MANUAL

EUROPA UNIVERSALIS® IV

LEVIATHAN



WELCOME TO EUROPA UNIVERSALIS IV: LEVIATHAN

NOT EVERY POWERFUL NATION depends on a globe spanning empire. In fact, most regional powers were content to focus on maintaining security in their own neighborhood and using this local dominance to build a network of allies and vassals that could be counted on in times of crisis.

This was often done by focusing energies on the creation of a metropolis. For example, in Southeast Asia, the **mandala** city would consume much of the manpower and resources from neighboring regions, establishing a single locus of power from which a powerful monarch could direct an entire kingdom.

Like the absolute monarch in Thomas Hobbes's classic political treatise on the virtues of absolute monarchy, *Leviathan* is a testimony to the importance of an overpowering central authority in maintaining the peace. Rapid development of your capital regions, and exploiting your subject areas, may prevent long term instability at the risk of short term discontent.

Leviathan also gives you more options as a colonial ruler. Subject Colonial Nations will no longer all be managed the same way. For some regions, you will want a strong trading colony. Others are more suitable for self-governing subjects who can expand at will. And still more will extract productive wealth from mines and forests.

Leviathan is also accompanied by a major free update that radically changes gameplay for the First Nations of North America, and this manual will explain some of those changes, as well.



CAPITAL AND NATIONAL DEVELOPMENT

LEVIATHAN GIVES YOU MANY new ways to improve the Development and Infrastructure of your provinces, especially your capital. Development is one of the key factors in gaining wealth in *Europa Universalis IV*, but it can be very expensive to improve your largest cities. As higher levels of development will routinely cost hundreds of monarch points, it is sometimes not practical to invest in improving a major city unless you already have a substantial lead in Technology and those monarch points cannot be spent elsewhere.

Many nations have a mission to improve their capital to a Development level, and any tool that eases this is welcome – though there is always a cost.

CONSOLIDATE DEVELOPMENT

Nations can now draw development to their capital by stealing it from their territories or their vassals. Territories that are under your direct control can be exploited for their development once every 50 years through this state level interaction. You cannot do this to your own States, but you can do it to States belonging to your vassals, though this will damage relations with your subject and increase their Liberty Desire.

This is done via a button on the State Level menu.



The affected province loses at least one point of development in each category plus another point for every five development points. Half of these stolen points are then directed to the capital, 30% are distributed across the remaining provinces, and the other 20% are considered lost.

This is, obviously, a dramatic pillaging of your subjects, but farming recalcitrant vassals for development makes them easier to annex later and weaker in the near term.

PILLAGE CAPITAL

If you want an even more hostile way to rapidly develop your country, you can now bring back plunder from defeated foes. Reflecting the regular historic practice of looting regional power centers, nations can now **Pillage the enemy Capital** as a condition of peace to end a war.

Pillaging a Capital imposes the effects of Concentrate Development described above instead of gaining the province and has a peace score equal to the value of the pillage you are taking home. Since some kinds of wars are very restrictive in the types of demands that can be made (humiliation wars, for example) the availability of Pillaging a Capital for all war types means that it is easy to exact proper punishment on your enemies.

This action adds 10 to Power Projection if you are targeting a rival, and adds a -10 penalty to diplomatic relations. The targeted nation gets an event related to the pillaging.

Given the cost in making highly developed capital cities a core territory, especially in regions that may be difficult to hold, the option to simply steal an opponent's development and bring it home with you can be an attractive proposition in some situations.



CENTRALIZE STATE

A final new Development option is the ability to Centralize a State. This action reduces the administrative cost of a state by as much as the value of 20 development points.

Centralizing States costs 100 Government Reform Progress points and takes five years to complete. You can track progress from a State's capital. This is a good use of Government Reform points once you have exhausted the available Reforms.

This action is available on both the State menu and the State macrobuilder.

EXPAND INFRASTRUCTURE

The final new provincial improvement action is Expanding Infrastructure. Available in the building tab of the province menu, Expanding Infrastructure allows you to construct more buildings than a province's development would normally support. Remember that for every ten points of Development, a province can build one extra building or manufactory. Expanding Infrastructure is a significant one time cost that allows you to make room for that fort or shipyard without investing a pile of monarch points into an otherwise uninteresting area.

For every 15 points of development, you can expand a province's infrastructure, giving it room for one extra building or one extra manufactory, but at the ongoing cost of doubling the expense of governing the province plus extra local governing cost. There is no additional cost to taking the action.



USING DIPLOMATIC FAVORS

IN EUROPA UNIVERSALIS IV, Favors are a rough measure of how likely an ally would be to join you in an offensive war. Favors slowly grow between the allied nations, and, once they hit a certain point, you can count on your friend to have your back as you push into Lombardy.

Beyond this, Favors have not had much use up till now, and it hasn't been a very active system – players have not really engaged in Favor creation, and it's mostly a matter of waiting for the number to grow.

In *Leviathan*, nations can now Curry Favor with other nations. This is handled similarly to building a spy network, in that it requires placing a diplomat in a nation and waiting for them to increase the number of available Favors, which can then be exchanged for diplomatic actions. Currying favor is an Influence Action on the Diplomatic Menu.

Like spy networks, Favors now have their own submenu in the Diplomatic screen listing the ways you can choose to spend those favors.



- **BREAK ALLIANCE:** If the target nation is your ally, you can ask them to break an alliance they have with another nation. You can only do this once every ten years for a target nation.
- **TRADE FAVORS:** Favors can be traded for Gold, Manpower, Sailors or Trust.
- **REQUEST RELATIVE AS HEIR:** If the target ally has no heir, you can ask that they place someone from your royal dynasty in that place. Nations that are in Regencies cannot ask for this favor.
- **ASK TO RETURN CORE:** Ask the targeted ally to return a province that you have a core on.
- **ASK TO PREPARE FOR WAR:** This option used to be on the Diplomatic Feedback tab, but is now available as a Favor action.
- **REDUCE OPINION:** Ask the targeted nation to damage its relationship with another nation. This will reduce the relations between the two nations by 100 points.

Favors still take time to earn, but now have the potential to be a more substantial force in foreign affairs. Nations with a large number of diplomats will be able to steer their alliance partners in more interesting ways or rely on them for much needed support in lean times.

ESTATE AND EXTENDED REGENCIES

HISTORICALLY, REGENCIES COULD be transformative times for a kingdom – and dangerous for a young monarch. The young Edward VI was dominated by a noble council for much of his short reign, sometimes entrusting royal power to a single Protector and sometimes squabbling over who would succeed the sickly monarch. In any case, there was money to be made while the ruler was still a minor. The regency coup of Sophia Alekseyevna of Russia would have lasted beyond the majority of the future Peter the Great if he had not toppled his half-sister in a counter-coup at 17.

In *Europa Universalis IV*, Regencies and Consort Regencies have been placeholders for young rulers. They limit a nation's range of action, but otherwise have little flavor beyond waiting for the monarch to come of age. *Leviathan* changes that by giving each Regency a character and giving players options to take advantage of a particularly effective substitute ruler.

All non-consort Regencies will now be attached to an Estate, specifically the most powerful Estate in the realm at the moment the Regency comes into being. There will be specific events and decisions connected to Estate Regencies.

And now, if your Regency Council is very effective, you can choose to **extend that regency**, delaying the ascension of the true monarch for five years. You can take this action repeatedly, but each time costs you 10 Legitimacy points – this is not intended to be a long term solution to a bad heir. You can extend the Regency as long as you please if you are willing to keep paying the price.

In a minor change to heirs, they now **accumulate their own Legitimacy over time**. The longer an heir is waiting as the recognized heir, the greater the Legitimacy of their rule once they ascend to the throne.



VARIED COLONIAL NATIONS

THOUGH WE OFTEN SPEAK of European colonization of the Americas as if it were a single phenomenon, the organization and motivation of the various colonists was varied. Spanish colonies were often tightly tied to the crown, many English colonies were established by private investment companies, and French colonies were a patchwork depending on how much value the territory had for the nation (great interest in Guadeloupe, few invested in Quebec.)

The introduction of Colonial Nations in the *Conquest of Paradise* expansion at least did away with the fiction that overseas colonies were closely governed by the capital and indistinguishable from other provinces. *Leviathan* adds even more nuance to overseas colonies.

When you establish a Colonial Nation, you can now assign it one of three possible colony types. Each colony type comes with unique characteristics and upgrades. Once chosen, you can change the colony type, but you will lose all upgrades associated with its former category and also suffer a huge increase in Liberty Desire in the affected colony.

The three types of Colony are:

CROWN COLONY: This was the most common type of colony in Spanish America and the English Caribbean. After the first settlements were established in these regions, the Viceroys and Royal Governors assumed control over the lucrative sugar trade and, for the Spanish, mines and encomiendas.

In *Leviathan*, Crown Colonies are more closely integrated into the home nation. They contribute significant Manpower and Land Force Limit for armies, a slight increase in Sailors and Naval Force Limit for navies, and have no Tariff Penalty.

Crown Colony upgrades include a greater addition to the national Force Limit.

PRIVATE ENTERPRISE: Private charters were the foundation of the British empire in much of continental North America. A corporation would apply to the crown for rights to claim and settle a region, resulting in separate colonial administrations in Massachusetts and Rhode Island, for example. These charter colonies had greater independence from royal interference than other types of colonies.

In *Leviathan*, Private Enterprise Colonies are largely mercantile ventures, focused on extracting as much value as possible from the colony. They contribute nothing to Manpower or Land Force Limit, but add substantially to Sailors and Naval Force Limit. These types of colonies have a bonus to goods production and suffer a slight Tariff Penalty.

Private Enterprise Colony upgrades allow you to increase the Trade Power transfer from the colony and to Encourage Cash Crops – increasing the chance that a province's trade good may be swapped for something of higher value.



SELF-GOVERNING: Before asserting greater control over their colonial empire, both France and England would sometimes grant proprietorship and monopolies over foreign lands to royal favorites. Pennsylvania and the Carolinas started as proprietary colonies, and the earliest failed efforts to settle Acadia and New France were under a proprietor. These governors would sometimes be little more than absentee landlords, but their subjects had much more freedom to direct the course of their colony, setting up strong legislatures.

In *Leviathan*, Self-Governing Colonies are focused on the improvement of the Colonial Nation, providing great value to the nation but at the price of higher Liberty Desire. They contribute nothing to manpower, sailors or Force Limits and have a high Tariff Penalty. However, colonial development is much cheaper and they have a free colonist.

MONUMENTS

MONUMENTAL ARCHITECTURE is often seen as a sign of high civilization and Southeast Asia is no different. Inspired by the rise and fall of the grand temple complexes of the region, all nations are now able to construct or improve Monuments in historically appropriate provinces. Many provinces begin the game with monuments already in place (Stonehenge, Notre Dame, Hagia Sophia, etc.)

These monuments can confer significant bonuses to whomever builds or improves them, but there are some important caveats.



First, starting or expanding a monument to a higher tier is, appropriately, a major undertaking, costly in gold or manpower. Second, it takes 50 years to complete a new level of monument, so it is not a quick fix to solve an immediate problem in the empire. Third, if the province that holds a monument is captured in a war, it loses one of its tiers - making it less powerful. This means that though monuments are certainly useful, they will rarely, on their own, be valuable enough to be the reason for conquest, as they lose some of their value after a war.

Expanding an already existing monument – whether built in-game or before the game's start date – may come with certain cultural or religious conditions. Stonehenge can only be improved by Pagans and the Bamyan Buddhas by Thervada Buddhists.

You build and expand Monuments from the province's construction menu. The costs for each tier of Monument increase at a steady rate.

Some Monuments can be relocated to another province, but the largest structures, for obvious reasons, are fixed in place.



TOTEMISM

DERIVED FROM AN OBJIBWE word, a totem is an object that is an object, animal or person that has taken on representative meaning for a clan or tribe. Totemism emphasizes interconnectedness with natural surroundings, common experience and shared history.

In *Europa Universalis IV*, Totemism is the term used for a broad category of North American religions that flourished before European contact. *Leviathan* adds a new dimension to Totemism by giving North American nations the ability to choose past leaders as figures of reverence.



Dead chiefs can be added to a totemist "ancestor story". Each leader added to this story will impart a small piece of their dominant skill to the nation as a whole. For example, a revered leader with high Diplomatic skills might reduce a nation's Aggressive Expansion where a strong military leader could affect the Discipline of land forces.

It costs 400 Diplomatic points to add a new leader to the Ancestor Story. Once added, they cannot be removed.

MILITARY CHANGES

EUROPA UNIVERSALIS IV: LEVIATHAN comes with a few minor quality of life improvements to the military system.

CARPET SIEGES: Armies can be toggled to Carpet Siege, allowing quick suppression of provinces in a given area. This works similarly to the Suppress Revolts option in your home territory.

DRAFT TRANSPORTS: Nations with the Plutocratic Government Reform (found in Southeast Asia and Indonesia) can choose to Draft Transports. This action constructs a fleet of transport ships at twice the usual speed and at much lower cost. Since navies can be very expensive to maintain, this feature allows some island nations to quickly project their power and pose an invasion threat without keeping an idle sitting around for decades.

This action is taken in the Navy Macrobuilder.

NEVER MOTHBALL FORT: Mothballing forts is an easy way to keep your expenses down in peacetime, but sometimes you will have forts that you wish to keep garrisoned in case of a sudden attack or rebellion. You could always individually restock fort garrisons, but now you can pre-emptively identify which forts you never want to be mothballed. This can be done on the province menu.



MAJAPAHIT UPDATES TO NORTH AMERICA

THOUGH THE CHANGES to North American First Nations are part of the free *Majapahit* update to *Europa Universalis IV*, they are significant enough to require some explanation.

We had a few goals in mind when we reworked the North American nations. First, we wanted to make the continent more alive with people, so we greatly expanded the number of North American nations, especially around the Mississippi and Ohio Valleys. Second, we wanted to add incentives for migration, instead of rushing some of these cultures to a settled lifestyle of empire building.

TRIBAL MIGRATION

In *Europa Universalis IV*, unsettled North American tribes can relocate, but there are few reasons to do so beyond getting a border you can exploit for conquest or getting closer to a more technologically advanced neighbor. Leviathan adds pressures to migration, but also limits its scope.



Migratory Tribes are now encouraged to migrate through what are called **Tribal Lands**. While in provinces that are a part of these Tribal Lands, they will slowly exhaust the resources and reduce the productivity of the territory. Migration, therefore, is a way to keep the tribe productive.

Migration within Tribal Lands costs 10 MIL monarch points, but migrating to a province that is not a part of the historic Tribal Lands costs more. If you want to integrate a new province into a nation's Tribal Lands, that will cost 100 ADM monarch points. You can also expand your Tribal Land by claiming it in peace deals.

One of the bonuses of migration is that a migratory tribe will **increase its development** in a province as long as it is in place (they cannot spend monarch points on development), and also carry this development with them when they migrate. Think of this as a growing population moving around the area and bringing the entire settlement along.

When a migratory tribe does decide to settle down, this entire repository of Development is distributed across the nation's Tribal Land, creating a firm foundation for a new society.



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

13. UPDATE OF THESE TERMS.

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

14. SEVERABILITY

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

15. CONTACT US.

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

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

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