

# EUROPA UNIVERSALIS III

## HEIR TO THE THRONE



*Manual*

 **paradox**  
INTERACTIVE





# Interface

## INTRODUCTION

This expansion to *Europa Universalis III* requires the original *EU III* game, as well as its past expansions, *Napoleon's Ambition* and *In Nomine*. The easiest way to get all three of those parts is to purchase *Europa Universalis III Complete*, which contained all of them. This will be added on top of those.

This is the expansion which wasn't meant to be – there were no plans to produce a third expansion (hence the prior “EU III Complete” title!). But many new suggestions were made, and improvements implemented, and it was felt best to do an expansion in order to introduce them all. The timeframe remains 1399 to 1821, as in *In Nomine*. There are a couple of new countries, like the Hansa and Smolensk, but the changes “under the hood” in *Heir to the Throne* will mostly affect realism to a great degree, which is far more important than those other changes.

Those changes mostly involve a complete system of Dynasties and Heirs, as well as new economic and diplomatic options, not just for countries, but also for “multi-national” institutions, like Trade Leagues, the Holy Roman Emperor, and the Holy See.

This Manual is not a complete guide of everything in the existing game. This covers all the changes new to *Heir to the Throne*, and sometimes mentions changes introduced in *In Nomine*, because they relate so closely here. For a review of how to play the game as a whole, I recommend the *EU III Complete Strategy Guide*, which is being produced to cover the original game and each of its three expansions.

## INTERFACE

### General Map Improvements

In the lower right-hand corner of your screen, above the Main Menu items, you will find three icons. The arrow icon still allows you to search for a province by name. Clicking on the tall crown centers your screen on your current Capital, while clicking on the squat crown will center your screen on your National Focus, if different from your Capital (Focus will be explained in a moment...).

The textures of land and sea have been improved, and certain buttons have been up-snazzed.

You can now access the Main Menu by hitting the Escape key on your keyboard, though if you have open interface windows it will close them instead the first time you hit Escape.

Improvements have been made to the Message Settings window, and the Peace window.

Artificial Intelligence has, of course, been improved from previous versions, which is an ongoing long-term project.

The map has been redrawn and improved in certain areas, such as central Russia, France and other places (for example, the city-state of Hamburg and the city of London have been given access to the sea.)

### New Map Icons

There are now two types of crowns you will see displayed on the map – one of each type can exist in each country, and can exist in different provinces, or the same one. The tall crown, of course, represents your national capital and seat of government. The squat, princely band of iron represents a National Focus.





Two crowns: The tall crown, on the left, represents Morocco's capital, while the short crown on the right means Fez is the center of National Focus (explained later, it's basically an "economic enterprise zone")

## New Mapmodes

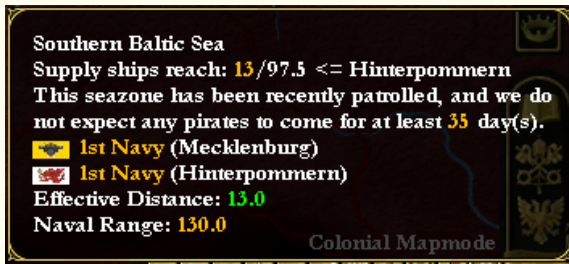
There are three new Mapmodes for HTTT – Spheres of Influence Mapmode, Revolt Mapmode, and Colonial Mapmode. The uses of each will be explained later.

In addition, remember there are the *In Nomine* Mapmodes for Region and Culture, which some players may not be familiar with.



The red arrows in the middle of the ocean in Colonial Mapmode represent Trade Winds, which blow in one direction, aiding naval traffic in that direction.





Each seazone in the Colonial Mapmode also includes a tooltip which shows you (1) the Supply Range from your nearest base, (2) whether it has been patrolled recently, and by whom, and (3) what your current technological Naval Range is.

### New Map Tooltips

There is a new tooltip in Terrain Mapmode which shows what percentage of each province is made up of which terrain types. This may impact movement or combat.



### Wastelands & Permanent Terra Incognita

The Permanent Terra Incognita (PTI) has been transformed into a new concept – Wastelands, which can be discovered, but which cannot be settled or traveled through. It's the same thing, with just a more realistic touch. Regular Terra Incognita, of course, still exists, and must be explored before you know what's there.

### New Information Bar Icons

There are some new icons across the Information Bar (Top Bar) at the top of the screen. They will be explained in detail later.



Infamy (how despised your ruler is)



Legitimacy (how respected your ruler is)



Magistrates (special agents for the Crown)

### New Country Overview Icons

There are also new icons in the Country Overview, which will select new information interfaces.



Religions & Rebels



Culture



Missions & Decisions

### Country Modifiers

There is also a new button in the Country Overview Interface, called Country Modifiers. If you click on this, it will give you an easy-to-read explanation of any modifiers currently applied to your country's military, economy, etc. This is a duplication of the tooltips which still appear if you hover your mouse cursor over each modifier symbol.





## Military Unit View

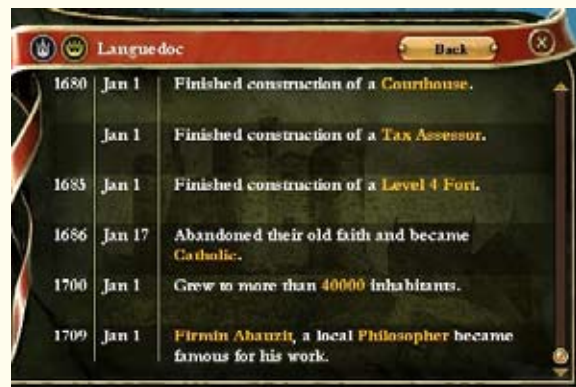
The Military Interface, where you can establish what kind of unit you're producing for each military unit type, has been improved to include the current Fire and Shock ratings of that unit type. This helps you see this information at a glance, rather than having to go into the Ledger. It also shows your current War Exhaustion.



## Province Interface Changes



The primary difference in the Province Interface is the inclusion of a button to choose the Province as a National Focus. Each province shows both, the Capitol Crown and the National Focus Crown. Either will work to move the respective crown to that province. If the icon is inside a circle, you have the option to move it there (either the Capital or the National Focus). If it is not inside a circle, it signifies that it already serves that purpose.



A book, to the left of the province name in the Province Interface, will allow you to open the Provincial History log for provinces you own.

## Holy See Interface

The Holy See Interface exists so you can see the See, so to speak. It has been modified to represent the new HTTT functionality, and will be explained in detail later.

## Alerts

A number of new Alerts exist in HTTT, including one which tells you there are better military unit types you can select (click on the Alert to be taken to the correct Interface), one which informs you when Decisions are available to be made, and another which tells you which countries have disputed lines of Succession (see Dynasties and Heirs).



The tooltip for Disputed Successions.



# Government features

## Dynasties

*Heir to the Throne* introduces the concept of Dynasties. Every monarch is now a member of a great noble family, so you will see names like Henry IV Lancaster. In addition, monarchs can have a legal heir, representing the next person from the ruling Dynasty in line to the throne. (The legal heir should not necessarily be understood as the child of the current monarch; the heir might be an uncle, or even a distant cousin.)

Non-monarchies can disregard this whole system, except where it may be useful in watching neighbors' antics.

Because of the process of royal marriages, a dynasty may share its bloodlines, and those relatives may come to rule another country, which usually will help relations between those countries of the same Dynasty.

When a ruler dies without a clear successor, it's possible there will be a Disputed Succession, and this opens the door for the possibility of a new house rising to claim the throne, causing a change of Dynasty.

Other possibilities include that the throne will be Inherited by a ruler in another country whose Royal Marriages place them in position to claim the throne, or else a Personal Union may result.



The familiar Ruler information, but with an expanded tooltip, showing when they ascended to the throne, whether there are other countries controlled by the same Dynasty, what Heir exists, if any, and how the Succession will be handled if the current ruler dies.

## Lines of Succession

In each Dynasty, there is one Heir who has a “claim to the throne” if the ruler dies. The credibility of these claims may be clear, or quite murky. HTTT rates an Heir’s claims as weak, average or strong. The Heir (usually a son or daughter of the ruler) has his or her age listed with the strength of their claim, and their predicted statistics as ruler (Administrative, Diplomatic, Military) are shown in a tooltip.





When an Heir has a weak claim on a throne, a Disputed Succession may follow the death of the ruler. Heirs with weak claims will often have a “pretender” challenge their claim – someone who believes (or simply pretends) his or her claim is better than the weak claim of the other Heir. This may mean a Personal Union, Inheritance, or a Succession War between the two foremost claimants (Rulers of other countries) which have a Royal Marriage and the highest Prestige. Countries with rival claims will always have a choice as to whether to press their claims and go to war. The higher your country’s Prestige, the less likely other countries will be able to interfere in this way.

Underage Heirs (children below the age of majority) who do succeed (i.e. successfully take the throne) will have a “Regency” – a period when an elder statesman controls the country’s business while waiting for the Heir to become of legal age. This is no different from the original EU III, but it is more clearly noted now.

In HTTT, the diplomatic action Claim Throne can only be used against countries whose Ruler has no Heir, or whose Heir has a weak claim. This makes its use more realistic, and less exploitative.

### National Focus

You can select, from the province view, one province in your country to be your National Focus. This may or may not be your capital. Basically, the National Focus province is the center of your greatest attention in improving your economy, the population, etc. The chosen province and every neighboring province within your country gets certain benefits.

Tax rates will increase, population growth, colonial growth (if any colonized provinces are within one province), missionary success rates, revolt risk, etc. It’s also possible that special events may occur, centered on the Focus province. You must set a National Focus before you can open a new Center of Trade.

You may only move the National Focus once every 25 years or so. The exact number of years is dependent upon your Form of Government. This is true even if you lose your National Focus province to an enemy in war.

Having a National Focus along a border with another country will cause an opposite effect on the other side of the border (unless both are



members of the HRE). This will cause tension with that country, up to and including granting them a Casus Belli against you! If you lose your National Focus province in war, you will suffer a significant Prestige hit.

### Prestige Effects

With the addition of Legitimacy, Infamy, and Spheres of Influence (see below), the role of Prestige has changed, somewhat. Prestige has an impact on the acceptance of diplomatic overtures, and the likelihood of your benefiting (Personal Union, Inheritance, etc.) from a Royal Marriage, Succession crisis, etc. It can also make your country resistant to being negatively impacted by these issues at the hands of countries with less Prestige.

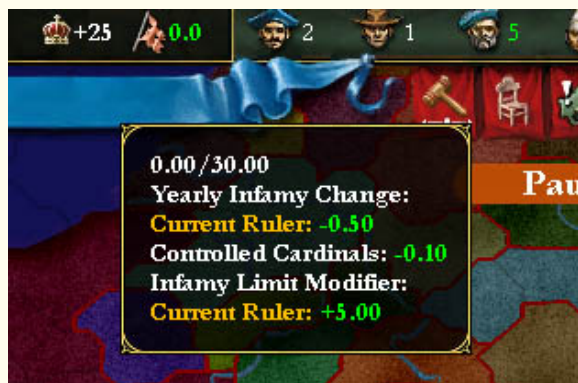
You may also “spend” Prestige to expand your Sphere of Influence (explained in a moment), though this is a double-edged sword – low Prestige may cause you to lose your Sphere of Influence.

### Infamy

Infamy represents how despised your Ruler is. You gain Infamy by doing nefarious things, like declaring war without a Casus Belli, or by forcing a peace on your enemy which is beyond your rea-

sonable War Aims (explained later). Land grabs can be particularly harmful to you, as can underhanded diplomatic or espionage actions like Fabricate Claims.

Infamy can be reduced over time, but also by performing more noble acts, as well as by increasing your Legitimacy.



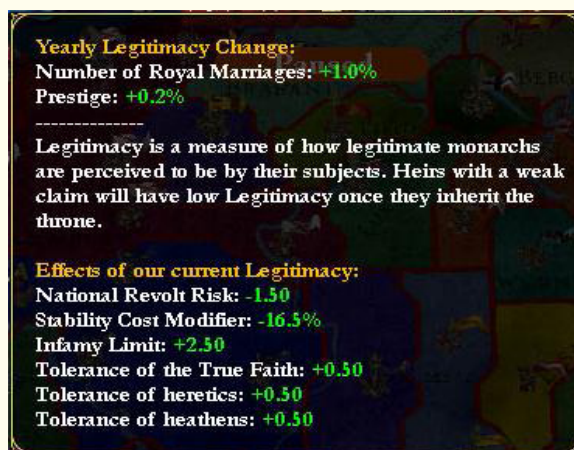
## Legitimacy

Legitimacy is a measure of how strongly your own subjects support you (the Ruler). This is different from Prestige, because Legitimacy measures respect from your own people, whereas Prestige measures respect from other Rulers. Countries which do not have a monarch do not have a Legitimacy value (the icon will be missing).

Legitimacy impacts Revolt Risk, the chances of Rebel pretenders, and assists in Infamy reduction.

You improve your Legitimacy through Decisions, and various other actions which build Prestige. Royal Marriages, especially, build your Legitimacy, because it means other countries respect you enough to want to be linked to your family. Other things like events may impact this value, as well as government changes, losing wars of aggression, failing to meet war goals, etc.

Legitimacy is intimately tied to the strength of claim of your legal Heir. High legitimacy also means you're more likely to have an Heir with a strong claim, so it's a self-supporting relationship.



## Magistrates

A Magistrate is an all-purpose official who can help the Ruler execute Decisions – they're like special agents. Many Cultural or Provincial Decisions require the use of Magistrates to accomplish the task.

Certain Rulers attract Magistrates faster, and having Universities helps. Later government types gain Magistrates faster.



## National, Cultural & Provincial Decisions

These types of Decisions are not new – they were introduced in In Nomine – but the way they work has been refined and redefined. Many of them require Magistrates now, or they may work in new ways. Tooltips will explain all these differences from previous versions of the game.

## Missions

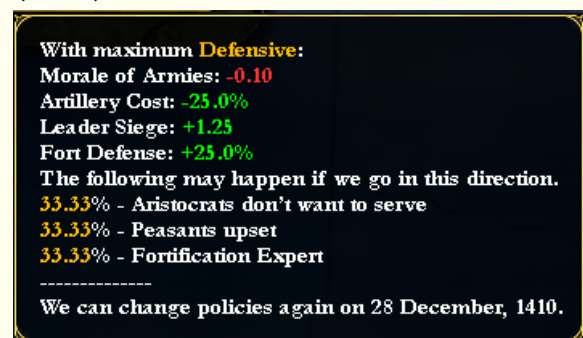
Missions, again, are not new. However, the way Missions work has been recrafted to make them more interesting, useful or challenging. If you cannot fulfill a Mission, you can cancel it for a cost in Prestige.





## Policy Sliders

The Policy Sliders were rebalanced in *In Nomine* (and the Religion Sliders were eliminated), but there is a new change now implemented with HTTT. Each slider has a potential cost, or benefit, or both, but the result is not certain. The tooltip will indicate for each slider what the percentage chance of a number of possibilities is. You should make your choice according to how lucky you feel. The result, if any, will be revealed in a pop-up (Event) box.





## HEIR TO THE THRONE

# Diplomacy



Your Diplomatic Interface and your Country Overview will both explain not just diplomatic connections, but also existing rivalries with other countries, as well as who that country feels threatened by.

### Types of Casus Belli

One of the most dramatic transformations in HTTT is with regard to Casus Belli (CB). There is no longer just one type of CB – instead there are many. Each CB has its own way to be triggered, and its own expected War Aims.

If you qualify for a CB on another country, the type of CB will determine under which circumstances you may act upon it by declaring war, and it will also restrict you as to how you should conduct the war. Tooltips for each will explain these specifics.

### War Aims

Because of the different types of Casus Belli – the different “ways and whys” of how wars start – it follows that there are also different types of wars, and with them come different goals.



You will no longer have to completely conquer a country in order to get them to give you a couple of provinces. Some wars have an Aim of simply imposing a financial penalty (indemnity), or humiliating the enemy. Others may target specific provinces, or may seek a religious conversion.

Whereas before you had wide discretion as to what to ask for in a peace proposal, much of this is now determined by how the war started in the first place. Going beyond the expected goals for a war – demanding more than is reasonable – can now cause you to accumulate Infamy.





Note that the CB being acted upon is for Reconquest of the province of Ratibor. The consequences of the action are listed, and the target nation's allies are listed, which warns you that you may end up at war with them too.

## Spheres of Influence

This is a new diplomatic option which in some ways an expansion of the old concept of a “guarantee.” Rather than simply guarantee the territorial integrity or independence of a neighbor, you can now expand your Sphere of Influence (SOI) in order to “put your mark” on another country. This way, if one of your rivals does anything to bother this country, they’ve “intruded” into your Sphere of Influence, and you can have something to say about it.

This comes in the form of a special Sphere of Influence Casus Belli, which allows you to go to war for specific Aims to exact retribution. Even friendly gestures from another country (i.e. a rival – they’re all rivals, aren’t they?) can qualify as unwanted interference, and you can choose to take offense at it.

As noted earlier, there is now a Sphere of Influence Mapmode, showing your existing and potential Spheres. Every country is entirely within its own Sphere, and is shown in a dull green color when a province in that country is selected (you may see other countries’ Spheres by selecting that country). Other countries which are already within a Sphere are shown in a brighter green, and those countries which are “in range” for a Sphere of Influence (which may be brought into the



Sphere through a diplomatic action) are shown in a lavender purple. Countries entirely outside of the Sphere and range are shown in gray.

Your ability to expand a Sphere of Influence into a province is dependent on its distance from you, and its relative size to you. It’s possible, over time, that the “balance of power” may shift, causing a country to fall out of a Sphere of Influence because of lowered Prestige. This control may also be lost through a war result.

Expand Influence is a new diplomatic option, valid for countries which are within range of your Sphere of Influence (which generally means adja-



cent or very near you). Be mindful that expanding your SOI may cause tensions with neighbors, which could eventually bring you into war.

Vassals may not have a Sphere of Influence – they exist within their master’s Sphere.

### Trade Leagues & Other Merchant Republic Options

New in HTTT is the concept of Trade Leagues. Merchant Republics have a new ability to form Trade Leagues (like the Hanseatic League). Countries which are invited into the same Trade League will not usually compete with each other, and they will tend to conduct all their trade through the League COT so they can make enormous profits through their internal systems. Only a Merchant Republic may invite a country into their League.



League membership can also be revoked, if the Merchant Republic desires.

In the Trade Mapmode, tooltips and cross-hatching indicate whether a country is in a Trade League, and which one.

Merchant Republics may also ask for exclusive Trade Rights with another country, which channels all of that country’s specific commodity



(whichever was the subject of the deal) through the League COT, whether or not the country in question is a member of the League or not.



One final reason to be a member of a Trade League is that occasional events may occur which create a Trade Station in League-member provinces. These Stations create special trade modifiers. If the country leaves the League, the Station will shut down.

### Claim Throne

This is a Diplomatic Action which has been around a while, but it has changed in HTTT. Now, it can only be used against countries whose dead Ruler has no Heir, or whose Heir has a weak claim.

These claimants (those who’ve used the Claim Throne DA) will have priority to form Personal Unions or to place a new Dynasty on the throne. A Succession War may result.

### Making Peace

New options for making peace have been added to match the new multiple Casus Belli system. Tooltips will explain the benefit or consequences of each. The Peace Interface will explain the end





result of the proposal being made, if it were to be accepted by the other party. This interface has not fundamentally changed – only some options have been added, and more information is provided.

## HEIR TO THE THRONE

# *Culture, tradition and advisors*

### **Cultural Tradition**

This is a new concept which will help you form your country in the way that you want. Cultural Tradition increases over time, and you can “spend” it on what you want, much like Army and Navy Tradition.

Universities and Fine Arts Academies will help build Cultural Tradition. It can also be increased through the successful implementation of Cultural Decisions. Cultural Decisions generally require the expending of money, Magistrates, Prestige, etc. in order to increase your country's Cultural Tradition. The built up Tradition can then be expended to hire Advisors.

### **Advisors**

The old advisor system has been replaced with one that is far more interactive. Instead of waiting for “the lineup” of advisors of various types who are looking for a job, now you will spend Cultural Tradition in order to craft (or find, I suppose) an advisor of the type that you want and need. This way, by “spending” Tradition (as with hiring Generals or Admirals), you can mould your own country's culture in a direction that you choose.

In the Advisor Interface (part of the Country Overview), you will see a grid showing a large number of advisor types. If the portrait is in color, you are eligible to hire a Great Man of that category. Tooltips will explain their benefits, as well as how much Tradition it will cost to hire them. Military Advisors may have their Tradition cost split between Cultural and the military forms.





## HEIR TO THE THRONE

# Imperial and imperious powers

As mentioned in the Introduction, *Heir to the Throne* aims to replace the somewhat feeble and dysfunctional institutions of the Holy Roman Empire (HRE) and the Holy See and transform them into the instruments of awesome power they could, at times, be. In HTTT, forget being king. It's good to be the Emperor. Or at least to have the Pope's ear.



The power to Excommunicate a Ruler or to Declare a Crusade (Papal powers) were both introduced in *In Nomine*, but I restate them here to remind you that they remain some of the top powers of the Holy See.

The new Casus Belli system has been tweaked specifically to grant more power to the Holy Roman Emperor to maintain, restore and impose order within the borders of his subject countries (i.e. outside interference or interior rebellion may be dealt with swiftly).

But wait! There's more...

### Imperial Authority

This represents the amount of control the Emperor exerts over the princes of the Empire.

Imperial Authority is gained through various methods, including answering calls to come to the aid of member countries, or liberating them from foreign control. The longer a country pos-

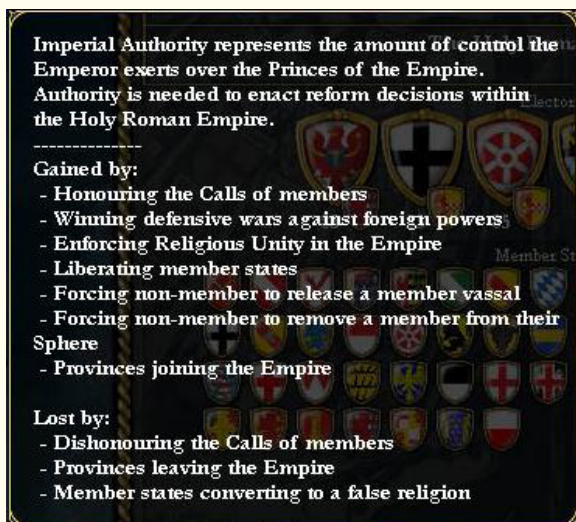


sesses the Imperial Throne, the more Imperial Authority that country will get. Likewise, the higher the current Emperor's Imperial Authority, the more likely another Ruler from that country will be elected upon the Emperor's death.

Imperial Authority can be "spent" to execute special decisions called Imperial Reforms (options listed in the upper right of this interface) which allow the Emperor to exert control over the member countries. Imperial Authority can also be spent to improve relations through the exercise of Imperial Grace (see below).

Basically, the Emperor gains authority when he does favors for others, and then gets to ask for favors in return. Obviously, in order to ask for favors (Reforms) the Emperor must build up Imperial Authority (i.e. "political capital") by granting favors and "taking care of" the members of the Holy Roman Empire.

Imperial Authority can be squandered by actions (or inactions!) which are “unbecoming” of an Emperor – things such as refusing to aid an Imperial member state in war. The actions of member states can also take away Imperial Authority, and if other countries successfully annex HRE members, it damages Imperial Authority. The Emperor, however, can take actions to make sure member countries do not stray too far from the Empire (through the exercise of Imperial Grace or Religious Unity, explained below), as well as to make sure outside countries do not interfere with the Empire and its members.



## Imperial Reform

Imperial Reforms, as mentioned before, cost Imperial Authority, and result in the various member countries having a Reform Event, which may have a variety of effects, explained in tooltips.

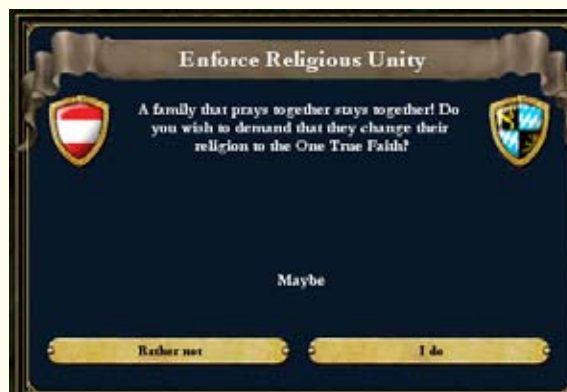
## Imperial Grace

When the Emperor chooses to “Bestow Imperial Grace,” he spends Imperial Authority to greatly improve relations with a country. This can help keep HRE member countries in line. It is like a super-powerful equivalent to the sending of gifts to improve relations.

## Religious Unity

“Enforce Religious Unity” is another special action the Emperor can take, which also costs Imperial Authority. This is a way of requiring a member country to adopt the predominant faith (i.e. in almost all circumstances this would be the Catholic faith).

If the other country accepts the Emperor’s request, the Emperor gains more authority. If the other country refuses, the Emperor gains a special Casus Belli, and can declare war to enforce his order.



## Imperial Ban

The Emperor can issue an Imperial Ban against a non-member country which owns provinces which are part of the Empire. This creates a Casus Belli which can be exercised by any HRE member country. This only becomes available after certain Imperial Reforms are implemented.

## Papal Influence

While the power of individual countries to directly influence the election of Cardinals, and thereby the Holy See, has been cut back, the powers of the Holy See itself, which can be wielded by those who have the most direct influence upon the Pope, actually have increased powers in a wider variety.

Instead, every Catholic country has an amount of Papal Influence that increases the chance of getting a cardinal elected in the first place. This reduces micromanagement while still allowing players to attain control of the Papacy by choosing the right national ideas, being narrowminded, maintaining good relations with the Papal State, etc.

These Papal Influence values are reset when the Pope dies and a new one takes office. When a new Cardinal is elected from your country, your Papal Influence is reduced, because it’s assumed you used some of it to get him elected.





There are more Cardinals now, but the Holy See is less open to intentional manipulation by interested parties (i.e. no more bribing). Cardinals are more likely now to come from ecclesiastical states (i.e. from Theocracies and Bishoprics), or from the country which is Defender of the Faith.

### Papal Controller

One last point on the Papal Controller. Whoever is Papal Controller now has the ability to break their own Royal Marriages without a Stability penalty.

# Combat and other military considerations

## Military Tactics

This is a new concept which rebalances the way combat is performed in EU III. If an army is practiced in Military Tactics, it decreases the amount of damage taken by that country's army in battle. This reasonably balances combat between armies of similar tech levels, so that there is not a great disparity between battles of one era and another (i.e. battles tended to get bloodier over the centuries in "vanilla" EU III).

Battles in HTTT will be far more decisive, partly because armies with no Morale will surrender (this should avoid long-term ping-ponging). Armies which meet in battle will be forced to fight for at least 12 days before anyone is allowed to retreat, which means the battle will go through two fire phases and two shock phases – this, again, will balance things, prevent ping-ponging, and increase the number of armies which surrender.

An army whose forces include more Infan-





try than Cavalry will have their Tactics value increased. Infantry and Artillery always have at least a minimal Fire value now. Cavalry is no longer faster than Infantry (this is a balance issue, and besides, with following supply trains this is more historically accurate), and suffers more from adverse Terrain.

### **Pirates & Privateers**

Pirates spawn less often, but are stronger, so beware. However, they do not “retreat” to another seazone after battle – they will be destroyed if defeated.

Every fleet now has a patrol range, and seazones within that range are considered “patrolled” when the fleet is nearby. You can increase your naval range through technology.

Provinces whose coastlines are not patrolled will have a financial penalty, reflecting the presence of smugglers and other criminal activity which avoids taxation and tariff efforts.

Blockades can prevent patrols, so during war-time if you don’t maintain naval supremacy, the pirates may make a comeback.

### **Revolt Risk Mapmode**

The new Revolt Risk Mapmode will show what the Revolt Risk is in every province, as well as indicating what type of Rebel would likely show up in that province if there were a Revolt.

### **Colonial Range Mapmode**

As noted, this Mapmode will show the range from the nearest home port, along with the maximum range technology will allow your nation’s ships to travel. It also records the most recent patrols, and whether they are likely to deter piracy and for what period of time.

Trade Winds are shown in the Colonial Mapmode with red arrows in certain seazones, which speed naval traffic in the direction the arrows point. Ships will take these Trade Winds into account when selecting a path to travel.

## HEIR TO THE THRONE

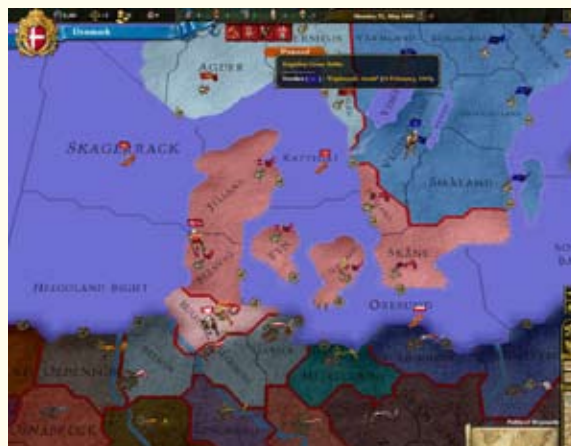
# Dev Diary 1

**A new train** is rolling here at Paradox, and this one has "Heir to the Throne" painted on in big Gothic letters. This is the expansion we did not intend to make, but over time (and a few beers) the good ideas just kept piling up. Although, with the game already labeled "complete", we were in a bit of a pickle. So we asked you, our loyal and steadfast peons, ah, players, if you could stomach yet another EU3 expansion. It seemed you could, so now everybody is a winner! See how well these things always turn out? Now, since I am the Procurator of Paradox Expansions (or "POPE"), I'll be writing these dev diaries.

While this expansion is titled "Heir to the Throne" (more on heirs and dynasties in a later entry), perhaps the most central feature is the concept of war aims, which should make wars more interesting and counteract "blobbing". Casus Bellis are no longer generic, but divided into many different types, each one allowing a specific set of peace conditions. The resulting war will be named after the CB, so you will have the "Swedish Reconquest of Gotland", etc. Thus, while a nation may have sent you an insult, that does not really justify demanding half their country as recompense in the peace negotiations. (You still can, but it will give you mucho infamy/badboy.) Instead, taking gold or having them revoke core provinces will yield more prestige. Moreover, there are no longer any special stability rules for declarations of war; everything is now consolidated into proper (and easily moddable) Casus Bellis.

"What?", you say, "I want more land! Only provinces matter!" Well, if you want to expand rapidly, there are Casus Bellis for you too, like "Imperia-

lism", "Nationalist Unification" and "Holy War". These are typically not available at the start, but require a certain level of government technology or a national idea. However, prestige will be not be anything to scoff at in "Heir" (another thing for a later dev diary.) In line with this, a new peace option has been added: "Concede Defeat". This is an alternative to White Peace which gives a prestige







boost to the winner, and a corresponding loss to the loser.

That's all for now. I shall leave you with some screenshots to inspect and ponder. ●





## HEIR TO THE THRONE

# Dev Diary 2

**Have you ever** been annoyed by people who do not seem to understand the concept of personal space? Maybe some relative with zombie halitosis? In international politics, this type of thing is common. Big countries like to stand much too close to small countries and, preferably, boss them around. If you think Aunt Josie is bad, you have not had a hug from Tsarist Russia... This brings us to a new concept in "Heir"; Spheres of Influence. At the cost of some prestige, powerful nations can extend their Sphere of Influence over weaker nations by means of a new diplomatic action. This is similar to a guarantee of independence, but any form of meddling (offers of alliance, guarantees, military access, etc) by an outside power will yield a Casus Belli. A sphere of influence can normally only be reduced by force (peace option) or if the balance of power shifts enough. The system provides a new use for prestige and a reason for the great powers to go to war with each other.

That's it for now. Further morsels next week, amigos! ●





# Dev Diary 3

**New week, new diary.** Since the last entry, 1,082,875 people have died in the world. Why do I mention this? Well, granted, I am slightly morbid, but also, the topic for today is death. And not just any kind of death, but the death of Kings.

While EU3 is not, and should not primarily be, a game of characters and noble houses, succession could be a lot more interesting. Thus, monarchs now belong to a dynasty. Countries with monarchs from the same dynasty get a bonus to their relations growth and may experience a variety of dynastic events. Monarchs can also have a legal heir. To keep things simple, the heir only has a name, an age, and a strength of claim (weak, average or strong.) In the tragic event of the monarch dying, a legal heir will ensure a minimum of fuss.

Long live the King, but should God in his mercy lift him up to Heaven, the worldly results are now predictable and shown in a handy tooltip. For example, an underage heir will result in a regency.

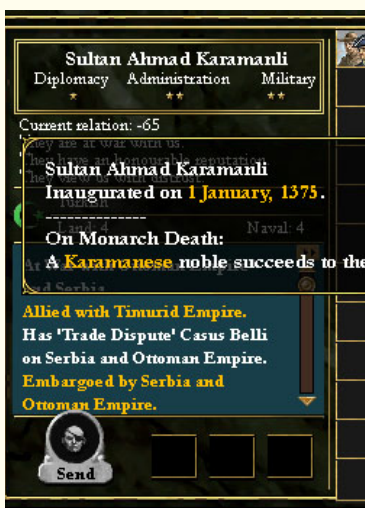
An heir with a weak claim might encourage a Pretender to rise up, and the absence of an heir will cause a change of dynasty, the country getting inherited, or the formation of a personal union.

Apart from a more predictable succession, the new system allows players to manipulate the outcome. The "Claim Throne" diplomatic action has been revised to make more sense: it can only be used against countries that have no heir or an heir with a weak claim. Claimants have priority to form personal unions and dynasty changes. The downside is that only claimants can get dragged into Succession Wars... In the absence of claimants, Prestige determines which royal marriage can cause personal unions and dynasty changes.

Until next week!

Oh, and the court view graphics will get a slight retouch, so don't worry about the old background.

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## HEIR TO THE THRONE

# Dev Diary 4

Today's diary is about that agglomeration of states which Voltaire thought was neither Holy, nor Roman, nor an Empire. As a Swede I am of course bound to concur. Cum Deo et victribus armis! Even so, the HRE wielded a lot of power, and in another world, full of little eagles, crowns and, indeed, Krauts, it might eventually have coalesced into a proper nation. And that's what we're all about here at Paradox; alternate history! Well,

that and authority, but more on that later.

In Heir to the Throne, we are adding more features to the HRE than it had members. Well, maybe not, but still quite a few. First off, a new concept called Imperial Authority. Imperial Authority represents the amount of control the Emperor exerts over the princes of the empire. It can be gained or lost in many ways, for example by answering the call of members under attack by foreign po-





wers, or by liberating an annexed HRE member. The main reason for having Imperial Authority is to execute the special decisions that will allow skilled Holy Roman Emperors to tighten the reins on the member princes and eventually unite the disparate fiefdoms under one banner.

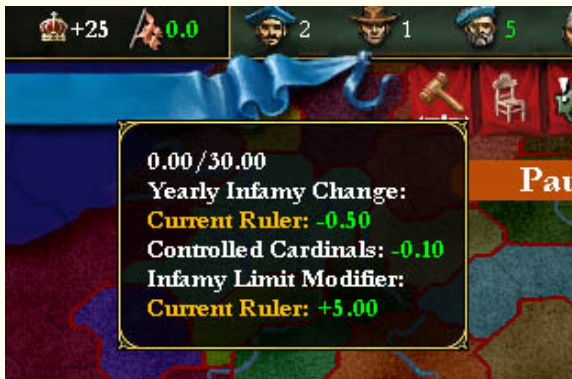
We are also adding at least two new diplomatic actions: "Bestow Imperial Grace" and "Enforce Religious Unity". The first works like "Send Gift", except it costs Imperial Authority rather than gold and gives a greater boost to relations. The second is a demand for conversion. If the errant princeling accepts, the religion changes and the Emperor gains more authority. If he refuses, the Emperor gains a special Casus Belli. (Speaking of which, in line with the new CB system, princes of the HRE are now allowed to fight each other without incurring the wrath of the Emperor, provi-

ded they have a valid Casus Belli.)

Finally, we have the "Imperial Ban" Casus Belli, which the emperor can employ against any non-member country with provinces that are part of the Empire. This only becomes available after a certain reform decision has been taken at the cost of Imperial Authority. (You will have noticed I've mentioned authority a lot. That's because at Paradox, we like authority; especially Johan.)

Now, while the above system is essentially done, the HRE window is unfortunately not, so I cannot provide you with a screenshot of the altered interface. Instead, I will let you feast your eyes on another new feature, cruelly allowing your imaginations to run wild until the next diary entry.

Adieu. ●





# Dev Diary 5

**When you think** of a merchant, what image immediately springs to mind? A fat man in a fur-lined coat and a funny hat, holding a bag of coins? I bet it does, or at least something similar. The fat man is of course none other than Jürgen Wullenwever, mayor of Lübeck and instigator of the Danish Civil War known as the Count's Feud, whose epic failures led to his torture and death in 1537, signalling the beginning of the end for the Hanseatic League. (Such is the power of archetypes that they can survive for centuries almost unchanged.)

The Hanseatic League as a political entity has always been problematic to define - especially in game terms - but as Wullenwever's example proves, its senior representatives did not hesitate to use military force when it suited them. The League may have played a minor role in EU3 but will enter the limelight in Heir to the Throne, with Lübeck and Hamburg merged and forming the core of the Hanseatic League. Now, there are some who will object to this, but do read on before you start convulsing and frothing at the mouth.

The Hanseatic League is of course a Merchant Republic, and this form of government has received a serious overhaul. Merchant Republics do not use regular Trade Agreements; instead, they form Trade Leagues, the members of which avoid internal competition. The Merchant Republic gains by this, because league provinces tend to trade through league centers of trade. The members also stand to gain, since they use the Republic's compete modifiers (if better than their own.) Additionally, the league might open Trade Stations (think Hanseatic Kontors) in member provinces, giving various bonuses. Merchant Republics



can also Propose Trade Rights, which means all goods of a certain type will trade through its own centers of trade, with a set compensation to the giver and some other effects. Lastly, there will be more events and decisions dealing with Merchant Republics, like the Hanseatic League trying to avoid paying the Sound toll. Merchant Republics can not include each other in their leagues, being bitter rivals, and it is of course no longer possible to simply change your form of government to Merchant Republic: Venice, Genoa, the Hansea-





tic League and Novgorod are it at the start of the game, each having their own Trade League. However, if you too want the respect that comes with obesity, garish clothes and oversized jewelry, you might be able to convert through a special decision (or a career in gangsta rap; your call.) What else have I got for you today? Oh yes, all forms of republic barring tribes now get reduced penalties from provinces not of their own culture and religion. (In general, government bonuses are being redesigned to make them more interesting.) So, there you have it, there is room for humanists and democrats in our Paradoxian hearts too (but not enough that I will tell you what Magistrates do)! •



# Dev Diary 6

**This week I thought** we'd sit back and enjoy the little things, because that is the secret to lifelong satisfaction and contentment (also, I cannot reveal a major feature while the interface still looks like the demented scrawlings of Abdul Alhazred!) So, let us kick off with the removal of the Permanent Terra Incognita. We thought that those mysterious regions forever hidden under a lovely shade of blinding white might as well be explorable: Here be Dragons, but to be honest, nothing else of interest. That is why most of the former PTI areas are still considered "wasteland". Wasteland provinces can be discovered, but are impassable and cannot be settled. This is, in short, mostly a visual improvement. However, a few strips of land here and there could actually be salvaged and turned into normal provinces. In the process, I found myself annoyed with Russia, so I grabbed my musket and my tricorne and prepared to march on Moscow, but then I remembered which century it was (see what happens you spend too much time on our forums?) So, instead, I gratuitously changed the Russian geography so it was more to my liking.

Speaking of geography; as the astute among you have already noticed, other areas of Europe also look a bit different. However, in this case the motivation was not only to correct map errors but also to stop the ungodly Blue Blob before we all choke on snails and Crème brûlée. Yes my friends, it is time to say non to the menace that is France. Or, at least, a timid *S'il vous plaît ne me tuez pas!* Jesting aside, we hope France is now better balanced, with more initial trouble annexing its vassals and smashing Burgundy.

But enough with the minor map changes. A



proper new feature in Heir to the Throne is the concept of Legitimacy, which represents how... well, legitimate, your dynasty is perceived to be. The value is shown in the top bar for monarchies and slowly increases or decreases with positive or negative prestige, number of royal marriages, etc. Many other events also have an impact, like a dynasty or government change, losing wars of aggression and failing to achieve war goals. Much like prestige, legitimacy has a plethora of effects





on the state of your kingdom, like revolt risk, pretender rebel chance and Infamy reduction. Legitimacy is intimately tied to the strength of claim of your legal heir: an heir with a weak claim will lower the legitimacy of your dynasty on succession. On the other hand, having a high legitimacy is likelier to produce heirs with a strong claim.

Before we get to the screenshots, which speak louder than my paltry words anyway, I think I will round off by revealing what 'Magistrates' are for. In our early brainstorming sessions, we thought that some type of "focus points" would be a great way to ensure a proper progression of government forms, from primitive to almost modern (like the "Constitutional Republic".) After some shape shifting, this idea eventually coalesced into the form of the Magistrate; an all-purpose official whose chief purpose is to execute decisions, especially at the province level (this is not a hardcoded requirement, but simply a scripted effect of the decisions.) Magistrates are gained much faster for later government types, allowing quicker decision making. Magistrates should also be welcomed by our esteemed modding community, since they can be used in all kinds of clever scripts.

And, as promised, some fresh screenies! ●





# Dev Diary 7

**In these days of** Dawkins, Dennet and Flying Spaghetti Monsters, it is sometimes hard to remember an age before there were "Brights" and everyone was dim; when there was no "Talk like a Pirate Day" because people spoke that way all year round... the long centuries when people went to church and the Church went wherever a certain arthritic - but very holy - finger pointed; the finger of that fellow in the funny hat whose current incarnation looks a lot like Emperor Palpatine. Of

course, at Paradox we still remember, and in Heir to the Throne we are giving the Pontiff of Rome his due by revising the whole Curia system. While bribery and cynical manipulation of organized religions sounds like fun in theory, the Holy See was a feature that did not see much use in EU3. Thus, you can no longer bribe cardinals. Instead, every Catholic country has an amount of Papal Influence that increases the chance of getting a cardinal elected in the first place. This reduces







micromanagement while still allowing players to attain control of the Papacy by choosing the right national ideas, being narrowminded, maintaining good relations with the Papal State, etc.

Speaking of unpolished features, another aspect of the game we were never quite happy with - but for much the opposite reason - is the advisor system. It lacks interactivity. That's why we added a shiny new window where you can play God by creating an advisor of a specific type out of nothing. Well, nothing plus a certain amount of army, navy or cultural tradition. Cultural tradition is a new concept intended to reward players for playing the game in a civilized manner (i.e. not throwing tantrums or reloading when things turn sour.) Like with admirals and generals, the quality of the advisor is dependent on how much tradition you have at the time. (The hopefully Great Man will then be available for hire, as normal, in the advisor view.) Also to be found in the new window is another type of decision; cultural decisions. These are mostly intended to increase your cultural tradition by patronizing the arts. (I also like to patronize the arts, but my way does not cost money...)



Hmm, I believe that will do for today; here are the requisite screenshots! ●

# Dev Diary 8

'Tis soon the Season, and us friendly elves here at Paradox are merrily chiseling away at the bound-to-be-hailed-as-a-masterpiece EU3 expansion; Heir to the Throne. (Well, some of us are; the rest of the crew pretend to be working on Victoria 2, but they're not fooling anyone!) It is time to reach into Santa's great big sack and pull out another ribboned feature or two to spoil for you...

Today we shall celebrate the Queene's Day by speaking of her (Elizabeth I, bless her soul) enterprising servants at sea; the privateers. These hardy men who tread the fine line between honest patriotism and outright piracy (and sometimes drunkenly swerved across it. Yarrh!) In fact, for this diary I think it might be more appropriate to assume the Spanish point of view and regard them all as scum who deserved nothing but a shameful hanging. (Begging her majesty's pardon.)

A major complaint with pirates in EU3 is the amount of micromanagement required to keep the bloody scoundrels in check, cluttering the outliner and requiring a lot of player attention even with automated naval patrols. We decided on a solution that still requires large colonial empires to maintain powerful navies, but does not increase micromanagement. First of all, every fleet now has a patrol range, and sea zones within that range are now marked as 'patrolled' for a certain number of days when a fleet is nearby at the start of a new month. The patrol range depends on your naval technology, and a few fleets alone can potentially cover the entire Spanish colonial empire. Of course, if those fleets get blockaded in a port during a war, they will no longer perform this duty. We also reduced the spawn chance of pirates but made them slightly stronger to make



them more challenging. Lastly, provinces on an unpatrolled coast receive a financial penalty, representing smuggling and other shady activities

On a salty and somewhat related note, we added a new map mode for naval and colonial range, as well as the new concept of Trade Winds. Trade winds are shown with red arrows in certain sea zones where the prevailing wind tends to come from one direction. For the sake of simplicity, the strength and direction of trade winds are static, making certain routes more or less attractive to fleets.





Now then, while Heir to the Throne is a veritable cornucopia of new and addictive features I could go on and on about, it is time to stop blathering and return to the hammer and the chisel! But don't be sad kiddies, here are some screenshots with lots of pretty colors! ●





HEIR TO THE THRONE

# Dev Diary 9

**Apparently**, there has been a lot of speculation concerning the two different crowns in the diary screenshots. Now, while I am not one to needlessly spoil a pleasant surprise, it is not my fault if you actually read these crazy developer diaries. So, don't come crying to me when you sit there on the floor, surrounded by a heap of torn Christmas paper with a big black void in your soul where all

that magical, glowing anticipation used to be. Are you still ready to know what the extra crown is?

It is, of course, the Crown of the North, our previous masterpiece, where your subjects can enjoy many hours of unadulterated fun in front of their screens, lowering the revolt risk in the province at the cost of less taxes... Pardon my little awareness check there; just trying to confuse you with Comic







book style abuse of the bold typeface. No, let us speak no more of old crowns, but the brand new one, which is your National Focus. The national focus is exactly what it sounds like (to me anyway - to you it might sound like "cheese sandwich"); a region of particular interest to your country at the current time. You plunk it down - much like moving your capital - and then it starts to affect that province as well as its neighbours. It will increase factors like tax rates, population growth, colonial growth, missionary success chance and similar, as well as having less obvious effects, such as the chance of special events occurring. The national focus is now required if you plan to create a new Center of Trade; a limiting factor to be sure, the upside being that it will now allow you to create a CoT in a province that already trades through one of your other centers. Can I move the national focus whenever I wish, you wonder? No, you cannot. There is a relatively long cooldown, affected by the administrative efficiency of your government type. It is our hope that the national focus

will be an even more successful crown than the Crown of the North!

I have one more present for you today, before I go home to relax in front of the fire with a glass of eggnog and the heart-warming certainty of having brought good cheer to our faithful players (at least, those of you not busy writing us death threats about the Hansa being a playable country.) Over to Johan:

One of the main problems with balancing combat in EU3 has always been the fact that, as technology gets better, weapons cause more and more casualties, meaning that ping-pong and long chases after retreating armies were very common early in the game, while battles turned insanely bloody in the later part of the game. What we have done for Heir to the Throne is to rebalance the entire concept of land combat by introducing a new concept for land battles called "military tactics", which decreases damage taken. This basically corresponds to the same level as the sprites are, and will make the amount of casualties in battles more even throughout the different EU3 eras. Now the outcome of battles between armies at a similar tech level, regardless of the era, are more like those of the early 17th century. Infantry and Artillery now also get a basic fire value from the start. This, together with making battles last for at least 12 days, with 2 rounds of shock and fire each, has made battles far more decisive. Also, units that are caught with zero morale will always surrender, no matter the size of the enemy.

Back to me, your friendly POPE. I would only add to the above that all unit types should now be of comparably quality to Western ones, as long as they are of a similar tech level. (So that if you succeed in westernizing, you will no longer be stuck with inferior troops.) And with that, I bid you farewell.

Until next week, compadres! ●



## HEIR TO THE THRONE

# Dev Diary 10

**Heir to the Throne** is about to cross the finish line and there is not much left to reveal. In fact, I probably should not be wasting time writing this diary, but I suppose we might still have a few morsels left for you... Let's see; there is the in-game history windows, reminiscent of the character history view in EU: Rome. You can now peruse the history of any province, as well as of your whole country, at will. It might not be a major feature,

but it does help placate your inner historian. (And you have to admit that guy can be pretty vociferous.)

We have also spent some time improving the game interface where it was the weakest, like the message settings window, the peace window and the list of country modifiers. Then there are the many little things, like having the game menu appear when you press ESC. Naturally, many other







aspects of the game have been touched-up, balanced and improved. The AI has been tightened up, mainly in the diplomatic and invasion areas. We have updated many decisions, missions, modifiers and events to make them more sensible and interesting. We have tweaked colours, textures and buttons. We have imbued the game with good cheer and the blessings of the POPE (though we are still waiting to hear back from the other Pope, the Dalai Lama and the Ecumenical Patriarch of Constantinople.)

One of our core design concepts in Heir to the Throne was to make the various countries feel more different to play. I have already talked about monarchies and republics, and while they have received the most love, tribes have not gone unscathed through the purifying fires of development. We all know and love the concept of tribal succession crises for tribes that was added in In Nomine. Now it gets even more... interesting to play a major tribe. You will constantly be prodded into war with conquest casus bellis from missions. There are rebel factions lurking in the grass, ready to pounce and usurp you if you become peaceful and decadent. There are also bonuses for conquering foreign cities to allow tribes to stay at war for longer. Westernization and switching to a decent form of government is now much harder. Playing a horde is might be more challenging, but also more rewarding for a player wanting to experience something different.

Well folks, this is sadly the last Dev Diary for HttT, but never fear: we shall keep you happy with some swanky developer AARs in the time before release. Farewell, until the next expansion! ●



HEIR TO THE THRONE

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Chris King  
Henrik Fåhraeus

## **Producer**

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## **Programming**

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## **Graphics**

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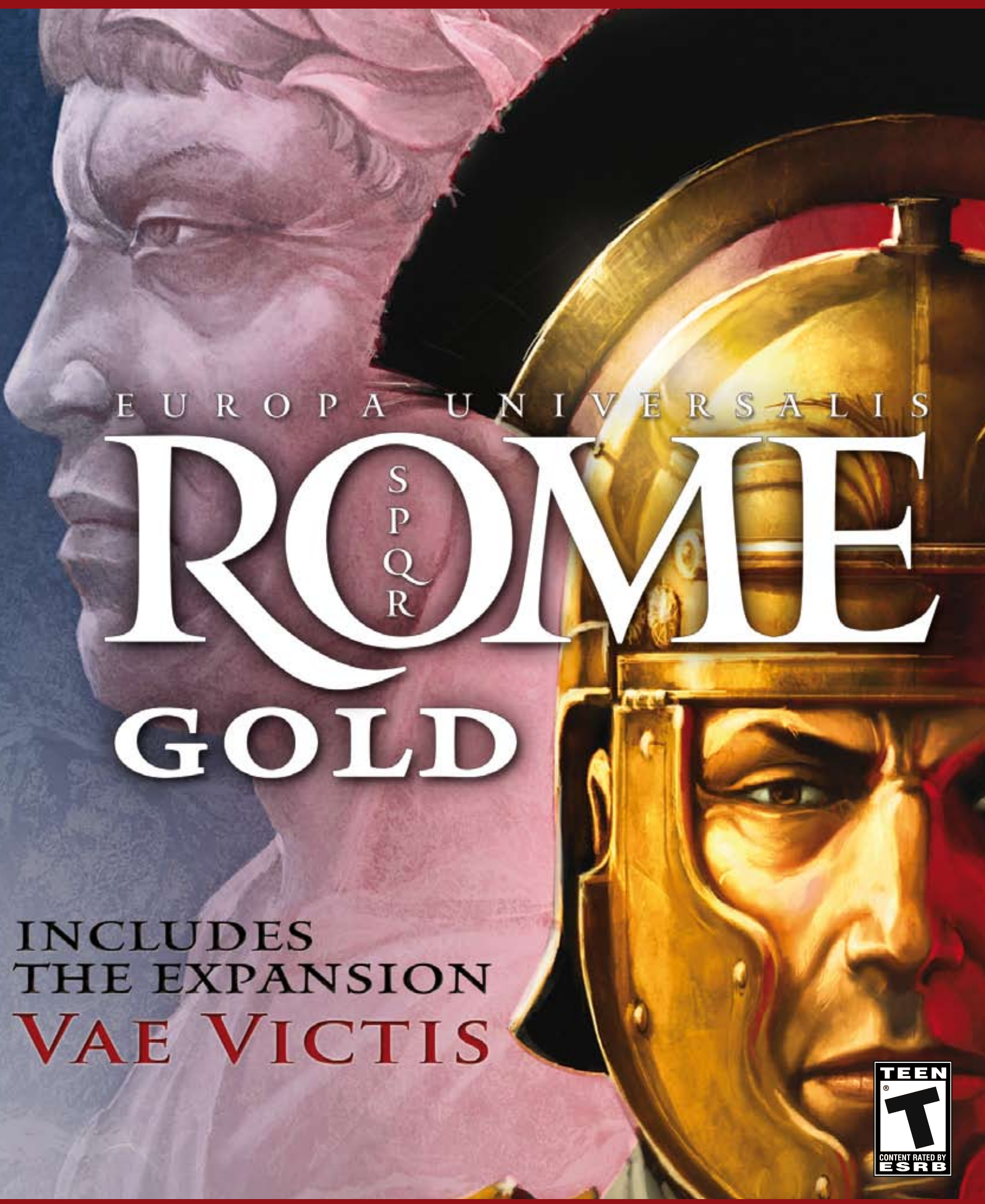
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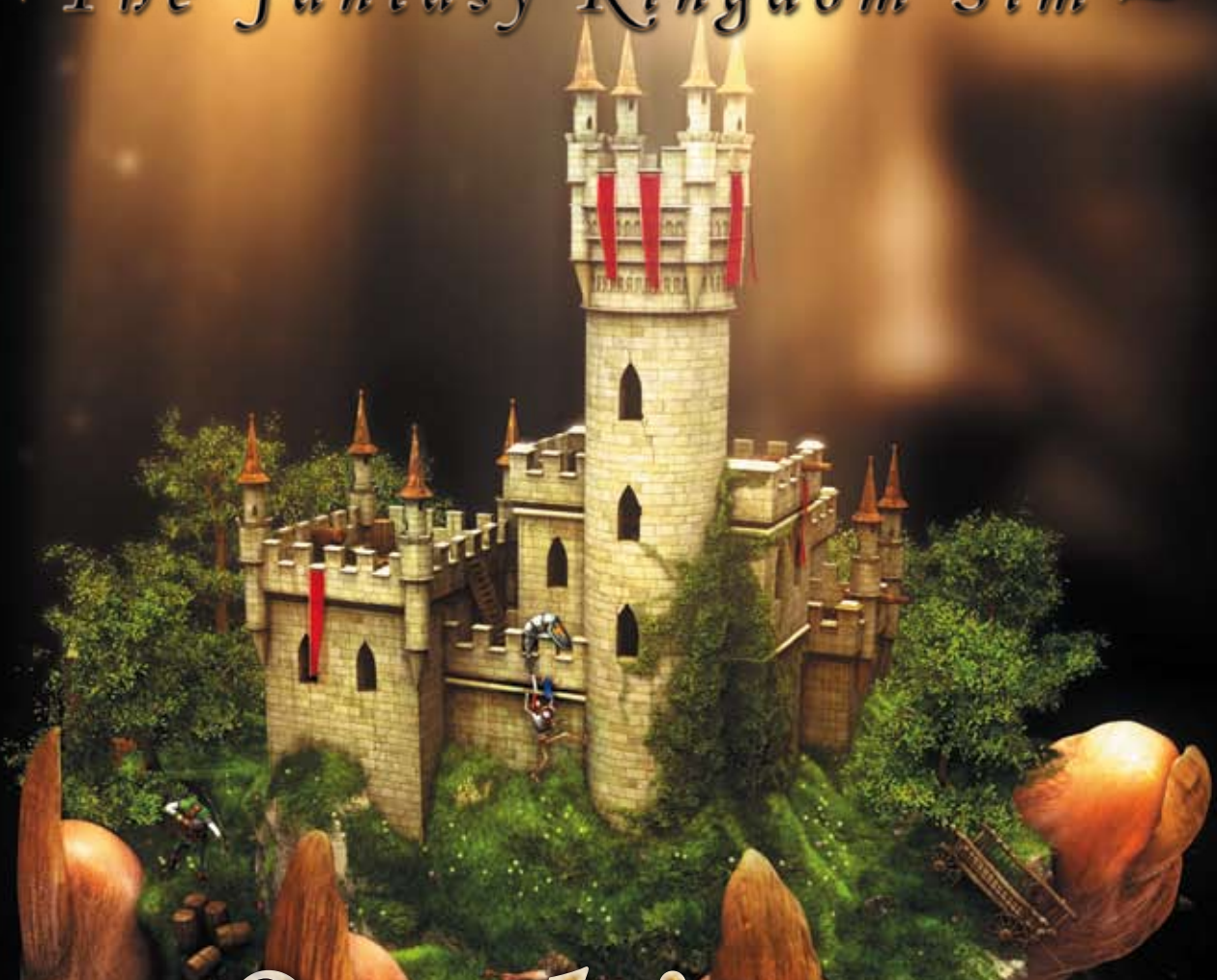
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