

MANUAL

# CRUSADER KINGS® II

## HORSE LORDS



# WELCOME TO CRUSADER KINGS II: HORSE LORDS

**F**OR PROFESSIONALS, history is a work in progress. For much of the modern era, the steppe nomads that led invasion after invasion in medieval Europe and Asia were seen as little more than barbarian raiders. Though separated by centuries, the Mongols of Genghis Khan were lumped in with the Huns of Attila, and the triumphs of the Mongol and Turkic empires were simply reminders of the wild forces that lay outside of the borders of civilization.

Scholarship over the last century has complicated the popular picture of the Mongols as illiterate and indifferent rulers. Though war on horseback was central to their culture, the clan politics of Karakorum were as high stakes as the backroom dealings in Constantinople. The steppe invaders proved adaptable to foreign cultures, foreign religions and foreign customs. This is now seen as less a sign of their own barbarism than evidence that the orderliness of their empires was paramount.



*Crusader Kings II* has done a lot over the last few years to add depth of gameplay to the pagan tribes of Europe, but we wanted to do something special for the Asian nomadic tribes, especially the Mongol and Turkic groups whose migrations and invasions transformed the landscape of history.

The map of central Asia has been expanded. We have new clan management mechanics for these nomadic groups, special events and adventures for those family members that are sent abroad as mercenaries, and a bunch of new systems designed for ruling a nomadic people – some of which found their way into other core game systems for everyone.

So strap yourself to your horse because you have a long ride ahead of you. The riches of Baghdad are calling, and there are rumors of even richer cities further west. Can you unite the tribes of the great Asian plains and make yourself the Great Khan, Emperor of Everything Under the Sky?

As a Pagan male, you are able to take up to 3 Concubines in addition to your wife. However, these women will not add to your stats or provide alliances. You can gain Concubines through diplomacy or by simply taking any imprisoned woman as your Concubine.

The Christians and Muslims are a constant threat to Pagans - they are more stable and can wage Holy Wars on you. However, all Pagans except the Tengri have a great defensive advantage: non-pagans take significant attrition damage in pagan lands. Alas, this effect does not last forever though - if the Pagan religion is reformed or if the attacker has a high enough technological level, the advantage is lost.

# NOMADIC PEOPLES

**SOME NATIONS THAT** were under Tribal governments have now been given a new Nomadic government type. Population is more important than castles, and the raising of horde armies is heavily connected to the number of people you can mobilize.

## CAPITALS

Nomads control territory, but their centres of power are not fixed. So, though you start with a capital, you can move it one a decade (unless you are moving it to its traditional location), taking with you any improvements you have made. Your seat of power is, after all, a collection of tents and yurts – easily collapsed and dragged to a new location. Since newly raised horde troops (more on them in a bit) will be drafted in your capital, you will find this nomadic center moving along with your expansion.



## CLANS

A nomadic tribe is held together by one strong clan leader, usually called a Khan, supported by the leaders of the largest other clans. This position of leadership is based almost entirely on military prowess and large clan population. This is not a secure position; other clans may challenge for you for leadership, and, as always, the transition to an heir may be difficult.

You access the clan information menu by clicking the button shaped like a horse's head at the end of the top left row of menu icons.



A good sized nomadic tribe usually starts with 3 or 4 clans, but the more land it acquires, the more clans you will need in order to adequately manage the new territories. You can only get new clans by splitting old ones – the leader of a nomadic nation can split his own clan or that of the most populous other clan. Rivals can always refuse to endorse a split; splitting clans does break some of their power, though friendly clan leaders may do what is in the interest of the entire tribe. And, if you have too many clans, you can try to absorb smaller ones into your own.

In *Horse Lords*, Clan leaders play more like the factions in a merchant republic than a feudal lord. Since a clan leader must always have territory, you can be deposed from leadership but still keep going in the game, since you still have a power base to work from. They aren't vassals per se, but, as in tribal governments, allies that have agreed to unite under your banner so long as it is convenient.

The primary concern of clan leaders is grazing land. Most of the Asiatic steppe is undeveloped and will stay that way under nomad control. Mongols, for example, can only build temples – no cities and no forts. So, acquiring new lands is a means to win new fields for the growing herds of your growing population. You will have to cede some of these newly conquered lands to other clans in order to keep the peace.

Because clan management is so important, for a Khan, a nomadic chancellor has the option to improve the opinions of clan leaders. As you grow in size and the number of clans grows to nine or ten or twelve, deciding which clan leaders to support and which to undermine becomes very important.

**FEUDS:** If there is a clan leader that refuses to play ball and causes nothing but trouble for you, you can declare a feud with that leader. Feuds between clans will poison relations between the two, but also open up new event, plot and decision paths for you to exploit as clan leader.

Most importantly, feuds enable you to declare an internal clan war; a means for two rival clans to settle their differences on the field of battle. These sorts of wars can be helpful in purging annoying leaders from the nomadic nation, but can also wreak significant cost on the manpower of your nation; do not use this tool recklessly.

**BLOOD OATHS:** If two clan leaders have friendly relations, they may choose to become blood brothers through the taking of a Blood Oath. This is a very special link between clans and imposes new obligations on the friendship. It is a good way to secure the alliance of a clan, especially if things start to get messy with revolts and challenges to your rule.

Leaders with whom you have a blood oath must respond to your alliance calls, even if it is an internal clan war. This means that blood oaths could be a very important tool in either supporting your ongoing rule or in taking down the current clan leader.

You cannot split the clan of a leader with whom you have a blood oath, so choose your friends carefully. Probably best not to have a blood oath with someone who is catching up with you in population and army size.

Both of these actions are available by right clicking on the portrait of the clan leader.

Nomadic succession is determined by prestige. The most prestigious adult son or brother of the tribal leader will be the heir to the khanate. If any subordinate clan leader has greater prestige than the successor, then that leader gets a weak claim to the title and can press his claim to control the khanate.

Nomads can convert to tribal, republican and feudal states if they meet the criteria.

# NOMADS AT WAR

**B**ECAUSE THE NOMADIC PEOPLES live on horseback, and have no need of extensive agricultural holdings, raising an army is not as dependent on things like levied troops or retainues based on your organizational technology. The only really important thing for a Mongol leader is how many soldiers he can afford to field, and since, potentially, every young man is a soldier, we have to find a way to enable you, as the Khan, to raise your manpower and keep it ready.

Nomadic nations raise Hordes in the same way that European feudal leaders hire retainues. There are different types of mounted soldiers available and you raise as many as you like based on your clan's population and your wealth. These horde armies will be heavy on cavalry of all sorts, with the heavy horse archers being some of the most powerful units on the battlefield.

Nomadic clan armies are like tribes; they are allies, not vassals.

Since your military strength is directly tied to your clan population, the higher population clans – whether the leader or not – will be able to field the largest armies. Hordes are always in the field, like feudal retainues, and require maintenance payment. A large horde, therefore, can be easily gathered, but can only sustain itself in a rich khanate or through raiding and pillaging.

Most of the steppe provinces have no cities or castles to take. This means that capturing a province devoid of settlement is an iffy proposition. You need to have an army in place to hold a territory, but once it moves, that territory is liberated, so to speak. You won't get victory points for holding empty land.

Nomadic capitals can be taken and held (they have a garrison like feudal holdings do), but most of your winning in the steppe regions will come from defeating armies in the field. Once your troops move into the “civilized” parts of society, you will appreciate the importance of your enemies settling down in one place where you can find and kill them.

A horde army may survive, even as its lands get conquered. In this situation, the horde is similar to a freelance adventurer. It can invade and occupy a new territory, making it the seat for a new nomadic civilization.

# NOMADIC MERCENARIES AND RAIDING ADVENTURERS

**N**OMADIC RULERS are allowed to send their adult sons or brothers out of camp as soldiers of fortune. This character enters the Mercenary pool with an army of his own, partially maintained by the nomadic clan. This army also slows down your population growth and resultant manpower. Its size is dependent on the available manpower in the company creator's territory.

If the mercenary company is hired, that money goes to the mercenary captain, but he will get valuable experience and prestige for the family and clan. He can be recalled after five years, at which time the mercenary company is dissolved and the character returns to court.

Mercenaries also have special event chains now and it can become a family business; children of mercenary captains may inherit the ability to lead armies themselves.

Meanwhile in Europe, certain noble characters without claims or titles (i.e., children of at least count level characters) may form adventurer raiding parties. If their culture is one that allows raiding (i.e, Altaic, Hungarian (before 1066), Norman, Frankish, Breton Catalan, North- and West-Germanic), they can, after a suitable raiding holiday and the wealth it brings, declare war on their neighbors and try to usurp a ducal title.

*These powerful armies can be placated, however, by offering the raiding captain a title of his own within your kingdom. His horde will settle down in a region that will be immune from raiding for a number of years.*

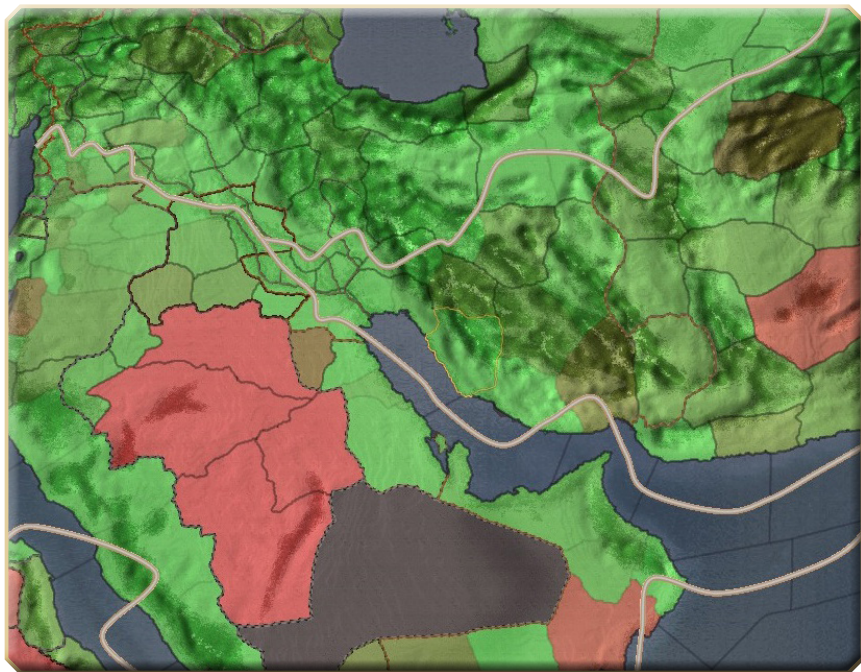
# THE SILK ROAD

**T**HE SILK ROAD was one of the most important trading routes between the Mediterranean and Asia. Named for the valuable Chinese fabrics that made their way to the Levant, the towns along the Silk Road flourished in their turn as the rise and fall of empires pushed the caravans to seek security in other lands. So long as the trade flowed; and it never flowed as well or as smoothly as it did when the Mongols held sway of the Silk Road from Baghdad to Chengdu.

In *Horse Lords*, the Silk Road is represented as a string of connected provinces, each of which gets a considerable boost in wealth for being a conduit for the Silk Road. Looting one of these centers can get you a lot of gold, but it could also move some of value the trade route through alternate provinces, since the merchants will find a way. Occupying and controlling Silk Road provinces is a good way to fill your coffers; looting your rivals' trade centers could be a huge shock as they may not be able to afford the vast army they have built, while redirecting cash through one of the other paths to the east (or west, depending on your perspective)

Lords that control Silk Road province can build up trade posts in Silk Road provinces, up to three levels. To build a trade post, click on the PLUS sign (+) at the upper left of the province description panel. Silk Road trade posts cannot be too close together, and the larger the trade post, the more room it needs to work. So, two level one trade posts can be relatively close together, but level three trade posts (signifying a major trading hub) must be spaced out across the route.

If you can control the most major trading hubs, you will get the most value from this mercantile highway.



## FORTS

Forts are cheap, temporary structures you can build in occupied lands to hold them more securely or to guard the route back to your own realm. Forts are built like trade posts. Forts get a small, but tough garrison and must be taken before they can be passed through.



# CREDITS

## CRUSADER KINGS II: HORSE LORDS

### PARADOX DEVELOPMENT STUDIO

**STUDIO MANAGER** THOMAS JOHANSSON

**GAME DIRECTOR** HENRIK FÅHRAEUS

**GAME DESIGN** HENRIK FÅHRAEUS

**PROJECT LEAD** JOHAN LERSTRÖM, OLOF BJÖRK

**PRODUCER** ANNA NORREVIK

**ASSOCIATE PRODUCER** SARA WENDEL-ÖRTQVIST

**PROGRAMMING** HENRIK HANSSON, MAGNUS KARLSSON, JOHAN LERSTRÖM, HENRIK FÅHRAEUS,  
IGOR ALEKSANDROWICZ, ILYA NIKITIN, OLOF BJÖRK

**LEAD SCRIPTER** TOBIAS BODLUND

**SCRIPTING & RESEARCH** JOEL HANSSON, EIRA EKRE

**DLC MANAGER** PERNILLA SPARRHULT

**USERMOD COORDINATOR** NIKLAS STRID

**LEAD ARTIST** FREDRIK TOLL

**ARTISTS** JONAS JACOBSSON

**COVER ART** ERIK NILSSON

**SENIOR QA MANAGER** ANNA JENELIUS

**CRUSADER KINGS II QA LEAD** EMIL TISANDER

**QA TESTERS** PETER SKAGER, ALEXANDER OLTNER, LEO LARSSON

**ROYAL THANKS** DAVID BERGGREN, EUGENE WONG, D'NIEL HADH'ZI, MAGNUS HEDMAN,  
MICHAEL GOODRUM, PAUL HAGGERTY, IGOR IVANOV, TIMOTHY MATESKI, BJÖRN-ANDRÉ RINGSTAD,  
ZHENYE JIA, NEVIN HOTSON, LIAM JAMES  
THOMAS BÖRNES, RASMUS LILJEHOLM, DANIEL ORLANDI, PIRJO LAHTEELA, DAVID LAWRIE,  
NASSER ALDOSARI, TYLER HUBBS, CHRIS TODD, THANE ARMBRUSTER, ERIC SCANLAN, DALE TURNBULL,  
CRAIG M, ERIK BERGLUND  
**PRINCELY THANKS** JAKE BUWALDA, MICKAEL PERREAULT, FREDRIK LINDAHL, JAMES KNELLER,  
TYLER TUCSOK, GABRIEL LEBLANC

## THE GAME WAS PUBLISHED BY PARADOX INTERACTIVE

### PARADOX INTERACTIVE

**CEO** FREDRIK WESTER

**CFO** ANDRAS VAJLOK

**COO** SUSANA MEZA GRAHAM

**CPO** JOHAN SJÖBERG

**CIO** JOHN HARGELID

**EXECUTIVE VICE PRESIDENT GAME DEVELOPMENT** JOHAN ANDERSSON

**EXECUTIVE VICE PRESIDENT OF BUSINESS DEVELOPMENT & SALES** TOBIAS SJÖGREN

**VICE PRESIDENT OF PRODUCT ACQUISITION & UNICORN DIVISION** SHAMS JORJANI

**VICE PRESIDENT OF MARKETING** DANIELA SJUNNESSON



## **PRODUCTION TEAM**

**PRODUCTION MANAGER** JÖRGEN BJÖRKLUND

**SENIOR LINE PRODUCERS** ANDREAS RENSTRÖM

**SENIOR GAME PRODUCER** JOE FRICANO

**SENIOR MOBILE PRODUCER** FLORIAN SCHWARZER

**GAME PRODUCERS** STAFFAN BERGLÉN, PATRICK BERGLIND, INA BÄCKSTRÖM,

KANDRA DAHLGREN, KARL LEINO

**ASSOCIATE LINE PRODUCER** PETER CORNELIUS

**GAMES USER RESEARCH TEAM** JOHAN DOREL, TOBIAS VIKLUND

## **QA TEAM**

**SENIOR QA MANAGER** ARTUR FOXANDER

**QA MANAGER** NIKLAS LUNDSTRÖM

**QA SPECIALISTS** NIKLAS IVARSSON

**QA TESTERS** EMIL ANDERSSON, ERIK ELGEROT, ANNA STRÖM, KAJSA FALCK, MALIN FURÖSTAM,

PONTUS ANEHÅLL, VICTOR JÄRNBERG

## **BRAND MANAGEMENT TEAM**

**BRAND MANAGERS** MARCO BEHRMANN, ROBIN CEDERHOLM, JAKOB MUNTHE

**DIRECTOR OF PUBLISHING** TOMAS HÄRENSTAM

**ACQUISITION ASSOCIATE** NILS BROLIN

## **MARKETING & PR**

**PR MANAGER** DAVID MARTINEZ

**STREAMING PRODUCER** MATTHIJS HOVING

**TRAILER & VIDEO PRODUCER** STEVEN K WELLS

**JUNIOR TRAILER PRODUCER** MARCUS HERBERTSSON

**PR & EVENT ASSISTANT** VERONICA GUNLYCKE

**COMMUNITY MANAGER** BJÖRN BLOMBERG

**ONLINE MARKETING MANAGER** MATS WALL

**FRONT END DEVELOPER** ALBERTO BLÁZQUEZ

**GRAPHICS PRODUCER** MAX COLLIN, ADAM SKARIN

**MANUAL LAYOUT** AN ORDINARY DAY

**SOCIAL MEDIA & EMAIL MANAGER** MALIN SÖDERBERG

**COMMUNITY DEVELOPERS** JOHN RICKNE, GRAHAM MURPHY

## **SALES**

**SALES MANAGERS** ANDREEA CHIFU, FILIP SIRC, VIC BASSEY

**MERCHANDISE AND LICENSING** SANDRA NEUDINGER

**IN-GAME STORE SALES** DANIEL LAGERGREN

## **TECH, ANALYTICS & DEVELOPMENT**

**TECHNICAL DIRECTOR** CHRISTIAN WESTMAN

**BACKEND DEVELOPERS** ALEXANDER ALTANIS, MIKAEL BERG

**RESEARCH & ANALYTICS MANAGER** BRYNJÓLFUR ERLINGSSON

**IT MANAGER** HENRIK HJELM

**IT TECHNICIAN** RICHARD LINDKVIST

A SPECIAL THANKS TO ALL OUR FORUM MEMBERS, COOPERATION PARTNERS AND SUPPORTERS, WHO ARE INTEGRAL FOR OUR SUCCESS. A SPECIAL THANKS TO ALL OUR BETA TESTERS.

**FORZA DJURGÅR'N!**



EAT GAMES FROM PARADOX **MORE GRE**

BRING CIVILIZATION OUT  
OF THE DARKAGES

# EUROPA<sup>®</sup> IV UNIVERSALIS I



**12**<sup>TM</sup>

[www.pegi.info](http://www.pegi.info)

[WWW.EUROPAUNIVERSALIS4.COM](http://WWW.EUROPAUNIVERSALIS4.COM)

[@E\\_UNIVERSALIS](https://twitter.com/E_UNIVERSALIS) • [/EUROPAUNIVERSALIS](https://facebook.com/EUROPAUNIVERSALIS)

[HTTP://FORUM.PARADOXPLAZA.COM](http://FORUM.PARADOXPLAZA.COM)



Europa Universalis IV<sup>TM</sup> © 2015 Paradox Interactive.

FROM PARADOX MORE GREAT GAMES

# HEARTS OF IRON III COLLECTION

**92/100**

Gamesxtreme

**90/100**

GameArena

**89/100**

Strategy Informer

**87/100**

GameVortex

**85/100**

GameSpot

**95/100**

Game Debate

**85/100**

"Paradox delivers the most enthralling and most intimidating World War 2 grand strategy game yet."

IGN



www.pegi.info

[WWW.HEARTSOFIRONGAME.COM](http://WWW.HEARTSOFIRONGAME.COM)

[@HOI\\_GAME](https://twitter.com/HOI_GAME) • [/HEARTSOFIRON](https://facebook.com/HEARTSOFIRON)

[HTTP://FORUM.PARADOXPLAZA.COM](http://FORUM.PARADOXPLAZA.COM)



Hearts of Iron Collection™ © 2015 Paradox Interactive.

**PARADOX** MORE GREAT GAMES FROM

BUILD AN EMPIRE • GOVERN A NATION • FORGE A SOCIETY

# VICTORIA II

"Victoria II exudes intelligence in every aspect. It feels natural and realistic and it's this quality of experience that truly sets it apart from other strategy titles."

RESOLUTION MAGAZINE

87/100

ARMCHAIR GENERAL

86/100

CHEAT CODE CENTRAL

86/100

ABSOLUT GAMES

86/100

VGCHARTZ

85/100

GIRL GAMERS UK

85/100

STRATEGY INFORMER

81/100

GAMES RELAY

85/100

GAME ON

**12**<sup>TM</sup>

[www.pegi.info](http://www.pegi.info)

[WWW.VICTORIA2.COM](http://WWW.VICTORIA2.COM)

[@VICTORIA2GAME](https://twitter.com/VICTORIA2GAME) • [/VICTORIA2GAME](https://facebook.com/VICTORIA2GAME)

[HTTP://FORUM.PARADOXPLAZA.COM](http://FORUM.PARADOXPLAZA.COM)



Victoria II™ © 2015 Paradox Interactive.

ES FROM PARADOX **MORE GREAT GAM**

"Through deep and rewarding gameplay, Colossal Order's new simulation fills the increasingly noticeable void in the genre. Where others have failed, Cities: Skylines excels and delivers the new gold standard of modern city-builders."

GAMEINFORMER

# CITIES SKYLINES

3<sup>TM</sup>

www.pegi.info

WWW.CITYESSKYLINES.COM

@PDXINTERACTIVE • /CITIESGAME

HTTP://FORUM.PARADOXPLAZA.COM



Cities: Skylines<sup>TM</sup> © 2015 Paradox Interactive.

## FORUM

Please consider registering your game. This gives you easy access to our tech support forums and various other useful discussion forums about the game: <http://forum.paradoxplaza.com/>

## CUSTOMER SUPPORT

Paradox Interactive offers many levels of service for our customers and members. To get the best help possible please visit below about our services and what best fits your issue.

[www.paradoxplaza.com/support](http://www.paradoxplaza.com/support)

## OFFICE ADDRESS

Paradox Interactive AB, Götgatan 78, 23 tr, 11830 Stockholm, Sweden.

## ABOUT PARADOX INTERACTIVE

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

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

2013-2014 will be Paradox Interactive's most ambitious line-up of titles to date with such releases as Cities in Motion 2, Europa Universalis IV, Magicka: Wizard Wars and War of the Vikings.

For more information, please visit [www.paradoxplaza.com](http://www.paradoxplaza.com), join our forum at <http://forum.paradoxplaza.com> and follow us at [www.facebook.com/ParadoxInteractive](https://www.facebook.com/ParadoxInteractive) and [www.twitter.com/pdxinteractive](https://www.twitter.com/pdxinteractive)

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

[www.paradoxplaza.com](http://www.paradoxplaza.com)

[f /ParadoxInteractive](https://www.facebook.com/ParadoxInteractive) • [t @pdxinteractive](https://www.twitter.com/pdxinteractive) • <http://forum.paradoxplaza.com>

## ABOUT PARADOX DEVELOPMENT STUDIO – STRATEGY IS OUR GAME

We at Paradox Development Studio are the developers behind successful strategy franchises such as Crusader Kings, Europa Universalis, Hearts of Iron and Victoria.

Our latest release is the critically acclaimed empire building game Europa Universalis IV that has received multiple editors' choice awards and is one of the highest rated games on Metacritic 2013. Our previously released game was the award winning strategy/RPG Crusader Kings II that was one of the highest rated games on Metacritic 2012.

We have been a leading development studio of globally renowned strategy games since 1995. Today our Stockholm-based studio is the center of a vast community of fans and modders, with a reach that spans the entire globe with an especially strong presence in the United States and Europe.

We at Paradox Development Studio believe in the power of sandbox strategy games – games that allow you to set your own goals and decide which tools you will use to reach them. Sandbox games give you unparalleled freedom to create your own destiny and write your own stories. When you play our games, we want you to feel that the fate of the world really does lie in your hands – and only you decide what that fate means.

All games from Paradox Development Studio can be enjoyed in both single and multiplayer where players can compete, co-operate or conspire. We are also supporters of user created content; all of our games can be modded to match your heart's desire.

Continuing to re-invent and advance each of our game series, as well as create all-new titles, is just one way we at the studio keep our 500,000+ member community coming back for more to share our passion for strategy games.

## PARADOX DEVELOPMENT STUDIO:

[www.paradoxdevelopmentstudio.com](http://www.paradoxdevelopmentstudio.com)

[f /ParadoxDevelopmentStudio](https://www.facebook.com/ParadoxDevelopmentStudio) • [t @twitter.com/PDX\\_Dev\\_Studio](https://www.twitter.com/PDX_Dev_Studio) • <http://forum.paradoxplaza.com>

# **END USER LICENSE AGREEMENT**

IMPORTANT, PLEASE READ CAREFULLY

**BY EITHER REMOVING THE SHRINK WRAP AND/OR JEWEL CASE SEAL OR DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THIS SOFTWARE PRODUCT, YOU AGREE TO BE BOUND BY THE FOLLOWING TERMS AND CONDITIONS:**

## **1. END USER LICENSE AGREEMENT.**

This end-user license agreement ("EULA") is a legal agreement between you (either an individual or a single entity), hereinafter sometimes referred to as "You," "End User" or "Licensee," and Paradox Interactive AB ("Paradox") for the Paradox software product accompanying this EULA which includes video game related software and may include associated media, printed media, and on-line or electronic documentation (collectively, "Software Product"). If you do not agree to the terms of this EULA, you should not install, copy, download or use the Software Product and in which case you should contact your vendor regarding its return policy. If you are purchasing this Software Product from a Paradox or third party distributor website (a "Website") and do not agree, click "disagree/decline." **You agree that your use of the software acknowledges that you have read this agreement, understand it, and agree to be bound by its terms and conditions, and that you represent and warrant that you are an adult and are either accepting this EULA on behalf of yourself or on behalf of your child or ward, as the case may be.**

## **2. OWNERSHIP.**

It is hereby understood and agreed that, as between you and Paradox, Paradox, is the owner of all right title and interest to the Software Product, regardless of the media or form of the original download, whether online, by disk or otherwise. You, as Licensee, through your downloading, installing, copying or use of this product do not acquire any ownership rights to the Software Product.

## **3. GENERAL.**

The Software Product is licensed, not sold, to you by Paradox for use only under the terms and conditions of this EULA. The Software Product is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The rights granted herein are limited to Paradox's and its licensors' intellectual property rights in the Software Product and do not include any other patents or intellectual property rights. **The Software Product may contain license management software (also known as digital rights management software) that restricts your use of the Software Product.**

## **4. SOFTWARE PRODUCT.**

The Software Product, as used in this EULA, means, collectively and/or as applicable:

- A. The Software Product package;
- B. Any and all contents, components, attachments, software, media, and code with which this EULA is provided and delivered via disk or a Website;
- C. Any and all game design, characters, images, graphics, photographs, art, art work, clip art, text, fonts, music, sounds, voices or other sensory content (the "Game Content");
- D. Related explanatory written materials and instructions, and any other possible documentation related thereto ("Documentation"); and
- E. Upgrades, modified versions, updates, additions, expansion packs and copies of the Software Product (the "Upgrades"), if any, provided to you by Paradox under this EULA.

The terms of this EULA will govern any Upgrades provided by Paradox that replace and/or supplement the original Software Product, unless such Upgrade is accompanied by a separate license in which case the terms of that license will govern.

## **5. GRANT OF LICENSE AND RESTRICTIONS.**

- A. Paradox grants you a non-exclusive, non-transferable End User license to install the Software Product on the local hard disk(s) or other permanent storage media of one computer, or, on one other game play device (each a "Unit") and use the Software Product on a single Unit at a time. Licensee may physically transfer the Software Product between Units provided that it is used on only one Unit at any given time.
- B. Paradox authorizes the End User to make one (1) copy of the Software Product as an archival backup copy, provided End-User's backup copy is not installed or used on any Unit. Any other copies you make or authorize are in violation of this EULA.
- C. Unless provided otherwise in the Documentation, you shall not display, modify, reproduce and distribute any Game Content, or portion(s) thereof, included with or relating to the Software Product, if any. Any such authorized display, modification, reproduction and distribution shall be in full accord with this EULA. Under no circumstances will your use, display, modification, reproduction and distribution of the Game Content give you any intellectual property or proprietary rights in the Game Content or in any logos and/or trade or service marks of Paradox. All rights, title, and interests belong solely to Paradox and its licensors.
- D. Except for the initial loading of the Software Product on a hard disk or other permanent storage media for archival/backup purposes as provided for above, you shall not, without Paradox's express written consent:

- i. Copy or reproduce, auction, loan, lease, sublicense, gift or transfer the Software Product;
- ii. Electronically transfer the Software Product through a LAN (local area network) or file sharing network; or
- iii. Modify, adapt, translate or create derivative works based on the Software Product or any accompanying materials.

## **6. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.**

- A. From time to time, at Paradox's sole discretion, Paradox may provide you with support services related to the Software Product ("Support Services"). Paradox reserves the right to alter, suspend, and terminate the Support Services at any time and for any reason. You can contact Paradox for Support Services at [support@paradoxplaza.com](mailto:support@paradoxplaza.com) or [www.paradoxplaza.com/support](http://www.paradoxplaza.com/support).
- B. Any supplemental software, code, content, or media provided to you in the course of Support Services shall be considered part of the Software Product and subject to the terms and conditions of this EULA.
- C. You shall not modify, sublicense, assign, or transfer the Software Product or any rights under this EULA, except as expressly provided in this EULA. Any attempt to otherwise sublicense, assign, or transfer any of the rights, duties, or obligations will be void.

## **7. TERM.**

- A. This License is effective until terminated. Licensee may terminate it at any time by destroying the Software Product with all copies, full or partial, and removing all of its component parts. The term of this EULA runs concurrently with the period during which the consumer uses and retains the Software Product. If the Software Product is transferred (to the extent allowed under this EULA), the license is transferred with it.
- B. Your rights under this EULA will terminate automatically without notice from Paradox if you fail to comply with any term(s) or condition(s) of this EULA. In such event, no notice shall be required by Paradox to effect such termination.
- C. Upon termination of this EULA, you shall cease all use of the Software Product and destroy all copies, full or partial, together with all backup copies, modifications, printed or written materials, and merged portions in any form and remove all component parts of the Software Product which have been downloaded onto your Unit.

## **8. INTELLECTUAL PROPERTY RIGHTS.**

- A. As between you and Paradox, Paradox shall retain all right, title, and interest in the Software Product and to any modifications or improvements made thereto, and any upgrades, updates or Documentation provided to End User.
- B. You acknowledge Paradox's exclusive rights in the Software Product and that the Software Product is unique and original to Paradox and that Paradox is owner thereof. Unless otherwise permitted by law, End User shall not, at any time during or after the effective Term of the Agreement, dispute or contest, directly or indirectly, Paradox's exclusive right and title to the Software Product or the validity thereof.
- C. You shall not attempt to develop any Software Product that contains the "look and feel" of any of the Software Product.
- D. You hereby expressly agree not to extract information, reverse engineer, disassemble, decompile, or translate the Software Product, or otherwise attempt to derive the source code of the Software Product, except to the extent allowed under any applicable law. In the event that such activities are permitted by applicable law, any information you, or your authorized agent, discover shall be promptly disclosed to Paradox and shall be deemed the confidential information of Paradox.

## **9. EXPORT LAW ASSURANCES.**

You may not export or re-export the Software Product except as authorized by United States law and the laws of the jurisdiction in which the Software Product was obtained. In particular, but without limitation, the Software Product may not be exported or re-exported (a) into or to a nation or a resident of any U.S. embargoed countries or (b) to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's List or Entity List. By installing or using any component of the Software Product, you represent and warrant that you are not located in, under control of, or a national or resident of any such country or on any such list.

## **10. DISCLAIMER OF WARRANTIES.**

YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE SOFTWARE PRODUCT IS AT YOUR SOLE RISK AND THAT THE ENTIRE RISK AS TO SATISFACTORY QUALITY, PERFORMANCE, AND ACCURACY IS WITH YOU. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE SOFTWARE PRODUCT IS PROVIDED "AS IS," WITH ALL FAULTS AND WITHOUT WARRANTY OF ANY KIND, AND PARADOX AND PARADOX'S AFFILIATES (COLLECTIVELY REFERRED TO AS "PARADOX" FOR THE PURPOSES OF SECTIONS 10 AND 11) HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS WITH RESPECT TO THE SOFTWARE PRODUCT, EITHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY, OF SATISFACTORY QUALITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF ACCURACY, OF QUIET ENJOYMENT, AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. PARADOX DOES NOT WARRANT AGAINST INTERFERENCE WITH YOUR ENJOYMENT OF THE SOFTWARE PRODUCT, THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE PRODUCT WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE PRODUCT WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE PRODUCT WILL BE CORRECTED. NO ORAL OR WRITTEN INFORMATION OR ADVICE

GIVEN BY PARADOX OR A PARADOX AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SHOULD THE SOFTWARE PRODUCT PROVE DEFECTIVE, YOU ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES OR LIMITATION ON APPLICABLE STATUTORY RIGHTS OF A CONSUMER, SO THE ABOVE EXCLUSION AND LIMITATIONS MAY NOT APPLY TO YOU.

#### **11. LIMITATION OF LIABILITY.**

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL PARADOX, ITS AFFILIATES OR LICENSEES, BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR DEFECT IN OR CAUSED BY THE SOFTWARE PRODUCT, INCLUDING BUT NOT LIMITED TO COMPROMISING THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES, OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF PARADOX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN ANY CASE, PARADOX'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS EULA SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID BY YOU FOR THE SOFTWARE PRODUCT OR REPLACEMENT OF THE SOFTWARE PRODUCT WITH PRODUCT OF COMPARABLE RETAIL VALUE, AS PARADOX MAY ELECT IN ITS SOLE DISCRETION; PROVIDED HOWEVER, IF YOU HAVE ENTERED INTO A SUPPORT SERVICES AGREEMENT, PARADOX'S ENTIRE LIABILITY REGARDING SUPPORT SERVICES SHALL BE GOVERNED BY THE TERMS OF THAT AGREEMENT. BECAUSE SOME STATES AND JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY, THE ABOVE LIMITATION MAY NOT APPLY TO YOU IN PART OR WHOLE.

#### **12. DEFECTS AND SECURITY WARNING.**

- A. WITHOUT LIMITING THE FOREGOING, PARADOX DOES NOT ENSURE CONTINUOUS, ERROR-FREE, SECURE OR VIRUS-FREE OPERATION OF THE SOFTWARE PRODUCT.
- B. **WARNING:** BY INSTALLATION AND/OR USE OF THE SOFTWARE PRODUCT, YOU MAY BE INSTALLING INTO YOUR UNIT SOFTWARE THAT IS ALLEGED OR MAY BE ALLEGED TO COMPROMISE THE SECURITY OF YOUR UNIT, ITS OPERATING SYSTEM AND FILES. IF AT ANY TIME YOU WISH TO DE-INSTALL THE SOFTWARE PRODUCT BECAUSE YOU BELIEVE THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES MAY BE OR HAS BEEN COMPROMISED, YOU MAY NEED TO EXECUTE A SEPARATE ROUTINE TO DE-INSTALL THE FEATURE THAT MAY BE COMPROMISING YOUR SECURITY. DAMAGES YOU MAY RECOVER FOR ANY SUCH ALLEGED SECURITY BREACHES ARE SUBJECT TO THE LIMITATION OF LIABILITY AS SET FORTH BELOW.

#### **13. INDEMNIFICATION.**

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.

#### **16. ALL RIGHTS NOT EXPRESSLY GRANTED HEREIN ARE RESERVED BY PARADOX.**

SOME PAGANS  
JUST WANT TO WATCH  
THE WORLD BURN!



**WWW.CRUSADERKINGS.COM**

 **@CRUSADERKINGS** •  **/CRUSADERKINGS**

 [HTTP://FORUM.PARADOXPLAZA.COM](http://forum.paradoxplaza.com)

[WWW.PARADOXPLAZA.COM](http://www.paradoxplaza.com)

© 2015 Paradox Interactive.

"Crusader Kings II: Horse Lords" is a registered trademark of Paradox Interactive. All rights reserved.