

MANUAL

CRUSADER KINGS® II

CHARLEMAGNE



WELCOME TO CRUSADER KINGS II: CHARLEMAGNE

CHARLEMAGNE, THE FIRST Holy Roman Emperor, is one of the central figures in European history. A giant of a man, he was a great warrior, administrator and religious zealot who unified most of the great West and Central European kingdoms into one realm. The Holy Roman Empire linked the religious authority of the Pope with a great secular protector. The unity and stability he brought to Europe ushered in a Golden Age of culture and scholarship.

Now you can relive his rise to power and eternal fame, or compete alongside him, in this new expansion for *Crusader Kings II*.

The first thing you will notice about the game is that we have added almost another century of play. The grand campaign opens in 768 CE, the year that Charles I ascended to the Frankish throne. This is a very different world than the ones you will have seen in earlier versions of CK2. The Muslim conquests around the Mediterranean basin are still fresh. Charles Martel, the grandfather of Charlemagne and Hammer of God, stopped the Arab invaders at Tours only three decades earlier. Christianity has yet to get a foothold in most of Central and Eastern Europe, where a tribal system still dominates. And the Viking Age is not yet in full swing.

Beyond the new map and new range of years, *Charlemagne* adds new types of regimes, a chronicle that will track the achievements of your dynasty, greater limits on earlier consolidation of empires and improved customization so that you aren't pushed to follow a historical path of expansion in order to improve your situation.

Mechanics and systems-wise, this is a slightly less ambitious expansion than some of our others, but it is rich in new content and new opportunities for you to rise from warlord to Emperor.

STARTING THE GAME

YOU'LL NOTICE THAT *Crusader Kings II* has a new opening menu. Upon launching the game, and getting to the start screen, you'll see a larger cover menu with more obvious bookmarks. Each bookmark is tied to a certain era (Early Middle Ages is the new 768 and forward option) and highlights certain characters that we think are interesting to play. There is also a brief description of the era in question; things that typified it that might help new players consider what time of medieval free-for-all they want to get involved with.

If you don't want to play any of the highlighted characters, you can press CUSTOM GAME in the lower right of the menu. This will jump you to the map where you can pick the county, duchy, republic, kingdom or empire you are interested in, as has always been the case, as well as monkey around with the calendar by the left-hand bookmarks to get the exactly right starting point you want.



THE WORLD OF CHARLEMAGNE

THE EUROPEAN MAP OF 769 is very different from that in 866 – even taking the addition of Indian in the previous *Rajas of India* into consideration. There are three great kingdoms in West/Central Europe (two Francias and a Lombardy), the Christian population of the Iberian Peninsula is firmly under the control of Muslim overlords (even though the religion itself is barely a century old), and much more of the continent is still under the sway of pagan gods.

This is before the Age of the Vikings, so you won't need to fear raiders from the north - nor can you be a raider from the north. However, there is a time-sensitive trigger in the game that will mark the Age of the Vikings; all Scandinavian provinces will get shipyards and ships a few decades into the game. You will be told of this event no matter whom you are playing, so you can prepare yourself.

Africa, India and Persia are all more patchwork than they were in the previous expansion and the Zunist faith (a sect devoted to the worship of a Hindu solar deity) is now a playable starting religion in the Afghan region.



CHARLEMAGNE STORY MISSIONS

IF YOU CHOOSE TO START the grand campaign as Charlemagne in West Francia in the Early Middle Ages (at this point he's just Charles – you get to make him great), you will face a series of story events based on the circumstances that pushed the great king to amazing heights. For example, very early in your reign your brother in Middle Francia will become your bitter enemy and then your mother will take sides in this sibling rivalry.

Most story event series in *Crusader Kings II* are tied to the condition of the kingdom, the traits of various characters and a host of other contingencies and circumstances. These are the first events that we have tied to a specific historical character, and should be of interest to anyone that wants to follow the path of Charlemagne.

There is always the chance, of course, that Charlemagne might not make it as far as he did historically; nasty accidents have a way of happening in *Crusader Kings II*. But we have some contingencies and alternative histories in place so that you can still try to make the Holy Roman Empire from the safety of Frankish lands.

Charles faces an uphill battle, despite the strength of his realm. Middle Francia is, arguably, richer and stronger even though Charles is the eldest son. To form the Holy Roman Empire (a decision you can take on the Intrigue menu), he needs to unite western and central Europe, as well as northern Italy under his banner.

Great knights and paladins of history will join your court, seeking employment. The leading lights of Christendom will look to you as a savior. The story-based events will help point you in the right direction as you try to lift the veil of the Dark Ages and restore central authority to more of Europe.



CHANGES IN RULING YOUR REALM

Custom Kingdoms

Instead of being bound to the historic *de jure* kingdoms – many of which only really began to be considered proper kingdoms during the time span of *Crusader Kings II* – you can now create your own custom kingdom based on the territory you control. You must meet a minimum threshold of territories and titles held, and these thresholds are higher than those for some existing *de jure* kingdoms. But Machiavelli said that the greatest princes are those that overcome obstacles to establish new kingdoms and new laws.

Though not a custom kingdom, necessarily, you can also create the Holy Roman Empire if you meet the historic requirements. This is probably going to be easier starting from a position of strength (one of the early Frankish kingdoms or Lombardy).

Laws

It is now more difficult to quickly centralize your holdings. Changes in the royal authority in your realm will require great investment in the Legalism tech path. You cannot rush to High royal authority and, therefore, primogeniture, until you meet the proper technological level.

Hiding

If your monarch or his immediate relations are targets of murder plots, they can now go into hiding to avoid an untimely death. This offers greater security from assassins but at a price. Vassals will have greater freedom of action if their lord is missing, the character in hiding will suffer penalties to their prestige and ability scores, and there is a chance that the pressures of a solitary life will take a toll on the psyche of the character.

This is not to say that hiding is always a bad choice – if everyone is really out to get you and you can't trust your spymaster to keep you safe, a private panic room might be the best solution until the danger has been eliminated.

Tribal Vassals

In some instances, vassals of tribal kingdoms will be treated as allies in war and not as subjects. This more accurately reflects the nature of tribal government, where a king or great chief ruled by consent of his peers more than through a divinely ordered feudal hierarchy. If the affected tribal king goes to war, he can only levy his own demesne troops, but he can call all of his “vassals” into the war as allies. If the vassals agree to fight, they will arrive with their full contingent of soldiers, not a portion as they would if they were dissatisfied vassals.

Since they can't always rely on a legal bond to keep their followers in place, this mechanic should encourage tribal kings to keep a close eye on the loyalty and support of the other tribes and clans in their realm.

THE CHRONICLE

G HARLEMAGNE INTRODUCES A NEW WAY to follow the great deeds of your dynasty. As your characters mature, marry, murder and master the world, their accomplishments will be registered in an historical chronicle, accessible from the menu button in the lower right near the Ledger button.

This chronicle will record your great deeds and minor follies and is a handy way to examine the story of your rule through the centuries without waiting until the end of the game to read the grand record of your lineage.

What are the gameplay effects of the Chronicle? There are none, but we hope it will help you get a little more wrapped up in the grand saga of the greatest family ever to rule in Europe - yours.

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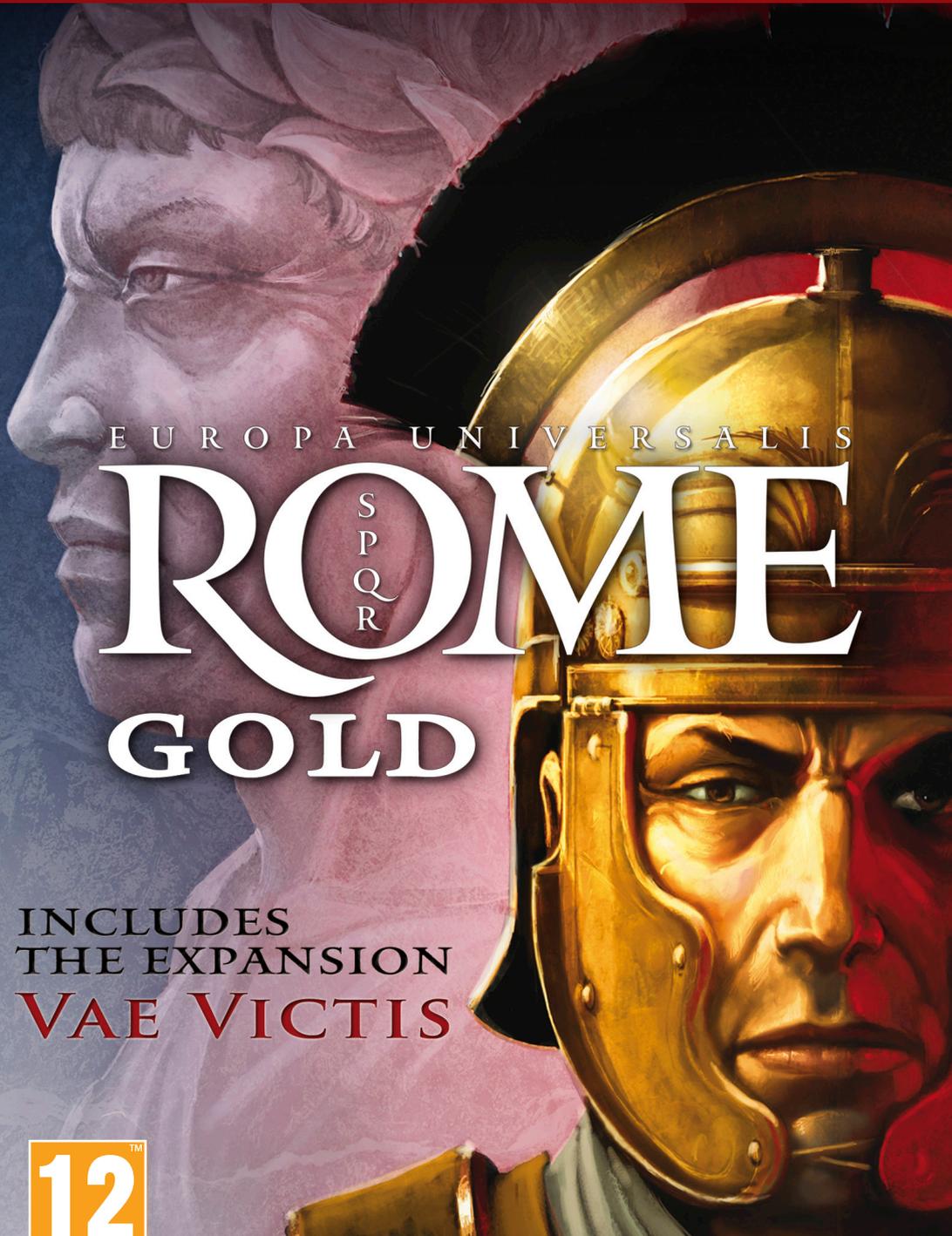
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The publishers steadily-growing portfolio includes firmly established PC franchises such as the critically acclaimed Europa Universalis, Crusader Kings, Victoria and the Hearts of Iron series created by Paradox Development Studio.

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

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

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

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

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You hereby agree to indemnify, defend and hold harmless Paradox and its affiliates and their respective officers, employees, directors, agents, licensees (excluding you), sublicensees (excluding you), successors and assigns from and against any and all liability, costs, losses, damages, and expenses (including reasonable attorneys' fees and expenses) arising out of any claim, suit, or cause of action relating to and/or arising from (a) your breach of any term of this EULA; (b) your violation of any rights of any third party; or (c) your use or misuse of the Software Product. Your indemnification obligations set forth in the immediately preceding sentence shall survive the termination of this EULA.

14. GOVERNING LAW.

This EULA will be governed by and construed in accordance with the laws of the State of New York and of the United States of America. This EULA shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. By agreeing to these terms and conditions, in the event of any claim you may have arising from or related to the Software Product or this EULA you agree to the exclusive personal and subject matter jurisdiction of the courts located within the New York, New York, U.S.A. for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action. Paradox reserves the right to make any claim against you and seek and be granted any legal or equitable remedy against you in any court anywhere in the world.

15. WAIVER & SEVERABILITY.

A failure on the part of Paradox to act with respect to a breach by you or others of this EULA does not waive our right to act with respect to subsequent or similar breaches. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this EULA shall continue in full force and effect.

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