MANUAL

EUROPA® UNIVERSALIS IV

WEALTH OF NATIONS



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WELCOME TO WEALTH OF NATIONS

ONE OF THE BIGGEST TASKS for us with *Europa Universalis IV* was finding a way to integrate the trading system of merchants and trade centers into the rest of the gameplay. We think that we did a good job with that – tying the wealth you can pull from your trade technology to your ships, your structures, trade collection vs trade steering... a number of small changes that added together made trading less of a chore you would automate and more something that you would take into account while planning your empire.

Wealth of Nations, the second major DLC for *Europa Universalis IV*, is focused on further uniting the trade system with the military and diplomatic calculations that all great empire builders will run into. There are new ways to use trade to provoke wars, new entities based around Eastern Trade Companies, changes to piracy, trade co-operation and a raft of other small changes to the core game.

The expansion of global trade was, after all, one of the distinguishing features of the Age of Discovery and the Enlightenment. This was more than just the Columbian Exchange – though the introduction of new crops and animals from one hemisphere to the next changed the world for all time. It meant that small nations like Portugal and the Netherlands could end up fighting wars in the East Indies to control the spice trade. It meant daring sailors could hire themselves out as freelance bandits on the high seas, launching the Golden Age of Piracy. It meant that wealthy merchant companies became virtual governments unto themselves, starting wars, pleading for royal backing for their adventures and becoming some of the greatest forces for the dominance of European capital around the world.

But we've also added some other changes to close off certain exploits, encourage the player to take chances in war and diplomacy and give the National Idea mechanic some more utility. There are fewer dramatic changes in *Wealth of Nations* than their were in *Conquest of Paradise* – no new countries forming themselves, no random map generator – but we hope that the subtle changes to well-known parts of the game introduce new challenges and new perspectives on 400 years of world history.



GENERAL CHANGES TO TRADE

THOUGH WE WERE largely happy with the modifications we made to the trading system in *EU4*, we noticed a few things that we thought should be fixed in order to vary the experience, give multiple means of trade management legitimacy and keep some major states around longer instead of making them easy prey.



Merchant Republics

These very important trading powers are natural targets for a human player. Venice is lucky if it survives to 1600, Denmark will always move on Hansa first, Genoa is just waiting to be added to Savoy. We've strengthened these states in some small ways (giving them extra trading power and another merchant, to start) but the big change is that the presence of a merchant republic in your trade zone is good for everyone. A trading nation will want merchant republics around because they boost the production wealth of nearby states. Supply and demand, I guess. Eventually, they might get squeezed out by a rival trading power – or you just need that territory. But there are now incentives to keep them around.

Main Trading Port

Land powers that gained a rich coastal province were sometimes tempted to move their capital to the sea in order to get the added wealth that a capital can bring to a



trade zone. To avoid this weirdness, you can now designate any coastal province as your major trading port. This is sort of a mini-capital, bringing bonuses to the trade in its region. So, if you become a large continental power with trade ports in, say, the Netherlands, the Baltic and the Mediterranean, you can choose where to focus your energies and designate a nearby province as your main trading port. You can relocate this trade hub by spending diplomatic power.

Inland Trade

With so much focus on the sea lanes in *Europa Universalis IV*, inland trading centers were sort of left on the wayside. To address the importance of major continental crossroads for merchants and traders, we've done a few things to boost their value. Since we don't have the equivalent of shipping patrols to add value to a land trade node, we are making the value of these spaces more dependent on a nation's stability and trade efficiency. An inland node with a merchant collecting there will now have added trade power per point of efficiency – and since efficiency is tied to stability and overextension, inland powers will have unique challenges suitable to their type of trading.

Trade Conflicts

Since we want trading powers to fight each other, you can now manufacture a casus belli against any nation that controls 20% of trade in a node where you are active. This will be a trade war, with the same conditions for victory and aggression penalties.

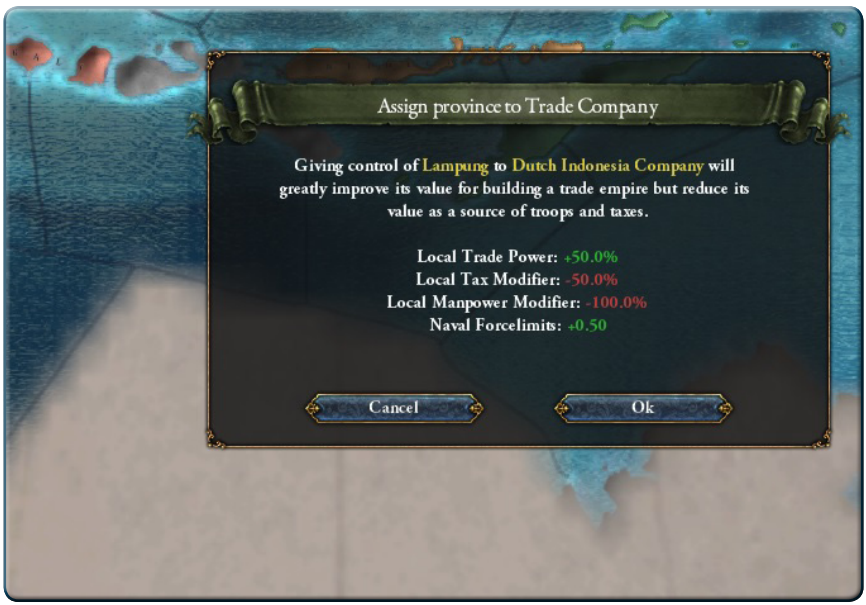
TRADE COMPANIES

THERE ARE FEW PRIVATE enterprises that had as far-ranging consequences as the East India Company. When people write that the British acquired their empire in a fit of absent-mindedness, one thing they note is how this trade company would pursue its own interests and present London with a fait accomplit, led by its own generals and only poorly managed by Parliament.

Up to this point, Trading Companies in *EU4* were reflected by little more than a National Decision. If you had a province in India, you could click a Decision checkmark and get a bonus.

Now, any colonial power can designate overseas provinces as parts of its trading company. Doing so will greatly decrease their manpower and production, but give a huge bonus to their trade value.

Why would you do this? It's partly a way to increase the importance of provinces or colonies that are too mediocre at everything. Though, cumulatively, a large number of overseas provinces might contribute some tax and manpower here and there, in small numbers they are of little production value – especially ones that are conquered and have alien religions or cultures. By setting up a trade company in a region, you focus the province's energy on trade.



You can track the value of each trade company (they are regional) on the subjects tab of the main information screens.

If a trade company gets a majority of the trade power in its region, then it gets additional power and influence over the trade zones in that area. You get an extra merchant once you hit 51% of trade in a region. This can make competition for trade in India or Africa a new focus for combat or negotiation.

Another bonus to forming trade companies is that weaker non-European powers can't westernize if their only border is with a trade company – they have to be bordering a core province of a European power. This should make it a little easier to set up shop in India or Asia without getting expelled a few decades later by a super modern army.

There is a price of course. Trade companies want to get bigger and will sometimes present you with their own demands that you conquer a nearby province. Failure to do so in a timely way will present you with possible rebellion among the merchants there, so think about where you can afford to expand.



LIFE AT SEA

SINCE TRADE IN *Europa Universalis IV* is heavily tied to the naval side of the game, we had to take a look at the place of ships in the game. Two major changes have been suggested for some time, so we're happy to get them in place.

Is there anything more frustrating than finding yourself in a war and losing all your trade patrol ships to a rogue carrack or two because, being patrol vessels, they patrol? This can lead to a lot of extra cost for the player, when there are less painful ways to exact the reduced trade penalty for being at war.



Now trade patrols have a default setting to retreat to port whenever a war starts. You can change this setting for each fleet, so there is no reason for a war in Indonesia to scare your Andalusian patrols. But, since you get no income from the patrols that aren't happening, you are effectively still cutting the trade sinews of a nation without them having to constantly spend money on second rank patrol ships.

You can still catch these ships while they are out of port, of course, but they will bee-line for the nearest safe harbor and only resume their patrols once the war ends, or if you disable their flight instinct.

The second major change is to how blockades work. It never made a lot of sense for a single ship to interdict trade at every harbor in a sea zone – especially if one of the harbors was a major port that would expect a great deal of shipping.

Now blockades are effective by percentages, based on the composition of the fleet and the wealth of the target ports. A larger fleet – or a faster one – will be more effective than a small, slow one. The efficiency of a blockading fleet is now noted beside the ships at sea, and a rollover tool-tip will tell you which ports are being blockaded at which rate.

We've also added a button that makes it easier for you to detach obsolete vessels from a fleet if you want to scuttle them and replace them with newer models. Eventually you may reach a point where those 30 early carracks are quite useless and need to be retired for the latest, greatest shipping technology.

Privateers are a new option for small warships and trade poor nations that want to cripple larger, wealthier powers. Instead of patrolling a trade node, light ships can be designated privateers where they will steal trade income from the nations that operate in the selected node. Since they are, effectively, pirates, much of what they take will end up in their own pockets. In game terms, they direct trade power to a Pirate faction. Sometimes the scurvy dogs will throw some coin your way as thanks for the letter of marque, but they actions will also give victimized nations a Trade Conflict casus belli against you.



POLICIES

WEALTH OF NATIONS introduces a new way to further tweak and modify your nation's abilities, beyond adding ideas or cornering the market on a particular resource. Now, if you fully research particular pairs of Idea Groups, you can activate National Policies that will add bonuses to certain aspects of your country.

There are, as you would expect, three groups of National Policies, one for each of the major focus areas (Administrative, Diplomatic, and Military). However, the policies themselves will require completing idea groups across the spectrum. A Diplomatic Policy may require you complete a certain administrative idea group, for example, as well as a diplomatic one.

Once you have started research in a particular group, the policy window (available via the Decision and Missions panel) will let you know what policies will be available to you should you complete this group and which other groups are necessary to let you choose a policy. Some of these will replace decisions that you have become familiar with.

There is, of course, a cost. An active policy will deduct one monarch point per month from its relevant group, just as extra leaders or extra diplomatic actions will. Policies are not intended to always be permanent bonuses, then, and can sometimes be a detriment to your country if you need every single Monarch Power Point and cannot afford a great advisor. That said, a policy can add important extra power at key times, and there is no penalty for canceling a policy, though you need to wait ten years before you can do so.



There are over a hundred different policies spread across the three categories, and it would take forever to list them all, but here is a sample of some of the policies available to you.

Examples of Administrative Policies

JUDICIARY ACT: Requires Economic Ideas and Administrative Ideas. Regulation of the legal system and freeing it from the arbitrariness of kings pacifies the people and improves a nation's standing on the world stage. *-1 to revolt risk, +2 to diplomatic reputation.*

COMBINATION ACT: Requires Aristocracy Ideas and Innovativeness Ideas. Limiting the freedom of workers to organize obliges them more strongly to their employers.*Production efficiency +10%.*

COURT OF WARDS AND LIVERIES: Requires Aristocracy Ideas and Economic Ideas. This institution helps manage estates that had fallen into the hands of heirs who had not yet reached their age of majority. *Tax modified +5%, legitimacy +1 per year.*

FORMALIZED MEASURES: Requires Economic Ideas and Plutocracy Ideas. Standardization of measurement allows greater regulation and oversight of merchants. *Tax modified +5%.*

AGRICULTURAL CULTIVATIONS: Requires Economic Ideas and Quantity Ideas. Improvement to farming leads to a boost in the military capacity of the state. *Land Force Limit increased +20%.*

GOLD STANDARD: Requires Economic Ideas and Innovativeness Ideas. Currency is now pegged to a specific rare good. *Inflation reduction increased 10%.*

SCHOOL ESTABLISHMENT ACT: Requires Administrative Ideas and Religious Ideas. Crown support for church run schools brings order to the new generation. *Production efficiency increased 5%, stability cost decreases 5%.*

Examples of Diplomatic Policies

THE STATUTE OF MONOPOLIES: Requires Trade Ideas and Economic Ideas. The government allows and enforces monopolies on the trade of specific goods. *Production Efficiency increases +5%, Trade Efficiency increases +5%.*

THE RECRUITING ACT: Requires Naval Ideas and Economic Ideas. Impressing and forced service in the fleet provides cheap manpower. *Naval maintenance reduced by 25%.*

NAVIGATION ACT: Requires Naval Ideas and Diplomatic Ideas. Restricting the use of foreign shipping for trade builds a stronger core of experienced sailors. *Naval tradition increases + 0.5.*

CONVOY SYSTEM: Requires Naval Ideas and Offensive Ideas. Merchant vessels are protected by escort ships. *Naval morale increases 15%.*

DISSOLUTION ACT: Requires Diplomatic Ideas and Economic Ideas. Regular dissolutions of parliaments further legitimizes national policies. *Aggressive Expansion Effects reduced 15%.*

ANTI-PIRACY ACT: Requires Diplomatic Ideas and Expansion Ideas. A commitment to ending toleration of pirates and sea rogues establishes your country as an honorable one. *Decay/Improvement of relation increased 10%.*

THE WOODEN WALL: Requires Naval Ideas and Defensive Ideas. The seas will be your bulwark against all enemies. *Ship construction speed increases +10%.*

Examples of Military Policies

THE MILITARY ACT: Requires Offensive Ideas and Quality Ideas. Greater institutional support for the army will give soldiers the confidence they need that their leaders are behind them. *Army Discipline increases +5%.*

LAND RECRUITING ACT: Requires Offensive Ideas and Quantity Ideas. Scour the countryside and find every available body for the army. *Manpower increased 20%.*

STATE CONTROLLED GUILDS: Requires Trade Ideas and Quality Ideas. Official regulation of guilds through the Renaissance and Enlightenment was designed to optimize direction of national economic policy. *Provincial trade value increased 25%.*

PROVINCIAL TAX SYSTEM: Requires Administrative Ideas and Quantity Ideas. Assigning taxation duties to local officials helps ensure a nation has the wealth it needs to fight major wars. *Manpower recovers 25% faster.*

MINING ACT: Requires Expansion Ideas and Quality Ideas. The hazards of mining and uncertainty of the ventures requires strong national oversight, but can lead to great riches. *Army tradition increases by 0.5.*

LIQUOR ACT: Requires Quality Ideas and Administrative Ideas. Government control of alcohol production ensures that this liquid courage is up to certain standards. *Army morale recovers +5% faster.*

HORSE ARTILLERY: Requires Offensive Ideas and Economic Ideas. The invention of artillery that can be easily drawn by mounted battalions increased the capacity of cannon to target weaknesses in enemy lines across the battlefield. *Artillery power increased by +10%.*

As you can see, many of these are already familiar to you in one way or another. We're sharing the wealth to other nations, I guess, with ideas like Wooden Wall, which was once exclusively English/British. Since you can swap policies in and out, you can customize your administrations approach to a given situation so long as you have the monarch points available to you.



POWER PROJECTION

IN EU4, WE INTRODUCED "rivals". These are the nations that you particularly hate, and you would get relationship bonuses and penalties depending on who hated whom. If you and a neighbor both hated France, then that would bring you closer together; in EU, there is nothing more loved than a healthy hatred of France.

The problem with the system is that it didn't always make sense to give you rival conquest bonuses to prestige and the like if you could just make anyone you wanted a rival. Navarre, after all, is bothering nobody, but you could designate this easy target as a rival and earn some cheap prestige for beating them in wars. And, to avoid penalties, you could just decide to not have a rival at all – staying neutral and only assigning rival status to countries you would be targeting soon.

So we've changed the rival system somewhat and wrapped it into new system we are calling Power Projection. This score, tracked at the top beside your Legitimacy, is a measure of how well you are doing compared to your rivals. As they lose or gain territory and power, you will gain and lose Power Projection. Look at it as a gauge of who the biggest dog on the block is – or at least the one that is most successful recently. If you conquer territory from your rivals, then this is worth more than if someone else does it.

If your Power Projection score tops +50, then you get an extra set of bonuses suitable for anyone that is regularly dominating a shifting cycle of enemies. To limit



prestige farming, you can now only choose your rivals from among those nations that are close to you in power. As the world gets carved up among a few larger empires, the hope is that this will give you and the AI incentives to not just sit back and let the rich get richer. Century long alliances between the largest powers should be difficult to maintain, and mutual co-operation in the division of rivals should breed anxiety and rivalry between those that profit from the partition. By limiting rivalries to those nations that are true threats to your historic path upwards, we are able to keep you focused on finding ways to confront and undermine (or work hard to placate) rival states.

And you have to have rivals! A kingdom without rivals will slowly lose Power Projection, so find an enemy. All the popular kids have them.



RELIGION

WE'VE ADDED A LITTLE more detail to two of the major religions in *Europa Universalis IV*. Now both Reformed Protestants and Hindus have been given new mechanics to make both a little more interactive and interesting.

Why change the Calvinists? First, Reformed Protestantism was a powerful force in its day but in the game, is often rubbed out by players before it gets much of a foothold. By adding some new mechanics that capture the dynamism and fire that powered the tiny Dutch state into a trade empire and even deposed a king in England.

To capture the zeal of Reformist Protestants, we've introduce "fervor". This is a pool of points that can be allocated to any (or all) of three imperial tasks. Fervor is earned at a base rate of 2 points per month while at peace, 1 point per month if at war. Naturally, things like prestige and stability have a part to play here, too. This fervor is stored in a pool and can then be spent on Trade (Global Power and Steering Efficiency), War (Morale of Armies and Navies) or Stability (Reduced revolt risk and better Diplomatic Reputation.) It costs 5 Fervor per month for each of these boosts, so it will take consistent stability and peace to run one focus permanently. But Fervor is good for a short term boost if you find your country needs extra money or morale.



Hinduism is being changed because we do want to give more attention to Asia, of course. And the recent Crusader Kings II expansion, Rajas of India, has already shown the way. Upon taking the throne, Hindu rulers can now choose a personal deity, each one with a special bonus that will apply to the kingdom. A rare event will let you change your deity, but unlike the flexibility of Fervor, a personal deity is designed to let you set a long term course for your realm. What problems do you foresee, and which god will help you best?

You can choose from:

- **SHIVA (EXPANSION):** Core Creation 10% cheaper, Aggressive Expansion effects reduced 5%
- **GANESHA (DIPLOMACY):** Diplomatic Reputation +3.00, nation allowed two extra diplomatic relations
- **SURYA (WEALTH):** National tax and trade income modified by 5%
- **GANGA (INFRASTRUCTURE):** Build cost reduced 5%, loan interest reduced .50
- **SHAKTI (MILITARY):** Army morale increased 2.5%, Siege ability increased 5%
- **VISHNU (DEFENSE):** Enemy attrition increased by 1 point, Fort Defense increased 20%



OTHER SMALL CHANGES

- New ships have been added to the technology line to fill in a gap where there was little change between vessels.
- As a Catholic, you can now select certain cardinals to receive automatic donations. This will take away from the busy work, but still remain strategically important.
- If you have enough money (and high enough tech) and control Panama, Kiel or Dumyat, you can take a decision to build a canal to shorten the transit time. There are event chains accompanying this, so be ready for some tough choices along the way.
- We have changed the interface for traders so you can switch their task from collection to steering in the same node (and vice versa) without having to recall them.
- The construction menu has been expanded to include major actions (e.g., cultural/religious conversion).



STRATEGIC ADVICE

- Pay attention to your power projection! It's a new system, but can have major payoffs if you can regularly squash new rivals.
- If you start becoming a major world power, your list of possible rivals will shrink considerably. Who can stand up to your might? Set a long term (century long) plan and decide the order in which you will weaken the leader.
- It may be very difficult to completely blockade a maritime enemy now. Concentrate on the major ports and keeping the enemy fleet in port, Blockades are still effective, but only really large navies can totally cut off an enemy.
- Trading companies don't apply to the New World, so your colonization strategy there won't change. For Africa and Asia, though, you may want to concentrate on controlling a single region instead of scattering your colonists to get footholds.
- Use both National Policies and the Reformed fervor ability like a MarioKart power-up mechanic. They are boosts best used for short term spurts of income or expansion to address a crisis or win a quick war.
- Don't let your Trade Companies push you around! They will make calculations about what they want with little regard for the mess they might pull you into. Keep an army around to suppress their hurt feelings.



CREDITS

EUROPA UNIVERSALIS IV: WEALTH OF NATIONS

GAME DESIGN Johan Andersson
PRODUCER Linda Kiby
PROJECT LEAD Thomas Johansson
PR MANAGER Boel Bermann
GAME PROGRAMMING Thomas Johansson, Jimmy Rönn, Johan Andersson, Martin Anward, Joel Hillman
ADDITIONAL PROGRAMMING Niklas Strid
LEAD SCRIPTER Niklas Strid
DLC MANAGER Kandra Dahlgren
LEAD ARTIST Fredrik Toll
ARTISTS Mats Virtanen, Aline Gladh
MANUAL Troy Goodfellow
MANUAL LAYOUT An Ordinary Day
QA MANAGER Carsten 't Mannetje
QA Mario Lasan, Carsten 't Mannetje, Emil Tisander, Pernilla Sparrhult
QA INTERNS Peter Skager, Kajsa Falck
LOCALIZATION Shentloc and Evelyn Dahlberg

* * *

EUROPA UNIVERSALIS IV
was developed by
PARADOX DEVELOPMENT STUDIO

GAME PROGRAMMING Thomas Johansson, Rikard Åslund, Jimmy Rönn, Johan Andersson, Martin Anward, Gustav Palmqvist, Tomasz Kowalczyk
ADDITIONAL PROGRAMMING Johan Lerström, Henrik Hansson, Henrik Fåhraeus, Dan Lind, Olof Björk, Daniel Eriksson
ENGINE PROGRAMMING Fredrik Zetterman
LEAD SCRIPTER Niklas Strid
SCRIPTING AND RESEARCH Sara Wendel-Örtqvist, Johan Andersson, David Ballantyne, Chris King, Henrik Eklund
LEAD ARTIST Fredrik Toll

ARTISTS Aline Gladh, Jonas Jakobsson, Mats Virtanen
ART INTERNS Joakim Olofsson
ANIMATION Niklas Tammpere
INTERFACE DESIGN & TUTORIAL Daniel Moregård
ADDITIONAL GAME DESIGN Chris King, Thomas Johansson
MUSIC, Andreas Waldetoft
SOUND EFFECTS Tapio Liukkonen
ORCHESTRA Brandenburger Staatsorchester
CONDUCTOR Bernd Ruf
LOCALISATION Alchemic Dream, Evelyn Dahlberg
PR MANAGER Boel Bermann
DLC MANAGER Kandra Dahlgren
QA Carsten 't Mannetje, Niklas Tammpere
QA INTERNS Rufus Tronde, Erik Elgerot
ALPHA TESTERS & RESEARCH Henrik Lohmander, Yoshihiko Hayashi, Alex Kransman, Graham Leonard, Jakub Bohonek
ADDITIONAL RESEARCH Guillaume Hébert-Jodoin, Jorge Câmara
BETA TESTERS Dieter 't Mannetje, Lukasz Damentko, Jens Thorup Jensen, Zi YE, Markus Grebe, Raphael Silnicki, Rune Vestergaard Borrits, Andrew Seale, Gunnar Lindström, Francesco Teruzzi, Djordje Zivanovic, Seyfullah Kaya, Bill Whelan, Maykel Dominguez, D. Scott Johnson, Justas Lavisius, Jared Carle, Richter Sundeen, Utku Aydin, Nicolas Fersing, Anthony Seekatz, Michael Gajda, Matthew Tadyshak, Mateusz Kozlowski, David Hazlett, Thomas Perkins, Ferdy van Diemen, Markus Möller, Yun Hui-seung, Frithjof Nikolai Wilborn, Peter Ebbesen, Mario Zadravec, Mikael Hagman, Tuomas Tirronen, Jason Pitruzello, Tony Demchak, Anders M.S Hermansen, Christopher Lee, James Felty Douglas, Nick Fred Williams, Steven Barker, Cyril Achcar, Andrew Taubman, Brian Haddad, Alexander Keul, Jonathan Sanders, Jean Lévesque, Rikard Blixt, Dennis Harbich, Eric Friedman, Tommi Laukkanen, Martin Olsen, Fabian Schneider, Patrick Viggo Müller, Joshua Kearns

* * *

Additional content was developed by
PARADOX SOUTH

STUDIO MANAGER Lars Håhus
ART LEAD Linda Andersson
3D ARTISTS Linda Andersson, Markus Krans, Viktor Nyström, Magnus Nyström,

Marie Kauffeldt
2D ARTISTS Aliosha Blombrink, Tindy Hellman
ANIMATION Marie Kauffeldt, Nancy Lai
ART INTERNS Thomas Allansson, Joel Fällbom, Joacim Carlberg

* * *

The game was published by
PARADOX INTERACTIVE

PDX Interactive EU 4 team
PRODUCER Jörgen Björklund
DLC PRODUCER Andreas Renström
BRAND MANAGER Jakob Munthe

Paradox Interactive
CEO Fredrik Wester
CFO Andras Vajlok
EXECUTIVE VICE PRESIDENT OF SALES Reena M Miranda
VICE PRESIDENT OF PRODUCT AQUISITION Shams Jorjani
EXECUTIVE VICE PRESIDENT OF PRODUCTION Mattias Lilja
CMO Susana Meza Graham
SENIOR GAME PRODUCER Joe Fricano
SENIOR LINE PRODUCERS Jörgen Björklund, Andreas Renström
GAME PRODUCER Robin Cederholm
BRAND MANAGER Jakob Munthe
ASSOCIATE GAME PRODUCERS Staffan Berglén, Karl Leino, Ina Bäckström
QA PRODUCER Erika Kling
QA MANAGER Artur Foxander
ASSOCIATE QA MANAGER Niklas Lundström
QA TESTERS Johan Dorell, Niklas Ivarsson, Anna Jenelius, Tobias Viklund
SENIOR DEVELOPER Christian Westman
JUNIOR DEVELOPER Samuel Haggren
SENIOR PR MANAGER Petra Tell
PR MANAGER David Martinez
MARKETING MANAGER Daniela Sjunnesson
STREAMING PRODUCER Matthijs Hoving
TRAILER & VIDEO PRODUCER Steven Wells
EVENT MANAGER Jeanette Bauer

COMMUNITY MANAGER Björn Blomberg
ADVERTISING MANAGER Mats Wall
SOCIAL MEDIA & PR Malin Söderberg
COMMUNITY DEVELOPER John Rickne
SUPPORT Johannes Bengtsson
SALES ASSOCIATES Andrew Ciesla, Jason Ross, Don Louie
FINANCE MANAGER Eleonor Bergström
FINANCE Angelica Halme
LEGAL COUNSEL Juliette Auverny-Bennetot
MARKETING ASSISTANT Veronica Gunlycke
COVER ART Andreas Bennwik

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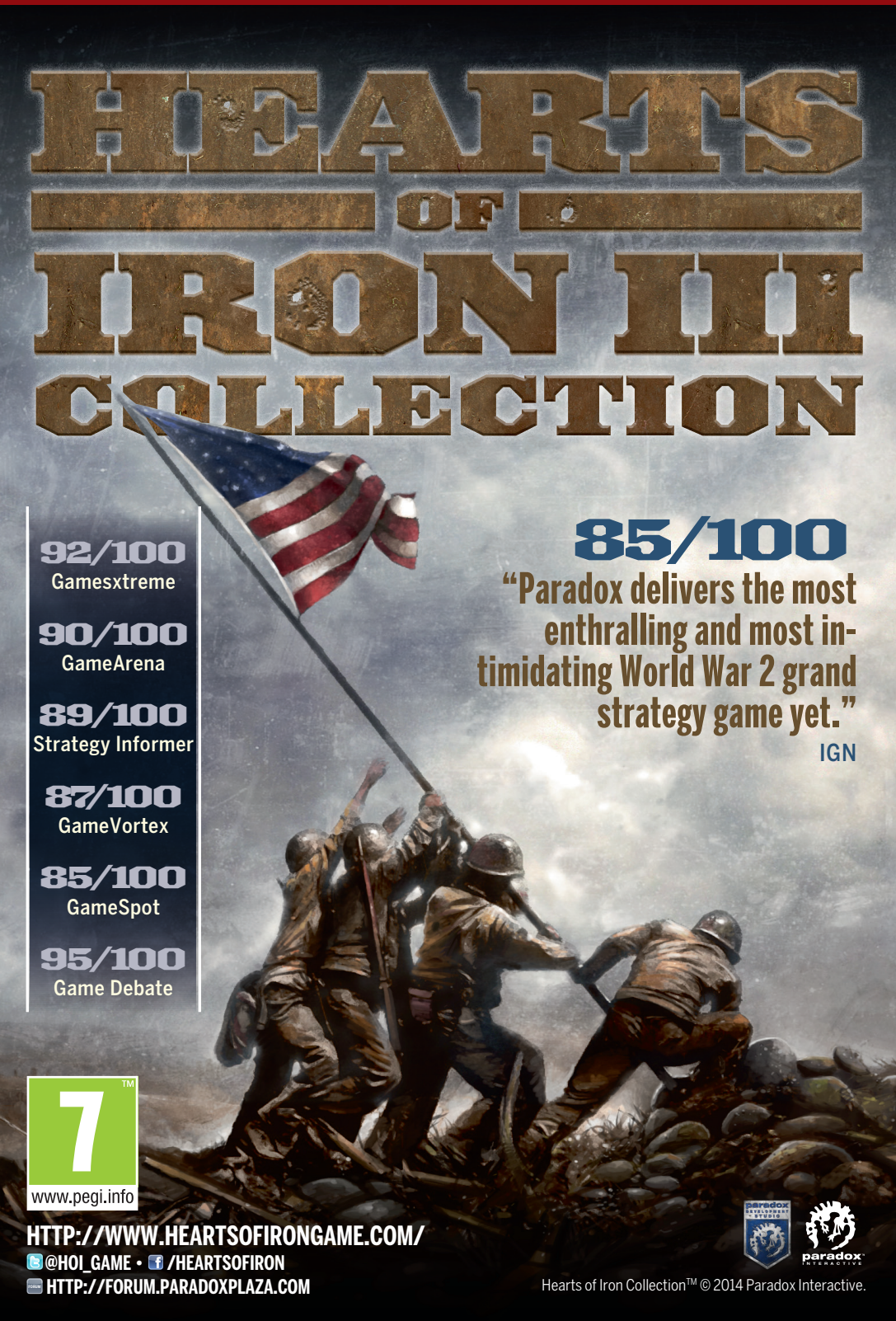


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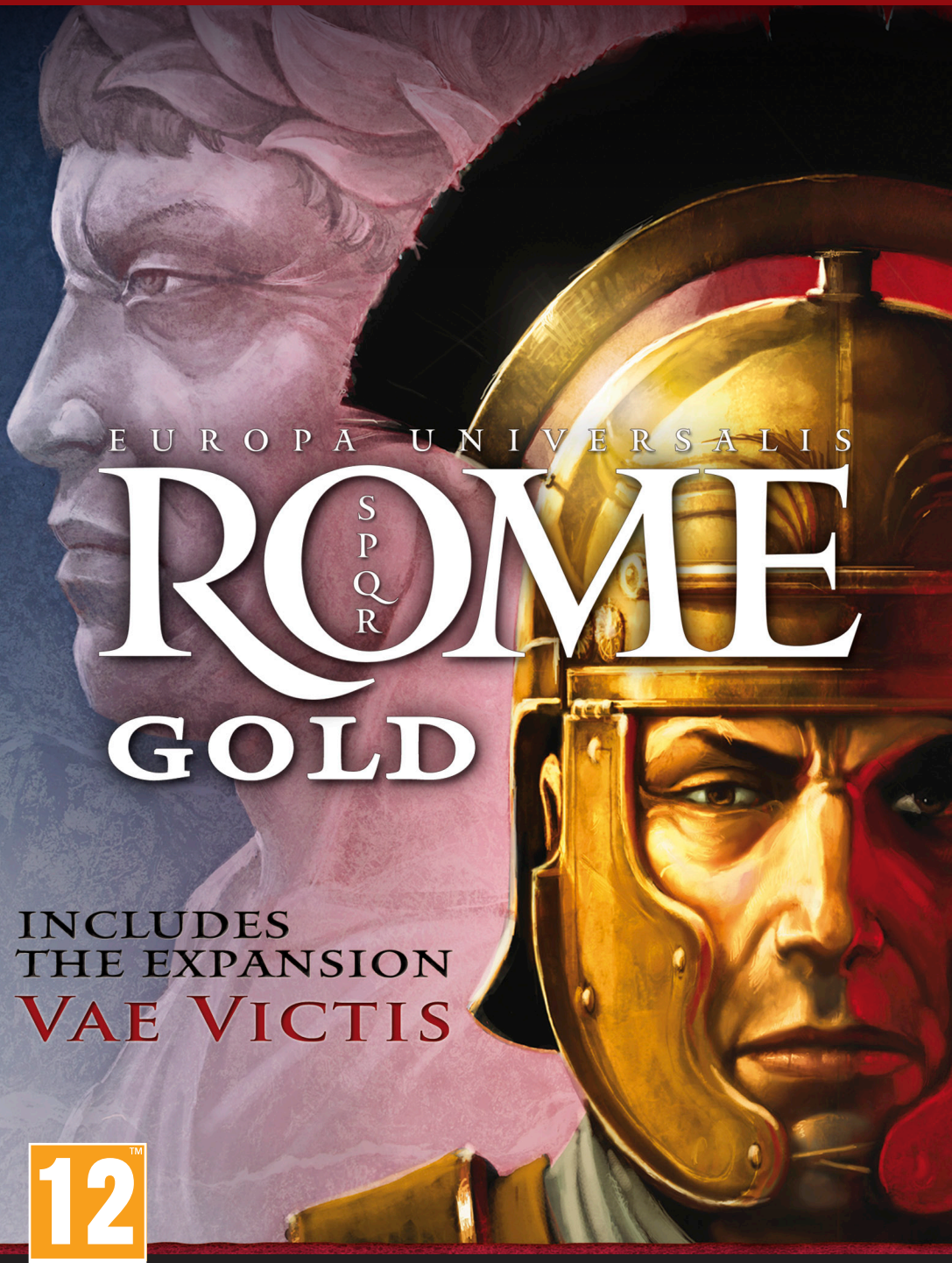
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OFFICE ADDRESS

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

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ABOUT PARADOX DEVELOPMENT STUDIO – STRATEGY IS OUR GAME

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

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

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

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

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

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

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