian age.

Sengoku takes the same brilliant Character-Driven engine from Crusader Kings II uses and explores Daimyo and Shogunate Japan as it has never been seen before.

You can might also lead your Legions to victory in another character and dynasty driven game: *Europa Universalis: Rome.*

If it is a true war-game that you seek, *Hearts of Iron III* will astound you with its attention to detail, its incredible and unparalleled scope, and its brilliant gameplay. This game is set during the Second World War, while *March of Eagles* brings the same war-gaming experience into the Napoleonic Era.

Try any Paradox Development Studio game and you will be a fan for life.

1.3 The Manual and the Paradox Forums

Every decision you make in Europa Universalis IV affects your nation, your vassals and friends, and your enemies and rivals in many different ways. It is these interrelated connections between the decisions you make and their long term consequences that make Europa Universalis IV such an exciting and absorbing game. However, the very elements that make Europa Universalis IV so engrossing can also lead to some confusion, especially while you are just learning the game.

If trouble occurs, or you don't understand how certain elements of the game interrelate, or even if you just want to understand a facet of the game better, pause it and consult this manual. We have worked hard to explore every interface and relation within the game, but there is so much depth to the game that an exhaustive manual might easily consume a whole ream of paper. For this reason, Paradox also provides a Strategy Guide to walk you through the game, explaining some good 'best practices' for succeeding at Europa Universalis IV.

Should the Game Manual or Strategy Guide ever fail to answer your questions, you are not just left to drift in the wind. Feel free to turn to the Paradox Forums at *http://forum.paradoxplaza.com/*. There you will find a vibrant and friendly community of players, modders, and developers who are always happy to answer questions. They love Paradox and the games the company makes, and they want you to as well, so rest assured: you will have a very positive and troll-free experience.

Do not worry if you think your question might be silly or foolish. It isn't. These are incredibly complex games and for a game this deep, even elements that seem obvious in hindsight may not be clear to everyone. Fortunately, the developers, community managers, and the forum community as a whole are always willing to help 'newbies' learn the games they love.

1.4 Installation

To install from *Steam*, *Gamersgate*, or any other online distributor, follow the instructions provided to download and run the installer.

1.5 System Requirements

PC:

Recommended System requirements:

OPERATING SYSTEM: *XP/Vista/Windows 7/Windows 8*
PROCESSOR: *Intel® Pentium® IV 2.4 GHz or AMD 3500+*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB HD Space*
GRAPHICS: *NVIDIA® GeForce 8800 or ATI Radeon® X1900, 1024mb video memory required*
SOUND CARD: *Direct X-compatible soundcard*
DIRECTX®: *9.0c*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

Minimum System requirements:

OPERATING SYSTEM: *XP/Vista/Windows 7/Windows 8*
PROCESSOR: *Intel® Pentium® IV 2.4 GHz eller AMD 3500+*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB HD Space*
VIDEO: *NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512mb video memory required*
SOUND: *Direct X- compatible soundcard*
DIRECTX®: *9.0c*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

MAC:

Recommended System requirements:

OPERATING SYSTEM: *Mac OS X 10.6.8 or better*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB*
VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.*
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

Minimum System requirements:

OPERATING SYSTEM: *Mac OS X 10.6.8 or better*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
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ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

LINUX:

Recommended System requirements:

OPERATING SYSTEM: *Ubuntu 12.04 LTS*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB*
VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.*
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

Minimum System requirements:
OPERATING SYSTEM: *Ubuntu 12.04 LTS*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB*
VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600* or *higher, 1024MB graphics memory required.*
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

1.6 License Agreement

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2.0 GETTING STARTED

2.1 Overview

Let us go through the process of starting a game of Europa Universalis IV, and explore all the options for customizing your game.

2.2 Launching the Game

When you click the Europa Universalis IV icon, a pre-launch screen may appear. From here, you can download and install any patches and updates, choose to run any installed mods, and even connect to the Paradox Forums. Some online retailers will automatically patch the game for you, while others do not. Be aware that the first time you start Europa Universalis IV from a fresh install or an update, it will take a little longer than usual to set up and load the game.

Of course, you can also launch the game from the pre-launch screen. Let's do that now.

2.3 The Main Menu

Once the game finishes loading, you will be presented with the Main Menu. There are several things you can do from here:

You can start or load a saved *Single Player* game, begin or host a *Multi Player* game, or take a look at the *Tutorials,* which will walk you through the basics of game-play. Here you can also press the *Options* button and adjust your game's settings. There are also links to Paradox's forums, as well as the game's Facebook page and Twitter feed. *Credits* will show you everyone who made this game possible. *Content* displays the DLC options you have installed. *Exit* will return you to your desktop.

Now you might be tempted to just jump right into the game without giving a thought to the *Options* button, but that is a much more important button than you think. You really should give it a quick peek.

Go, on...click it. Come on, you know you want to!

2.4 The Options Button

On the *Options* screen you can change all the game's settings and customize its look and sound. In the *Game* tab you can adjust the game's difficulty, set the auto-save feature and decide whether to store your saves locally or in the Cloud. Changing the difficulty level adjusts how challenging the game's AI will be. Setting a lower difficulty will lessen the learning curve, and you can then increase the game's difficulty to keep pace with your developing skills. When in the *Game* tab, do not underestimate the usefulness of auto-save, which can be set to save the game as frequently as you wish. While you can always save your game manually, auto-save can protect your progress in the event of an unfortunate interruption in your game – or an unfortunate declaration of war which costs you your throne a bit sooner than you might have hoped.

The *Video* function allows you to customize your screen resolution, refresh rate, multisampling and gamma. Check the user manual for your monitor before adjusting the refresh rate, as changing this setting to an incorrect rate can damage your monitor. Feel free to adjust the resolution however you like. The game will default to your screen's resolution, but if you want to play windowed, you may want to make further adjustments. The multisampling level effects the game's performance and graphical quality. The higher settings produce a prettier image, while the lower settings are easier on performance. Gamma changes the color contrast and is best left near the middle of the range for maximum graphical clarity. You can also decide whether or not you would like trees in the game. This checkbox is not just for hippies and lumberjacks: trees enhance the visual appeal of the game,

but a game running on an older-generation graphics card or processor will see a solid performance boost if you disable trees.

On the *Audio* tab you can adjust the master sound volume and the volume of the music and sound effects. Finally, the *Control* tab allows you to adjust the map scrolling speed and the zoom rate.

Once you have adjusted the settings to suit your preferences, click *Apply* to save your changes and you are ready to play!

So let's get into the game! Return to that Main Menu. Now, you could just dive right in to a *Single Player* game, but let's take a quick look at...

2.5 The Tutorials

If you are familiar with other Paradox games, you know what kind of adventure awaits you. You could just jump into the game with your trusty *Game Manual* and *Strategy Guide* by your side. But maybe you're one of those players who would like to learn what all those crazy buttons mean *before* you find yourself randomly mashing keys while desperately fending off the dread armies of Saxe-Launberg. For players like you, there is a helpful tutorial series to ease you into the challenging world of Europa Universalis IV.

The Tutorials increase in difficulty and complexity as you move through them, so it is best to begin with the *Basic Tutorial*, which covers the basic controls of resource production, movement, and combat.

After that, the *Advanced Tutorial* walks through some of the game's more complex elements, such as all the information the Interface provides, the many map modes, and how trade functions.

After you have finished the *Advanced Tutorial*, you are fully equipped to confidently take command of a nation in the three *Beginner Campaign* scenarios, each of which focuses on specific aspects of the game. These tutorial campaigns provide an excellent introduction to the game, and when you have completed them, you will be fully prepared to tackle all the challenges of a normal *Single Player Game*.

So, grasshopper, now you are ready. The time has finally come to commence a *Single Player* campaign.

2.6 Starting A Single Player Game

After you click on *Single Player*, the following interface will appear.

Here you will choose your country, and the starting date for your game. While you can set the game to begin on any date between November 11, 1444 and December 31, 1820, several particularly interesting dates have been bookmarked for you, each representing a particularly challenging and important turning point in history, from the Rise of the Ottoman Empire to the Napoleonic Wars. Countries playing a central role in these turning points are highlighted for each year by having their shields emblazoned across the bottom of the map.

The synopsis in the lower portion of the screen describes the events surrounding these bookmarked years.

Again, you are not tied to these specific starting dates. You are free to jump into the History of the World at any point in the timeframe of the game – just adjust the starting date however you wish and watch as the world map shifts to accommodate your selection.

Once you have picked your starting date, you can scroll across the map, using the mouse wheel to zoom in or out, and select the nation you wish to control by clicking on the map.

Tucked behind *Historical Start*, you will notice a tab labeled *Save Games* where all your saved games can be found.

To aid you in making your choice, there are several different map views which can help you find the precise situation you would like to encounter in your game: from a rising trading empire spanning all the major routes to the Orient, to a Prince of the Holy Roman Empire, jockeying for the throne. After you've decided on a country, these views can also help you gain a greater understanding of your position in the world as you enter the game.

These map views, clickable under the current year banner are:

- **TERRAIN MAP** – the default map which shows the landscape terrain of the game world and all the national borders.
- **POLITICAL MAP** – this map features the different nations, each in their own color, to clearly distinguish their territories.
- **RELIGIOUS MAP** – this map highlights the religious divisions of the world. As you zoom in, national borders also become distinct.
- **IMPERIAL MAP** – this map highlights the possessions of the Holy Roman Empire, and highlights the Imperial Electors and the current Emperor.
- **TRADE MAP** – this map features trade nodes and the lands they pertain to, though national borders are also visible. Zoom in to see trade routes criss-crossing the continents and seas.
- **DIPLOMATIC MAP** – this map clearly shows national borders, but when you click on a country you will see at a glance their territories, vassals, friends, allies and enemies.

As you are clicking through the countries, pay close attention to the information bar on the right. It provides much useful information about each country you might select.

For example, in the information bar on the right, the crucifix emblem indicates that Burgundy is Catholic. If you hover over the cross, a tool tip will appear which explains this. We also know, from the Tricorn hat over the cog wheel, that Burgundy is a proud and fortunate member of the Western Technology Group, the most advanced technology group in the game.

We also see that Burgundy is a Kingdom and an Independent Nation, meaning that the Burgundians aren't vassals of another country. How unfortunate for France...

We can see the current ruler as well as his skills in Administration, Diplomacy, and Military matters, and below that we can consider Burgundy's current technology levels: a 16 in Administration, a 14 in Diplomacy, and a 17 in Military.

We can also see that Burgundy has nineteen Ideas, and after hovering over the light bulb icon with the mouse, we quickly learn that Burgundy has acquired six of the Burgundian National Ideas, which can be used to purchase many other ideas. Seven Defensive Ideas have also already been acquired, making a complete set, as well as all seven of the Trade ideas. Four more ideas in the Administrative Idea group have been acquired, plus one more idea from the Exploration Idea group. We can also see Burgundy's starting National Idea, and the bonuses which will be gained once all seven Burgundian National Ideas are acquired.

Burgundy's National Ideas are laid out in a convenient row. Hover over each of them and a tooltip will appear which explains each one in detail.

Beneath that, there is a slider which grades Burgundy's difficulty between easy (the pacifier on the left) and difficult (the skull and bones on the right). Apparently, Burgundy promises to be a challenge to play: the nation faces tough times ahead. We can also see that the Diplomacy of the country is fair, the Economy is poor, and the Military – well, it leaves much to be desired.

If you scroll all the way down on that Diplomacy slider, you would learn that Burgundy is at war with Auvergne (and tied), the Palatinate (and losing), and also France (who is crushing Burgundy rather badly). This would explain the unfortunate state of the Military. We also learn that Burgundy has peace treaties in effect with Sweden, Denmark, Norway, Great Britain, Hungary, the Livonian Order, Bavaria, Mainz, Saxony, and Saxe-Lauenberg. You can hover over each for a tooltip showing the expiration of each truce. It would seem that Burgundy has been engaging in quite a bit of shenanigans of late. A little further down we can see that Etruria is working hard to boost Burgundy's opinion of them. We also learn that Brandenburg is Burgundy's only ally, and the two share a Royal Marriage as well. Austria, it would seem, is heading an Anti-Burgundy Coalition. We also note that upwards twelve nations rebuffed Burgundy's recent calls to action, which quickly shifted each of their relations from ally to enemy. Also notable, Flanders has granted military access to Burgundy's

troops. Finally we learn that Burgundy is in the process of Fabricating a Claim on Ile-de-France and that they have a National Mission to vassalise Lorraine.

As you can see, this is quite a lot of information packed into a single side bar!

Now, right underneath this handy side bar is a big shiny button that says *Play*. Tempting, isn't it? You may well be thinking how patient you've been up to this point... Never fear, we'll get to that in a moment. – Right after you click that button over on the left side of the screen labeled *Options*. Oh, don't give me that look. These are *different* options.

Here are displayed the options that impact gameplay.

- **HANDICAP** – Alongside the difficulty setting, you can assign penalties (handicaps) or bonuses to yourself or to the AI. If you choose to favor the Player, the AI will be assigned various penalties, while the player receives several bonuses, making it easier for you to win. If you choose AI, then your country will suffer various penalty modifiers while the AI countries will receive bonuses, making the game harder. When set Handicap to None, you and the AI are on an even playing field.
- **AI DIFFICULTY** – Set to Easy, Normal or Hard. This changes the overall difficulty and the aggressiveness of the AI towards the player – and towards other AIs.
- **LUCKY NATIONS** – This setting grants bonuses only to certain nations. When set to Historical, the game grants bonuses to those countries that historically came out on top during each era; thus, the game is steered to follow more closely the path of history. Set it to Random, and the countries receiving 'Good Luck' bonuses are selected with a weighted random die (for example, One Province Minors are unlikely to be selected). If you set it to None, then there will be no lucky nations – except for yours, of course, since yours benefits from your watchful eye.
- **ALLOW PLAYERS TO HOT JOIN** – If set to No, then players cannot join. Your single player game will remain single player. Set it to Yes, and other players can drop into your game.
- **ALLOW PLAYERS TO PLAY THE SAME COUNTRY** – A popular feature from the Hearts of Iron series, where certain countries can be overwhelming for a single player to manage in a multiplayer game. If you choose yes, you too can relive all the glory and chaos of having two kings at once. Channel your inner Spartan!

- **IRONMAN MODE** – If you dare. When set to Yes, you don't get to run back and reload every time a decision goes against you. You have only one save game, saved to Steam Cloud, which is overwritten at every decision point so you cannot go back on your choices. You can save, yes, but only by exiting the game (so you can go to bed). Iron man mode is the only time when Steam Achievements are active.

The *Back* button underneath *Options* will, of course, take you back to the main menu. But at this point you are probably ready to finally click that big shiny *Play* button and have yourself some fun!

2.7 Starting A Multiplayer Game

Once you have mastered the *Single Player* campaign, you may seek a mightier challenge than any computer AI can offer.

Then you will turn to multiplayer, where you will enjoy the greatest joy of Europa Universalis IV: to crush your online enemies, to drive them before you in a rain of fire, and hear the lamentations of their women.

And this is just the place to do it! From this interface, you can offer to Host a game, either Internet or LAN, or you can join other Internet and LAN games, and interact with other players interested in multiplayer through the Community chat.

The Paradox Forums is a great place to find others who want to play Multiplayer Europa Universalis IV – just visit forum.paradoxplaza.com. Go to the board for Europa Universalis IV and you will be sure to find others eager to match their skills with another crafty human opponent.

It is very important to remember that you must be playing the same version of

the game in order to begin a multiplayer session with another player. So you should consider what mods and patches you have installed. However, you don't have to worry about what DLCs you have installed. You can enjoy multiplayer games with others even if you use different downloadable content.

EU4 v1.00b (ce94)

The quickest way to verify that you are both using a compatible version is to consult the "checksum," that four letter code following the version number at the bottom left of the main screen. In the picture here, the checksum is ce94. If your opponent's checksum matches yours, then you are ready to play.

Note that a checksum of XXXX indicates you have entered single player and backed out to main menu. To resolve this, you must exit and restart the game before attempting to play multiplayer.

3.0 THE MAIN MAP

3.1 Overview

This is the Main Map, where all the action takes place and where you will spend most of your time, sending armies to conquer, explorers to discover new lands, merchants and diplomats on their missions – all as you watch your foes closely.

The crisp, clean layout allows you to view the world while providing easy access to all the many interface screens through which you will command your nation. To scroll around the Main Map itself, you may move your mouse to the edge of the screen; the map will scroll in that direction. To zoom in and out on the map image, you can rotate the mouse wheel or click the plus and minus buttons below the *Minimap*.

If you zoom out far enough to view the entire known world, where *Terra Incognita* appears in white, you will see at a glance what is going on throughout the world. At this zoom level, armies, navies, trade routes, and other smaller map details vanish to provide you an uncluttered view.

As you zoom in, you can get close enough to watch single merchants moving along the trade routes that crisscross the world. A simple spin of

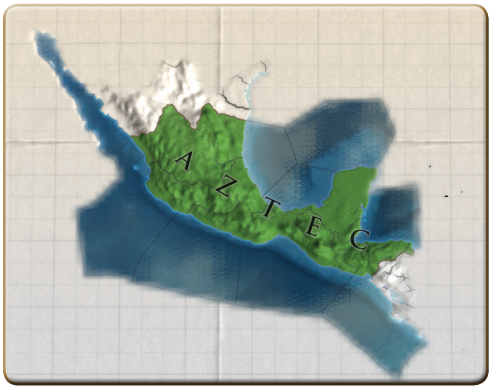
the mouse wheel can dramatically impact the amount of information at your fingertips, enabling you to focus on as fine or as grand a detail as you desire.

Throughout the rest of this section, we will look at all the useful information and tools you have at your fingertips – accessible directly from this main map interface.

There is a wealth of information tucked along the edges of the main map, so let's spend some time getting acquainted with all the available information.

3.2 Terra Incognita

> *"Now the whole world is ours! The peace and security of the Aztec Peoples can never be threatened again. Thus, we may safely cut our military budget in half, for with the whole world unified under our benevolent rule, there is no need for the vast armies of the past."*
>
> High Elder Moctezuma I Ilhuicarnina at the Festival of Unification, 3 August 1465



Terra Incognita is that unfilled white space beyond the boundaries of the known world. What fills this empty space? Dragons? Turtles? The edge of a flat world? Or perhaps new lands and peoples eager to join your empire and share with you their immense wealth and resources! Who can say? Diplomacy and time will add more lands, peoples and oceans to your world map, but for those who lack patience to wait for the world to come to them, *Quest for the New World* is the *Idea* that will enable you send explorers and conquistadors to open these lands for exploitation... err, that is to say...exploration. Of course, it is well to bear in mind, if you are not playing as a member of a Western or Eastern Technology Group, that someone may come questing for you one day – so don't get too comfortable in your quiet corner of the world.

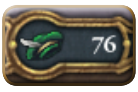
Some parts of the world are simply too remote for the technology of this era to ever have reached them effectively, such as the glaciers of Greenland, the Himalayan plateau, the mountains forests of Papua New Guinea and the depths of the Sahara. These areas can still be explored, but are known as *Wasteland* and cannot be colonized or traversed. They will also show up on your *Main Map*, so there won't be any ugly holes in the world as your game progresses and the map expands.

3.3 The Information Bar

> *"What am I doing just sitting here day after day, you ask? Sire, my charge is to bring all your heathens into the Roman Catholic Fold. I cannot be held to account if there are no heathens to convert. Go conquer some and I shall be glad to take up God's Work. Now, what would you say to a game of Draughts?"*
>
> Roger de Villars, English Missionary, 13 June 1497

To the right of your Shield is the *Information Bar*. From this bar you can learn at a glance quite a lot of information about your country. Moving along the gilded top row, you have:

- **TREASURY** – Displays the balance in your treasury. Hovering over this will tell you your monthly income, and a quick explanation about why you are in the black or in the red.
- **MANPOWER** – This shows the current reserves of your available manpower, the young men of military age who you can recruit into new armies or use to replace fallen soldiers. Hovering over this will tell you how many men your current armies require to prevent attrition, the maximum reserves of available manpower, and how much this value will increase or decrease over the next month.
- **STABILITY** – Shows how stable your country is, on a scale of -3 to +3, as well as the benefits or penalties you receive based on your current stability level.
- **PRESTIGE** – How much your nation is respected by other countries. Hovering over this will explain your current level, what is influencing it upwards or downwards, and the benefits and penalties you receive based on your current prestige level.
- **LEGITIMACY** – How much faith your subjects have in your ruler's claim to legitimate rule. Hovering over this will explain the contributors to your Legitimacy status, and the benefits and penalties you are receiving as a result. For Republics, this is *Republican Tradition*, which represents the peoples' faith in a Republican form of government, as well as their resistance to attempts to suborn that tradition.



Now we move into the tiny portrait portion of the *Information Bar*. These display, from left to right:

- **MERCHANTS** – You can dispatch merchants to trade nodes, with orders either to *Collect From Trade*, increasing your trade goods at the node, or to *Transfer Trade Power* which will increase the trading power of your country – and weaken the trade power of another. Both of these are long term assignments, and your merchants will remain in place at trade nodes until you recall them.
- **COLONISTS** – You can send forth colonists to establish colonies in unoccupied lands (well, not totally unoccupied, as there are native peoples everywhere, but natives have no organized armies to resist your colonization). Your Colonists will remain on assignment until the new colony has grown into an organized province in your expanding empire.
- **DIPLOMATS** – Diplomats can be dispatched to interact with foreign powers, where they may handle short-term assignments, such as signing treaties, negotiating marriages, and delivering insults, after which they will return. They may also be given long term assignments, such as building stronger relationships or forging claims on certain lands you would like to possess, in which case they remain on site until recalled or until their task is complete.
- **MISSIONARIES** – You can send missionaries to convert any local misguided heathens to the One True Religion – yours. Missionaries may be dispatched to any province you wish to convert to your state religion. They remain there until the task is complete.

Underneath each are two numbers: the number currently available for assignment, meaning those who do not already have a current task, and the total number that you have at your disposal.

Beneath this gilded top row is another row, decorated with a flowing banner. Here you can see the name of your country, in case you should ever forget, as well as three other pieces of information. From left to right, there is pictured a Document, a Dove, and two Crossed Swords. The adjoining numbers respectively represent your current available *Administrative Power, Diplomatic Power* and *Military Power.* These are collectively known as *Monarch Points*, which you can spend to develop your country's infrastructure, philosophies, and technologies.

The use and meaning of these *Monarch Points* will be explained further in *Section 4.6: Technology*. Hovering over them will bring up a tooltip explaining how fast each number is growing, why it is growing at that speed, and the critical importance of these three numbers to your success in the game.

3.4 The Status Zone

On the top right of the Main Map, you will find another cluster of important information the current date, the speed of the game, your score and a button to launch the *Outliner*.

The speed of the game can be adjusted either by clicking the plus or minus buttons flanking the speed dial or by pressing the '-' or '+' keys on your keyboard. You can also pause the game at any point either by clicking on the dial or by pressing the spacebar.

Click on the *Outliner* button to expand that screen.

Your current score appears next to the starred shield. Hovering over it will call up a tooltip explaining its rate of increase. In order to add points to your score, you must be in the top ten nations in at least one of the three rankings: Administrative Rank, Diplomatic Rank, or Military Rank., The number of points you earn is determined by just how high your ranking is. Reaching and maintaining a high ranking can be challenging, but the good news is that your score never deceases, so once you have earned some points, you cannot lose them. You can also consult the *Ledger* to see how your score stacks up against the other nations.

3.5 The Outliner

The *Outliner* table is easy to scroll and customize, and provides a tremendous amount of related data on almost every aspect of your nation.

While the default display includes the most commonly used elements, there are many more which you can choose to include by clicking the "+" on the top left of the *Outliner*. The options will auto hide if they would appear empty. For example, Navies does not appear if you own no ships and Land Combat vanishes when you are not engaged in combat.

The display choices available are as follows:

- **PROVINCES** – This adds to the *Outliner* a list of all your current provinces.
- **SIEGES** – Adds a clickable element which displays the location and progress of any sieges you are conducting.
- **HOSTILE SIEGES** – Adds a clickable element that displays the location and progress of any sieges your enemies are conducting upon your lands. This is an excellent way to keep an eye on the safety of your homelands while your primary focus is directed elsewhere.

- **LAND COMBAT** – Pops up to display any current battles, their locations and the relative forces employed. Clicking on a battle opens the Land Combat Interface for that battle.
- **RECRUITING REGIMENTS** – Displays the location and days-to-deployment of any regiments you are raising. Hovering over them produces a tooltip explaining what sort of regiment you are raising in that province.
- **BUILDING SHIPS** – Displays the location and days remaining until completion of any ships you are building. Hovering over them produces a tooltip explaining what sort of ship you are constructing.
- **COLONISTS** – Displays by province your colonists and their current chances of luring new people to the colony. Clicking their name will take you to their place of assignment and open the relevant interface. If they are unassigned, you will be taken to your capital province.
- **BUILDINGS** – Brings up a list of all the buildings you currently have under construction, their location, and the time remaining until construction is complete.
- **MISSIONARIES** – Lists your missionaries by name alongside their current assignments. Clicking their name will take you to their place of assignment and open the relevant interface. If they are unassigned, you will be taken to your capital province.
- **CULTURE CONVERSIONS** – Displays the names of any provinces you are converting and the current progress of each effort.
- **CORE CONSTRUCTIONS** – Lists any provinces in which you are establishing a permanent core, as well as the progress of these efforts.
- **DIPLOMATS** – Lists your diplomats by name alongside their current assignments. Clicking on one will open the appropriate diplomatic dialogue, in case you wish to recall them. Clicking on an unassigned diplomat takes you to your capital province.
- **MERCHANTS** – Displays the names of your merchants alongside their current assignments. Clicking on one will open the appropriate trade dialogue. Clicking on an unassigned merchant takes you to your capital province.
- **NAVAL COMBAT** – Displays any current naval battles, and indicates the relative size of the forces engaged. Clicking on a battle opens its Naval Battle Interface.
- **ARMIES** – Shows all of your armies and their sizes. You can hover over an army to discover what kinds of regiments make up that army, plus the names of the regiments, the name of the commanding general, and their current location. Clicking on the army name opens the Army Interface for that unit and centers the map on their location.
- **NAVIES** – Shows all of your navies and their sizes. You can hover over a naval force to discover what ships make up that fleet, the names of those ships, the name of the commanding admiral, their current location, and any ongoing assignment, such as patrolling or guarding trade lines. Clicking on the fleet name opens the Navy Interface for that fleet and centers the map on their location.

- **COLONIES** – Lists all the current colonies of your country and their current population. (A population of 1000 is needed to boost the colony to a full city.) Clicking on one will open the Province Interface for that colony.
- **HUMAN PLAYERS** – Lists the user names of the human players, and the countries which are under their control. Clicking on one opens the Diplomacy Interface for their nation.
- **DISABLED ALERTS** – Details the Alerts that you have disabled from the Alerts Zone. Here you can reactivate alerts if you choose.
- **ANNEX/INTEGRATE** – Details the progress of certain influence-expanding measures such as conversions.

3.6 The Alerts Zone

Right underneath the *Information Bar* is the *Alerts Zone.* When something happens that you should be aware of, a little banner will unfurl here alerting you to this new development. Each Alert has its own emblem displayed on the banner, so after a time you will be able to tell at a glance what is going on.

Until you commit them to memory, however, you may hover the mouse over an Alert to open a tooltip which explains nature of the problem and its potential ramifications. Clicking on an Alert will take you to the interface where the problem can be resolved – assuming it can be resolved.

Right-clicking on an Alert will dismiss it from view. Holding down the shift key while Right-clicking on an Alert will disable future Alerts of that sort.

There are three primary types of Alerts, each with a different banner background:

- **HIGH-LEVEL ALERTS** – These Alerts appear on a red banner with golden trim. These Alerts can be dire warnings of potentially catastrophic events, or indicators of monumental opportunities. Either way, they require immediate attention.

Examples of High-Level Alerts include troops stranded in foreign countries, Casus Belli which are about to expire, and pending national bankruptcy.

Considering this example from left to right, we see a High-Level Alert indicating that the Aztecs are cannot take any further loans. There follows a Mid-Level Alert, that there are rebellions looming. Finally there are three Low-Level Alerts: there are vacant cabinet positions, they have no mission selected, and they have a truce. These alerts are rather severe, and do not paint a picture of prosperity and success for the Aztecs.

- **MID-LEVEL ALERTS** – These Alerts appear on a yellow banner with trim along the bottom.

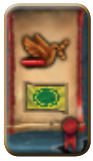
These Alerts are not of immediately serious issues, but they are nevertheless of important note.

Examples of Mid-Level Alerts include military forces in need of reinforcement, unusually high risk of rebellion in certain provinces, an opportunity to invest in new technologies or ideas, news of your military excursions, and so on.

- **LOW-LEVEL ALERTS** – These Alerts appear on a green banner with a crenellated bottom edge.

Low-Level Alerts indicate things you should probably keep in mind and may want to address, but are not usually as critical as the Mid-Level issues.

Examples of Low-Level Alerts include vacancies in your cabinet, reminders to select a major mission, truces and their expiration dates, availability of buildings, and the status of mercenaries in your domains.



There are also *Diplomacy Alerts* which unfurl whenever you receive a diplomatic request from another nation. Longer in length than the standard Alerts, they are decorated with crimson trim and bear a seal at the bottom. In the center is the flag of the nation which sends the request, and a symbol indicating the manner of their diplomatic offer.

You may receive these, for example, when your despicable foes wish finally to beg for surrender, or when other, lesser countries wish to earn your friendship though dynastic marriages or substantial cash payouts. Alas, you will probably see considerably more of the former.

3.7 The Message Dialogue

Sitting right on top of the *Hint Mode* bar is the *Message Dialogue*. Here, messages arrive from all over the known world, keeping you well informed about your neighbors, friends and enemies.

Whenever a country in the known world declares a war, enforces or accepts a peace, forms a dynastic marriage, changes their religious point of view or takes any number of actions that you might find worthwhile to know, a message alert will appear here.

These messages are not just for foreign news; your own domestic news will appear here as well – everything from completed buildings to religious uprisings.

However, left to its own devices, the *Message Dialogue* can easily wind up overwhelming you with information, especially if your neighbors are both numerous and

active, as you might find if you are located in the middle of Europe. Should you find the total number of messages overwhelming, reducing the usefulness of the *Message Dialogue,* or if you find yourself needing to sort through them just to keep track of a few specific countries, then you might wish to filter the messages.

You can adjust the messages that concern you directly, those that affect *Interesting Nations*, or ones that impact any foreign nations. The envelope tucked under the flag will open the *Messages filter settings Interface,* where you can customize which nations you find interesting and wish to watch more closely.

This allows you to use the filter options to focus on the doings of the dangerous and powerful Ottoman Empire without having to hear all about the pointless diplomatic flailing of the doomed Lords of Naxos.

Hovering your mouse over a message will produce a tooltip detailing the event, be it a peace treaty, a newly-forged alliance, or even just some new individual you might hire as an advisor.

3.8 The Minimap

The *Minimap* is located at the bottom right of your screen. If you click anywhere on this little map, you will jump to that location on the *Main Map*. The white box shows what part of the world is currently displayed on the *Main Map.*

With the buttons along the top of the *Minimap* you can determine which of the Map Modes you would like to use.

The different Map Modes display different information on the *Main Map.* The default options are:

- **TERRAIN MAP** – This default map mode shows the world as a 3D terrain map, akin to a satellite view of the Earth, but with country boundaries visible.
- **POLITICAL MAP** – Shows each country in its own color. Striped provinces indi-

cate lands which are occupied by foreign forces.

- **TRADE MAP** – The Map is colored to show the association of territories with trade nodes. Checkered trade nodes lie outside the reach of your traders. Trade routes marked with arrows indicate the direction which trade moves through the node.
- **IMPERIAL MAP** – This map colors only those provinces held by the Holy Roman Empire. Dark Green indicates a member state, while lighter green indicates the lands of an elector. The lightest green marks the Emperor's lands. Striped lands are those which belong to the Emperor but are not a part of the Holy Roman Empire.

Bengal in three Map Views: Political Map on the left colors each nation, Terrain Map, on the top, shows the national borders but displays an overhead view of the terrain. Trade Map focuses on trade routes, coloring the Trade Nodes and displaying the national borders as outlines.

Those are the most common maps, but there are many other map modes to choose from, and space has been reserved on your map selection panel, so you can customize which maps can be easily accessed. To access these alternative map display options, click on the arrow to the right of your main map mode buttons. Then left-click to select one of the map modes – or right-click one to add it to your main map selection panel.

All the map modes appear as options here, and the maps already assigned to your main selection panel are outlined in gold.

The additional Map mode options are:

- **RELIGIOUS MAP** – This map displays the different religions on the map. Bright colors indicate provinces which are not the same religion as the state religion. (These are indicated with stripes when the camera is zoomed in.)
- **DIPLOMATIC MAP** – The map is color coded to indicate the status of your foreign relations. Nations are colored according to their relationship with you, the greener

the better; red means particularly poor relations. Your own territory is shown in a rich green color, and your core territories are displayed in a lighter green.

- **REGION MAP** – The map is colored to show which regions and continents the provinces occupy. Region names do not appear on the map itself, but hovering over a province will reveal the name of the region to which it belongs.
- **CULTURE MAP** – This map displays the cultures of the world. Zooming out will show the name of each individual culture. Members of the same cultural group are displayed in the same color. If you select a province, the map will change to show all cultures of the culture group that province belongs to in individual colors.
- **SPHERE OF INTEREST MAP** – Coloration on the map reflects your sphere of influence. It highlights your own territory, the lands of your vassals, and the lands of any countries you are united with.
- **REVOLT RISK MAP** – Your lands are displayed in various shades of green. The darker the green, the more likely the region is to be overrun by vile and misguided rebellions against your benevolent rule.
- **COLONIAL MAP** – The map indicates opportunities for colonization. Cities are too populous to be colonized, and so are colored grey. Blue provinces are those in the process of being colonized. Red provinces are potential targets, but are currently too far away. Green provinces are ripe for the picking.
- **ECONOMIC MAP** – Coloration of this map reflects the tax income generated by the province. The lighter the green, the wealthier the province. This map mode only colors your own provinces.
- **MANPOWER MAP** – This map displays the manpower available in your provinces. Yellow provinces have the most available men for your armies. Dark red provinces have an average number of men. Light red provinces boast very few men of military age.
- **TECHNOLOGY MAP** –Provinces are colored according to their technology levels. The redder they are, the lower their technology level. Yellowish provinces possess average levels of technology, while green provinces are highly advanced.
- **TRADE VALUE MAP** – This map is similar to the Economic Map, in that provinces are colored according to their wealth. However, on this map they are ranked according to their trade values rather than their taxable incomes.
- **SUPPLY LIMIT MAP** – Provinces are colored from dark green to light green based on their supply limits. The darker the coloration, the lower the province's supply levels.
- **BUILDINGS MAP** – This map colors your provinces based to how many buildings you can construct in them. Dark green provinces can house numerous buildings. Light green provinces already have some buildings, but can accommodate a couple more. Blue provinces are proud owners of every building type you are able to construct on them.
- **MISSIONARY MAP** – Your provinces are colored according to how much missionary assistance they are receiving, or how much they might benefit from such

efforts. Provinces which already match your state religion are shown in grey. Provinces currently learning the errors of their ways are colored blue, and those misguided followers of other religions are colored in green.

- **PLAYER MAP** – This map colors the countries under the control of other players, and lists the player names on the map.
- **ACCEPTED CULTURE MAP** – This map breaks up the world into 'us' and 'them,' with your country's accepted cultures in green, the cultures you deign to tolerate in blue, and numerous other unacceptable cultures in red.

3.9 Hint Mode

Just above the *Minimap* you will find a golden downward-pointing arrow. If you click on it, the very useful Hint Mode opens, where you can learn more about various aspects of the game. Unless you disable Hint Mode, it will pop open whenever you begin a game, providing hints relevant to the nation you have chosen to play.

You can also click on the upper right corner (the gloved hand next to the question mark), and the whole of the game interface becomes 'clickable.' Any area you click will open the relevant topic in Hint Mode.

What makes this Hint Mode especially useful is the links it provides to related topics. If, for example, you have read through the hint on vassals, but don't fully understand the meaning of Diplomatic Relations, you can then follow the link provided to study that topic further. From Diplomatic Relations, you can move on to learn about Alliances, Royal Marriages, or return to the Vassals page.

Once you feel you have mastered the game and no longer benefit from this useful interface, you may wish to disable certain pages or even to turn off Hint Mode altogether.

3.10 The Toolbar

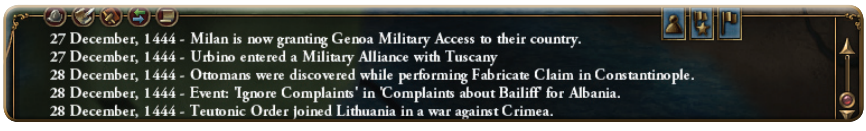
Below the *Minimap* you will find a small *Toolbar* which contains some *Main Map* functions as well as several other the game interfaces.

On the left edge of the *Toolbar* is a "+" button which will open the *Log*, while the right end of the *Toolbar* contains a "+" button and "–" button, which zoom the *Main Map* in and out.

There are four other buttons which link to other interfaces. From left to right, these are:

- **MORE INTERFACES** – This button, decorated with a cogwheel, can open links to three minor interfaces. These are *History,* covered in section 5.3 of this manual, *Triggered Modifiers,* covered in section 5.4, and *Go to Capital Province,* a command which centers the map on your capital province.
- **MENU** – This button, decorated with an image suggesting a zoomed-out menu, will open the various game options detailed in section 5.6.
- **THE LEDGER** – This button, decorated with a graph, will open *The Ledger,* a book of useful information relating to your country and to your neighbors, friends, and enemies. It is covered in detail in section 5.7.
- **FIND PROVINCE** – This button, marked by an arrow, will open the *Find Province* interface, which makes it easy to locate any province on the map. It is covered in section 5.8.

3.11 The Log



If you click the "+" to the left of the *Toolbar*, a display known as *The Log* appears, which is a scrollable history of just about every decision and turn of events that has occurred in the known world. Just like the *Message Dialogue*, you can filter this log so that only certain events appear, by clicking on the filter options for *Own Country, Interesting Nations,* and *Other Countries*. The *Interesting Nations* are chosen through the *Message Dialogue* (explained above, in section 3.7).

When you have finished viewing the Log and wish to minimize it once more, you will find that the "+" has changed to a "–". Click on it and the Log will close.

So, now that you've learned all there is to know about these useful *Main Map* tools, it is high time for you to take command of your nation.

4.0 MANAGING THE NATION

4.1 Clicking Your Shield

The time has come to take control of your nation and shepherd it through the turbulent times ahead of you, raising armies, handling rebellions, learning new technologies and building your trade empire.

There are many game interfaces provided that make these tasks easy to accomplish, and they can be accessed in many different ways. One of the hallmarks of the user-interface for Europa Universalis IV is just how easy it is to move from screen to screen and access all the information and interfaces you require.

Several interfaces can be accessed from a single location, and these are grouped together here in *Chapter 4* because they all deal with managing your nation. The other interfaces are detailed in *Chapter 5*.

When you wish to manage your nation and access these interfaces, you need simply click on your shield. It should be easy to spot – it's the big one in the top left corner of the *Main Map*. Clicking on it will open the *Government Interface*, and the other Interfaces explained below can be opened by the links across the top of the interface window.

4.2 Government

The *Government Interface* provides information about your government, and allows you to change government type and wrangle your advisors.

The top left section shows your government type, and the bonuses and penalties resulting from this government type. You can change government types by clicking on the Crown and Arrow button.

Directly beneath this is the name of your current ruler and his or her title, which is associated with the type of government you possess as well as their skill levels in Administration, Diplomacy, and the Military arts. These are the points they will add each month to your *Administrative Power, Diplomatic Power* and *Military Power,* so obviously the higher the numbers, the better the monarch.

Particularly low or high Monarch Skill Points also have another important impact on your nation. If you follow the little twisted ribbon to the right, you will see the Country Modifiers. Hover your mouse over these and tooltips will popup explaining what unfortunate or delightful effects your nation is currently enjoying, and why. These can range quite widely, from a ruler incapable of managing the tax revenue (-33% to your tax income) to Shady People coming to work for you (adding 10% to your Spy Defense).

Just above your Country Modifiers you will see the two masks. Your primary culture is indicated to the right of the masks. Hovering over this opens a tooltip which lists the cultural group to which you primary culture belongs, and the other members of your cultural family.

The bottom half of the *Government Interface* focuses on your advisors on the left and your *Administrative Power, Diplomatic Power*, and *Military Power* on the right. These are your *Monarch Points*.

The Power section on the bottom right displays in bold numbers your monthly gain in *Monarch Points*. The bar underneath shows your total point reserves, relative to the maximum number of unspent points you can keep on hand. Hovering over each will call up a tooltip which explains the growth of your *Monarch Points*.

These values are important because you will spend *Monarch Points* not only to grow your nation technologically and ideologically (discussed in sections 4.6 and 4.7), but also to erect buildings, hire generals and admirals, perform many domestic, diplomatic, and military missions, and do just about everything else you need to do in the game. These values are the key to your success.

To the left are your advisors. Certain *Ideas* (section 4.7) will allow you more than three advisors, but you will always have the option of at least one Administrative Advisor, one Diplomatic Advisor, and one Military Advisor.

Clicking on the burgundy shoe will unceremoniously show an unwanted advisor the door, while clicking on an advisor's portrait will bring up the list of potential replacements.

The cost of an advisor is determined by his skill level, as well as his age at the time that you hire him. Younger and more skillful advisors command a much higher "signing bonus," and a greater monthly salary than an old and foolish one would claim. Advisor costs can get out of hand quickly if you are careless. An advisor's skill level augments your *Monarch Points*, boosting your monthly *Administrative Power*, *Diplomatic Power*, or *Military Power*.

Advisors also provide other useful benefits, depending on what sort of advisor you have chosen. The advisor types, grouped by the type of *Monarch Points* they influence are:

ADMINISTRATIVE ADVISORS

- **PHILOSOPHER** – Provides a monthly Prestige Bonus of 2.00.
- **NATURAL SCIENTIST** – Reduces the cost of *Administrative Technology* levels by 10%.
- **ARTIST** – Provides a 20% reduction in *Stability* costs.
- **TREASURER** – Grants a 5% global tax bonus.
- **THEOLOGIAN** – Grants a -3.00 reduction to the global revolt risk.
- **MASTER OF MINT** – Grants an inflation reduction bonus of -0.10 monthly.
- **INQUISITOR** – Adds a 2% bonus to global missionary growth.

DIPLOMATIC ADVISORS

- **STATESMAN** – Adds a +5 bonus to your *Diplomatic Reputation*.
- **NAVAL REFORMER** – Grants a 10% cost reduction for *Diplomatic Technology* Levels.
- **TRADER** – Boosts global trade power by 10%.
- **SPYMASTER** – Provides a 10% bonus to offensive spy missions.
- **COLONIAL GOVERNOR** – Improves global tariffs by 10%.
- **DIPLOMAT** – Increases by 30% how favorably foreign powers look upon you.
- **NAVIGATOR** – Adds 20% to naval range.

MILITARY ADVISORS

- **ARMY REFORMER** – Grants a 10% cost reduction for *Military Technology* Levels.
- **ARMY ORGANIZER** – Grants a 10% bonus to land force limits.
- **COMMANDANT** – Increases discipline by 5.00.
- **QUARTERMASTER** – Allows armies to reinforce 33% faster.
- **MASTER RECRUITER** – Grants a 10% bonus to manpower.
- **FORTIFICATION EXPERT** – Adds 25% to your defenses.
- **GRAND CAPTAIN** – Grants a 30% bonus to army morale.

4.3 Diplomacy

There are two sides to the *Diplomacy Interface*: your own country, and those other, lesser countries with whom you are compelled to deal from time to time. There are many ways to find yourself in the *Diplomacy Interface*, since it is integrated into the other National Interfaces, but we shall discuss it here.

Your *Diplomacy Interface* provides a tremendous amount of information and options. Your State Religion is indicated by the symbol next to your country's name. Your type of government (Kingdom, Republic, etc.) is noted under the name.

Your current ruler and their skills are noted below that, and to the right you will find the current number of relationships with your neighbors and the total number you can maintain without penalty. These penalties reduce your Diplomatic Points, so overextend yourself only when necessary.

Below this is your Diplomatic Reputation, a measure of your reputation on the international stage. The higher the number, the more other countries respect your diplomats and the integrity of your government. Because it influences the willingness of other countries to accept your offers of vassalization and other diplomatic initiatives, you will want to keep this number in the green!

To the right of this are details on your primary culture, the effectiveness of your spies, your technology group, and the stability, prestige, ideas and technology levels of your nation. Hovering over each will call up a tooltip which explains what is going on with each. When you are considering the profile of foreign nations, all of this becomes very valuable information.

Below that and to the left are your enemies and rivals. Rivals are any countries which you deem a threat to the power, glory and land that is rightfully yours. Declaring a rival costs a small amount of Diplomatic Power, and naturally it damages your relations, although if they were truly rivals they probably didn't look favorably upon you anyway. Once you declare a rival, you may Embargo them with no penalty to yourself, and you may take provinces from them more cheaply in peace deals, as well as increased prestige from beating them in battles and your spies are more effective in operations against them. Additionally, other nations who also view them as rivals may be willing to join you in a coalition, so that together you might annihilate your mutual foe.

This works both ways of course. Enemy countries will have declared you to be their rival as well. Be wary of the gathering storm: too many of them and it might be you who faces a coalition.

Beneath this is a long, scrollable list detailing all of your current entanglements: everything from Peace Treaties to Diplomats on missions, Royal Marriages, Alliances, and Access Rights. Hover over any of these items to open a tooltip explaining the matter in detail.

To the right is a list of the known countries of the world and what they think of you on a scale of -200 to 200. To the right of that is your opinion of them. These numbers

need not correspond. Perhaps you like them and want to be friends, but they still cannot bring themselves to look past all those violent conquests you've become so well known for.

Under that, you have the option to release some of your lands as vassal states, say if you require a buffer, or the population is too unruly to manage affordably.

When you click on another country, whether from within the *Diplomacy Interface* or anywhere else, their shield appears and you are brought to their page of the interface.

In many ways, it is very similar to your own page. There are a few key differences, however. First, to the right of their ruler's name Diplomatic Relationships and Reputation are now shown; instead you will see your opinions of each other.

On the bottom left, note that some nations may be grayed out. This indicates a relationship with a nation which you have not yet encountered. They will appear here, but you cannot click through to them.

On the right, rather than national opinions, you see the Diplomatic Options. It is here that you may send your Diplomats off on any number of missions, depending on your technology levels.

These missions are broken up into various submenus so you can easily find what you wish to do without dealing with a cluttered display.

- **DECLARE WAR** – The final diplomatic option, quite essential when your goals can be achieved no other way, and a serviceable option if you prefer the direct route. Here you can click to enter the *Declaring War* interface, detailed in section 6.2.
- **ALLIANCE ACTIONS** – In this section you can offer an Alliance, or create or join a Coalition. Coalitions are alliances targeted on a certain nation, if any member of a Coalition goes to war with the target nation, all Coalition members are brought into the war. This does not happen if a member goes to war with the target by answering the Call to Arms of a non-Coalition nation. A green check mark means your offer will be accepted, while a red "X" means it will not. Hovering over the checkmark or "X"-mark will produce a tooltip explaining the other side's rationale.

- **INFLUENCE ACTIONS** –Here you may Enforce a Peace or Proclaim a Guarantee. Enforcing a Peace is a fine way to spoil another nation's fun, by bullying them into ending their current war. If they refuse, you get to join in on the fun by entering the war against them. Similarly, Proclaim a Guarantee allows you to jump into any currently ongoing war against the target country.
- **RELATIONS ACTIONS** – This set of options allows you to dispatch a Diplomat on a long term mission to influence international relations. You may send a Warning, a threat of warfare should your opponent interfere with another country. You might instead send an Insult, which involves sending an official Diplomat on a State Visit for the sole purpose of humiliating and offending them.
- **DYNASTIC ACTIONS** – You can offer either a Dynastic Marriage with another country or offer Vassalization, making them your eternal lackey. As with other negotiations, whether or not your targets will fall for your transparent schemes is shown by the tooltip-enabled Check and X-marks. If you are Royally Married to another family, here you can use that flimsy excuse to Claim the Throne of their country, which can earn you the role of senior partner in a Personal Union of two independent nations.
- **COVERT ACTIONS** – The fun stuff. With a sufficient technology level, you can dispatch your Diplomats on such exciting assignments as Fabricate Claims on your opponents' lands, Sow Discontent among their populations, Support Rebels against their governments, Sabotage Reputations between your target and other countries, and Infiltrate the Administrations of your targets, which wins valuable inside information about troop and fleet deployments and sizes.
- **ECONOMY ACTIONS** – This includes a number of actions. Issue Embargos bars other nations from engaging in any activity at your trade nodes or inside the borders of your provinces. Large cash payouts are a sure way to bring a smile to people's faces, so Send Gifts is a great diplomatic tool. Offer Loans is perhaps even better, because it combines a nice gesture with the added benefit of future obligation. You can also offer War Subsidies to enemies of your enemies or Sell a Province, which allows you to rid yourself of unwanted territory for a fair price.
- **ACCESS ACTIONS** – These are crucial actions allowing you to project your military power. Often, nations project military power far more broadly than they can truly claim. But for certain continental wars, projecting military power is the only way to succeed at all!

4.4 Economy

The *Economy Interface* provides critical information on the financial status of your nation. It offers a detailed breakdown on your economy, including your income, your expenses, and even your levels of inflation.

The sources of your income are shown on the left, as well as the amounts entering your coffers from each source. You may also note what percentage of possible income you are bringing in. An incompetent or unusually competent ruler can really hurt or help you in this area!

It's not cheap to run a country, as you can see from the Expenses section. Everything costs, from Advisors right down to Fleet Maintenance. But at least you can decide how your precious ducats are spent. If ever you find yourself in need of cash, you may reduce the Maintenance received by your colonies, missionaries, armies or navies. You might also fire your Advisors, although you would need to return to the *Government Interface* to accomplish that.

Be aware, however, that reducing Maintenance can greatly delay any attempts to colonize and convert new lands and people. Even riskier is seriously cutting your military's funding. This may provide short-term economic benefits, but this policy can leave you in a very precarious position should war come suddenly knocking upon your door. Your underpaid, poorly equipped and badly trained soldiers will need time before their morale is high enough to engage in serious combat, which will mean losses in land as you wait for your war machine to return to full operation. Do not forget to increase their funding quickly if war breaks out. Otherwise, you shouldn't expect to succeed against the enemy's well-fed and well-paid soldiers!

In times of need, you can also take loans or, if you are at war, Raise War Taxes to boost your coffers. Of course, War Taxes raise your War Exhaustion as well, so consider carefully before you raise them. The total possible tax base is shown alongside your current war exhaustion. Hovering over the war exhaustion will open a tooltip explaining the additional penalties arising from your exhaustion level.

Hovering over your inflation levels will produce a tooltip explaining why it is going up or down. However, in contrast to previous versions of Europa Universalis, you can no longer simply "slide" you way to lower inflation. Certain ideas can be used to buy it down. Failing that, your only choice is to manage it the best you can, just as real nations have done throughout history.

Finally, loans. You may find that they are far more flexible than they were in previous versions of Europa Universalis.

While you still automatically take loans whenever you run out of money, you can also take loans whenever you need, and can repay loans in full as soon as you have the funds. This allows you the flexibility to run deficits when emergencies strike and take care of those debts quickly when good times return.

Be wary, however. Debts raise your interest levels, and there is a limit to how much debt your country can handle before it collapses into bankruptcy. It is wise to manage your debts responsibly and make deficit spending work for you.

15 loans: what was a backbreaking financial disaster in Europa Universalis III, can be survivable and useful deficit spending strategy in Europa Universalis IV!

4.5 Trade

In the *Trade Interface* you can see the impact that trade has on your Empire – and the effects your Empire has on trade.

On the top left are the various scores relating to trade:

- **TRADE EFFICIENCY** – Rated from 0% to 200%, this reflects how efficient your nation is at trading. The number represents how skilled your merchants are at extracting money from a trade route, and the power and influence your merchants wield at a trade node.
- **TRADE RANGE** – This is a measure of how far from your own lands your merchants may engage in trade. Trade Nodes outside this range cannot be reached by your merchants.
- **TRADE STEERING** – This describes how effective your traders are at steering trade towards your most profitable nodes.
- **TRADE INCOME** – This is the percentage of the total possible trade income which actually makes it into your coffers.

- **MERCANTILISM** – This value boosts the Trade Power given by your provinces in their trade nodes. It can be changed by events.

All of these scores are heavily influenced by your decisions and by your *Diplomatic Technology Level*. Hovering over the numbers will open a tooltip explaining what drives your trade scores.

The influence of trade on your nation is shown to the right in the pie chart. It shows both the raw income you receive from your trading endeavors, and a pie chart showing what percentage of your total national income derives from trade. Here you can also see any active embargoes that other nations have called upon your traders, or that you have called upon theirs.

Below this is a list of all the Trade Nodes in your Trade Range. You can sort this list in a number of ways: alphabetically; by whether or not you have a Merchant assigned there; by what that Merchant's goal is; by Income; by Trade Power; or by the overall Value of the Node. From this list you can recall your Merchants from their assignments or dispatch new Merchants.

Merchants have two possible missions, both of which they will remain engaged in until recalled. The first mission is collecting money directly from a Node, which can only be done at Nodes you own a province in. Without a Merchant present, a Node will send Trade Power downstream, you will not collect any trade income from the Node. The second mission is Transfer Trade Power, which increases the flow of money downstream and boosts your trade power upstream.

4.6 Technology

After a time you will build up some *Monarch Points* in the *Administrative, Diplomatic* and *Military* fields. While you will fritter some of them away on buildings, domestic missions, and various other things, it is on the Technology tab you will make your big-ticket purchases. Here you make those technological advances that will lift your nation from the Middle Ages and place it on the path towards industrialization.

There are three types of technology you can research, *Administrative*, *Diplomatic* or *Military*. Each field offers 33 technologies to choose between, each of which provides

a significant increase to the power and abilities of your nation.

The technology system of Europa Universalis IV breaks away from previous games in the series. Rather than diverting your monthly income to gain new technology, you use your accumulated *Monarch Points* to acquire technological upgrades. In the old style, superpowers and tiny countries dominated the technological landscape. With the new system, technological gains are much more historical, realistic, and better balanced. The new system is both simple and elegant, and can be found in the game's *Technology Interface*. Here you will spend your larger supplies of *Monarch Points* to boost your technology levels.

The interface is broken in to three sections:

1. Under **ADMINISTRATIVE TECHNOLOGY** you can see your current technology level and the level you are researching. In the researching box, which is grayed out until you can afford the new technology, you can see the benefits of your new research. For example, here we see that Italy is saving up her *Administration Power* to purchase the *University (17)*. There are two benefits to this advance, and by hovering the mouse over them we open a tooltip which explains that reaching level 17 grants us another *Idea* slot (section 4.7) and the ability to construct a new building, the *University*. To the right, we see that our Administrative Technology enables us to run an Administrative Monarchy, an Administrative Republic, or a Tribal Government, depending on our current Government Type. Finally, to the far right, we can see the number of ideas we have available, our Production Efficiency, and what Administrative Buildings we can construct. Hovering over these opens a tooltip detailing when the bonuses of each technology will become available.
2. **DIPLOMATIC TECHNOLOGY** operates in much the same way as *Administrative Technology*. You have a report of your current and next technology levels, as well as the bonuses available upon reaching the next level. To the right is a list of ship types currently available. When a new one will unlock at the next level, it will be highlighted. Hover over the names to open a tooltip explaining the abilities and statistics for that unit; hover over the icon for a tooltip displaying at what levels

each ship type becomes available. This middle section also provides icons which light up when you unlock certain skills. You gain the ability to place Merchants at level 1 and reduced Naval Attrition at level 22. The far right edge shows your Trade Efficiency, Naval Maintenance Costs Bonus, Naval Morale Bonus, Trade Range, Colonial Range, and the Diplomatic Buildings you can construct. Just like *Administrative Technology*, hovering over these will produce a tooltip explaining the bonuses and available buildings.

3. **MILITARY TECHNOLOGY** is similar to the other technology screens. Your level is displayed, alongside the level you are going for, and the bonuses you will enjoy upon reaching that level. In the center you will see the preferred Infantry, Cavalry and Artillery units you can hire, as well as the bonuses those units receive when engaging in Fire and Shock combat.

On the far right, you see the current Morale levels of your armies, along with their Discipline, Maneuver, Supply, Combat Width, and the Military Buildings available to purchase. Hover over each of these to open a tooltip explaining at what technology levels these bonuses will grow.

This innovative new technology system is designed to make it easier for those playing smaller, poorer nations outside the Western nations. Even poorer nations progress in their technology levels, although the game does follow historical reality, so Non-Western European technology groups pay more for their growth towards industrialization. Playing a well-managed nation from any technology group will be a fun and challenging experience.

4.7 Ideas

It is the ideas of a nation that makes it truly unique, so it is in the *Ideas Interface* that you will really customize your nation. Nations begin with a Starting Idea which helps to define themselves as separate entities with unique world views. For example, in 1441, England's Starting Idea is *English Traditions*, which provides benefits to trade and naval morale, which nudges England down the historical path of becoming a mercantile empire and naval power. The Golden Horde gets *Horde Traditions*, allowing them free reinforcements, and making it significantly cheaper to reduce war exhaustion.

Major countries enjoy a special slate of unique National Ideas which become available as you research other ideas. Even minor nations will enjoy some form of generic National Ideas to help them play with a historical feel. The National Ideas available to each country are listed on the Single Player and Multiplayer start screens, so you can anticipate how your country will play before launching the game.

These special ideas are activated automatically, for every three ideas you purchase, one of your National Ideas activates.

Now that we've discussed *National Ideas,* let's turn to the other ideas, and how you can customize your empire with them.

At *Administrative Technology* Levels 4, 7, 10, 14, 17, 22, 26, and 29, you will have the opportunity to choose a package of ideas to explore. These packages of ideas are grouped philosophically, so if you choose the *Espionage Ideas* package, the ideas you are working towards are all going to deal with covert operations – everything from privateers boosting embargo effectiveness to the ability to Sow Dissent in foreign lands.

These ideas are tagged under the technology that they are related to, be that *Administrative, Diplomatic,* or *Military*. The requisite *Monarch Points* must be spent to acquire the next idea in a package. Purchasing the entire package provides a special bonus to your nation as well. (A full list of idea groups appears at the end of this section.)

National Ideas and Technology create a truly dynamic yet historically grounded system. It means you can really customize your nation and truly play as "France" or "The Ottoman Empire" rather than just as "the blue country or the green country." With only so much Administrative, Diplomatic and Military Power available, you really have to consider your needs and your country's situation at every turn.

Do you spend 400 Military Power so you can buy the National Conscript Idea and gain the 25% Manpower bonus for the looming war? Or do you keep saving so you can get the 500 you need to gain the Pike and Shot Technology, which enables you to construct manpower boosting buildings – not to mention the additional Tactics and Frontage benefits?

Should you sacrifice Diplomatic Power and boost your relations with Austria even though this will push you over the number of relations you can comfortably support? After all, France is sure to come calling, and you will need a powerful ally. Speaking of which, wouldn't it be nice to be able to Blockade France's ports when the time comes? Such Technology would cost quite a few *Diplomatic Monarch Points*, and building that relationship with Austria will delay your development in that area, perhaps by years. An Austrian Alliance might prevent France from attacking, but what if France attacks nevertheless and Austria refuses to help! Perhaps your mighty Navy could quickly shut down all of France's shipping, but if it were to be wiped out in a single tragic battle, any war plans you had based around *Blockading* enemy ports would swiftly crumble. Instead, you would be faced with 585 wasted *Diplomatic Power*, while you were left to beg for peace before you are overwhelmed.

Do you buy the Administrative Ideas package, whose financial benefits make Mercenaries a tempting option, or do you focus on Offensive or Defensive Ideas, using your own manpower to its fullest effect?

How you spend your points on National Ideas, Technology and Diplomacy will shape the philosophy and culture of your nation. Choose wisely and your rulers will straddle Europe and the World as a mighty Colossus. Choose the wrong idea for the times, and you might find yourself on bended knee before another nation.

It is well to bear in mind. Purchases of Ideas and Technology should never be made on a whim!

The *Idea* groups themselves are grouped under *Administrative Ideas*, *Diplomatic Ideas*, and *Military Ideas*, based on which technology group they most closely relate to and, of course, which type of *Monarch Points* you will need to spend in order to purchase these *Ideas*.

The *Idea* groups themselves represent a unified philosophical or strategic approach to the development of your nation, so some ideas will appear in multiple packages. The details of when and why to choose an idea group is a discussion best left for the *Strategy Guide* or the *Paradox Forums*, so instead let us consider the packages so this screen makes a little more sense the first time you sit down to select one.

ADMINISTRATIVE IDEAS

- **INNOVATIVE IDEAS** – These ideas focus on innovation and forward thinking. Once the whole package is acquired, Advisor Costs are reduced by 25%. This package contains:
  - *Patron of the Arts* (reduce Prestige falloff by 2%)
  - *Pragmatism* (reduce Mercenary costs by 25%)

- *Scientific Revolution* (reduce Technology costs by 5%)
- *Knowledge Transfer* (reduce Army and Navy Tradition falloff by 2%)
- *Organized Recruiting* (reduce unit Recruitment time by 10%)
- *Optimism* (reduce Monthly War Exhaustion by 0.05)
- *Formalized Officer Corps* (add +1 to your available upkeep-free leaders)

- **RELIGIOUS IDEAS** – These ideas focus on the religious development and enrichment of your nation. Once the whole package is acquired, your diplomatic relations will increase over time by 50%. This package contains:
  - *Unum Sanctum* (permanent Casus Belli against all other religious groups)
  - *Missionary Schools* (adds an additional Missionary to your pool)
  - *Church Attendance Duty* (Stability Costs reduced by 25%)
  - *Divine Supremacy* (Missionary Strength increased by 3%)
  - *Devoutness* (Tolerance of the True Faith increased by 1.00)
  - *Religious Tradition* (Yearly Prestige increase of 1.00)
  - *Ecumenism* (Tolerance of heretics +2.00)

- **ESPIONAGE IDEAS** – These ideas focus on skullduggery and other nefarious acts. Once this entire package is acquired, your ability to support rebels in enemy territory is boosted by 50%. This package contains:
  - *Privateers* (increase Blockade efficiency by 33%)
  - *Vetting* (increases Spy Defense by 25%)
  - *Rumor-Mongering* (enables *Sabotage Reputation*, a Covert Diplomacy option)
  - *Efficient Spies* (increases Spy Offense by 25%)
  - *Shady Recruitment* (relations penalties for being caught spying are reduced by 33%)
  - *Destabilizing Efforts* (enables *Sow Discontent*, a Covert Diplomacy option)
  - *Espionage* (enables *Infiltrate Administration*, a Covert Diplomacy option)

- **ECONOMIC IDEAS** – These ideas focus on developing rational and sound economic policies and planning for your nation's development. Once the whole package is acquired, you gain the ability (on the *Economy Interface*) to take direct action in reducing your nation's inflation levels. This package contains:
  - *Bureaucracy* (increases the National Tax Modifier by 10%)
  - *Organized Construction* (reduces Building costs by 20%)
  - *National Bank* (reduces Yearly Inflation by 0.10)
  - *Debts and Loans* (reduces the interest rate on your loans by 1.00)
  - *Centralization* (makes an additional Advisor available for hire)
  - *Nationalistic Enthusiasm* (reduces Land Maintenance by 10%)
  - *Smithian Economics* (increases Production Efficiency by 20%)

- **ADMINISTRATIVE IDEAS** – These ideas focus on developing rational and orderly management and administration practices. Once the entire package is acquired, your Production Efficiency is increased by 20%. This package contains:
  - *Organized Mercenary Payments* (reduces Mercenary costs by 25%)
  - *Benefits for Mercenaries* (reduces Mercenary Maintenance by 33%)
  - *Mercenary Recruitment* (increases the available Mercenary Regiments by 50%)
  - *Bookkeeping* (reduces loan interest rates by 1.00)
  - *Administrative Efficiency* (makes an additional Advisor available for hire)
  - *Resilient State* (increases Spy Defense by 25%)
  - *War Cabinet* (reduces War Exhaustion Reduction costs by 33%)

DIPLOMATIC IDEAS

- **DIPLOMATIC IDEAS** – These ideas focus on developing a sound and professional diplomatic corps. Once this entire package is acquired, you will suffer a reduced Stability penalty from diplomatic actions. This package contains:
  - *Foreign Embassies* (makes an additional Diplomat available)
  - *Claim Fabrication* (reduces the time to *Fabricate Claims* by 50%)
  - *Cabinet* (increases your Diplomatic Upkeep by 3)
  - *Adaptability* (speeds up your core creation by 33%)
  - *Revolution and Counter-Revolution* (grants a permanent Casus Belli against other government types)
  - *Diplomatic Influence* (increases your Diplomatic Reputation by 3)
  - *Flexible Negotiations* (reduces the peace costs of unjust demands by 33%)

- **TRADE IDEAS** – These ideas focus on promoting and protecting trade in your empire. Once the whole package is acquired you gain an additional Merchant. This package contains:
  - *Shrewd Commerce Practices* (boosts Global Trade Power by 10%)
  - *Free Trade* (grants you an additional Merchant)
  - *Merchant Adventures* (boosts your Trade Range by 25%)
  - *National Trade Policy* (adds 10% to your Trade Efficiency)
  - *Overseas Merchants* (grants you an additional Merchant)
  - *Trade Manipulation* (increases your Trade Steering by 25%)
  - *Fast Negotiations* (boosts your National Trade Income Modifier by 10%)

- **EXPLORATION IDEAS** – These ideas focus on the discovery and exploitation... err, that is to say... benevolent resource acquisition of new lands. Acquiring this entire package grants a Permanent Casus Belli against all Pagans. This package contains:
  - *Colonial Ventures* (grants you an additional Colonist)
  - *Quest for the New World* (allows you to hire *Explorers* and *Conquistadors*)

- *Overseas Exploration* (boosts your Colonial Range by 50%)
- *Land of Opportunity* (Global Settler Increase is boosted by 33%)
- *Viceroys* (increases your Global Tariffs by33%)
- *Free Colonies* (grants you an additional Colonist)
- *Global Empire* (adds 10% to your Overseas Income)

- **NAVAL IDEAS** – These ideas focus on the establishment of a world-class naval force and a national nautical tradition. Once this entire package is acquired, your ships can undergo repairs while at sea, so long as they are in a coastal zone. This package contains:
  - *Superior Seamanship* (increases Morale of fleets by 1.00)
  - *Naval Glory* (increases prestige from Naval Battles by 100%)
  - *Grand Navy* (increases Naval Force Limits by 100%)
  - *Seahawks* (boosts Yearly Naval Tradition by 1.00)
  - *Excellent Shipwrights* (adds 2.00 to leader Maneuver)
  - *Naval Fighting Instructions* (increases Blockade Efficiency by 50%)
  - *Press Gangs* (reduces the cost of ships by 33%)

- **EXPANSION IDEAS** – These ideas focus on the expansion and increased profitability of your global empire. Once the whole package is acquired, you gain a Permanent Casus Belli against all less advanced Asian nations. This package contains:
  - *Additional Colonists* (grants you an additional Colonist)
  - *Additional Merchants* (grants you an additional Merchant)
  - *Faster Colonies* (reduces the travel time of your Colonists by 33%)
  - *Additional Diplomats* (increases your Diplomatic Upkeep by 2)
  - *Improved Shipyards* (reduces ship construction time by 10%)
  - *Experienced Diplomats* (boosts your Diplomatic Reputation by 3)
  - *Competitive Merchants* (increases your Global Trade Power by 20%)

MILITARY IDEAS

- **ARISTOCRATIC IDEAS** – These ideas focus on the transition of the Nobility from their old role as an often contentious fief holding aristocracy to a new professional military caste. **This idea group is only available to nations with a Monarchy.** A complete package boosts Cavalry Combat Ability by 10%. This package contains:
  - *Noble Knights* (reduce Cavalry costs by 25%)
  - *Local Nobility* (increases the cost of an enemy coring your territory by 100%)
  - *Serfdom* (increases National Manpower Modifier by 25%)
  - *Noble Officers* (increases leader Shock by 1.00)
  - *International Nobility* (adds 1 to your available Diplomats)
  - *Noble Resilience* (cost of Reducing War Exhaustion dropped by 20%)
  - *Military Traditions* (Military Technology costs reduced by 10%)

- **PLUTOCRACY IDEAS** – These ideas focus on the growing freedoms of the common man, and how this is reflected in a more efficient economy and willing army. **This idea group is only available to Republican nations.**
  The whole package grants a 10% reduction in the cost of technologies.
  - *Tradition of payment* (50% more mercenaries are available for hire)
  - *Abolished serfdom* (Land morale increased by 25%)
  - *Bill of rights* (Global revolt risk reduced by 1)
  - *Free merchants* (1 extra merchant)
  - *Free subjects* (Production efficiency increased by 20%)
  - *Humanist tolerance* (Tolerance of heathens increased by 2)
  - *Emancipation* (20% faster manpower recovery)

- **OFFENSIVE IDEAS** – These ideas focus on the importance of attack in military engagements. Once the whole package is acquired, you will unlock the ability to order your armies to *Forced Marches*. This package contains:
  - *Bayonet Leaders* (increases leader Shock by 1.00)
  - *National Conscripts* (grants a 25% bonus to National Manpower Modifier)
  - *Superior Firepower* (increases leader Fire by 1.00)
  - *Glorious Arms* (prestige gain from land battles increased by 100%)
  - *Improved Maneuver* (increases leader Maneuver by 1.00)
  - *Grand Army* (increases land-based Force Limits by 25%)
  - *Esprit de Corps* (increases Discipline by 10%)

- **DEFENSIVE IDEAS** – These ideas focus on the importance of defense in warfare. Once this entire package is acquired, the attrition rate of your enemies will increase by 1.00 during wartime. This package contains:
  - *Battlefield Commissions* (increases yearly Army Tradition by 1.00)
  - *Military Drill* (increases army Morale by 0.50)
  - *Engineer Corps* (adds 1.00 to leader Siege)
  - *Regimental System* (reduces your Land Maintenance Modifier by 10%)
  - *Defensive Mentality* (increases Fort Defensiveness by 33%)
  - *Supply Trains* (increases army reinforcement rate by 33%)
  - *Improved Foraging* (reduces attrition by 50%)

- **QUALITY IDEAS** – These ideas focus on the development of a highly trained and elite fighting force. Once the whole package is acquired, the Discipline of your Armed Forces will increase by 10%. This package contains:
  - *Private to Marshal* (increases Infantry Combat Ability by 10%)
  - *Quality Education* (hastens Army Morale recovery by 5%)
  - *Finest of Horses* (increases Cavalry Combat Ability by 10%)

- *Oak Forests for Ships* (increases Heavy Ship Combat Ability by 10%)
- *Naval Drill* (hastens Navy Morale recovery by 5%)
- *Merchant Marines* (increases Light Ship Combat Ability by 10%)
- *Massed Battery* (increases Artillery Combat Ability by 10%)

- **QUANTITY IDEAS** – These ideas focus on the development of an unusually large military force for your nation. Once this entire package is acquired, your Land Force Limit Modifier increases by 33%. This package contains:
  - *Benefits for Horse Owners* (reduces Cavalry Costs by 10%)
  - *The Young can serve* (increases Manpower recovery speed by 20%)
  - *Enforced Service* (reduces Infantry Costs by 10%)
  - *The Old and Infirm* (reduces Land Maintenance Modifier by 10%)
  - *Ship's Penny* (reduce Ship Costs by 10%)
  - *Standardized Artillery* (reduces Artillery Costs by 10%)
  - *Levee en Masse* (increases National Manpower Modifier by 50%)

4.8 Missions and Decisions

In the *Missions and Decisions* interface you can pass various national laws and choose which missions your country should focus on. You will usually have three or more missions to choose from, each one with a specific objective that you must reach in order to succeed in the mission, as well as a reward for reaching that goal.

These missions represent the national ideas and goals that your people, especially your more powerful citizens, feel the nation should accomplish for its greater glory and prestige, or for other reasons.

Missions can include anything from a peaceful goal, such as improving relations with another country or establishing a dynastic marriage, to a full military mission requiring you to enlarge and mobilize your armies to reclaim the Motherland. Consider the Objectives and Rewards before choosing the mission, and make certain that the goal is an achievable one and the reward is sufficient, given your current situation.

Once you've accepted a mission, if the global situation changes and the mission is no longer achievable or desirable, you can always cancel it. It will, however, be a long five year wait before you can choose another mission, so look carefully before you leap into one.

At times you will also have the option to make *National Decisions*, assuming you meet the requirements. If you hover your mouse over the question mark, a tooltip will appear which explains these requirements. If you do not meet these requirements, the checkbox will be grayed out.

For example, the decision to *Pass the Judiciary Act* will establish a national court system to apply a fair and uniform interpretation of the national laws. This requires you to have a ruler with an *Administrative Skill* of 4 or more, and for your capital province to have both a *Courthouse* and a *Constable*. Once you pass this act, you receive a bonus of -1.00 to your risk of national revolt, and -3% to your national taxes. These reflect the population's faith in the rule of law, and the costs of maintaining the new court system. You also receive a +1.00 to your Diplomatic Reputation, as other countries will respect your pursuit of justice and stability.

These laws and government restrictions affect the state on a national level and reflect the evolution of the state – or its devolution, if you are compelled to pass certain of these decisions. There are a set of generic decisions which all countries can pass when they meet the requirements, but many nations will have unique options. For example, if Byzantium manages to reestablish control over Asia Minor, they will have the option to *Reestablish the Theme System*, which renames the provinces in Asia Minor to reflect their old Byzantine names. This amusing shift comes with a healthy 25% manpower bonus for the rest of the game.

4.9 Stability and Expansion

The *Stability and Expansion Interface* focuses on one key question: how comfortable your people are with the way the things are going in your country.

The top part of the interface deals with how well you are doing in keeping your people comfortable and happy. On the left side, you have *War Exhaustion*, a measure of just how tired your subjects are of your endless wars, how weary they are of seeing their friends and neighbors mowed down on the battlefield. The arrow shows what direction your war exhaustion is tending, and the number to the right anticipates next month's change in exhaustion.

High war exhaustion leads to armed peasants and others seeking alternate ways to halt your endless wars. Ironically, their first choice is usually to launch a civil war to get rid of you.

But high *War Exhaustion* not only increases the chances of rebellion; it also raises the cost and build time of new units. This makes it more and more difficult for you to fill the ranks of your armies. However, if your *War Exhaustion* rises higher than 2, you can

click the *Reduce* button to see what options are available for lowering this number.

Stability, located underneath *War Exhaustion*, is a measure of how calm and settled your people feel, and how trusting they are in their leaders. *Stability* is measured from +3, a Utopian society, to -3, Somalia with muskets. 0 is the default and confers no benefits or penalties, but a high *Stability* will reduce the risk of revolt, add tax bonuses, and increase the effectiveness of your missionaries. Negative *Stability* increases revolt risk, reduces *Legitimacy*, and raises interest rates on any loans you may take. Clicking on *Boost* will raise your *Stability*, but this costs *Administrative Power*.

The right side of the interface deals with newly acquired territories. The top portion identifies areas you can colonize, and beside this are the bonuses or penalties affecting the growth of your settler rate. Finally, you can see the bonuses or penalties affecting the travel time of your colonists.

Before you establish a core of control in a nearby land, your presence there will increase the next number on the right: *Overextension*. This reflects the additional security, espionage, troops, and other costs of maintaining a population that does not, frankly, feel like they belong to you.

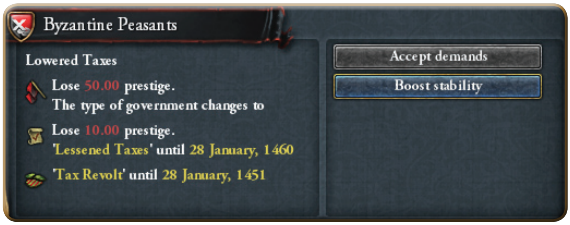
Clicking on *Manage* will open the list of provinces which are making you overextended, and you can either view your progress in establishing a core there, or you can choose to stop establishing a core on the territory.

One common effect of overextension is rebellion. Rebels will trample your lands and spoil your war efforts, thwart your attempts at tax collecting, bemoan your abuse of their constitution. Each type of rebel appears in their own bar, each with their own emblem. Thus, they can be easily identified on the *Main Map*. Underneath this is a bar which fills up as they grow closer to achieving their aims.

You also can see how many provinces they command, the likelihood that more of your people will join their cause, and the number of armies they command. Hovering your mouse over the number of armies will open a tooltip that indicates the composition and size of each rebel army.

If you are unable to defeat the rebellion on the battlefield, you will need to find another way to cope with the uprising. Clicking on *Handle them!* opens a new option

that gives you the option to *Accept demands* after they have achieved their goal. The possible consequences of such a capitulation to the rebels will be shown on the left. Another way to help calm the rebellion is to *Boost stability*, as most rebellions will occur when your society is destabilized. A quick link to boosting your stability is located here, so you do need not jump between interfaces when managing this task.



You may wind up totally overrun with rebellion, as your control over your lands and government slips away. If your country is completely overrun, you will be forced to surrender to all the rebels and meet all of their demands. A handy bar fills up as they grow closer to this goal.

To be honest, if you find yourself in this position, abject surrender will probably come as a relief.

If you think that's depressing, prepare yourself for Reformation Era religion!

4.10 Religion

Religion played quite a role during this period of history, from crusades and jihads, popes wielding temporal power, holy empires, religious leagues and alliances and, towering above all, the Protestant Reformation.

For this reason, religion plays a powerful role in Europa Universalis IV. Here, in the *Religion Interface*, you will find all the information you need to manage your subjects, be they holy or heathen, and to see how well your church and religion are influencing the hearts and minds of your people.

This interface begins by displaying your religion and its symbol. At times, particularly when the Protestant Reformation begins, you may have the option to change your state religion. When this occurs, the cross and arrow button will light up, and

you may click on it to change your state religion and plunge your nation into confusion and chaos! Steel yourself, but take comfort in the fact that you will be worshiping God correctly... and soon your subjects will as well, though they may need some convincing.

The religions and their effects are:

CHRISTIANS

- **CATHOLIC** – The state can convert to Protestant or Reformed. The tolerance of Catholic is +1 and tolerance of others is -1. You may enter into Papal politics. Possible heretics include: Bogomilist, Waldensian, Fraticelli, Hussite, Lollard, and Socinian.
- **PROTESTANT** – The state can convert to Catholic or Reformed. You receive a global tax modifier of +10%, and *Idea* costs of -10%. Possible heretics include: Pentacostal, Puritan, and Congregationalist.
- **REFORMED** – The state can convert to Catholic or Protestant. You will enjoy a global trade proficiency of +10%, and an increased *Advisor* pool. Possible heretics include: Methodist, Baptist, and Quaker.
- **ORTHODOX** – The state cannot convert. You will enjoy a stability cost modifier of -10%, and the tolerance of Orthodox is +1. You may use *Patriarch Authority*, which lowers taxes in exchange for lowered risk of revolt and an increase in manpower. Orthodox nations tend to be more tolerated by other Christians. Possible heretics include: Old Believers, Molokan, Dukhobor, Khlyst, Skoptsy, and Iconoclast.

MUSLIMS

- **SUNNI** – Tolerance of Sunnis is +1, and your leader will enjoy a 100% chance of an heir. This religion can use *Piety Mechanics*, whereby various bonuses result from higher levels of Piety, the devotion of your people to their faith . Attacking Heretics and Heathens increases your Piety, while attacking other Sunnis decreases your Piety. Possible heretics include: Bektashi, Amhadi, Zikri, Yazidi, and Sikhs.
- **SHIITE** – Your leader will enjoy a 100% chance of an heir, and your land-based forces will receive a 25% bonus to morale. This religion also uses *Piety Mechanics.* Possible heretics include: Druze, Hurufi, and Zaidi.

EASTERN RELIGIONS

- **BUDDHISM** – Your tolerance of heathens is +1, and your tolerance of heretics is +2. Possible heretics: Zen.
- **HINDUISM** – This religion grants a global tax modifier of +5%. Your tolerance of heretics is +1. Possible heretics are Bhaktis and Sikhs.
- **CONFUCIANISM** – Your tolerance of heretics is +2, and your tolerance of heathens is +1. Possible heretics: Taoist.

- **SHINTO** – Your land-based forces will receive a + 0.50 bonus to morale, and your tolerance of heathens is -1. Possible heretics: Shugendo.

PAGANS

- **ANIMISM** – Your tolerance of heretics is +2, and your defensiveness is -0.50. Possible heretics: Bear Spirit, Snake Clan.
- **SHAMANISM** – Your tolerance of heretics is +2, and your defensiveness is -0.50. Possible heretics: Goat Skull.

4.11 Military

The *Military Interface* is where you manage your armed forces. At the top section you are presented with information on the forces you can raise, your infantry, cavalry, and artillery, as well as your Heavy and Light Warships, your Galleys, and your Cargo Ships.

You can recruit leaders for your military forces in the bottom right section of this window. The deep maroon ribbon along the top of this section displays the number of possible leaders you can have without diminishing the growth of your *Military Power*.

The commanders you already have are listed below. Their names and military postings are shown, as well as their skill – ranked by pips – in the areas of command, shock attacks, maneuvers, and siege warfare.

You can unceremoniously boot inept or unwanted leaders – indeed all commanders except for your ruler or their heir.

You may hire new leaders by clicking the respective buttons along the bottom of the window. From left to right they are:

- **RECRUIT GENERAL** – You may spend *Military Power* to recruit a General. Generals are assigned to armies, and even a poor general can provide a significant boost to

your army's performance. The skill level of the General can vary, but the higher your Army tradition the finer your Generals will be.

- **RECRUIT CONQUISTADOR** – This requires the *Quest for the New World* idea. When assigned to an army, Conquistadors can explore lands that are marked Terra Incognita. The skill level of the Conquistador is also influenced by your Army tradition.
- **RECRUIT ADMIRAL** – You may spend *Diplomatic Power* to recruit an Admiral. Admirals are assigned to naval fleets, and even poor ones can boost your naval performance. The skill level of the Admiral can vary, but the higher your Naval tradition the finer your Admirals will be.
- **RECRUIT EXPLORER** – Requires the *Quest for the New World* idea. When assigned to a fleet, the Explorer can explore oceans and seas that are marked Terra Incognita. The skill level of the Explorer is also influenced by your Naval tradition.
- **CONVERT RULER TO GENERAL** – Your ruler can also take a military command. The good news is that this commander does not count towards your leadership cap. The bad news is that if your brave ruler is struck down in battle, you could find yourself in a regency, and your people may not handle this well.
- **CONVERT HEIR TO GENERAL** – The heir to the throne can also take a military leadership role. He might be killed, which could be problematic for the nation, but like the leader he is also free.

Above the leaders panel you can consider your preferred units.

For the land units, the red ribbon indicates what unit technology you are using, and then lists your preferred infantry, cavalry, and artillery unit types. These are the forces you can raise in your core territories.

The statistics for each unit type are listed to the right. The first is the cost to raise the regiment, then comes the modifier to the unit's power, the modifier for the fire phase of combat, the modifier for the shock phase of combat, and finally the number of regiments you have of that type. Hovering your mouse over the unit's cost will open a tooltip displaying the unit's monthly upkeep costs.

Naval Units are organized much the same. The list includes your Large Ship type, Light Ship type, Galley type, and Cargo Ship

type. The numbers going across show the cost per ship, special power modifiers, the number of mounted cannons, the relative speed of the ship, and the number of each ship you possess.

For Naval units, you will always construct the most advanced ship version available, but Army units offer more choices. Clicking the unit type will open a menu which allows you some discretion on what sort of army you would like to assemble.

When you click on the unit type a menu will appear showing the tactical options available. Units which you do not yet have the technology to use will appear grayed out. If you are thinking of setting yourself a challenge, you have the option to select outdated unit types by checking the *Show Outdated Units* checkbox at the bottom. At a whim you can lead Medieval Men at Arms against the Red Coat Infantry, but don't expect any miracles.

Hovering over the unit name will open a tooltip which remarks the origin and the historical use of that unit type. To the right, the offensive and defensive statistics of that particular unit are shown, where you can learn the battlefield result of their weapons and tactical organization. The unit's offensive fire, shock, and morale rating appear as yellow pips for easy visual recognition, while the unit's defensive fire, shock, and morale rating appear as green pips. This allows you to select units which will match your war strategy and combat style. The *Military Technology* level of the units also appears here. This is listed in green if you can hire the unit, and in red for those you cannot yet employ.

5.0 THE OTHER INTERFACES

5.1 The Production Interface

In a brilliant departure from its predecessors, Europa Universalis IV offers a single map overlay and interface for managing the production of buildings, soldiers, and ships. You no longer need to click through province after province, constructing buildings and hiring troops. Directly from the *Production Interface* you can choose between the *Unit Tab* and the *Buildings Tab.*

On the *Unit Tab* you will see a list of units available for hire, both land and naval.

The land units are displayed by unit type, Offensive and Defensive Fire, Offensive and Defensive Shock, and Offensive and Defensive Morale.

The unit types reflect the unit choices you make in the *Military Interface*, discussed above in section 4.11.

Standing, permanent regiments are listed at the top. Beneath them are any mercenary regiments which are looking for work. Under their unit you will see the number of regiments available for each type.

After land units, the available Naval units are listed. Beside the light ship option you will see the Trade Power which that ship produces when guarding a Trade Node. All ships list Hull Strength, the Number of Mounted Cannon and their Speed – all key attributes which will aid you in making your selections.

Once you click on the unit you would like to purchase, the *Main Map* automatically applies an overlay which shows in green where you can raise units of that type. Alongside this you will see the initial purchasing

Building a March in Barrois will increase Manpower in that province by 575. Building it in Valenciennes will increase Manpower in that province by 650. Since the March is a unique building (meaning that you can have only one), you must be careful where you choose to build.

cost of the unit in each province, and the number of days it will take that province to raise the unit. Production times will vary from province to province, but the map overlay removes any possible confusion. Click on a green province and construction of your military unit will begin. If you wish to raise multiple units in a single province, clicking there a second time will create a queue. Each unit you order will be raised, one at a time.

The *Buildings Tab* offers great ways to improve your province. The various buildings are grouped into categories to make sorting your options easier. These are *Basic Buildings, Special Buildings, Unique Buildings,* and *Manufactories*. The benefits which these buildings offer will be detailed below.

Buildings only appear in this interface if you have researched the required technologies, and if you have not yet built all the possible buildings of that type.

This keeps the interface from becoming cluttered with impossible options and buildings you no longer need. Buildings that you can construct but cannot currently afford are shaded in red. When you click on a building you would like to construct, the *Main Map* opens a new overlay showing in green the provinces where you can build it. On each available province a graphic will appear showing the primary statistic the building will change, its current value and the new value which the building will provide. Click on one of the green provinces to order the construction of your new building.

Buildings are grouped according to their function and the type of *Monarch Points* required to build them. The building types include the following:

- **GOVERNMENT** – These government structures increase and consolidate the government presence and power in the province and help bend the population to your rule. They use your *Administrative Points* to pay for their costs.
- **TEMPLE** – Costs 50, and takes 12 months. Boosts Province Tax Income by 1.00.
- **COURTHOUSE** – Costs 75, and takes 12 months. Requires a Temple. Reduces the Province Revolt Risk by 1.00.
- **SPY AGENCY** – Costs 100, and takes 12 months. Requires a Courthouse. Adds a 50% bonus to Local Spy Defense.
- **TOWN HALL** – Costs 150, and takes 12 months. Requires the Spy Agency. Adds a 20% bonus to local taxes and a 10% bonus to local Defensiveness.
- **COLLEGE** – Costs 250, and takes 24 months. Requires the Town Hall. Reduces Province Revolt Risk by 1.00 and boosts local Spy Defense by 25%
- **CATHEDRAL** – Costs 500, and takes 24 months. Requires a College. Reduces Province Revolt Risk by 2.00, boosts Papal Influence by 0.50, and increases Spy Defense by 10%.
- **ARMORY** – Costs 50, and takes 12 months. Provides a 10% bonus to local recruitment speed, a 5% decrease in provincial regiment costs, and a 2.5% boost to local Manpower.
- **TRAINING FIELDS** – Costs 75, and takes 12 months. Requires the Armory. Boosts Province Recruitment speeds by 10%, reduces the cost of local regiments by 5%, and boosts local Manpower by 2.5%.

5.2 The Province Interface

The *Province Interface* provides you a great deal of information. Many tasks are accessible here, even some typically handled through other interfaces, such as constructing buildings and raising military forces. There are also a few decisions which require you to consider matters on the Province Level.

To access the *Province Interface*, simply click on any province on the map.

Here you can consider the province's military status, including its manpower, supply limits, and its maximum attrition levels. You can also view the trade values of the province, and from the Buildings Tab, at the bottom left, you can consider the Tax, Tariff, Production, and Trade values of the province. This is very useful information, especially if you wish to understand the economic value of each of your provinces.

Here you can also see which countries have claims on the province, whether they are real claims, which are decorated with a gold border, or merely temporary and likely forged claims, which are decorated in green. Note that you yourself can lay a permanent claim on any provinces you've recently colonized or conquered.

You can also add or remove the province from the Holy Roman Empire, or attempt to convert to your State Religion the filthy heathens who are dirtying up the place. You can even convert the locals to your state culture – and crush potential rebels under your iron boot.

From the Province Interface you can also raise troops and purchase buildings, and consider the connections between that province and its Trade Node.

Finally, at the top of the Province Interface you can click on and customize the name of the Province, renaming it whatever name you would like. You can also move your Capital to the province for a small Administrative Power fee, and even view the local history of the province, where you will learn the history of its rule, when improvements were constructed, and what famous personages were born there.

5.3 History

History is accessed through the *More Interfaces* button on the *Toolbar* (section 3.10). This interface pulls up a chronological history of your nation, organized by ruler. It notes major achievements, wars, the successes and failures of your rulers, and usually adds an amusing footnote to each monarch. The history can help remind you of the past history of certain rulers and can be quite fun to read through.

5.4 Triggered Modifiers

If you press the *More Interfaces* button on the *Toolbar*, you will reach *Triggered Modifiers*. With this useful interface you can track your progress towards achieving certain modifiers, which can seriously aid you in the development of your country.

These are often nation-specific, and each modifier has a different set of objectives, and rewards you differently. These rewards are outlined on this page as well.

The bars on the right bar and the counters above them fill up as you complete the modifier's requisite objectives. Hovering your mouse over an objective counter opens a tooltip which describes what steps you have already completed – and what conditions remain to be filled, before the modifier is triggered.

5.5 Go To Capital Province

Accessed through the *More Interfaces* button on the *Toolbar*, pressing the *Go to Capital Province* button will reposition the *Main Map* to center on your Capital Province.

5.6 Menu

The *Menu* is accessed from the *Toolbar*, and offers several options. From here you can load a different game or save your current game.

You can also access the *Game Options*, which you will remember from our discussion back in section 2.3. Further, you can configure your *Message Settings* here, allowing you to customize how the game shares information with you. You can decide what sort of information needs to appear in popups, what requires a pause to the game, and even what information should immediately be shown on the map – or not appear at all.

If you are playing *Multiplayer*, you can also

configure how the AI taking over your nation should behave, should you drop out of the game, from this *Menu*.

Finally, you can exit to the *Main Menu* or even exit the game altogether.

5.7 The Ledger

The Ledger is a very useful tool. It is a book which describes your nation and compares it to the other powers across the known world.

The pages are organized thematically, and you can easily jump to a particular page through the table of contents at the beginning of the ledger. Corresponding to these sections of the ledger are a series of quick links in a row at the bottom, which allowing you to navigate at will to other topics in the ledger.

The ledger's comprehensive lists focus on six main areas, which are grouped together thematically to make them easier to locate. The groups and their focuses are as follows:

- **COUNTRY** – These pages focus on comparisons between your country and other countries of the world. Technology levels, manpower, income, and leaders are stacked up against each other in an easily sortable series of graphs and charts.
- **BUILDINGS** – These pages chart your nation's buildings, province by province. Starting with a breakdown of how many buildings you have of each type in each province, the ledger then moves through a series of pages which further detail what sorts of buildings you possess. From these pages you can also launch your next building project.

- **MILITARY** – The charts here open with a comparison, by size, of your armies, navies, force limits and manpower – comparing these numbers to those of the other nations. The remaining pages begin with a more complete account of your forces, starting with your major armies and fleets, and then listing all your regiments and ships by name.
- **ECONOMY** – Economy is series of pages which focus on your income and expenses from year to year, and which also compare your gross income and your inflation levels with those of the other nations, which gives you a clear picture of how well your economy stacks up. Included here is a useful set of demographics for your country, showing the culture groups, religions, and economic activities which make up your population, and what percentage of your territories have settled enough to set up a government core.
- **TRADE** – From here you will see a series of pages that explore in depth the world's trade nodes, allowing you to compare their relative strengths as well as your influence over each node. An account of the world's trade goods follows, showing their global supply and demand and how this impacts prices. Strategic goods are also shown, along with those who benefit from them.
- **RELATIONS** – These pages show you, in no uncertain terms, exactly who your friends are, as well as who considers you an enemy or rival. You might also consider the list of every country you have a Casus Belli to invade, and what that Casus Belli happens to be. The section closes with a list of every current war in the world, the players in that war, and how things are working out for each of them.

5.8 Find Provinces

Accessed through the *Toolbar*, *Find Provinces* opens a simple interface that allows you to type in the name of the province you wish to view. It then finds and centers on that province, opening the *Province Interface*.

Fear not – your ability to spell hundreds of different province names is not being tested here. The *Find Provinces* interface has a type ahead feature which will bring up all the provinces which match what you have entered into the search bar so far.

The list of provinces you can choose from is both scrollable and clickable.

5.9 The Holy Roman Empire

"This agglomeration which was called and which still calls itself the Holy Roman Empire was neither holy, nor Roman, nor an empire, until the von Wettin Emperors of Saxony made it so."

Voltaire, 1756

To the left of the Minimap is a pair of clickable links, which will remain there only so long as you are Catholic and the Holy Roman Empire continues to exist. These are links to *The Papacy Interface* and *The Holy Roman Empire Interface*. The numbers under each button indicate, respectively, your influence at the Papal Court, and the current Authority of the Holy Roman Emperor.

First, let us consider *The Holy Roman Empire Interface*. From here you can see all the Princes of the Empire. Clicking on one if their shields opens the *Diplomacy Interface* for that Prince. Above them appear the Electors (and who they are planning to vote for). You can also see the chances you have of winning an Electorship vote yourself. The number beside who they currently want is how much they would like to see you on the throne. Hover your mouse over that number to see where you rank among the other candidates for that vote. If you happen to be an Elector, you can change and cast your votes here as well. When the current Emperor dies, the Electors cast their ballots for true, to decide which nation's ruler will ascend to command the Empire.

Above the Electors reigns the Emperor. The Emperor and his nation of origin are listed here, as well as the potential Imperial Reforms and the current Imperial Authority.

Imperial Authority represents how much influence a particular Emperor is able to exert on the Princes of the Empire. This ranges from "almost none" at 0% to "iron control" at 100%.

An Emperor gains Authority by:

- **ANSWERING MEMBER'S CALLS** – When a Member State is at war, they expect the Emperor to come to their aid. When you do so, all the Princes will take note that you are an Emperor who takes his role seriously, and who may be of use to them in the future.

- **WINNING DEFENSIVE WARS FOR MEMBERS** – Naturally, it is of the utmost importance that the Emperor defend the integrity of the Empire and the Princes.
- **CONVERT MEMBER STATES TO THE TRUE FAITH** – Princes who do not share your religious convictions may be inclined to disagree with you politically as well. As much a Religious construct as a Political one, the Holy Roman Empire must be united under one God – as it is united under one Emperor.
- **LIBERATING MEMBER STATES** – Once again, the role of the Emperor is to safeguard the political stability of the Empire. The Princes of the Empire are to be protected from annexation by foreign powers and rapacious member states.
- **FORCING NONMEMBERS TO RELEASE MEMBER VASSALS** – As the Emperor is the first and only true sovereign of the Member States, the Emperor must rid all Princes of any divided loyalty.
- **PROVINCES JOINING THE EMPIRE** – Enlarging the Empire naturally enhances the prestige and power of the Emperor.
- **SUCCESSIVE EMPERORS FROM THE SAME COUNTRY** – Establishing a Dynastic Hold on the Empire will boost the prestige of future Emperors, who will be associated with a powerful line of rulers.
- **PEACE WITHIN THE EMPIRE** – An Emperor powerful enough to maintain peace within the Empire is an Emperor who people will respect.

Imperial Authority can be lost in the following ways:

- **DISHONORING THE CALL OF MEMBERS** – If the Princes cannot rely upon the Emperor to support them in their hour of need, they are less likely to respect his Authority.
- **PROVINCES LEAVING THE EMPIRE** – Princes will not respect an Emperor who fails to maintain the integrity of the Empire.
- **MEMBER STATES CONVERTING TO A FALSE RELIGION** – A core value of the Empire is its unity with the Catholic Church. It would greatly undermine the Empire if any Member State were to convert to Islam or, worse, a heretical version of Christianity.
- **WARFARE WITHIN THE EMPIRE** – If the Emperor cannot even prevent the Member States from annihilating each other, then what purpose does he serve?

Now that you know how to amass Imperial Authority, you probably want to know what to do with all that political cache you've assembled it. That is precisely what Imperial Reforms are for. As all emperors know, the only thing better than having power is asserting it. Here you can spend your amassed Authority to reform the Empire.

The Empire is a very weak confederacy, but these reforms, if you can manage to enact enough of them, will forge this loose collection of bickering Princes, jealously

guarding their own privileges and power, into a powerful Federation, a true Empire of the Romans.

5.10 The Papacy

> *"It doesn't really matter so much what the French King wants. If we can sway enough prelates, the Pope himself will send the flower of Christendom to join us against the Turks."*
>
> Janos Hunyadi, Regent of Hungary, 1446

Like the Holy Roman Empire, the Papacy has its own special place right on the Main Map, so you can quickly see what power or influence you might have with the Holy See. In this age of transition from the monolithic power of the Medieval Catholic Church to the Reformation and beyond, the Papacy still plays a potent role and cannot be ignored.

Every leader in the world knows that even the whims of the pope carry real weight. If you are Catholic, you will want to make use of this power – to bend the Holy Church to your own nefarious... err, that is to say... your own noble ends.

Now, the Active Cardinals are already committed. You cannot bribe your way into their hearts and win them to your cause. However, there are always a few Cardinals-In-Waiting. They are not yet part of the Curia, and on them you can spend your influence freely. If your favorites make the cut, you may win control over the Papacy and enjoy the many advantages that come with it. You might also enjoy the ability to call for Crusades against non-Catholics, and even Excommunicate your foes. New

Cardinals are not chosen at random, however. Seniority Rules are in effect: the oldest Future Cardinal will get the first opening as an Active Cardinal.

Thus, positioning for the Papacy means not just gaining control of one potential Cardinal, but gaining control of enough of them to ensure your favorites make it to the Curia.

Bidding for these corrupt clerics requires beating the previous bid by 10, so if, as in the example shown here, you wanted to purchase the favor of de Vienne, you would need 18 influence to outbid The Papal States (who have 8 influence). You will need 11 influence to outbid Hungary, who have offered 1 for Pimentel, and you will need 10 influence to woo the other three. Note that this is only a hypothetical example, and you should expect to pay much more for an actual Cardinal.

Once you have purchased the favor of your chosen Cardinals-to-be, you must play the waiting game as the current crop of Cardinals slowly perishes, to be replaced by your hand-picked minions – or the minions of your enemies, if they are able to outbid you. But remember, the oldest living Cardinal-to-be is first on the list....

6.0 WARFARE

6.1 Introduction

As Clausewitz famously said, "War is the continuation of Diplomacy by other means." This is as true in Europa Universalis IV as it is in the real world. Perhaps you cannot marry into another royal family (Is it your breath? Maybe it's your breath...), or perhaps your attempts to peacefully vassalize and annex your neighbors is being stymied by the bad influence of their meddling advisors. What if your nation has an ancient (or not so ancient) claim to certain lands that your enemies are controlling? Maybe your neighbors persist in believing in the wrong God (or worse, believe in your God wrongly!). Maybe you just like how rich and pretty their huge tracts of land are, and think they might look even richer and prettier with your flag flying above them.

Should any of these unfortunate things befall you, you will certainly like to know the finer points of waging war. Plus, even if all you truly want is to be left alone in peace and quiet, you can safely wager that some other nation is going to launch an attack on your peaceful realm for precisely those same reasons. When that happens, you are going to need to know how to wage war just as well as your warmongering neighbors. That is the point of this chapter.

6.2 Declaring War

So you want to go to war? Well, first you will need to have some sort of justification, a Casus Belli. This can be a core territory that your foe owns, a country that gotten too big for its britches and needs to be cut down to size, or a Holy War to teach your enemy the folly of worshiping the wrong gods.

From the *Diplomacy Interface*, if you click on the *Declare War* button you will be brought to this menu. A list of all possible Casus Belli appears on the right. Below this is the option to go to war with No Casus Belli, but if you do so,

you should prepare yourself for the scorn of your neighbors and instability at home.

On the left you will see the War Goal, which you will need to achieve in order to win the war. You can, of course, plunder more than your War Goals, but for the war to be considered a success, you must achieve this goal.

If there will be a negative effect for this declaration, those penalties will also appear on the left. You also have the option to automatically call all your allies to join you in this war.

6.3 Moving Your Forces

To send your armies where you need them, first click on them with your mouse, then right-click on another province to send them on their way. This is quite straightforward, but selecting a unit does much more than simply ready them for the battlefield. This will also open the *Army Interface* where you can see the composition of your forces and issue them a series of orders. Your screen will look something like this:

Some useful data on your military force is displayed along the top, including their composition, their current province, and, if they are on the move, their destination. The arrow appears green if the force is located on friendly territory, and red if they are on the way to enemy lands. You can also see current attrition levels and the name of any leader commanding the force.

From here you can quickly split the army into two equal portions, detach enough troops to adequately lay siege to a province, which allows you to send the main army off on another mission. You can even attach the force to a group of transport ships in a port, allowing them to quickly move overseas as needed.

The bottom portion of the window shows your forces in greater detail, including the number of regiments as well as the number of men, and gives you a report on each

individual regiment in your army. If you click the little skull here, you will disband this force and send the troops home.

From here you can also give some other specialized orders. You can split your army in a more careful manner, choosing which regiments will make up the new force. If there are Mercenaries present, you can split them off into their own army, which is a great way to find and fire them all after a war is concluded. Sometimes you may order one of your armies to work alongside an allied army, and from here you can attach them to that force so that they will follow their allies wherever they may lead. You can also consolidate regiments, disbanded certain units and transfer them to other regiments, which enables you to field full-strength forces.

There are also a few more military options. If you have the right *Ideas*, you can order a Forced March, which allows your armies to move at a much faster pace – at the cost of some *Military Power*. If your forces find themselves on unclaimed or colonial lands, you can also order they attack any pesky natives. You can burn some other country's colonies to the ground, or thrash your own provinces in a Scorched Earth plan to deny your enemies the spoils of war. You can also directly seize another country's lands, which is surely the most direct way to avoid all the trouble of a peace process... so long as they are pagans. All in all, this is a very useful interface.

You select more than one army by holding the left mouse button down and dragging the selection box around multiple forces. In this case, the top portion of the *Army Interface* will open in a neat stack of all selected armies. Right clicking on a province will send all of your selected forces to this destination – which is a great way to consolidate armies or converge on a target. If they all begin in the same province, you also have the option to merge them into a single invading force.

Choosing *Select* opens the main *Army Interface* for just that army.

6.4 Land Combat

Battles take place whenever your army encounters an enemy army in a province. As these battles often last several days or weeks rather than several hours, it is best not to consider them as a single encounter. Instead, think of the battle as an abstraction of all the maneuvering for position, and all the sharp clashes and surprise attacks that make up a campaign in the region where the battle is taking place – as well as the main battle itself, of course.

To view the progress of the battle, click on your army. This will bring up a map of the battlefield, showing your regiments in their battle array lined up against the enemy's

forces. Each regiment lines up in either the first line, which is the main line of battle, or in the second, reserve line.

As your armies enter position, they will extend their lines as far as they are able, with the goal of turning their enemy's flanks for combat bonuses.

How long the line can extend depends on both the terrain and the technology of each force. If you are curious about the battleground topology which makes the frontages narrow or wide open, then you can hover your mouse pointer over the encircled line on the battle screen. Mountains make for narrow battle lines, which gives a smaller number of defenders a fighting chance to hold out while help arrives. Wide open plains allow larger armies to storm, flank, and overwhelm their opponents.

Once the troops are arranged, combat will commence.

Combat continues in alternating phases of shock combat (or in other words, melee combat, at which cavalry excels) and fire combat (or ranged combat, where artillery is king). The battle is lost when one side's morale fails and they flee from combat. When an army is driven from the battlefield, it will typically flee across several provinces before it recovers enough to stop running and begin to reorganize.

6.5 Naval Combat

Like Land Combat, Naval Combat occurs when opposing fleets confront each other in the same province. Also like Land Combat, these battles can go on for many days, so they should be considered not as a single engagement, but as two fleets maneuvering to gain wind, standing off and skirmishing before the fleets finally collide.

This screen shows the strength of the two fleets engaged in the combat.

Combat will begin with a contest of firepower, followed by shock action in which ships attempt to grapple or ram one another. This sequence will alternate until

one of the fleets loses morale and is either routed or destroyed.

The condition of each ship is expressed as a percentage, and hovering over a ship with your mouse will produce a tooltip which identifies which opposing ship they are currently firing on, as well as their current morale, their strength, and the ship type.

6.6 Siege Warfare

Once one of your armies establishes itself in an enemy province, it will being to lay siege to the principle city of that province. It is by siege that you will finally gain full control of enemy territory, and it is an excellent way to bring many types of wars to successful conclusion.

The *Siege Interface* is organized into three sections. The top portion notes the City you are besieging. and provides a visual representation of the siege progress. The further the siege progresses, the more damaged the fortifications of the city become. From here you can also follow the link to the *Province Interface* for that particular province. Because clicking a besieged province will default to the Siege Interface, this button provides a helpful link should you wish to access the Province Interface instead.

The second section deals with the defenders, starting with their Morale, which is displayed on a slider bar. Beneath this is the current size of their garrison, the fortification level of the province, and the Fort Defense level, which is an indication of how eager the defenders are to resist the siege.

Hovering over each with your mouse provides tooltips. These explain the maximum size of the garrison, how fast it would recover if the siege were lifted, what types of fortifications the province contains, and what modifiers are influencing the garrison's will to hold out.

At the bottom is information about the attacker, and a corresponding Morale bar. Listed here are the numbers of Infantry, Cavalry and Artillery, and underneath those numbers is an indicator which marks the level of attrition your forces will suffer each month, as a result of your army sitting stagnant and consuming all the local supplies.

From here, the attacker can order an Assault on the city walls. An attempt to storm the walls will take a heavy toll on your Infantrymen, but can put a swift end to a siege

that has dragged on for too long. You can also view the *Army Interface* of your siege forces, and merge all of your siege forces, if more than one army is present.

Between the attackers and defenders is another row which marks the progress of the siege. First there is timer that slowly turns green. This is the time between siege phases, that is, the time it takes to tighten the siege a little bit more and wear those defenders down. This is heavily influenced by the defender's Fort Defense level. Hovering over that dial opens a tooltip which explains the reason for the time between siege phases.

Moving along to the right is the rest of your critical siege information, all of which leads up to a very important throw of the dice. The Phases Progress Modifier adds to the roll based on the current circumstances of the siege: as the situation for the defenders worsens, this number climbs higher. Next is the Leader Siege bonus, the Artillery bonus, and any bonuses for your ships blockading a sea port. These are counterbalanced by a negative modifier describing the quality of the enemy's fortifications, but augmented by bonuses for any breaches you've opened in the enemy's walls. Next to this is the result of the die roll from the previous siege phase. Once that little green circle fills up, another throw of the dice is made. After the modifiers are factored in, you will receive a new siege value to the right. This is the percentage chance that the city will fall at the beginning of the next Siege Phase. This number marks your siege progress, and is the best indicator of how things are going.

6.7 Am I Winning?

An excellent question indeed. Just because you've smashed your opponent's armies into the dust, turned their beautiful navy into an artificial reef, and entirely humiliated them on the fields of war – even all of this does not necessarily mean that victory is at hand.

Perhaps there are new armies just over the horizon, chomping at the bit to avenge their fallen comrades.

Perhaps your war goals did not involve humbling your foe's military, but rather in seizing vast tracts of their lands. How are you even to know if you are winning these blasted wars?

It is surprisingly simple really; the shield of your enemy's leader is conveniently located on the Main Map. Simply click that to open the War Interface, which will answer all your questions with a simple slider bar.

The slider tracks your progress towards your primary goal in the war. If that goal is green, you have achieved the goal. If it is only partially full or empty, you have not yet achieved your goal. However, there is more. Just because you've achieved your goal does not mean your opponent is ready to lie down and surrender! That will depend on several other factors, which the *War Progress Interface* lays out for you carefully.

Under the War Goal Bar are the two competing factions, each headed by the war leader. Here, you can see the excitement level of each nation's population, how exhausted the population is by the current progress of the war, their stability levels, and what percentage of their sea ports are blockaded. This immediately informs you of the weak links in your own alliance, and the more vulnerable spots in your foe's alliance. It also shows how interested each side is to continue the fighting.

Below that is the total military strength of each alliance. This provides raw data on the total numbers of Infantry, Cavalry, Artillery, Large Ships, Light Ships and Transports each alliance currently has in the field.

Another slider shows the War Progress, which is how both sides perceive the conflict. This number runs from -100% (terror and humiliation) to 100% (pride and glory). Hovering over the number will explain exactly why the War Progress Bar has stopped at that point.

Finally, underneath that is a breakdown of all the major battles of the war, showing which sides fought, the numbers which they brought to the field, and the outcome of the battle.

So now you know if you are winning or losing, and from this you can judge whether or not it is time to offer your foe a humiliating peace or, perhaps, grovel a bit yourself. To do either, simply click the Dove and Treaty button at the top right to open the *Diplomacy Interface* and make your peace.

6.8 Ending A War

Now that you have your foes right where you want them, you need them to formally admit defeat, and load you up with territories and cash. In other words, it is time to make them pay... err, that is to say... it's time to make peace.

When you enter the *Diplomacy Interface*, the first option is to offer peace.

Clicking that will open the *Peace Interface*, where you can either make your demands, or surrender your own lands and treasures.

The screen defaults to Demand Tribute, where you are the one doing the demanding. Depending on how the war is going, you may compel your enemy to Cede Provinces, Revoke Cores on lands they no longer have any chance of controlling, return territories whose Cored Lands your enemy holds, force them to cancel vassalizations or release nations, annul treaties with other nations, or even make treaties with you. You can also force them to pay you tribute. The Summary will explain the effects of your demands. The Peace Offer value is the relative size of your demands, which you can compare to the War Score, which appears at the top of the interface. A Red Cross means your demands are too high, while a Green Check means that your demands will be accepted by your adversary. Hover your mouse over the check or cross to open a tooltip which explains why your foe will or will not accept your demands.

If you should find yourself losing, you can attempt to yield to your foe through the *Offer Tribute* tab, which functions much like this page – only it is rather less fun, since you are giving up your stuff instead of taking theirs.

7.0 WINNING THE GAME

7.1 All Good Things Must Come To An End

"The Hungarian People shall never rest, never! Until the Ottoman Turks have been driven from Europe for all time or until 31 December 1820. Whichever comes first."

Janos Hunyadi, 11 November 1441

Eventually, like all things, the Ages of Exploration, Renaissance, and Reformation must draw to a close. The World has been carved up by the victors, and the transition from the Medieval to the Modern era is complete. As the world prepares for the Industrial Revolution, it is time to take stock. How did you do? Did you win or lose? The goals of this game are in fact quite flexible.

Did Hungary, under your guidance, drive the Turks from Europe, unifying the Balkans along the way? Did your Aztecs hold off the Spanish, English, and French and maintain an Empire in Central America? Did your England win the Two Hundred Years War, conquering the French and building the mightiest Empire in Europe? Did your Iroquois launch a reverse colonial war, overwhelming the stunned nations of Europe after centuries of bitter warfare?

If the game ends and you feel satisfaction in a job well done, if you have reached – or even exceeded your goals, then you have won. It is time to set a new goal for yourself and dive right back into the adventure. No game ever plays out the same way, and with so many options to choose from in both time and place, replayability is unlimited.

7.2 Your Score

"The brief epitaph commonly applied to Pyotr III in our histories, 'under his reign, the Seven Years War continued inconclusively,' very neatly sums up his short and inconsequential rule as Emperor of All Russians"

Prince Nikolaj Romanov, 1 January 1821

If you aren't happy with merely achieving your goals, and would much rather definitive proof that you are the winner, then you may consult your score. Your score grows whenever you are in the top ten in either Administration, Diplomacy or Military. Thus, you may go long stretches where your score does not change at all, followed by times when your score rockets skyward.

As the game ends, in January 1821, a popup will appear which quantifies your country relative to all the other nations in the world. Historical Scores ranks the countries that marched across history, even those whose time is long gone, so you can compare your successes with theirs.

You may also have earned any number of superlatives, such as Largest Army, Largest Navy, Most Provinces, and so on. Add to this the History of your rulers, which lists all their conquests, losses, and greatest achievements, and you have quite a detailed picture of your performance.

8.0 MULTIPLAYER

8.1 Starting a Game

Choosing *Multiplayer* from the Main Menu will lead you to the *Multiplayer Interface.* Europa Universalis IV supports games with up to 32 players, though that upper limit is better reserved for LAN games. Internet games are ideally limited to about 12 players.

One player will be the game's host, and the other players will be clients. The Host should be the player with the fastest and most reliable internet connection, and naturally the host should also be a reliable player.

Due to the massive amounts of data transferred between the clients and the host, one really shouldn't try playing Multiplayer through a dial-up modem.

8.2 Preliminary Requirements

Before launching the game, verify that your system is set up to receive and transmit data. Typically you will not need to make any changes, but some firewall and system settings can block game transmissions.

Because there are so many different types of routers, firewalls, and other hardware and software configurations, it is impossible for this little manual to give comprehensive instructions for your specific setup. The same issues also make it impossible to automate the setup process. Please refer to your firewall and router settings and make any changes as necessary, to ensure that the game can send and receive data.

The host should also determine their IP address and share that information with the other players.

8.3 Multiplayer Start Interface

When you reach the Multiplayer Start Interface, you are ready to play. Before you get started, you must enter a name in the entry field. This is the name everyone will see and know you by.

- **HOST** – If you wish to Host a game, click here to establish either a LAN game or an Internet game. After that you may choose the type of game you wish to play, and choose a name for the game session. Click *Host* from inside that interface and you will be taken to the Lobby where you will wait for the other players to join in.
- **JOIN LAN GAME** – When you launch the interface, it automatically begins scanning for LAN games. When discovered, they should appear in the window

at the top. Just click on the game you want and click *Join LAN Game*. You will be taken to the Lobby where you will wait for others to join, and then the game will begin.

- **JOIN INTERNET GAME** – If you will be joining a game hosted over the Internet, click *Join Internet Game* and enter the host's IP address. Once you have done this, your computer will attempt to establish a connection with the host computer. When the connection has been made, you will be taken to the Lobby, where you will wait for the others to join. If instead it cannot connect, please wait a moment and try again, or contact the host to verify that you have the correct IP address.
- **FINDING MORE PLAYERS** – If you don't already have a bunch of friends eager to hop online and play Europa Universalis IV with you, fret not. Select the *Community Tab* in the *Multiplayer Interface* to meet new friends and arrange games. Another great way to find online opponents is to register your game on the Paradox Forums at forum.paradoxplaza.com. This gives you access not only to the Multiplayer forum, but also to the Technical Support forum and the Mods forum, so it is a good idea to register.

8.4 The Lobby

The Lobby is where the players gather before a Multiplayer game. The Lobby resembles the Single Player start Interface. It falls to the host to choose the start date, whether bookmarked or manually selected – or to load a saved Multiplayer game.

Once every player has selected a country, the game is ready to begin. If you are playing a Saved game, first let the Host load the save game, and then wait as the data is automatically sent to each client.

While in the lobby you can chat with other players through the text box at the bottom of the map.

8.5 Gameplay

Gameplay in a multiplayer game proceeds as normal from this point onwards, though you will find human opponents a powerful and unique challenge. Remember, though, that since this game is played by people of diverse ages and social, cultural, and ethnic backgrounds, always be polite and respectful towards your fellow players.

9.0 TROUBLESHOOTING

9.1 Overview

At Paradox Development Studios we take a special pride in providing unparalleled support to our games, whether through patches or product support, often adding new content and supporting games years after their release. Thus, there are two excellent places for you to turn to, if you should ever run into a problem.

9.2 Updating the Game

First, updating your game. While Paradox cannot guarantee patch dates or patches for specific issues, we are always working to improve our games and provide you with an excellent gameplay experience. So to ensure the best game playing experience, keep your game up to date by downloading, installing, and using the most recent patch. Some digital distributors will install the patches for you, while others may not. In case they don't, the launch menu will offer a link to download the latest patch, and if your internet connection is active, it will even tell you what the most recent patch is.

9.3 Forums

The Paradox Forums are another excellent place to turn for both patches and support. Make sure you register your game so you can get the best possible support for your game. At Paradox, we respect our customers by not forcing them to deal with cumbersome or intrusive Copy Protection software. In exchange, all we ask is that, to access Technical Support, Multiplayer, and Mods, you prove that you bought the game by simply typing in your serial number. You can always ask your questions in the Main Forum, even without registration, but if your question is of a troubleshooting nature, it will be moved to the Technical Support forum.

Once there, you can provide a detailed report of your issue, and you can expect speedy help from Paradox or your fellow forum members, who are always happy to help others.

Paradox's forums are public, and are visible to people of all ages, races, social, and ethnic groups. For that reason, we ask you to please read the forum rules carefully and follow them so that we can all engage in respectful and pleasant discussions about the games we love. *http://forum.paradoxplaza.com/*

10.0 CREDITS

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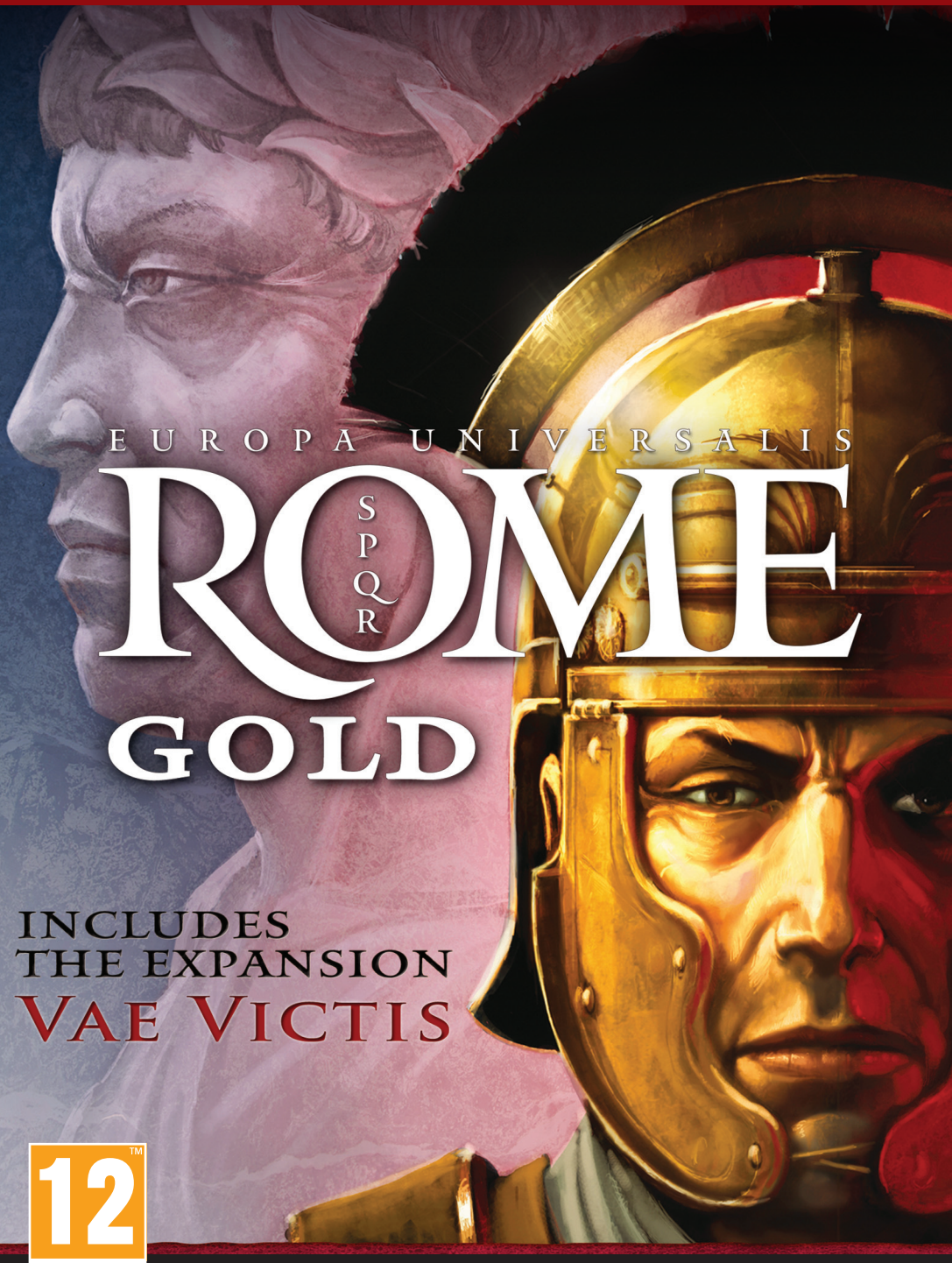

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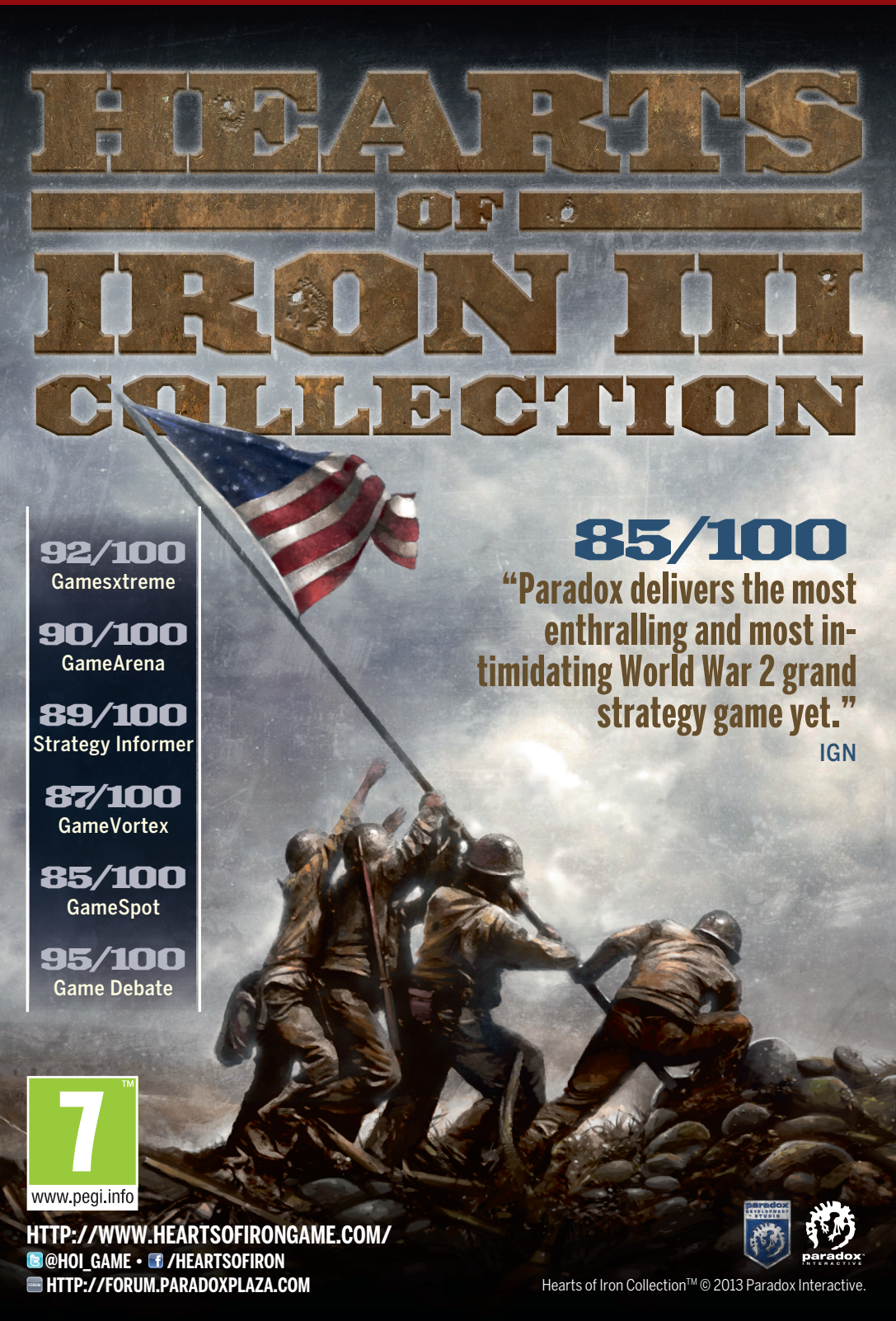

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ABOUT PARADOX INTERACTIVE (PUBLISHER)

Since 1999, Paradox Interactive has been a leading global publisher of PC-based strategy games. World-renowned for its strategy catalog, the company holds a particularly strong presence in the United States and Europe.

The publishers steadily-growing portfolio includes firmly established PC franchises such as the critically acclaimed Europa Universalis, Crusader Kings, Victoria and the Hearts of Iron series created by Paradox Development Studio.

2013 will be Paradox Interactive's most ambitious line-up of titles to date with such releases as Dungeonland, Cities in Motion 2 and Europa Universalis IV.

For more information, please visit **www.paradoxplaza.com**, join our forum at **http://forum.paradoxplaza.com** and follow us at **/ParadoxInteractive** and **@pdxinteractive**

Our offices are located in New York, USA and Stockholm, Sweden. We work with renowned distributors world wide and are present on all major digital download portals. We share a passion for gaming and gamers and our goal is to provide deep and challenging games with hours of gameplay to our growing 500,000 + member community .

ABOUT PARADOX DEVELOPMENT STUDIO – STRATEGY IS OUR GAME

Paradox Development Studio is the developers behind successful strategy franchises such as Crusader Kings, Europa Universalis, Hearts of Iron & Victoria. Their strategy/RPG game Crusader Kings II is critically acclaimed and one of the highest rated games 2012 according to Metacritic. Paradox Development Studio has now released their empire building game Europa Universalis IV.

The studio has been a leading developer of globally renowned, PC-focused strategy games since 1995. Today the Stockholm-based studio is the center of a vast community of fans and modders both, with a reach that spans the entire globe and a strong presence in the United States and Europe.

Continuing to re-invent and advance each of these, as well as create all-new titles, is just one way the studio keeps it's 500,000+ member community coming back for more. Just as important is the studio's passion for rich strategy, shared by their fans, and their legacy of providing games so deep and challenging that each offers hundreds of hours of gameplay.

WANT TO KNOW MORE?

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