EUROPA UNIVERSALIS III vs EUROPA UNIVERSALIS IV

EUROPA® UNIVERSALIS IV

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CHANGES IN EUROPA UNIVERSALIS IV COMPARED TO EUROPA UNIVERSALIS III

Paradox Development Studio

Creating a sequel is a huge challenge; you have to balance keeping the features that made the previous game what it was while at the same time adding enough new things so that existing fans feel the game is value for money. But we wanted to reconquer *Europa Universalis IV* with a new vision. So much has happened since we released *Europa Universalis III*, we felt it was time to take and use what we've learned through the games that we've developed since then, like Victoria II, Hearts of Iron III and Crusader Kings II. But we also wanted to look at what *Europa Universalis III* had grown into with all the expansions and what we wanted *Europa Universalis IV* to be.

One important thing though, is that while we had lots of interesting ideas for *Europa Universalis IV*, we simply couldn't just add them all in, as the game would become an unwieldy mass. Europa Universalis has a complexity level that we do not want to dramatically increase and while improving the interface can reduce it a fair bit, it is a very fine balance when it comes to designing a game.

So we took a step back and looked at what Europa Universalis was and what we wanted to do - this allowed us to rewrite entire systems from scratch, and create paradigm shifts. The major gameplay changes we have made include a complete overhaul of the trade system, adding a new monarch power system, and a dynamical historical event system.

We are also putting a lot of focus in *Europa Universalis IV* on improving the usability and reworking the interface to keep the complexity in the game, but make the game less complicated to get into. We are not opposed to complexity, in fact it is part of the charm of Europa Universalis, but that doesn't mean it should be difficult to play. The nice thing about a sequel you can start from a blank sheet of paper and make sure that things like interfaces are nicely laid out. This is why we are putting effort into interfaces rather than adding more features. That way we can keep the complexity and not make things complicated.

And even though *Europa Universalis IV* is developed upon *Europa Universalis III*, we decided early on that no feature was off limits. Therefore, to be perfectly honest, almost every feature has had at least some tweaking done to it. Therefore it is almost impossible to detail every single change, but we have tried to nail down the largest changes as well as smaller changes that impact on the gameplay.

THE NEW MONARCH POWER SYSTEM

Monarch power

When we looked at countries that were on the up or in decline one of the more common trends and similarities was the effectiveness of their ruler. We therefore decided to see if we could make our rulers' abilities more central to game.

The completely new system of monarch power in Europa Universalis represents the political will and abilities of your rulers. We've always had monarchs rated on their administrative, diplomatic and military skills, but we want to bring these ratings into the game more directly and guide the player's decisions.

We want to give the player more direct control of the game. You will take a look at your country and see what decisions you need to make rather than just creating the ground work for them and waiting.

Monarch Power is a feature inspired by Crusader Kings II and the system gives a natural ebb and flow to the game, as genius is followed by idiot, the challenge of the game changes.

The classic problem with strategy games is that the player can reach a point in the game where they have expanded so much that nothing can stop their progress. So we wanted to create a mid to late game challenge, but not in an arbitrary way. The time period boasts many examples of countries that rose and then declined, Spain and the Ottoman Empire being two of the more famous examples. Under strong rulers these (and other) countries prospered, and under weak ones you saw relative (if not absolute) decline.

Monarch Power represents the political will of the monarch. The monarch's abilities convert into points that you use for actions, as do the hiring of advisors. You always need to play strategically to get the most out of the situation, even with a strong ruler, and this will add to the challenge over the whole span of the game. If you have a strong monarch, you will receive more points so you will grow faster. Under a poor monarch, you will progress more slowly. Your country and what you've built stays the same, but the challenges facing you change.

Monarch Power seeps through every part of the game, forcing you to balance small short term decisions against large long-term decisions. Monarch power points accumulate every month and they find their way into almost every system. You use them when you make small decisions like what buildings to construct in a province and in big decisions like advancing your nation's technology.

The idea is that this will give a greater ebb and flow through the game. A military genius may be able to advance the science of war quickly in his country, but if he is

succeeded by a diplomatic heir then the nation may have to pursue power through trade while just holding onto whatever military lead the previous ruler earned.

As in earlier Europa Universalis games, you can boost your monarch's abilities by hiring advisors. Advisors are designed to help compensate for weaker monarchs, but they are pretty expensive, so only the richest nations will be able to afford three top-tier advisors. Most of the time you will have to choose where you want to spend that money – do you further emphasize a talent your king has or do you try to cover up a shortcoming?

Monarchs, Dynasties & Heirs

We kept the dynastic and heir system from the previous version of Europa Universalis intact, except for one interesting addition. If you play a monarchy, once your heir reaches adulthood, you can turn him into a military leader. This was something that was common in the era, and we want to add that flavor into the game. This is risky of course, because you will need to make decisions on whether you dare to send a talented martial heir to the battlefield for conquest (or defeat) or if it is better to keep your heir safe at home.

Your Monarchs Abilities

HOW IT WAS IN EUROPA UNIVERSALIS III: The abilities of the monarch were in the range from 3 to 9, with higher values representing a better monarch. For example Louis XIV de Bourbon of France was a 8/9/9 monarch, not to mention his good looks. The infirm, addled and confused Henry VI of England, however, was on the other end of the scale at 3/3/3. These ability scores were direct bonuses that were added to research, investment in stability, or diplomatic skill.

HOW IT IS IN EUROPA UNIVERSALIS IV: In *Europa Universalis IV* , we have removed the direct tech bonuses from monarch abilities, which is fine because we've redone the technology and stability advancement as well. We have also changed the range to be from 0 to 6, in the same range as the abilities of the military leaders.

Your Monarch's Power

Each month, the monarch's skill points in each category are added to the corresponding monarch power pool. You then spend these points to do things in the game.

What do you use your monarch's power for?

Monarch abilities are now converted into points that you use for actions. First of all, there are large costs like capital movement, technology advancements & idea selection. Second, we have smaller costs like core creation, stability increases & inflation reduction, and finally we have tiny costs like assaulting forts or constructing buildings. There is also an upkeep cost for having military leaders and diplomatic deals.

Your Advisors

In connection with this we've also changed how advisors work. Instead of having lots of advisor categories that all have different functionality, your advisors now affect one of the three monarch stats as well as having their specific focus. There are three slots for advisors as before, but now each slot is directly tied to specific monarch stat. You can only have one advisor for each stat. The skill of an advisor is now in the range from 1 to 3. Their skill level is added as monarch points of their type.

In *Europa Universalis III*, after a few expansions, there was an enormous amount of types of advisors. In *Europa Universalis IV*, we've narrowed it down to five different types per stat, giving actual choice to the player. Each type of advisor has a bonus to their focus, for example the trade advisor makes your merchants more efficient, but the irskill no longer affects the power of this bonus, giving you further choices between quality of advisor and the bonus you may need.

THE NEW TRADE SYSTEM

When we looked at which game systems we could fix in order to make Europa Universalis better, the first thing that leapt out at us was trade. It was basically unchanged since EU1. The old Centre of Trades have been removed and instead we have trade nodes that are linked together, forming trade routes.

We designed this brand new trade system to add a new dimension to the great trade empires of the period. This radically changed from how the concept was handled in the previous games, which were focused on capturing or building new centers of trade. Though the old system wasn't any less strategic than the new one, only elite players really took the time to mess around with sending merchants to various places to squeeze out that last piece gold. Most players simply automated merchants, which means that the design was probably a failure – there was no compelling reason to engage.

With *Europa Universalis IV*, we are really trying to tie trade into the other aspects of building your empire, with the goal of having the trade system flow through the entire game. Trade is now tied to naval power, overextension, and technology in ways it wasn't before.

Trade routes split and merge as commerce flows around the globe and your goal is, first, to steer the trade in your direction and, second, to take as much income as you can as it goes by. You send out merchants to build trading-offices, you conquer or colonize strategic points along the trade-routes to make them easier to control and you send your fleet out to protect your trade or hurt the trade of your enemies. All these give you power to earn income from trade.

Our goal is make trade integral to core game play, making a trade empire just as attractive an option as a land empire, and, in some ways to make it so that you do not necessarily have to own the world in order to reap its wealth. You will need ships, and you will need maps. But with the right National Ideas and smart merchant placement, players can hopefully reap the rewards of trade without having to dominate every other aspect of the game.

Merchants

Merchants are envoys you can use tactically by quickly moving them from region to region to boost your trade power. To be able to get money out of trade, you need to have merchants maintaining an office in a trade node. You can only maintain offices in those nodes that serve provinces you own, but merchants can also steer trade by establishing a transit-hub in any trade node within range. Whenever you place a merchant somewhere, he has to travel there before being able to do his mission. Since

merchants are envoys, if one is doing a task, he can't do something else until that first task is completed or he is recalled. This is a change from the regularly refilling pool of merchants we had in earlier EU games.

Trade Power

The amount of money you take out from a trade node or divert to another trade node depends on the amount of power you wield in that node. Territorial control is the most important factor. The historical choices of Venice and Portugal, to expand their empires along the established major trade routes will now become a viable strategy and, in many case, integral to long term success. Other factors include diplomatic technology and number of small ships patrolling the trade node.

DYNAMIC HISTORICAL EVENTS

Historical accuracy has always been one of the things that makes Paradox Development Studio game stand out from other popular strategy games. Games that are full of historical details not only let you recreate your favorite "what if?" scenarios, but can also allow for varied gameplay – assuming that each historical starting point and starting player has built in variety. Our goal, of course, is not create an accurate recreation of history but to force players to look at the historical choices that countries faced, experience the most interesting and important events from the era and then we build the game logic around those goals.

What we've ended up with in *Europa Universalis IV* is new dynamic historical events where each major country get lots of flavor and guidance in helping it along its historical path - and hopefully without any risk of disconnect that the game will tell you about things that don´t fit how you are actually playing or what you see on the map. We have many unique historical events for these countries with the goal that every country will be radically different to play. Naturally, we hope this will effectively extend the replayability, since replayability is a core value of Paradox design.

Europa Universalis II was the last game in the series to really invest in "historical events" as an idea, but they were hardcoded to specific dates no matter what was going on in-game. We have more dynamic events in *Europa Universalis IV* then we did hard-date events in EU2 creating an even more immersive type of gameplay, 'Dynamic historical events' will only trigger if certain in-game conditions are met so they will happen if the circumstances reflect the actual historical situation that made things happen the way that they did. There will be no Spanish Bankruptcy just because it's a certain date; the conditions must make historical sense.

IDEAS

We added National Ideas as a feature to the series in *Europa Universalis III*. It was a great concept, because of how it added visible differentiation to countries. In *Europa Universalis IV*, we have revitalized the idea system to more properly represent the historic differences between countries.

Idea Groups

Instead of choosing individual ideas when new techs are gained; you now have slots that represent idea groups. Idea groups consist of seven ideas and have an additional bonus for getting all of the ideas in a group. Picking ideas within a group has to be done sequentially – you can't leapfrog from an early idea in a group to a later one, but you can choose from any available group at any time. You are not forced to buy all ideas in one group before getting ideas from another group.

You have eight possible slots for idea groups, with new slots opened up at different technology levels. What makes the game more interesting though, is that when you have selected an idea group, you are basically stuck with it. You have chosen the path for your nation. Investing fully into idea group may take a while, and can cost several decades worth of power.

Each of these idea groups uses one specific type of monarch power (military, administrative or diplomatic) for buying ideas. To increase in Offensive ideas you will be using military power while Exploration uses diplomatic power, for example.

National ideas

Every country also has something we call National Ideas, with the most important countries having a set of unique national ideas. These ideas are not something you spend power on to buy, but are unlocked freely for every third idea you buy from idea groups. Every nation also starts with a national tradition: two abilities which define the history and heritage of the country. Once you have acquired all seven unique national ideas, you earn the "national ambition" – another bonus that is uniquely tailored to major countries.

ECONOMY

Europa Universalis IV has seen many major changes in how the national economy is represented.

Only monthly income and expenses

We have eliminated the rather convoluted concept of having both yearly and monthly budgets. Now you only need to think about what is happening from month to month. The concept of direct taxes no longer exists and all non-trade income is treated the same way.

Technology no longer connected to economy

We have detached the technology investment from the economy. In the old system, you would invest part of your budget into pursuing improvements in military and civic technologies. This, in fact, would be a large percentage of your spending. The reason we are separating them is because it caused balancing problems between large and small countries, and always had scaling problems. So in *Europa Universalis IV*, the economy has nothing to do with the technology; tech is now a function of monarch power points.

Stability no longer connected to economy

Like technology, stability was once something you invested money in to stay afloat. We've cut that tie, too. Increasing the stability of your country is no longer something you spend cash on, but is tied to other aspects of the game!

Since technology and stability are no longer connected to your country's economy, this means that there are no longer any investment sliders to spend money on. So, the money flows directly to your treasury, making it easier to understand how your economy is doing. You still manage expenses, of course, but these are the ones traditionally associated with empire building – your army and navy maintenance, colonial support and missionary activities. You can adjust how much you spend here to increase or decrease cash flow.

Minting has been banned

In previous Europa Universalis games, any money you didn't spend on investing in tech or stability went to your treasury. This was how you accrued most of the money you would need from month to month as you waited for that annual tax boost. This was called "minting" because you were, in effect, making money for future use. But this would lead to inflation, of course. By getting rid of the tech sliders, we've done

away with “minting”. This means that inflation has changed rather dramatically. Inflation is no longer incurred by minting too much, but is primarily increased by loans and goldmines. With the right national ideas, there is still the possibility of reducing this inflation slowly over time, and you may also be able to actively reduce inflation for a cost in power.

Repay Loans now possible

One new thing that has been requested countless times over the history of the series is the possibility to repay loans before they expire. Sitting on a pile of money for five years is too tempting for many people, so expecting that money to be there when the loan comes due may be too much to ask. So now you can pay off loans as soon as you have the cash, but you still have to pay all the remaining interest you signed up to pay, so be prepared for that.

TECHNOLOGY

We have altered technologies so that instead of giving small bonuses to everything they give more clearly defined larger bonuses to specific things. We have kept the tech groups so that there are advantages to western countries, but a country like the Ottomans can keep up with the West technology despite the penalties if they are blessed with good monarchs. Our goal is add more ebb and flow to countries in the game, and allow a smaller country with a strong monarch to be able triumph against larger countries.

We have grouped possible research avenues into three different fields of technology – Administrative, Diplomatic and Military, mirroring the attributes of your monarch and the monarch points that these attributes generate over time. Bear in mind that each technology that you choose to invest in will be utterly significant for your empire, and the technologies will each have names relevant to their affect.

How to invest in technology

Instead of investing part of your monthly income to gain new technology as in the previous iterations of the series, *Europa Universalis IV* uses your accumulated monarch power to spend on technological upgrades. This means that we avoid snowball effects, where a tech leader is able to use its already strong position to maintain an ahistorical permanent advantage, and we also get away from those weird situations where a small minor power that sits and does nothing can become the tech leader simply because it has nothing else to spend its money on. This also makes it far easier to balance the value of technological progress for both the beginning and the endgame.

The Cost of Technology

In *Europa Universalis III*, investing in technology could sometimes be extremely costly - punishingly so in some case. Poor nations in the New World belonged to a technology group that had zero chance of improvement unless the player was exceptionally skilled and able to take advantage of having a dangerous European neighbor. It could also be frustrating for people who liked to play the Ottomans or the Chinese and found themselves so far behind a tech curve that it seemed impossible to break into even near parity no matter how skilled your leaders or rich your country. This might be historically appropriate, but we think there are better ways to make non-Western European nations weaker but still give them a chance to do something besides wait and watch the tax numbers roll.

The new tech system in *Europa Universalis IV* is designed to make it easier for those players that play the poorer nations to gain some technologies so they feel

some sense of progress, and it also improves gameplay for all non-European countries significantly.

When buying a new technology level, there is a base cost for each country of 400 power, no matter the category. This base cost is then modified by several factors, such as certain advisors, a neighbor bonus, certain ideas, etc. Non-Western European technology groups still have a penalty on top of the base cost, so there will still be a greater chance that Western Europe will lead the world in science and military skill. But by keeping the cost before time penalty capped, there is a greater chance that well managed nations will not stagnate.

COMBAT SYSTEM & TECHNOLOGY

In the area of military the biggest change is technological. We are retaining the same basic building blocks for armies you saw in *Europa Universalis III*, because it was one of those things that we felt worked very well. However, we have made three major changes to the military system for *Europa Universalis IV*. Firstly, we have reduced the number of techs, so that each research step is more valuable. We want to ensure that every step gives a noticeable bonus to your military power.

Secondly, we have expanded the idea system to allow more tools to customize your country. The ideas are now purchased with the same currency as your technology. So, for example, do you want to buy the technology that gives you enhanced colonial range or the idea that gives you an extra colonist? Both are useful to you if you are on the colonial track, so these are interesting strategic tradeoffs.

Finally, we have added a combat width mechanic. The amount of men who can fight at any time is increased through technology and is modified by terrain. This allows a smaller army to be able to hold up a larger army if the terrain helps them.

DIPLOMACY

From the very beginning of the series, Europa Universalis has tried to give nuance and flexibility to diplomacy, which so often is simply war/peace/alliance in computer strategy games. We have introduced a lot of new tools and tips to help you manage the delicate art of foreign relations.

Opinions

In *Europa Universalis III*, relations were bi-directional. If you liked someone, then they liked you the same amount. This is definitely not the case in the real world, and it is something we really wanted changed for *Europa Universalis IV*. Now someone may not like you as much as you like them, and to do this we've adapted the system we introduced in Crusader Kings II.

One of the strengths of Crusader Kings II was that when someone hated you, you knew why, and we felt this would be cool to bring into *Europa Universalis IV*. In Crusader Kings II, we moved to a system of static relation modifiers. The next step is to make this value influence not just what the AI does, but also influence your range of actions. For example, we can make it easier to declare war on someone you hate.

We also brought in the Crusader Kings II system that lay out how different relationship values were set. We have a number of static values that affect relations. For example being allied, having a royal marriage, fighting a war together, etc. will give a standard boost to relations. Obviously, fighting a war with someone will make them less inclined to like you.

Then we have the things that people will eventually stop caring about or will have less importance in how they think of you. These are relation values that will slowly decay over time. . So if you make a separate peace your relations will suffer, fight to the end and get a boost. Be generous and share the spoils of conquest with your allies and they will remember.

Rivals

One of the biggest changes to diplomacy in *Europa Universalis IV* is the new ability to designate up to three countries as rivals. It will lower relations between you and the rival, but it comes with an advantage, too. Relations with any other country that has the same rival will improve. If someone has marked you as a rival, they will appear as your enemy in your diplomatic menu. We strongly believe this adds depth to the diplomacy system in *Europa Universalis IV*, and will help the world feel more like a network of relations than a math problem.

Claims

You can now fabricate claims on your foes' provinces, inventing a reason for war. But if you get discovered doing it you will suffer a hit to your reputation. This will allow you to plan your advances on your neighbors more intentionally.

Coalitions

There was always a risk that an alliance with someone in *Europa Universalis III* would get sucked into wars you really had no interest in fighting. The new "coalition" is a special form of alliance that is only targeted against a particular country. It gives you a powerful tool to check the growth of a countries, because as you get too big, people will band together to oppose you. Sometimes you simply do not want to ally with someone because they are likely to drag you into a bunch of wars that you have no interest in, but, at the same time you think they would make a great ally for the war you do want to wage.

In coalitions, you have an alliance leader, say the Papacy, who organizes an alliance directed against, say, Venice. Then they sign up countries like France, Milan and Austria. The alliance only fires in the event of war with Venice but if war does erupt all countries in the Coalition will be called in.

OVEREXTENSION

Your overextension is now a value directly related to the amount of base tax you earning from non-core provinces. So a base tax 6 province gives you 6% overextension, no matter how big you are. Overextension adds a host of new penalties to your country's development including raising the cost of stability, increasing your revolt risk and hurting your trade income.

Core Provinces

Since overextension has changed, we've also changed how you make provinces part of your core territory. In previous EU games, provinces would become core after a period of time. We've now made it an action you can take, spending administrative points. The price in administrative power points scales depending, again, on the base tax of the province. There are several ideas that decrease it for you, and increase it for your enemies. Secondly, coring takes 3 years before applying any modifiers. All the while you still have the overextension penalties to cost of stability and to your revolt risk. Larger countries core provinces much more slowly, as each non-overseas province you own will increase coring times by 5%. Having a claim on a province lowers the cost for coring it for a time after you take it.

COVERT ACTIONS

We've removed spies, but there are some actions that we still consider "covert". So we have spy actions, but no spies. Now diplomats perform these tasks, giving another option for this precious resource. The integration of old spy action into diplomacy streamlines the game.

Spy Ideas

If you are really committed to the idea of espionage as an arm of national power, we have an idea group oriented around the spy activities. This group falls into the Administrative Power track of ideas, even though it uses diplomats. The bonus for having all seven ideas is a +50% bonus to rebel support efficiency.

ENVOYS

In *Europa Universalis IV*, envoys are not spent like a type of resource, but will, to a larger extent be persons at your disposal that take actions at your command. They aren't a renewable pool that increases, but a fixed number staff that can be sent on tasks.

Envoys are still used to make alliances, create colonies or take spy actions, but in quite different ways. We are keeping the diplomats, colonists, merchants and missionaries, however you will see that their behavior has changed.

Monetary cost for envoys have been removed

We have completely removed the monetary cost for the envoys. Removing the cost means that we can simulate the abilities of poorer or smaller countries being able to do things on the same scale as others.

Your number of envoys will limit your possible simultaneous actions

The only limit on your envoy actions being the number of envoys you have at your disposal. Therefore you should not be limited by the amount of money you have. But it also means that if you have three diplomats, you can only have three diplomatic actions going at once.

No connection between diplomats/colonists and leader recruitment

We have removed the connection between diplomats/colonists and the recruitment of leaders. It was never any actual restriction for the player and with the other changes it made sense to change it.

Envoys are now separate entities

The biggest change for you is the concept that envoys will no longer be a resource that accrues value that increases every month. All envoys are now entities that are assigned to a mission and sent on a mission, similar to how you give your councilors tasks in Crusader Kings II. While the envoys are on their missions they will not be available to do anything else than the mission you have assigned to them.

The Diplomats

Some of the diplomats actions are still instant, but quite a few are now longer missions that the diplomats are assigned. Diplomats will also do some of the actions that spies did previously in *Europa Universalis III*.

The Missionaries

The missionaries work as before, in that you give them a mission to convert a province to your chosen faith. The major difference is that the smaller number of missionaries you have at your disposal will limit the amount of activity you can do in parallel. This hard limit on simultaneous conversions makes religious ideas a more important option for anyone that is interested in conquering a lot of people of another faith.

The Merchants & Colonists

In *Europa Universalis IV* merchants and colonists are more about the strategic choices of where and when to use them, instead of simply putting them to work as soon as you can afford them.

Colonization

The colonization system in *Europa Universalis III* worked well, but had one small annoyance; you had to continually send out your colonists. We looked to see what we can do with the sending colonist mechanic to make it less of a chore while at the same time keep the feel of the old system.

Now, when you send out a colonist, you automatically succeed, but only 10 people arrive in this new land. And they take a while to grow; if you leave your colonist envoy there then it will help the colony grow faster – but he can't be everywhere at once. Every month, the colonist envoy will have a chance to add to the population of the colony, based on the old success formula you are familiar with.

WARFARE

War is another cornerstone of the *Europa Universalis IV* experience. War is where a nation will have to prove what it's really worth. The combat system is very similar to other games in the series, but we've done a number of improvements such as the shatter retreat where an army is so severely beaten that it must retreat to safe territory even if that is several provinces away.

Battles in *Europa Universalis III* were not really fun enough for us. You either ran into ping-pong situations where you'd be chasing an army you could not destroy from one province to the next, or the war was decided in one battle which meant a lot of idle shifting armies from city to city.

We wanted to get a better flow of war, and, equally importantly, allow decisive battles that gave you strategic advantages to be able to siege down territory you want. Over a long period of testing and experimentation, we think we have now balanced combat to be both fun and plausible.

Shattering of Armies

First of all, armies can shatter. If they lose a battle while having low enough morale to be disorganized, they will be forced to retreat to a safer province much further away than just one over – it could be two or three provinces from where the battle was fought. They will usually retreat to one with a high base tax value, forts, and no adjacent enemies. While retreating, the army moves slightly faster, so it will not be overrun, and it has a chance of recovery.

Disorganization

Even if you win a battle, your army may become disorganized. A unit that has its morale drop below a certain threshold is flagged as disorganized, which is indicated by a small flame next to its morale bar on the map and interface. A disorganized army is unable to start moving until its morale has recovered to a certain point. With the much slower recovery of morale in *Europa Universalis IV*, this means that an army may be stuck in a province for a while before being able to continue after a close battle.

Combat Width

All combat in *Europa Universalis III* had the same possible max-width. This is no longer the case in *Europa Universalis IV*. Now you start with a much lower base combat width, which increases as you advance in military technology, allowing you to use more soldiers effectively at once. Terrain impacts the width of combat rather dramatically, so a small army can hold up a large one if they get lucky and catch them in the mountains.

Flanking Rules

In *Europa Universalis III*, infantry could attack units in front of them, and directly to their sides, while cavalry had larger range. Now this has been expanded: a unit's effective range depends on how many troops there are in that regiment. If you have 75% or more troops, you fight at full range, if between 50 and 75%, you fight at 50% maneuver range, and between 25% and 50% strength you can do 25% of your maneuver. This is always rounded down, so a regular infantry either have 0 or 1 range possible. However, there are technologies which increase your units' range as the game progresses.

Supply Limits & Attrition

We have slightly increased the supply limits, and making the difference between safe and hostile territory not as drastic as in earlier Europa Universalis games. This makes it more possible to fight offensive wars without losing 90% of your army to attrition.

Manpower

Manpower is now a more precious resource, but with the other changes we have made, not necessarily prone to a total collapse. Once you've exhausted your manpower pool, it takes about ten years to recover fully, unless you have chosen ideas that increase this recovery rate. Earlier in the game, you may find it useful to rely on large mercenary armies to preserve your manpower, since a destructive early war could leave you at the mercy of predatory neighbors.

Morale recovery

Morale now recovers much more slowly than in early Europa Universalis games, though there are ideas that can make it recover more quickly. Running army maintenance at low levels is, of course, a severe risk in that it can now take up to a year for a depleted army to raise its morale to the maximum level. This doesn't mean that you shouldn't look at maintenance costs as a place to keep your budget down – just don't expect your men to be ready as soon as they reach the front.

Reinforcement Changes

Armies are now slightly slower to reinforce, and reinforcement in foreign territory more greatly depends on the maneuver rating of an attached leader.

Maintenance Cost Increases

BUT, reinforcing your armies as they take casualties from combat and attrition is now extremely costly. Every unit at war that needs to reinforce will cost you double the normal maintenance on top of everything else.

Army & Navy Tradition changes

First of all, recruiting a leader does not reduce the military tradition, as you usually can only afford a few leaders at a time. You use Military Power accrued by the monarch and his advisors to hire them instead. It is also slightly harder to maintain a high tradition, especially in peace-time.

Secondly, military tradition now also gives a bonus depending on its strength. Army tradition gives you higher morale and quicker manpower recovery, and naval tradition gives you higher morale and better trade steering.

Thirdly, you can now also increase naval tradition by having trading missions going with your fleets (scaled by your naval force limits) so that if your entire fleet is out doing trade missions, you get an extra +1% naval tradition per year.

Finally, tradition is now changed each month instead of just at the end of the year.

Wargoals

Two concepts that have worked well in our recent games have been setting war goals and the concept of "ticking" war score. The combination of the two has created a system where what you have to do to win a war is clear and easy to understand.

So we have introduced a compromise system. We are continuing the system of declaring war with a reason (the casus belli) and we add in a twist that the war goal gives you a target to start the war score ticking. This can be either province control or winning battles, depending on the casus belli you have chosen. When you meet your goal, your war score slowly starts to tick up to another 20%. On top of this, peace options require different amount of war score, depending to the war goal. So demanding the province that the war is about is much cheaper than any other province you might want to claim. This gives us a hybrid between the Europa Universalis peace system that you all know and the Crusader Kings II system.

New Peace Options

We have added in a number of cool new peace options into the system. One of the most interesting is you can ask for a core province of a third country that might not even be involved in the war to be transferred to them. This way you can weaken a country without having to take worthless indefensible province for yourself. You can, effectively, partition a neighbor that has been giving you trouble and build up credit with other states nearby.

You also have the option to demand that the defeated power pass some of their trade power to you for the duration of the peace, instead of just asking for hard cash. In some instances this will be a better way to earn money and will greatly weaken an opponent's financial situation for as long as the truce holds.

The Holy Roman Emperor can impose or be the target of a number of additional peace demands. The Holy Roman Emperor also has the option to revoke the elector-

ate from unruly electors through a peace treaty. If he loses a war, he can be forced to roll back Imperial reforms in the Holy Roman Empire. Now you can do it for as many times are there are reforms, demanding that things be rolled back as far as you need to in order to defend the ancient liberties and freedoms of the Imperial Princes.

RELIGION

Religion has long been a core mechanic of Europa Universalis and a driver for conflict and challenge. Some religions have their own features to give the player a unique experience. The Catholics, for example, have the control of the papacy to contend with; now in an improved version of the *Europa Universalis III* mechanic. The Orthodox will now have to contend with the effects of the changes in the influence of the patriarch.

Changed Effects of every religion

For *Europa Universalis IV*, we have changed the effects of every religion. Some religions will keep their traditional bonuses, like morale boost for Shiite Islam and trade boosts for Reformed Christianity. But a lot of new effects have been introduced, as well. For example, both Sunni and Shiite Islam have a larger chance of producing an heir, and therefore maintaining their legitimacy. One big change from earlier games in the series is no religion will give you a free colonist bonus, as was the case for Christians in previous titles.

Unique Abilities to Religions

The guiding idea is to make each religion feel unique to play. Except for matters of colonization, conversion or risk of schism, there wasn't much about religious matters in Europa Universalis III that you could point to and say "This is what an Orthodox country looks like." We hope to give a little more variety to the experience of playing different faiths.

Religious Unity

In the previous incarnations of the Europa Universalis games, having different religions in various provinces in your empire had a number of effects, some visible but some hidden in the math underneath the game. Along with changing the stability system, we are able to take one of the previously hidden effects and make it apparent to everyone – Religious Unity. Religious Unity is the percentage of your tax base that follows your state religion. So those few really wealth heretic provinces aren't the minor annoyances that they used to be, since their wealth and prominence makes their refusal to toe the line on matters of faith more than just a local issue. Religious unity directly affects revolt risk and stability cost, and Catholic nations get a benefit to Papal Influence if they have high Religious Unity.

The Reformation

The Reformation is one of the central events in European history, and, necessarily, in *Europa Universalis IV*. Through the years of the series, we've changed how

Protestantism appeared and when. In the first two EU games, it stuck pretty much to its historical place. In *Europa Universalis III* the Reformation was dynamic, and therefore more interesting, but it was also rather hidden. You never knew when an uppity monk would start nailing things to church doors, and you couldn't do much to stop it.

In *Europa Universalis IV*, we have made the process more visible to the player, and actually made possible to direct the course of Catholicism and faith within your own country. The Catholic faith has a concept called Reform Desire, which is shown on the religious screen. Whenever Catholic countries opt for short-term gains at the expense of the legitimacy of the church in various events and decisions, the Reform Desire slowly rises. This reflects growing disenchantment with Rome and with duplicitous monarchs that claim to be following the word of God.

Protestantism, then, has a chance to appear whenever the Reform Desire is high enough. If you are the Defender of the Faith, your provinces are less likely to convert. If you join the Counter Reformation (which occurs about 20 years after the Reformation) or pick the Religious Ideas group, you also have fewer things to worry about. And, of course, having cardinals in the curia assures your people that His Holiness knows when they are sleeping and knows when they're awake.

STABILITY

Stability is no longer increased by spending money from your budget every month. Like other game mechanics we have gone through, you spend Monarch Points to increase your stability, in this case you spend Administrative points. Since these are also the points that go towards increasing your number of Ideas and revenue buildings, it is more likely that you will not always be at peak stability since you plan on investing Monarch Points in other things.

In earlier Europa Universalis games, the cost for increasing stability depended a lot on the size and diversity of your country. Now the depends most highly on your overextension and national ideas.

REBELS

In *Europa Universalis IV* there is a multitude of ways to deal with the rebels. You can go after the root causes by increasing stability or integrating cultures and religions or you can fight the rebels on the field or suppress the population using your monarch military power. You can negotiate with rebels or even submit to their demands if you think that this puts your country in a better place moving forward – maybe that pretender is a much better king.

MULTIPLAYER

The online multiplayer will be easier to get into than before. All Paradox Development Studio games can hold up to 32 players in multiplayer, but now we are bringing in features like hot-join, a revised matchmaking server and the possibility of hosting a standalone server.

New Network Code

The old network code that served our games for many years has been discarded. We are now running on Steamworks, and this gives us some advantages. For example, this code supports NAT punchthrough, so you no longer need to open ports to be able to play with your friends.

Hot-joining

One major complaint we've had about the multiplayer experience in our previous games, is the hassle of having to re-host if someone loses their connection or wants to join the game at a later time. We have rewritten our network engine from scratch and, if the host so desires, players can join a game already in progress through what we call hot-join. That player will then connect, and get the save game sent to him or her, allowing that player to join with minimal work, and with just a small pause for the rest of the players.

Matchmaking

Since we have changed our network code, this means we had to retire the use of the old metaserver. *Europa Universalis IV* uses Steam's hosting system, where you'll see games hosted, and you can chat with anyone else in the global *Europa Universalis IV* lobby. Through this lobby, you can invite one of your friends to join you the server you are already playing on or into your single player game. In the matchmaking lobby you can see what your friends are doing and, if they are playing *Europa Universalis IV*, you can ask to join their game.

Standalone Server

As is the case with all serious multiplayer games, *Europa Universalis IV* comes with the option for standalone servers. This program allows you to run an instance of *Europa Universalis IV* that is simply a server of game-mechanics with no graphical interface, or player playing on it.

This server can, of course, be configured to be password protected and whether it should be visible to the matchmaking servers or not. What makes it more flexible is that you can define who can play certain countries or if only a set of countries is

available or not. You can also set the names for your saved games and the frequency of the autosave from this file.

Improved Chat

Europa Universalis IV has improved chat compared to *Europa Universalis III*. We are using the one we premiered in HoI3: Their Finest Hour, where you can have chat channels and secret whispers. It also has a long scrollback so you can see all the previous chat, and is easily minimized so it won't obstruct the screen while playing. You can also clearly see when a private message sent to you.

AI Takeover

As all who have played a game over the internet can testify, shit does happen. Sometimes you lose your internet connection, sometimes you lose power, sometimes the game even crashes. In *Europa Universalis III*, the host could then decide to have your country either go brain dead or become fully controlled by the AI. In *Europa Universalis IV* we have expanded this, and now have a few options where you can tell the AI how it should govern the country while the human player is AWOL. You can tell it to avoid starting wars, to keep alliances even if an AI would cancel them, whether it can move merchants or not, and more customization options.

ADDITIONAL CHANGES

Scoring System

The higher the score you have, the better you have performed, and in a multiplayer game, the top scorer is the clear winner (though we expect debates about who was the most duplicitous ally to continue). So how does the scoring work? This is again where our division of the game into Administrative, Diplomatic and Military components comes in handy. Every month you get points, depending on your rank in these three different fields. The top 10 nations in each field earns points, with the number of points dependent on your rank in each category. You can never lose your score - your points will not go down and there are no penalties for falling behind - but if you are outside the top ten, you get zero points that month.

Cultural Conversion

In *Europa Universalis III*, getting a minority province to convert your primary culture was a process of praying to the gods of random number generators and then getting lucky with getting a specific event. In *Europa Universalis IV*, however, you now have the option to spend Diplomatic Power to change the culture of any core province that does not have an accepted culture into one with your primary culture.

Republican Tradition

In the Heir to the Throne expansion to Europa Universalis III, we added the concept of legitimacy for monarchies. So, in *Europa Universalis IV* we have now added the concept of Republican Tradition for republics. A low republican tradition increases stability cost, and a high tradition reduces revolt risk. If you get a low republican tradition, you are more likely to have rebels supportive of restoring the monarchy, and if you ever go below 1% tradition you convert to a despotic monarchy rather quickly.

In light of adding this new mechanic, elections for Republics have changed slightly. You will lose 10% Republican Tradition if you re-elect the same leader, to represent the fear of a republic losing that regular change of office that guarantees the legitimacy of the government, and if you re-elect someone at while you have low tradition (currently we've set this at less than 20%), your Republican period comes to an end and you give birth to a despotic monarchy.

Harsh Treatment

In provinces with revolt risk, you now have the option to spend Military Power Points to reduce the chance of revolt for a time. This will cost 5 power per base tax point, and reduces the revolt risk by 5, including the minimum revolt risk. Think of "harsh treat-

ment" as sending in military police or government goons to round up troublemakers before things get out of hand. It's not a permanent solution, but is useful if you have the Military power to spare.

Annexation & Integration

We have changed how annexation and integration works in *Europa Universalis IV*. So say goodbye to that thrilling gameplay mechanic of sending a diplomat to a vassal, asking for annexation, hoping they'll answer yes, and then, if they don't, repeating this amazingly fun experience until they have answered yes (all the while sending enough money to keep diplomatic relations high enough). So, to reflect that action but with fewer steps, to annex a vassal (or integrate member of a personal union), you need to send a diplomat on that mission to that country.

Hordes

We tried to differentiate the Central Asian horde nations in Europa Universalis III, but many of the mechanics we introduced were cumbersome. Now, the hordes are more similar to other countries, but different enough to make playing them a separate experience.

A horde is defined as a nation with the government type Steppe Nomad. They are the inheritors of the Mongol legacy. They also belong to a separate technology group which advances more slowly than their neighbours in Europe and Asia, and they also have a penalty on accruing power points.

A horde nation will always have a casus belli against other hordes to take their land, and they also have a casus belli versus any neighbouring country. This gives them a major advantage in starting wars.

The armies of horde nations are more effective on the plains and grasslands of their own territory, with a 50% modifier to the damage they do. They also get double the amount of money from looting, and will earn a small amount of army tradition,every time they loot a province.

Westernization

Experienced players are now thinking about how to goose the Ottomans so they can remain a dominant military and technological power. As you know, the Western tech group gains knowledge faster than others, and as the Ottomans do not belong to it they will eventually trail behind them.

In the original version of Europa Universalis III, you could sometimes get a random event (if the stars aligned) and you could upgrade into a better technology group. With later expansions this was transformed into a set of complex decisions and events that worked well for the power user that understood all the consequences, but had severe drawbacks for new users and the AI. Westernization should be an op-

tion, but it should also be a clear statement of policy, not something you stumble or exploit your way into.

In *Europa Universalis IV*, Westernization is a completely defined feature, integrated in the technology system. If you don't belong to the Western technology group, you will now always see whether you have the chance to "level up".

To start the westernization process, you need to have a neighbor of the Western tech group that is a fair number of levels ahead of you in technology, and you also need to have +3 stability. When you start the process, your stability drops to -3 and all your monarch power is wiped out. You have switched to the western technology group, but you paid a heavy price for undoing centuries of tradition.

And yes, as a New World nation you can switch directly to western once the Europeans show up, but you have a fair amount of catching up to do anyway.

PURGING

What have we removed in Europa Universalis IV compared to the prequel and why?

Purging is when we remove features that simply are not good enough, or not as fun and exciting as we had hoped them to be when we thought of them, or that we feel stand in the way of a completely new and better system. Plenty of features have been reworked from scratch, but the following features have simply been taken out – not redesigned. There won't be any direct replacement or equivalent.

Here is a list of concepts that were present in Europa Universalis III, but will not be around in Europa Universalis IV

SPIES We've removed the envoys called spies, and the entire system for sending them to do covert actions. We felt that the mechanic wasn't enjoyable enough. First, it came down to 'click for random effect', and, second, it had a negative effect on the game balance. There was a reason why most multiplayer (MP) games had severe house-rules on the use of spies. However, some of the old spy mechanics live on in other parts of the game as diplomat actions.

TRADE FEATURES The trade system has been completely overhauled. This means that concepts like centers of trade, trade rights, trade leagues, trade agreements and open markets have been removed from the game.

MAGISTRATES A major problem with magistrates was that you sometimes needed far more than you had, and sometimes had your maximum of 5 but no real use for them, except spamming minor decisions. So magistrates have been removed entirely, as we have several new mechanics in the game that fulfill the same role of limiting expansion that magistrates did in Divine Wind.

CULTURAL TRADITION Cultural Tradition has also been removed from the game, as it was primarily a currency for advisor creation, but the advisor system has been changed rather drastically, so it had no purpose anymore.

AUTOMATICALLY GETTING CORES The concept of automatically getting cores after fifty years of ownership has also been removed. Instead you spend power points.

DOMESTIC POLICY SLIDERS Aside from trade, this is probably the biggest change people will notice. One of the features that we added into Europa Universalis II

(EU2), which was in both Hearts of Iron II (HoI2) and *Europa Universalis III* was the concept of domestic policy sliders. Those defined different abilities for countries, and let you change your country slowly over time. It was an approach that was fine for those games, but it had some drawbacks in that they did not give a proper unique description of your country, and also enforced specific settings for certain countries. We have designed new systems to replace the function of domestic policies; so we have removed domestic policies and administrative efficiencies from the game.

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