THE BLACK DEATH was one of the most transformative events in human history. The spread of the *Yersinia pestis* bacteria meant that the 14th century saw a plague that may have killed up to 200 million people, and somewhere between a third and a half of all Europeans.

This is such a central moment in medieval history that we knew that we would have to design a system around it somehow. *Crusader Kings II* has epidemics and illnesses, but nothing on the scale of this pandemic. The trick, as always, was finding ways to make Black Death-like events interesting and challenging without forcing players to just throw up their hands because everyone in their court is falling down dead.

We bring you *The Reaper’s Due*, a new expansion DLC for *Crusader Kings II* with a deadly theme.

Once we started working on the Black Death, our design opened itself up to a further investigation of how the game has presented illnesses, prosperity, and the effects of depopulation.

There has been the usual attempt to balance history as we know it with the history that people lived – there is nothing like a civilization level disaster to bring out both the most hopeful and most base parts of humanity. There are dozens of new events to help immerse you even more deeply in one of the world’s most dramatic medieval role-playing strategy simulation games.

We admit that this is a short list.
THE ORIGINS OF the Black Death are pretty much settled. Archaeologists have found traces of the bubonic plague bacteria in medieval Central Asian graves. The flea that carries the plague probably traveled along the Silk Road with traders or hitched a ride with nomadic raiders until it reached Anatolia, where it quickly spread with merchants, armies and pilgrims. It wiped out somewhere between a third and a half of Europeans and was seen by many as a divine judgment – or a supernatural portent of worse things to come. In a time before germ theory, the Black Death brought accusations, suspicions, and a fresh reboot for scientific understanding of health and sickness.

In The Reaper's Due, the appearance of the Black Death is something you can configure in your starting options. The default is that the plague will appear after two-hundred years have passed in your game. You can also opt for an historical start, with the plague appearing in the mid 14th century or a random beginning, meaning the plague could appear long before you are ready for it, or long after you would expect it. You can even set the game for multiple recurring killer epidemics, because some of you really like a challenge.

The effects of the Black Death in The Reaper's Due are significant. Once it has infected a province, there is a very high chance that characters in the province will catch the disease. Provincial taxes will plummet. The province's population will be greatly reduced, adding further penalties. The Black Death will have a greater impact on settled populations – nomads won't get it at all, and tribal populations have a much lower chance of infection.

The bubonic plague will generally start at the Eastern edge of the map in India or Central Asia and spread along the Silk Road. You will be alerted once the plague has begun and if it reaches your kingdom.

Other Diseases and Epidemics
Though the Black Death is the most dramatic outbreak of the game, it is, in fact, just the worst of a new Disease and Epidemic system.

Characters now get symptoms of a disease and the symptoms might linger before it is diagnosed as a specific ailment. So, vomiting or fever will be noticed before it is understood as tuberculosis or cancer. Symptoms may come and go without any diagnosis at all.

While you have symptoms, you can be treated by your Court Physician, a new title that you can give to any character at your court with learning of 15 or higher. Your physician will prescribe a course of treatment that may or may not be successful. Either way, the character will feel the effects.

Some diseases can turn into epidemics. Smallpox, slow fever, tuberculosis and so on will spread according to their own specific rules. Most of these epidemics will have a minor effect on population, but they could certainly have deleterious effects on anyone in the infected region.

The new Epidemic Map Mode shows the spread of current epidemics. You can easily find ongoing epidemics by clicking on the skull emblem to the upper left of the screen beneath the character portrait, in the place where you can find the Crusade information for active Crusades.

**Stopping Epidemics**

Epidemics and diseases will eventually run out of steam, but you can prevent them from infecting your provinces or court in a few ways.

First, if there is an epidemic in your realm, your character can choose to go into Seclusion. This isolates the court from the rest of the kingdom, preventing anyone from making contact with people who might carry the disease. Seclusion is fairly effective but carries with it a number of penalties to good realm management. There are also new events tied to Seclusion. If this is an option for your character, you will get an alert at the top of the screen.

Second, as your Construction technology level progresses, you will be able to build Hospitals in your kingdom. Hospitals reduce the chance of a province getting infected by an
epidemic and can therefore act as a brake on an epidemic getting out of control. Hospitals are built on the Trading Post/Fort flyout tab accessed by clicking the arrow on the right of the province information screen. They can be upgraded, and even include Leper Colonies, which reduce the likelihood of rebellion.

**Consequences of Epidemics: Depopulation and Scapegoats**

Beyond the usual issues of a disease infecting your court and your promising young son getting the pox and losing his mind, epidemics now have the risk of Depopulation in your provinces. Depopulation is most likely with the most serious diseases, and the return of an epidemic to a ruined region can further damage a province.

*There are three levels of depopulation.*

- **LEVEL 1 DEPOPULATION:** Taxes, garrison, levy and supply limit reduced by 20%
- **LEVEL 2 DEPOPULATION:** Taxes, garrison, levy and supply limit reduced by 40%
- **LEVEL 3 DEPOPULATION:** Taxes, garrison, levy and supply limit reduced by 60%

On the plus side, each Depopulation level adds a bit of defence against further infections, since fewer people will be in contact with each other.

Depopulated provinces also have the risk of starting a chain of events where some of your subjects begin to look for scapegoats for the new disease. Crusader Kings II takes place at time where superstition often outweighs science, so your subjects may point the finger of blame at local minorities, witches, pets, or God himself.
WITH THE BAD, we have to offer a little bit of good. There should be a reward for sound realm management, so we have introduced the concept of prosperity. A province that has seen neither disease nor war for a period of time will be considered Prosperous, bringing greater wealth to your realm and less rebellion. There are three levels of prosperity, each unlocked as the province remains peaceful and healthy. If a province is under siege or sick, however, it loses a level of prosperity.

- **LEVEL 1 PROSPERITY:** +10% tax, +20% levy reinforcement rate, -1% revolt risk, -10% disease defense
- **LEVEL 2 PROSPERITY:** +20% tax, +40% levy reinforcement rate, -2% revolt risk, -15% disease defense, +10% to province supply limit
- **LEVEL 3 PROSPERITY:** +30% tax, +60% levy reinforcement rate, -3% revolt risk, -20% disease defense, +20% to province supply limit

You can see a province’s level of prosperity on the province information screen below the technology information. It is also represented on the map by a series of icons reflecting agricultural or commercial plenty.

You can also name a Crown Focus province in your realm. This province, carefully watched by the crown, will gain prosperity faster than other provinces and will have beneficial events tied to it. You must choose a province that is within your personal demesne.
OTHER NEW THINGS IN THE REAPER’S DUE

CULTURALLY APPROPRIATE PUNISHMENTS: To add to the flavor of CK2, The Reaper’s Due will include descriptions of tortures and executions that are appropriate to the culture you are playing. Not every society punishes its rebellious nephews in the same way.

MORE DETAILED PHYSICAL DESCRIPTIONS: The catch-all character description of “maimed” has been changed to give greater immersive detail for the person. They may be missing a limb, have a disfigured face, be missing an eye, and so on. Where appropriate, the portrait art will reflect the new description.

END OF DAYS EVENT CHAIN: During the horrors of the Black Death, many will draw the conclusion that the end of world is at hand. People may start seeing omens and prophecies all around them.

REINCARNATION AND ETERNAL LIFE EVENT CHAINS: Though Hindu rulers always had reincarnation based events, similar events have now been expanded across the known world. But why die at all? Alchemists, saints and explorers are searching for that secret that will let you live forever.
CREDITS

CRUSADER KINGS II: THE REAPER’S DUE

EVP CREATIVE DIRECTION Johan Andersson
GAME DIRECTOR Henrik Fåhraeus
PRODUCER AND PROJECT LEAD Anna Norrevik
ASSOCIATE PRODUCER Sara Wendel-Ortqvist
GAME DESIGN Henrik Fåhraeus, David Ballantyne
PROGRAMMING Gwenael Tranvoyez, Mohammed Al-Sader
ADDITIONAL PROGRAMMING Magne Skjaeran
SCRIPT MANAGER Tobias Bodlund
CONTENT DESIGN David Ballantyne, Markus Olsén, Mathilda Bjarnehed, Milla Isaksson
ADDITIONAL CONTENT Alexander Oltner, Emil Tisander
3D ART MANAGER Fredrik Toll
2D ART MANAGER Pontus Olofsson
ARTISTS Bjarne Hallberg, Frida Eriksson, Johan Lundqvist
SOUND Björn Iversen
DLC MANAGER Pernilla Sparrhult
USERMOD COORDINATOR Joel Hansson
EMBDED QA TESTERS Emil Tisander, Alexander Oltner
QA MANAGER Mario Lasan
COMMUNITY QA Carsten ‘t Mannetje
QA TESTERS Aziz Faghihinejad, Peter Skager, Daniel Sjöberg, Daniel Olsson, Patric Lindbergh, Malin Jakobsson, Rufus Magnusson
LOCALIZERS Xavier Zimmermann (French) and ‘Lingua Franca’ (French language mod), Evelyn Dahlberg (Spanish), Alchemic Dream (German), Danny-Dynamita, Rual, Fgm and Malatesta (Spanish language mod)
MANUAL Troy Goodfellow, An Ordinary Day

PARADOX INTERACTIVE

MANAGEMENT
CEO Fredrik Wester
CFO Andras Vajlok
COO Susana Meza Graham
CPO Johan Sjöberg
CIO John Hargelid
MANAGER OF PARADOX STUDIO GROUP Mattias Lilja
VICE PRESIDENT BUSINESS DEVELOPMENT Shams Jorjani
CMO Daniela Sjunnesson

PRODUCTS
CHIEF PRODUCT OFFICER Johan Sjöberg
PRODUCT MANAGEMENT TEAM
PRODUCT MANAGERS Marco Behrmann, Bevan Davies, Stefan Eld, Tomas Härenstam, Jakob Munthe, Sandra Neudinger
ASSOCIATE PRODUCT MANAGERS Gustav Groth

PRODUCTION TEAM
PRODUCTION MANAGER Jörgen Björklund
SENIOR PRODUCERS Florian Schwarzer, Staffan Berglén
PRODUCERS Robin Cederholm, Peter Cornelius, Ashkan Namousi, Niklas Lundström
ASSOCIATE PRODUCERS Angelica Uhlan, Nikhat Ali

PRODUCT VERIFICATION
VP PRODUCT VERIFICATION Doru Apreotesei

PRODUCT VERIFICATION SUPPORT TEAM
GAME DESIGN SPECIALIST Brett Scheinert

USER RESEARCH TEAM
USER RESEARCH TEAM LEAD Jean-Luc Potte
USER RESEARCHERS Henrik Edlund, Tobias Viklund, Jonathan Bonillas
USER RESEARCH PARTICIPANT COORDINATOR Anna Ström

QA TEAM
SENIOR QA MANAGER Artur Foxander
QA MANAGER Loke Norman
EXPERIENCED QA TESTERS Pontus Anehäll, Niklas Ivarsson, Maciej Mazurek
QA TESTERS Emil Andersson, Erik Elgerot, Kimberly Stinson, Roeland Weckx

MARKETING
Chief Marketing Officer, Daniela Sjunnesson

CONTENT & COMMUNICATIONS MANAGER Daniel Goldberg
CONTENT PRODUCERS Marcus Herbertsson, Anders Carlsson, Max Collin, Adam Skarin
EVENT PRODUCTION MANAGER Veronica Gunlycke, Paula Thelin
COMMUNITY MANAGERS Zeke Lugmair, Susie McBeth
FORUM AND SUPPORT MANAGER Christian Arvidsson

COMMERCE MANAGER Mats Wall
DIRECT SALES DEVELOPER Daniel Lagergren
UX DESIGNER David Zardini
CRM & LOYALTY MANAGER Emma Jonnerhag
CRM SPECIALIST Justyna Kaletka
USER ACQUISITION MANAGER Luciana Oliviera, Kenneth Mei
PARTNER MANAGER Johan Bolin
PARTNER ACCOUNT MANAGER Fang Chen, Viktor Stadler
BUSINESS DEVELOPMENT
BUSINESS DEVELOPER Nils Brolin, Magnus Lysell
ACQUISITION ASSOCIATE Hanna Lindell
WEB DEVELOPER Johan Li
PROJECT MANAGER Kristian Laustsen
ANALYTICS Magnus Eriksson, Alexander Hofverberg, Steacy Mcilwham, Niklas Nordansjö, Natalie Selin, Mathias von Plato, Johanna Uddståhl-Friberg
IT Thomas Ekholm, Johannes Ek, Richard Lindkvist, Rick Wacey

FINANCE & LEGAL
FINANCE Gabriel Andersson, Angelica Halme, Sandra Ivarsson
LEGAL Juliette Auverny-Bennetot
VICTORY AT ALL COSTS!

HEARTS OF IRON IV

FROM PARADOX MORE GREAT GAMES

WWW.HEARTSOFIRONGAME.COM
@HOI_GAME • /HEARTSOFIRON
HTTP://FORUM.PARADOXPLAZA.COM

Hearts of Iron IV™ © 2018 Paradox Interactive.
BRING CIVILIZATION OUT OF THE DARK AGES

EUROPA UNIVERSALIS IV

WWW.EUROPAUNIVERSALIS4.COM
/E_UNIVERSALIS • /EUROPAUNIVERSALIS
HTTP://FORUM.PARADOXPLAZA.COM

Europa Universalis IV™ © 2018 Paradox Interactive.
Please consider registering your game. This gives you easy access to our tech support forums and various other useful discussion forums about the game:

http://forum.paradoxplaza.com/

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

www.paradoxplaza.com/support

Paradox Interactive AB, Västgötagatan 5, 118 27 Stockholm, Sweden.

The Paradox Interactive group includes publishing and internal development of games and licensing of White Wolf’s brands. The publishing operation publishes both internally developed titles and titles developed by independent studios as well as music and books. The game portfolio includes more than 100 titles and Paradox Interactive owns the most important brands, including Stellaris, Europa Universalis, Hearts of Iron, Crusader Kings, Cities: Skylines, Magicka and Age of Wonders. From the start over ten years ago, the company has published its games all over the world, initially through physical distribution using partners, but beginning in 2006 has primarily distributed digitally using its own publishing arm. The development platform is primarily PC, but the company has released games on console and mobile platforms as well.

Paradox Interactive AB (publ)’s shares are listed on Nasdaq Stockholm First North Premier under ticker PDX. FNCA Sweden AB is the company’s Certified Adviser. For more information, please visit www.paradoxinteractive.com.

Paradox Development Studio is the developer of a number of successful strategy franchises. We have covered a wide range of history in our games Crusader Kings, Europa Universalis, Hearts of Iron, Victoria, and Imperator, and are conquering the stars in Stellaris.

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

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

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

www.paradoxdevelopmentstudio.com

Facebook: /ParadoxDevelopmentStudio, Twitter: @twitter.com/PDX_Dev_Studio, Forum: http://forum.paradoxplaza.com
This end-user license agreement ("EULA") is a legal agreement between you (hereinafter referred to as "you", or "End User") and Paradox Interactive AB ("Paradox") for the software product which this EULA is accompanying, all related software (such as editors) and all in-game content, any updates or additional content (such as patches, downloadable content ("DLC") and expansions), manuals, and other materials in any media related to the software, including the unique alpha-numeric code for downloading the software product which may be provided to you with the software product or delivered to you electronically (all jointly, the "Game"). If you do not agree to the terms of this EULA, do not install or use the Game, instead contact your retailer regarding its return policy.

This Game is licensed, not sold, to you for use only under the terms and conditions of this EULA. All rights not expressly granted herein are reserved by Paradox.

You agree that your use of the Game acknowledges that you have read this EULA, understand it, and agree to be bound by its terms and conditions, including the provisions in Section 5 on collection of information, and that you represent and warrant that you are an adult and are either accepting this EULA on behalf of yourself or on behalf of your child or ward, as the case may be. If you have not attained the age of majority, you must obtain the necessary permission in the form required by law from your parents or other legal representatives.

This EULA incorporates by reference Paradox’s Privacy Policy (https://www.paradoxplaza.com/privacy) and Paradox’s Mod Policy (https://www.paradoxplaza.com/mod-policy-en). By accepting this EULA, you hereby accept the terms of the Privacy Policy and the Mod Policy. Use of this Game may require you to create a Paradox Account (https://accounts.paradoxplaza.com/profile/new) in order to play it. If so, you will be prompted to create an account when starting or playing the Game. Creation of a Paradox account will require you to accept our Terms of Use (https://www.paradoxplaza.com/terms-use) and Rules of Conduct (https://www.paradoxplaza.com/rules_conduct).

Use of this Game may require you to download and use a separate third party platform (such as Steam or GOG Galaxy) under the terms and conditions applicable by the third party platform holder. Such terms and conditions may or may not restrict any of the rights granted to you in relation to the Game under this EULA.

1. GRANT OF LICENSE.

This Game is licensed to you, not sold. Ownership to the Game and all intellectual property rights in and to it remains at all times the property of Paradox and, as applicable, its licensors.

Subject to your compliance with the terms and conditions of the Agreement, Paradox hereby grants you a non-exclusive, non-transferable, limited, fully revocable right and license to install, access and use (and to let members of your family or household to use) the Game on your personal computer, strictly for non-commercial purposes only. You may install the Game on different computers, but may only run the Game on one computer at a time.

2. PERMITTED USE.

In addition to installing and playing the Game on your personal computer, you may also, under the terms of this EULA:

i) Create and make publicly available so called “Let’s Play Videos” containing the images and sounds of the Game through the social media channels such as Twitch.tv and Youtube.com, whether monetized or not. Soundtracks may only be made publicly available in the context of a Let’s Play Video. In relation to any Let’s Play Video, the following copyright notice must be displayed prominently:

“Game © Paradox Interactive AB www.paradoxplaza.com.” If soundtracks from the Game are used, the artist and/or composer of each soundtrack must be credited as well.

The extent of this permission is subject to change from time to time and may be withdrawn at Paradox’s sole discretion. Some soundtracks may also be exempt from this permitted use. For the full treatment on Let’s Play Videos, please see https://www.paradoxplaza.com/lets-play-policy;

ii) Only for the purpose of yours and other’s personal enjoyment, you may create, distribute and make publicly available user modifications, generally known as “user mods”, to the Game. You may not distribute the Game together with the user mod, and may not allow other users to access any paid for Game content (such as DLC or expansions) which such other end user does not have access to otherwise. Further, such user mods may not infringe any third party rights, such as intellectual property rights or any rights to privacy or publicity. It is not permitted to charge other end users or accept donations for user mods. The extent of this permission is subject to change from time to time and may be withdrawn at Paradox’s sole discretion. For the full treatment on user mods, please see https://www.paradoxplaza.com/mod-policy-en; and

iii) Make copies of the Game as may be necessary for backup and archival purposes.
3. PROHIBITED USE.
Unless otherwise provided in this EULA, you shall not
i) Remove or alter any copyright or trade mark notices on any and all copies of the Game;
ii) Copy, rent, lend, lease, sublicense or distribute the Game other than as may be permitted according to applicable law;
iii) Remove, disable or circumvent any security protections such as digital rights management, proprietary notices or labels contained on or within the Game;
iv) Modify, adapt, translate, reverse engineer, derive source code from, disassemble, decompile or create derivative works of the Game, other than may be permitted according to applicable law;
v) Use, develop, distribute or sell cheats, automation software (bots), hacks or any other unauthorized third-party software designed to modify the Game;
vii) Exploit the Game or any of its parts for any commercial purpose, including without limitation: (a) use at a cyber café, computer gaming center or any other location-based site and/or (b) performing in-game services in exchange for payment outside the Game, e.g., power-leveling; or
vi) Otherwise use the Game in a way which is not in compliance with all applicable laws.

4. USER GENERATED CONTENT.
Some of Paradox’s Games allows you to create and make available to other users your own created content (“User Generated Content” or “UGC”). You hereby grant Paradox and its affiliates a nonexclusive, irrevocable, royalty-free, sublicensable, perpetual right to use, reproduce, modify, create derivative works from, distribute, transmit, broadcast, and otherwise communicate, publicly display and publicly perform your UGC, and derivative works of your UGC, in connection with the operation and promotion of the Game. Paradox is under no obligation to use, distribute or continue to distribute UGC, and you understand that Paradox may restrict, or remove, your UGC for any reason. You represent and warrant that the UGC, and your grant of rights in such UGC, does not violate any applicable contract, law or regulation, and that the UGC is your original work and does not infringe any third party’s intellectual property rights or any other rights. Paradox specifically disclaims any liability with regard to User Generated Content. Anyone who believes that their original work has been reproduced as UGC through one of our Games in a way that constitutes copyright infringement may notify us by sending an email to support@paradoxplaza.com.

5. COLLECTION OF INFORMATION.
Paradox may collect information from you when you use the Game. Such information includes your SteamID, computer configuration, gameplay behavior and progress, browser type, platform type and software usage. This information is gathered periodically to facilitate the provision of software updates, product support and other services related to the Game. Paradox may use any collected information to improve its products, administer the Game, analyze trends, or to provide services to you. In addition, Paradox may use this information for the purpose of research, development, administration, support and marketing of Paradox products and services. For more information, please see Paradox’s Privacy Policy available at https://www.paradoxplaza.com/privacy.

6. SUPPORT SERVICES.
From time to time, at Paradox’s sole discretion, Paradox may provide you with technical support and community management services related to the Game (“Support Services”). Paradox reserves the right to alter, suspend, and terminate the Support Services at any time and for any reason. You can contact Paradox for Support Services at support@paradoxplaza.com or www.paradoxplaza.com/support.

7. PATCHES, UPDATES AND CHANGES.
You acknowledge and accept that from time to time, Paradox may patch or update the Game for the purpose of resolving software bugs or other issues, rebalancing the Game or adding and/or removing features in the Game.

8. TERMINATION.
This License is effective until terminated.
You may terminate it at any time by destroying the Game with all copies, full or partial, and removing all of its component parts.
Without prejudice to any other rights, Paradox may terminate this EULA if you fail to comply with the terms and conditions of this EULA. You shall then cease all use of the Game and destroy all copies, modifications, printed or written materials, and merged portions in any form and remove all component parts of the Game which have been downloaded to your unit.
9. **LIMITED WARRANTY.**

This limited warranty is in addition to, and does not affect, those of your statutory rights which cannot be excluded or limited in any way under applicable law.

Paradox warrants that the Game will provide the features and functions generally described in the product specification on www.paradoxplaza.com at the time of your purchase and in the product documentation. **PARADOX DOES NOT WARRANT THAT THE GAME OR YOUR ABILITY TO USE IT WILL BE UNINTERRUPTED OR ERROR-FREE. TO THE EXTENT PERMITTED BY APPLICABLE LAW, WE DISCLAIM ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.**

10. **LIMITATION OF LIABILITY.**

To the maximum extent permitted by applicable law, in no event shall Paradox, its affiliates or licensees, be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the Game or defect in or caused by the Game, including but not limited to compromising the security of your unit on which the Game is run, operating system or files, or the provision of or failure to provide Support services, even if Paradox has been advised of the possibility of such damages.

Nothing in this EULA limits our liability to you in the event of death or personal injury resulting from gross negligence, fraud, or knowing misrepresentation on our part.

11. **GOVERNING LAW.**

You agree that this EULA shall be deemed to have been made and executed in Sweden and any dispute arising under this EULA shall be resolved in accordance with the laws of Sweden, excluding the law of conflicts and the Convention on Contracts for the International Sale of Goods.

12. **DISPUTE RESOLUTION.**

Most concerns regarding this EULA or the Game ("Disputes") can be resolved by contacting Paradox at www.paradoxplaza.com/support. Therefore, you agree to first attempt to negotiate any Dispute informally with Paradox for at least thirty (30) days before initiating any court proceeding. Should the Dispute not be resolved by informal negotiations, you agree, to the extent permitted by applicable law, to the exclusive personal and subject matter jurisdiction of the courts located in Stockholm, Sweden, for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action.

13. **UPDATE OF THESE TERMS.**

We may amend this EULA from time to time by posting a prominent notice on our web site. Your continued use of the Game after changes are posted means you agree to be legally bound by the EULA as updated and amended.

14. **SEVERABILITY**

If for any reason a court of competent jurisdiction finds any provision, or portion thereof, of this EULA to be unenforceable, the remainder of this EULA shall continue in full force and effect.

15. **CONTACT US.**

If you have a question regarding this EULA, or want to give us feedback about it, please contact us at www.paradoxplaza.com/support.

**THIS EULA IS APPLICABLE ONLY TO THE EXTENT AUTHORIZED BY LAW, ESPECIALLY CONSUMER PROTECTION LAWS.**

Paradox Interactive AB
Västgötagatan 5
118 27 Stockholm
SWEDEN
SOME PAGANS JUST WANT TO WATCH THE WORLD BURN!