

FOR THE GLORY

A EUROPA UNIVERSALIS GAME

For the Glory



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FOREWORD

For the Glory (FTG) is the result of the Europa Engine Licensing Program Paradox Interactive proposed in January 2008. FTG proposes a full immersion in history, especially through AGCEEP, one of the most famous mod for the Europa Universalis series which is constantly enhanced and offers currently more than 10,000 historical events as well as a 1,000 page book for all historical descriptions covering all the continents.

FTG is made for all players who want to act more like the Government of a country than an almighty god. The player takes important decisions about alliances and diplomatic relations, warfare, investments, exploration and colonization, but he also has to deal with decisions and personalities of monarchs through centuries and adapt for the best of his country. Nothing is written in stone and a wise Government will play with History and take advantage of it or do what is to be done in order to change it.

SYSTEM REQUIREMENTS

Minimum:

Pentium IV

512 Mb Ram

DirectX compatible Graphics adapter (at least 2 Mb video memory)

Windows 2000, XP, Vista, 7

DirectX 8

INTRODUCTION

For the Glory is a real time strategy game that spans over 400 years, from the last decades of the Middle Ages, through the periods of the Great Voyages, the religious strife of the Reformation and the paradoxical Age of Enlightenment, and ending with the rise and fall of Napoleon. Just like

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their historical predecessors, the players can also set out to literally discover, conquer, and forever change the entire World.



INSTALLING THE GAME

The installation program of For the Glory starts according to the storage of the software. When the actual installation has begun, just follow the instructions on the screen.

You may uninstall For the Glory at any time by using either the Installation program or using the Control Panel of Windows.

GETTING STARTED

SETTINGS

You can change settings of the game in the areas listed below:

- **Language** - supported language of the game.
- **Font** - for display of all texts in the game.
- **Style** - for the shape of the shields used in the game.

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- **Resolution** - according to supported resolutions of your video card from 800 x 600 to 2400 pixels for the height of the screen.
- **Full screen** - Full screen is the default mode. Windowed mode requires adapting Color depth to 16-bit in the Monitor properties first.
- **Music** - You can turn the in-game music on or off.
- **Mod** - for selecting user made scenarios. User made scenarios can change available languages, fonts or styles. For the Glory is bundled with “Age of Timur”, a specific scenario starting in 1399, and AGCEEP with several scenarios from 1419 to 1819. The tutorial is not available when a mod is selected. Mod selection is also directly available in the Start menu.

TUTORIAL

If you haven't played For the Glory before, we recommend that you play through the tutorial. Reading and understanding this manual will then become much easier. It consists of 9 short chapters, each designed to show a specific aspect of the game.



CHOOSING A SCENARIO

First, choose a scenario from the list at the left and then select the country that you want to play. The listed countries are usually those that have the best chances of success due to their relative strength, historical advantages, or geographical location. In some scenarios you can access even more countries to choose from.

Previously saved games are located below the scenarios and can be loaded by clicking on them.



Right clicking on a shield gives you the option to choose a different country than those initially listed. This function is not available in all scenarios.

Options

You can customize your game to a certain extent in the areas listed below:

- **Difficulty** - affects how much things will cost, how fast you will generate more money and the chances of success whenever luck is involved. Normal is the default value.

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- **A.I. Aggressiveness** - affects the eagerness for the computer nations to declare war, especially against the human players. Normal is the default value.
- **Game speed** - this function can be accessed from within the game as well.
- **Fog of War** - makes it harder to follow what the other countries are up to. Can be changed within the game as well. On is the default value.
- **Forced annexation** - all countries (including yours) can lose their last province, forcing them out of the game. On is the default value.
- **Dynamic missions** - the player can gain or lose victory points by trying to fulfill the missions of various characters. Off is the default value.
- **Base victory points** - turning them off evens out the situation if the player chooses to play a very small country. On is the default value.
- **Autosave** - defines how many often game will be automatically saved on January 1st. Yearly is the default value.
- **A.I. event choices** - affects how the computer nations make decision in events. Normal is the default value.
- **Provinces under FoW** - affects how the owner of a province is displayed under the fog of war. Shield is the default value.

HOW TO WIN

The goal of the game may actually vary from player to player. The basics of the game are to receive as many victory points as possible. You score points whenever you are successful in your game play, for example by winning wars and battles, keeping your population happy, by creating diplomatic alliances, exploring unknown territories, building colonies, establishing merchants, etc. You will lose victory points if you fail in your attempts.

Standard

If you play using the "standard" victory conditions, the player with the highest total of points becomes the winner, but note that at the end of the

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game you will see your country's relative position based on how many victory points all countries have received. This means that you can play a country you find difficult just to try to get better results from game to game, which is also a way of "winning." Another approach is to play Denmark, for example, and try to get more victory points than its perennial enemy Sweden.

Supremacy

The country that is first to reach a predetermined number of victory points is the winner. (The country that reaches a predetermined number of victories first, is the winner). Power Struggle is a good choice if you want to play a quick game.

Death match

The country that conquers a predetermined number of provinces is the winner. You set the number when you determine victory conditions. Conquest is the number one choice if you wish to decide the outcome of the game on the battlefields.

MULTIPLAYER



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In order to let more than one player participate in the same game, the players need Internet connections of at least 512 kbit/s and TCP/IP protocol installed. The host of a new game decides the scenario, victory conditions and game speed. He is also the one who saves the game. Note that events that would temporarily halt a single player game will not do so in multiplayer. No player can change game speed once the game has started except for the host.

There is a limited pause function in multiplayer. 30 seconds after the game has come to halt, the other players can resume the game again.

Connection types

Local Network - Will automatically search your local network for any hosted game. You can then join any found game or host a new game yourself.

Internet - You must know the IP address of the host in order to join a game. To check your IP address, follow the instructions below. Note that unless you have a permanent connection, your IP address will most probably change every time you connect to the Internet.

Checking the IP address

1. Make sure you are connected to the Internet

Win2000/XP

2a. Under the start-menu, choose Run.

3a. Type cmd and click OK.

Vista/7

2b. Use Start Search

3b. Type cmd and when it is found click cmd.exe

4. In the new window type ipconfig and press ENTER. Your IP address is displayed as IPv4 Address

VIEWING THE WORLD

You lead a country, or more precisely, you are a country, and all of the provinces within the borders of your country belong to you. You also have access to army units (symbolized by little soldiers) and fleets (symbolized by small warships), which you can move around on the

map. By clicking a province you get access to information about it in the "information window" on the left side of the screen. Here you are able to construct army units and fleets, invest in infrastructure, and many other things. Exactly what you are able to do and how to do it will be discussed in greater detail later on.

MAP VIEWS

The game is played on a world map. You can't see everything on the map at the same time, only the provinces and sea zones familiar to your country. In order to find out more you need to gradually explore the unknown parts. You have several settings to choose from depending on what kind of information you want to gather from the map.



Right clicking on the small map will let you choose a type of unit or province that will be indicated with a red dot.

Normal Map mode

Accessed through the tree icon. The standard view, which we will call the normal map, shows each province with its name, its type of terrain, whether it contains cities, colonies, or trading posts, and whether it is Winter or Summer in the provinces. It will also show land boundaries between countries. In the sea zones you will see what the weather is like.

Political Map mode

Accessed through the double shield icon. Here the countries are shown in different colors. By placing the hand on a country, a popup window provides a diplomatic summary. The provinces containing a country's

shield are its core provinces. Clicking a country's capital will bring up the cores for that country. Clicking the double shield icon again will toggle on/off military units. While these are toggled on, you can command your units as with the "Normal" mapmode.

Economic Map mode

Accessed through the coin icon. It shows the main resource produced in each province. The darker the orange color, the richer the province. By clicking a province you will highlight all provinces with the same resource.

If you choose any of your own provinces or click on the resource icon in the province window, you will get information about the corresponding resource.

Cultural Map mode

Accessed through the icon showing the hats. This map mode shows the many cultures of the game in different colors. By clicking a province you will bring up the information window for that province.

Revolt Risk Map mode

Accessed through the pitchfork and flame icon. In this map mode provinces with the possibility of rebellion will show in a red color. Other provinces will be the standard white. By hovering the pointer over a red province, a popup window states the chance of a rebellion in that province, as well as its owner.

Religious Map mode

Accessed through the missionary icon. You are given information about the state religion of all countries, as well as provinces with a different religion than the state. The different religions are shown in different colors. If you own a province with a different religion and have a missionary available, you can send him to the province in an attempt to convert them.

It is in this mode that you can see the members and extent of the Holy Roman Empire (see chapter "Events and Special Cases"). Clicking the missionary icon again will toggle Holy Roman Empire or countries borders.

Diplomatic Map mode

Accessed through the pen and letter icon. Here you will find all of your foreign relations, and by clicking a province of another country you are shown the foreign relations of that country. Red indicates hostile countries or countries where you have a legitimate reason, Casus Belli, to declare war upon, while green are friendly ones. By clicking "View Relations", the map will show by color: green, yellow, orange and red, the level friendliness or hostility between you and other countries. Color code on the map is the same as in the list of the information window. Note that this is the map you will be using when you wish to perform diplomatic actions.

Trade Map mode

Accessed through the gold bars and crates icon. Each province belongs to a center of Trade that is specified by different colors. The corresponding center is shown when a province is chosen. This map mode is used when you deploy merchants.

Colonization Map mode

Accessed through the ship icon. This map is used when sending out settlers to claim new land for your country.

Available provinces are shown in green colors; light greens indicate that they can be colonized by any country, medium greens are your provinces with existing trading posts, and dark green indicates your existing colonies or colonial cities.

Fog of War

If Fog of War is toggled ON, a shade covering the majority of the map in the normal map mode prevents you from viewing foreign armies in the provinces, or fleets in the sea zones or possibly even the current controllers of the provinces. Areas not covered by the shade include your own country and the adjoining provinces and sea zones, your vassals, the countries of your allies, countries in which your monarch has entered royal marriages, provinces or sea zones containing your military units, as well as provinces or sea zones adjacent to your forces.

Terrain and Weather

The game contains five different types of terrain: open terrain, forest, mountains, desert, and swamp. There is also one geographical obstacle: rivers. The terrain types affect the movement of army units, battles, and army unit attrition. Some provinces also suffer the effects of winter, which in turn affect the various terrain types.

Sea zones are also affected by the weather. Certain sea zones may be ravaged by storms, or be covered by ice during parts of the year. Note also that attrition is lower in sea zones next to coastal provinces, compared with the open sea.

INFORMATION WINDOWS

The bar above the map

On the top line above the Map window, you will find a border with six symbols and a date – the game clock – followed by two more symbols. The first four show how many Merchants, Colonists, Diplomats and Missionaries you have available. The fifth is a balance showing the Stability level of your country. Directly to the left of the date is an hourglass that allows you to pause the game by clicking it. The date is shadowed whenever you pause the game, and white when time is running. If you think that the "progress of time" is too fast or too slow, you may change it by clicking the menu button at the lower left of the Information window, choosing option, and then change the Speed of Game, following the instructions. An alternative way is to use the combination of keyboard keys Ctrl + [Plus] or Ctrl + [Minus]. The two symbols to the right of the date show the Manpower in thousands of soldiers, the contents of your treasury expressed in Ducats (one of the most common currencies during the historical epoch). You will receive more background information if you point at the symbols.

The shields above the Information window

The embellished line above the Information window contains five coats of arms. If you left click on any of these, specialized information will be shown in the Information window. The shields will provide the following information (from left to right): naval information, land army information, general information about the country and its monarch, the state budget, and the financial summary.

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The military information shows among other things your current level of technology and your research for the next.

A slider allows you to adjust your maintenance cost.

The economic information will show the income and expenditures of your country, including how they are allocated. You may also choose how to allocate your research investments in order to develop your technology levels.



If you place the pointer above any of the icons in the bar, you get information about how many you receive annually, and what generates them.

Province and city information

When you left click on one of your provinces, you will see the city in the information window. By clicking on buildings and objects, you get additional information about them. The buildings are the places where the various officials of your province work. The officials may be appointed by clicking the buildings, which will give you more advantages in the game. You may also build fleets, recruit army units, and upgrade the fortress.

In addition to the buildings of the province you also see another shield. The shield shows the most important products of the province, including provincial revenue from trade and taxes. When you appoint officials, for example, you will find that these revenues increase.

The building of worship (church, mosque, temple, etc.) will be upgraded when the population of the province increases. If you left click the church you will find general information about the state of your province. You can get additional information from the text lines by keeping the hand on them. You may also click on the symbols to get additional information about the economy and religion.

COUNTRIES AND PROVINCES



If you right-click on a message box or in the log, you can decide how this type of message will be displayed in the future.

Countries

Each player runs a country. Each country consists of one or several provinces. Your country has a border marked on the map, and if you wish to view the political map, the provinces of each country are marked with the same color. Each country has a monarch, a state religion, and one or more central or 'accepted' cultures. Many of the countries are located in Europe but there are also non-European countries spread out in the world that can be played as well. Each scenario defines the countries you are allowed to play.

Provinces

There are two types of political status for the provinces. They either belong to a country, or they are neutral. Neutral provinces only exist outside of Europe, and are populated by natives, organizing their societies through clan and tribal systems instead of nations. The neutral provinces do not have standing army units; instead native war bands will

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meet you if you move an army unit into the province. When a colony or a trading post is established, the province is no longer considered neutral. In provinces without Fog of War, the country a province is controlled by is noted by the flag waving above the city, the colony, or the trading post. During times of peace you may only move your army units from and to provinces belonging to your own country, or into independent provinces. During times of war you may also move army units into provinces belonging to allied countries and dependent states, and into countries with which you are at war.

Settlements are provinces that lack a city, but have either a colony or a trading post. One basic difference between a province with a city and a province with a settlement is that you can build ships and raise army units in the former, appointing officials, building fortifications and establishing manufactories. You may not do any of this in a province with a settlement.

A coastal province is a province with a port. Note that in order to have a port the province must either have a city or a colony; a trading post is not sufficient. Having coastal provinces also affects the number of colonists and merchants your country will receive each year. Also note that ships do not suffer attrition when in port, because they can be maintained. If you have a large country with provinces on several continents, you will do better if you have ports in as many places as possible, in order to send your ships in to port now and then, to avoid suffering attrition (See Attrition).



Right clicking in a province brings up a list with usable shortcuts. The lists are different depending on the ownership of the province.

Note that a province may belong to one country, but may be controlled by another. This happens when two countries are at war with each other, and one of the countries has occupied a province belonging to the other country. When peace has been declared, all controlled provinces return to the original owner, unless they have been surrendered as part of the peace treaty. There is one exception. That applies if rebels manage to seize one of your provinces. The province still belongs to you, but the rebels control it. If another country controls any of your provinces, you will not receive any income from these provinces. You will see that a province is controlled by another country if the flag of another country is flying above the city, the colony or the trading posts. (Rebels fly a red and black flag.) In order to take control of a province you must capture the city, either by storm or siege. Provinces with cities lacking fortifications, and provinces with colonies or trading posts, are automatically controlled when you move an army unit into them.

Core provinces

Some of the provinces you start the game with are your core provinces and your most important ones. Core provinces are marked on the political map with small shields. Core provinces represent provinces for which you have a greater interest.

There are four kinds of core provinces.



National province: this is the standard core with full effect (increased income, increased manpower, no nationalism and permanent Casus Belli against the owner).

National province cores have two symbols, a star above the Coat of Arms and a ribbon just under.



Claim: same effect as a national province, except nationalism is still active and no increased manpower. Targeted provinces are not national according to History but, if owned, income because of direct administration is increased.

Claim cores have only a star above the Coat of Arms.



Casus Belli province: this core only gives a permanent Casus Belli against the owner, and no other effect if owned. This core is useful for colonial provinces in particular but not solely. Casus Belli cores have a little star above the Coat Of Arms.



Treaty of Tordesillas province (ToT): provinces that give permanent Casus Belli against the owner if in the Catholic religious subgroup and if not a recipient of the treaty.

Corresponding provinces can be taken by force by a recipient even if not at war with the owner. Any province can be part of ToT, even if also national, claim or Casus Belli.

ToT cores have a Catholic cross above the Coat of Arms.

ToT cores are displayed on the political map but only for settled provinces. The Colonization mode is required for the display of all of them.

Cities and Capitals

A capital is shown on the map by the disc behind it. The province with your capital may not be surrendered during peace negotiations other than by annexation of the entire country. The city shows a graphic representation of the level of development of your province. What you see in the information window is a picture of the city as you build ships, raise army units, upgrade buildings, and build manufactories. The population level of your city affects the wealth of your province. Normally the population of the city will increase over time, but it may also drop because of war, rebellions, random events, and if the city is situated in an area of adverse geographical conditions, for example in the African tropics. When a colony has 1000 inhabitants it develops into a city.

Settlements

When you have established a trading post or a colony in a province you gain ownership of the province. This means that no other country may use the province for troop movements during peace, and no other country may establish trading posts or colonies in the province. You may lose your settlement, and thereby the province, either through negative population growth, hostile actions by the local natives, or by ceding the province to another country as part of a peace treaty. During war you may also lose a trading post because an enemy army decided to burn it to the ground.

The difference between a trading post and a colony is that the trading post provides a low production value and a high trading value, while the colony provides a high production value and a low trading value. In

addition, the colony has population growth and may be developed into a city, while a trading post does not have population growth, nor may it be developed into a province with a city. You may still change your trading posts into a colony by sending colonists but the other way around is not possible.

Sea Zones

Sea zones are not owned by any country.



Through the Menu you can customize all types of messages.

TERRA INCOGNITA

Historically, there were several areas that were not discovered until after 1819 (such as some parts of Siberia and Australia), or which had been discovered earlier, but where all knowledge about them had faded into legend (such as the interior of Africa), and finally areas which could not

be explored using the technology of the times (such as certain Northern sea routes).

The white and unknown parts of the map are called "Terra Incognita," which is simply "Unknown Land" in Latin - the language of knowledge and science during this age.

Terra Incognita represents provinces and sea zones not yet discovered by your country. When these are discovered, either by moving army units or ships through them, or by trading maps with other countries, the areas cease to be Terra Incognita and become part of the known world, as your country knows it. Note that you normally need a Conquistador, or you must have reached Land Military level 31 in order to discover provinces. For undiscovered sea zones you need an Explorer or you must have reached Naval Technology level 27.

Permanent Terra Incognita represents undiscovered areas not consisting of provinces or sea zones.

Permanent Terra Incognita comprises the areas that were not explored at all at this time.

ARMIES & NAVIES

OVERVIEW

Battles and movement are the tactical components of warfare. During the period, battle and movement could often be decisive for the outcome of a war. A single pitched battle or a naval battle could save the existence and independence of an entire country. If the Spanish Armada had not foundered in 1588, England probably would have become a vassal state of Spain, just like Portugal. If the Ottoman Empire had won outside of Vienna in 1683, Europe, as we now know it, most likely would not have existed. Another immensely important factor was how efficiently a military unit could be moved. Poland-Lithuania defended their giant commonwealth by dashing about with their incredibly mobile armies: one moment to the coast of the Black Sea; the next to the Baltic; the next to the Ukraine, winning battles in the meantime.

For the Glory

You may move two kinds of military units in the game: army units and fleets. There are three kinds of battle: Pitched Battles, Sieges, and Naval Battles. All of this will be thoroughly covered in this chapter.



By holding down the “SHIFT” key while right clicking, you can specify an exact path for your units.

Selecting and ordering Units

In addition to left clicking a unit, you may also keep the left mouse button pressed to "circle" the unit. You know that a unit is selected when a circle surrounds it, and you see an elongated rectangle at the base of the unit. The morale of the unit is indicated by the colors red, yellow, or green. A newly recruited unit always starts at the lowest possible morale. The mercenaries available for hire, and the various explorers, conquistadors, and privateers that you may receive during the game will start with full morale. It will then increase month by month to the maximum level allowed by your technology level. The Information window provides additional information about the chosen unit, such as unit commander, strength, and attrition. You may also split the unit into two parts, merge units by first choosing all units in a province, and also reorganize – or customize – your units. Finally, you may opt to disband the unit.

When you have right clicked the area you want to move your army unit into, the unit will start marching/sailing. You also see a red and green

arrow showing the direction of the movement path. If you wish to do something else for a moment, such as take care of your province, you will see the green arrow if you choose the unit again.

Fleets and Sea Transport

The fleet is a military unit consisting of a varying number of ships in the same way that an army unit consists of a varying number of troops. There are three types of ship in the game: Warships, Galleys, and Transport Vessels.

Warships and galleys have a transport capacity of 1; transport vessels have a capacity of 2.

What is transport capacity? Each army unit has a weight; the transport capacity of your fleet indicates how many troops you are able to transport. For transport capacity, 1000 infantry = 1000 cavalry = 10 artillery. The total weight of each army unit and the transport capacity of the fleet can be found in the Information window whenever you have selected a unit.

War ships are more effective in battle, galleys are the least expensive, and transport vessels have the largest transport capacity. Galleys should be kept in the Baltic Sea, the Mediterranean, the Red Sea, the Persian Gulf or the Black Sea, as this ship type is less useful on the open sea.

Merging, splitting, reorganizing, and dissolving fleets is done in exactly the same way as army units are managed, etc.



To load an army on a fleet, give it a movement command to the sea zone where the fleet is. If the fleet is in port, you must first send it to sea. It is faster to embark from and disembark to provinces with ports than those without.

Loading of Army Units onto a Fleet

First you need to order your fleet into a sea zone, and then order an army unit in an adjacent province to load onto the fleet. You cannot load the fleet while in port since armies automatically debark ships in ports.

When the troops are loaded you will find a new button in the information window when you choose the fleet.

Click this button when you want to unload the army unit in another adjacent province.

Unloading an Army Unit from a Fleet

Choose the fleet and click the unloading button. You will now see the army unit on the map. Now click the province where you wish to unload your army unit. The troops will now start marching to the province. If a fleet transporting army units is sent to port the army units will be unloaded instantly and automatically in that province.

ARMIES

As already mentioned, there are three branches of the army that may be included in the army unit: infantry, cavalry and artillery.

The basis of the field army was the infantry, the cheapest one to recruit, and was also easier to train but which often lacked the firepower to make it the decisive factor in a battle. The cavalry, as the successor of the knight, was the "army branch of the nobility," a status it was to hold throughout covered by this game. The cavalry was the principal actor of the battleground and lacked all firepower, but made up for this by its strong shock effect with the ability to quickly shatter the morale of the enemy, if it was employed efficiently.

In the late 16th and early 17th centuries, the emphasis was shifted from shock effect to firepower in the armies of Europe. The infantry became the equal of the cavalry, although the two forces served different purposes during a battle. The artillery had become lighter, and thereby more mobile, and was also beginning to be used as relief for the infantry in battles.

During the 18th century, another shift in focus of battle efficiency took place. Drill and discipline had been established in the European armies, thereby making it possible for the infantry firepower to be used more efficiently. Infantry became more important on the field of battle than

For the Glory

cavalry, even though the cavalry still played a very important operational role, being the most efficient branch for reconnaissance purposes during the period. In addition, the cavalry was still the only fast, long-range branch of the army, which made it indispensable in deep-going wars such as those in Russia, Poland, and the Middle East.

At the end of the 15th century, artillery was chiefly used in sieges. Cannons were usually very heavy and immobile and seldom of much use in a pitched battle. The efficiency of the artillery improved markedly during the 17th century, and was organized in batteries with a direct fire effect against infantry on the battlefield. Efficiently utilised artillery could be the decisive factor of a battle, simply because the heavy artillery fire could shatter morale in a wing or even a flank, an advantage that was then used by sending a cavalry shock against the shaken, retiring infantrymen.

In a field army, the infantry is slower than the cavalry but faster than the artillery. The cavalry is less economical and takes longer to train; however, it is the fastest unit, extremely maneuverable, and can have an enormous shock effect in the heat of battle. On the other hand it is less serviceable in a siege. The infantry, together with the artillery, serves as garrisons for fortifications.



Use SHIFT + click on the units' bars to select exactly the units you want. It is useful if you want to merge some specific units in a stack.

Army Movement

When you order an army unit to move, i.e., give it marching orders, there is no distance limit from the unit's current location and your desired destination. The unit will start moving toward the destination at the speed of its slowest army branch. For instance, if you have a unit consisting of infantry, cavalry, and artillery, the whole unit will move as slowly as if it only consisted of artillery.

The nature of the terrain the unit is moving through or crossing will also affect its speed. It takes 25% longer to march through woods and deserts, 50% longer through swamps and 75% longer through mountains compared with open terrain. Units will also travel much more slowly into undiscovered provinces.

In times of peace, you may move your army units both through your own provinces and those of your vassals. When you are at war, you may also move through the provinces of your allies.

Presence of the Enemy

If an enemy army unit should move into a province through which your unit is moving, the unit will stop immediately and a battle will take place. If your army unit should lose and is not annihilated, it will retreat. You cannot influence to where it will retreat, as the commander automatically will move into a neighboring province, giving preference to provinces that you control.

If your army unit wins the battle, the enemy will retreat while your unit continues moving. Thus, two army units from enemy armies may never stand still in the same province after a pitched battle, unlike units from allied countries.

You can move freely through unfortified and fortified enemy provinces, provided that you detach a troop to watch the fortification to ensure the supply line. While doing so, you can detach a troop for guard purposes, click on the "Cover" button in the information window. After detaching a troop, the main part of your unit may march on.

Recruitment

The time it takes to recruit a unit varies between the different branches, partly because the time it takes to train an efficient army unit varies, and partly because the setup of the unit demands several kinds of specialized

equipment. To simplify, we can say that artillery units take the longest to recruit, followed by the cavalry, and then the infantry.

The cost of recruitment depends upon a number of factors. Firstly, different kinds of troops cost different amounts. Artillery is the most expensive, followed by cavalry, and then the relatively inexpensive infantry. Secondly, the cost is dependent on which country is recruiting the troops. Different countries had different traditions when it came to choosing army branches and the composition of army units. Some countries, for instance, chose quality above quantity. Finally, the cost will vary depending on which level of military technology your country possesses. In general, troops get more expensive the higher your military technology level is, since a higher level of technology means costlier training and more expensive equipment. Infantry and cavalry are recruited in units of 1000 men and artillery in units of 10 pieces.

Maintenance Cost

The maintenance of your army units is paid monthly. By accessing your country's Financial Summary you'll be able to see how large the sum is compared with your other expenses. You may change the maintenance payments of your country by accessing the army information window, where you may choose what percentage of the maintenance you wish to pay. The payment must be at least 50% of the actual costs. The size of the maintenance is also based on the total size of your armies and whether this exceeds your national supportable amount. You may disband army units to reduce the cost of maintenance.

You should keep your military maintenance at 50% while at peace in order to reduce costs. On the outbreak of war, bring your maintenance back up to 100% so that your units fight to the utmost of their ability. Note that your morale will be adversely affected if you pay less than 100% maintenance. A red flag will show notifying you of under-maintained armies while at war, and overly-maintained armies while at peace.

Fortifications

The importance of fortifications cannot be overestimated. A hostile army unit automatically controls a province without a fortress as soon as it has moved into the province. A province with a fortress, however, must either be put under siege or assaulted. Sieges may take a long time;

anywhere from three months up to a year is common. The assault may be quick, but usually with great loss of life.

The basic cost for erecting fortifications is 100 ducats, but the price will often be higher depending on the country's level of inflation, domestic policy sliders, and the level of the fortification. You may also upgrade existing fortresses to more modern and larger models, but in order to do that you must achieve a certain level of military technology.

Improving the level of fortifications also improves the supply limit in the province.

FLEETS

As has already been mentioned, a fleet may include three kinds of vessels: warships, transports, and galleys.

Warships are oceangoing, heavily armed vessels, representing a number of different sizes and designs. Your level of naval technology is the determining factor. Galleys also represent different sizes, levels of armament and designs, but they differ from warships in that they are less seaworthy on the open sea, and their strength relative to the warship diminishes over time. Their advantage lies in being cheaper to build. Transports are a jumble of different designs, differentiated, like the other types of vessels, by your naval technology level.

Contrary to the condition on land, you cannot control the ocean; you can only try to prevent the enemy from controlling the shipping lanes. Naval warfare was conducted in a fundamentally different way from the battle on land, and reaching what is sometimes known as domination of the seas was a lengthy process. We will attempt to explain this.

Firstly, it was important to defend coastlines and the strategic and important passages that needed to be used.

Enemy fleets could not be allowed to cruise off a country's own coast, as this could mean a sudden landing with disastrous consequences; England lived under this threat for many years, mainly from Spain and France.

Moreover, a country could have a narrow canalizing passage such as the English Channel, the control over which would give economic advantages and would minimize the risk of having part of the country cut off from the rest.

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To defend a coast from a nearby enemy fleet, it was necessary to go out to sea, find the enemy, and attack, thus forcing him back to his own waters. This is where interception is important. Since the sea zones were so large, and a fleet could only control a small area physically, it was never certain that a naval battle would occur.

Many times, two enemy fleets would keep sailing back and forth looking for each other for a long time without having a decisive battle.

Each fleet actually consists of a main part and several smaller patrols. When the patrols discovered enemy ships, the main part of the fleet was assembled to deal with the enemy fleet. The main problem was finding the enemy and creating local superiority. If you did not succeed the engagement was called off.

After having successfully chased an enemy fleet away to their own port, the defending fleet would then cruise outside the enemy coast or try to blockade the enemy ports. When a majority of the enemy fleets were eradicated or in blockade, naval supremacy was achieved.



When a fleet with the Patrol box checked reaches its destination, it will return to its original position and then start over again.

Fleet Movement

Fleets are moved in the same way as army units, the only difference being that the sea zones through which the fleet moves don't belong to anybody. If you move through a zone where an enemy fleet is located, an attempt at naval interception will occur (see Naval Interception). If the enemy fleet does not succeed with the interception, you will keep moving. If he succeeds or if you deliberately end your movement in that zone, a naval battle will take place. Ports do not count as sea zones, and no interception or naval battle can take place against a fleet in port. However, it may be blockaded if the level of naval technology is sufficiently advanced (see Naval Blockades and Ports).

The speed of warships and transports increases with higher technology while that of galleys remains constant.

Bad weather, ice and undiscovered sea zones decrease the speed of fleets.



The sea zones next to a country's provinces are its national waters. Naval attrition will be minimal here.

Naval Interception

When your fleet gets into the same sea zone as an enemy fleet, there is always a chance of a successful interception and an ensuing battle. What happens depends on what respective levels of naval technology the combatants possess, how skilled the commanders are in maneuvering their vessels, and a considerable portion of luck. Luck in this context is all about how the wind blows. The one in the right quarter of the wind usually had the decisive advantage in the era of sailing ships. Note that fleets cruising outside their own coast receive a bonus when intercepting, and certain coastal provinces (Gibraltar, Tangiers, Thrace, Sjælland and Skåne) have an increased bonus to interception, due to the tactical advantages for the fleet controlling these constricted passages.

Ports

It has already been stated that certain provinces—coastal provinces—possess ports. You may send a fleet into one of your own ports (i.e., a port in your own country) at any time providing that you control the province where the port is located. You may also send your fleets into the ports of allied countries provided that the country in question controls the province where the port is, and that your country and the allied country together are at war with another country or you have military access.

Why would you want to send your fleet into port?

Firstly, a fleet in port may never be attacked by an enemy fleet, which means that it can be tactically sound to send a fleet into port if the enemy's naval strength is superior to yours.

Secondly, fleets don't suffer attrition in port, which means that it is advisable to send a fleet into port from time to time.

Finally, this will reset the continuous "months at sea" that is a major factor in determining naval attrition. If your purpose is transporting a land army to another port but you still want to reset the naval attrition of a too long travel, you may pass through a port without landing the army by specifying an exact path from your original port, the intermediate port and your destination, holding down the "SHIFT" key while right clicking, just like the move of land armies explained earlier.

Note that if an enemy army unit takes control of a province in which there is a port where you have a fleet, the fleet is automatically forced out

of the port into the nearest sea zone. If there is an enemy fleet there, a naval battle will take place.

Ship Building

Building times vary between the different types of vessels, due to their different levels of advancement. Generally, the higher the level of naval technology a country possesses, the longer it will take to build a vessel. One rule of thumb is that warships take the longest to build, followed by transports, and then galleys.

The cost of building a vessel depends upon a number of factors. Firstly, different kinds of vessels always vary in cost. Warships are the most expensive, followed by transports, and galleys are the cheapest. Secondly, the cost is dependent on which country builds the vessels. Different countries had different naval traditions about the composition of fleets. Some countries, for instance, chose quality above quantity. Some countries by Baltic Sea, the Mediterranean, the Black Sea, the Red Sea, and the Gulf of Persia will have naval traditions including the employment of galley fleets. Thirdly, the cost will vary depending on the level of naval technology your country possesses. In general, vessels become more expensive the higher your naval technology level is, since a higher level of technology entails more expensive training and equipment. All vessels are built in units of one ship, although wealthier coastal provinces can build more than one at a time.

Maintenance Cost

The maintenance of your fleets is paid monthly. By accessing your country's Financial Summary you can see how large the sum is compared with your other expenses. You may change the maintenance payments of your country by accessing the naval information window, where you may choose what percentage of the maintenance you wish to pay. The payment must be at least 50% of the actual costs. The size of the maintenance is also based on the size of your fleets; if you have 72 vessels you'll have to pay twice as much as if you'd had 36 vessels. You may disband fleets to reduce the cost of maintenance. As with armies, you will likely wish to keep maintenance at 50% while at peace and 100% while at war. Note that your morale will be adversely affected if you pay less than 100% maintenance.

BUILDING/RECRUITING CAPACITY

Each country has a manpower base, limiting the possibility of recruiting army units. When you recruit army units you will see how your manpower base is lowered. Each unit of 1000 infantry, 1000 cavalry or 10 pieces of artillery lowers your manpower base 1 step. There are always a limited number of available young able-bodied men, and there is always a permanent demand for strong men and women if you want your farming to be handled properly in each village. This all means that there is a limit to how many soldiers you may recruit. Each province has a manpower value, showing how much it contributes to the armed forces of your country. The manpower base is computed as an annual sum, which increases as time passes. If your country has conquered new provinces or developed colonies into towns, your annual manpower base may increase. It will also increase as time passes because of a general population growth. Your manpower base may also drop if you lose provinces or suffer losses of population for any other reasons. Building ships for your fleets is not affected by your manpower base, as there was a relatively small demand for manpower, compared with the needs of the army units.

Province Limit

There is also a local limitation, or recruitment capacity, when applied to the recruitment of army units or fleets.

You recruit your army units in your provinces, which means that the level of development of each province limits each separate recruitment attempt. By appointing officials, and building manufactories, you improve the recruitment capacity of each province. Note that the population level is the most important factor defining recruitment capacity. If you are raising an army unit or building a fleet in a province, you may not start recruiting a new unit or build a new fleet until the work in progress has been finished.

Improvements

If your country has reached a sufficiently high level of military or naval technology, you may increase the recruitment or building capacity by constructing conscription centers (military tech level 41) and naval

shipyards (naval tech level 16). The conscription center is shown as a small military tent, and represents a number of administrative and economic functions in your province, making it easier to establish larger army units. The effect is a twofold increase in the recruitment capacity of your province, and improved maintenance ability for any army unit in the province (see Maintenance, and Attrition). The province's contribution to the recruitment capacity of your country is also greatly increased. The naval shipyard will change the port symbol of your province, making it larger and colored in gold. The naval shipyard is simply an improved shipyard, with the capacity to build all ship types at a much higher speed, a sort of "assembly line" production of the times.

The naval shipyard increases the building capacity of your province tenfold. The first naval shipyard you build also provides one extra colonist each year.

COMMANDERS

A commander leads each army unit or fleet. Commanders have a very large impact on battles (see Pitched Battles and Naval Battles), exploration, and attrition. Commanders are historical or general. The former are well-known generals and admirals who worked during the period and who are regarded as particularly interesting, either because of their skills or their imperfections in battle. The latter come from a "national pool" and have names from history, but none of them were distinguished enough to become historically important. They are something of a cheaper article, but they still mirror the state of training and skill of the country's body of officers.

An army unit or a fleet may have more than one commander, but only one of them will command the unit; this will be the highest-ranking commander, who is also the only one who will add anything to the battle. Note that you may split a unit if you want to take advantage of more than one good commander.

A commander will "die" when its allotted period of service has expired, although commanders can also be lost in battle. If a commander dies in a battle, the second-highest ranking commander will automatically assume command of the army unit or fleet. If the unit or fleet only had one historical commander, a general commander will immediately assume command.

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All commanders are assigned a value in each of the skills of Maneuver, Firing, Shock Effect/Boarding, and Siege.

Note that each commander is either an army or a navy commander. General commanders always have the same values, depending on their country of origin. Their values may never exceed 4 (2 for the siege value) or go below 0. Historical commanders have unique values that may be much more varied.



If you reorganize a single unit, a new one with a general commander will always be created. If your single unit contains more than one historical commander, use the split button to assign them to different units.

Specialists

There are also three kinds of specialists: Conquistadors, Explorers and Privateers. They function like commanders, but also possess some special functions.

Conquistadors lead army units and receive a special bonus for exploring new provinces. They also receive a special bonus when battling natives, and a very high capacity for maintenance (i.e., small risk of attrition).

Explorers lead fleets and have a special bonus for exploring new sea zones and bordering provinces. Like the Conquistadors, they have a very high capacity for maintenance (i.e., small risk of attrition).

Privateers can appear in open sea, lead fleets and are skilled navigators. Because of their activities, neighboring countries receive a temporary Casus Belli when they appear.

HOSTILE ACTIONS

Battles occur when two or more enemy units find themselves in the same province/sea zone. A pitched battle may also occur when an army unit moves into a neutral province and encounters a band of natives. You will then see two fighting soldiers/ships, symbolizing the two sides of the battle. Each unit has a long rectangle. The color of the rectangles shows the level of morale and how it changes during the battle. The length of the rectangles shows the size of the unit in proportion to the enemy unit, and how the size changes when the unit sustains casualties. The battle is divided into phases that will continue until one of the sides loses the battle and retreats. Note that you can't control the action during the phases, except for making a voluntary retreat.

The side that either loses its morale and thereby flees (or withdraws, see Retreat) or loses all its soldiers/ships has been defeated. Note that either side may choose to withdraw at any time by giving the unit a movement command to another province/zone. Retreating units will carry a white flag.

Combat Morale

Combat morale is an important factor in battle. If the army unit's or fleet's combat morale falls to the lowest level during combat, then it will lose the battle. Each army unit and fleet has a combat morale value, shown as a narrow rectangle at the base of the unit. This indicates the unit's morale in the scale red-yellow-green. A newly recruited or assembled unit always starts its career with the lowest possible morale. It increases each month until it reaches the maximum level possible allowed by your current level of technology.

The combat morale depends on the land or naval military level of technology, respectively, that your country has achieved. The higher the technology level, the higher the combat morale. There are some special cases.

Firstly, countries with a Reformed, Hindu, Hussite, or Shiite Muslim state religion experience a bonus in combat morale. Secondly, the combat

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morale in your country decreases for five years if it has suffered bankruptcy. Thirdly, the morale is lower if you pay less than 100 % of the cost of maintenance.

Note that a unit whose combat morale has decreased will recover each month, eventually returning to its maximum morale. It may therefore be tactically sound to wait a period before using a unit with low morale to attack and thereby allow it to "take the bull by the horns" when it is fully recovered.



Mercenaries appear instantly and at full morale. They don't affect your manpower as normal builds do.

Pitched Battles

What determines the outcome of a battle? Firstly, the odds, i.e. the relative strength between the army units, are extremely important. Secondly, the difference in level of military technology is very important. Thirdly, the commander is important since his skills of movement, fire, and shock effect will influence the phases of the battle. Furthermore, the

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outcome of the battle is affected by the side that has cavalry superiority. This will give the commander scouting information that he may use while commanding the battle, as well as an effective force to send against retiring enemies. Note that cavalry superiority loses its importance in provinces with forests, swamps, and mountains. Finally, the invader will receive a negative bonus when attacking in a mountain province, across a river, or when disembarking in a province containing a hostile army unit. If you win the battle, the enemy will withdraw and you may either move your army to another province or you may choose to begin a siege or assault against any fortifications in the province where the army unit is standing. If you were moving to another province, the move goes on. The defeated party in a battle withdraws from the province, preferably to a province controlled by its own country or an ally, and which does not contain any hostile army units.



The attacker is always on the left part of the screen, the defender on the right. The needle points towards the stronger side, weighting in current strength, technology, morale, leaders and terrain.

Naval Battles

What determines the outcome of a naval battle? Firstly the odds, i.e., the relative difference in strength between the fleets, are immensely important. Secondly, the difference in naval technology levels is very important. Thirdly the commander is important, as his skill value in maneuvering, firing, and boarding will influence the phases of the battle. Fourthly, the outcome of the battle is influenced by the side that has used wind conditions most efficiently, for which your commander is responsible. You cannot influence this, but note that only one side will get the bonus for wind conditions. Warships will fight less effectively when there is no wind at all, giving Galleys a distinct advantage during these conditions. This penalty is decreased as technology is advanced.

If you win the battle, the enemy will retire and you may either move your fleet to another sea zone or, if you wish and possess the naval technology for it, begin a naval blockade; or simply cruise in the sea zone.

The loser of a naval battle must retire from the sea zone. If the enemy originally tried to force himself out of a blockaded port, his fleet will retire to the same port, or else it will retire to the sea zone which is closest to one of the country's own or allied ports, and which does not contain an enemy fleet.

Retreat

Retreat will occur if either of two conditions are present: when your army or fleet is defeated in a pitched battle or naval battle, or when, during a pitched battle or naval battle, you order your army or fleet to move away from the province where the battle is taking place, i.e. voluntary retreat.

Note that if an army is defeated in a pitched battle or if a fleet is defeated in a naval battle it must withdraw.

If, for some reason, there is no province or sea zone to withdraw to, the unit will be annihilated.

When a fleet or army withdraws, the unit's flag will be exchanged for a white flag, thus marking that you are no longer in control of the unit, that you cannot affect the province it withdraws to, and that it is increasingly vulnerable if attacked by the enemy upon arrival. When a withdrawing army or fleet arrives in a province or sea zone free of hostile units, the unit's flag reverts to the flag of its country, the player regains control over the unit, and morale will slowly recover.

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Note that it is tactically sound to pursue a withdrawing enemy and immediately resume the pitched battle or naval battle, thus using the advantage of your unit's superior morale.



For every enemy port you blockade with your fleet, the enemy will lose a part of his trade income. A besieged city with a port will fall much sooner if you also put a blockade on it. A blockaded port cannot serve as a supply source for overseas forces.

Naval Blockades

What is a naval blockade? A naval blockade means that you have a fleet in the sea zone adjacent to a port, and that your country has reached the right naval technology level. Your fleet automatically blockades every enemy port bordering on the sea zone. Your fleet will patrol the entrance of the port and thus prevent ships from leaving and calling at the port. A fleet blockading a port can be attacked both from other sea zones and from the port(s) in question. The fleet will automatically receive the bonus for successfully using wind conditions if it defends itself against the blockaded fleet.

Sieges

A siege commences after a victorious pitched battle in a fortified enemy province, or once an army unit is moved into a hostile province with a fortress but with no enemy army units present. In both cases the army unit must be of minimum size in order to initiate the siege. Normally the size should be equal or greater to that of the unit stationed at the garrison. Why would you want to besiege a fortress? This is your only opportunity to control the city and thereby the province. A controlled province gives you a higher warscore when you or your enemy offers peace.

When preparing for a siege, you have a couple of options. Firstly, you may assign a watch detail. This makes it possible for you to maintain a supply line through the province, keep an eye on the fortress, and control the province. Secondly, you may assign the actual siege force. This force will subsequently attempt to take the city by building trenches that are successively extended and advanced, attempt to undermine the fortress walls using sappers, fire upon, and starve the garrison into surrendering.



When the icon of a besieged fortress starts burning, a breach has been struck in the wall. Not only will this speed up the siege process, it will also increase the chance to carry through a successful assault.

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Each month the garrison's defenses are tested. If they fail, the fortress falls into your hands. Factors that affect this include how long the siege has been in place, the besieged commander's siege experience, the province's terrain (where the fortress is located), the relative difference in artillery, the size of the fortress, and earlier results.

A fortress usually falls sooner or later, but note that your enemy may send an army unit into the province, forcing you to fight and win a pitched battle in order to continue the siege. Another problem is attrition: If the size of your army unit becomes smaller than that of the forces defending the garrison, then the siege is lifted and you may only guard the fortress. You may of course move additional units into the province and resume the siege. Also note that at any time you may break off the siege in order to leave the province, or assault the fortress.

Assaults

It was noted earlier that an assault may turn out to be very bloody. An example of a failed assault is Charles X Gustavus' attempted assault of Copenhagen in 1659. Assaults may also be successful. Assaulting after a few months' siege is usually a good strategy. But the great loss in combat morale experienced after an unsuccessful assault makes you vulnerable to a quick counterattack that could completely wipe out a hitherto successful military operation.

To launch an assault, click on the assault button in the information window. The assault itself is similar to a pitched battle, with a few notable exceptions. The person launching the assault will win if the enemy's garrison is completely wiped out or forced to retreat (which means it is disbanded). The terrain is of no consequence.

Nor is cavalry used during an assault. If the assault is successful, the fortress's level can be lowered one step (e.g. from medium to small), although never so low that the province is left without a fortress. Finally, there is a risk that the town is plundered, which significantly reduces the population. Plunder is an abstract phase of the battle that can't be seen, and the player cannot control it since it is the result of soldiers who run amok.

ATTRITION

Army units were traditionally worn out more quickly than they are today. There wasn't the same level of medical care, the diet was different, and there was a different awareness of hygiene. You marched regardless of the weather, you were seldom dry, and you slept under the stars. Diseases and epidemics flourished and poor nutrition increased susceptibility. To top it all off, there were soldiers who didn't want to fight. They were simply fed up and escaped as soon as they saw their chance. These are a few factors affecting attrition and are sometimes referred to as one element in the strategic concept of "friction."

In the game, it is of course the case that the more trials an army unit or fleet is exposed to, the greater the attrition.

Time also plays a part. Each month the supply level of each army unit and fleet is checked. The result is shown as the number of losses due to attrition.

Land

What are the factors affecting attrition in an army unit? Most important is the size of the unit. Secondly, the allegiance, control, and status (pillaged or not) of the province in which the unit is located. Thirdly, the province's relative wealth, that is the size of its production, is considered. You may see this information for each selected province in the information window if you click on the church. Also, some types of terrain and the weather in the province may have an influence (e.g. tropics, desert or swamps, and winter). These factors are converted into a "supply limit" for each province that you may see in its information window. (Click on the church for provinces that you own and control).

Moreover, the attrition rate is affected by the use of the army unit: movements, retreats, battles, sieges, assaults, and whether the unit is able to maintain a supply line. Additionally, the attrition rate is lowered in proportion to the commander's movement skill. Note here that one of the great advantages of the Conquistadors above all other commanders is their ability to reduce the attrition rate to a minimum level outside of the continent where their capital is located.

Sea

What factors play a part in the attrition of a fleet? Firstly, the level of naval military technology achieved affects attrition. The higher the level, the lower the attrition (Navies at tech level 41 or higher suffer no attrition). Secondly, it is a matter of where the fleet is located. Attrition is always zero in port or territorial waters, but increases incrementally in the following: sea zones that border on a coastal province, sea zones that border on another province, and finally sea zones that do not border on a coast. The attrition rises to catastrophic levels if the fleet is located in a sea zone where there is a storm or one that is ice-locked.

Further, attrition is reduced in proportion to the commander's movement skill. Also, attrition increases for each month that the fleet is at sea without visiting a port. Finally, attrition increases on galleys operating outside the Baltic Sea, the Mediterranean, the Red Sea, the Persian Gulf or the Black Sea.

All fleet units suffer "attrition" when at sea. When you choose a fleet unit you will find the current attrition speed in the Information window. This is shown in connection with the small skull. There is no attrition when a fleet is in port, which means that you need to send your fleets into port at regular intervals in order to maintain the ships.

SUPPLY LINES

Army units and fleets sometimes suffer attrition, i.e. suffer a loss of lives without having experienced battle. Army units must maintain functioning supply lines in order to reduce the risk of attrition. Historically, a supply line was more or less a caravan of wagons with supplies and necessities that shuttled back and forth between the field units and the supply depots located in more civilized areas. Each army unit has its supply level checked once a month.

If the level is high, there is a low rate of attrition; if the level is low, the unit will lose more soldiers.

So what is a supply line? An army unit must be able to draw an imaginary line through provinces on the map to a province that serves as a supply base. There is no limit to how long this line may be. This line may only be drawn through provinces that are controlled by you or your allies and not through those containing enemy units or provinces that are

not held either by your forces or those of your allies. The point is that the line cannot be drawn through a province containing enemy army units or enemy fortifications without a watch detail or siege force detached to them. Also, the line may not be drawn through provinces belonging to countries that are not involved in your war or neutral provinces.

Which provinces may then serve as supply bases? First of all, all provinces with a town or colony, with or without a port, belonging to and controlled by the country. Secondly, coastal provinces controlled by the country (i.e. they do not have to belong to the country) that are not under a sea blockade. Note that you and your allies may use each other's supply bases during war. In addition, note that provinces with trading posts cannot be used as supply bases.

The effect of not being able to draw a supply line is that the attrition rate increases substantially each month.

Looted Provinces

Army units often lived off the land of whatever province they occupied. This means that they arbitrarily "requisitioned" whatever they needed. These necessities and moneys were of course taken from the inhabitants of the province. It is therefore quite understandable that provinces where enemy army units have passed through do not contribute as much to the state treasury.

In the game, this means that a military force will loot any non-looted enemy province in which it is standing at the end of the month. Rebel forces will also loot if they are present at the end of the month. You will see that a province has been plundered by the fires around the town or colony of the province. The looting provides a small one-time income to the looter, equal to twice the base tax of the looted province. This is added into the looter's monthly income.

The looted province does not contribute to the income of the country, and the population growth of the province decreases, which will affect your total income in the long run. A looted province will recover after twelve months, and then the town or colony will stop "burning".

ECONOMY

OVERVIEW

The importance of a good economy cannot be overrated. The economic wealth of your country determines how much of your resources you can invest in various activities, from research to war. What then are the cornerstones of your economy? Most of your income will come from production and taxes, which are generated by the population in your provinces, and from trade, which is generated by your merchants in various Centers of Trade.

External Factors

Your country's economy is, of course, affected by what happens in the world at large and what your country does. Two factors that affect your economy on different levels and thereby have "multiple effects" are your country's level of stability and its level of infrastructure technology. If your country suffers reduced stability, all of your income will be reduced together with your ability to invest in research.

War is another scourge since, even if your country's stability is intact (i.e. another country declares war on yours), you will face reduced resources. Pillaged provinces, centers of revolt, sieges, assaults, and many other factors may reduce the population of your provinces and thereby your income.

Remember that you must think relatively. When you look back on the past decade and discover that your annual income has risen 10%, it is not necessarily time to celebrate. If the annual income of your potential enemies has increased by 50% during the same period, you have lost economic strength in relation to them.

Managing your Resources

Managing your resources is not a miracle drug, but it may significantly simplify your country's challenging path toward victory. "Resources are limited, but goals are unlimited" is an old saying that rings true to this day.

When you use your resources, "balance" is a keyword. This applies both to the monthly balance between income and expenses, as well as the

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balance between the different enterprises in which you may invest your resources. You could divide these enterprises roughly into three areas: defense, finance, and expansion.

The challenge is to defend your country while you are investing in research and upgrading fortresses, appointing public officials, and colonizing the New World. If you can succeed in creating monopolies in trade centers and winning a war or two while avoiding going bankrupt, then your fortune is secured. It's all a matter of keeping the balance.

The screenshot displays the 'Sweden Country Information' window. At the top, it shows the Swedish coat of arms and the number '6'. Below this, the 'LAND MILITARY' section is titled 'Baroque (22)'. It features three progress bars for 'SHOCK', 'MORALE', and 'FIRE', each with five colored dots. The 'Research' progress is shown as '(244 / 4943)'. A 'Supportable Amount' of 48000 is listed, along with 'Total' values of 20000, 6000, and 60. The 'Monthly Maintenance Cost' is 2.4. Below this, the 'MAINTENANCE COSTS' section shows a 50% progress bar and a list of bonuses: +5000 (Base Value), +8000 (Economical Resources), +20000 (Manpower), +0 (Conscription Centers), +5000 (Weapon Manufactories), +6000 (Grain produced), and +4000 (Grain traded). A 'CLOSE' button is visible. At the bottom, there is a 'MENU' button and a small map. On the right side of the screenshot, a map of Scandinavia is visible, showing regions like 'TRONDELAGO', 'JAMTI', 'BERGSHUS', 'OSTLANDET', and 'BERGSLA'. A tooltip on the right side of the map shows a list of events: 'March 9, 1618: Crimea entered', 'March 12, 1618: Pirate Fleet sig', 'March 17, 1618: Niccolò Donato', 'March 22, 1618: We entered a F', and 'March 23, 1618: Denmark enter'.

The rollover for supportable amount gives a hint on how to increase it. The maintenance cost for excessive units are three times higher than the ordinary cost.

The Financial Summary

Here you get an overview of the economic state of your country. Remember that the entire economy is affected by the stability of your country; low stability results in low revenues and technology levels, while a high stability rating will optimize both revenues and development. You will also find that income will increase when you upgrade buildings and receive higher technology levels in the areas of infrastructure and trade.

Be careful with inflation. Inflation increases proportionally with the amount of money you choose to receive each month (by minting coins), by raising extra taxes on your people during times of war, or occasionally by event.

The normal state, where inflation does not increase, is when you do not take out a monthly income; that is, by increasing the amount of coins in your country. At that point you only have your annual income available. Note also that gold mines may increase inflation. If a significant portion of your income is provided by gold mines you can never completely avoid inflation.

Your best cure against inflation is the Governor. You can promote your mayors to governors once you have reached infrastructure level 5. By appointing governors you gradually lower the rate of inflation. Remember that inflation is relative; as long as the increases in prices are lower than the increases in revenue, it is not a bad thing, at least not in the short run.

The Budget

The state budget lets you decide how to manage your resources for development, investments in stability, and public consumption in the form of appointments of officials, diplomacy, and the armed forces. This may be classified into three separate areas.

The first is research, which results in qualitative advantages. Military units get a higher morale, better firepower, and greater impact. Merchants become more competitive and make greater profits. Infrastructure provides a higher degree of effectiveness in production.

The second area is stability, which affects every area of your country. Stability affects the economy, troop morale, the risk of rebellion in your provinces, and whether your vengeful neighbors will think it wise to attack or not. If one factor is more important than the others, it must be

stability. It also affects the total size of your state budget, which means that total investments in technology will be lower over time if you go along with a lower stability, rather than investing in maximum stability. Your third concern is public consumption, or actually the expenditure of liquid assets from your treasury on a monthly basis. You spend these ducats on more troops, more war ships, more colonists, and more merchants.

PROVINCES AND POPULATION GROWTH

If it is true that your country's economy is its heart, then the provinces are your country's veins. It is in the provinces that everything happens. The economic system is alive with the exchange of goods. This occurs in the market places next to where people live - people who produce and consume.

In other words, the population of a province is directly related to the amount of goods produced, the number of people working, the extent of the trade, and finally the government's ability to receive income from taxes and fees.

This means that every province has a tax value, a production value, and a trade value. These are in direct proportion to the size of the province's population. If the population increases, then these three values increase as well, which, in the end, means that both the monthly and annual incomes increase.

Increase

How then do you increase the size of the population? Note first of all that when we refer to the population we are talking about the town's or the colony's, population, i.e. the provincial center. Each province normally experiences a positive population growth that contributes to an increase in the size of the provincial population each month. You can see the exact amount by clicking on the church in the information window. The amount

of growth can be higher than normal if there is a center of trade in the province or in a neighboring province, if there is a manufactory in the province, or if the province contains the country's capital.

Decrease

The province may also experience a negative population growth (i.e. the size of the population decreases over time). This is likely to occur in provinces where you have founded a colony and in cities located in very inhospitable areas (e.g. in the tropical parts of Africa). The province may also suffer a temporary negative or less positive population growth if the province is looted, besieged, or if the province is controlled by rebels.

Instant changes

There are also times when the size of the population changes suddenly and dramatically, either up or down.

When you send a colonist, the population will increase by 100 inhabitants, although you cannot send colonists to provinces with a population of 5000 or more. When an army unit successfully conquers a fortress through assault, the population might decrease in size due to a massacre (the soldiers of the time were sometimes very difficult to control). Finally, random or historical events may change the size of the population.

Population and income

So, the larger the population the higher the production value, tax value, and trade value. Trading posts usually have a very low production value and barely any tax value, but have a very high trade value. The colony will be seen as a less developed city. A city has more balanced values, but the production value and tax value may increase significantly as the population increases, while the trade value remains steady. Note that the trade value is not as dependent on the population size as are the other values. What is much more important is supply and demand and the market price, but more about this later.

To get an idea of the population levels at which these three values are strongly affected, see "levels of development" below. When a city's population has grown so much that the city achieves a new level of development, the three values increase significantly.

| Level of development | Inhabitants |
|-----------------------------|--------------------|
| Colony Level 1 | 1 –199 |
| Colony Level 2 | 200 – 299 |
| Colony Level 3 | 300 – 399 |

| | |
|----------------|----------------|
| Colony Level 4 | 400 – 499 |
| Colony Level 5 | 500 – 599 |
| Colony Level 6 | 600 – 699 |
| Colony Level 7 | 700 – 799 |
| Colony Level 8 | 800 – 899 |
| Colony Level 9 | 900 – 999 |
| Colonial City | 1000 – 4999 |
| City Level 1 | 5000 – 9999 |
| City Level 2 | 10000 – 19999 |
| City Level 3 | 20000 – 39999 |
| City Level 4 | 40000 – 79999 |
| City Level 5 | 80000 – 199999 |
| City Level 6 | 200000 + |

Each level of a Trading post represents 10 persons. These are not subject to growth and decline as ordinary population since they are mostly made up of locals. However, they will be added to the total population if a colony is established in a province with an existing Trading post.

Sending colonists may increase the population in provinces with a population less than 5000. Also note that if the population size reaches 1000 inhabitants it can never decrease to less than this amount. Remember that stability always has an impact on population growth.

STABILITY

The political culture of Europe during the period was not an isolated phenomenon. How each country should behave in regards to both domestic and foreign policy had already been formulated during the height of the Roman Empire, and had later been developed during the Middle Ages.

The ideological starting-point at the end of the 15th century was Christianity as a unit. Civilization was defined within the framework of Christianity and consequently, what constituted civilized behavior between countries. A similar starting-point existed in the Muslim countries, where "country" was not a properly recognized concept. Instead they regarded all Muslims as part of the Muslim Haram.

Internally the division of society was frozen, partly because of the division of power between various groups during the late Middle Ages, but also through domestic policy, which could be described as a struggle or game between various groups in society. The monarch naturally played a large part.

You should also be aware of the consequences associated with breaches against “the international rules”.

The princes of the Renaissance were soon involved in a highly advanced game of political struggle, where a European hegemony was the goal. In this aspect you should consider the abstract concept of stability. If the monarch broke the formal and informal rules, both his foreign and domestic reputation fell, including the status of his country. The response to declarations of war was often your own declarations of war, which caused a spiral of injustice, war, and revenge that affected all of Europe. Stability is thus affected by both the international status of your country, and by the relations between your monarch and his subjects.

FACTORS THAT LOWER STABILITY

There are several reasons why stability may deteriorate, but the most important are definitely declarations of war. Declarations of war were not regarded lightly by anyone in Europe during the period, perhaps with the exception of the issuer. In other countries the monarchs and the governments viewed any declaration of war with concern, because it might upset the balance of power of the region. You could say that society viewed the country as a person and the declaration of war as a physical attack. You could make this attack if you had good and proper reasons (see Casus Belli), but uncalled for wars were punished by force. As a result of a declaration of war, you could lose prestige and international honor. Add to this the quite negative reactions of the population, as war meant levies, inflation, and raised taxes.

Religion was something that united and divided countries during the epoch. It was thought of as un-Christian and therefore immoral to declare war on a country with the same religion, which meant that the population and the priests reacted quite negatively if any monarch chose that route.

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Some other important factors that lowered stability during the period were various political acts of a dubious nature. Breaking foreign promises immediately lowered the reputation of a country and its prestige. The principle of "Pacta Sunt Servanda" (agreements are binding) was a basic rule already in Roman law, and had been incorporated in the diplomatic life of the times.



If you double click on a slider, it will be locked in that position. However, if a value for a locked slider accumulates to max, stability for instance, the slider will change to the lowest position.

A declaration of war without Casus Belli lowers the stability of your country by two steps (−2). A declaration of war with a proper Casus Belli does not affect your stability at all. A declaration of war against a country of the same religion or against any country that you have an exceptionally good relation with, lowers your stability an additional step (−1). As does a declaration of war against any country with whom you have exceptionally good relations (+100). To declare war against an allied country was historically seen as truly degenerate behavior, and will lower your stability yet another step (−1) if the country under attack has ties through a royal marriage with yours. If you declare war against your

own vassal your stability will drop another three steps (-3); ending your vassal ties without a declaration of war also lowers stability by three steps (-3). If you declare war against a country with which you have recently signed a peace treaty, your stability will drop by another five steps (-5); in effect, this means that you will become an international pariah. Peace treaties enable a truce that remains in effect for five years.

Breaking agreements, such as the annulment of a royal marriage, could be a good thing for your country in many ways, but the stability of your country is lowered by one step (-1). You are seen as flighty and insecure in your foreign relations, which is cause for strong irritation among any groups of society with strong connections to the country in question. Canceling military access that has been given to you by another nation also lowers stability by one step (-1), as the population begins to fear that war may soon be coming. If you decide to sack a vassal, your stability is lowered by three steps (-3). Especially, the nobility will question your foreign competence. A vassal has subjected himself to your decisions, even though this is mostly of a formal nature, which means that dissolving the relationship is regarded as a sign of your weakness. If you leave an alliance your stability is lowered by one step (-1), which means that many powerful men in the upper levels of society probably have invested a lot of prestige and friendship in the alliance that you are leaving. The same thing occurs if you refuse to honor an alliance; for example, if you do not help a brother when a third country attacks him. It will lower your stability by one step (-1). Sharp foreign turns will create uncertainty about your future direction in the political game. If you refuse a country the chance to trade at your trade centers this may also lower stability by one step (-1). Your neighbors will feel threatened, because what you did against one country may be repeated against another.

Finally, there are five general causes for lowered stability.

The first occurs if your country goes **bankrupt**. Bankruptcy occurs if you have taken out five loans from the national treasury (loans from other countries are not counted), and you are unable to repay them when they are due, or when you have taken out five loans, and your monthly costs are higher than your monthly income. With bankruptcy the stability of your country is lowered by three steps (-3). The population has lost confidence in the ability of the monarch and the government when it comes to handling your finances.

The same thing applies when you are **unable to repay a loan** from another country, as your stability is lowered by one step (-1).

The third reason is a **change of state religion**. Changing state religion normally means a huge transformation of society, affecting every level of society. Some of your subjects will celebrate, while others will stage a revolution. Changing the state religion lowers your stability by five steps (-5), except if you change from the Catholic Church to Counter Reformed Catholicism. (For a longer description, see *Religion*).

The fourth reason is a change in one of your Domestic Policy sliders. As this represents a major change in national policy that could affect all levels of your society, it increases general unrest, lowering your stability by one step (-1).

Finally, some **random events** may lower the stability of your country (see *Random Events*).

Please also note that all effects are cumulative; that is, if you have a stability of 0, and declare war against a country without a Casus Belli, and in addition you have ties to that country through royal marriage, and a peace treaty, this will lower your stability by eight steps (-2-1-5=-8). As mentioned earlier, you may not have a stability of less than -3, but for each additional step you will suffer an automatic rebellion check in each of your provinces.

FACTORS THAT INCREASE STABILITY

This is to be interpreted as the monarch and the government making concessions to various groups of society; for example, a temporary lowering of taxes for the peasants, land grants for the nobility, trading rights for the townsmen, or greater freedom for the serfs. You may also see the cost as part of certain actions, like replacing bailiffs, changing the laws, etc. Finally they may cover the cost of raising the prestige of your country, for example, by holding splendid weddings, raising the magnificence of the court, etc.

You may increase the stability of your country by investing in stability in your state. A certain sum is set aside for this purpose each month, which you may view in the information window. Note that the cost of increasing stability is higher if you have a large country, as you must appease more people. When the green line has reached its end the

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stability of your country is increased by one step (+1), and the green line starts anew at the beginning.

You cannot raise stability above +3. All investments made when your stability is at +3 will result in minting ducats for your treasury.

The rate of increases will be lower if you are at war for an extended period of time, as **war exhaustion** sets in among your people. Once you are at peace with all enemies, your war exhaustion will decrease gradually, returning your stability investments to normal.

Note that certain random and historical events may also raise stability.



The color of the disc of the capital indicates the level of stability. Flames around the stability icon indicates that you are at war. The anchor symbol for a port changes into a wheel when it harbors a fleet. The gold color indicates a shipyard.

What is affected by Stability?

To begin with, the **population size** of your cities and your colonies and all your monthly and annual income are affected. During bad times with spreading unrest, the population often decreases. If your stability is low you are probably at war with another country. Your population is decreasing through levies, people running off into the woods, and because of plagues that were often a result of the wars. In game terms you will be able to view the percentage of increase or decrease of your population by clicking the church of a province you own and control. If conditions are really bad, cities and colonies may have a negative growth, which means that they are being depopulated.

Population levels determine the **production income** of your provinces, which means that stability will determine the long-term development of your income. The administrative system is also less effective when there is unrest. Bailiffs were not obeyed, roads and communications deteriorated, and people evaded their taxes to a greater extent, resulting in a higher cost of living with lowered consumption and production. This will mean that your **tax income** will increase and decrease in proportion to your stability. You see this as changes in your annual income and also by checking up on your Financial Summary.

Trade is also affected by the same phenomena. Declines in both domestic and foreign trade were common during wars and during periods of unrest in general. This is portrayed by a connection between your annual quota of merchants and your stability. If your stability is at the lower end – that is, -3 or -2 – you will have great difficulties getting the merchants to do business; they will simply lack all incentive to trade, which lowers your pool of merchants by two (-2). If your stability is at -1 , your pool is lowered by only one merchant (-1). If stability is at 0 or $+1$, you gain one ($+1$) or two ($+2$) extra merchants. If the stability of your country is excellent, $+2$ or $+3$, you gain three extra merchants. In addition, stability affects the ability of the merchants to get into the trade centers, as well as their ability to compete with merchants who are already present.

When it comes down to your **diplomatic abilities**, you may not declare wars if your stability is at the very bottom (at -3). This is partly due to social unrest and the fact that court intrigue is at such a high level that the monarch and the government are unable to deal with anything other than trying to keep the country united. To fight a war at such a time is impossible.

The risk of rebellion in your provinces is in direct proportion to your stability. The lower your stability, the greater the risk of rebellions, and vice versa. You can read more about this later in the manual.

Note also that the annual **interest of your loans** varies along with your stability.

LOANS

Loans during this period were as common as they are today, but repayment was not as common. Observe that loans are not necessarily

trouble, only poorly managed ones. Loans are in fact occasionally a necessity. A few examples are when your country wants to build manufactories or needs to recruit army units quickly for a war that is about to break out. In other words, there will be times in the game when you cannot afford not to take a loan, and then it will be more profitable to take the loan instead of slowly saving money in the bank.

National loan

First of all, you may receive a loan from the country's national bank. This means that you are borrowing money internally from your own subjects. If you do not repay the loan you will suffer the consequences, since your subjects are not likely to trust you in the future.

A national bank loan equals 200 ducats. For some countries, the size of the loan, however, may change as a result of development of your country's financial institutions (historical events). Your country may have no more than five loans simultaneously. Each loan has a term of five years (effective as of the loan date). After five years, the loan is either repaid or extended for five more years. If a loan is extended, then the interest rate on all loans increases. Each month the interest due on all loans is deducted from the monthly income, since the interest is part of monthly costs, as was mentioned earlier.

The level of stability in the country, the number of loans you have taken, whether the country has recently been declared bankrupt, and whether you have renewed any loans, all affect the interest rate.

International loan

Countries may also lend each other money. You decide the terms when you extend the offer to lend money (in the diplomacy window). Here you decide the sum you want to offer, but you may offer no more than half the sum in your treasury at any one time. You also decide the annual interest rate, which can be between 1 and 10%. Finally, you decide the loan period, which may be between 1 and 300 months. Note that your counterpart may decline the loan offer. This is a result of the terms you offered and your foreign affairs relationship. If you are offered a loan you cannot negotiate the terms. You may only accept or decline. If two countries that have a loan relationship (one has borrowed from the other) go to war, then the loan ceases to exist, i.e. the lender will never be repaid and the borrower never has to repay the money.

Repayments

Repayment of a loan is always a problem and may sometimes come as an unpleasant surprise. The game offers you a couple of ways to avoid the surprise. One is to use the ledger effectively (see Ledger); page 15 will list your loans and the dates they are due. Secondly, you will receive a red flag notifying you of your upcoming loan payment twelve months before it is due. Loans from the national bank are for a five-year period, which means they are to be repaid five years after they are issued. You cannot choose to repay the loan earlier because loans of liquid assets had to be repaid in liquid assets, and since the majority of the country's income and expenses was managed within a barter economy, careful planning was required. Nor can loans be amortized, i.e. paid back a little bit at a time. This is because those who extended the loans obviously wanted to maximize the interest income they received. When a loan is due for repayment, you may choose either to repay it in full, or to renew the loan. Note that if you renew a loan, you are only postponing the problem because sooner or later you will either have to repay or declare national bankruptcy. The latter is very unpleasant and should be avoided at all costs.

Repayment of loans from other countries works a little differently. Firstly, they are not counted toward the five-loan limit. Secondly, you may simply decide not to pay back the money, i.e. declare that you do not owe the other country any money. This will result, however, in your stability level dropping one level and giving the other country a Casus Belli against your country.

BANKRUPTCY

You automatically declare national bankruptcy if your country has five unpaid loans and you either cannot repay one of them on the due date, or you have five unpaid loans and your monthly income/expense balance is negative and your treasury lacks the funds to cover the difference. Note that if this should occur and you have less than five loans, then a loan will automatically be taken to cover the negative balance.

When your country declares national bankruptcy the stability level drops three levels, since your subjects lose faith in the ability of the monarch and the government to manage the country's finances. You may even

receive rebellions in some of your province as the panic sweeps your population. You lose all of your current investments in new technologies. Your inflation will also increase significantly.

All loans from the national bank are written off (i.e. disappear) when you declare bankruptcy, but all future loans from the national bank will have a much higher interest rate. Revolt risk will increase by one percent. Finally, your army units' and fleets' combat morale drops. These effects will last for five years from the time your country goes bankrupt. The reason for the drop is the general unrest that spread through the troops when they heard that the national treasury, from which their salary is paid, was empty.

INFLATION

In the past, inflation was an even greater problem than it is today, at least in Europe. The reason for this was that they had a lesser understanding of the causes of inflation than today, and that they lacked the political control necessary to suppress it.

As you know, inflation is a function of general price increases keeping a higher pace than individuals' increases in income, as well as the amount of legal tender (i.e. money) circulating in the economy. This was very problematic during the pre-capitalist era, and for good reason. One problem was the differentiated monetary system during this period. It meant that part of the system was a barter economy without money as a means of payment. When money was used there were several different types of coins used simultaneously. The value of the coins was based on the value of the metal of which the coins were made. Generally it can be said that the majority of people used copper coins, the merchants and city dwellers added the use of silver coins, and the government added gold coins to the mix. If, say, the value of copper dropped then the relative value of silver and gold coins increased, amplifying the effects of inflation for the broad masses of society. Another problem was the subjects' confidence in the quality of the coinage. There were many possibilities for forgery, a fact abused by less scrupulous governments.

What are the effects of inflation? Basically, the price of anything that money can buy will increase with inflation.

This includes recruiting army units, building fleets, building or upgrading fortresses, building manufactories, appointing public officials, technology investments, missionaries etc.

Increasing factors

What will increase inflation in your country? First, it is the supply of gold in your provinces. The problem was that gold could be used for little else than coins. If a country could extract a lot of gold from its gold-producing provinces, then the country's government could use this gold as a means of payment. In simple terms, you could say that the amount of currency in a country must be in balance with the country's total production, and when the means of payment increased disproportionately inflation followed. If gold provides more than 40% of your total income, you will receive inflation because of it. The rule of thumb is, then, that gold can cause inflation, but at the same time gold production provides a direct profit of liquid assets that the other provinces do not yield.

Secondly, it can be affected by the loans your country has taken. If you default on your loans and go bankrupt as a result, inflation will jump significantly.

Thirdly, inflation can be caused by certain random and historical events. Fourthly, raising war taxes will increase inflation by 1%, as well as increase war exhaustion.

Finally and perhaps most importantly, it is changed by the amount of liquid assets you choose to withdraw from your monthly income ("minting"). By withdrawing liquid assets in this way you are financing public consumption through the production of coins, which in modern terms is usually referred to as "starting up the printing press" (for bank notes).

Decreasing factors

It is almost impossible to avoid inflation completely, but through a planned and well-executed economy you may lessen its effects. One thing you may do to control inflation is to appoint mayors as governors once you have reached infrastructure tech level 5. They are efficient inflation fighters and each appointment increases the rate of deflation that they cause. If all of your provinces have governors, your inflation will decrease by 0.25% per year.

Choosing to cede gold-producing provinces through peace treaties isn't an alternative either since these provinces are some of the richest in the world. There were, after all, more reasons than just establishing trading posts for why Spain chose to colonize America. However, you can increase, through conquest or management, your other sources of revenue, so that gold does not provide so much of your income.

Be careful when taking loans and pay them back when due. To never withdraw part of your disposable monthly income as liquid assets is a near impossibility, **but not doing it unnecessarily is a virtue.**

Some random events may also reduce inflation. These are a rare gift and should be considered a lucky occurrence when they do arrive.

SOURCES OF INCOME

Production and taxes were an important part of a province's economy, but very few countries were self-sufficient. Different countries' inhabitants were variously proficient at producing different products, and some countries lacked the necessary prerequisites to produce some products.

Switzerland does not produce a lot of fish, and Sweden does not produce a lot of ivory. Trade started as a means to acquire all the goods that a country needed but didn't produce.

As was mentioned earlier, each province has a tax value, production value, and a trade value. You could say that a province's tax and production values benefit the country to which the province belongs, while a province's trade value goes into a pool from which every country can compete for the profits using merchants.

We distinguish between annual, monthly, and other incomes.

Annual Income

The annual income is received at the start of each new year and comprises a Census Tax, Tolls, and Trade Tariffs.

When you receive the annual income, the funds are placed in your treasury at your disposal.

The Census Tax is a fixed tax that was assessed per inhabitant and in the game it is based on the sum value of your provinces' taxes.

In reality, tolls were the fees that the state charged on goods as they were transported from one place to another within the country, and it was through these that the government attempted to control trade by channeling goods to only a few cities. The size of the tolls depends on your country's level of trade technology, as well as the size and number of cities, colonies, and trading posts that belong to your country.

Trade tariffs are a fixed fee that merchants must pay in order to run their business in the trade centers that belong to your country (i.e. those located in one of your provinces). The trade tariff is 5 ducats per merchant.

Monthly Income

The monthly income is received once the monthly cost (more about this later) has been deducted. The monthly income comprises Tax Income, Production Income, Interest on Extended Loans, and Income from manufactories. The monthly income is to be distributed. You may invest in stability, research in areas of technology (land military, naval military, trade, infrastructure), and make "withdrawals" to cash.

The exact composition of tax income varies from country to country and period to period, but historically it may be said in general that land taxes and informal fees (e.g. salt fees, etc.) made up the largest part. Tax income is based on the sum value of your provinces' taxes. Production income traditionally came from the sale of products from the royal grounds, as well as the sale of official offices and a throng of various minor fees aimed at the subjects' production and consumption. The production income is based on the sum value of your provinces' production. Trade income derived primarily from an indirect tax on international trade, but during the Mercantile era also became a political method of attempting to subsidize the development of the country's means of production. The trade income's size is a result of the total number of merchants your country has stationed in foreign centers of trade. Interest on extended loans is exactly what it says: the interest you earn on the loans you have made to other countries (see Loans). Income from manufactories is the income that the state receives, partly due to the special prices that the governments' own institutions enjoy when buying the manufactory products, partly because the state often owned part of

the manufactories and thereby received part of the profits. These incomes are dependent on how many manufactories your country has, of what type, and in which provinces they are located.

Other Income

The other sources of income lack regularity and appear on special occasions when the income appears as liquid assets in your treasury. These can be gifts from other countries, new loans, tributes paid as a result of a peace agreement, the levying of a war tax (see War Taxes) as well as random events.

Such things as the stability of the country, the national level of inflation, and the level of technology at which your country's infrastructure operates affect both the annual and monthly incomes.

Monthly Expenses

In terms of expenses there are only monthly expenses and other expenses. In other words, there are no annual expenses. Monthly expenses include the cost of maintaining a military and the interest on loans you have taken. As mentioned earlier, the monthly expenses are deducted from the monthly income before it is received. If the monthly balance is negative, the difference is withdrawn from the treasury. If there isn't enough money to cover the difference, then your investments are automatically reduced to create a monthly balance of zero. If your investments cannot cover the other costs and the treasury is empty, then your country is automatically forced to borrow money. If your country already has borrowed the maximum five loans allowed at any one time (see Loans), then it is automatically declared bankrupt.

The other expenses lack regularity and appear on special occasions at which the cost is immediately deducted from the liquid assets in your treasury. These include gifts to other countries, repayment of loans, payment of tributes as a result of a peace agreement, as well as random events. Included in other expenses are the variable costs incurred when recruiting army units, building fleets, appointing officials, building or upgrading fortresses, and sending out colonists, traders, and merchants.

War Taxes

War was associated with standing armies and armed fleets during long periods. Moving troops through the kingdom or making the fleets

seaworthy almost always required good coin. The money covered running expenses for supplies and ammunition. Money was also needed to strengthen already recruited army units. Attrition because of friction was as high then as now, although it was caused by other reasons then.

War taxes are a generic name for a number of smaller taxes that were justified due to the country's involvement in a war. The populations were rarely very fond of all of these special taxes, war contributions, war taxes, or lack of compensations for the activities of the state.

When choosing war taxes as an option, you will get a substantial increase in income from each of your provinces during a 6 month period. The price to pay is an increase of 1% inflation and additional war exhaustion. You should really consider if this extra income is worth the possible rebellions and economic difficulties are likely side effects of raising war taxes. If not, you should save this measure for a more desperate situation.

PRODUCTION AND GOODS

Production is, of course, the foundation of any economy. The inhabitants of a province produce goods and these goods are varied, but usually one or a few stand out as characteristic for a province. Using modern terminology one would speak of "comparative advantages," i.e. if a province is best at producing a certain product, then that product should be the one they produce. It isn't difficult to see that it is better to produce wine and feta cheese in southern Europe, and timber and furs in northern Europe rather than the other way around. Therefore, in this game each province has a specific product that they produce. This should be seen as the most important product in the province (after all, historically every province produced grain and/or fish). In general terms you could say that the value of half of the production in a province becomes a direct income for the country owning the province, while the second half becomes available for any nations' merchants to grab in the center of trade to which the province belongs.

Base value of goods

For obvious reasons, products have different prices on the market. The market price depends on supply and demand, but also on what we call the product's base value. What is base value? Today there are relatively few

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new products that have never been seen before, but the pricing mechanism is affected by advertising and trends.

During the period of the game there were similar factors that affected pricing. New, exotic goods created the same kind of "higher value" as our trends today. Status was not only as important then as it is now, but it was more visible. Open and boastful consumption brought status and showed everyone what a great person you were. Base value is, in other words, the difference in value that is caused by reasons not normally taken into account by the pricing mechanism.



Leading the world production is gratifying both in wealth and in prestige.

The list below shows the products found in this game and their base values.

- **Low** - Grain, Naval Supplies, Slaves, Wool
 - **Normal** - Coffee, Cotton, Fish, Fur, Ivory, Tea, Tobacco
 - **High** - Cloth, Copper, Iron, Salt, Sugar, Wine
 - **Very high** – Chinaware, Spices
 - Gold is not traded and is not given a base value. However, the production value is automatically converted to liquid assets.
- Below you will find a more detailed description of each product and what affects the demand side of the pricing mechanism.

Supply and demand

The base value of all goods has a modification to achieve their market price. These will vary greatly over time; however, the base values set a

certain limit. Even under the most extreme situations grain will have a lower market price than, say, spices.

Supply of a specific product increases as more provinces producing it get colonized and exploited by increased levels of population or trading posts. A higher supply means a lower price. The demand of different goods will increase for different reasons as explained in the following list. A higher demand increases the market price.

- **Chinaware** – When more manufactories, conscript centers and naval shipyards are built; and when more cities appoint chief judges and governors.

- **Cloth** – When more trade good manufactories and conscript centers are built.

- **Coffee** – When more manufactories, conscript centers and naval shipyards are built and when more cities appoint chief judges and governors.

- **Gold** – The value of gold is not affected by supply and demand. The more gold that is extracted globally, however, the more inflation increases for all countries in the game. The countries mining gold will experience even greater inflation.

- **Copper** – When more weapon manufactories and naval shipyards are built.

- **Cotton** – When more trade good manufactories are built, as well as when provinces that produce cloth are colonized.

- **Fish** – When more manufactories, conscript centers and naval shipyards are built.

- **Furs** – When more manufactories, conscript centers and naval shipyards are built, as well as when an increasing number of cities appoint chief judges and governors.

- **Grain** – When more manufactories, conscript centers and naval shipyards are built.

- **Ivory** – When more manufactories, conscript centers and naval shipyards are built and when more cities appoint chief judges and governors.

- **Iron** – When more weapon manufactories and naval shipyards are built.

- **Naval supplies** – When more naval equipment manufactories and naval shipyards are built.

- **Salt** – When more manufactories, conscript centers, and naval shipyards are built.

- **Slaves** – Increases as more provinces that produce cotton, sugar, and tobacco are colonized.
- **Spices** – When more manufactories, conscript centers and naval shipyards are built; and when more cities appoint chief judges and governors.
- **Sugar** – When more breweries are built.
- **Tea** – When more manufactories, conscript centers and naval shipyards are built and when more cities appoint chief judges and governors.
- **Tobacco** – When more manufactories, conscript centers and naval shipyards are built and when more cities appoint chief judges and governors.
- **Wine** – When more manufactories, conscript centers and naval shipyards are built.
- **Wool** – When manufactories, conscript centers and naval shipyards are built.

Description and historical background

Cloth represents various fabrics and raw materials for clothes that were used during this time period, primarily fleece and wool, but also linen, rough homespun, etc. Once the plantations started up in America during the 18th century and trade with India increased, cotton also became a raw material in the production of cloth.

Gold and silver were the basis for the entire monetary system in Europe, and they were much-coveted raw materials. The discovery and exploitation of gold deposits in Central and South America made some European countries very wealthy, but also increased inflation and significantly lowered the value of their currencies.

Cotton originally came from Central Asia but was not commonly used in Europe until it was successfully planted in the American colonies. It was used as an inexpensive and adequate complement and substitute for wool in the emerging textile industry of the 18th century.

Fish was not only the basic source of nourishment for historical Europe (meat was considered the luxury food of the upper class), but the entire fishing industry also contributed to considerable shipbuilding. Fishermen were the primary manpower for most naval military fleets.

Furs were the basis of high quality, warm clothing and came from a number of different animals such as sable, fox, mink, bear, and wolf. The highly desirable furs originally came mainly from Scandinavia and

Russia, but as America was colonized this also became an important source up until the middle of the 18th century.

Grain represents the different vegetables that constituted the foundation of the daily diet (i.e. bread) for both humans and domesticated animals. The lack of grain nearly always led to uprisings and rebellion. The European cereals – especially rye, oats, and barley – were later joined by tomatoes, corn, and even potatoes, which provided a significantly more varied diet.

Ivory was one of the most important trade goods from Africa alongside the slave trade. Ivory was highly sought after by the craftsmen of Europe, who used it to make eating utensils, jewelry cases, reliquaries, instruments, ornaments, furniture, etc.

Iron includes iron and similar metals except copper, lead, and precious metals. Iron was the most important raw material of the entire metal industry, and was used for weapons, tools, shipbuilding, reinforcement of buildings, etc.

Copper also includes metals such as tin, zinc, lead, and silver, as well as gems. Copper is one of the ingredients in brass and therefore important to the early foundries, but it was also used in its pure form or in other alloys to manufacture receptacles, weapons, armor, and cannons. The metal was also used to make coins and objects of art.

Chinaware includes various exotic trade goods such as silk, porcelain, carpets, gems, ebony, and other arts and crafts manufactured in India, China, Persia and the Far East. Since every object of this sort was completely unique in Europe, the merchants and sea captains who succeeded in bringing home a couple of objects often received astronomical sums.

Naval supplies represent all of the different raw materials necessary for shipbuilding, from timber and canvas to tar, hemp, and ropes. Originally most of these raw materials came from Scandinavia, but later North America became an increasingly important source.

Salt was as important a part of the domesticated animals' diet as it was for the humans. It was also the only way (apart from freezing in the winter) of preserving food. They used either the mineral salt from the mines in Central Europe, or the sea salt extracted by evaporation at sunnier latitudes.

Slaves had been an accepted commodity for trade since antiquity, but demand increased drastically when they were needed as labor on the North American cotton, tobacco, and sugar plantations. Slaves were an important commodity in the Muslim world long after the time when slave trade was more or less abolished in Europe.

Spices were known in Europe since antiquity and were used for food preservation, seasoning of rather rotten food, and for alleged healing properties. Pepper, ginger, nutmeg, cinnamon, etc., were shipped from East Africa, India, China, and the Spice Islands (today called Indonesia) to the markets in Alexandria and the Middle East. The European call for a faster and less expensive supply was the main reason for the first Portuguese explorations eastward.

Sugar was used not only as a seasoning but also as a preservative. At the time cane sugar was the only known source of sugar, and it was originally cultivated near the Mediterranean. The plantations in America, primarily in the Caribbean, quickly took the lead, however.

Tobacco was unknown in Europe until the first Conquistadors returned home from America during the 16th century. It quickly became fashionable in the upper classes to smoke the expensive tobacco, which led to a quick economic boost for the British colonies on the North American East coast and in Portuguese Brazil.

Wine had been produced in southern Europe for as long as anyone could remember and was a regular feature in the daily diet, with the exception of the Muslim world. Wine was not considered exclusive, but was probably a rather welcome relief from the pains of everyday life a couple of hundred years before penicillin, antibiotics, and sterile environments. In northern and Eastern Europe mead, beer, vodka, and low-alcohol beer were similarly used as mealtime beverages.

Wool came primarily from the flocks of sheep that were kept in Europe and Asia's more distant corners, and together with linen constituted the main raw material for clothing before the arrival of cotton.

TRADE AND MERCHANTS

Historically you could say that the global economy did not exist until the discovery of America. The easiest way of looking at the global economy of that era is as a number of adjacent local economies. These local economies were connected to each other with sometimes weak and

sometimes strong ties. The ties consisted of course of the merchants, and the power connecting them was external trade. The greater the number of local economies connected, the more trade increased. When trade increased, both demand and supply increased, giving rise to global trade over time.

Each province in the game belongs to a Center of Trade. Goods are exchanged at the Center of Trade, prices are fixed, and profits and losses are divided through the care of the invisible hand. Trade during the early-modern period had much stronger ties to the state and the monarch than today. The merchant's send-off into the world probably belonged to some public or semi-public trading company.

Every province has a trade value based on the size of the population and the market value of the product. The trade value is placed in the trade center to which the province belongs, which you may see on the trade map by clicking on the Goods symbol in the information window. All trade thereby takes place in the globally distributed Centers of Trade. The trade income your country receives depends on the number of merchants you have sent to the trade centers around the world, i.e. your income is directly proportional to how much of the trade your country controls.

Centres of Trade (CoT)

The economical effects of trade should not be underestimated. As trade technology grows, and colonies and trading posts are established, the trade centers will turn into veritable gold mines for anyone managing to maintain a monopoly. Note also the importance of having a CoT within your own country. New colonies and trading posts will almost exclusively end up under the authority of your own CoT. This will increase both your immediate profits, and also the trade value of your CoT. It is also easier to be competitive in your own CoT, but more about that later.

A CoT covering a low number of provinces, with commonly available goods (such as grain, wine and wool), has a lower trade value and will provide lower revenues than a CoT covering many provinces, trading with exotic goods such as ivory, chinaware, and spices. When many countries appoint merchants in the same CoT a veritable trade war may very well erupt.

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The auto-send option is not specific for any particular Center of Trade. The AI will decide where to send them, favoring your home CoT first.

Trade income

Your country's trade income depends primarily on three factors: the trade value of a Center of Trade, your trade level (number of merchants) in it and your trade technology level.

In each CoT a country may have anywhere from no trade level (i.e. does not control any trade there) to trade level 6, which means they have a monopoly. More than one country may have the same trade level except only one can have trade level 6, since only one country may have a monopoly. Although having a monopoly, a country with trade level 6 may still accept that other countries trade at the center. Other merchants will, however, cut into the effectiveness of the monopoly, although too few merchants can cause a CoT to stagnate, lose influence, and possibly even disappear. Second, your country's trade technology level plays an important part. The concept "trade technology" perhaps sounds a bit strange, but it is a generic term for a number of innovations in the areas or transportation, measurement, credit systems, accounting systems, administrative and financial advances such as corporations and insurance, and corporate law. The higher your country's level of trade technology, the greater your trade income from all centers of trade; and

each merchant is given greater competitive power in the battle over market shares.

Trade Efficiency (TE)

Trade efficiency is based mainly on your country's trade technology level, although various other factors can raise or lower it. Refineries increase trade efficiency, as do monopolies, and a strong naval or Plutocratic tradition. Countries whose state religion is Reformed get a 10% boost to Trade Efficiency. Meanwhile, trade embargoes can decrease trade efficiency, as do trade agreements. Countries that are Counter-Reform Catholic suffer a decrease of 10% to Trade efficiency. Trade efficiency will also be lowered by domestic policies favoring land or the Aristocracy. Note that Trade efficiency cannot go below 0%, but can and often will go well above 100%.

At each CoT there are 20 slots that may be occupied by the merchants. When the trade income is distributed your country receives as large a share of the total trade value of the trade centers as the number of trade levels you hold divided by 20 (the total number of trade levels), and finally multiplied by your country's trade technology level divided by ten.

Example: Courland has trade technology level 3, with no refineries and neutral domestic policies, and merchants in the CoT "Novgorod" (total trade value: 200). The formula reads: (Courland's trade levels / 20) x total trade value x Courland's trade efficiency = Trade income from the CoT. Courland would in this case receive $(4 / 20) \times 200 \times 30\% = 12$ ducats from the trade in "Novgorod."

As mentioned earlier, monopoly status (6 merchants) usually gives you extra trade income. It is because you are credited for all the "empty" slots in that CoT. It seems you have more trade levels than you really own.

Example: Spain has a monopoly, England 3 merchants, and Courland has 2 merchants. Since there are 20 slots at a CoT, Spain may count on $6 + (20 - 6 - 3 - 2)$ slots = $6 + 9 = 15$ slots, which gives them $15 / 20$ (75%) of the CoT's total trade value.

Merchants

Your country's merchants' guild will grow each year. You earn one merchant for every CoT within your country's borders, one merchant for every CoT where your country has a monopoly, one merchant if your

country has achieved trade technology level 5, one merchant for owning at least one core province that is also a coastal province, one merchant for every two Protestant or reformed coastal provinces regardless of your state religion (to a maximum of three merchants), and finally the level of stability is deducted or added depending on whether it is negative or positive. By increasing your Domestic Policy towards Free Trade you will also increase the rate. Your country does not have to send out the merchants immediately upon receiving them but may instead save up to six merchants at a time.

Deploying merchants costs money. It is more expensive to dispatch merchants abroad than in your own country; this cost increases as your merchants are sent farther from your own country. You may also choose to automatically send the merchants to the Centers of Trade. This you do at one of the Centers of Trade. Observe, however, that in this case, you cannot control where the merchants are sent. The computer will instead calculate which placement is the most profitable for your country and send the merchants as soon as there are ducats in the treasury. Also note that you cannot send merchants to trade centers located in countries that are carrying out a trade embargo against your country.

Competition

The competition at a CoT depends on how many merchants have been sent there. Each CoT has 20 slots, either empty or controlled by one or several (up to 20 different) countries. If no level is empty, every successful placement of a new merchant will be on another country's expense, as they will lose one level while you gain one. It takes at least a month to resolve this.

A country with a monopoly status can continue to send merchants to the CoT as long as there are merchants of other nationalities present, in order to drive them away.

The competitiveness of the merchants depends on the relative trade technology level of their country, the administrative skill of their monarch and the stability of their country. Another factor that may affect their competitive ability is if the CoT in which the competition is taking place lies within either of the competing merchants' own borders.

INVESTMENTS

UPGRADING THE INFRASTRUCTURE

Your country's income is dependent on the provinces and their ability to generate it. How can you affect the provinces' tax, production, and trade value in addition to increased population as discussed earlier? You can achieve it by appointing public officials and building manufactories.

Public Officials

One should view the appointment of public officials in the game as a development over time from a decentralized semi-feudal political system to an increasingly centralized political system. The political reform introduced during the period of the game had strong ties to the organization of the country's economy. In countries with a semi feudal economy such as Poland-Lithuania and the Ottoman Empire, the political development toward a more centralized society could quickly come to a halt. You can appoint officials by clicking on their respective buildings in the provincial view. You can also click your province with a right mouse button and choose an option from the context menu. Those options will be available only if you achieved appropriate technology level, have enough money and the officials have not been appointed yet in this province.

- **Tax Collector** – The bailiff can be appointed tax collector (infrastructure technology level 1 is necessary), which means that the province's tax value and production value increase; meanwhile the risk of rebellion in the province increases as the population does not approve of the introduction of an efficient tax authority.
- **Chief Justice** – Provided that you have appointed the bailiff as tax collector you may appoint the legal counsel to chief justice (infrastructure technology level 4 is needed), which further increases the province's tax value and lessens the risk of rebellion. The population is justified in feeling more secure with an efficient justice system.
- **Governor** – You may also appoint the Mayor to be governor (infrastructure technology level 5 is necessary), which increases the province's production value and population, while at the same time

lowering the country's inflation. This is natural since the highest public official has higher status and authority to control and manage the province.

The more of your provinces have appointed governors, the quicker inflation reduction would be, up to maximum 0.25% per year if every province in your country has this official appointed.

Manufactories

Historically the number of proto-companies and proto-industries determined the relative importance of the various regions of Europe in economic, political, and social status.

The refinery was usually a semi-governmental distillery, which could produce alcoholic beverages at a reasonable price and in much higher quantities than at home. Lots of Liquor became an important export to foreign countries and colonies. Liquor also became a part of the social intercourse among both high and low. The calming effects of the intoxicating beverages lessened social anxiety and increased the fighting ability of soldiers and sailors in harsh conditions.

Naval equipment manufactories were a number of smaller manufactories producing rope, rigging, treated hemp, flax and sails. Naval equipment manufactories are helpful if you want to achieve the status of naval nation, because all of these goods are in demand if you are going to build ships.

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

The weapons manufactories consisted of a number of different production facilities. These were advanced furnaces, smithies, and foundries, and they could also contain mines and facilities for ore processing.

Goods manufactories are a generic term for all the specialized smaller workshops producing goods for export. Mostly these include refined cloth, cotton, and tobacco, but other luxuries may also be included, such

as ivory, furs, spices, and oriental goods, or even the packaging and handling of fish, sugar and salt. The spread of the goods manufactories comprised the origin of industrialization, a catalyst for huge trade volumes and capitalism in general.

Your nation may invest in manufactories, which are specialized buildings of great importance to your nation. You may only build one manufactory in each province and you cannot destroy one once it is built. Manufactory may be however destroyed in a rare random event and there is a slight risk that enemy or rebel forces burn it if present in the province. The cost to build a manufactory is always considerable and rises with every manufactory built. Taking this into account, manufactories must be well thought-out decisions. As a reward, they are among best investments in the game providing both income as well as additional bonuses mentioned below.

You can build manufactory by clicking on the construction site in the upper-left corner of provincial view. You can also click your province with a right mouse button and choose an option from the context menu. In both cases, you have to choose the desired type of manufactory. Basing on your current technology level and amount of cash not all of manufactory types may be available.

Manufactories provide a monthly income, as has been discussed above. Additionally, they affect research in their respective fields of technology, increase efficiency, lessen the risk of rebellion, increase the demand for certain goods, and increase the rate of population growth in the province where the manufactory is located. There are five buildings that are called manufactories: refineries, naval equipment manufactories, fine arts academies, weapons manufactories, and goods manufactories.

- **Refineries** may be built when you have reached technology level 2, providing an extra monthly income which is doubled if the refinery is placed in a province producing sugar or wine. Every refinery provides a research bonus for trade technology as well as for trade efficiency.
- **Naval equipment manufactories** may only be built when you have reached naval technology level 16, providing an extra monthly income which is doubled if it is built in a province producing naval supplies or fish. Each manufactory you build provides a research bonus in naval military technology.

- **Fine arts academies** may be built when you have reached infrastructure level 2, and it provides an extra monthly income which is doubled if you build it in your capital province. Each academy provides an additional investment in stability.
- **Weapons manufactories** may be built when you reach land military technology level 18. They provide an extra monthly income which is doubled when building in provinces producing iron or copper. Each manufactory provides a research bonus in land military technology. To have a weapons manufactory is a definite plus in the technological struggle for advantages on the battlefield.
- **Goods manufactories** may be built when you reach infrastructure level 6. Each goods manufactory provides a monthly income which is doubled if built in provinces producing cloth, cotton or tobacco. Each manufactory provides a bonus for research bonus for infrastructure technology as well as for production efficiency.

TECHNOLOGY AND DEVELOPMENT

This game starts in the late Middle Ages when armored knights, crossbows, and halberds ruled the battlefield. Then comes the Renaissance with the first firearms and the drill. It ends with the Napoleonic wars period with well-trained and drilled mass armies in perfect squares and scientifically formed sieges. Under such conditions it is of utmost importance that you develop over time.

Your nation has four areas of technology. Research is automatic in these areas and the level of technology in each field increases over time. This basic research is slow, but may be improved by investments. This means that you may choose how much of your monthly income you want to spend on research in the various fields on a regular basis, but you may also directly invest in one or more areas of research. The direct investment cost 200 ducats and provides a technology advancement equal to 100 ducats spent over time. Note that you may only invest directly in a field of technology once per year. All investments are made in your state account. When enough research has been made within a field the level increases by one step. If your nation has reached the maximum level in a field of technology at the end of the game, all investments in that area are transferred to the treasury.

The four fields of technology are: Land military technology, Naval military technology, Trade level and Infrastructure. You can also invest in raising stability of your country which will be explained further below. In addition to the investments mentioned above, research is influenced by the military skill of the monarch which speeds up research of land and naval military technology and administrative skill of the monarch which allows for quicker trade and infrastructure technologies development, as well as lets your country regain full stability faster.

You may also receive a negative research bonus for every trade embargo your country has imposed over allowed number of them, as it prevents influence and impulses from abroad. War exhaustion, occurring during prolonged wars, has negative influence on investment in stability.

The speed is also linked to the technology group of your country, which will be explained later. The levels of nations in your technology group also influence speed of your technology advancement. Finally, research is cheaper if your country is small (containing fewer provinces) than if your country is large (with more provinces), as applying and coordinating research and introducing the results requires more time in larger countries compared with the smaller ones.

Note that every consecutive level of technology becomes more expensive over time. This is due to the fact that in time countries' incomes get higher and innovations become more highly advanced and need more resources. Inflation will also have an influence on this cost.

Areas of Technology and Research.

There are four areas of technology in the game; Land military, Naval military, Trade and Infrastructure.

Land Military Technology concerns the innovation and change of weaponry and equipment; e.g. firearms, standardized uniforms and new systems of maintenance and support, but also tactical and strategic developments such as formations and the introduction of the dragoon on the battlefield. Sometimes advances in natural science may have immediate effects on warfare. Your land military technology affects all of your army units. The higher the level you have attained, the higher the firepower, the shock effect, and the morale of your units will be. It should be noted that in pitched battles, the most important factor is the relative strength of the opposing forces.

Naval Military Technology comprises innovations and changes in weaponry, equipment and new types of ships, e.g. new naval artillery types, roping and rigging in new materials, new navigational techniques, the introduction of the frigate as a heavily armed vessel, etc. Also included are tactical and strategic advancements such as new flag signaling systems, new battle arrays and new improved ways of maneuvering.

Sometimes advances in natural science may have immediate effects on naval warfare. Your naval technology affects all your fleets. The higher the level you have attained, the higher the firepower, the shock effects and morale of your fleets, as well as an increased ability to use the winds and the sea. As with pitched battles, the important factor is the relative strength of the opposing forces.

Trade is not technology in itself, but a development and refinement of the rules and methods that make trade more effective and profitable. Examples are transportation, measurements, and systems for credit, bookkeeping, administrative and financial innovations like companies and insurance, and the right of commerce.

Trade technology affects the income of trade and the competitiveness of your merchants in centers of trade.

Infrastructure is not technology either, but a generic term covering the changes in society, which increase governmental influence and efficiency of the economy. The systems of transportation are another example. Additionally we should mention factors such as new improved systems for taxes and fees, a functional national banking system, the bureaucracy of the state management, partitioning of land and crop rotation, and changes in the guilds. Infrastructure affects all your income except trade revenues.

Cultural Technology Groups

Each nation belongs to a technology group, which usually does not change throughout the whole game, unless an event scripted for the specific nation occurs. The technology groups represent deeply ingrained political and social attitudes, along with cultural and religious beliefs about and against new technology. The difference between the technology groups is the rate of research. The groups are listed below in technological order of effectiveness (from the slowest to the fastest):

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- **Exotic:** Generally all nations having a pagan state religion, with the exception of some minor countries in Africa. The relative speed of their research is 10%.
- **Chinese:** Far East Asian and South-east Asian nations, chiefly China and Nippon. The relative speed of their research is 60%.
- **Muslim:** Generally all nations in Europe, North Africa and the Near East with the Muslim (Sunni or Shiite) state religion. The relative speed of their research is 80%.
- **Orthodox:** Generally all nations with the Orthodox state religion, including Muscovy/Russia, Moldavia and Wallachia. Also Hungary and Poland- Lithuania fall into this technology group. The relative speed of their research is 90%.
- **Latin:** All other nations , mostly Catholic and Protestant Europe. Their research takes place at full speed.

Note that the groups' names are only a hint and technology groups membership is not always equal to the state's religion.

You may check technology group of your nation by hovering over the lowermost red question mark in the budgeting window. It also lists its effects on technology development speed.

Investing in Stability

Stability is not technology as such, but as we mentioned earlier, it is a generic term for the political and social state of your country. You may divide your monthly income as "investments" in stability or you may make point contributions in the same way as in the other technological areas. This investment is actually the cost of countering and pacifying various upset social groups. It should be noted that when your country's stability reaches its maximum (+3) you can no longer invest in stability and the entire sum invested each month is paid out in real ducats instead. It is therefore wise to watch this development, in order to reset the distribution of your investments so you won't get unnecessary inflation. There is a notifier with an image of thunderbolt which notifies about this fact.

DIPLOMACY

Diplomacy was developed during the second half of the 15th century from the legislative system of the Pope into an effective and organized tool in the hands of the rulers at the beginning of the 16th century.

The diplomat was the personal representative of the prince in all foreign courts, and it was his duty to defend and strengthen the interests of the prince. There were also many different types of diplomat, but all of them are gathered under this name. Envoys had special tasks, while ambassadors had the highest rank and were accredited to foreign courts, performing all sorts of tasks for the prince. The most important matter was that the informal rules for exchanging diplomats were formalized and became part of the civilized behavior between the countries. The "rules" also protected the diplomat against arbitrary violence.

In the game we only talk about diplomats. The diplomats represent the ability of your country to use non-violent power and to maintain relations with other countries. By sending diplomats your country may present gifts, deliver insults, discuss royal marriages, or even declare war or make offers of peace.

The two most important factors governing effective and productive diplomacy are access to money and the amount of available diplomats.

Power, violence and diplomacy are intimately connected. Earlier diplomacy was talked about as the "first tool" of the monarchs and war as the "ultimo ratio regum," or their last argument. In the classic lines of Carl von Clausewitz, war is "the continuation of politics using other means." Frederick the Great once said that diplomacy without power is like an orchestra without notes.

The diplomatic and military means may thus be seen as alternative ways of reaching the same goal -influencing another country in a desired way.

So the nations of the world may be regarded as a very large and quarrelsome family, where each member is a separate country. Just like in a large family, there are members with different amounts of power, and they are able to enforce their will in varying degrees of success.

Relations

Your country has a specific relation to each other known country in the game. This relation may vary between -200 and +200, and may be influenced by many different things. One to consider was the view of the untouchable rights of the princes to their own countries, which meant that a declaration of war without a good reason (Causus Belli) was quite

unacceptable. The same thing applied to the annexation of formerly independent nations.

The relation between your country and another country is affected positively if there is a royal marriage between members of your royal families, and if you are part of the same alliance. Countries with which you have this sort of tie are less affected by any negative acts performed by your own country. But the opposite also applies; for example, if Sweden declares war on the Teutonic Order, then the Swedish relations towards the countries with marriage ties to the Teutonic Order will deteriorate more than with any other country.

Alliances are also important for your foreign relations. By entering an alliance your relations to your brothers in the alliance will improve, and continue to do so as time passes. In addition, the members of your alliances are much more indulgent toward your hostile acts against any countries that are not part of the alliance.

Religion is another important factor regarding relations. Your levels of tolerance toward various religions affect the relations of your country. If your country has a high level of tolerance toward a specific religion, your relations will improve as time passes, while they will deteriorate with regard to religions where tolerance is low.

Annexations will almost certainly have a negative impact on your relations. It is perhaps not so much a question of loyalty to the expelled monarch, but the painfully realized awareness that all annexations disturb the balance of power between the various countries.

Expansion of your realm's borders, through military or diplomatic means, usually earns you bad reputation among other countries which has its own influence on relations with all the countries. The concept of reputation is explained further below.

Neighboring Countries

Your neighbors are naturally of great interest to you, whether they are your allies or your enemies. Normally you know about your neighbors and their provinces which were historically known to your country, but usually you know nothing about far-away overseas lands. You must discover them. You are also only able to send diplomats to a country if you know about it, and diplomacy is one of your most important tools for survival and expansion.

For the Glory



You can also use the ledger to check on your friendly and hostile relations. Click the headings at the top to sort the countries accordingly.

Diplomacy

Diplomacy can be used in many ways. The diplomats you send out are your tools when you want to achieve something. What is it you want to achieve? You can offer royal marriages or alliances, or take up such offers. You may declare war or offer peace. You may try to exchange geographical knowledge, and you may create better relations to other countries through gifts and tokens of respect, or worsen relations through insults and bans.

Royal marriages are a good thing. They improve relations and make it difficult for both sides to carry out declarations of war. The alliances you enter are also important, as you will easily fall prey to other alliances if you do not belong to any. It is quite possible to defend yourself against another power, but if three, or even four, other countries attack, you are in deep trouble.

In order to use diplomacy you click the diplomacy icon below the information window. This opens a diplomacy menu for your country. You may look at another country on the map at any time. By clicking the territory of that country you may review the diplomatic situation of that country. You have a number of choices in your diplomacy menu. By clicking an option, that diplomatic mission will be performed and you will have one diplomat less. Note that many types of offers (royal marriages, alliances, military access, trade agreements, discoveries exchange and loans) are not automatically accepted. The deciding factor for such a decision is your previous relations. If you have attacked and

occupied a number of small and innocent countries, and thus have bad reputation, your potential allies will naturally treat you like an international pariah.

Use of Diplomats

Diplomats will use any kind of communication between countries. When you wish to carry out diplomatic action, *i.e.* present a gift, declare war, make offers of marriage, etc, you send a diplomat, which means that your "diplomatic corps" is reduced by one. On the other hand it does not cost anything to reply to an offer from another diplomat.

You may not send more than one diplomat per month to the same country. You must then wait a month before you send another one. You cannot carry out any diplomatic actions if you do not have any diplomats left. You may review number of diplomats on the top bar, marked by the icon of a scroll with a feather (diplomat icon).

The "diplomatic corps" of your country increases in number each year. The number of diplomats you receive depends on the diplomatic ability of your monarch (each value above 5 provides an additional diplomat), and if your country is at war you receive an additional diplomat each year.

Religions also give bonuses to the number of diplomats you receive.

You may check bonuses that apply to you by hovering mouse cursor over the diplomat icon.

You may also receive diplomats because of random or historical events. Your country will always receive a minimum of one diplomat per year.

Improving Relations

There are three different methods of directly improving relations with other countries.

You may send a letter of introduction, which is the cheapest solution and will give a small improvement. The letters of introduction were a common feature of the period, and it was not unusual for some monarchs to send steady streams of letters to each other. Catherine the Great of Russia, Gustavus III of Sweden, Frederick the Great of Prussia, and Joseph of Austria, were all involved in discussions on the subjects of philosophy and national finances, for example.

You may also send personal gifts, which are more expensive, giving your relations a stable boost. In order to show how important these diplomatic

gestures used to be, we need only remind you of the tea services, embroidered silk cushions, beautiful furs, etc, that are on display in many European museums.

You may also send a gift of state, which is the most costly, giving your relations a huge boost. Historically, these were often a combination of different things. It could be a large personal gift, like a gilded gala carriage or a pleasure yacht, but often there were subsidies involved in the game. Subsidies were similar to today's aid to developing countries, gifts to poor relations. If you want to be cynical you could say that countries bought the friendship of weaker countries. Examples include Sweden during both the Scanian War (1674–1679) and the War of Pomerania (1757–1762), both of which were financed by French subsidies.

The effect of gifts depends mainly on diplomatic skills of both monarchs (yours and the recipient country's) involved and of course on the size of the gift. The exact cost of those gifts varies and rises considerably if the intended recipient is a large and mighty state. It remains however low for small and poor states whose thankfulness is easy to be bought.

War Affects Your Relations

War will of course affect your relations. Declarations of war will catastrophically lower the level of your relations toward the one you have declared war upon, and to the allies of that country to a lesser degree, even if the allies choose not to honor their alliance. Relations with any country that has a better relationship to your enemy than you have will be lowered. This will also apply to all countries tied to your enemy by royal marriage. The deteriorating effects of the declaration of war will lessen if you have ties through royal marriage to affected countries.

The result of the war – the peace treaty – may also affect your relations. Military annexations will result in a radical worsening of relations with every country that knows about you. Only your allies are not affected this way. If you receive provinces as part of a peace treaty your loss of respect (the lowering of your relations) is not quite as damaging, although you are now seen as dangerous and threatening. Remember that it is quite easy for relations with surrounding countries to deteriorate. This may turn you into a hated pariah, and it takes a long time and large sums of money to repair and rebuild your relations.

The relations of your country also affect you in war. Countries that hate your country will feel much less uncomfortable when attacking your country, even stabbing you in the back. Any country ceaselessly attacking other countries, annexing countries left and right, will easily become prey to one or more alliances that want to put it in its place.

Tolerance Affecting Your Relations

We have already mentioned that your tolerance toward the various religions affects your relations. Historically, countries saw themselves as the protectors of every inhabitant in the world sharing the same religion (or at least as many as possible). For example, Russia considered itself to be the protector of all Orthodox Christians, just like Spain during the 16th and 17th centuries considered itself to be the protector of every Catholic.

The level of tolerance is a value between 0 and 10, but only the really extreme values will affect your relations.

Normal tolerance, or a tolerance of 5, will not make any difference. A high level of tolerance (6–10) will increase the annual improvement of your relations in relation to your level of tolerance. A tolerance of 10 will result in a higher increase than a tolerance of 6. The opposite is of course true for low levels of tolerance.

This phenomenon means that your country may have problems later in the game when trying to maintain good relations with countries of other state religions than your own. If your monarch and your government have a low level of tolerance toward a religious minority, it could happen that a country with that same state religion may declare war on your country in order to protect the "religious rights" of the minority.

Reputation

Wars, expansion and annexation have not only an immediate effect on relations with other countries. Conquests earn you also bad reputation as other countries start seeing you as an intruder damaging a delicate balance of power between states. Reputation rises in many situations but annexing another country forcibly (through a peace deal), declaring war without proper casus belli and taking multitude of provinces in peace deal are frowned upon the most and earn your country the biggest deal of bad reputation. It works to much lesser extent when fighting Pagan countries as other countries are much more lenient towards such

expansion. Note that conquering provinces that are your core provinces or those that you officially claim is seen as justified and give you no change in reputation.

You may review your current reputation in diplomacy menu for your own country. It is shown as textual description which at first reads “We have honorable reputation.” If you hover mouse pointer over this label you will see numerical representation of reputation (0 meaning the lowest, most honorable reputation) as well as the reputation limit.

After hostile acts against other countries this description will change which acts as a warning. Bad reputation will result in constant deterioration of relations with all the countries and multiple declarations of war against you. It also raises a chance of civil war in your country when part of your armies and provinces rebel against lawful government. Exceeding reputation limit brings the worst of those effects but to smaller extent they occur also with lower reputation values.

Reputation slowly reduces itself to 0 so years of peaceful existence after period of aggressive wars can once again bring country’s reputation to honorable level. The speed of this process depends on monarch’s diplomatic skill and game difficulty level.

Reputation is also commonly referred to as the “badboy” rating.

Other Factors Affecting Relations

It is important to remember that changes of relations are not static, but continually depend on the diplomatic talent of your monarch. If your monarch is undiplomatic, basically an incompetent in the area, even a gift of state may cause a worsening of relations. You don’t give large gilded crosses to the sultan of Istanbul without punishment, you know. The state religion of your country and its level of tolerance toward other religions also affect your relations. If Sweden has a very low tolerance toward Sunni Muslims, relations with the Ottoman Empire will deteriorate over time.

PROVOCATIONS

In the ruler’s struggle for international power and balance, an essential tool was proclamations to make known to everybody else your opinion of what is and is not acceptable. Letters of warning were used to let somebody know that a certain act was not acceptable and that violence

could be the response to further actions. In the ruler's struggle for international power and balance, an essential tool was proclamations to make known to everybody else your opinion of what is and is not acceptable. Letters of warning were used to let somebody know that a certain act was not acceptable and that violence could be the response to further actions. Sometimes they just invented something to motivate an aggressive behavior, like Peter the Great before the beginning of the war against Sweden in 1700. He claimed that he had been treated quite badly during his visit to the Swedish town of Riga, but most of the surviving documents suggest that this was just an excuse.

Sometimes the traditional contacts through letters and notes could have far reaching consequences when allowed to get out of hand. They often concerned problems between countries, and the relations could deteriorate when the monarchs were unable to solve their differences at the negotiation table. A good example is the exchange of letters between Erik XIV of Sweden and Ivan the Terrible of Russia, which started with letters of introduction, turned into letters of warning, and then changed into a veritable flood of written insults. The relations then deteriorated into war.

A not uncommon reason for several civil and international wars was the struggle for the throne of a country, especially if the succession rights were in the slightest bit unclear. It was not unusual to lay claims to the crown of other countries, but to do this openly was a mortal insult, as it implied that the sitting monarch was a usurper. A historical example is the claims of the Polish Vasa kings to the Swedish crown for a number of years. The Danes also had claims to the Swedish crown, and certain English monarchs had claims to the French crown. Both Spanish and French monarchs had claims to the crown of Naples.

Insults

This will hurt your relations by 50 points and give the receiver a temporary Casus Belli for 1 year against you. A useful diplomatic endeavor when you want to provoke a war without starting it yourself. Note that it does not guarantee that the offended country declares a war on you indeed.

Claim their Throne

You must have a royal marriage with the subject country in order to claim their throne. Your relations with all countries that you also have royal marriages with will decrease by 100 as well as your stability will take a loss of one point.

But you will receive a Casus Belli lasting three years against the usurper's country.

Warning

If the receiver attacks any other country, you will receive a temporary Casus Belli lasting one year against the aggressor. Warning lasts for 20 years. It is a good way to keep aggressive neighbors in check.

Proclaim Guarantee

You let it be known that you will not tolerate open war against the subject country. Guarantee lasts for 20 years. If somebody else declares war against the country, you will receive a Casus Belli against the aggressor, lasting one year. Note that unlike in the case of alliance, you are not punished for not reacting to aggression on a state that is the target of a guarantee. Also there is no limit on the number of guarantees you make.

ECONOMIC AGREEMENTS

To politically close a center of trade for the merchants of certain countries was not an unusual occurrence during the time period. After the Dutch struggle for liberation, when the United Provinces were created, a temporary peace treaty was signed between Spain and the Netherlands. This peace did not last very long, as the Dutch had closed the waterways to Antwerp, thus monopolizing trade in the whole area. This was of course unacceptable to the Spanish king. Also, mercantilism contributed to a monopolistic attitude with political overtones. The English Act of Navigation of 1651 and the French acts under the supervision of Colbert were de facto a refusal to trade. Sweden issued its own navigation act during the 1720s, but with poor results.

Monopolizing trade centers meant considerable income, and the use of this political weapon was a very effective way of creating or maintaining

monopolies, especially if the country concerned had more effective merchants.

Trade Embargo

If you subject a country to a trade embargo, this country may not send any more merchants to the trade centers in any of your provinces. The merchants already present are "frozen," no longer providing any income to their country which comes in its entirety to the benefit of the embargoing owner of the center. You can also put them out of business by sending in additional merchants of your own. Trade embargo was a common practice during the time period. Note that refusal to trade involves some adverse effects.

The country you are putting into quarantine has a Casus Belli toward your country as long as the refusal to trade is in effect. If you choose to allow trade again, the Casus Belli against your country disappears. Also note that a trade embargo will adversely affect research in trading technology, meaning that your country receives a negative modifier for each country it subjects to a refusal to trade over the allowed limit. The number of trade refusals bearing no negative impact on trade research is based on mercantilism domestic policy of your country and equals 10 for a country with fully mercantilist approach. It falls down quickly for less mercantilist countries. You can check current number of "free" trade refusals by hovering mouse pointer over free trade - mercantilism slider in domestic policies menu.

Also remember that your country may be subjected to the same trade embargo if your merchants start to act aggressively in any other center of trade, especially if they are starting to put the owner of the center out of business. It also provides you with a permanent Casus Belli against embargoing country. As long as it is in effect and you win a war against this country the trade refusal is automatically lifted and cannot be imposed again while truce, lasting 5 years, is in effect. This enables you to force other countries to grant you access to their centers of trade.

Trade Agreement

By entering into a trade Agreement with another country, you both will stop competing with other merchants in all centers of trade. The agreement is in effect until either of the partners chooses to cancel it, at a cost of decreased stability. The other party will get a temporary Casus

Belli for one year. It has an adverse effect of 3% subtracted from trade efficiency for both sides of the agreement as long as it lasts so it is better to use it sparingly.

Loans

You can suggest that other countries borrow money from you (see "Economy"). If they fail to repay you on time, you will receive a temporary Casus Belli against them although lent money is irreversibly lost.

ALLIANCES

Royal Marriages

The royal marriage was intended to unite two dynasties and thus two countries to each other. When such marriages were made the relations between the countries improved. Please note that the term "royal marriage" is not to be interpreted literally, as even a marriage between the republics of Venice and the United States is defined as a royal marriage as those countries married off the protégés of important and powerful men in order to strengthen and protect the interests of their countries. The important thing to remember is the important political bindings such an "official marriage of state" entailed in the anarchic world of nations. They were the most important proofs of friendship between countries you could give

There are rules whether two countries can enter royal marriage. Usually unless both countries are of the same religion they cannot be bound by royal marriage. There are however some exceptions. For example, Catholics can intermarry with Orthodox, Counter-reformed Catholics and after an event of Edict of Tolerance also with Protestants. Orthodox countries can additionally enter royal marriage with Sunni realms. Islamic and Eastern Asian countries' dynasties can also be married to each other.

Note that beside those limitations you cannot enter royal marriage with Papal States and The Knights.

The recipient of the offer of royal marriage will usually accept it but is not obliged to do it. If relations are below -149 points such an offer will be rejected and similarly royal marriage may be impossible when

relations are close to 0. Rejection of royal marriage lowers relations by 5 points.

The marriages were also the basis for further diplomatic relations, for example alliances and vassalage, after which an eventual political annexation was possible. They raise mutual relations by 15 points and are one of the requirements of diplomatic vassalization. Also note that the royal marriage could have a defensive purpose, as the risk of war between countries sharing royal blood is lowered. In the game this is represented by a further lowering of stability by one step if anybody declares war on a country with which it has ties of marriage. For example, you could imagine a royal marriage between Sweden and Russia as a precaution when preparing for a war with Denmark, in order to avoid the risk of a two front war. If you enabled “Fog of War” setting in the Settings menu, it is turned off for the countries you have royal marriage so you have full information about what is going on inside their borders.

Finally it should be noted that you may annul any royal marriages your country is involved in, but it will lower stability by one step as an effect of the political turnaround, and the fact that your monarch is breaking what the population views as divine order—the holy matrimony.

Military Alliance

When it came to keeping the peace and being fortunate in war, alliances between countries were as important then as now. To be a member of an alliance was a good thing both as a deterrent and as protection during war. The system of alliances of the period was a sort of self-help. A number of countries swore to defend each other's independence on the principle of "one for all, all for one." Anyone attacking a member of an alliance was risking war with all of the other members of the alliance. You should also remember that the "alliances" described here were a kind of ideal. In reality, monarchs and governments with a strongly developed self-interest ruled the countries. It was not at all certain that everyone in the alliance would honor their pledges and the game reflects this reality.

In the game, you may enter into already existing alliances, accept requests of entering alliances, or create new alliances by suggesting the idea to another country of your choice. All this is handled using the

diplomacy window. In order for your country to be able to do anything at all, you need to have good relations with the country in question, or with the leader of the alliance you want to join.

Each alliance has a leader. Traditionally this was the strongest member of the alliance, but it could also be a rather small country. The Papal State and the Republic of Venice are both examples of small nations that often act as leaders of various alliances. Therefore in the game country's power has no weight and the leader is always the country that created the alliance. The advantage of being the leader is that only the leader may invite new members, and is also the only one who may force members of the alliance to leave ("ban" them from alliance) but only if it has *Casus Belli* against them. The leaders of two alliances may also enter a peace treaty with each other above the heads of the other members, which means that these two countries set the rules that the rest must obey. This is something that Sweden suffered after the war of 1674–1679, when, at the peace negotiations of Fontainebleau, France settled the peace between Sweden and its enemies and at the same time did not allow the Swedish envoys to even enter the chambers where the discussions were held. The disadvantage is that you, as the leader, may never leave the alliance yourself, but have to wait until it expires. This is not the case if you are not the leader.

There are also other effects of alliances. They are one of prerequisites for diplomatic vassalization and annexation. Upon entering into alliance the relations between the leader and the new member rise by 20 points (they fall by 10 points with rejected proposal). Also, like in the case of royal marriage, if you enabled "Fog of War" setting in the Settings menu, it is turned off for the countries in your alliance.

Alliances are perishables. If the members do not regularly repeat their solemn promises of coming to each other's rescue the alliance loses its relevance and expires at a set date. The running time is normally 10 years from the date of the latest peace treaty of the alliance. Note that there can be differences if various members make separate peace treaties or choose to wage their own wars, without requesting the active support of the other members.

Example: If one member of an alliance (Hungary) is attacked by another country (the Ottoman Empire), all of the other members of the alliance (Venice and Persia) are asked if they want to participate in the war against the attacker (the Ottoman Empire). There are two natural choices

in this case, and the other two members will make the different choices. In our example Venice chooses not to honor the alliance, and will not declare war. Venice's stability is lowered by one step because of its distasteful act of cowardice and Venice automatically leaves alliance. Venice may also be forced to leave the alliance if relations with Hungary drop sufficiently. Persia chooses to honor the alliance and declares war with the Ottoman Empire. This may be done without loss of stability. Persia is now at war with the Ottoman Empire in conjunction with Hungary. The leader of the alliance, either Hungary or Persia, may also end the war with the Ottoman Empire in the name of the whole alliance without consulting the other members.

Note that while two alliance leaders may end the war for all the countries taking part in it, every country may also sign a separate peace with each of enemies or even the whole enemy alliance (negotiating with the alliance's leader), withdrawing from the war. This behavior does not render military alliance void and it remains unchanged for purposes of future wars. If it is the leader that withdraws from war another country takes leadership in negotiations. Peace negotiations are described in part "War and Peace: How to Start and How to End".

The art of upholding a good alliance, in which all members actually honor the alliance, is directly related to maintaining good relations between the member states. If you are not successful the alliance will dissolve sooner or later. Military annexation of countries during peace treaties and other disreputable actions are a sure way of destroying even the strongest of alliances. A factor of some importance is the fact that you receive a temporary Casus Belli toward each country not honoring an alliance if your country is attacked. The temporary Casus Belli is only good for six months.

Each country can only be a member of a single alliance at the time. Two alliances cannot be joined in order to form a single alliance.

Military Access

The country will grant you military access but only if the relations between two countries are very good. You will be able to enter its provinces with your armies (experiencing increased supply limit) and its ports with your navies. As long as the military access is in effect, you cannot declare war on the country. You may also be asked by another country to grant their forces military access with the same effects.

Every time you may cancel military access (annulling the right of your forces to enter other country's territory) or revoke military access (annulling the right of other country's forces to use your territory). Either actions reduces your stability by one point.

Vassalage

The purpose of vassalage changes with time in the game. Originally the "vassal" emerged during the Middle Ages as a subordinate prince, who was obliged to provide his lord with a number of knights for the defense of the entire kingdom. As compensation, the vassal could keep most of the income from his territory, but was also required to uphold law and order in his territory, which was a profitable line of business. At the end of the Middle Ages, which is the earliest phase of the game (1419-1520), the political systems of

Western Europe developed away from feudalism and toward more centralized states, when the kings started to create the professional embryos of the state bureaucracies. This development also led to a lessening of the importance of having vassals throughout the country. Instead, vassals became countries heavily dependent on the monarch of the country on which they were dependent on their overlord.

If you were to translate this concept of vassals into modern times, you could compare the political position of some of the small Central American states in relation to the United States during the 1950s and the 1960s. A Swedish historical example would be the subordination of Estonia under the Swedish crown during the reign of Erik XIV. The Estonian knighthood submitted to the Swedish crown under certain conditions, which may be defined as vassalage. At a later stage the province was simply drawn into the kingdom of Sweden to be more or less annexed.

Vassalage may be the result of your country arranging a royal marriage and having a military alliance with another country. If moreover the relations between the two countries are at 190+, the target country is not at war and do not have its own vassals, then your country may offer the other country the status of vassal. Even with all the requirements are met the chances of success are usually very low unless you are clearly superior economically, militarily and in terms of your monarch's diplomatic skills. High stability and low reputation also help.

If the country rejects this offer your relations fall by 30 points. If the country accepts, you may freely use the provinces of that country for movement purposes, and you also receive half of the provincial taxes of the country. It may no longer enter into any royal marriages with any other country. The master country will get a Casus Belli against a country attacking his vassal.

Note that you must first make a country your vassal if you want to politically annex it later on.

The described diplomatic way of vassalization is not the only one as you may also make another country your vassal as a part of peace agreement. It will be discussed along with other elements of peace system in the game.

If you start a scenario as a vassal or if you have accepted to become a vassal of another country, your only possibility to get rid of your status as a vassal is to cancel vassalization which requires at least stability at 0. This will of course result in a massive loss of stability by 3 points.. This will of course result in a massive loss of stability. The same is true if you have a vassal and want to get rid of the vassal in order to declare war on that country. The reason for such an event could be because your relations have deteriorated so much that your vassal has started to send tenders of alliance to the archenemies of your country. Note also that your vassal may end the dependence if your relations deteriorate too much.

Creating Vassals

Sometimes you have the opportunity to create a new country by granting vassalage to a region in your domain which historically appeared or could possibly emerge as an independent entity. The reasons could be that different religions and cultures in the region make it prone to revolts. Also you may also want to use this to lower your reputation with immediate effect. By granting vassalage you will still have the benefits of military access and regular tributes. You must control the provinces to which you grant vassalage though, so you can't create a new country from provinces that you had "lost anyway".

By clicking on your monarch window you get a list of regions that can become vassals. You can choose a country you want to release from the list. You are able to preview what religion, what culture and what provinces the new vassal will get.



If the vassal button is highlighted, you can create at least one new country.

Annexation

Political annexations were not as common during the period as military annexations, but did occur now and then. For example, the union of Scotland with England, and the union of Bohemia and Hungary with Austria may be seen as political annexations. The political annexation of a country means that a formerly independent country becomes part of your own. Its provinces become your provinces, and your laws, your state religion, and your decisions are to be followed, exactly as in your own country, or more correctly, the provinces become a dissoluble part of your country. Political annexations are the epitome of diplomatic ability and effort. This is where the border between war and peace disappears, and diplomacy fulfils the same goals as war.

As a rationale as to why nations accept your offer of annexation, they may be allowed to select certain powerful citizens of the country, such as the nobility or the church leaders, as the vassal himself probably would not like to lose whatever power he may hold.

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If you can't locate the place of the new country, type "?" and use the search function.

You may only offer annexations to adjacent countries that have been your vassals for at least 10 years, only if your relations are extremely good (190+), they are not at war, are in the military alliance with you and only if you are of the religion that would allow you a royal marriage with the target country. Even with all the requirements are met the chances of success are usually very low unless you are clearly superior economically, militarily and in terms of your monarch's diplomatic skills. High stability and low reputation also help. Finally, for countries that were your vassals for over 30 years the chance is considerably higher.

If your vassal rejects this offer your relations fall by 50 points and there is a chance that it breaks vassalization. If your vassal accepts, the provinces of the vassal are turned over to you and will become your own provinces. You also control all of the fleets and army units of your former vassal. It is a good idea to gather everything directly after the

annexation, so you don't forget any of the units, which will then needlessly suffer attrition (see Attrition). There is a notifier which helps you take notice of ships experiencing attrition on the sea. If the vassal had any loans at the moment, these are written off (your country is not liable), your inflation is not changed either even if its level was high in annexed country. You will not gain any ducats from the treasury of annexed country however. Finally, your country will receive all of the maps of the annexed country, which means that your country will now "see" everything that the former vassal could see.

Other countries always treat annexations as unbalancing atrocity against centuries-old rights of rulers to their countries. Therefore, annexation lowers your relations with other countries of the same religion as the target country, gives Casus Belli to your worst enemies and grants you high amount of badboy points.

The described diplomatic way of annexation is not the only one as you may also make your enemy part of your country through peace agreement. It will be discussed along with other elements of peace system in the game.

WAR AND PEACE

We are used to looking at war in the rearview mirror and with a focus on the 20th century – the Age of Total War. During the epoch of the game, the scope and goals of war were not total and all encompassing. This was an era when ideas like Honor, Fame, and Status were more important than Freedom, Justice, Equality, and Brotherhood. There was also a sort of fluid boundary between the war of the Prince and the War of the Nation, which of course influenced the overall goals. One of the reasons for the Swedish declaration of war against Prussia at the outbreak of the War of Pomerania in 1757 was that the Party of the Hats of the Swedish Parliament wanted to insult the Swedish queen, who was the sister of Frederick II of Prussia. This will serve as an example of a somewhat different way of thinking as compared with what we are used to. The goals were often more modest than today. Taking too much was always punished. Both Philip II of Spain and Louis XIV of France met heavy resistance from strong coalitions when their lust for power was

perceived as a threat, but also Gustavus II Adolphus of Sweden and Maximilian of Austria ran into these "European scales of balance".

War is one of the fastest and therefore most tempting ways to expand politically and economically. War also has its share of disadvantages. Your research will often suffer, as you probably need to invest heavily in stability after each war. Wars almost always destabilize your country. War also affects the risk of rebellion in your provinces.

A land with multiple religions often risks a "great mess" each time a war drags out in time.

TO PREPARE FOR WAR

Before you declare war you need to prepare. This usually means that you expand your armies and fleets in order to obtain local supremacy. You should also compare your strength to the strength of your potential enemies. If you are well prepared you suffer less risk of having to finance your war with war taxes and increased minting of coins. Note that attrition is higher for army units that are moved during the winter months. Plan your war accordingly.

It is also important to consider the allies of your potential enemy, and to determine how your own stability will be affected. Check to see if you have any Casus Belli (Latin for "cause of war"), which will decrease your loss of stability because of the declaration of war. When you declare war you are informed of the size of your loss of stability and what will cause it. At this point you still have a chance to regret the act.

Depending on your relations with other countries you may enter into an alliance in which at least one of the member states hates the country against which you would like to declare war. Chances are fairly high that your brother in the alliance will declare war sooner or later, and when this happens you may honor the alliance without loss of stability for lacking a Casus Belli. You may also try to surround your enemy through alliances with all of his neighbors.

If war breaks out, at least you will not fight alone.



A nation's reputation is an indication of the probability that other nations will attack it. Annexing other countries and declaring war without Casus Belli is the surest way to ruin one's reputation. Hover over the description of your reputation to see a popup box giving your exact Badboy score.

Casus Belli

Casus Belli has been mentioned earlier, but has not been fully explained. Casus Belli is Latin and roughly means "lawful cause of war." If your country has a lawful reason to declare war on another country, it will not affect any third parties negatively, third parties being your own population and any other countries. Normally your stability is lowered by two steps if you lack a proper Casus Belli. If you have a Casus Belli, you can still lose stability for other reasons.

How do you receive a Casus Belli against another country? Firstly, there is permanent Casus Belli at the start of each scenario, because of ancient enmity between countries. The permanent Casus Belli are in effect throughout the scenario. If your country loses any of its core provinces during war you receive a Casus Belli, which is in effect until you have regained your province.

Also, each country may receive temporary Casus Belli. If a country does not honor an alliance when you are attacked, you receive a limited Casus Belli against the country or countries that chose not to honor the alliance

(6 months). If a country refuses to repay a loan to another country, this country receives a limited Casus Belli (of 12 months duration). Any country receives a Casus Belli against countries that refuse to trade. The Casus Belli is in effect until trade resumes. If another nation has a privateer that harasses your ports, you will receive a brief temporary Casus Belli against that nation.

Side Effects of War

One of the first things you must consider is the duration of the war. The longer a war lasts, the greater fatigue you suffer, and consequently the risk of rebellion in your provinces increases. If your country has a number of religious minorities a long war may be fatal. Your effort at improving your stability is a much slower affair if you are at war, compared with a period of peace.

The recovery after a war is also a difficult time. You may have to invest in stability for many years. This is when you should be investing in new technology instead, the very thing your enemies are certainly busy doing. After a long war there is a particularly great risk of having lagged behind in investments, which may mean that you will lose the next war, even if you won the last one. Your foreign relations may also be ruined, especially if you have won a war and have annexed another country. Also remember that your country may be ruinously devastated after the war, with a number of provinces plundered, and many of your trading posts burned.

A very unpleasant side effect of war is the risk of unexpected countries entering the conflict. If you are doing badly in a war, there is an increased risk of getting declarations of war from countries with whom your relations are bad, as they may think that your country is about to collapse. On the other hand, a third party might also get involved on your side, upsetting your goals by grabbing provinces from your enemy that you had planned for yourself.

HOW TO START AND HOW TO END

You may make declarations of war whenever you wish, obeying the normal diplomatic procedures; your country must have a diplomat available in order to declare war and at least one month must have passed since you last sent a diplomat to the country in question. However, you

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may not declare war if the stability of your country is at the lowest possible level (-3). Your monarch and your government have enough on their minds keeping the country in one piece to worry about anything other than the unrest at home.

A country must declare war on another country in order to move its army units into that country. There are exceptions to this rule (see The Holy Roman Empire, The Treaty of Tordesillas, Vassalage, and Military Access).

A declaration of war almost always results in loss of stability. The loss may have a number of reasons (see Stability). However, getting involved in a war by honoring an alliance in which one of your allies either has declared war on another country or has been attacked, will be free of some of the stability loss.

After the declaration of war your country is at war until a peace treaty has been signed between your country and the country or countries with which you are at war.



You have accumulated 6 victory points, making you rank as number 32 among c 200 countries.

War Aims

In a game like this, of course each player must formulate his or her own goals. There are a few things that must be pointed out. It is important that you plan your wars. Continually ask what you want to gain through the war, and always consider your actions. Sometimes your goals may be as clear as water, for example you want to take just that province,

presenting a very clear approach. There may be greater problems, though, especially if you have a large country with the ambition of rubbing elbows with the great powers of the world. What would happen if your neighbors realized that one of their greatest competitors (you) has grown very powerful and seems to be increasing even more in power? In this case they might find it necessary to form alliances and start a war against you just to keep you busy, without necessarily attempting to gain your territories. In this case your goal may be to keep your potential enemies continually occupied by wars with other countries. Leaving a war you have initiated through making separate peace by offering monetary tribute, even if your side has the upper hand, fulfills your goal in this case.

War score

In order to win a war you must be victorious in battles and naval engagements and/or capture the provinces of the enemy. You capture a province by moving an army unit into a province, defeating any enemy units in the province, and performing a successful siege or assault. When your flag is waving above the town, colony, or trading post of the province, you control it and this will be counted to your advantage during peace negotiations.

All hostile actions during the war are translated into points that accumulate. You receive points for controlling enemy provinces, by winning pitched battles and naval battles, and for controlling the capital of the enemy. The actual sizes of the forces and losses involved in every battle, as well as the production value of enemy controlled provinces, affects the number of points. Note that the opposite is true for your opponent, which means that you should try to avoid losses in battle and try to hang on to your provinces. The difference between your points and your opponent's points is shown as a percentage number in the Peace window and is referred to as the war score.

If the war is very one-sided, war score may go up to 99% even if your enemy still has a number of provinces under its control. You will receive 100% war score only when your enemy controls none of its cities or yours. War score can never be above 100%.



The difference between the values of what you ask for and your war score increases your chances of having your proposal accepted.

Peace negotiation

A peace treaty may be reached in three different ways. Either you accept the offer of peace coming from your enemy, you make an offer of peace, or there will be an automatic status quo peace between you and your enemy.

Automatic peace – This will occur automatically between countries at war with each other, when there have not been any hostile actions during the past 36 months, and when neither of the parties control any provinces belonging to the enemy.

Receiving a peace offer – If you are offered peace you may only accept or decline. You may not renegotiate but you may decline and then follow up with another offer to your enemy.

Sending a peace offer – If you want to offer peace, open the diplomacy window, select the nation with whom you are at war, and choose "Offer Peace". A new window opens. Here you see the results of the war

indicated by a percentage number in the information window. If it's negative, you should consider offering a tribute and/or provinces in order to gain peace. If it's positive, you may often demand a tribute and/or provinces. Each occupied province is represented by a percentage number based on its income value and each batch of 25 ducats represents 1%, which you may either offer or demand.



By clicking on the shields you can decide if you want to enter a separate peace. Clicking on the No tribute button instantly sends a proposal of a “white peace”, i.e. no losses and no gains for either party.

You may only offer to give up provinces which belong to you and which are now controlled by the enemy, and you may only demand provinces which belong to your enemy and which are now controlled by you or your allies. However, you may always demand core provinces of yours in the possession of the enemy, regardless of if you control them or not.

Essentially, the higher war score you have, the more you may demand. On the other hand, if it is negative, the higher you have, the more you must give up in order to get your peace. Will your enemy accept your offer? It all depends on how well the offer conforms to the fortunes of the

war, and if you are generous or not. Your enemy will be more willing to accept your terms if you are also controlling their capital.

If the circumstances are right you may also demand religious or diplomatic benefits by clicking the corresponding boxes.

Vassalization – Your enemy becomes your vassal. There are many benefits involved with this. You will receive part of his income as long as he is your vassal, you will have military access to his territory, and your reputation with other nations will not suffer as much as if you had made the country part of your nation. This requires at least 70% war score to demand, and you must control your enemy's capital. Note that you cannot demand vassalization if your enemy is already the vassal of another country.

Military access – The country will grant you military access. This is useful when you have gotten involved in a war with a stubborn little country that blocks your path to your real enemy. This will require at least 20% war score to demand.

Force Conversion – You get the opportunity to convert your enemy's state religion to your own. Note that this is not always possible due to historical and cultural limitations. If you succeed, you gain 20 victory points when force converting a minor country and 100 victory points for a major country. This requires at least 50% war score to demand.

Countries considered as religious leaders (The Papal States for instance in Europe) cannot be force converted.

Military Annexation

Note that you may never demand the province where your enemy's capital is located, or cede the province of your own capital. However, when you control the only provinces of a one-province country you may demand annexation, and thus win the entire country. If this unfortunate country is yours, you are out of the game!

The enemy country then ceases to exist. Don't forget that military annexations will always worsen your foreign relations enormously. In particular, a Christian country should always think twice about forcefully annexing another Christian, as doing so will significantly add to your Badboy score.

Note also that Christian Europeans can forcefully annex any pagan nation, provided they have 100% war score. This is true even if the enemy owns more than 1 province. In certain instances, the damage to

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reputation may actually be less if you annex a pagan country all at once, rather than take provinces piece by piece.

Peace Treaty

When your country has accepted an offer of peace, or when your enemy has accepted your offer of peace, or when an automatic peace is settled, your country and your enemy now have a peace treaty. A peace treaty also means that if either of you declares war on the other, the one breaking the peace treaty within 5 years after signing it will suffer a massive loss of stability—a total of five steps (−5).



In the political map mode, the small shields indicate your core provinces. Several countries could have this claim to the same province. You can always ask for your core provinces in peace offers, even if you don't control them.

Separate Peace

If your country is involved in an "alliance war," involving one or several alliances, there are two possibilities regarding peace offers. If your country is at war with an entire alliance, you may make an offer of peace to the leader of the alliance, and thus get a binding peace treaty with all of the members of the enemy alliance, or you may sign separate peace treaties with individual members of the enemy alliance. There are many instances when using this latter option is an excellent alternative. With a separate peace the game only involves counting the war scores that apply to your country and your single enemy to whom you are offering peace,

while the entire war score is counted when you are dealing with the leader of the alliance.

Example 1: The Ottoman Empire is at war with the "Small Alliance," consisting of Hungary (the leader), Venice and Bohemia. The Ottoman Empire has won a few battles against Venice and controls three Venetian provinces. Hungary, on the other hand, has taken two Ottoman provinces and has won two battles. Bohemia has won a single battle against the Ottoman Empire. The Ottoman Empire starts by offering Venice a separate peace.

Here the Ottoman Empire has a large war score, and demands and receives two provinces. Venice is out of the game. Then the Ottoman Empire makes an offer to Bohemia. The Ottoman Empire has a negative war score of -1 , but is hoping for a peace of status quo, and succeeds. Bohemia is out of the game, and only Hungary remains. The Ottoman Janissaries are turning toward Hungary.

Example 2: Even a peace with the leader of the alliance may be quite effective. Sweden is at war with Russia (the leader), Poland-Lithuania and Denmark. The war is going badly for Sweden, as all three members of the alliance each control several Swedish provinces. Sweden makes an offer to Russia, offering 1 province to Russia and 1000 ducats, representing a high percentage number. Russia accepts and neither Denmark nor Poland-Lithuania receives any provinces. In this case Sweden gets off the hook relatively cheaply, losing only a single province and some money that will be regained once the costs of waging war are gone.

RELIGION

Religion was a very important part of life during the period. Catholicism was the uniting force in Christian Europe. In 1492 Castile and Aragon had "liberated" the Iberian Peninsula from almost 800 years of Muslim government. Neither the Pope nor the Holy Roman Emperor had the same power over people as they did during the Middle Ages, but religion still served as a common system of thought for the inhabitants of Europe.

People on the eastern fringes of Europe still confessed to the Orthodox variety of Christianity, and lived within a similar, but slightly different system. The Ottoman Empire was both the inheritor of the Byzantine Empire and the Caliphate of Baghdad, and here the Sunnis were in majority. The Sunni Muslims were fighting the Shiite Muslims of Persia. This struggle concerned who should lead the Muslim Caliphate. According to the Europeans, the world beyond Europe and the Middle East was simply populated with lots of heathens.

When the Reformation occurred the Catholic Church was divided, and Protestants and Reformists emerged out of the split, which also brought about a wave of violence with both religious and political overtones. Religiously it was a struggle for the reformation of the old church order. It will be noted that the Catholic Church was also reformed from within. The political struggle concerned the power over the possessions of the church and the appointment of priests, but above all about the freedom of thought: whether or not the Pope had the right of interpretation in all religious matters. You could also say that Catholicism represented a universal view, a common European church, while the Protestants and the Reformists wanted more decentralized, National churches.

After a while the struggle developed into religious wars without any clear winners. Because of a general European fatigue, the different variants of Christianity were finally forced to accept the status quo. This was the first step toward tolerance and freedom of thought, which would really get underway during the Age of Enlightenment.

State Religion

Each country had a state religion, and as has been mentioned earlier, it was a system of thought, regulating morals and the philosophy of life, but it was also a form of state ideology the rulers used in order to control their subjects. This means that the religion of your country affects certain aspects of society in the following ways:

Catholicism – Provides your country with 2 additional diplomats each year, 2 additional colonists each year, and 1 additional missionary every year. You also have a bonus in increasing stability and a higher production efficiency. Poland is an example of a Catholic country.

Counter Reformed Catholicism – Provides your country with 2 additional diplomats each year, 2 additional colonists each year, and 2 additional missionaries each year. If you convert countries by force, they

will change to Catholicism. This religion lowers your tax income and may reduce the speed of researching your techs, but you have a bonus in the ability to increase your stability. Counter Reformed Catholic countries also receive a morale boost for their military units. The Papal State, under Gregory XIII, and Spain during the reign of Charles V are examples of this religion.

Protestantism – Provides 1 additional diplomat, 1 additional colonist each year, and 1 additional missionary every 2 years. Provinces in Protestant countries will also have a higher production value and provide higher taxes than countries with other religions. However, your country gets a negative bonus when investing in stability. Sweden became a Protestant country in 1544.

Reformist – Provides 1 additional diplomat, 2 colonists per year, and 1 additional missionary every 2 years. Reformist merchants receive higher profits than merchants of other religions. On the other hand, you have a negative bonus when investing in stability and a decrease in tax income. Examples of Reformist countries include the Netherlands, Switzerland, and Scotland.

Orthodox – Provides 1 additional colonist every year and 1 additional missionary every year. The Orthodox Church was not involved historically in the enflamed conflict between Catholics and Protestants, and its diplomatic relations were not affected in the same way by religious change in the rest of Europe. Orthodox countries can therefore partake in a royal marriage with any Christian country, also with Sunni Muslims. They receive a positive bonus for investments in stability. The best example of an Orthodox European nation is of course "The Third Rome," Russia.

Hussite - Hussite countries receive a boost to their production income and higher taxes. They receive 1 additional diplomat per year, 1 additional colonist per year, and 1 additional missionary every two years. Hussites start alone in Europe, surrounded by many enemies and therefore receive a morale boost for their military units. Bohemia can become a Hussite country via event in 1419.

Shiite Muslim – During a very long period the Shiite Muslim faction was forced to keep its religion a secret, in order to avoid the wrath of the Sunni Muslim majority. After a number of uprisings and heavy fighting, the Shiite Muslims managed to establish a number of independent nations, with sharp theological differences toward the Sunni. This gave

rise to a certain fanaticism, providing their army units and fleets with an additional level of morale. The Shiite Muslim countries had a stricter relationship to the Koran for political guidance, which provides a positive bonus when investing in stability, but as a much stricter interpretation of the Koran regarding religious taxation was observed, the taxation income is lowered. Shiite Muslim countries receive 1 additional missionary per year. An example of Shiite Muslim country is Persia.

Sunni Muslim – No special advantages or disadvantages in game terms, except a bonus when investing in stability. Sunni Muslim countries receive 1 additional missionary per year. An example of a Sunni Muslim country is the Ottoman Empire.

Confucianism – They get a bonus for raising stability but suffer from significantly lower taxation income. Confucian countries receive no additional diplomats, colonists, or missionaries. China is an example of a country with Confucianism.

Hinduism – Increased morale for its armies and navies as well as higher tax income but a negative bonus for investments in stability. Hindu countries receive no additional diplomats, colonists, or missionaries. An example of a Hindu country is Vijayanagar in India.

Buddhism – Receives a missionary every year. Significantly lower tax income but a positive bonus for stability. Examples of Buddhist countries are Cambodia and Tibet.

Shintoism - Receives no additional diplomats, colonists, or missionaries. A Shinto nation will receive significantly reduced tax income, but a bonus for raising stability and a slight boost to morale. Japan is a Shinto country.

Sikhism – Sikhism provides no additional diplomats, colonists, or missionaries. A Sikh nation has somewhat reduced tax income, but they receive a very large morale boost for their military units. Punjab can be released as a Sikh nation later in the 16th century.

Paganism - Not so much a religion as it is a generic term for the various forms of animism, shamanism, and ancestor worship prevalent throughout Africa and the Americas. As European Christians during this era regarded pagans as uncivilized and barbaric, they are able to annex defeated pagan countries without damage to their reputation. Pagan countries do not have to be reduced to 1 province to be annexed. Pagans receive no additional diplomats, colonists, or missionaries, and suffer

from greatly hindered investments. Examples of Pagan countries are Iroquois or the Aztec Empire.

Note also that all countries, regardless of their religion, require a coast in order to receive any colonists.

Provincial Religion

The state religion is the religion preferred and supported by the monarch and the government. In practice it means that the religious leaders of the state religion were responsible for the spiritual guidance of the people.

In certain countries religious minorities could be exempt from the state religion and keep their own religious leaders and church organizations. This practice was fairly common and came about as a result of provinces being ceded in war only if the populations were allowed to keep their old religions. Another reason could be a lack of resources or an actual will to "combat heretics" in the country. An example of a country with several different religions within its borders, combined with a high religious tolerance, is Poland-Lithuania, while Spain under Ferdinand and Isabella may serve as an example of a country with a low tolerance.

The provincial religion is the religion of the population of the province. A province may have another religion than your state religion, which may result in rebellions if you have a low tolerance toward the religion of the population. As a player you have a religious/political tool you may use to control the level of tolerance of your monarch and government toward different religions.

Religious Tolerance

You may control the level of tolerance in the religion window regarding different religions on a scale from 0 to 10. Note that you have a "natural balance in a zero-sum game" between how you determine your levels of tolerance. For example, if you only have two religions for which to control tolerance and you maximize tolerance toward Catholics (10), then you will automatically minimize tolerance toward Protestants (0). The level of tolerance affects the risk of rebellion in your provinces (according to the tolerance toward the provincial religion), and also your diplomatic relations with other countries.

Religion and International Relations

The state religion of your country is extremely important to diplomacy. As explained above, your diplomatic capacity, that is your annual supply of diplomats, is affected by your state religion. The diplomatic relations (on a scale of +200 to -200) of your country are also affected by your state religion.

The relationship between a Protestant country and Catholic countries deteriorates over time. A simple rule of thumb is that relations deteriorate all the time between Counter Reformed Catholics/Catholics and Protestants/Reformist, and between Christians and Muslims, between Sunni and Shiite, and to a lesser extent between Orthodox Christians and everybody else. Relations only improve over time between countries with the same state religion, between Reformed Catholics and regular Catholics, and between Protestants and Reformists. The settings of your tolerance sliders can contribute to our ease these changes in relations.

Also note that your country may only arrange royal marriages with countries of the same religion, with exceptions between Protestant and Reformist, and Counter Reformed Catholic and Catholic countries. Orthodox countries can enter marriages with any and all Christian countries as well as Sunni Muslims.

Strategy

It is important that you think strategically when you handle religious issues. If your country has a lot of religious minorities within its borders it may become difficult to handle religious issues and become difficult to wage war, as the entire population probably has a rather lukewarm view of your policies, meaning that some are quite happy, while others are definitely unhappy about the whole situation.

Let's try an example. It is 1631 and the state religion of Sweden is Protestant, and all of its provinces are Protestant. Sweden knows about Catholics, Reformists, Orthodox, and Muslims, and thus has a level of tolerance toward each of these. Sweden may in principle maximize its tolerance toward Protestants and Reformists (allies), and minimize tolerance against all the rest. In a violent two front war Sweden then conquers and, during peace treaties, receives provinces from both Russia and Spain. The Russian provinces are Orthodox and of the Spanish provinces one is Catholic and the other is Sunni Muslim. The problem now is dividing tolerance, as you cannot maximize all of them at the

same time. If you choose to keep a low tolerance toward Catholics, even though you now have a Catholic province in your country, you must expect rebellion. It is not improbable for you to lose the province. If instead you set all tolerance levels at the middle level, war fatigue will be felt much quicker, which in itself may be quite a problem if you are going to fight a war for thirty years.

The question is: is it really a good thing for you to settle a peace on such conditions? That is why you must plan ahead, strategically, to avoid ending up in impossible situations.

The levels of tolerance and stability are the key to both control and development of your country.

Also be aware that provinces with a religion different than your state religion suffer from a 30% decrease in tax income. Before seeking to expand take care to factor this into the equation; this penalty, particularly when coupled with another 30% decrease if the province is not of an accepted culture, could make a seemingly wealthy target more costly than it is worth.

CONVERSIONS

In modern democratic countries matters of faith are viewed as concerns on which each individual must take a stand. Should I or should I not convert? During the period this was not the case. The monarch and the government were often seen as responsible for the spiritual life of their subjects, as God's representatives on Earth. A country where the subjects had the same faith was also much easier to rule. Conversion may mean several things in the game.

Voluntary Conversion

It could mean that your country changes state religion in a peaceful manner under your control. In order to change state religion, you must be at peace. Go to the religion window to choose the religion to which you wish to convert, and then click the "convert" button. Note that you may not change state religion in a historically unrealistic fashion; for example, Gustavus Vasa of Sweden may not switch from Catholicism to Confucianism or the Sunni Muslim faith. Changing state religion is not done lightly, because there will be many negative consequences. Your stability is lowered by five steps (-5) when you switch religion. There is

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one exception, though: when you switch from Catholicism to Counter Reformed Catholicism, as these two religions were so much alike that the subjects never really bothered. The second consequence is a deterioration of your diplomatic relations with countries that still have your old religion (-100 relations), which may lead to war if things turn out badly. There is also a huge risk of rebellion in your provinces, especially if you switch between Catholicism and Protestantism.

For Christians in the era before the Edict of Tolerance, converting your state religion also means a break from your old agreements, specifically your alliance and your royal marriages with those of your former religion. Note that the loss of stability for breaking these agreements still applies.



A failed attempt of a missionary could result in a rebellion.

Force Conversion

It may also be because your country forces another country to change state religion, or another country forces your country to change. The actual conversion occurs as a result of an accepted peace offer that ends a war. This situation requires that the victim is not hindered by historical and cultural reasons to change to the enforcer's religion. An obvious gain is the amount of victory points received, but a more far reaching effect might be that you effectively cripple a potential enemy for a while since the consequence could be that he will have his hands full with internal rebels for a long time to come.

Force conversion can only happen in certain instances. Catholics, Protestants, Reformed, and Hussites can convert each other. Sunni and Shiite Muslims can convert each other. All religions can convert pagans. Note though that the Christians can, and often will, convert back to their old religion after the five year truce from the peace agreement has expired. Religious leaders (e.g. The Papal States) cannot be converted.

Changing Provincial Religion

Your provinces may also convert to other religions, either to the state religion or to something else. It may happen in one of several ways.

Historical events – Some Catholic provinces will gradually change to Protestantism after the "Reformation" event; some provinces will gradually change to Reformed through the "Jean Calvin" event.

Random events – There may be a change to the state religion through the work of church officials. "Narrowminded" countries can benefit from such occurrences.

Settlers – By successfully sending a colonist to a province, you will convert it to your state religion. This is a rather quick and inexpensive way but will of course only work on your uncolonized or relatively small provinces (below 900 in population).

Missionaries – Provinces with a population above 1000 can be converted through the use of Missionaries. The process is, however, both long and expensive. Furthermore, Missionaries are not as commonly available as Settlers. Some countries may not receive any missionaries depending on their religion and their domestic policy settings. Changing Domestic Policies towards "Narrow minded" will increase their number.

SIX IMPORTANT EVENTS

There are four important historical events closely tied to religion during the course of the game. In chronological order, these are the Reformation, Jean Calvin, the Council at Trent, and the Edict of Tolerance. Note that they all assume that the previous one has occurred. In order for "Jean Calvin" to occur, the "Reformation" event must already have happened.

Reformation

After Martin Luther nailed his 95 Theses on the gate of the church at Wittenberg a far-reaching discussion started, particularly in Germany, about the relations between religion and royal power. You could say that the big question raised by Martin Luther was whether the Pope and the Curia of Rome really had the right of interpretation in the areas of religion and politics; that religion and politics had become inseparable was obvious. After a while there came a break between the Pope and countries that had taken up the views of Luther and Melancthon of the church as an inseparable part of the influence of the princes.

This is the first event and cannot occur earlier than 1516. The effect is that your country may now convert to Protestantism. If a country changes its state religion from Catholicism to Protestantism, the country receives 25 ducats per province for confiscated church property. Note also that many European provinces will begin changing their provincial religion one by one from Catholicism to Protestantism after this event has occurred. In a country like Sweden, for example, almost all of the provinces will become Protestant, even if the state religion is still Catholic, which may be as good a reason as any to voluntarily change your state religion.

Jean Calvin

The event actually represents the appearance of Jean Calvin as a reformer. Before him Ulrich Zwingli, John Knox, and Ulrich von Hutten had already acted as reformers. Calvin, though, was one of the most important post-Lutheran reformers, and organized Protestants in a decentralized fashion, with greater emphasis on the role of the layman in the church. Further, the main points concerned work ethics and predestination, and a strong anti-Catholic sentiment, which strongly increased the already great tension in Europe.

It occurs after the Reformation and means that your country and others may convert to the Reformed teachings. Please also note that certain European provinces will convert from Protestantism to Reformed gradually, after this event has occurred.

Council of Trent

The goal originally was to reform the Catholic Church to allow Protestants and Reformists to return. The goal was not reached, however; one reason was that the Protestants and the Reformists refused to attend. They did succeed in renewing and reforming the activities and the organization of the church, and as an effect of the wars in progress they repudiated the teachings of the Protestants and the Reformists. This in turn led to an agenda to let the lost sheep return to the fold.

It occurs around 1570. This means that Catholic countries are now able to convert to Counter Reformed Catholicism, which provides a unique ability. If a Counter Reformed country decisively defeats a Protestant or Reformed country, it may demand that the conquered country convert to Catholicism as part of a peace treaty.

Christian Tolerance

As the explorers, merchants, and settlers of Europe continued to spread their ideas throughout the world, their contact with non-Christian countries and leaders grew accordingly. Companies led expeditions that visited these faraway lands bringing back new and exotic goods. Increasingly, the monarchs and nobles who benefitted from this grew to see those abroad not as heathens and savages, but as open markets and sources of wealth. While at home the first half of the seventeenth century furthered the divide in Christianity as one religious war succeeded another, the idea of religious tolerance began to emerge as an alternative to the idea of crusading and forced conversion.

Appearing around 1610, this first event of tolerance eases the strife between Christians and the other great religions of the world.

The Edict of Tolerance

The event's name is a generic term for all of the edicts and treaties that tried to create a permanent religious peace between Protestants/Reformists and Catholics. None of these succeeded to any great extent nor did any last very long. Ironically the sword and not the pen brought peace to the religions. Both the French wars of religion and the Thirty Year War created such widespread fatigue, that people were forced to accept the status quo in the matter of religion.

The effect for your country is that the effects of both the "Tordesillas Treaty" (see the "Event & special cases" chapter) and the Council of Trent end. All Counter Reformed Catholic countries return to the status of "regular" Catholic countries, and all provinces and colonies with a Counter Reformed church are now automatically Catholic.

More Tolerance

By the eighteenth century, Europe had grown weary of religious warfare. The ideal of Christian unity had worn away in favor of reason, tolerance, and a contentment with a peaceful status quo. By this time the ease of tension among Christians had grown to include their longtime Muslim counterparts to the East. As the Ottoman Empire began its period of decline, Islam was no longer seen as a threat banging on the gates of Europe. The desire to create a new Outremer at Jerusalem was considered unprofitable by imperial minded businessmen and antiquated by students of the Enlightenment. Christianity and Islam, if still not friendly, were learning to coexist.

Around 1700, the "More Tolerance" event will come up representing a further expansion of the era of tolerance. Specifically, this reduces the effects of religion between Christianity and Islam.

DOMESTIC POLICY

In *For the Glory*, you could say that the Domestic Policy of a country together with its religion forms its profile. You can change the profile over time but it will be a slow process and it will take literally decades, if not centuries, before there is a significant difference.

The Domestic Policy is divided into 8 areas. Each is represented with a slider bar with eleven settings, one neutral in the middle and five steps in each direction, representing increased support of that particular view. By clicking on the minus or plus button, the bar will change one step in that direction. It is important to remember though that you can only make a change once every 10 years. A notifier will remind you that the time has come again when you can change the domestic policy.

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Each step on the slider will usually only affect the corresponding effect with a fraction of its standard effect and will seldom be noticeable right away. For instance, a step towards Narrow-minded beyond the neutral middle will increase the yearly number of Missionaries with less than half a missionary, so it will take 3 years before you notice the effect through receiving an additional missionary.



The shield to the left accesses your domestic policies. The shield to the right accesses your tolerance setting. The two small arrows at the bottom let you skim through all of the countries in the game that you know.

Plutocracy to Aristocracy

The question is if you want to promote a wealthy middle class or the traditional nobility.

Plutocracy - Increased cost for building cavalry, decreased cost for building warships. Higher Trade efficiency but a negative bonus to the Monarch's diplomatic rating.

Aristocracy - Decreased cost for building cavalry, increased cost for warships. Lower Trade efficiency but a bonus to the Monarch's diplomatic rating.

Decentralization to Centralization

Only a centralized government can implement unitary laws, tolls, measurement and monetary systems, etc. However, making the central powers felt by changing local customs and traditions is seldom viewed favorably by the subjects.

Decentralization - Decreased risk for rebellion due to war exhaustion, lower risk for rebellious liberation movements. Increased cost for improving technology and lower production efficiency.

Centralization - Increased risk for rebellion due to war exhaustion, higher risk for rebellious liberation movements. Decreased cost for improving technology and higher production efficiency.

Narrow-minded to Innovativeness

Maintaining conformity and sticking to traditional views can be an effective way to carry a society through difficult times. It does not however promote a good breeding ground for creativity and innovations. Those that don't fit the group have to leave.

Narrow-minded - Decreased risk for rebellion due to war exhaustion. Increased cost for improving technology but decreased cost for improving stability. More Missionaries and Settlers received each year.

Innovativeness - Increased risk for rebellion due to war exhaustion. Decreased cost for improving technology but increased cost for improving stability. Fewer Missionaries and Settlers received each year.

Free Trade to Mercantilism

Mercantilism is a system, in which the government promotes the national industries and merchants by regulations, economic promotions, and high customs borders on the behalf of foreign competition.

Free Trade - Increased cost for placing Merchants. More Merchants and Settlers received each year.

Mercantilism - Decreased cost for placing Merchants. Fewer Merchants and Settlers received each year. Can have more trade refusals against other nations without negative effects on the increasing of trade efficiency.



The rollover provides the effect of the current setting. Any change has an instant effect but you must wait ten years before you can do it again.

Defensive to Offensive Doctrine

One school in the art of war promotes the slow but relatively safe way of methodically laying siege to the enemy's defenses. Another advocates winning the war more quickly through a series of violent and sharp but decisive pitched battles.

Defensive Doctrine - Decreased cost for artillery. Lower morale for armies. Decreased shock value for general commanders but increased siege value for them.

Offensive Doctrine - Increased cost for artillery. Higher morale for armies. Increased shock value for general commanders but decreased siege value for them.

Naval to Land

Do you strive to be a land based or a maritime power?

Naval - Decreased cost for building naval units, increased cost for naval units. Higher morale for navies. More Settlers received each year.

Land - Increased cost for building naval units, decreased cost for army units. Higher morale for armies.

Quantity to Quality

A nation with many subjects can overwhelm a smaller enemy by sheer weight of numbers. In this case, the enemy has to depend on the higher professionalism of their smaller army in order to prevail.

Quantity - Increased Manpower. Decreased cost for building infantry and cavalry. Lower morale for armies. Decreased fire value for general commanders.

Quality - Decreased Manpower. Increased cost for building infantry and cavalry. Higher morale for armies. Increased fire value for general commanders.

Free Subjects to Serfdom

The benefits of keeping an effective yeomanry comes with a price that not every ruler can or is willing to pay.

Free Subjects - Increased cost for building infantry. Higher morale for armies. Increased cost for improving stability. Higher production efficiency.

Serfdom - Decreased cost for building infantry. Lower morale for armies. Decreased cost for improving stability. Lower production efficiency.

COLONIZATION

When the Europeans first came to America it was to find gold, honor, and new souls to Christianize. But the driving force of the expansion changed very quickly. While they started out as discoverers and explorers, the Europeans changed to become traders and conquerors. Both in the role as trader, which the Europeans were in Africa and initially in North America; and in the role as conqueror, which they were

in South and Central America, the motivational force behind the expansion evolved as the native ("discovered") people's economy was penetrated, broken apart, and finally replaced with the Western economic system (during the larger part of the historical period a form of proto-capitalism).

What happened may be illustrated by the European contact with the native peoples of North America. The native population primarily subsisted on hunting and fishing before the Europeans came, but after the first contact when the Europeans offered weapons and luxury items in exchange for furs, it made more sense in the short term for the native people to hunt and gather furs and to a lesser extent grow corn for a living. By doing so the native people slowly but surely moved further inland and left the fishing waters and game-filled hunting grounds behind. When a tribe later experienced a poor harvest or drought they were forced to turn to the European traders who exchanged goods for future supplies of furs at prices that today would be called profiteering.

The areas that the native people left behind, either due to the aforementioned reason or because of epidemics, were extremely suitable for European colonization that indeed started during the early 17th century. Once the Europeans had a strong foothold in North America the native peoples never succeeded in retaliating. The Europeans had more advanced weapons that in fact could have been parried by the native people's mobility and effective combat tactics, heretofore never seen by the Europeans, but what finally proved decisive was the difference in political systems. While the European system's main purpose was to centralize resources for use by a small government, the native people's decentralized system prevented the North American tribes from mustering joint resistance.

Due to increasing international trade, more and more non-European economies were tied to the European economy, which eventually transformed into a global economy. The new colonies grew, increasing the demand for products, sparking a dynamic, forward-pushing economic effect

OVERVIEW

When you click the colonization icon (it resembles a small ship), the map changes to show which provinces you can colonize (dark green) and

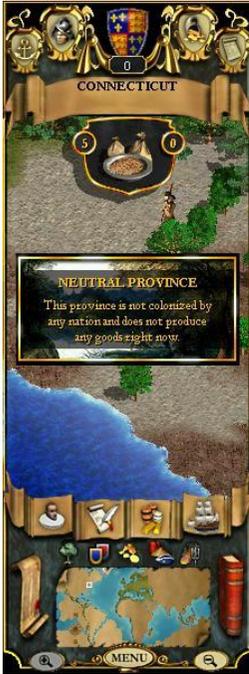
which you cannot colonize (bone white). This is called the Colonial map. When you choose a province to colonize, information will appear in the Information window; that is where you choose where to send your settlers. Your settlers may be used either to establish colonies or trading posts, which will be described later.

It must be noted that not all countries were colonial powers of the same caliber as Spain, Portugal, France, England, and the Netherlands. Countries like Sweden, Denmark, and Courland made attempts along those lines but failed to create lasting empires, mainly due to their less strategic geographical locations and relatively weak economies. To colonize, your country must explore new provinces, and have access to settlers that may be sent out as colonists or traders.

Receiving Settlers

You receive an annual number of settlers at your capital. The actual number available to your country depends on several conditions. The condition to receive any colonists is whether or not your country has at least one coastal province with a port. Alternatively if your capital province has an **unobstructed contact through land** with areas to colonize, like historically Russia did, it receives yearly settlers by virtue of being a “frontier country”. You may receive bonus settlers if you have a **naval shipyard**. Countries with certain **state religions**, especially Catholics, Counter reformed Catholics and Reformed Protestants acquire more settlers than others. By changing **domestic policies** towards narrowmindedness, naval and free trade you can increase the rate (the exact influence is listed if you hover mouse pointer over domestic policies sliders). You may also receive settlers through random events as well as every time you receive an explorer or conquistador.

You may check your current number of settlers available by looking at the number beside settler icon (the one with the ship on the top bar). Hovering mouse pointer over this icon will bring you a list of factors that contribute to the growth rate of settlers. Note that while it may be in some cases negative, you do not lose settlers accumulated earlier.



If you see water in an neutral province, a colony placed there will have a port.

How to Establish a Settlement

Click the colonization button. Now you see the map in its colonization view. Bone white provinces are not available for colonization or for establishing trading posts. They are either undiscovered, already fully developed provinces with more than 5000 inhabitants, or belong to other countries. Possible prospects are all of the green colored provinces. If the province is dark green, you already have a colony there; if the color is medium green, you have a trading post; and if the color is light green, you have neither.

Click the province where you wish to establish a settlement, and then click the button "Send trader" or "Send colonist". You will now see a figure unpacking pots from a chest (trader) or chopping wood (colonist) as a sign of work in progress. When placing the pointer above the figure you will see how long it will take until the result of the attempt to establish the settlement is known. The settler always starts out from your capital, and is portrayed as a horse and carriage and as a small sailing

ship. The farther away from your capital, the longer it takes to complete the actual colonization.

An alternative way to establish a settlement is clicking the intended target province with the right mouse button and choosing an option from the context menu.

SETTLEMENTS

A colony is a province providing some produce and a small amount of trade. Trading posts do not provide any produce to speak of, but instead provide a better trade value affecting the center of trade to which it belongs.

Historically, the first colonization's happened when the European countries first established trading posts in an area, and later on colonized it. Trading posts are cheaper than colonies and are usually easier to establish than colonies.

Colonies

A colony may have up to nine levels, where each level represents 100 inhabitants. When a colony exceeds 999 inhabitants (or 899 if there are natives present, see below) it is turned into a normal province with a city. From then on you are able to recruit troops and build fortifications in the province.

Note that the economy of the province develops over time as the population grows. From the moment you have established your colony, it experiences a monthly change in population. It is positive if the country has a high level of stability, and negative if stability is low. The other important factor is the location of the province. The ones placed in mild climate may receive a sizable bonus to their growth. This means that a first level colony may develop into a province with a city without you having to send more colonists. Population growth will usually not be very high, which means that such a development will take a very long time unless you send more colonists. In less friendly locations, e.g. in the tropics, provinces will receive substantial negative bonus to the growth of their population which means that their population will shrink unless settlers are sent regularly. A first level colony rarely produces any revenue, while a sixth level colony is more or less a small province. Each new colonist brings along 100 people.

When you establish a colony it receives the state religion and culture of your country. Further development of a colony you own when its population is still lower than 900 inhabitants changes the religion and the culture accordingly to your own.

Trading Posts

By establishing many trading posts, preferably in provinces producing unusual goods, you quickly increase the trading value of the unavailable center of trade they belong to, and if you have a monopoly or a large number of merchants there, you will receive good revenues from your invested funds. The trading posts may be improved up to six levels. At the higher levels the trading posts have a great trading value.

What are the advantages and disadvantages of trading posts? The advantage of having trading posts compared with colonies is that they are cheap. It is a cheap and practical tool to "claim" what is yours and thereby tell other countries to stay away. You may at any time send a colonist and turn the trading post into a colony.

Additionally, as mentioned, some parts of the world are directly unsuitable for colonization, but trading posts are always feasible, not being susceptible to changes in population level. Greater parts of Africa and Asia have climates which prohibited almost all colonization prior to the 19th century. Finally, and perhaps most importantly, trading posts produce high trade values, especially when trading in unusual and exotic products. If you manage to establish a number of such posts and also manage to acquire a monopoly, trading posts can be a lot more profitable than colonies. Establishing trading posts is the quickest and easiest way to raise the total trade value of a center of trade.

The drawbacks of trading posts are that they do not increase the population of your country, so they do not contribute to the manpower pool, and therefore do not increase your production and tax values. They cannot become provinces, like colonies do, unless you build a colony over an existing trading post (note that the benefits of high trade value will be sharply diminished then). Trading posts also lack ports, which limits the reach of your fleets. You may not build fortifications, recruit armies, or build any fleets at your trading posts. This makes them quite vulnerable to attacks. Additionally, the maintenance ability is low in provinces with trading posts, which means that attrition is very high. Finally, while colonies may only be transferred to other countries

through peace treaties, enemy army units in the province may burn trading posts, hurting your economy.

If your army unit is in a province with an enemy trading post, a "Burn trading post" button will appear in the information window. If you press the button the trading post will disappear and the province will be emptied. You may use this opportunity to establish your own trading post or a colony in this place later.

COLONIZATION OF THE NEW WORLD

We have mentioned that trading posts are cheaper than colonies, and most often the attempt to establish a trading post has a greater chance of success than an attempt at colonization. Furthermore, it is easier to establish a colony in a province where you already have a trading post, compared with a neutral province.



Once you have discovered one province of a previously unknown country, its capital province will be discovered as well and you can start to interact with it.

Chances to succeed

The chance of establishing a colony or a trading post along with its respective costs depends on a number of things.

It is easier to create a colony if you have a conquistador in your province, if it borders on a province with a town or a colony belonging to your

nation; if it already contains a trading post, colony or a town and if your country has high production efficiency. On the contrary high aggressiveness of natives present in the province, early year in the game, province's culture or religion other than your state's ones and tropical climate make establishing or expanding a colony harder. If you own more colonies than your monarch's administrative rating it will also bring a penalty to your chances. Finally, your first attempts to colonize as a given nation, successful or not, will have a smaller chance to succeed than the later ones.

Trading posts also have varying chances to succeed, which generally are higher than in case of colonization, especially if your country has a very high trade efficiency. However there is a penalty to the chance of successfully establishing a new trading post if you already own many small trading posts (below level 3) in comparison to the number of bigger ones and to your monarch's administrative efficiency.

The chances of success are computed at the arrival of the settlers.

Natives

When you discover a neutral province to colonize, there are a couple of questions you should ask. First, check to see if the province contains natives, and in such cases, also check their numbers (in game terms, how many warriors they furnish at any given time) and the aggression level. The natives are represented by a figure in the provincial window and you can gain necessary information by hovering your mouse pointer over it.

As a colonizer you have two choices. Either you may send army units to destroy all enemy forces or you make an attempt at peaceful colonizing, even though the local inhabitants are still in the province. The advantage of your first choice is that you have a higher chance of success, with the result that there are no longer any locals to start an uprising that may take over or massacre your colony. You can attack the natives by entering the province with an army and pushing "Attack Natives" button in the army information window. Note that if the aggressiveness level of natives is high enough they may attack your soldiers themselves as soon as your army enters the province. You may need to repeat your attacks until all natives are dispersed and the button disappears.

The advantage of the peaceful alternative is that when you have successfully sent nine colonists to the province, or more precisely when it exceeds a population of 900, it develops into a town and the local

inhabitants are added to the population, which in turn may provide very high populations and thereby high income. Base your choice on the aggression level of the locals, which varies from province to province but falls within a scale of "None" to "Extremely high."

Explorers and Conquistadors

Explorers and Conquistadors are often absolutely necessary if your country is to become a real colonial power. Explorers explore sea zones that are Terra Incognita, and conquistadors explore provinces that are Terra Incognita. They help you to create diplomatic links to new countries as once you have discovered one province of a previously unknown country, its capital province will be discovered as well and you can start to interact with it.

Note that there are areas that are Permanent Terra Incognita that may never be explored. When a country reaches a certain Technology Level any "normal" commanders may discover provinces and sea zones that were previously Terra Incognita, but it takes much longer when compared with explorers and conquistadors.

Conquistadors and explorers also have some unique abilities, which is why they are called specialists and not commanders. Conquistadors and explorers provide lower attrition rates for their respective fleets and army units. This is due to their personal courage and excellent ability to lead these units into the unknown.

Conquistadors also receive a bonus in pitched battles against natives, due to the better weaponry of the Europeans, and the ability to turn cultural beliefs about gods and myths to their own advantage. Finally, the conquistadors have a nasty ability to spread disease among the natives in the provinces through which they pass.

Note that the measles, smallpox, and the common cold were some of the most important reasons why the Europeans managed to establish control over America.

Note also that none of the special values has any effect in Europe and that the power value is much lower there than beyond the borders of Europe.

Explorers might need to get ashore from time to time; otherwise they can disappear because of attrition, just as a normal naval unit. A good tactic is to establish colonies here and there, so that your explorers do not have to travel far every time they go to explore Terra Incognita. Regarding the

conquistadors, it may be a good idea to develop at least one colony into a town in every important region or continent you try to explore, as you may then periodically increase the army of the conquistador, as even these units suffer attrition.

As the conquistador increases the chance of a successful attempt at colonization, it may be a good idea to return with a conquistador to a colony when you want to speed up the development by sending more colonists.

Remember that it may be a good idea to "claim" a province you can't afford to colonize by establishing a trading post, as the trading post is both cheap and easy to establish.

COLONIAL STRATEGY

Whether it is best to concentrate on a few colonies and develop them into towns as fast as possible, or to go for more colonies that partly run themselves and let them develop over time with the population growth, is not an easy question to answer. It all depends on the style of the player, the position of your country on the map, what the other countries are doing, where your colonies are located, et cetera.

The important thing to keep in mind is that a good balance between trading posts and colonies is very profitable for your nation, as you receive higher income from both production and taxes, and from trade. Compared with colonies, trading posts provide higher revenues in a shorter period of time at a lower price. The only problem is in defending them. Another good point is that, no matter what strategies you choose, you always have to find a way to defend your possessions. Remember that if, for example, you have decided to colonize North America (between 50 to 100 colonies) with Level 1 colonies, and if you have not deployed any army units or fleets as protection, your transatlantic empire will be a quick and easy target for any of your neighbors. Even computerized countries enjoy free lunches. Note also that the chance to establish each new colony or trading post, in the absence of developed colonial cities and high-level trading posts, would become very low.

Protecting Your Colonies

As has been mentioned earlier, colonies and trade centers need protection. The attrition rate of the army units is often very high in

provinces with trading posts and still can be high in provinces with colonies. For this reason it is often a good idea to expand a colony into a town, preferably in a province within marching distance of your other colonies and trading posts. You may only recruit army units and build ships for your navies in provinces with towns. Unless you want to transport a great number of army units that are rapidly worn out all over the oceans, it is important that you try to create a small, civilized zone in an ocean of colonies.

It is also appropriate to base naval forces at strategic points along your new provincial coasts, in order to fight pirates and to ward off enemy troops. We should mention that a trading post may never provide the province with a port, which in some regions (i.e. Africa) means that you may have to build colonies in less profitable locations if you want to be able to sail safely from Europe to India or Asia, or if you want to be able to defend any of your trading posts in Africa.

Note that diplomacy is a natural tool for protecting your colonies and trading posts. If, for instance, the Netherlands were creating a small trade empire with unprotected colonies and trading posts spread all over the world, it would be wise not to make enemies with powerful powers like Portugal.

CULTURE

What is culture?

Culture represents a combination of various identification factors such as the spoken language, architecture, shared values in a population...

It is present in the game in three different levels:

- For the main city of a province, culture defines the architectural style for the representation on the map and the city view. Aside from estheticism, it allows to quickly see some main differences on every map.
- For a province, culture represents what characterizes mainly the population of the province. Every province has one and only one culture (regardless of minority cultures that may have historically existed there). This culture will be the reference for calculating bonuses or malus.

- A country has a primary culture and can accept several other cultures. A country owning provinces with non accepted cultures gets several penalties for income, manpower, possible revolt risk and research costs. For example, a province with a non-accepted culture has a 30% malus in tax income.

The Cultural Map mode allows representing the many cultures of the game in different colors. It is accessed through the icon with the hats in the information window, just over the mini-map.

How to change culture

Conquering a province is not sufficient to see culture changes in this province. The culture of a province can change in some rare circumstances:

- It may change when nationalism fades away after 30 years of ownership for provinces with less than 5000 inhabitants, on all continents except Europe.
- In colonies below 900 inhabitants (or below 800 if there are still natives in the province) any new settler will change the culture and the religion to your own. The new culture is the primary culture of your country, regardless of the existing accepted cultures or the non-accepted cultures in some of your provinces.
- The religion conversion of pagan provinces will change the culture to the primary culture of the missionary's country.
- Some historical events may change any current culture.
- The architectural style of the main city will match the primary culture of the owner with investments in fortresses or natural population growth at some levels that are also levels for manpower increase.

REBELS & OTHER SCUM

Rebellions were fairly common during the period, primarily during the early part, the 16th and 17th centuries, while decreasing in scope and frequency during the later years. There are several reasons for this. Normally, rebellions were caused by social or religious injustices against the broad base of society, known as "peasant uprisings."

A successful rebellion required leaders and even administrators in order to compete with the governmental power, and this is where the nobility and prominent townsmen entered the picture. Any successful rebellion required that all levels of society got involved if they wanted to change social reality.

A few such "successful" rebellions are the war of liberation of Gustavus Vasa, and the French Revolution, but even properly organized and solid rebellions could fail in the end. The fewer rebellions at the end of the period were usually due to the fact that few rebels had access to the modern weapons technologies available to the government, and the increasing difficulties in uniting different social classes. The arm of the government had become longer, and its grip was also much stronger.

REBELLIONS

The risk of rebellion varied from province to province. A red notifier flag should show when there is risk of rebellion in one or more of your provinces. Hover your mouse over it to see which provinces may rebel and the percentage of likelihood. In order to review the details of the revolt risk as a percentage value, click the church of the province and point at "Revolt Risk". You will then see what the risk is, and what is causing it. If you wish to see which provinces are most likely to rebel, check the Revolt Risk map mode by clicking the rebellion notifier or the flame and pitchfork just above the mini-map. (See "Map Views"). You may also look at the map showing religions, where you see all provinces with various levels of shading. The darker the shade, the greater the risk of rebellion.

Causes

The two most important causes for rebellion are the level of stability and the level of tolerance of the monarch and the government toward the religion of the provincial population (note that a province may have another religion than the "state religion"). The risk of rebellion is in direct proportion to the stability and the level of tolerance; that is, the lower the values, the greater the risk of rebellion, and vice versa.

There are also a few general factors affecting the risk of rebellion. The risk is always lower in the province with your capital, because the monarch and the government have much better political control,

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compared with the other provinces. If you have built a manufactory in the province the risk is lower as the population has a higher production, which results in a higher standard of living. On the other hand, the risk will increase if you have appointed a bailiff as tax collector, as more efficient taxation leads to less income for the population. You may also lower the risk of rebellion by appointing a lawyer as high judge, as this improves the judicial system and the police.

Provinces with a different culture than your ruling culture will have a higher revolt risk. Nationalism is also a very common cause of revolt risk. If you have conquered a province that is not your core, this province will have a revolt risk of 3% that will gradually decrease over the next 30 years. Note that as the people feel that they are being ruled by an illegitimate government, none of your actions can lower the revolt risk below the amount caused by nationalism. You can only wait for it to subside over time.

Rebellion may also break out due to historical or random events, some of which may be of quite substantial nature. One is called "Dutch nationalism" and will occur sometime during the second half of the 16th century. It will result in a heavily increased risk of rebellion in the Dutch core provinces, which originally belonged to Spain. Another is the "American fight for independence" during the second half of the 18th century.



Irish rebels have taken the fortress at Connaught from England. If rebel provinces are not retaken within a couple of years, they can declare independence and form a new country.

Effects

What happens when there is a rebellion? Each month there will be a check in each province, and the risk for an uprising is directly proportional to the revolt value in each province. When a province rebels, a rebel army unit appears, carrying a red and black flag. It immediately engages any regular army units in the province and then starts a siege of the fortified city. If the rebel forces manage to take the province, the rebel flag will fly above the city. If the city garrison also rebelled when the rebels appeared in the province, then the rebels will automatically control the city. This means that the rebels will control the province, the risk of rebellion will increase in each adjacent province, and that the rebel forces will move into the next province in order to conquer it. A rebellion may spread like wildfire all over your country if you are unable to stop it in time.

The same negative factors apply to provinces controlled by rebels as to provinces controlled by other enemies, so you do not get any income from the province until you have managed to retake it. If the rebels manage to take control of enough provinces (the number to be controlled varies from country to country), two things may occur. Either the rebels are allowed to take over the sovereignty of certain provinces (see "Liberation movements" below) or the "government will fall." If the government falls, you lose a whole lot of victory points but the stability is set to +3 and you regain all of your provinces that used to be controlled by the rebels as all rebel army units disappear. The negative consequences are that you lose all provinces controlled by enemy nations, and those controlled by rebels may declare independence.

Quelling Rebellions

How do you get rid of a rebellion? If low levels of tolerance caused the rebellion, these can be changed. If the level of stability in your country is low, you may try to change that, because the risk for revolts decreases if stability is high. But if a rebellion has succeeded, and you now have a rebel force in your country, your only way to deal with it is through the use of force, sending an army into the province and defeating the rebels in a field battle. The rebels will never retreat. If the morale of the rebels reaches the panic level the unit simply dissolves.

Do not forget that provinces conquered and controlled by rebels can still generate new rebel forces, which can then move to siege other provinces, so they must be reconquered in order to put a stop to the rebellion.

Liberation Movements

A liberation movement may start as a regular rebellion, but may develop after a while into a liberation movement with demands of independence. Many areas, like Brittany, Norway, Catalonia, and the Ukraine, among others, may develop into liberation movements, and then proclaim their independence, but this is also true for formerly existing countries that have been annexed during wars. The provinces under the control of the rebels are simply transferred from your country to a new country, which has just appeared. The new country will gain a small army in order to protect its independence. The new country starts its existence automatically at war with your country. There is nothing special that prevents you from conquering the new country and annexing it.

Note that if an independent nation has formed as the effect of your nation falling, the new country will not be at war with you. You must declare war in order to reclaim it.

Defection

Alternately, when a rebellion in a province has gone on for some time without having been crushed, the people may choose to seek the protection and fair rule of a neighboring country. The neighbor will at that point own and control the province, free of any Badboy penalties or nationalist revolt risk. The original country cannot reclaim their province unless they declare war and conquer it from the new owner.

PIRATES

The period between 1492-1819 may be described as the golden age of piracy. Pirates worked in more or less all the known seas, mainly because of the lack of any protective bases. The relatively unprotected trade caused piracy. The colonial powers naturally tried to protect their trade, but they were not able to patrol the oceans beyond Europe until the later part of the period. Nevertheless piracy continued and still exists today, although on a lesser scale.

Pirates are autonomous fleets cruising the sea zones close to centers of trade. The goal of the pirates is to exploit the weakly protected lucrative trade far away from the European naval bases, thereby stealing as much as possible. Pirates (naval units) may never be controlled by a player but are always autonomous. Pirates are automatically at war with every country in the game, and may attack and be attacked by all countries in the game at any time. Note that a country does not have to declare war to attack pirates. A country is never at war when pirates attack their ships.

The country does not lose any stability, and may not issue any war taxes, etc.

Pirates influence economy and trade in the area they reside in by capturing ships and attacking coastal provinces. In all provinces adjacent to a sea zone with pirates, tax income and trade values are lowered by 0.5 ducats for each ship of the pirate fleet. In this way pirates affect both the annual and monthly incomes.

The only way to get rid of pirates is to wipe them out by sending a fleet and defeating the pirates in a naval battle.

Note that the pirates may return, because even if the risk was great, the chance of profit was even greater. But they will never appear in a sea zone already occupied by the fleet of a non-pirate fleet. So we recommend placing a fleet in the vicinity of any sea zone where pirates have attacked, in order to quickly eliminate any further attempts. Finally, pirates strongly dislike fortifications, as they make it harder to attack your coastal provinces. Building fortifications lessens the risk of pirates appearing at your coasts, thereby leaving your income untouched.

Commissioning Privateers

A nation may also commission privateers. When you click in a sea area, you will have a button available for their creation in the information window. These are not the same as the Privateer leaders that some nations receive during the course of the game. They work exactly like pirates, so once created you don't have any control over them. In fact, they could end up raiding your own coasts and ships. However, they are an alternative to costly regular fleet operations for poorer nations or nations that want to inflict damage to their rivals without getting directly involved. Note however that your relations with a country will suffer if you create a privateer directly outside one of their coastal provinces.

EVENTS & SPECIAL CASES

EVENTS

We have mentioned earlier that events may affect your country and its dealings. These may be of a political, economic, social, religious, or military nature, and may be either temporary, i.e. occurring between two dates, or may become permanent. Some events are random and could happen at any time or even not at all, while others will always occur and at a specific date, like new monarchs and the appearance of historical commanders.



The rollover provides the direct effect of the different choices. The game pauses while an event is open (single player only).

Historical Events

The events with a solid correspondence to history (except monarchs and commanders) are still dependent on the situation in the actual game if and when they are going to happen. If the conditions are met, it could still be uncertain at what exact date it will appear.

The player usually has a number of direct choices to make when the event occurs. The choice will then affect the impact of the event. For example, if you play the USA, you will be able to choose the president i.e. "monarch" from the historical candidates. In addition to the given

characteristics of the new ruler of the country, the choice will immediately affect your domestic policies.

In the Religion chapter, the important historical events affecting religion were described. Below is just one example of another historical event.

The Treaty of Tordesillas — A Historical Event

The Treaty of Tordesillas formalized the decree of the Pope that the world west of the Azores should belong to Spain and that the eastern half should belong to Portugal. The dividing line was later moved to the west of the Cape Verde islands, allowing Portugal to keep its possessions in Brazil. The world was also divided in the Pacific to let Spain keep the Philippines. Portugal got everything west of the line and Spain everything to the east.

The borders of the Treaty can be seen on the map, i.e. the one you use when you want to send colonists. The provinces involved are marked as claims on the political map.

With the occurrence of this event, and if Spain and Portugal are Catholic, they can attack other Catholic countries' colonies and trading posts without formally declaring war. The Treaty of Tordesillas ceases to be valid when the Edict of Tolerance occurs (see Religion).

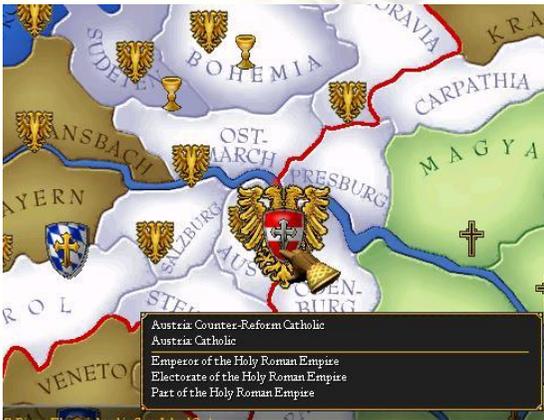
THE HOLY ROMAN EMPIRE

During the period the Holy Roman Empire was not a single nation, like Sweden or England, but rather a supranational organism. During the Middle Ages it was supposed to be a country, a vast Christian Roman empire. It had its origins in the efforts of Charles the Great to re-establish the Roman Empire. The efforts failed when his sons and grandsons divided the realm and started to fight over it. At the end of the Middle Ages the Empire had been quite decentralized, reducing the emperor's power. The Empire consisted of a number of independent states, with more or less their own foreign policies. Some of these states were called electors and elected the emperor at certain times.

In the game, the Holy Roman Empire consists of all the independent states within its borders, except for the Italian countries, Switzerland and the Netherlands. The Habsburg dynasty ruling Austria and Bohemia had at this time been able to make the crown go from father to son within the

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dynasty, but the office of emperor still had to be appointed by election, and this remained.



The religious map mode shows the extent of the Holy Roman Empire. The rollover gives further information.

Every time the emperor dies, the heir is to be elected by the members, electors, of the Holy Roman Empire (in 1419 roughly today's Germany, Benelux, Austria, Czech Republic, Slovakia, North western Italy, eastern France and Switzerland). The election is decided by checking which Christian country has the best relation to all the electors. The candidate countries have to meet certain minimum criteria regarding size and strength in order to be eligible. The country with the highest sum becomes new emperor. This new country can be outside the empire's borders, such as Spain or France.

The office of emperor of the Holy Roman Empire has certain advantages. The emperor may freely move all of his troops throughout all the provinces of the entire empire if he is at war. He also has an easier time improving his relations to all of the countries within the empire. You also gain victory points if you are elected emperor. Good relations with your electors within the Holy Roman Empire provide benefits for the Holy Roman Emperor. These include a manpower bonus for each supportive elector, reduced stability cost, and a small bonus to your monthly income. Keep your relations with each of the electors over +100 in order to receive these benefits. The border of the empire does not necessarily run along national borders. Members of the empire can own provinces outside the empire and non-members own provinces inside. There is an

exception. If a province of the Holy Roman Empire is somehow given up to a Muslim country through peace treaties or annexation, the province is no longer part of the Holy Roman Empire, as the Turkish sultan may never hold a fief under a Christian emperor, regardless of the size of the land.

Note that conquered and annexed electors no longer count as electors, and neither may the conqueror "assume" the office of elector.

DEFENDER OF THE TRUE FAITH

This is a religious office with a separate seat open for each of the following religions: Catholic, Hussite, Protestant, Orthodox, Sunni Muslim, Shiite Muslim, Buddhist, Confucian, Hindu, and Sikh. Only one nation at the time from each religion can hold the title. The advantage of this title is that it gives you a Casus Belli against any nation that wages war against a nation of the same faith as yours. The Defender of the Faith also receives a higher morale for its military units. However, rebels become a bit more active, tech speeds will be somewhat slower, and if you lose a war you will also lose the title, which becomes open for the other countries again.



If you claim this office, you will automatically have a Casus Belli against any country with a different religion that attacks a country of the Protestant or Reformed faith.

MONARCHS

The development of your country is affected by a number of factors. It is affected by everything you may do that is described in the rules, along with everything that your opponents are doing and how they are reacting. We have mentioned earlier that you are playing the man behind the throne, "the grey eminence." This means that the monarchs of your country are succeeding each other over time. The qualities of your monarch affect the development of your country in a number of areas. Each monarch has a military, an administrative, and a diplomatic skill. The diplomatic skill affects your foreign political relations every time your country is involved in diplomatic activities. The higher the skill of your monarch, the greater your chance of making successful suggestions. A high diplomatic skill will reduce the costs and increase the effects of sending gifts to improve relations. Diplomatic skill also affects the Badboy limit and determines the rate of decrease for your Badboy rating. The administrative skill provides a continuous research bonus for infrastructure and trading technology, along with an investment bonus for stability. A strong administrative skill increases the chance of success and decreases the time needed and the cost of sending your missionaries. A monarch with a high administrative skill can also help your merchants be more competitive in the Centers of Trade, and can aid in colonization. The military skill provides a continuous research bonus in both land and naval military technology. A high military skill can also factor into a morale bonus for your military units in the field. Note that a monarch does not have to be skilled on the battlefield to obtain a high level of military skill, but may be a reformer with strong interests in technological and organizational development. Examples of such monarchs are the Swedish king Charles XI and the Ottoman Sultan Süleyman the Great. If the monarch is a great leader on the battlefield, your country will then gain a supreme commander in the monarch.

THE LEDGER

For the player, the ledger is equivalent to the Renaissance prince's royal secretary. A lot of the information you might need is stored systematically in the ledger. As with all other kinds of information it may

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initially be hard to see the forest for all the trees, but by using the ledger effectively you will soon realize what a gold mine it really is. It is also the way you may easily see how your country fares in comparison with your opponents. When you click the icon showing a small book (on the right side of the miniature map of the world) in the information window, the game pauses and the ledger opens on the last page you accessed.



Right-click to go directly to a particular page or use arrows in the bottom to browse them one by one. You exit by clicking on the lock to the right.

There are three ways of browsing through the pages. You may either right click on any page to view an index, where you click on the page you want to view. Or you may turn one page at a time by using the arrow keys on your keyboard. The third way is by clicking the arrow icons of the ledger. You may also change chapters by clicking the icons for each chapter, which you will find below the page you are looking at. If you do, the ledger will open on the first page of the chosen chapter.

There are two types of pages—those that present data in tables, and those that display the data in graphs.

To sort data into tables, just click on the corresponding column and it will be sorted according to the label. For example, if you click on Year of Ascension in the Monarch table you will see the monarchs in chronological order. You may also add/remove data in the graphs by checking or unchecking the boxes at the bottom of the page. Checked boxes will show the data, unchecked boxes will not. When many lines in the graphs are very close to each other it is often hard to see which one is which. A good tip is to check/uncheck the needed lines. An example of

this is the graph for naval military technology development, in which the leading nations may be very close to each other in the race for new improvements. Note that graphs may be displayed only for the major nations. These are those whose shields are placed on the top of the screen when you begin a new game and choose a country to play with. By right-clicking those shields and selecting replacement countries you can personalize set of major countries for the new game.

HOTKEYS

Pause or F9 Pause/resume the game

Ctrl + [plus] Increase game speed (not available in network games)

Ctrl + [minus] Decrease game speed (not available in network games)

Enter Yes/No in dialogue windows

Home Center the map on your capital

e Economic map

p Political map

n Normal map

l Cultures map

b Revolt Risk map

+ Increase map size

- Decrease map size

F1 View victory progress

F2 View Missions Information Window

F6 Open the Ledger

F10 Options, including save and load

? Search box for provinces

Shift + F12 Open the chat function of the network game

F11 Save a screenshot as a bitmap picture on your hard disk

F12 Open the console; press **F12 + Enter** or **Ctrl + F12** to close

PageUp/PageDown Jump between your various units

Ctrl + [number] Associate the selected unit with that number

[number] Select numbered unit

[number] [number] Map centers on numbered unit

- s** Split
- r** Reorganize
- g** Merge selected units / Centers the map on the selected country in the Diplomatic map mod
- a** Assault
- u** Unload armies from a selected fleet
- c** Cover
- DEL** Disband unit
- k** Attack natives
- o** Offer Loan

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SPECIAL THANKS

All EU2 fans over the years!

**PLEASE CONSIDER REGISTERING YOUR GAME, USING THE ACTIVATION
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