

MANUAL

# EUROPA<sup>®</sup> IV UNIVERSALIS IV

## CONQUEST OF PARADISE



# SYSTEM REQUIREMENTS

## PC:

*Recommended System requirements:*

**OPERATING SYSTEM:** XP/Vista/Windows 7/Windows 8

**PROCESSOR:** Intel® Pentium® IV 2.4 GHz or AMD 3500+

**MEMORY:** 2 GB RAM

**HARD DISK SPACE:** 2 GB HD Space

**GRAPHICS:** NVIDIA® GeForce 8800 or ATI Radeon® X1900, 1024 MB video memory required

**SOUND CARD:** Direct X-compatible soundcard

**DIRECTX®:** 9.0c

**CONTROLLER SUPPORT:** 3-button mouse, keyboard and speakers

**SPECIAL MULTIPLAYER REQUIREMENTS:** Internet Connection or LAN for multiplayer

**MULTIPLAYER:** Up to 32 other players in multiplayer mode

*Minimum System requirements:*

**OPERATING SYSTEM:** XP/Vista/Windows 7/Windows 8

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**HARD DISK SPACE:** 2 GB HD Space

**VIDEO:** NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512 MB video memory required

**SOUND:** Direct X-compatible soundcard

**DIRECTX®:** 9.0c

**CONTROLLER SUPPORT:** 3-button mouse, keyboard and speakers

**SPECIAL MULTIPLAYER REQUIREMENTS:** Internet Connection or LAN for multiplayer

**MULTIPLAYER:** Up to 32 other players in multiplayer mode





## MAC:

*Recommended System requirements:*

**OPERATING SYSTEM:** Mac OS X 10.6.8 or better

**PROCESSOR:** Intel Core Duo Processor (2GHz or better)

**MEMORY:** 2 GB RAM

**HARD DISK SPACE:** 2 GB

**VIDEO CARD:** ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.

**ADDITIONAL:** GLSL 1.3, OpenGL 2.1

**CONTROLLER SUPPORT:** 3-button mouse, keyboard and speakers

**SPECIAL MULTIPLAYER REQUIREMENTS:** Internet Connection or LAN for multiplayer

**MULTIPLAYER:** Up to 32 other players in multiplayer mode

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**MULTIPLAYER:** Up to 32 other players in multiplayer mode

## LINUX:

*Recommended System requirements:*

**OPERATING SYSTEM:** Ubuntu 12.04 LTS

**PROCESSOR:** Intel Core Duo Processor (2GHz or better)

**MEMORY:** 2 GB RAM

**HARD DISK SPACE:** 2 GB

**VIDEO CARD:** ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.

**ADDITIONAL:** GLSL 1.3, OpenGL 2.1

**CONTROLLER SUPPORT:** 3-button mouse, keyboard and speakers

**SPECIAL MULTIPLAYER REQUIREMENTS:** Internet Connection or LAN for multiplayer

**MULTIPLAYER:** Up to 32 other players in multiplayer mode



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**ADDITIONAL:** *GLSL 1.3, OpenGL 2.1*

**CONTROLLER SUPPORT:** *3-button mouse, keyboard and speakers*

**SPECIAL MULTIPLAYER REQUIREMENTS:** *Internet Connection or LAN for multiplayer*

**MULTIPLAYER:** *Up to 32 other players in multiplayer mode*





# WELCOME TO EUROPA UNIVERSALIS IV: CONQUEST OF PARADISE



**FOR OVER A DECADE**, *Europa Universalis* has been, primarily, about two things: accurately representing a plausible alternate history, and a very specific history at that – the 400 years of global European expansion and advancement. The series is about the rise of an historical Europe from feudal monarchies through Renaissance and Reformation to the early modern era when European armies dominated the known world from Mexico to Sumatra, Newfoundland to the Cape.

And, except for the *Divine Wind* expansion to *Europa Universalis III*, we've stuck to this model pretty well. Naturally, we think we can do more.

*Conquest of Paradise* is the first expansion to Paradox developed game that adds the possibility of random map generation, and the first expansion in the EU series to focus on the North American continent and management in the New World. Both are quite a departure, and both bring new and exciting gameplay challenges for veterans of Paradox titles.





The Age of Exploration is one of the key aspects of Europa Universalis IV, but you, as the player, have a great advantage in knowing where the New World is. Need sugar or gold? You know where to find them. This is hardly real exploration, is it? Now you will have the option to generate a random New World at the start of the game. You'll still have Aztecs and Inca, but you won't know where. Is the New World close than you thought or further away?

We've filled North America with over a dozen minor native nations, now – one province states to remind you that this great Promised Land for European colonists wasn't just a bunch of vacant lots. The North American natives have a pile of new mechanics and abilities that are designed to make playing these nations more interesting. New diplomatic, technological and even movement options will breathe a fresh gust of air into the wilderness spaces.

But we haven't forgotten the Old World completely! A new colonial management system introduces the important relationships that the mother country has to handle with those of its citizens that have settled across the seas. Colonial Nations will be formed – autonomous but subject states who can pursue their own agendas and get you wrapped up in their conflicts, all the while sending money home.

This mini-manual won't go into a lot of the math and details, but it will introduce these new systems and features to give you an idea of what you can expect and what you should prepare for.

Onward! Across the ocean to new lands! Claim, conquer, colonize. Or resist the invaders! We've got new tools to help you do it all.



# WHERE DID CUBA GO?



**P**RETTY MUCH SINCE the beginning of the EU series, players and critics have wondered why the map was always fixed – especially the New World. For a game that has a big focus on exploration, it never felt a lot like exploration if you knew where everything was. Add in the hardcore folk that memorized every sea zone and the colonial distance to Suriname and a huge part of the mystery of the era is lost – Columbus had no idea what he would find.

A randomized New World is designed to be a challenge for you as a European player; if you are playing a North American native nation, then it might not add much to the experience. If you are a veteran player that plays a lot of multiplayer games, however, the random New World will help ameliorate that land rush for the best spots or that tip of Brazilian coast. Who knows where the Aztecs will be or even if they have gold at all? The random map changes everyone's calculations.

Now, let's be clear. A randomized New World is entirely optional. There is a check box on the setup screen when you choose your nation, and you can go with the old New World or get something randomly generated. So if you like Florida and Cuba hanging out like pals, you can keep that. But we do hope you give this a shot.





How does it work? Well, the game draws a box around the regions from Greenland south and west. Pretty much anything past the Azores is going to get mixed up. The engine then generates new continents and islands. We've made efforts to get the maps looking sort of like real land masses and not like blobs of space just stuck together.

The territories are still grouped into historical regions, of course. There will be a Caribbean region, a Mississippi region and so on, because we use these tags for a bunch of other mechanics in the game, including some new ones. The random maps will also have the same trade nodes (but in different specific locations) and they will feed into each other in the same way that they do on the historical map.

The random world is only good for 1444 starts, i.e., games that cover the full breadth of the game. And the random world is not compatible with any saves you may import from *Crusader Kings II*.



# NORTH AMERICAN MINOR NATIONS AND FEDERATIONS



**THE POPULATION OF** the New World before the arrival of Columbus is a matter of significant disagreement but there is a growing scholarly consensus that early explorers, settlers and writers greatly underestimated the size and sophistication of North American native society. Even aside from the large confederations like the Iroquois or Shawnee, large native centers existed in much of North America.

The trick for game design, of course, is to accurately reflect this historical truth but still leave room for the Europeans to settle. So we have added over a dozen new North American native states – most with a single province to their name. These new minor nations are present in clusters across the continent to represent the largest concentrations of North American native power and population.

To do this we've even opened up some former Wasteland spaces – you can't have a New World without the Comanche.

A one province minor native state may sound like a pushover, but we've given them a few things that will help them last a little bit, we hope. First, North American natives cannot fabricate claims on each others' lands, so the Iroquois can't simply wave their hands and grab a weak neighbor.





Second, one province minor natives can Migrate from one province to the next. This lets them move away from threatening neighbors or gradually move to a richer province. Once they settle in their new land, they get a significant boost to all of their monarch power points, so migration is a way for a nomadic society to keep up while staying out of danger. A province that natives migrate out of will have its resources temporarily depleted so that you cant just move back and forth between two provines.

Third, all North American native states can join Federations. A Federation is a special defensive alliance that can only operate against those nations not in the Federation. So if a bunch of minor states join up and keep the Creek out, then the Creek might be more wary about preying on these easy pickings.

Unlike other Alliances, Federations have Leaders. The initial leader is the state that creates the Federation. After that, the leader is chosen based on diplomatic reputation and prestige. If your relations with the leader fall to far, you will be kicked out of the federation. Being the Federation leader comes with a number of small bonuses that will help you in the long run.



# NORTH AMERICAN NATIVE ADVANCEMENTS



**THE NORTH AMERICAN** native nations have never been popular options for players for obvious reasons – not necessarily connected to how weak they are. After all, everybody loves Ulm.

The big issue with them is that there is not a lot to do for much of the game. Technology moves too slowly which means there are no buildings to build, many are isolated from each other and therefore there are fewer options and no sense



of progress. We want the New World to be a viable option for player experiences and new stories. The minor states help with some of that, but we have more.

First, there is a new general National Idea group for all North American states, as well as unique National Ideas for some of the major powers. This, at the very least, adds more personality to the region.

Second, the North American natives have their own buildings for construction. These are much cheaper and fewer in number than their European counterparts, but will be obsolete once the native state modernizes to a more Western style of government. If a one province native minor migrates, it will need to rebuild any buildings it has constructed.

Third, and most importantly, North American natives now have a minor tech track to follow called Advancements. There are 15 advancements – five each for ADM, DIP and MIL tracks. For 500 points, they can unlock a new technology here instead of holding them and waiting to unlock the first “normal” technology level. Once a native state has all 15 techs, it can convert to a Western form of government like Feudal Monarchy if it borders a European or Westernized state.

If they take this step, they lose their native buildings and other bonuses they may have accrued, but they also jump ahead in technology levels. Note, this is **not** the same as Westernization. The native states will still lag behind in gaining future technology until they successfully Westernize and that will take them falling behind their European neighbors in tech again.

A native state that modernizes first will still face an uphill battle against the European interlopers, but it will also be far and away the most powerful native state on the field until another nation manages to make the transition.

The new technology/modernization process and building options are designed to give players a way to mark their progress as North American native leaders and, fundamentally, more to do. They will still be a challenge to play, but hopefully they will now be more interesting.





# COLONIAL NATIONS AND LIBERTY



**I** **YOU ARE** someone that plays a big colonial empire game, then be prepared for a major change in how these empires are handled. As it stood in EU4, colonies were, for all intents and purposes, simply distant provinces. Once their population hit 1000, a colony became a province that was indistinguishable from another province in Europe.

Great Britain

Subjects

Colony	Pop	Income	Trade Power	Control	Trade Power %	Subjects
Thirteen ...	146.3	+80	21.99	52.0%	60%	29
Newfoun ...	6.3	6.44	52.0%	60%	6	
Hannover				0%	0%	13
English ...	5.3			52.0%	60%	
Carnatic	10					

**Thirteen Colonies** is our colony.

A colony is a separate colonial state under the rule of their overlord. Colonies are required to pay a monthly tariff to their overlord and will submit amount of their tradepower. Colonies can only declare war on primitives or other colonies.

Colony Income: 30.00% 37.37

Vassal Income: 0% 0.00

Total Subject Income: 37.37



Of course, historically, it wasn't quite like that most of the time. European colonies – whether because of distance, traditions or law – were fairly autonomous in many matters while being subservient to the mother country. So we have introduced Colonial Nations. This will more accurately reflect the oddness of Enlightenment Empires, but also make it a little easier to focus on the big picture as an imperial center.

Whenever a nation establishes five or more contiguous colonies in a region, those colonies will unite to form a Colonial Nation. Think of it as a kind of vassal, but with a little more freedom of movement diplomatically and less freedom economically – sort of.

Colonial leaders are appointed by the mother country, just like how a Republic chooses its leader. Since a colony manages its own economy, building and technology, you can choose the colonial governor based on the priorities you have for this outpost of your power.

A Colonial Nation, similar to colonies, contributes a percentage of its wealth to the homeland through tariffs. The homeland can raise or lower the tariff rate for any given colony at will. Each Colonial Nation can have a different rate, and it becomes rather easy to turn large Colonial Nations into cash cows if you have the fleet to get the money home.

But beware, the Emperor likes his sheep shorn, not slaughtered. The higher the rate goes, the more likely it is that the Colonial Nation will seek full independence. (The obvious model here is the British North American tax rebellion that led to the Revolutionary War.) This independence factor can also be affected by events and choice of governor – leave the same person in power too long, and the settlers could start to feel like they can do fine without you.

If the desire for independence ever reaches 50%, then there is a chance that the Colonial Nation will make a break for it – declaring war on the homeland and calling on any foreign allies that had pledged to support its freedom. If it wins the war, it forms a new nation, free of any ties to the mother country (except maybe culture, religion and taste in music.)

You can play Colonial Nations in any historical start or in a new saved game, if you like, and work your way towards independence. Liberty or death!





Colonial Nations can declare war on Native states or on other Colonial Nations, but not on any established modern state. These are colonial wars and usually rather small in their aims – though two large Colonial Nations can fight a prolonged struggle. Unlike in a traditional Vassal relationship, the mother country is *not* automatically involved in these wars, even if the Colonial Nation is the target of a Native or other Colonial Nation.

If the war is going badly for a Colonial Nation, however, the mother country can try to put a stop to it before everything gets out of hand. The imperial power can try to enforce a peace settlement on the power that is threatening the subject colony. If the target of this request refuses, then the imperial power will join that war – as will the mother country of any other involved Colonial Power.

As you can see, it is possible for a small skirmish over a seaport in the Gulf of Mexico to expand into something much larger if the mother countries involved find that serious issues are suddenly at stake.

Of course, if a regular established country declares war on a Colonial Nation, it is treated like an ally or vassal and the mother country is automatically called into the war. So the rule is a simple one – any time that a Colonial Nation finds itself at war with a state that is not a Native power or a Colonial Nation, it's Imperial Patron will automatically sign up to the war.

It's not all about war, of course. Colonial Nations can form alliances with Native states as well, as there were many treaties of convenience in the New World where allies in the interior were needed to secure a weak front or protect plans for expansion. Colonial Nations can trade or embargo other powers, as well.

Colonial Nations are a very new idea for us, since they are in that odd place between free and subject – they are also the first sort of nation that will be spontaneously generated and even named in the game, thanks to a bunch of custom designations we have created for colonial nations for every likely colonial empire.



# THINGS TO THINK ABOUT IN CONQUEST OF PARADISE

- There is new type of subject state called a Protectorate; this is a vassal type relationship with a greatly inferior nation, technologically speaking. It adds a smaller expansion penalty than conquest, but you cannot annex a Protectorate diplomatically.
- One of the new Native North American technologies allows them to colonize neighboring provinces. This is an easy way to expand, but be careful! Colonization eats money and it will be a while before most Native states have a lot coming in. First get the income in place – then colonize.
- A random New World could be much, much closer than the real one. This means the race for colonies will go a lot faster than you may be used to. Watch your rivals' ship to see where they are heading.
- Native North American states can build huge primitive armies but they lose a lot of the bonuses associated with the army cap if they modernize. So be ready to see your 25,000 man juggernaut slashed once you adopt a European way of life.
- Defeating one of your Colonial Nations in a war for independence means that you keep the tariff level where you set it before the war; you did win after all. But the Colonial Nation's desire for liberty will be lower than normal after the defeat. It will slowly climb back to the default level for a given tariff rate, though – don't be complacent.
- If a rival is beating you in the colonial game, promise to help one of his Colonial Nations break free! This will win you a useful ally if you win, and if you lose, you will have tied up his armies in a war far from his own shores.



# CREDITS

EUROPA UNIVERSALIS IV  
was developed by  
PARADOX DEVELOPMENT STUDIO

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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.

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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.

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