

MANUAL

EUROPA[®] IV UNIVERSALIS IV

COMMON SENSE



ANVS AE
OPICVS.
Helena

C. de arcas
C. Negro

Lumbro
C. de S. Antonio

Coilla
Lermita
Gebage
Buro

Mozambique
T. de S. Laurenty

S. Apollonia
C. Salido

Baixas de
Mascaremas
Don galo

G. de las
bueñas

Corca

Fuente de S.
C. de las
mazas



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EUROPA UNIVERSALIS IV: COMMON SENSE



WELCOME TO *Europa Unviersalis IV: Common Sense*, the sixth major expansion for the game. *Common Sense*, named for the pamphlet by American-British revolutionary Thomas Paine, focuses on an aspect of the game that has been crowded out by expansions dedicated to war, trade and exploration.

Common Sense deals, primarily, with how you develop and rule your nation. It introduces a deeper approach to domestic development, encourages specialization and differentiation between provinces and adds, for the first time, parliaments for those government types that balance the power of the king with the power of the people.

For us at Paradox development studio, this expansion is long overdue. Though we've gone a long way in making religions different and interesting, the consequences of having a Protestant state church were abstract. EU4 as you know it has many buildings, but, provided you had the wealth, there was no reason that every province couldn't be valuable for trade and also a military town or tax windfall. After going as far as we did to make the Polish elective monarchy a unique challenge, it seems natural to move on to the unique English parliament system.

In short, *Common Sense* will give you more things to think about than just pressing that next claim or declaring another trade war on Spain.

There are a host of minor changes in *Common Sense* that will significantly change many actions you are familiar with. Alterations to forts and looting alone will make you reconsider how you approach warfare, and there have been some small changes in the map that transform the 1444 start in Western Europe.

We hope you appreciate what we've tried to do in *Common Sense*. May no comets pass over your kingdom.



PROVINCIAL DEVELOPMENT AND CONSTRUCTION



IN THE EUROPA UNIVERSALIS IV you are familiar with, the most important measures of a province's worth are its Base Tax Value or Trade Value. The Base Tax, in fact, is the basis for many of the game's calculations. But this tax value doesn't have much impact on the role a province plays in your empire, nor does it change much from year to year. In a game that goes on for almost four hundred years, there is little sense that, say, Normandie, will ever be much more than it is; a strategically important coastal province.

Also, every province will get the same set of buildings in most cases. Sure, coastal provinces will get docks and naval arsenals, but since the name of the game is maximizing tax value, so long as you have the cash you can build as many things as you want that will pay for themselves either strategically or financially.

We've made some changes.

Provinces are now distinguished from each other through three measures of development, each, again, associated with a monarch point category. You can spend monarch points to raise these levels of development, slowly improving the capabilities of your provinces. This cost rises for every tick upwards in Development Value, and there are climate/terrain penalties in some places. You can never reduce these ratings via direct monarch action.

The screenshot shows the game's interface for a province. On the left, there are tabs for Demographics, Cores & Claims, Culture, Religion, and Military. The Demographics tab is active, showing various statistics and options. A tooltip is displayed over the 'Improve Manpower' option, providing details on the cost and benefits of this action.

Demographics Queue

Tax 0.34
Production 0.22
Total 0.57

Unrest 0.0%

Autonomy 0.0%

Culture **Kongolese**

Religion **Shamanist**

Manpower 500
Supply Limit 16
Max Attrition 5

Garrison: 1000

Province Values

Spend 75 Military Power to Improve Manpower by +1 in Mpenba giving:
Maximum Manpower: +500
Local Recruitment Time: -1.0%
Garrison Growth: +1.0%

The cost for improving a province is a base of 50 power that increases by 10 every time the province is improved. This province has been improved 0 time(s).

This cost is further modified by:
Capital City: -10.0%
Tropical: -50.0%
Development: -10.0%



- **EACH POINT OF BASE TAX (ADM):** +0.10 per month to tax income and +1.0 to spy defense
- **EACH POINT OF BASE PRODUCTION (DIP):** +0.04 to production income, +0.20 goods produced, shipbuilding time reduced by 1%
- **EACH POINT OF BASE MANPOWER (MIL):** +20 manpower, recruitment time reduced by 1%, garrison growth time reduced by 1%

All of these increases are unmodified figures; buildings, policies, cultural differences, ideas and other factors will change the exact figures.

The sum of these individual levels of development will give you the overall Development Value of a province. This value will determine many things about the



province including force limits for your army and navy and how hard it will be to convert it to a new religion. A 5/5/5 province has a Development Value of 15.

A province's Development Value will decide how many buildings you are allowed to construct in this province, with one building for every ten points of Development Value. The default in a province is one building, and there are terrain modifiers, as well – plains will allow more construction, mountains less. Most Western European provinces at the start of the game will have two or three slots available, richer provinces might have six.

I know what you're thinking: Three slots? That's nothing! Even if a province has six or eight construction slots, that pales before the number of buildings in the game as you know it.

Well, for one thing, we've cut down the number of buildings available to you, they are more powerful and some old ones are now upgrades to earlier structures. Second, buildings no longer cost you monarch points, so you will have more of those to spend on development.

These changes will hopefully make your choices about what to build where more strategic and interesting, and also allow you to decide to invest your royal energies in promotion of a strategically secure or financially profitable province at the expense of other locations.



GOVERNMENT RANKS



PROVINCIAL DEVELOPMENT is also tied to a new mechanic in the game – levels of government. Nations are categorized as Duchies, Kingdoms or Empires; these aren't “legal” categories but we do try to keep things historical at the start of the game. So imposing Burgundy is a Duchy while puny Byzantium is an Empire. You have to give to Caesar what is Caesar's, after all.

The higher your government rank, the more often you can change your National Focus from one monarch area to another. Duchies have the default of 25 years, while Kingdoms can change focus every 20 years.

Government

Duchy Dutch Cosmopolitaine

+10.0% +25.0%

Duchess Maria I de Bourgogne Country Modifiers

Upgrade Government Rank
Our current government rank is **Duchy**.

Regular members of the Holy Roman Empire cannot upgrade their government rank past Duke.

Advisor	Modifier	Cost	Age	Power
Arnaud de Nogaret	National Unrest: -3.00	2.5 monthly	38	10 (486 Power)
Jean-Baptiste de ...	Colonial Range: +20.0%	2.5 monthly	48	5 (397 Power)
Guillaume van Kahlden	Land Maintenance Modifier: -10.0%	10.3 monthly	57	9 (8 Power)



You ascend government ranks by reaching new thresholds in total provincial development. For example, if you want to convert your Kingdom into an Empire, you will need to have a total of 1000 Development Value in your provinces. For the most part, an empire should look like an empire.

You upgrade your government ranks by clicking the smaller crown to the left of your monarch details on the general national information menu, just below the button you use to change your government type. A tooltip tells you how many points you are missing if an upgrade is not available to you.



PARLIAMENTS



UROPA UNIVERSALIS IV has many different types of monarchies. They are not really distinguished much from each other, though, except for a few bonuses to different aspects of the game. Limited Constitutional Monarchies don't function much differently from Absolute Monarchies. Your word is law, and since you're the player/ruler, why not?

Still, we've decided to mix things up a bit in Common Sense by giving more popular forms of governance parliaments to deal with. Constitutional monarchies constitutional republics now have a new power to appeal to. England, with its historically powerful nobility, has been given a unique form of government, just as Poland was given Elective Monarchy in an earlier expansion. The *English Monarchy* increases legitimacy and reduces unrest and autonomy. A parliament was, mostly, a way for the monarch to legitimize his or her decisions and, importantly, raise money for foreign wars.

So how do Parliaments work? Parliamentary Seats are allocated to some of your provinces; for a parliament to be legitimate, at least 20% of your non-overseas core

Lincoln
Nottingham

Give Seat in Parliament

Giving **Lincoln** a seat will let them vote on issues in Parliament and have the following effects on the province:

- Local Production Efficiency: **-10.0%**
- Local Tax Modifier: **+10.0%**
- Stability Cost Modifier: **+2.0%**
- Local Manpower Modifier: **+10.0%**
- Cost of Reducing War Exhaustion: **+2.0%**
- Monthly Autonomy Change: **-0.01**

Tax 0.33
Production 0.24
Total 0.57
Unrest 0.0%
Autonomy 0.0%

Culture English
Religion Catholic

Military

provinces must be represented. A Seat will increase a province's tax, production and manpower but each one also increases the costs of increasing national stability or reducing war exhaustion. Seats cannot be removed unless they are lost in a war.

You can add a seat to parliament by pressing the button that looks like a royal hall in the upper left corner of the province detail screen.

Every ten years you will have a chance to select a debate to present to Parliament. You will be able to choose from five options, and these five are generated randomly based on your national situation. If you have completed the Exploration or Expansion idea list, for example, you can ask Parliament to Charter Colonies. If you are at war, you can ask for Parliament's support.



To pass this debate, you need to get the support of half of the seats in parliament. This is not free and they will not just line up behind you. You will need to pay for their support, and each province could ask for something different. A cash bribe might bring one seat around, while another could insist on greater autonomy. Remember that you don't need everyone behind you – just a majority – so you can choose how much you are willing to sacrifice to get this Parliamentary bonus.

These occasional bonuses can be quite helpful from time to time, and will, we hope, better model both the importance of English parliamentary rule and give players something to think about in the late game when Constitutional Monarchies and Republics become available.



DEALING WITH SUBJECT NATIONS



IN THE RECENT *Art of War* expansion, we began the process of making vassals, marches and colonial nations more lively characters in your national epic. Their liberty desire was tied to your own power (and their collective power), for example, and you could direct their actions in wars more concretely.

Common Sense takes those improvements one step further by allowing you to either bribe or bully your subject powers to make them more useful to you. You will still need to balance their liberty desire or risk having them revolt. And we're not giving everyone the Aztec power of sacrificing recalcitrant subject monarchs. But every type of subject will have a few new possible interactions that we think could deepen the experience of being an overlord.

All Subject States

- **PLACATE LOCAL RULERS:** spend 20 prestige to reduce liberty desire by 10%.
- **EMBARGO RIVALS (TOGGLE):** If on, subject automatically embargoes rival states, liberty desire +10%.

Personal Unions

- **ENFORCE RELIGION:** Forces conversion to overlord's religion. Liberty desire +50%.
- **ENFORCE CULTURE:** Spend diplomatic power to force subject to convert to overlord's culture. Liberty desire +50%.
- **SIPHON INCOME:** Seize half of subject's tax income, requires positive relations. Liberty desire +50%.
- **SUPPORT LOYALISTS (TOGGLE):** If on, lose 10% of subject's income to reduce liberty desire by 20%.

Vassals

- **PLACE RELATIVE ON THRONE:** Overlord and vassal must be monarchies. Member of overlord dynasty begins rule in subject state. Liberty desire +10%
- **ENFORCE RELIGION:** Forces conversion to overlord's religion. Liberty desire +50%.
- **SCUTAGE (TOGGLE):** If on, vassal increases financial contribution to overlord, but is not required to fight wars.



Marches

- **ENFORCE RELIGION:** Forces conversion to overlord's religion. Liberty desire +50%.
- **SUBSIDIZE ARMIES (TOGGLE):** Each month send 10% of your manpower to a march. Increases subject's opinion.
- **FORTIFY MARCH:** Builds or upgrades a fort in a march at the overlord's expense.

Colonial Nations

- **START COLONIAL WAR:** Forces subject to start a colonial war on a target of the overlord's choice. Colonial nation must have a valid casus belli on the target.
- **REPLACE GOVERNOR:** Triggers the governor event, but can only be done once per year. Requires <50% Liberty Desire, increases Liberty Desire +10%.

Protectorates:

- **DIVERT TRADE (TOGGLE):** If on, protectorate yields all of its trade power to the overlord. Liberty desire +30%.
- **SEIZE TERRITORY:** If positive relations, and less than 50% Liberty Desire, take a province from your protectorate. Province subject to core-range rules. Costs base tax.

Trade Companies

- **PROMOTE INVESTMENTS (TOGGLE):** If on, increase trade power in all associated provinces by 50%. Adds to inflation.

You can also now change the name and flags of colonial nations and client states through the *Modify* command.



PROTESTANTISM AND NATIONAL CHURCHES



CATHOLIC NATIONS IN EU4 have the College of Cardinals and the Pope's blessings to play with, but the Protestant and Reformed churches don't have many fancy things (beyond that huge cash influx when you seize Church lands).

It's easy to forget now, but Protestantism was as much a national movement as a religious one, breaking the power of a distant religious leader in favor of closer, more familiar spiritual direction. The new churches were instruments of state power, whether recognizing the national spirits of northern Europe in Lutheranism or, as with the Church of England, substituting a new monarchical power as the supreme head of the faith.

When a nation in *Common Sense* converts to Protestantism or Reformed, it forms a national church, styled Church of <NATION NAME>, so Church of England, Church of the Netherlands, Church of Ulm and so on. Each national Church is distinguished

The screenshot shows the Religion menu for a Protestant nation. At the top, the 'Religion' tab is selected, showing a cross icon. Below it, the 'Protestant' banner is active. The menu lists several national modifiers and a list of specific policies.

Religion

Protestant

National Tax Modifier: +10.0%

Tolerance of the True Faith: +1.00

Tolerance: +3.9, -6.5, -3.5

Legalised Divorces: Yearly Legitimacy: +0.25

Heretics Deported: Global Settler Increase: +15.00

Parish Registers: Manpower Recovery Speed: +10.0%

Individual Creeds: Idea Cost: -5.0%

Allow Usury: Production Efficiency: +10.0%

Translated Bibles: National Unrest: -1.00

Buttons: Select, Select, Select, Select, Select, Select

Click to choose Individual Creeds as a new Aspect Faith.

Back

in how it emphasizes up to three articles of faith called “Aspects”. You can see all of this on the Religion tab in your national information menu.

You add aspects by spending “church power”, a slowly increasing reserve sort of like monarch powers. It is, in fact, tied to your monarch’s abilities – the better your ruler’s ratings, the more quickly you will accumulate Church Power. It takes 100 church power to buy a new aspect, and you can only have 200 points saved up.

You can have a maximum of three Aspects at any time. You can change them, but at the cost of a stability hit for each one you alter. These aspects are

- **ORGANIZED THROUGH BISHOPS:** Development costs -10%
- **PRIESTS MAY MARRY:** Cost to increase stability -15%
- **ADULT BAPTISM:** +1% Missionary Strength
- **HOLY SACRAMENTS:** Army discipline increased 2.5%
- **SAINTS ACCEPT PRAYERS:** +5% increase to both Land and Navy Morale.
- **ICONS:** Yearly prestige increase +0.50
- **LEGALISED DIVORCES:** Yearly legitimacy increase +0.25
- **HERETICS DEPORTED:** +15 to Colonial Growth.
- **PARISH REGISTERS:** +10 % manpower recovery speed
- **INDIVIDUAL CREEDS:** -5% Idea Cost
- **ALLOW USURY:** +10% Production Efficiency
- **TRANSLATED BIBLES:** National Unrest reduced -1.00

We’ve also added a score of new events for Protestant countries.

Theocracies

Bishoprics and archbishoprics of Europe now have a Devotion score that measure the state’s general adherence to the tenets of the faith. Devotion modifies your tax income, your prestige and your Papal influence, scaled to how devout you are. A Devotion score of 100 increases your taxes by 25%, adds 1 prestige per year and adds 1 Papal Influence per year. So these are fairly significant bonuses.

You gain Devotion based on your Religious Unity, but it will change through events and decisions, most commonly in your choice of an heir to your nation. Your options are:

- **LOCAL NOBLE:** -5 Devotion, +10 prestige
- **FOREIGN NOBLE:** Increased relations with neighboring country
- **MERCHANT’S SON:** gain money, -10 Devotion
- **TALENTED THEOLOGIAN:** +10 Devotion
- **LOCAL PREACHER:** +5 Devotion, -10 Prestige





Each choice has the potential of leading to new event chains.

Free Cities

The Holy Roman Emperor can nominate up to seven Free Cities in the empire. Free Cities are republics, and only one-province nations can become Free Cities. If they ever gain another province or become the subject of a greater nation, then they lose that Free City status. These cities provide extra Imperial Authority to the HRE.

There are a few bonuses attached to being a Free City. First, and most importantly, the Emperor is guaranteed to always come to your aid in a defensive war; he won't shirk his duty because he is busy in Hungary or Italy. Free Cities also get bonuses to their income and a discount on development cost, allowing them to quickly increase their wealth in preparation for breaking out of the one-province shackle.

If you are playing a one-province minor Imperial state, you can, of course, turn down the Emperor's offer if it doesn't fit your plans.

FORTS



ARS IN EUROPA UNIVERSALIS IV have, to this point, been less about armies on the move than they have been about a series of sieges. You move your army from province to province, taking city after city. Historically, sieges were not the centerpiece of most of the era covered by the game, so we've changed the number of forts and how they work in the free patch that accompanies the release of *Common Sense*.

Since they are now buildings, just like markets or docks, a fort will take up one of the few construction slots you have available to you based on a province's development level. This means that forts will be less common, but also more powerful.

Forts now radiate control over any neighboring province, reflecting how, historically, forts and strong points were essential for national defense across a wider region. A province without a fort can be occupied and controlled by any army that is in it. But once they leave that province, it may revert to the original owner's control based on its proximity to a fort in a neighboring region. If two forts have overlapping zones of control over a neighboring province, the one with the highest fort level breaks the tie.

Forts also have larger garrisons now – 5000 men for every level of fort (levels are 1, 3, 5 and 7). Investing in a siege is a larger commitment of forces now, so the strategy of scattering a bunch of 1000 man armies across an enemy country to prevent recruitment is not as effective if there are multiple forts to take down. High level forts, with a garrison of 35000 men, will require a serious effort. You also can't simply walk past a fort and its zone of control; the fort must fall before you can advance more deeply into enemy territory.

To counter a strategy of simply fortifying everything to delay an enemy forever, forts have maintenance costs. Lowering maintenance will lower the size of the garrison, and you can mothball forts just like you can mothball fleets. Mothballed forts will get a token garrison that will replenish slowly once they are put back into action. If you go to war and have forts that are not mothballed, an alert tab will remind you, like the one you get when you forget to restore your army maintenance.

Capital cities have one free level.

Looting

Europa Universalis IV has always had looting, but the numbers have never been especially clear. The total amount that an occupying army could loot was also based on the Base Tax of a province, a number that, as we have seen, is being changed.





In a mechanic similar to what we have now in *Crusader Kings II*, each province in EU4 will have an amount of loot determined by the development level of the province. You can see this amount represented as a green bar to the left of the province detail screen above the tax and production breakdown.

As long as an army is present in a province, this cash will be depleted and added to the occupier's treasury. If you are running low of money in a war, it now may be a good strategy to simply ravage an enemy's provinces, stopping in each one as you go to bleed it dry of wealth. Provinces don't begin to recover from looting until six months from the last looting was done, and can then take another year or so to fully recover.

The looted province penalties are still in place, but are now scaled based on how much of the province's wealth was depleted by the occupying force.

MINOR CHANGES

BUDDHISM: Buddhist rulers now have a Karma score based on their actions. Defensive wars or answering an ally's call will increase your karma, conquering provinces and launching offensive wars will decrease your karma. This score is only attached to a ruling monarch, and will not carry over to the heir, but a higher karma score gives you a better chance at a talented successor. The lower your karma, the more likely it is that your heir will be an embarrassment.

Buddhism has also been divided into its component sects, each with its own set of events and abilities.

- **VAJRAYANA:** Army Morale +10%, Tolerance of Heretics +1
- **MAHAYANA:** Tolerance of Heretics +2, Tolerance of Heathens +1
- **THERAVADA:** Advisor cost -10%, Tolerance of Heretics +2

FUTURE TRADE GOODS: Colonization of a new territory is more transparent now. You can check to see the likelihood that a new colony will generate a specific resource. For example, an American colony could have X% chance of tobacco, Y% chance of naval goods, Z% chance of sugar. This will allow you to more easily execute your plan to corner the market in sugar.

PAUSING WESTERNIZATION: Westernizing a “backwards” country can be a struggle, and costs you a lot of monarch points. That process can be delayed by events, but that often just makes things worse and doesn't save you any monarch power. In *Common Sense*, you will be able to pause Westernization so you can gather your monarch power for stability increases, development or other important actions. Note, this will not stop the unrest in your country caused by Westernization; it will however prevent the Westernization chain of events from firing while the process is paused.



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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.

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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