In the Middle Ages, the richest and most powerful realm on earth was the Empire of China. Isolated behind the Mongolian deserts and mountains of India, China was a land of legend for many Europeans; the source of travelers’ tales more than anything. Even into the 13th century, the wealth and learning of Cathay was doubted by many church scholars. Merely a fable.

But China, an empire of about 50 million people, had the potential to wield great influence over neighboring regions. Had an Abbasid army not stopped a Tang force in Kyrgyzstan at the Battle of Talas in 751, the history of the world would be a very different one.

The empire set up guardians on its westernmost front to deter nomadic raiders and, once the empire fell to the Mongols and the Silk Road was secured again, the Chinese were exposed to an even wider range of interests and approaches. Even if China did not conquer its neighbors, the closer you got to the Forbidden City, the more the influence of the Middle Kingdom could be felt.

Jade Dragon posits a Chinese empire that is off-map and intermittently interested by the lands that lie to the west. It will start with a sphere of influence that ranges only to parts of Persia. As it expands its influence through conquest, tributaries and other relationships, the Emperor of China may prove to be an unpredictable influence throughout the medieval world.

Jade Dragon will also, we hope, partially capture the great variability in Chinese history and how its ever changing nature determined how open China would be to those realms beyond its borders.

The Empire of China

China is not a realm on the map, per se. We have not expanded the existing game map in any significant way, so the Vikings will not be able to sail to the ports of Cathay. Sorry about that.

But the Chinese Emperor is represented in the game, and, through his vassals and tributaries, on the map. You can check on the status of the current emperor of China by clicking on the dragon’s head tab to the left of the mini-map.

The Chinese Empire can only interact with those realms with diplomatic range of its representative – the Western Protectorate. This range can be extended through the acquisition of tributaries to the empire.
On the Empire information screen, there is a lot of information concisely summarized. Hover your mouse over the text to get more information on how you can relate to and with the empire. We will go over each of the important pieces of information in more detail, but here is what you will find on the dragon head menu.

In the center of the menu you will see the name of the current Chinese dynasty and the current emperor. Below the emperor’s head you will see how much Grace you have with the current dynasty.

To the left of the emperor’s portrait, you will see the emblem of the current dynasty, to the right you will see the leader of the Western Protectorate.

At the very top of the menu, you will see text descriptors for China’s current situation. It will be either Open or Closed (dictating the value of the Silk Road trade), and the current political status of China. The political status will let you know how stable the current dynasty is.

Below the emperor’s portrait, you will see his Likes and Dislikes, as well as two buttons – one gives you a way to earn Grace by giving gifts, the other gives you a list of options on how to spend your available Grace.

At the bottom of the menu will see the current tributaries and peace deals active for China. Below that you can see two small buttons that will open the history of the empire and a map mode that shows the imperial diplomatic range.
China's history of apparent stability through the Middle Ages obscures the fact that the 8th through 14th centuries were marked by a number of Dynasties. There were major dynasties that claimed the Mandate of Heaven and a number of smaller ones that only controlled parts of the vast Chinese land mass.

Even sticking with major dynasties, you had the Tang, Liao, Song, Yuan and Ming through the period covered by Crusader Kings II.

Dynasties in Jade Dragon will also be stable, but they will encounter crises from time to time that will give you new opportunities or events.

Your primary actions with China will be done through Grace. You accumulate Grace by sending gifts to the Emperor. However, any Grace you stockpile will be valid for any member of the Emperor’s dynasty – not just the current emperor. So, if China is stable, you can use gifts to build up a lot of goodwill with the empire. If China is unstable, then you will see your Grace vanish as it resets to zero with every change in Dynasties.

Each emperor, however, is an individual. They may prefer some gifts to others, or they may like or dislike particular cultures or faiths. Some emperors will prefer concubines, for example, but dislike Hindus. If you match the emperor’s Likes by giving a favored gift or being from a favored population, you will earn more Grace from your gift. Likewise, if any of your gift or your realm is disliked by the emperor, you will earn less Grace.

You can only, of course, give what you have.

The tribute gifts you can give are:

- **Money:** Usually a very large sum
- **Ask to become tributary:** submit to the Emperor willingly; cannot be an emperor level ruler
- **Eunuch:** A eunuch from among your courtiers
- **Concubine:** A woman that must be a close relative of your ruler; the emperor has high standards
- **Physician:** If China is going through a plague, you can offer the services of a learned doctor from your court
- **Relief:** Send a portion of your armed forces to assist China when it is in turmoil from famine or disaster
- **High Quality Artifact:** Taken from your treasury, must not be a minor item
- **Commander:** If China is suffering an invasion, you can dispatch a general to help
- **Horses:** Nomadic nations may send a herd of horses to the Emperor
The quality of the gifts you send, like a very talented eunuch or concubine, will have an impact on the amount of Grace you earn.

You can also earn grace by being a Tributary to China (see below). Tributaries earn 2 points of Grace every month that they are loyal tribute paying subjects of the Chinese Empire.

Grace is used to request Boons of the emperor. The more Grace you have to spend, the better the gift you can request. You can only request one Boon per year.

**THE BOONS AND THEIR DEFAULT COST IN GRACE ARE:**

- **Peace Deal:** This emperor will not target you with an invasion or tributary demand. (250 Grace)
- **Chinese Physician:** A highly skilled Chinese doctor will arrive at your court. (250 Grace)
- **Chinese Artifact:** Receive valuable Chinese item for your treasury. (500 Grace)
- **Siege Engineers:** Receive Chinese commander who excels at siege works. (750 Grace)
- **Strategist:** Chinese expert at war arrives to train your commanders in tactics. (750 Grace)
- **Scholar-Bureaucrat:** Receive Chinese administrator who, if employed, reduces construction cost and build time. (1000 Grace)
- **Master Engineer:** Expert arrives to boost the value of your demesne provinces. (1000 Grace)
- **Trade Contract:** Increase the value of your Silk Road provinces. (2000 Grace)
- **Imperial Marriage:** Marry a Chinese princess and access Chinese honor guard soldiers. (1000 Grace)
- **Request Invasion:** Ask China to invade and destroy another nation. (5000 Grace)

Boons may have other requirements you will need to meet in order for them to be valid requests. Read the tooltips for each boon for more information.

**IMPERIAL TRIBUTARIES**

Tributaries to the Chinese Empire are a little different from other tributaries in the game.

First, tributary relationships to China do not end on the death of the suzerain. You are, after all, paying tribute to the personified majesty of the Mandate of Heaven, not just to another warlord in a castle. Your tributary relationship will end, however, when a Dynasty ends. If one imperial family falls, you are not expected to honor your obligations once it is out of the way.

(Other realms in the region can impose similar tributary relationships on their neighbors.)

Second, though tributaries to China give a large percentage of their wealth to their suzerain, they also accumulate Grace throughout the tributary period, so tributaries can draw on the power of their master to bolster their own fortunes at home.

Third, if a Chinese tributary finds itself at war, China is not obligated to defend it. The tributary is not entirely on its own, since it can raise a Chinese regiment of skilled soldiers to fight on its behalf. This army’s size will vary depending on a number of factors, but will range from 500 to 8000 men.

None of this is meant to diminish the huge cost of being a tributary to the Chinese throne. There is a penalty to your prestige, a portion of your tax will be sent to your suzerain and your levies will reinforce 30% more slowly, since China demands a portion of your manpower.

China will, unless it is an especially expansionist phase, prefer to keep its number of far flung tributaries smaller – usually around three. This is not to say that it will not accept offers of tributary status, but it will, in most instances, not go around forcing people to bend the knee.

If you are stuck in a tributary relationship that you want to end, you can only do so by declaring yourself free of China, provoking a war of independence, or terminating your tributary status.
if China is in a crisis situation. If China is going through invasions or Civil War, you can break your tributary status without any penalty. After all, if the emperor can’t hold his realm together, you have no reason to respect him, do you?

If you have received a Peace Deal from the Chinese emperor as a Boon from Grace, then China will not target you as a tributary.
THE IMPERIAL SITUATION

As the previous sections note, China will have its own dynamic history off-map. Your interactions with the Emperor will often be filtered through the empire's current situation. This information is listed at the top of the Chinese Empire menu screen.

Policies (left side of menu)
Through events and changes in ruler, China will adjust its attitude towards the outside world. There are three possible policy stances:

EXPANSIONIST: Rarely, but a few times per game, China will consider a policy of expansion and conquest to its west. Chinese invasions are more likely during these eras of history. If China is defeated in an expansionist war, it will end its expansionist phase. Defeat in a major invasion may reduce the likelihood of further expansionist phases altogether.

ISOLATIONIST: China is bored by the outside world, and seeks inner perfection. You cannot send Grace or request Boons from the Emperor, and there is no interest in gaining new tributaries. The Silk Road trade will be greatly reduced, lowering the wealth and value of all provinces along its route.

OPEN: This is the most common situation – the Silk Road trade is valuable and you can interact with the Chinese Empire in all the usual ways.

Status (right side of menu)
You will occasionally get news about what is going on inside China. It has a variable political situation, and, despite its wealth, the empire will sometimes experience major crises.

STABLE: This is the default, and most common status. Everything works as normal.

UNREST: Sometimes a prelude to Civil War, unrest in China cuts Silk Road trade value in half and prevents tributaries from raising Chinese regiments.

CIVIL WAR: China is divided into competing factions. A Civil War can last from a few years to over a decade. Silk Road income is halved, tributaries can break free via a decision on the Intrigue
menu, but cannot raise Chinese regiments, and there is a chance that a rebel general will try to invade the map and establish his own realm.

If a Civil War results in a new Dynasty, there is a high chance that an Adventurer character from the previous dynasty may spawn and invade.

**MONGOL INVASION:** Tributaries can break free, but cannot raise Chinese regiments. Chinese characters may arrive in your court as refugees from the invasion, Silk Road income is halved.

**JURCHEN INVASION:** Tributaries can break free, but cannot raise Chinese regiments. Chinese characters may arrive in your court as refugees from the invasion, Silk Road income is halved.

**GREAT FAMINE:** Major harvest failures in China reduce trade options with the empire. Silk Road income is cut by 75%, but you can now send relief to earn Imperial Grace. Tributaries cannot raise Chinese regiments.

**DEVASTATING PLAGUE:** China hit by destructive disease. Silk Road income is cut by 75%, but you can now send a physician to earn Imperial Grace. Tributaries cannot raise Chinese regiments.

**GOLDEN AGE:** China experiences a wave of innovation, plenty and good rule. Effects of great engineers, administrators and strategists are stronger, and events related to them happen more often. The value of the Silk Road is doubled and Chinese invasions are much stronger.
EVEN THOUGH CHINA itself is off-map, this does not mean that the emperor is off-limits to hostile action. If you are strong enough, you can even bend the empire to your will and take the throne for yourself.

On the right hand portrait of the Western Protector, there is a sword icon you can click on to engage in hostile behavior towards China. There are three actions you can take, each with their own requirements.

Raiding China
The lowest level hostile act you can take is raiding China. This action will subtract a portion of the Grace you have earned (since the Emperor won’t think much of your activities), and will reduce both your levies (soldiers are sent to do the raiding) and your Silk Road income (merchants will avoid your towns.)

However, as long as the raiding is active, there is a potential for rewards. Every year that you are raiding, you will receive one of the following:

1. Gold, usually somewhere between six months and two years income
2. If you are a nomadic society, you may capture people to add to your tribe
3. Prestige, between 50 and 250 points, as a reward for your noted bravery
4. A rare artifact
5. A talented Han courtier as a prisoner
If you aren’t facing any immediate threats and haven’t invested a lot of time in cozying up to China, raids may be a good way for quick and easy prizes. However, raids make you a higher priority target for a tributary war. If you do raid China, try not to do it for too long.

**Forcing China To Open Up**

As noted in the previous section, sometimes China will be in an isolationist phase. This will greatly reduce the value of Silk Road trade, and, if you are on this trade route, it could be a long term drain on both your coffers and your ambitions.

If China is Isolationist, and you border China or its protectorate, you can try to force the empire to open up. You cannot have a peace deal with China, or be at war with them for another reason. The decision to force open Chinese trade is made on the Chinese Empire menu.

Once you decide to take this drastic action, you will have a few options.

1. **War:** Declare war against China and the Western Protectorate. If you win the war, China resets its policy to Open and cannot change it again for 50 years.
2. **Economic Bullying:** If you control both a starting point for the Silk Road and 25% of the route’s total value, you can just use your economic muscle to force the policy change. China won’t like this, and may retaliate with a war declaration. Even if it doesn’t, this action will greatly damage relations.
3. **Tit-for-Tat:** China may simply agree to your demand to open up trading, but only if you give something of equal value – submit to being a tributary, sending courtiers or treasures to the emperor, and so on.

If you do end up at war, expect Chinese armies to spawn on the edge of the map or in the Western Protectorate. These armies will focus on crushing whatever forces you have.

**In invade the Empire, Install Your Dynasty on the Throne**

If you are brave enough and strong enough, you can directly compete for the Chinese throne. You need to border the eastern edge of the map or the Western Protectorate for this option to be valid. Also, China must be stable or in a Golden Age – no piggybacking off a famine that would starve your troops or someone else’s invasion. Conquer a China worthy of legend.

As one might expect, invading China is a high risk activity. When you make the decision, very large Chinese armies will appear on the easternmost side of the map to counter-attack. These troops have the object of shattering your realm – dividing up all of your territory and leaving you helpless for a long time.

This is an end-game option, in all likelihood, suitable for when you’ve build a sizable empire with enough economic muscle to pay for mercenaries and Holy Orders, as well as fielding a large army of your own. And, since this is an offensive war, your vassals will not be too keen on you using their levies for too long. Your reinforcement rate will also be greatly reduced, to model the fact that you are sending a lot of men to fight in China proper.

But there are great prizes in store for the one that can defeat China in an invasion. Your family is guaranteed to rule China for 200 years, and, over this time, any family dynasty members that have realms on the map will earn a healthy drip of monthly Grace, making it much easier to call on the wealth of China to buttress family efforts to the West.
Not to mention the sudden increase in wealth and artifacts that any victory will earn you. A lot of risk demands a lot of rewards. Plus, your realm will annex all the territories of the Western Protectorate.

This is a war about competing armies, not sieges, so use your tactics and attrition wisely to gain war score through combat.
TAOISM

Taoism is a new Eastern religion (a reframing of the old Dharmic group) in Jade Dragon. Taoists believe that the harmonies of nature and the universe are creative forces, not simply goals. Believers should embrace the flow of nature, and not bow down to ritual. The pantheon of Taoist deities is, like in many Chinese faiths, a little formless, but great philosophers and teachers are revered as holy.

In game, Taoism begins localized to Chinese characters. Other characters may convert to Taoism as history moves along. Like all religions, it has holy sites that will give bonuses to Taoism if they are controlled by believers.

Taoists can only have one wife, but concubines are encouraged. They can designate their heir, and therefore don’t have to rely on traditions of birth order. Taoists cannot declare holy wars, since harmony is the most important part of their belief system. Converting Taoist provinces takes a long time.

Taoist characters get a +2 bonus to their Stewardship attribute. They can also choose between one of three religious schools with specific benefits.
CREDITS

CRUSADER KINGS II:
JADE DRAGON

PARADOX DEVELOPMENT STUDIO

CREATIVE DIRECTOR JOHAN ANDERSSON
GAME DIRECTOR HENRIK FÄHRÆUS
PRODUCERS ANNA NORREVIK, LINDA TIGER
DESIGN ALEXANDER OLTNER
PROGRAMMERS GWENÄEL TRANVOUZEZ, MAGNE SKJÆRAN, JIMMY SELLING
ARTISTS 2D BJARNE HALLBERG, DERIC NORTH
ARTISTS 3D JOACIM CARLBERG, CARLOS LUNDHALL
CONTENT DESIGN MATHILDA BJARNEHEJD, MILLA ISAKSSON, DRIKUS KUIPER,
JOEL HANSSON, MATTHEW CLOHESSY
EMBEDDED QA TESTERS ARTHUR BIALECKI, DANIEL MOORE
2D ART MANAGER PONTUS OLOFSSON
CONTENT DESIGN MANAGER BRAD LANSFORD
ADDITIONAL CONTENT ALEXANDER OLTNER, ARTHUR BIALECKI, DANIEL MOORE,
MAGNE SKJÆRAN, DEE MAJEK, EMIL TISANDER
ADDITIONAL PROGRAMMERS JOEL HANSSON
DLC MANAGER PERNILLA SPARRHULT
ASSOCIATE PRODUCER SARA WENDEL-ÖRTQVIST
ADDITIONAL ART ARTHUR BIALECKI, ALEXANDER OLTNER, VOLTA,
5518, WASTELANDS INTERACTIVE
LOCALIZERS XAVIER ZIMMERMANN (FRENCH), KAI BAGEHORN (GERMAN), JAIME ORTEGA (SPANISH)
SOUND BJÖRN IVERSEN, DAVID SCHLEIN-ANDERSEN
ORIGINAL MUSIC AUDINITY
MANUAL TROY GOOEFLLOW, AN ORDINARY DAY
USERMOD COORDINATOR JOEL HANSSON
QA MANAGER FELIX GLADITZ
QA TEAM LEAD FILIPPA GANNHOLM
ADDITIONAL QA ALEXANDER OLTNER, EMIL TISANDER
QA TESTERS ALBIN WALLIN, DANIEL SJÖBERG, EMIL TISANDER, EVA MAYER, JESPER NORBERG,
MATTHEW FRARY, SEBASTIAN BORG, TEGAN HARRIS
COMMUNITY QA CARSTEN ‘T MANNETJE
ROYAL THANKS ALFRED FRENDO-CUMBO JR., IVAN VUK, DERIC NORTH, NICOLAS RITTER,
WILL CAMPBELL, PAUL HOWELL, MARTIN FAULKNER, RYAN BACHAND, GARRETT IVY, ANTON PANAS,
PEDRO GONZÁLEZ NÚÑEZ, SAMPO HAARLAA, ZDENEK NOVAK, CYBRXKHAN, FRYZ
QLOC
QA TEAM LEADER MARCIN JANKOWSKI
QA TESTERS BARTOSZ MACIEJEWSKI, OSKAR NOWAK, UROŠ RUDOLF, JAN STAROSZ,
MAKSYMIAN SZCZEPANCZYK, GABRIEL URBAN
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 BJÖRLUND
SENIOR PRODUCERS FLORIAN SCHWARZER, STAFFAN BERGLÉN
PRODUCERS ROBIN CEDERHOLM, PETER CORNELIUS, ASHKA 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 ANEHÅLL, NIKLAS IVARSSON, MACIEJ MAZUREK
QA TESTERS EMIL ANDERSSON, ERIK ELGEROT, KIMBERLY STINSON, ROELAND WECKX

MARKETING
CHIEF MARKETING OFFICER DANIELA SJUNNESSON
CREATIVE DIRECTOR OF MARKETING STEVEN K WELLS
PRODUCT MARKETING MANAGERS MALIN SÖDERBERG, FILIP SIRC, SEBASTIAN FORSTRÖM
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

DEVP OPS
JOHN ADOLFSSON, ALEXANDER ALTANIS, MIKAEL BERG, SIMON HAGGREN, CHRISTIAN ROTHE,
ANDERS TÖRLIND, TOMAS VERŞEKYS, ANTON WERMELIN
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-BENNÉTOT

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

A SPECIAL THANKS TO ALL OUR BETA TESTERS.

FORZA DJURGÄR’N!
GRAND STRATEGY ON A GALACTIC SCALE

STELLARIS™

WWW.STELLARISGAME.COM
@STELLARISGAME • /STELLARISGAME
HTTP://FORUM.PARADOXPLAZA.COM

Stellaris™ © 2017 Paradox Interactive.
FORUM
Please consider registering your game. This gives you easy access to our tech support forums and various other useful discussion forums about the game: http://forum.paradoxplaza.com/

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

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

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

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

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

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

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

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

PARADOX DEVELOPMENT STUDIO:
www.paradoxdevelopmentstudio.com
Facebook/ParadoxDevelopmentStudio • twitter.com/PDX_Dev_Studio • forum.paradoxplaza.com
END USER LICENSE AGREEMENT

IMPORTANT, PLEASE READ CAREFULLY

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

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

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

3. GENERAL.
The Software Product is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The rights granted herein are limited to Paradox’s and its licensors’ intellectual property rights in the Software Product and do not include any other patents or intellectual property rights.

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

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

5. GRANT OF LICENSE AND RESTRICTIONS.
A. Paradox grants you a non-exclusive, non-transferable End User license to install the Software Product on the local hard disk(s) or other permanent storage media of one computer, or, on one other game play device (each a “Unit”) and use the Software Product on a single Unit at a time. Licensee may physically transfer the Software Product between Units provided that it is used on only one Unit at any given time.
B. Paradox authorizes the End User to make one (1) copy of the Software Product as an archival backup copy, provided End-User’s backup copy is not installed or used on any Unit. Any other copies you make or authorize are in violation of this EULA.
C. Unless provided otherwise in the Documentation, you shall not display, modify, reproduce and distribute any Game Content, or portion(s) thereof, included with or relating to the Software Product, if any. Any such authorized display, modification, reproduction and distribution shall be in full accord with this EULA. Under no circumstances will your use, display, modification, reproduction and distribution of the Game Content give you any intellectual property or proprietary rights in the Game Content or in any logos and/or trade or service marks of Paradox. All rights, title, and interests belong solely to Paradox and its licensors.
D. Except for the initial loading of the Software Product on a hard disk or other permanent storage media for archival/backup purposes as provided for above, you shall not, without Paradox’s express written consent:
i. Copy or reproduce, auction, loan, lease, sublicense, gift or transfer the Software Product;
ii. Electronically transfer the Software Product through a LAN (local area network) or file sharing network; or
iii. Modify, adapt, translate or create derivative works based on the Software Product or any accompanying materials.

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

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

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

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

10. DISCLAIMER OF WARRANTIES.
YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE SOFTWARE PRODUCT IS AT YOUR SOLE RISK AND THAT THE ENTIRE RISK AS TO SATISFACTORY QUALITY, PERFORMANCE, AND ACCURACY IS WITH YOU. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE SOFTWARE PRODUCT IS PROVIDED “AS IS,” WITH ALL FAULTS AND WITHOUT WARRANTY OF ANY KIND, AND PARADOX AND PARADOX’S AFFILIATES (COLLECTIVELY REFERRED TO AS “PARADOX”) FOR THE PURPOSES OF SECTIONS 10 AND 11) HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS WITH RESPECT TO THE SOFTWARE PRODUCT, EITHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY, OF SATISFACTORY QUALITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF ACCURACY, OF QUIET ENJOYMENT, AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. PARADOX DOES NOT WARRANT AGAINST INTERFERENCE WITH YOUR ENJOYMENT OF THE SOFTWARE PRODUCT, THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE PRODUCT WILL MEET YOUR REQUIREMENTS, THAT THE Operation OF THE SOFTWARE PRODUCT WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE PRODUCT WILL BE CORRECTED. NO ORAL OR WRITTEN INFORMATION OR ADVICE
GIVEN BY PARADOX OR A PARADOX AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SHOULD THE SOFTWARE PRODUCT PROVE DEFECTIVE, YOU ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES OR LIMITATION ON APPLICABLE STATUTORY RIGHTS OF A CONSUMER, SO THE ABOVE EXCLUSION AND LIMITATIONS MAY NOT APPLY TO YOU.

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

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

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

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

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

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