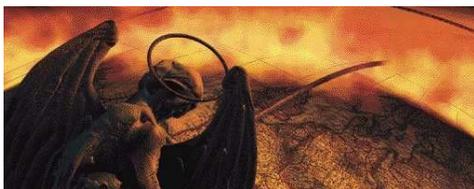


Europa Universalis FAQ



| | |
|---------------------------------------|----|
| Europa Universalis FAQ | 1 |
| 1. Colonization and Exploration | 1 |
| 1.1 Discovery, Exploration | 1 |
| 1.2 Colonisation | 2 |
| 2. Trade and Economy | 3 |
| 2.1 Economy | 3 |
| 2.2 Trade | 5 |
| 2.3 Tech-Development | 5 |
| 3. Diplomacy | 6 |
| 3.1 General diplomatic issues | 6 |
| 3.2 Alliances and Allies | 7 |
| 3.3 Annexing and Vassals | 7 |
| 4. Miscellaneous | 18 |
| 4.1 Scenario Editing | 18 |
| 4.2 Country Descriptions | 19 |
| 4.3 Trivial Facts and Fantasy | 19 |
| 5. Military | 8 |
| 5.1 General military questions | 8 |
| 5.2 War | 9 |
| 5.3 Combat | 10 |
| 5.4 Peace | 11 |
| 6. General Questions | 13 |
| 6.1 Game Interface Info | 13 |
| 6.2 General Game play Questions | 13 |
| 6.3 How to | 15 |
| 6.4 Religion | 15 |
| 6.5 Strategy | 16 |
| 7. Installation/Multiplayer | 21 |
| 7.1 Bugs | 21 |
| 7.2 Installation | 21 |
| 7.3 Multiplayer | 22 |

This document is a version of Oranje's faq, available online at <http://home.hetnet.nl/~copia-fs/faq/>

Cookroach took the faq at the end of February 2001, and assembled all the fragments into a single document. Lucian formatted it.

1. COLONIZATION AND EXPLORATION

1.1 Discovery, Exploration

conquistador - My conquistador cannot enter certain areas, why is that?

A lot of the territory (inner Africa, Rocky Mountains, Northern Siberia, parts of South America, large part of Australia) is permanent terra incognita. The technology in the game period did not allow exploration of these parts, so you can't explore/colonize them...

conquistadors - How/when does one get Conquistadors in the game?

Historic colonial powers get conquistadors but only Spain and Portugal have a lot of them in the beginning of the GC. England, France, and Holland get more during the 17th century. Russia gets some after 1550.

Poland, Austria and Sweden lack historical conquistadors.

You can also have one or more some random conquistadors through events.

exploration / conquest - I cannot find out how to make explorers/conquistadors, how do I do that?

Regular military units do not have the ability to explore "Terra Incognita" until they reach a certain tech level. The required tech level is 21 for Naval, and 11 for Land forces. At that level they can explore unknown lands, albeit slower than explorers and conquistadors.

Depending on the country played, you will get explorers for your ships and conquistadors for your troops at certain "Historical" years throughout the game, which is directly linked to the time that the country you are playing had them in real life.

You may also get them from "Random" events, though I wouldn't hold out for them.

explorer - I have sent an explorer along the coast of unexplored territory, but he only discovered a few provinces?

An explorer has a certain probability to "uncover" coastal provinces as he passes them, depending on the level of naval technology attained. So, especially in the beginning of the game, sailing up and down the coast a few times should give you a better picture.

maps - How do I get access to better maps?

Explore! Or: try to trade maps with other countries, but remember they'll only be willing to consider the request if you have something to offer to them as well. Alternative, conquering a capital province or winning a sea battle gives access to the maps of a country. Sometimes you may get lucky and your spies do the work for you.

terra incognita - Can I explore all of the globe?

These area's are: Inner North America (Rocky Mountain area) Inner South America (except some paths along rivers) Inner Africa Inner Asia (Himalayas, Sinkiang...) Northern Siberia Australia, except the South East Inner Papua Inner Madagascar

1.2 Colonisation

catholic - My country is catholic, why do we get no colonists, like other catholic countries?

Catholic countries normally don't get any colonists. However, Spain, Portugal and France have something called "colonial dynamism" which gives them a lot of settlers.

The same goes for orthodox Russia.

colonial dynamism - How do I get Colonial Dynamism?

Colonial Dynamism is predefined and means that the country (e.g. Spain, Portugal, France) get extra colonists every year.

colonies - When attempting to build a new colony in pristine lands I found that sometimes I can only place a trader?

You've probably tried to colonize a province that is not a coastal province or is adjacent to a colony with a pop of 700+. Only those are available for colonists (some exceptions around the great lakes and in Siberia).

colonists - How do I get colonists?

These are the number of colonists per year you get from different factors:

Prerequisite: at least 1 coastal province. If your State Religion is: - Catholic, Sunni= 0 - Protestant, Orthodox, Counter-reformed = 1 - Shiite = 2 - Reformed = 3 Naval Shipyard = 1 (only the first one you build or have) Colonial Dynamism = 0-3 Random Events

colonization - What factors influence whether colonization will succeed? Should I slaughter the natives first? Or start out with a trade post?

Each settler (trader or colonist) placed in the province (building a trade post or colony) improves the chance of success. Having an army in the province helps as well.

Slaughtering all the natives also improves chances, but you should preferably not do so if their aggression is below 5 or 4, because they become citizens of your colony once a population of 700 is reached!

colonization - When I upgrade a province from being a trading post to being a colony, will it actually increase my income or not?

I mean: do I in fact not just exchange a huge trade income with quite low production and tax income?

Look at it in the bigger picture - the income from one trade post is not likely to be that big a piece of your total income.

Besides, in the long run (once your colony becomes a city), the city will be worth more than the trade post (as well as providing you with troops).

If you only have a few colonists (like Denmark) though - it can often pay off to just have trade posts and conquer other nations colonies instead.

colonization success rate.

According to the manual a conquistador in a province will increase the probability of the settlers success. Is this taken into consideration when you send the settlers or when they reach their destination?

the success or failure of the settlement is not based at all upon the situation upon the arrival of the settler, but is fully determined at the time you send the settler.

colony growth - Is there any way I can throw a colony like Mombassa into a positive population growth rate?

If a colony has more than 700 people (i.e. a city) it will not decrease anymore below 700.

If you build it up to 5000 inhabitants it will drastically change the negative growth into a small positive one. At least if we talk Africa. Now one will of course say: 5000!!!! God that is more or less impossible to achieve! And the answer to that is: well that hard it was to colonize Africa (except Southern Africa which is easier) during the period 1492-1792. If you manage to get your population over 1000 the penalty for geographic position gets lowered by 5% i.e. bolstering your growth from -2 to +3% in most Indian colonies

general - What the difference between trade posts and colonies?

There is a common pool of traders/colonists - it is right at the top of the screen. Traders are cheap to deploy and produce high trade revenue for certain items (spices, ivory and tobacco are the better ones) and they also secure ownership of a province. Establishing trading posts is a good way to start the game, especially in the key locations.

Colonists are much more expensive but produce goods, claim provinces, establish colonies and can defend themselves after some investment in fortification. Colonies can also be used as a base to attack from e.g. conquer native empires which then become very rich colonies. Colonies are required to mine gold/silver, only colonies can have a port etc.

Right clicking on a province allows you to place traders/colonists in target provinces. There is an important screen which is accessed by the right icon below the little map that helps identify good provinces (with high priced commodities and/or a high tax base, and probability of success).

Especially when playing one of the weak nations, the important choice is to work out which provinces are worth the expense of colonising and which ones are good trading posts. An optimum empire has both.

losing colonies - I just lost some colonies in America to Spain. The suddenly became Spanish.

They marched in an army and suddenly they became Spanish provinces, without war being declared first, what is going on?

Your provinces have fallen victim to the effects of the Treaty of Tordesillas, which was concluded historically between Spain and Portugal, dividing much of the rich new found territories between them, and the Pope was found willing to ratify the treaty.

The effects are that Spain / Portugal can claim any provinces in these areas that are held by other catholic countries without declaring war first.

The treaty is cancelled by the Edict of tolerance later on.

upgrading trade post - If I decide to upgrade a Trade post to a colony, do I lose all the prior investments made?

Settlers sent as traders have an influence if you later "upgrade" the area to colony. Each "trader" is a 10 men team. So, a level 6 trading post represents 60 men. When you upgrade to a colony, those 60 men are added to the 100 men sent to create the colony. So, you have a larger base of population, meaning you'll reach the city status faster there.

There is also a higher rate of success if you're sending colonists to a province with an existing trading post.

2. TRADE AND ECONOMY

2.1 Economy

budget slider - My monthly budget has locked.

(the field is grey and I cannot move the dot anymore that decides how much goes into the treasury). How do I fix this?

just double click the treasury slider and you'll be able to move it again,

economic model - What is the main structure?

Roughly it is like this:

There is tax income based on province population, production income based on the major commodity type (which is approximately historical for the province) and the level of production.

Both these and some more auxiliary incomes are modified by your country's infrastructure efficiency level.

Then there is trade income which is depending on a demand & supply mechanism. basically you fight for market share by sending merchants to Centres of trades (CoTs). Trade income is modified by your countries trade efficiency level.

Total income, translated ducats, allows you to pay for everything in the game like troops, ships, buildings etc.

income - Why is it my income does not match with the values stated by the game ?

There is something called economic and trade efficiency rating which equals Infrastructure and Trade tech level divided by 10 respectively.

The efficiency ratings complicate the calculation of income, which makes it hard to verify.

income multiplier - how do you raise them?

In the national balance there is a percentage after trade income, and a multiplier after tax income. How do you raise them?

Raise your trade tech-level to get the trade perk. up, raise stability to get the tax multiplier up.

inflation - How do I handle inflation?

With inflation, it is your choice:

You can set the monthly share of total income that flows into the treasury by operating the treasury slider in the budget screen.

If you set it a fair bit to the right, you can spend more on troops and improvements, but inflation will go up, which can make things have ugly price tags as you progress in the game.

Alternatively you can limit the rise of inflation if you set the slider further left (leave the cursor hovering over the slider to see the impact on inflation), but you will then have less money available each month, and have to make do with the yearly income on Jan 1.

It can be useful to tolerate some inflation during war if you're low on available funds, you'd rather cope with a little inflation than risk loosing the war.

In order to get inflation down, you can promote mayors to governors, which have a negative 1% impact on inflation.

inflation - Inflation is at 35% in my game. Odd! Why so high? Am I doing something wrong?

The level of inflation as presented in the income sheet of the ledger is really the cumulative inflation since game start, and so it indicates how much more expensive things are now compared to 1492. Think of it as the part of an inflation index above 100%, which indicates the price levels at game start in 1492.

Inflation grows by small yearly increments, depending on how much of your income you choose to spend instead of invest.

loans - What factors determine the interest rate when I borrow money?

Factors in determining the interest rate for loans you take are:

- the stability level of your country
- the number loans you failed to repay earlier
- the amount in your treasury
- the number of extended loans
- if you've been bankrupt the last few years
- whether you have a stock exchange

manufactories - I do not understand what manufactories are for, what good do they do?

You may invest in manufactories, which are specialized buildings of great importance to your nation. Historically we may show that the number of proto-companies and proto-industries determined the relative importance of the various regions of Europe, in economic, political and social status. A manufactory turns your province into one of the important regions. You may only build one manufactory in each province.

Manufactories provide a monthly income. Additionally they have an impact on research in their respective fields of technology, lessen the risk of rebellion, increase the demand for certain goods and increase the rate of population growth in the province where the manufactory is located.

There are five buildings that are called manufactories; refineries, naval equipment manufactories, fine arts academies, weapons manufactories and goods manufactories.

The refinery was usually a semi governmental distillery, which could produce alcoholic beverages at a reasonable price and in much higher quantities than at home. Lots of liquor became important export goods to foreign countries and colonies. Liquor also became a part of the social intercourse among both high and low. The calming effects of the intoxicating beverages lessened social anxiety and increased the fighting ability of soldiers and sailors during harsh conditions. You may build refineries when you have reached technology level 2, providing an extra monthly income if the refinery is placed in a province producing sugar or wine. Every refinery provides a research bonus in Trade.

Naval equipment manufactories were a number of smaller manufactories producing rope, rigging, treated hemp and flax and sails. Naval equipment manufactories are necessary if you want to achieve the status of naval nation, because all of these goods are in demand if you are going to build ships. The naval equipment manufactory may only be built when you have reached naval technology level 5, providing an extra monthly income if it is built in a province producing naval necessities or fish. Each manufactory you build provides a research bonus in naval military technology.

The fine arts academies were not actually places of manufacture, but places where the atmosphere and environment was designed to attract artists such as singers, philosophers, historians, academics and learned men. The fine arts academy also contains a number of things, which attract these people, such as universities, theatres, opera houses, churches, and magnificent castles and palaces. They had well-groomed botanical gardens and you could also find the occasional triumphal arches. Fine arts academies may be

built when you have reached infrastructure level 4, and it provides an extra monthly income if you build it in your capital province. Each academy provides a research bonus for stability.

The weapons manufactories consisted of a number of different production facilities. These were advanced furnaces, smithies and foundries, and could also contain mines and facilities for ore processing. To have a weapons manufactory is a definite plus in the technological struggle for advantages on the battlefield. Weapons manufactories may be built when you reach land military technology level 17 and they provide an extra monthly income when building in provinces producing iron or copper. Each manufactory provides a research bonus in land military technology.

Goods manufactories are a generic term for all the specialized smaller workshops producing goods for export. Mostly this is refined cloth, cotton and tobacco, but may also include luxuries such as ivory, furs, spices and oriental goods, or even the packaging and handling of fish, sugar and salt. The spread of the goods manufactories was the origins of industrialization, a catalyst for huge trade volumes and capitalism in general. Goods manufactories may be built when you reach infrastructure level 6 and each provides a monthly income if built in provinces producing cloth, cotton or tobacco. Each manufactory also provides a bonus in research in the area of infrastructure.

manufactories - Why should I build manufacture buildings?

They cost very much, takes a long time to build and give very little advantage?

Manufactures not only increase significantly the income a province generates (more so if adequate with the resources), but also give a boost to tech research. Some countries which have no access to far centres of Trade should prioritise to invest in building manufactories, as they will not be able to gain much from trade.

The other bonus, of course, is that when you spend the money on these improvements, you get victory points for your economy. Not to be overlooked, however.

manufactory income - Manufactories are supposed to generate extra income, where does it go?

Indeed, you get 6 or 12 extra ducats each year for each manufactory built. HOWEVER, the extra income is distributed through an increase of the monthly income.

money - How do I make some serious money?

Lower payment for fleet and army during peace. These costs are a drain on your treasury. Secondly, don't be afraid of taking 0.2 - 0.3% rise in inflation per year - assuming you build up an empire, you can easily cure this later by promoting mayors to Governors when your infrastructure tech level reaches 5 (or is it 6?).

At 0.3% a year, you'll mostly still have lower inflation than any of the other major nations.

Loans cost interest and (indirectly) increase your inflation; think twice before taking one unless you are badly in need of cash.

Research Trade - Infrastructure - Trade - Infrastructure - Trade... well, you get the drift. Each step you research in these boosts your tax and trade efficiency by 5%. You start at 20% efficiency (or is it 25%), so the first level increases your trade or tax revenues by 25%.

Finally, if you can, grab the Mexican real-estate with gold mines and colonize it. In general, colonies + trade posts are a huge income producer - especially sugar and tobacco give very high returns.

pirates - Why should I be bothered about pirates?

Pirates pop up in a coastal sea zone and reduce trade income of neighbouring provinces, the more pirate ships the less the trade generated...

promotions - When I promote an official in one of my provinces, does anything really happen?

I mean, I am sure it does, but where can I see the change?

In the graphical view of a city, there are two numbers on the top. The left of these two numbers is an indication for the tax money that this city produces, and this number will increase when you appoint a sheriff.

The increase in revenue is implemented in small (yearly?) increments, which - provided my guess is true, is kind of very neat, reflecting the RT aspect of the game. After all, appointing a sheriff would take time organizing (the build time), but once in place, his covering of a whole province would also take time.

province officials - What does promoting do?

The bailiff increases tax income and decreases stability.

The marshal increases both.

The governor increases production income and city growth, but he also has a negative impact on inflation (-/- 1%).

success ratios - Will I succeed in establishing / upgrading Trading Posts and Colonies ?

The below values are from NORMAL difficulty games and is most probably not complete! Most of the values, ranging from 0-9, are not directly accessible from within the game but are only listed in Province.csv. The % on the settlers screen however use these numbers for its calculations. If you have any additional information missing here please mail me.

The percentage for successfully establishing a Trading Post is: Trade post = 60% - 5% x "Negotiation value for TP" America +10% Trade post present +5% per level

The percentage for successfully establishing a Colony is: Colony = 70% - 4% x ("Native tolerance value"+"Difficulty for colonization") America +10% Quebec Area -4% Trade post present +5% Colony present 5% per level Conquistador present +3% per manoeuvre value point

The "Native tolerance value" is the same as the aggression value visible in the game. If the natives are eliminated from a province this value drops to 0. Thus eliminating extremely aggressive (9) natives from a province increases the success rate by $9 \times 4\% = 36\%$ Also remember that presence of a Conquistador is checked at the time of sending the colonist. However, if there are still natives present, an unsuccessful colonisation/TP placement might yield an aggressive response which might whip out any previous TP or colony if unprotected by troops.

yearly income - How is it calculated?

Census tax (based on the tax values of your provinces) Tolls (based on the size and number of cities and colonies you have, modified by your Trade tech level) Trade tariffs (5 ducats for every merchant that is in any CoTs controlled by you no matter who owns the merchants) To seriously raise your annual income: you have to get more provinces either by colonisation or conquest, the more CoTs you own the higher your annual income will be, And last raising your trade tech level AND infrastructure tech level will increase your annual income.

2.2 Trade

COT - What is the benefit of actually owning a COT instead of just trading in it?

There is a special tax called 'Merchants Fee' so that the owner of a CoT get ducats for every merchant in it. Yes they are attractive to own, especially if they have high trade values.

merchants – Why can't I send one into a COT?

1) lack of funds or 2) lack of technology to achieve a monopoly when you already have 5 traders.

monopolies - What is a monopoly, how do I get one?

In each Centre of Trade there are 20 "slots" for merchants. As long as you can't establish a monopoly (trade technology level 3), you will get max. 5 of those slots. If you send one of your merchants into a COT, the chance to win or lose against another merchant depends on your and the other country's trade level. If you can establish a monopoly (six slots), you get all trade generated by unoccupied slots as well.

sending merchants - Sometimes when I send a merchant to a COT he just disappears.

There are three things that can happen when you send a merchant to a trade centre:

He expands your trade, you get one more "shield" in the CoT view and more income. He competes with the merchants already in the CoT, wins, and some other country loses a merchant there. All remaining merchants take over the lost merchant's piece of the pie; you don't get an extra "shield", but your share of the local trade increases. He competes with the merchants already in the CoT and loses; no change, except you just lost a merchant.

trade - Do new COTs appear randomly?

They "pop-up" depending on trade values, locations, inhabitants etc. But the event has been made a little random too, in order to avoid too much predictability about where a new COT will appear, as this would hamper play value.

trade - How does trade work?

Each **Centre of Trade** has a value depending of the quantity of goods delivered by the provinces in its influence sphere (trading zone). You can check which trading zone a province belongs to in the details window of a province/colony/trade post or by checking colours when you are looking at the "trade map screen".

You have a **limited number of merchants** per year as indicated on the top of your game screen. Sending merchants to Centre of Trade costs money, the actual cost depends on which Centre of Trade you are sending them to. Globally, sending merchants far away means high costs.

Each merchant present in a Centre of Trade gives you an income depending of the overall wealth of the Centre and on your trade tech level. Each Centre of Trade can support 20 merchants. So, the more merchants you have present in a COT, the higher your trade income.

But, also check for **other countries merchants**. In Centres of Trade where competition is fierce (Genoa, Venice, Flandres typically), even if wealthy, you'll have a lower income because other merchants are also competing.

If you can set a **monopoly** in a Centre of Trade (six merchants, you occupy the top slot), you will get even more income from it. To be able to achieve a monopoly you need

trade technology level 3. Until then you can at most have 5 merchants present in each Centre of Trade.

Without a monopoly, your income is limited to: $5/20 \times$ your trade efficiency \times wealth of the CoT. Trade efficiency level is defined as your trade tech level divided by ten.

When you can set a monopoly, your income is : $(20 - \text{the number of foreign merchants}) \times$ your trade efficiency \times wealth of the CoT After achieving a monopoly, you can keep sending more merchants to attempt to wipe foreign merchants from the CoT, increasing profit even more.

trade ban - I have denied another country to trade in my COT, how come their traders are still there?

That's because they turn to smuggling. You need to send more Merchants there if you want to get rid of the competition.

trade refusal - I am refusing trade with many countries all of a sudden. How do I end this?

You have gotten the random event that automatically make you refuse trade to all other countries for some years.

Note that this is a special circumstance so there is no bad effect from it. That is no free CB's or negative effects on relations.

You can't turn it down and why should you...? It is all for free. Other countries can no longer send merchants to your COTs, which means establishing a monopoly there will be easier for your country.

trade refused - Trade denied! What can be done?

When the AI does this, it gives you a nice casus belli (unless the AI country got the special event concerning free trade bans).

The CB in effect means a free ticket to declare war. Or you can try the "let's be pals-method". Improve relations, royal marriage, alliance. The trade ban will usually be lifted after some time.

2.3 Tech-Development

annexation – do I get to steal tech advances when I annex?

If I annex Bohemia, which is clearly more advanced than I am, do I automatically get those advances as well?

You will get a bonus on research, If the annexed nation is more advanced.

minors, technology levels – how come the minors are so advanced?

European minors can sometimes be seen promoting officials and building Breweries LONG before I get around to it. How come?

The starting tech levels were partially determined for play balance, not historical accuracy, which irritated a few people, but was defended by the beta-testers.

technology - Is there also development through technological diffusion?

the cost of researching technology depends (among other variables) on the tech levels of your neighbours. That's diffusion at work. A country that is inferior to its neighbours in a given area of technology does get an investment bonus in proportion to his inferiority.

Technology development - Small nations advance faster than I can. Why?

Its caused by the modifier for the size of countries, Which has an impact on the cost (speed) of technology development. The smaller the country, the cheaper the tech advances.

3. DIPLOMACY

3.1 General diplomatic issues

gifts – do they actually use the money I give them?

What about gifts to other countries? Does the receiving country actually put it to use or does it just improve relations?

They do get the money. Empirical observation: giving money to a country when they need it most (at war) improves relations much more than during peace.

hre - Holy Roman Emperor, how do I get elected?

Only catholic countries can "apply" for Holy Roman Emperor. Besides, to get elected you need to have VERY good relations with the electors. You can see which countries are electorates by hovering the cursor over countries in the HRE (indicated by the red boundary on the religion map).

hre - What is its function in the game

The Emperor of the HRE can freely move his troops across the HRE when he's at war with another country.

This may not seem much, but rest assured that complete strategies can be built on this fact alone in the game.

inheritance - can you inherit other countries (Royal marriages giving way to political unions)?

There is an event called Dynastical Inheritance, which has some bearing on the actual dynasties involved.

I.e. you may inherit the reign of a country if - a countries' monarch dies without a heir, and - you have a royal marriage with them, and - you have very good relations with them, and - there is no other country with a RM and even better relations;

However it is a rather unusual event.

kalmar union - How does the Union of Kalmar work in the game?

Is it possible to play the Union and fight for its survival? As either Denmark or Sweden? Or both?

No, the Kalmar Union is not in the game. Apparently there have been earlier plans to implement it in some way though, some evidence of it can still be found in the game files.

loan offers - I can make as many loan offers to another country as I want; they never accept it?

Although mainly a useful feature for Multiplayer, it is available in single player mode as well. The need for a loan as well as the cost of an offered loan is considered by the AI, so the cheaper you offer a loan, the more likely the AI will take it. However in most cases the offer of a loan is rejected.

loans - Does lending money to other countries influence relations?

Yes, if you charge a low or zero interest on a loan, it has a positive impact on your relation with the debtor country.

relations - How to improve?

Money is king in diplomacy, the more you pay the more friends you get (just like in real life). Having a Royal marriage and an alliance help somewhat too, and there is a random event that improves relations across the board.

Relations will suffer from almost anything else you can come up with.

royal marriage - Positive or negative consequences?

Declaring war to a country to whom you are "married" gives you a -1 stability penalty, cumulative with other penalties.

Having a royal marriage with a country allows you to "see" into his territories (fog of war removed).

A Royal Marriage is required if you want to vassalize a country.

Marriage proposals, when accepted, slightly improve your relations with the targeted country.

3.2 Alliances and Allies

alliance - Do you have any control over your allies?

Say I'm France and am allied with Bavaria (or some other minor state) how much pressure can I exert on them (if any) to stop them from going loco and starting a war because they know they have my backing?

alliance - How can I identify the leader of an alliance?

The game distinguishes between two types of alliance leaders:

The **(permanent) leader of the alliance in peace-time**. This is the country that set up the alliance originally. The leader can invite new members and honour or decline applications for membership. You can find the permanent leader for an alliance in the ledger, it's the first country mentioned for each alliance.

The **(temporary) leader of the alliance during a war**. The alliance member who starts a war or is the one who war is declared against is the temporary leader of the alliance for the duration of the war. The temporary alliance leader is the only one that can conclude peace for all members of his alliance, and thus end the war. Any other peace treaty concluded only affects the two countries involved and the war will not end.

alliance expiration - It seems to me that the only alliances which ever expire are the ones I am in.

Alliances are auto extended when one of the participants is in war. You can see when any of the alliances expire in the ledger.

alliance- I cannot kick any member out of the alliance, while my country is the alliance leader, is that a bug?

You need to have a cb (casus belli, reason for war) against the country you want to force out of the alliance, before you can use the option.

alliances - What are the penalties for being a lackadaisical ally?

I mean if my ally goes to war and I dutifully declare war but don't contribute to the war what does my ally think of me, does it alter our relationship?

No not really, as long as you have joined the war relations will not suffer. You cannot be sure that the allies' enemies will not attack you even if you stay passive.

allies - I am unable to dock my ships in a harbour of an ally, why?

Your armies / fleets can only enter allied provinces / harbours when you are both at war with a common enemy. During peace you can only access the territory / harbours of a vassal country.

3.3 Annexing and Vassals

annexation - After annexing a minor, a lot of my relations with other countries plummeted, how come?

Whenever you annex a minor all the other countries with the same religion have a massively negative modifier... The relation drop of -100 sounds about right.

annexation - All conditions are met, why does the vassal still refuse?

Some nations are more reluctant to agree to vassalization proposals (so also annexation). The stability of the targeted country and relative power of the two countries also influences the results. If all requirements are met to be able to annex and your offers are still refused: - check if the targeted country is at war - you have to have a common border with it Vassalization refusals can happen from time to time, bad luck Check your monarch diplomacy skill.

annexation - what makes them agree to it?

Does anybody know what factors influence a minor nations decision to agree to, or decline, a diplomatic annexation?

- relations to the country you want to annex
- diplomatically must be +190,
- the country has to be your vassal for at least 10 years and
- you need the same state religion and a common border.

Nations tend to accept annexation more likely if their stability is down.

vassal - Why should I want a vassal?

You get half the vassal's income, and you may get a chance to diplomatically annex the vassal later.

vassalage - How do I break free from it again?

two ways:

1. declare war on the master country.
2. change state religion

vassalization - Do you need to have a common border to Vassalize a minor ?

No you do not need a common boarder to vassalize but you do need one to diplomatically annex a vassal.

vassals - Can a vassal have vassals?

Yes they can. If Hungary vassalize Moldavia and later Austria vassalize Hungary THEN... Moldavia is the vassal of Hungary which is the vassal of Austria...

vassals - How do I get them?

If You want to vassalize, you need

- same religion
- royal marriage
- relations above 190
- (contrary to the manual) You don't need a common border

Remember however, that it's very hard to vassalize a minor country, as long as it has a high stability and sound economy.

4. MILITARY

4.1 General military questions

army balance - should I just recruit cheap infantry?

If you have largely superior numbers of cavalry compared to the enemy you get a big bonus in combat resolution. Throughout most of the game cavalry does 0 fire 2 shock damage (or 1 in bad terrain like mountains, forest, marsh etc). Infantry, except in the early part of the game do 1 fire & 1 shock damage. Cavalry cost up to 10x more than an infantry unit, depending on the country you play.

The general conclusion is, infantry are more cost effective, but when fighting in clear terrain you do not want to be seriously outnumbered in cavalry numbers or the enemy cavalry will rip you to pieces.

army speed - Does a cavalry-only army travel faster?

Yes, and they do. Mixed Cavalry / Infantry armies are slower, and Art in a unit slows it down even more ...

A small tip, if you want to relocate a general to another army, break him loose with just 1k of cavalry and race him to his new location at minimal attrition cost.

assembling an army - what is important, when putting an army together.

Basically morale increases with increased tech levels. Tech levels are very important. Leaders are even more important. Cavalry superiority is very important as your army will be virtually slaughtered without any in combat with a combined force. A useful ratio is 2inf : 1cav when playing safe. Artillery are extremely good when besieging. Sieges go much faster with a lot of artillery.

attrition – Why do troops sometimes suffer attrition, and sometimes not?

Sometimes my troops suffer attrition when they move into another province, sometimes they don't, why?

It is checked at the turn of the month. Thus if you start your move after the first and finish it before the last of the month, you will NOT suffer any attrition at all from the movement.

attrition - is there a significant Leader influence?

Yes, a good manoeuvre value will decrease attrition and reduce time of march for the army. Conclusion: a good general will go faster and lose less soldiers than a bad one. And outside Europe, an army moving without a conquistador will be destroyed in only a few months, while the same army under command of Cortez might cross all of Mexico with relatively small losses from attrition.

boarding - How do I make my army board a fleet?

pre-requisite : the "weight" of the army as shown by the number on the right-hand-side of the army display must be less than or equal to the capacity of the fleet as shown in the same way (0 of 10)

- move your ships to sea
 - march your armies out to sea (preferably to the area your fleet is in)
 - if you get a green arrow, wait if not, you goofed somewhere
 - when your army has loaded, the display will go to (6 of 10) for example and you will get an "unload troops" option
- remember, when your ships sink, your troops drown as well

boarding - Why can my Army not board the fleet while still in the harbour?

Navies can't be attacked when they are in a port, and thus if one were allowed to load armies into them in port one could create immortal reserves, which well of course would ruin the fun...

combine armies - How do you combine armies?

Hold down shift and click on the armies you want to combine or hold down the left mouse button and draw a selection box around them. Press 'G' or click on the button "combine"

enemy forces – how to tell if an enemy force has a historic leader?

Yes, hover your mouse over the enemy, army or fleet, wait a few seconds and, voila.

fortresses - What are the differences in strength for each fortress level?

5000 men and 10 cannon per level. Only 2500 men and no cannon in low populated provinces (like colonies)

leaders - Do default leaders have the same stats for all countries?

No, they vary somewhat, but none of them are any good against a historic general / admiral, unless they have a big advantage in terms of tech, army size and composition, terrain.

military leaders - Are their abilities increased with experience?

No, leaders don't gain an experience linked bonus / penalty modifier to their primary statistics, meaning the values for movement, fire and shock phase don't change as a result of battles won or lost.

morale - Do the troops gain higher morale as a result of successive victories?

Morale increases when an army is at rest, that is as long as it is not engaged in combat. Morale obviously decreases the longer a battle continues and the harder or more numerically superior the opponent is. Gaining a higher maximum for morale occurs when you advance a level in military technology. Morale can be described in several classes, i.e. - Panicked - Weak - Strong - Very strong - Invincible

Attacking a numerically superior army, which is 'invincible' with an army with 'low' moral is almost guaranteed to result in complete destruction.

rank - What effect does a leader's rank have, for generals and admirals?

The ranks decide who gets to lead a particular army if there are multiple leaders in it.

Same for sieges by allied forces: the highest ranking leader decides which country controls the province after a successful siege.

recruiting - How is the recruiting pool calculated?

It's the manpower sum of provinces on the same continent as your capital.

recruiting - What causes the recruitment maximum to differ from province to province?

You can only recruit a maximum in a province depending on its (population) size.

recruiting - When I click the up arrow to buy infantry, nothing happens.

press the down arrow to get any.

splitting armies / fleets - how do you separate two leaders?

If you got 2 leaders in one fleet with one very good admiral with low rank and a lousy admiral with high rank, how do you separate the stack ?

If you press "reorganize" with an army or fleet selected with more than one leader then the reorganize screen will automatically show the new army or fleet with a standard leader, but it will have an orange arrow next to him. Use this arrow to select the other special admiral as leader for your new fleet and then rearrange the ships between them.

4.2 War

AI behaviour - What factors are taken into account by AI controlled countries before they decide to declare war?

The AI doesn't attack any country that just happens to leave its frontier un-garrisoned. The AI seems to "think" with regards to : - Relation level with the country - Existence of a Royal Marriage - Fortifications of the border provinces - Armies in the border provinces - Alliances : who, how many divisions, relation levels of the allies - Aggression level of the game and of the country

allies - How to call my allies ??

Whenever you get into a war, you can call upon your allies to join in and declare war upon the enemy as well.

A small button pops up in the upper right corner of the screen. Access the dialogue box by clicking it.

If you invite them in, you can never be sure that your allies will indeed join the war effort. An ally that doesn't honour its alliance obligations when called, is forced out of the alliance immediately.

army movement - How can I make one of the armies in a province to march on and conquer the next province BEFORE I have won the siege?

You can click on the small status bars below the unit sprite to select individual units.

army passage - After having declared war on an enemy I was unable to march through territory of my ally?

Have you called your allies to join the war (a little flag appears in the upper right corner)? If yes, has the ally honoured the alliance and joined the war? Probably not, check for the small flag in the upper right corner of the screen, invite your allies to join the war, then it should work just fine.

artillery - Is artillery used simply for sieges, or is it also field artillery?

can it easily move on the battlefield and induce loss of morale on the enemy by its mere presence?

You can use it for both... but its slow, costs a fortune and you shouldn't risk it against a large amount of cavalry early in the game.

assault - Does a long siege (bringing down the city value) make successful assaults more likely?

Yes

attack - How should I go about attacking a fortified province?

Always take the province "support value" into account when marching your army in there. If it's high, you can send a big army, but if it's really low you should either send a big army and assault at once or send an army just as big as is needed to keep up the siege. If the siege army gets too small to keep up a decent siege, it's a good idea to send small reinforcements. Assaults get easier in the late stages of a siege, when the fortress value is down to -4, assault should be fairly easy.

attrition - Does having multiple regiments increase attrition (e.g., is each rounded up to the next thousand, or something like that)?

Basically yes, since attrition is based on the weight of the troops in each unit, which is rounded up $1-1000 = 1$, $1001-2000 = 2$. Having 10 units with 100 men weighs 10 times more than having them all in one 1000men strong unit.

attrition - I am losing so many forces without even fighting the enemy, how come?

During winter the figures for attrition on march / during sieges in foreign countries (esp. when out of supply) are utterly horrendous.

blockades - What does blockading of ports do ?

Helps with sieges (by cutting sea supplies) & lowers the income of the province. The latter can economically cripple an opponent with many coastal provinces. A much preferred tactic for any naval power like England versus France.

fog of war - How does "fog of war" affect the game ?

With fog of war on, you can only see units in other nations provinces that are next to one of your provinces or units, unless you have a Royal Marriage with that nation.

naval blockade - How do I go about creating one?

Assuming you have the necessary naval tech level (17), and that you are at war with the other country, Take a fleet, place it in the sea square outside your enemies harbour, tadaa, you've got yourself a blockade!

siege - how do I separate my cavalry from the siege?

I have won a battle with an army and I want to let the infantry and the cannons start a siege but I want to send my cavalry to another place where I need them more. How do I do this?

the siege started automatically, after that you can't reorganize. There's really no way to do it. You can split off a siege army all right, but that would split your cavalry as well. If you start marching your army out of the province, you can still only split it, not reorganize.

I mostly send in an inf/cav battle army first to deal with the enemy forces present, then follow up with an inf/art siege army.

(might be fixed in a future patch).

siege - I want to assault, but cannot do so, why?

You have to wait until the moral of your troops is up again.

sieges - If I click the (cover) or (siege) buttons several times... why is my huge Force divided in many smaller one ?

These buttons split off a force that is large enough to cover or siege the fortress, so that you can move away with the current selected army.

Be careful how you use them, however. When used to split off a siege force in a province with low supply, the siege force left behind will quickly become too small to uphold an effective siege.

sieges - Is Cavalry of any use in a siege?

No, but you could be attacked while laying siege of cause, and then

sieges - What does (cover) do ?

Cover is the option you use if you want your army to control the province (no income to the owner, and prevents building of armies there), but you don't want to waste troops and morale on laying a siege.

If provinces with a cover force present connect to one of your own provinces, it also allows for a supply line to a next province, meaning the attrition levels in that province go down if you enter that province with another army.

supply lines - Are these simulated in the game?

Yes they are, each province has a changing supply limit for friendly (high) and enemy (lower) troops. The level of supply for your troops in enemy territory is increased in provinces that border on a province you (or one of your allies) control.

The supply available in a province depends of the province type (mountains, plains, forests, swamps etc...) and, if you control the province, the size of the fortress built in (the larger the fortress, the better the supply for your army is).

If you take control of an enemy province (or at least leave a cover force in that province) the support level in adjoining territories goes up. The same is true for AI controlled countries.

After a peace treaty armies are not forced to retreat, but lines of supply are cut immediately so armies suffer more attrition. A fast retreat is the best way to save as many men as you can.

trade posts - How do I burn enemy trading posts during war ?

After taking control of the province with an army, click on the province again. Close to the 'show info' button there should now be a "burn down" option to have your army destroy the trading post. If you want the province for yourself, send a colonist or trader to the province immediately before someone else does it.

war tax - Could someone please tell me what it does ?

I tried it once and as it said my stability got lowered by one, but I could see no change in my income ??

War tax increases your tax income by 50%. It also doubles the amount of soldiers you can raise in any given province. These two last for 6 months. The drawbacks are -1 stability, +1 revolt risk in every province.

4.3 Combat

army morale - What about morale?

Apart from temporary low moral after battles lost, basically morale increases with increased tech levels. Payment level also has an impact on moral.

combat outcome - How does the internal calculation in the combat system work ?

Paradox has not revealed in public how the game engine works exactly but looking at the original board game, when two armies battle it out, gives a fair clue (fleets are handled the exact same way except for taking the wind into account). Moral loss is a bit tricky, though, since it's not handled the same as in the BG due to the CG being in real-time.

Each Fire and Shock/Boarding phase both sides get a random value (between 1 to 10), modified by terrain & positive relative leader skill value. This value is then looked up in the CRT (combat resolve table) in the appropriate column depending on what Military Class the respective sides belong to. The **Causalities** inflicted on the other side is then calculated from the % attained from the CRT multiplied by the Combat Power of the force. **Moral loss**, is handled basically the same way with the CRT Moral loss multiplied by the Combat Power leading to the value deducted from the total morale value of the opposing force. This is repeated every Fire & Shock/Boarding phase until either side pulls back, breaks morale or is totally eliminated.

Comments:

- Unless you have a supreme leader, most often you will fall somewhere in the 1

-10 rows.

- To reach the last row (16) you have to get a random value of 10, have a leader with a 6 value while the opponents corresponding value is 0 AND have no adverse terrain effects. IOW this doesn't happen very often =).

- A typical combat could yield (CRT 5 on C column) 5% casualties of your Combat Power and 0.5 times your Combat Power Moral loss inflicted on the enemy each Fire or Shock/Boarding phase. The variation can be quite large though.

combat outcome - How is combat resolved?

It is EXTREMELY complicated. But I'll give you a light version. There are cycles of phases. Fire phase (both sides takes losses), then morale loss is calculated, and then a shock phase (both sides takes losses. And it goes round and around until one side is annihilated or forced to retreat. Manoeuvre and Cavalry values for each side gives extra losses. Cav though depending on terrain. I'm not sure about initiative though. Only Johan (Il Maestro of EU) knows this.

combat power - What is the Combat Power ?

Every army and fleet has a Firepower & a Shock/Boarding Power depending on the strength points of each and every soldier/ship in it. In the Land or Naval.csv (in the DB folder) you can find each unit-type's value corresponding to it's country's current Military technology.

Lets take a small army of 10000/4000/20 (Inf/Cav/Art) of Tech level 14 and calculate it's Fire & Shock power and (likely?) Morale value. From the Land.csv we get the following values:

Tech Level 14 unit stats

| | Inf | Cav | Art |
|-----------------|------|------|------|
| Fire strength | 1 | 0 | 150 |
| Shock strength | 1 | 4 | 20 |
| Morale strength | 3,25 | 3,25 | 3,25 |

The Combat Power of this unit is thus: 13.000 during the fire phase (10000x1 + 20x150) and 26.400 during the shock phase (10000x1 + 4000x4 + 20x20)

And the total Moral loss it can take before the soldiers "relocate" to the local pub is 14020 x 3.25 = 45.565 Moral Points (Remember however, especially the morale part is advanced guesswork thus might not be how it works exactly.)

technology - What are the Land & Naval Military Technology Classes ?

Both Land and Naval Technology levels are grouped into a few Classes. Reaching a new class represents a mayor advancement in warfare tactics and/or equipment.

| Military Technology | | Naval | |
|---------------------|-------------|-------|-------------|
| Level | Class | Level | Class |
| 0-2 | Medieval | 0-4 | Carracks |
| 3-7 | Renaissance | 5-10 | Galleon |
| 8-11 | Arquebus | 11-? | Latin Sail |
| 12-19 | Muskets | ?-25 | Battery |
| 20-28 | Baroque | 26-35 | Vaisseaux |
| 29-42 | Movement | 36-42 | Trois Ponts |
| 43-52 | Dentelles | | |

technology - What effect do the Tech classes have on combat ?

The Technology Classes determine which Column in the CRT (Combat Result Table) is used for determining Casualties & Moral loss inflicted on the opponent in each phase (fire / shock).

| CRT Column determination – Land | | | | | | | | |
|---------------------------------|-------|-------|-------|-------|-------|-------|-------|--|
| Versus F / S | Med | Ren | Arq | Mus | Bar | Mov | Den | |
| Medieval | [-/A] | -/B | -/B | -/C | -/C | -/D | -/E | |
| Renaissance | C/A | [C/A] | C/B | D/C | E/D | E/E | E/E | |
| Arquebus | B/A | B/A | [C/B] | D/C | E/D | E/E | E/E | |
| Muskets | A/A | B/A | B/B | [C/B] | D/D | E/E | E/E | |
| Baroque | A/A | B/A | B/B | B/B | [B/B] | D/C | D/D | |
| Movement | A/A | A/A | A/A | B/A | B/B | [C/C] | C/C | |
| Dentelles | A/A | A/A | A/A | A/A | A/A | B/B | [B/B] | |

| CRT Column determination – Naval | | | | | | | |
|----------------------------------|-------|-------|-------|-------|-------|-------|-------|
| Versus F / B | Gly | Car | Gln | Lat | Bat | Vai | TrP |
| Galley | [E/A] | E/A | E/B | E/C | E/D | -/E | -/E |
| Carracks | E/E | [C/B] | D/D | E/C | E/D | E/E | -/E |
| Galleon | B/B | A/A | [B/B] | B/B | C/C | D/C | E/D |
| Latin Sail | B/B | A/A | B/B | [B/B] | C/C | D/C | E/D |
| Battery | B/B | A/A | A/B | B/B | [B/B] | C/C | D/D |
| Vaisseaux | B/B | A/A | A/A | B/B | B/B | [C/C] | C/C |
| Trois Ponts | A/A | A/A | A/A | A/A | A/A | B/B | [C/C] |

4.4 Peace

alliance leader - How come the alliance leader makes peace, but the rest still keep fighting?

The game distinguishes two types of alliance leaders:

The (permanent) leader of the alliance in peace-time. This is the country that set up the alliance originally. The leader can invite new members and honour or decline applications for membership.

The (temporary) leader of the alliance during a war. The alliance member who starts a war or is the one who war is declared against is the temporary leader of the alliance for the duration of the war. The temporary alliance leader is the only one that can conclude peace for all members of his alliance, and thus end the war. Any other peace treaty concluded only affects the two countries involved and the war will not end.

annexation - I have conquered all of the enemies provinces, including their colonies, but I still cannot annex them, why?

Check your game settings, probably you're playing with forced annexation "off"

battles - Battles do not seem to affect peace differentials very much

(if at all). Possession of provinces seem to be much more important. Is this true?

Battles have some effect on peace negotiations, but it pales in comparison to provinces conquered. Winning (major) battles in a war may result in 1 star added, while for each province (with a city) there is at least one star added. Capture 2 provinces and the capital. Voila - 6 stars.

colonies - Does conquering colonies count in peace negotiations?

You have to conquer some of your enemies cities, if they aren't cities, well, then they don't count as anything in the negotiations. As long as conquered provinces don't have a city (population of 700+) they don't provide any stars.

enemy armies - After the war there are still enemy armies in my territory that don't go home?

When peace is concluded, enemy troops go home, pillaging on the way. Problem is, they often do not choose the direct way home. Spanish troops in Northern France often tend to go to Spain instead of going to the Spanish Netherlands. On the other hand, those troops suffer heavy attrition (despite pillaging) and if not at home in time they will vanish altogether. Armies not disbanded right after the war are probably led by an historical leader. So the AI is trying to save him >from death by attrition / disbanding. You can then see large armies being disbanded save 1000 men (just enough to let the leader "survive") which will wait for rescue by their nation.

forced conversion - I'm counter-reformed. Why isn't the enemy changing religion?

When being counter reformed myself, why, after conquering all provinces of a protestant enemy, do these not change religion if I go for force conversion in peace negotiations?

All you can achieve is to force a protestant country to change its STATE-religion in a peace negotiation, IF you have conquered all of its provinces. This may not seem the most attractive peace-solution in all circumstances, but it brings you a lot of VP's.

money indemnification - When I ask an enemy for money in a peace offer, I usually just get a small sum, why?

The AI doesn't take a loan, it pays you whatever it has available. If the AI offers you peace and asks for money, it also asks for no more than you have available. If you offer the AI peace and offer money however, you'll have to take a loan if you haven't got enough Ducats.

partitions - Are there partitions in a game? dividing up a nation between a bunch of allies?

If allies occupy various provinces from a nations and then one annexes the nation, will the country be partitioned between the allies, or will one nation get everything?

If the temporary leader of an alliance (i.e. the alliance-member that declared war or was declared war upon by the enemy) holds the enemy capital and annexes the enemy, each alliance member will get the provinces he owns.

If the temp leader doesn't hold the capital and makes peace, he might get something from it, the rest get nothing.

If an alliance member, not being the temp leader, can annex and does so, everybody gets his share (not sure about this one).

If such a party cannot annex and makes peace, it's a separate peace and the war continues.

peace offer problems - I have problems with offering Peace sometimes.

"it's October 13, 1534I can't offer peace before December 1533."??

This happens when you try to offer a peace and, at the same time, the AI is trying to offer you one as well. Check for small flags in the upper right of the screen. Click on them and answer. If you decide not to accept, try offering a peace again and it should work. If there are no flags, offer something else that does work, like exchange of maps, Royal Marriage, insult etc. After that you should be able to offer them peace again.

You can also adjust the way messages are displayed in the game, e.g. have all peace offers pop up as small windows, to avoid not noticing them.

peace refusal - How do I offer the AI a peace it will never refuse ?

If you offer a peace costing 4 "stars" or more less then you're "entitled" to, the AI will always accept your offer.

However, for every "star" less in terms of your peace offer, the success ratio for the AI accepting the proposed peace settlement increases substantially.

peace resolution - How is it done?

Peace resolution is resolved by a system of peace offerings, which either side can initiate. Peace is reached when the other side agrees. When you bring an ally into the war with you, some of the provinces conquered can be controlled by that ally. You can select those provinces to be given to your ally during peace offerings.

The amount of territory (or money) you can ask is linked to your military victories and some other factors. You can only ask a maximum of 3 provinces you conquered, even if you invaded more.

The more territory you demand, the less likely the defeated country will agree (unless he is in a desperate situation). The defeated country can also offer to give you one or more provinces, but mostly these are not the ones you want. Some negotiations can be discussed during months.

The exception to the three provinces rule is that you can totally annex a minor country if your alliance controls all of their territory. Each member of the alliance receives the provinces they control when annexation takes place.

province - Do I have to maintain an army in an already conquered province to make sure I can get it in peace negotiations?

No you don't actually have to have a standing army in the captured province.

You already have a garrison in the city / fort you captured and that is enough.

stars - I have captured an enemy province but I get no stars?

If I attack Poland as Bohemia marching to the Ukraine and get beaten on the battlefield five times and at the same time assault and take the undefended Kraków then...

1 taken province = +2 stars 5 lost battles = -5 stars (depends on size of battle)

Then the total is...

3 gravestones.

Nothing can be craved at peace negotiations yet.

trade posts - Does conquering enemy Trade Posts count in peace negotiations?

Provinces with only a trade post don't count in peace negotiations. Best bet is to just destroy ("burn down") them after invading and immediately put up your own trade post / colony there.

5. GENERAL QUESTIONS

5.1 Game Interface Info

anchors - I can see silver and gold anchors, silver and gold wheels, what is the difference?

1. silver anchor = harbour
2. silver wheels = fleet in harbour / building ships (if turning)
3. golden anchor = naval shipyard
4. golden wheels = fleet in shipyard / building ships (if turning)

game settings - What do the settings for Difficulty Levels / AI Aggression Levels change?

Difficulty affects unit costs, probability for success of various game operations etc.. Aggressiveness level influences the warlikeness of the AI countries.

ledger - Is there any way to see a list of your military leaders/units/provinces simple one screen lists of your possessions?

Yes, access the ledger, the book in your left information screen, there's 32 pages of information available there.

map colours - What do the different colours on the geographical map mean?

The terrain affects Movement, Combat and Attrition in the province. White denotes winter conditions in the province currently, which largely increase attrition. From the manual:

| Colour | Movement Cost (points per month) |
|---------------------------|----------------------------------|
| White Plains | 1, Cavalry 3 |
| Green Forest | 1.25, Infantry 2 |
| Yellow Desert | 1.25, Artillery 1.5 |
| Aqua-Green Marsh | 1.5 |
| Brown Mountains | 1.75 |
| River crossings | +1 |
| National border crossings | +0.5 |

panic halt - Is there a panic halt button to use?

Nope, just use the Pause button on your keyboard.

pause game - can you pause the game to give orders?

Sure, you can pause the game anytime you want to hand out orders. Such as army movements, building orders, colonization, send traders and diplomacy.

You can also adjust the time-scale that fits your current activities. For ex: 1min=1month or 1min=8months, there are lots of different settings.

Pause is only available in single player though.

revolt risk - How to monitor revolt risk

Click the religion icon (the cross, found in the display to the left when you click your national flag) to bring up the religious map. The revolt-risk can be seen by the degree of "darkness" of the province-colours (the darker the more likely is a revolt)

Practically you do not need to check all 50 provinces... Check one with the same religion as your state religion. If it is ok all other such provinces should be ok.

Then check one province of a different religion, and so on. This will make you check 1 province for every religion you have and that'll be enough.

save game - I cannot save my game in the Tutorial?

No, that's right. Tutorial games cannot be saved.

victory points - Why is everything still 0 VP?

The victory points table and diagram are 0 for all nations after 15 years of play, even though there has been VP gains made according to the pop-up screens. Why?

make sure you set VP "on" in the options before starting. That should do the trick.

5.2 General Game play Questions

Bosphorus control - If I control Constantinople, can I also control who sails through the Bosphorus?

Nope, I know that's a bummer, but the game engine does not allow for that.

During war however, you can try to intercept any enemy vessels that seem to be moving through that area.

The same is true for other sea passages, like the Sont, or the Gibraltar passage.

comparing country strength - I would say that Austria drew the short end of the stick compared to other major AND minor powers.

You can't just compare countries' power by comparing the cash, tech and amount of provinces. (Amount of provinces is an utterly useless stat, it is better to have total tax base.) Compare Denmark to Austria for example. Denmark is 290D ahead of Austria in land technology at January 1st 1492.

Austria has 8 provinces with a total income of 161D
Denmark has 8 provinces with a total income of 115D

However, until the king that starts in 1513, Denmark has a good military king (MIL 7) compared to the Austrian (MIL 5)

There are so many factors that you can not really claim A is better than B.

(Tech differences below level 3 are all within a year or two of development, so those differences are minor).

events - Do the AI nations also get random events. It would be unfair otherwise.

They get random events.

for example: The 33% drop in inflation is something I've seen quite often (just look at the graph depicting inflation development for the Major Powers in the ledger).

events - What sort of random events are in the game?

- Several mechanisms for small Ducat donations (sudden demand for commodities, gifts, etc)
- Several mechanisms for infrastructure improvements / losses (earthquakes, disasters, "local"- investment in fortification or industry).
- Desertion or other forms of manpower loss
- Dynastic inheritance (you get another country you have a royal marriage with - extremely rare event!)
- Unexpected prosperity increases tax revenues
- Minister appointed (improved monarch values)
- Random investments in technology
- Random loss of investments in technology
- Sudden death of monarch
- Stability improvement / loss

events - what types of events are there, which are influenced if I turn events off?

There are 3 types of events.

Hard-Coded ones which will always happen:

1. The Reformation
2. Jean Calvin
3. The Treaty of Tordesillas
4. The Treaty of Trent
5. The Treaty of Conciliation
6. The Closing of Japan

Historical - These are events that actually happened i.e. Strikes/Plagues, but usually have relatively minor effects.

Random - Just what it says

The option on/off covers the latter 2 the first type will always happen.

The latter 2 include:

- Gifts of money
- Increased Fortifications
- Conquistadors/Explorers
- Plagues
- Stability bonus/reduction
- Tech bonus/reduction.
- Increases/Reductions in Diplomatic relations.

history - The entry "history" in the ledger is always empty, why is that?

It is intended as a log of the history of one's nation in the game, but so far it hasn't been implemented.

ledger - Listings in the ledger, I don't like the way they are ordered, can I change that?

Yes you can, click on the header of the column you want it sorted by.

missions - I keep getting missions that are nearly impossible to complete?

Choose less difficult missions from the available list yourself.

When you're done with one mission you can press 'info' instead of 'done' and you'll be able to choose a mission that fits you better, for example to hold a certain province for another five years.

The first thing you should do when the game starts is to choose 1-3 missions, complete them and choose new ones. In a 300 year campaign you easily get 1500+ VP if you have 3 good missions running at all times. It's probably the only way to win over Spain (in a VP game) without actually having to attack Spain and beat the crap out of it. You only get "random" missions if you do not currently have any ongoing for your country (and it usually isn't the best one ...)

missions - Should I play with missions on?

Playing for VP & Missions are key ingredients to prevent EU from being yet another "kill everything that moves" type of game (although you can play that way if you want to). If you however like to play a game where you can actually win even by not being extremely aggressive, keep Missions on and hoard in VP's for the "defensive" Missions throughout the game.

monarch abilities - What are the effects of the different monarch abilities.?

Monarchs values represent the monthly "monarch"-bonus to technology research and for some monarchs (the exceptional ones) there are predefined events that boost the country in numbers of ways.

national provinces - What are owned, controlled & national provinces ?

Owner of a province is the country to whom the province belongs.

A Controlled province is a province with the city under the control of another nation. This can only happen between nations at war with each other.

A national province is considered "your" province, but might currently be owned by another country. In that case you have a claim on it, which gives you a permanent CB (no stability penalty if you declare war) against whatever country is the current owner of that province. Some provinces, historically much fought over, might be national to more than one country.

pirates - How do you get rid of pirates?

Hang 'em from the crow's nest, I say! Despicable rogues!

Just send a fleet to the sea zone where they are and have a normal fight.

promotion - I got promoted to Baron in my game, what does that do?

The promotions/degradations are linked to the amount of victory points you have got. They are merely a flavour and a fast guide for you in the game.

The message of being promoted to Baron for example hints you of having acquired a total sum of 200 VPs.

province enhancements - How do I see what state of development my Provinces are in (officials promoted, level of the fortification)?

One by one. Yes unfortunately that is how you have to do it. After playing this game for some time you'll probably not think about it. It just go by 'automatique'

Maybe this will be enhanced at a later stage.

province officials - Why should I promote officials? They cost a lot, take a long time to build, and give very little back.

These improvements make money, influence revolt risk and inflation... For a 300 year long campaign, a 20-50 year ROI is pretty good and you should upgrade as soon as possible.

rivers - Are rivers and lakes navigable?

No

stability - How do I get it up quickly again?

divert all investments to stability

stability - I have stability +2 and when I declare war on Kazan, I go to -3. Why the huge drop?

Maybe you declared war on an enemy with which you have a
- recent peace treaty (-5 stab), or
- royal wedding (-1),
- had no CB (-2),
- an alliance (-1)
- and the same religion (-1).

stability - What is Stability? How does it change? What does it do?

Stability is can vary between -3 to +3. The higher your stability is, the more income your provinces generate, you'll have less revolts and your colonies will develop faster.

Stability is so important that you should try to increase it quickly if it goes down for some reason or other.

You can raise stability (but not above +3) by investing, use the slider in the tech screen to adjust investments. The investment needed to raise stability one level is dependent on the number of provinces in the empire. Stability can also rise because of events.

Stability suffers:

- when you declare war a) to a country with the same religion (-1),b) without a Casus Belli (-2). Modifiers are cumulative.
- when you break a royal marriage, either directly or by declaring a war to a country you have a RM with (-1) (cumulative).
- when you dishonour an alliance (-1)
- when you cancel a vassalization (-5 I think, but not sure)
- when you refuse a country to trade in your Centres of Trade (-1). It also gives that country a CB against you as long as the trade ban exists.
- when you convert to another religion (catholic to protestant). In that specific case, I didn't evaluate the amount of stability points lost. Basically, converting to Protestantism also breaks all your royal marriages, so it kicks your stability into the abyss.
- because of events

stability - Why does the cost for next stability level change during the game ?

Stability level increase costs are based on the size of your country, i.e. the number of provinces.

Also, from patch 1.06 onward, provinces with another religion then the state religion have twice as much impact on stability costs.

terrain, climate - Does the natural terrain or climate have any effect on the game, especially in combat?

Terrain and climate influence a lot of things in the game.

Climate:

- Tropical storms at sea can devastate your fleet if you're unlucky;
- Some sea zones get ice-bound in winter;
- In areas in the "tropical belt" the attrition is very high and colonization is often unsuccessful;
- Also try to avoid waging war in heavy winter conditions, or your troops will meet General Winter, the one that crushed so many of Russia's enemies.

Terrain:

- Terrain influences support levels of a province, so e.g. deserts are very unpleasant territory to fight a battle.
- Crossing rivers causes extra attrition and an army takes longer to get to its destination.
- Terrain also affects combat. Obviously cavalry is weaker when in difficult terrain (mountains, marshes, forest), whilst infantry may not be hampered so much.

5.3 How to

colonies - I cannot build anything in my colonies, why?

You must first build up the colony to a city (or wait for it to grow to 700 pop) before you can build anything.

Every province with a city or with a colony has got a population growth rate based on your country's stability and geographical location of the colony. So in principle it can be enough to start a Level 1 colony (100 pop) and its population will gradually increase to the magic 700 and become a city.

Note that growth rates are low (and in some locations even negative) so it will take decennia before a colony will turn into a city (if it ever does). Also, if your stability falls e.g. in times of war the growth rate will become negative. A

quicker way to build up your colonies is to send in extra settlers. delete saved games - How do I delete saved games?

There isn't any way to delete game files from within the game itself. Go out into My Computer, find the directory where EU has been installed, go into the Scenario / saved games folder, and manually delete whatever save games you don't want to keep.

game speed - How do I set the game speed?

Ctrl + and Ctrl - are the keys to use for speeding up or down the flow of time in the game

missions - How do I get rid of double missions?

"I have two missions saying the same thing "Hold Tyrol", and both end sometime in the 31st century."

This happens when you have no missions selected currently, are just about to choose a mission and the AI simultaneously chooses the same mission as you just did.

Once you get this problem you will have to manually edit the save file or load a save game from before the incident (or just live with it). To keep this from happening again always keep 2 or 3 missions going at the same time with different start/end dates (so they don't end all at once and the AI picks one for you before you manage to pick one yourself).

But to answer the technical question: In the [your savegame].eug (huge 2MB textfile) look for country = { tag = HAB ...

```
mission = { type = 1 id = { type = 4712 id = 349718 }
date = { year = 1522 month = february day = 14 } vpvalue = 20
penvalue = 13 province = 329 } mission = { type = 0
id = { type = 4712 id = 347995 } date = { year = 1524
month = october day = 12 } vpvalue = 30 penvalue = 19
province = 314 }
```

Remove all missions, save, load the game AND make sure you choose new missions before you start the clock.

screenshots - How do I make them?

press F11

sliders - How do I lock the sliders into a certain position?

By double-clicking on a slider the button turns grey and the slider is fixed into position. This goes for budget sliders and religion tolerance sliders alike.

Double-clicking again frees the sliders, so you can move them again.

Pay attention to religious events however, they might have impact on your tolerance settings.

5.4 Religion

conversion - How to convert the population in one of my provinces to the state religion?

You can convert one of your own provinces to the religion of your state by sending a missionary / colonist to the province, but only if and when that province's population has fallen below 5000 (through suppression of rebellions, plague, etc.). When the missionary arrives, assuming he is successful, the religion of the province will change to match your state religion.

These things can be done but it is not cost efficient if you try to convert many provinces and actually it can become quite dangerous. Why dangerous? Poland-Lithuania is a good example. She has many orthodox (say 8-10) provinces. Her state religion is catholic. Now say that I want to convert the orthodox provinces or even just one of them. Now I must

decrease their province population below 5000 so that I can send a missionary there and thus change the province religion to catholic. How do I decrease population ? Uprisings decreases population. So I have to set the tolerance level very low against orthodox. We talk about religious persecution here. Now uprisings will pop-up. But not in one province, but in every orthodox province. So you might easily have a number of rebel forces that floods you country. On top of that your enemies check for weaknesses. if you have ten or twelve rebel armies within your borders they may find it a good time to slice you up. Sort of a variant-"Deluge".

counter reformed vs. catholic Which advantages do I get from being counter reformed?

- More colonists.

- Possibility to force convert those protestants and reformed back to Catholics AND net a nifty amount of VP.

population - I want to convert the province, but I cannot get the population below 5.000, what should I do?

Well, it's hard.

One method that works:

set zero tolerance for the religion wait for a serious revolt in the province to occur (if the rebels don't take the fortress, send in an army and crush them, then wait for another revolt) if the rebels have taken the fortress, send in an army to crush them, lay a siege, but as soon as the fortress is getting into real trouble, leave only a small cover force in the province and retreat the rest of your army. now patiently wait for the province population to dwindle.

If at this stage the province population still doesn't show negative growth, I give up.

religion - How many different religions are in the game?

Religions are : - Pagan - Shiite - Sunni - Catholics - Protestant - Counter reformed Catholics - Reformed - Orthodox

religion - I have changed the state religion, but nothing changed in my provinces, why?

Provinces are set to convert as they did in history. Provinces will not convert spontaneously to a new state religion

You can always force-convert them though. Make them rebel over and over again until you get them below 5000 in population, then send a colonist OR you can hope for the convert-event to happen.

religion - What triggers whether provinces convert their religion?

This has been designed to occur approximately historical. Most of north Europe converts to Protestantism or reform. Southern Europe remains mainly catholic. With conversions or events, a province can change religion.

You are never obliged to change State religion, but if a majority of your provinces are protestant and you don't tolerate them, prepare for a very long period of revolts.

religion tolerance - First of all ... What is it?, and how do I use it?

When you go to the religion screen (by clicking the religion icon in the province display), there are several sliders available, with which you can set your religious tolerance levels towards each of the religions in the game (the topmost is your state religion).

The tolerance thingy is a zero-sum game, you can't please everyone. If you increase tolerance toward one religion, you reduce it towards some other(s). It generally pays to have a high tolerance of the religions you have in your empire; low tolerance levels towards e.g. Protestants can lead to rebellions in your Protestant provinces, while a high tolerance towards them actually lowers the risk of rebellion.

The tolerance level is also very important if you want to convert a province to your state religion. Let's say you play a Sunni Muslim country like The Ottoman Empire. Then you will probably have Sunni Muslim, Shiite Muslim and Orthodox provinces within your borders and if you start to expand into Europe you will get a few Catholic and Protestant provinces as well. This will cause a lot of rebellions, because you can never please all those different faiths with the tolerance level, especially if your stability drops for some reason. You will have to convert some of your provinces to The True Faith, and that is of course your State Religion.

For example, let's say that Transylvania is Protestant, and you want to convert them into a Sunni Muslim province (your state religion). Lower the tolerance level towards Protestant provinces to Zero. This will make them rebel. You will mercilessly fight down the rebellion and this will make the province's population drop. Keep up with this "righteous" treatment of the people (it's for their own good anyway) until the province population drops just below 5000. Now send a colonist, or several, until the population reaches 5000 again. Voila, you have just turned Transylvania into a Sunni Muslim province!

revolt risk - How does religion affect my provinces revolt risk ?

There are some important things to know of about religion and corresponding revolt risk. When the tolerance slider is maximized for your own religion (you have maximized the slider haven't you ...) different religions give different -x% to revolt.

You can see the current revolt risk and what elements add up to it by hovering the mouse pointer above the Revolt % in the province info screen.

Max tolerance gives Catholic = -9% Reformed = -9% Orthodox = -9% Sunni = -9% Protestant = -4% ONLY !!!

Thus protestant nations are much more likely to have rebellions. Often it is even advisable to have the Prot slider maximized while your state religion slider is not especially if you have many Prot provinces.

tolerance - Umm, how do I find the religion sliders in the first place ?

Click on you country shield at the top left of you screen. Then click the shield that denotes your current state religion and there you are.

5.5 Strategy

annexation - when should I go for it?

For pro's and con's of annexation, there is more information elsewhere in this faq, in both the diplomatic, and peace sections.

One point to consider might be that you take over all remaining armies and fleets of the annexed nation. This can provide a very attractive bonus when annexing.

bankruptcy - Are there dangers in having e.g. a very large army?

Hey, you must pay salaries to both land and naval forces every month! Large fleets are something like a floating

financial disaster. You can reduce payment and turn military forces into militia, but the result is a clear decline in efficiency. If things get real ugly you can even disband troops. Sometimes, it is the only way to simply survive, or go bankrupt.

In order to get paid, the military will first:

- take the money from your treasury.
- when you have nothing more in your pocket, they will go take the money of your monthly investment in technology.
- if still insufficient, force you to make a loan (for which you pay interest, and banks are more rapacious than your soldiers).
- when you have turn unsolvable due the gigantic debt, your country will bankrupt. At this time, your large army will be useful to quell the massive revolts (but they will not be very concerned as you still don't have money to paid them).

This will last as long as your revenue falls short to cover the monthly costs.

change religion - What are the risks?

Wholesale changes to the religion of a country is always risky. In EU you get a serious stability hit and most probably revolts. In some cases it can lead to virtual disintegration of the country.

e.g. Poland changing to Protestant .. can lead to civil war which if not stopped can mean the independence of several (previously annexed) countries e.g. Prussia / Courland / Teutonic Order / Ukraine as well as invasions by other countries.

Can be utter disasters, so you have to plan it carefully if you are to change religion.

colonization - trade posts vs. colonies

Trading Post: Provides an immediate economic benefit. It has a higher initial chance of success when sending a settler to found one. You can raise the level of a Trade post by sending in more traders, but they do not grow on their own, they are just here to exploit the resources of the province. They only increase the value of the COT they belong to, therefore trade posts are useful only if you send merchants to the COT. Although Trade posts have a small supply base, so you can station an army there, they cannot be fortified and an enemy army can burn it to the ground just like this.

Colony: A lower chance of initial success, but given time and reinforcements they can grow in population, as long as you started the colony in a favourable spot (African jungle is not very attractive for settlement, whereas North American plains are). Colonies will eventually become cities when they reach 700 pop (each colonist is worth 100 pop.) When this size is reached, you can build improvements and recruit troops like in any other city in Europe. While more costly, they provide a base of operations for fleets and armies. On the economics level, these provinces provide you with direct income and increase the value of the COT they belong to.

wars - How to conduct?

Some thoughts with regard to warfare:

Battles are part of wars but siege and attrition are the tools of victory. The pay of your soldiers influences their morale. Even paying a little under regular pay can lead to disaster if the enemy armies are well paid.

An army suffers heavy attrition when moving across enemy territory. Save when you aim the complete annexation of a country, the better solution is to outmanoeuvre the enemy, win some battles to force him to reorganise/recover morale during which you can besiege and take important fortresses. Then you propose your peace conditions.

Wars begin usually with clashes of armies and the victorious side then besiege fortresses. The defeated side try to manage the situation and limit losses.

The initial clash is important but if you can outmanoeuvre the enemy, you can even win without that clash. Also, try to avoid fighting battles against enemy armies led by a better general than your own.

You could try to cut the supply line of the enemy to enforce increased attrition for the enemy forces.

6. MISCELLANEOUS

6.1 Scenario Editing

annexing majors - How do you edit the game to remove mayor status from a country ?

The only way to modify Major power status is to "erase" the countries you want to be able to annex from the scenario-file (.eug). So if you want to play the Grand Campaign as France, and annex the whole world, make a copy of the GC file and erase all countries but France from it, rename it e.g. france.eug, and you'll have an extra GC-scenario in the game, in which you can only play France, but annex all others.

annexing majors - If I delete from the .eug-file all other major countries, are there any unwanted side-effects?

concerning the behaviour and or stats of these countries, when computer controlled?

Erasing all the other powers (i.e. leaving only the one you want to play) from the .eug file, in order to be able to annex them, will not change their behaviour within the game. Just some (minor) events that target major nations will not occur.

capital - How do I change the place of the capital for a country ?

In the revolt.txt file in the DB directory.

editing - Where do I make changes that really affect countries in the game? Changes to the .eug file don't seem to have much impact.

To make these changes you have to edit the .inc files. This is where you change unit compositions, what provinces a country has at start its starting stability and much more.

However, be warned, if you mess it up you can have problems. If you for example give Bavaria an extra province then you have to erase the same province for its former owner otherwise you get bugged down and the game crashes

extend game play - Almost 1792 in my game, want to keep on playing ?

No, unfortunately you can't, unless you would tidy up the save game file a lot, and it's a real big file.

What would be needed is this: Wait until almost 1792 and THEN set back the date in the save game just a bit (say half a century). Because no major things happen in the last 50 years of the game, this should allow to play on.

However, to address possible crashes you would need to change a lot.

Suppose, You have played until 8th of May, 1790. Save. Load the save game with WordPad. You will find a section with lines: globaldata = { startdate = { year = 1790 month = may day = 8 } enddate = { year = 1792 month = december day = 29

Set startdate back to say 1742 and You will have 50 more years to go...

There are other dates save the starting date however, which will be affected, e.g. when the next diplomat can go to a certain country etc. Somewhat better results are achieved with setting the date back only five years, but that s tedious. To really play on, one has to search for all save game date entries and change them accordingly, but THAT s even more tedious, of course.

playing a minor - How do I do that?

Here's a helpful explanation, compiled by Yarrick:

SHORT VERSION: Find out the country abbreviation for the minor country (look at the end of my post) Make a copy of a scenario and open it with an editor Change the line "FRA = {" to "XXX = {" where XXX is the minor country abbreviation Save file and start EU!

LONG VERSION: Find the country you want to play and remember its abbreviation. Example: if you want to play Venice you should remember the abbreviation VEN.

Note: You can also find the list in the file "text.csv" in the "config" folder.

Open the "Scenarios" folder found in your installed Europa Universalis directory. There you will find a bunch of ".eug" files. These are the scenario files.

Make a copy of one of the scenarios and rename the copy to something that sounds nice. Example: I make a copy of "the grand campaign.eug" and then rename the copy to "minorcountry.eug"

Start your favourite text editor (such as notepad) and open the new scenario file. You will see a list of countries for that particular scenario like this:

```
header = { name = "The Age of Exploration" desc =
"scenarios\data\1520.txt\Renaissance.txt" picture =
"scenarios\data\sce1520.bmp" startyear = 1492 endyear =
1792 FRA = { desc = "FRA_GC_HISTDESC"
scenariotactics = "FRA_GC_HISTDESC" countrytactics =
"FRA_GC_VPTACTIC" picture =
"scenarios\data\FRA1520.bmp" missioncountry =
"FRA_GC_MISSEDESC" missiontactics =
"FRA_GC_MISSTACT" countrydifficulty = 7
countryeconomy = 6 countrymilitary = 7 countrydiplomacy
= 6 missiontype = 1 numcities = 26 numcolonies = 0
numtradingposts = 0 numgold = 500
```

Notice the 7th line with "FRA = {" . We are going to change FRA (France) into the abbreviation of the minor country we want to play.

Change FRA to XXX (the 3-letter abbreviation for the country you want to play) Example: I want to play Venice so I change FRA to VEN

Save the scenario file and start up EU. Now, in the list of scenarios you will find the one you just edited. Pick the scenario and you will see the shield of the country you have chosen to play by editing.

NOTE The minimap is probably showing France instead of the minor country and the country description and text are describing France. That doesn't matter though, it doesn't have any impact whatsoever on the in-game mode. You may start the game and begin conquering now!

For country abbreviations look at the Shield reference card elsewhere on my site

playing exotics - Aztec empire - their research is not working?

"While money (and other effects) add to the research bar, whenever it reaches the end I only get the message that a new level has been researched while really the game starts to research the same level again"

Some countries are hard coded to never advance no matter what. Incas, Aztecs, and Iroquois cannot progress.

provinces - Where can I find a list of all provinces and their corresponding numbers?

Open the file provinces.csv under \Paradox Entertainment\Europa Universalis\DB It will look like this:
1;Yukon;coastal;exotic 2;Kitimat;coastal;exotic
3;Sitka;coastal;exotic

save games – If I change the GC file, will it ruin my save games?

I am in the middle of a standard GC as Austria. If I hack the GC file to start another game as Venice, will I still be able to play the old save game as Austria?

save game files are COMPLETELY independent from the original scenario, However, if you edit a gc to play as a minor you can rename the changed file in stead of overwriting the old scenario file (.eug)

That way you'll just have an extra scenario available

scenario - Is it hard to make your own scenario ?

It's not hard at all to make almost anything you'd want, you just need time and dedication to do it. It's just text files you need to change, but you screw up easily. The more you want to change, the more time you'll need.

USA - Is the USA in the game?

The USA can get into existence very late in the game, through a revolt in (enough) NA provinces.

Other countries can also come into existence after a successful rebellion:

The Netherlands (with a fair chance of success)

Ireland

Norway

Brittany

just to name a few of these.

6.2 Country Descriptions

country - The Netherlands

After the **initial struggle with Spain for independence** (1568-1648), the power of the Netherlands was never really based on land based military power, although stadholder Maurits van Nassau (Maurice of Nassau) acquired international fame as a very capable and innovative general after beating the Spanish army in the low countries in June 1600 in the Battle of Nieuwpoort.

The United Provinces were a **maritime power to be reckoned with** though; the Dutch had many brilliant naval commanders and fought three wars against England in the 17th and 18th century, defeating the British navy at several occasions.

International trade was where the Dutch were really powerful in the game period; especially so in the 17th century. Having acquired all of Indonesia as a colony, viable colonies in North and South America, in South Africa (afrikaans is a descendant of Dutch language), and for a long period a trade monopoly with Japan, the powerful Vereenigde Oost-Indische Compagnie (VOC, the Dutch East Indies Company) was an economical powerhouse during the late part of the 16th and most of the 17th century.

This period was **Holland's golden age**, both culturally and economically. Dutch bankers eventually actually helped finance much of the American struggle for independence from England by making large loans.

6.3 Trivial Facts and Fantasy

cheats - Are there cheats in the game?

Yes, but only available in single player mode. Look in the config directory of your EU folder, there's a file EUcheats.txt with all the available cheats. to enter them press F12

a few important cheats:

dagama = 10 traders

pocahontas = 10 colonist

vatican = 10 diplomats

montezuma = 50000 gold

columbus = explore whole map

now some useful events:

Event 40 = Good Gov 1000 in trade and infrastructure

Event 49 = Deflation -33%

Event 52 = Industrial development

Event 53 = New centre of trade

Event 54 = trade restrictions

Event 55 = fortification

Event 56 = Explorer

forum search – I'm overwhelmed by the posts!

I have searched for additional information in the game forum, but there are so many posts there, I cannot find what I want?

Try to use the search function in the forum, enter a word or short phrase that describes what your looking for, hit go! and voila, found it!

game description - What type of game is EU?

I think it has roughly: one part civ2 (building and developing your country and colonising the new world), and one part Imp1/2 with a rather advanced economic system and trade feature, but the third part is IMHO the classical war game combined with the alliance struggles of Diplomacy.

It is a much more coherent game than either Civ or Imp. Civ being to dispersed covering a period of many thousand years portraying civilisations as odd as Americans under Washington and ol 'Pericles' Greece. War between archers and attack helicopters is just untasty. Imp, actually I preferred Imp1, had a great economic motor but it forced you down to the extreme corner of micromanagement. And the military system felt rather obsolete.

No I think this is a much better game. Has it everything ? Is it the foolproof 100% game that will stand the test of time until the year 3000 ? Maybe not. Every game as its dark spots, but... This is the best computer game in this class yet.

On another approach:

1) Strategic. This is the top level, which concerns the dealings of whole nations. E.g. which countries you intend to declare war on, and the long term goals of entire army groups. Basically you take on the role of dictator. Strategy Games: Europa Universalis, Civilization, World in Flames, Warlords, ...

2) Operational. This is the middle level, concerning the movements of armies along a large section of a frontline. E.g. very large battles like Stalingrad. Here you play a Field Marshal. Operational Games: Panzer General, Operational Art of War, ...

3) Tactical. This everything below operational. E.g. Midsize battles down to squad level combat. A tactician is an expert on troop formations, camouflage, terrain etc. Tactics Games: StarCraft, Command & Conquer, Close Combat, Horse & Musket, Age of Empires, The Settlers, Seven Kingdoms, ...

Strategy Games with Tactical Battles: Shogun: Total War, Imperialism, Master of Orion, Romance of the Three Kingdoms, ...

While SK2, AoE2 and The Settlers do concern nations they play exactly like tactical games of the Command & Conquer variety. I.e. it is a member of the (misnamed) RTS family of games which took off with Dune 2 but can trace its roots back to Populous, Sim City, Utopia and Megalomania.

EU, on the other hand, is a relative of old computer games like Defender of the Crown, which can trace their ancestry back to some of the very first board games.

I would best describe EU as a cross between Civilization and Romance of the Three Kingdoms, but in real time. The important thing to remember with EU is that everything interacts; diplomacy, war, peace, economy, trade, religion, everything. It has a very holistic approach and that is something few games have.

game development - Does it always play the same?

No! Here are some examples of what you might see / accomplish in the game:

- Unify Germany under the control of a protestant Bavaria
- Crush the entire Muslim world with Knights of St John.
- See 200k polish dying during the hardest winter ever seen in Russia.
- Conquer the Americas with France, humiliate Spain.
- See Sweden conquer Denmark, most of Poland and Russia.
- See Prussia (AI) alone destroying most of Poland during GC!
- See Mysore taking all French colonies in India.
- See Inca win the war against Spain!
- Loose Brittany (2 provinces), Burgundy (2), and Huguenots(2) in a Civil war as France.
- Establish a monopoly in every COT in Asia with Portugal.
- See Ireland been the most wanted part of Europa (France, England, Spain, Portugal, and Sweden wanting a province there).
- Get destroyed by Scotland playing England.
- See France chortle as the English isle fall under the crimson tide of civil war as the Royalists take most of its original territory.
- See England chortle as the Dutch and the Spanish virtually partitioned the French countryside.
- Conquer Constantinople as Poland.
- See Austria being ripped to shreds by Bavaria, Venice, the Turks.
- See the Ottomans create the most powerful alliance ever to exist dominating the game.
- Partition Poland (as Austria), a long with Russia before the Prussians decide to take their slice in the 1750's.
- Create a powerful anti Ottoman alliance as Venice, annexing Hungary peacefully.
- See Bavaria vassalize almost the entire HRE
- See the English and the Portuguese fighting over colonies in Australia and Indonesia.
- See most of the Danish navy be destroyed in a freak storm (random event), in port.

rts vs turn based - This seems like a game that should have been turn based, why is it rts?

OK, you really seem desperate to have a turn based game, are you? And really unwilling to understand that EU is not and that it still is a great strategy game?

Therefore, I will support you (I love lost causes) ! After all, EU IS turn-based... Day per day. Play one day, save... send... 365*300=109.500 turns... All calculations are made "real time" so discussing the turn based issue is definitely pointless.

To soothe your worries however, EU is not another click fest type RTS Game , absolutely not. It is a grand strategy game where time flows day after day, at a chosen speed, And it works perfectly like this.

On top of that, there is a very effective pause facility (something like in RRT2)

scenarios - How many are there?

The following official scenarios are included in release versions.

- Tutorial
- Age of Mercantilism (1617)
- Age of the Enlightenment (1700)
- Great Nordic War(1700, mission based)
- Fantasia (fantasia scenario, 8 one-province countries, the

rest of the world empty.)

- The Grand Campaign (300 Years, 1492-1792)
- Thirty Years War
- War of Spanish Succession
- The German Campaign
- Age of Revolution
- Three Little Mice
- War of Independence

Which ones you get depends on the language version you buy.

sexlife - I have been playing this game for so long; sometimes I hear my GF / wife mention it, forgot what it is?

Sexlife: (-lives,) (as defined by Bogh) A term for an evil scheme developed by the female sex to limit their chosen males play of Europa Universalis.

It is often observed that the female will use "sex" to lure their spouse away the game. Only the wilful (or lonely) can avoid this terrible threat to their complete immersion in EU.

Addendum: Can also be utilized by the male to satisfy his needs until EU appears near his habitat, but should immediately stop once the male possesses the relic, EU.

thank you -

Thank you, Greven, Johan, Sapura, Pierre, Yndenwal, JP, Matthew Wallhead, Marcus, Sarges, and many others for providing most of these answers long ago in the EU forum, so I could use them for the FAQ to provide a quick reference tool for people playing the game or interested in buying it.

trivial stuff - Did you know?

Just some memorabilia from the forum. Did you know that:

Sapura at one stage during beta testing (or was that just before they let him in on it) promised to marry Johan's pet lemming, but never made good on that promise?

Johan became rather suspicious when Sap had found out how to write: "Jag _\$BgM_(Bskar dig".

After being neglected Sap tried to learn some more Swedish and asked: "Johan, Patric, Henrik, Joakim and Marcus, how about you guys make a rap tune, mp3 it and send it to me. I'll learn off that. Or perhaps make a whole album?"

Sap was promoted "Sole Defender of the Catholic Faith" on the forum board, after he promised not to propose any more to Johan.

And some more exclamations from our most eloquent beta tester from down under:

"Conquistador Sapura, on board U.S.N Doomdark, bound for Iceland." "I have a better idea, Johan, old boy, why don't we just make EU freeware?" "I'm .. like the first crash test dummies, yes Johan?" "Kill first, calculate later" (he borrowed that one) (to be continued)

Paradox' chief programmer for the game Johan Anderson: "No we're not working on any patch afaik. When all language versions are printed I'm going to take a nice and long vacation!"

Other members of the forum:

.. ooh I love the pause.. if you ever do find the cure to that EU addiction, I don't want to know... I enjoy breathing in as much of that EU air as possible. It's almost an insult to play this game at higher speed settings. I suggest we all spent the last of our money on a T1 connection, quit our daytime jobs, go on the dole, and bunker down for a long winter in the cosy glare of the computer screen. "Don't worry dear, we'll get you those diamond earrings next year" "What, why are you going to you parents house?" "Hello, 1-800-DIV-ORCE, yeah - how much do you charge?" will EU work on my ZX Spectrum 48k with a micro drive?

tutorial – is the tutorial necessary?

I don't play tutorials, they are for sissies -- real men use the "take the bull by the horns" -method?

Sure, but you may end up looking for answers to more questions about game play than you would otherwise have :)

weaponry - Where do I get historical information on this aspect?

The **weaponry** of the age can broadly be viewed like this:

- Infantry until about 1700: Pikes and Arquebuses/Muskets. Thereafter muskets increasing became the standard infantry weapon. Powder weapons were almost all smoothbore and muzzle-loading.

- Cavalry: Some lances, mostly swords with some pistols and carbines.

- Artillery: Smoothbore artillery firing solid shot

- I think grapeshot arrived in the 18thc.

Tactics: Hard to define but if you want to image how it looked you'd have large formations of men doing "parade" ground manoeuvres. During the early pike n' shot period you'd have deep formations to get a better push of the pike. After 1700, most of the armies fought in long thin lines to maximize the musket fire. Cavalry was pretty much a chase weapon used to run down fleeing enemy units or to stop the other guys cavalry from chasing down your fleeing units.

How successful were they? Not very- at the strategic level. Battles were often indecisive affairs and few individual battles ended wars- few Jena's during this time for example. Wars tending to drag on because the opposing armies tended to lack the ability to exploit battlefield victories.

Now in battles the weapons could be very effective. Units that actually engaged in battle could expect (normally) much more than 30% losses.

Christopher Duffy has written a good book called the Military Experience in the Age of Reason and it does a nice job of capturing the some of the feel of the battle experience while Russel Weigly's Age of Battles is a readable work on the battles of this era. Both focus more on the later period in EU but both are good reading.

7. INSTALLATION/MULTIPLAYER

7.1 Bugs

strange - I found something very strange, what should I do?

Try to make it repeat. If that succeeds, and you find no reasonable explanation here or on the forum for the game at www.europa-universalis.com

then zip your save game, and send it to Johan Anderson , the chief developer for the game at Paradox. Describe the problem, and he'll probably find your "bug" and fix it in a patch.

7.2 Installation

creeping game - I have problems with the game slowing down to a crawl some time (100 years or so) into the campaign. Any solutions?

Seems there's a memory management issue here, but I'm not sure whether EU is to blame for it. As far as I know Windows 9x has taken quite a lot of heat for poor memory management. If shutting down other programs doesn't help, try rebooting the PC.

dll - A required .DLL file, WS2_32.DLL, was not found.

I have installed the game, but when I try to start, it gives me the message.

Two possible solutions:

- Probably you don't have the TCP/IP protocol enabled.

Change your network settings.

- Try installing Winsocks 2

game start - The game will not start after installation, what could be wrong?

If you have more than one CD-ROM drive (i.e. CD Writer and CD-ROM reader or DVD ROM) make sure that you have the EU CD in the first drive alphabetically. It seems this may solve a lot of the problems. This goes for virtual CD-ROM software as well.

hardware demands - What is the minimum configuration for this game?

CPU: Pentium II 200 MHz (maybe somewhat slow) Internal memory: 64mb is the bare minimum

If the game is slow on your PC you could try this:

when low on internal memory, set virtual memory high, and reserve space for it at the start of your hard disk. set "fog of war" on

installation - Cannot find a way to get this software to work. What do I do with this shiny disc?

Joke gratefully accepted into this FAQ; method brought to attention by Savant)

Strike shiny disk hard three times with hammer. Place in microwave for 10 seconds. Remove. Careful, it will be warm. Get a fork from the kitchen. Fill bathtub with water. Stand in tub holding disc in one hand and fork in the other. Push fork into an open outlet.

Of course, this might not work for everybody, but no failures have been reported yet .

latest patch - Just got my game, how do I know if I have the latest version installed?

When the game starts up, you'll see an indication of the version in the upper left corner of the screen. Remember that, and look in the download section of the Paradox site to see if there is a newer version available. It's accessible through the main website for the game (look for the link) www.europa-universalis.com

music - I don't get any, how do I get it to work?

The music only plays if you have connected your CD player to your soundcard and you have the volume turned up for CD audio in windows. The music is CD audio so you must have that enabled. First of all you must have a separate cable from your CD-ROM drive to your soundcard then you have to check that CD audio is enabled in the volume control applet (small loudspeaker symbol in the system tray) and the volume is at an adequate level.

patches - Is there a way to download older patches?

No, but you don't need them, just install the latest patch, that covers all others as well.

patching - How do I install a patch after downloading?

Easy, just double click the patch icon in your download folder, and it will install straight away.

problem - The game grinds down to an extreme slow after playing for an hour or so.

Maybe your PC is low on (available) internal memory? Try closing down as many other (resident) programs as you can.

saved games - What happens to my saved games if I patch?

Nothing, you can still play them. There may be some improvements in the latest patch that don't show up however, until you start a new game.

sound - How do I get the sound working?

some people reported: go to START -> SETTINGS -> CONTROL PANEL -> MULTIMEDIA and change the properties. Provided a solution of the problem for them.

7.3 Multiplayer

compatibility - Is it possible to play multiplayer with different countries versions of the game?

Yes

connection - How fast a connection is needed for multiplayer games?

In theory it could be run on a 56k modem, but the architecture of the internet makes it so laggy that it is practically unplayable. The slower the game-speed, the less problems you should have in MP games if someone has a slower connection. Lag should only affect the person with the lagging connection, unless it's the host that lags.

lost connection - What happens if a player loses his connection to the host in a multiplayer game?

I think the AI takes over (not sure, haven't played MP yet myself), but normally the player hosting the game would save the game and wait for the disconnected player to reconnect

If the player gets back soon, he could just join in again without need for a restart with the save game.

Remember MP games can/will hardly be played at a high game speed, because pausing the game often would annoy other players.

messages - How do you send messages in multiplayer games???

Use shift-F12.

multiplayer - Can I play EU head-to-head via a "null modem cable". ?

If you have a windows network hooked up you can play. I.e. two machines with 2 network cards connected with a network cable.

A Null modem cable probably provides too little bandwidth.

pause - Can the game be paused in multiplayer mode?

There is a pause function in multiplayer games but it is a bit hard to use: The host can pause effective immediately. All clients can pause, but with a five second delay. When the game has been paused, anybody can start it again after 30 seconds have passed. So it can become a bit chaotic at times.

So essentially you need to agree on one of two possibilities:

Either to pause the game say once every game-year to allow for the reorganization of armies, colonisation, trade, sending diplomats, improve provinces etc.

Or play at a rather slow timescale. Players will of course inevitably have different wishes on how fast the game should run.

tips - Multiplayer games take very long to load after saving.

If the player hosting the game zips the save game and sends it around to other players, it's a lot faster to start another round.