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DIPLOMACY

SPHERES OF INFLUENCE

The range for Sphere of Influence now depends on trade range. Each country you have in a sphere of influence now gives more Magistrates & increases your diplomatic skill. The cost for adding countries to a sphere is now scaled by the amount of countries you already have there. Vassals are now automatically part of spheres.

CALL ALLY

The one who declares a war now has the choice to call in his allies at the start of the war. The defender always calls in his allies when war is declared. Once the war has been

declared, the two war leaders are able to call in any allies they have who are not already involved the war. Thus, both sides are able to call in new allies they have made during the war. Allies of the attacker who are called in the first three months of the war do not suffer stability loss for a lack of a Casus Belli.

It is important to note that a stronger nation called in on the defender's side may take over leadership in the war. This means that they can call in further allies, and also that you must keep a close watch on who is actually in charge of the other side. Don't make peace with a new alliance leader and end your war prematurely!

The screenshot shows a game interface with a map of Europe. The top bar displays the date "Monday 4, October 1433" and various resource icons. The player's name "Great Britain" is visible at the top left. A "Paused" button is centered on the map. On the right side, there is a sidebar with a "Siege" progress bar at 38%, "Hostile Siege" at 25%, and a list of military units including "Royal Army", "Army of Scotland", "Army of Ireland", and "Royal Navy".

In the bottom left, a "Warscore" window shows a progress bar at 1% and a table of diplomatic offers:

Name	Cost	Mag	Inf
Caux	27%	5	4
Morbihan	12%	5	4
Normandie	35%	5	4

Below the table, a message states: "The defender will cede Caux, Morbihan and Normandie. As a defender, Great Britain gains 15.0 Prestige and accrues 9.0 Infamy." At the bottom of this window, a "Peace offer value" of 75 is shown, with a note "They would not accept this offer." and buttons for "Reset", "Send", and "Cancel".

In the bottom right, a "Cote D'Azur" tooltip indicates "Supply ships reach: 212/90.0 <= Labourd" and "This seazone has been recently patrolled, and we do not expect any pirates to come for at least 32 days." A small world map is visible in the bottom right corner.

INTEGRATE

Integrate is a new option available to leaders of a personal union. Instead of waiting for an inheritance - and all the risks of running out of kings before this happens - you can instead annex the junior member of the personal union. After 50 years have elapsed, if you have high relations over 190 and you are in an alliance with the junior member of the personal union, you can annex them. The AI uses the same logic as for diplomatic annexations of vassals when choosing whether it will accept or not.

PEACE NEGOTIATION

We have added a new peace interface. There is no longer a peace screen centered on the capital of the country. Instead, the peace options are now shown on the map. This has the neat consequence of allowing you to scroll around and zoom in and out to see what effects your peace deal will have. You can click on provinces on the map to select them for a peace

deal, or if you click on peace options on the menu, the map will center on the relevant provinces.

We have also added a new peace option when at war with the Emperor. You can now request that the Emperor roll back Imperial reforms as part of a peace deal. In this situation the most recent reform that the Empire has passed will be revoked.

VASSALS & WAR

We have made two changes to how vassals act during war-time. Firstly, a Master is always able to call a vassal into a war, regardless of whether he is the war leader or not. So declaring war on an ally of a country with a lot of vassals no longer acts as a block on the vassal's ability to join the war against you. Secondly, we have tweaked the vassal AI logic so it will not give military access to someone who is at war with its master.

In addition, vassals give their overlord a bonus to their force-limit equal to half their own limit.

HOLY ROMAN EMPIRE

For the emperor, having lots of HRE members is better, as the prestige gain depends on the amount of states in the Empire. Member states also get an extra bonus while the HRE has at least 25 members.

This is technically a change from HttT 4.1, but there is a penalty for HRE members holding provinces they do not have a core on in the HRE.

BENEFITS OF BEING A MEMBER

- Inheritances within the HRE will give cores.
- Both the Emperor and members of the HRE get extra Magistrates.
- There are many friendly events and bonuses given.

LEAVING THE EMPIRE

Leaving the HRE is now done via a button on the HRE screen rather than by a province decision. If you own any illegal HRE provinces they will either be released as a free nation or given to the Emperor to take care of. Combined with the “illegal occupation in the empire penalty for holding non-core provinces”, this means that you really need to decide if you are going to conquer HRE land and leave the Empire beforehand if so.

ROLLBACK OF REFORMS

Nations winning a war against the Emperor can demand that the latest Imperial reform be revoked.

JAPAN & DAIMYOS

The four daimyos of Europa Universalis 3: Divine Wind are the Minamoto, the Fujiwara, the Taira and the Tachibana. Only one of these Daimyos can at any time hold the title of Shogun, and only the Shogun can do diplomacy with the outside world.

HOW TO BECOME SHOGUN

The player needs to overthrow the current Shogun in order to become Shogun himself. This is done by either using a diplomatic option that costs prestige, lowering the Shogun's relations with other Daimyos, lowering the Shogun's prestige, or defeating the Shogun in battles until his Influence is under 10. When the Shogunate has fallen, the player must take some troops and travel to the Emperor in Kyoto. While in Kyoto, the player must take a decision from the Shogunate view to petition the Emperor and ask him to become Kampaku. When

the Emperor graciously has named the player Kampaku, any Daimyo in an alliance with the player will be asked to endorse him. If the Daimyos refuse to endorse the player, or if they do not have an alliance, civil war will break out. The player must then defeat the other Daimyos and force them all to endorse him as Shogun.

THE SHOGUNATE

The Shogun has a special value called Shogun Influence, which represents his standing with the other Daimyos and with the Emperor. Shogun Influence gives the Shogun a bonus; it boosts his manpower and overall tax. Depending on the Shogun's prestige and relation with the other Daimyos, the Shogun's Influence increases or decreases each month. If relations with a Daimyo are poor, the Shogun's Influence decreases, but if it is good it will increase.



The Shogun may implement reforms and decisions that will affect the whole of Japan.

The Shogun may go to war with other countries if his Influence is high enough. Whenever the Shogun wins or loses a battle, his Influence will increase or decrease. Every time the Shogun wins a battle, he will gain some prestige and Influence; the Influence gained equals half the amount of prestige gained. If the Shogun loses a battle, he will lose as much Influence as prestige.

As the Shogun's Influence increases or decreases, the Daimyos get access to more or fewer diplomatic options that they can use in their internal power struggle. The Daimyos

can only use diplomacy within Japan, the Shogun handles the foreign diplomacy. If a foreign country wishes to conduct diplomacy with Japan, it must negotiate through the Emperor who is located in the province of Kyoto.

When the Influence of the Shogun has reached a critically low level, the Daimyos will be able to make war against each other and the Shogun. If the Shogun's Influence decreases even further, he will be forced to resign, and the struggle for the title of Shogun will commence.

The Daimyos have a strong patriotism and will unite if foreigners attack Japan, even if they are currently fighting a civil war.



CHINA & FACTIONS

In Europa Universalis: Divine Wind, China contains three factions that compete for influence over the Emperor. Each faction has its own particular interests that it wants to pursue, and will force China to focus on these whenever they are the most powerful faction.

THE EUNUCH FACTION

Represents the Imperial household administration. It is not interested in future generations and instead focuses on the here and now. They are interested in trade, exploration, and colonization. They also allow a great navy.

THE TEMPLE FACTION

Represents various Taoist and Daoist orders. Their focus lies on expanding China's territorial borders as well as spreading the true faith to their heathen neighbours by sending missionaries.

THE BUREAUCRAT FACTION

Represents the Confucian Bureaucracy. They are mainly interested in national development, focusing on infrastructure and stabilizing the country by allowing a large standing army.

DEALING WITH FACTIONS

The player can either accept whatever faction currently is the most powerful one and pursue goals that are within their interest, or try to strengthen another faction to take over and become the leading one. The total amount of influence split between the three factions always adds up to an even hundred, which means that it's a zero-sum game: influence gained by one faction must be lost by another. Factions gain and lose influence based on slider positions and monarch stats, as well as from events and decisions.

CELESTIAL EMPIRE & THE MANDATE OF HEAVEN

China now also has a unique government type called Celestial Empire. With it comes The Mandate of Heaven – something the Emperor is considered having as long as he is strong and the nation stable – which gives substantial bonuses to help keep the country peaceful. Should the Mandate be lost, however, China will face some fiercely negative effects...



INTERFACE IMPROVEMENTS

Apart from more information in general (tooltips for infamy and prestige, what each tech level gives, etc), these are some major improvements to the interface:

- A new window showing all potential ‘triggered modifiers’ has been added. This one lists them all, and also tells you what you need to do to gain them. It is accessible through the icon with a crown and crossed swords in the right part of the screen.
- A new icon-message system has been added, like the one in Victoria II.
- Army size is now shown on the map next to units.
- We also added two new alerts; one for notifying you when at least one of your provinces is blockaded, and one for when you play a nomadic horde and a more civilized state is colonising your territory.

NOMADS

Many Horde-type countries are now “Steppe nomads”. These nations are constantly at war with all of their neighbours unless they have a truce with them. When a truce expires they will automatically go back to war unless they are in the middle of a succession crisis. They will not accept offers of White peace; one side must either concede defeat or agree to pay tribute to the other. Nomads can also vassalise nations they have 100% War Score against. The only other peace option they have is to release vassals; they cannot take provinces or

annex nations, etc. However, against other Nomads they can use all the normal diplomatic actions.

Civilised nations fighting against Nomads have the same peace restrictions, but in addition they are able to colonise any Nomad province they occupy. This settlement will be wiped out if the province changes hands, but if it reaches 1000 people, the province will defect to the controller.

Nomads do extra shock damage and take less attrition in their home provinces, and have higher force-limits than normal.

PRODUCTION

The building system has undergone major changes in Divine Wind. The first thing you will notice is that there are many more buildings available, the second that they each cost one magistrate as well as cash to build. Buildings are organised into certain categories, Government/Trade/Army, etc. Within these categories you can only build the next level of building, so if you want a level 2 building you must first build the level 1 one. You can build all buildings from level 1-4 in a province, but above that a province becomes specialised. If you build the level 5 Government building (College) in a province, you cannot build any other level 5 buildings there. Another important change is that all buildings besides manufactories and level 1-4 Forts are lost when a province changes hands. This means that conquered provinces require substantial investment before they'll provide the same benefits as your built-up provinces.

UNIQUE BUILDINGS

These buildings are limited to one per country. It's also important to note that they have certain requirements to build, and that if conditions change so that the requirements are no longer met they will be removed. For the most part this only happens to Capital-only buildings which will be lost if you move your capital, but the March must be on a border province and will be lost if your border moves, and the Embassy must be in a province that is both on a border and not a core.

REMOVING BUILDINGS

You can remove buildings via the X button on the buildings screen.



TRADE

Every Center of Trade controls a certain percentage of the world's supply of each trade good. When you are trading in CoTs totaling 33% of the world's supply of a good you get a special bonus (you can see a list on page 28 of the ledger.) You must have at least two merchants in a CoT to qualify for its market share.

You can see each CoT's share of goods in the tooltips on pages 27 and 28 of the ledger.

You can now only trade in CoTs that are within Trade Range of one of your provinces. Trade Range is increased by Trade tech and modified by the Free Trade slider. CoTs which are out of

range are marked in red on page 24 of the ledger, and are striped black on the trade mapmode.

Mercantilism no longer gives you a bonus in CoTs you own, instead you get a bonus based on how many of the provinces you own that trade in the CoT. Small Mercantilism-heavy nations which own a CoT would be wise to either colonise or conquer provinces that will trade into their CoT to increase their bonus there, or else consider going Free trade instead.

Trade league leaders also get the Mercantilism bonus from the provinces of all member trading into their CoT.

MISC

- Prestige gains and losses have been rebalanced. The Ideas for increased prestige gains from land and naval combat now also reduces prestige lost as well.
- If an older heir dies, then there is a high probability of getting a new younger heir immediately.
- You can only hire one advisor of each type (be aware of this before recruiting new ones!)
- Rebels may now fight each other & have unique flags.
- The AI has been generally improved, one of the most visible changes is that it is now much better at avoiding combat with larger forces, so a fast army can be very useful.
- There is now a base decay of Cultural tradition while at peace; if you want super-advisors you need to work for them a bit more.

MISSIONS

- Daimyos have all-new missions.
- Many missions have been updated to work better with the new mechanics of Divine Wind, while others have been changed to fix old bugs.

EVENTS

- There are many *fun** new events when you exceed your Infamy limit.
- Daimyos have many new events about Shogunate interactions and plots.
- Ming has many new events relating to their factions.
- Korea gained some Piracy events.
- Nations with the *Bureaucracy* National Idea may get some bonus Magistrate events.

* = Disclaimer: You will not enjoy these events at all.

DECISIONS

- Nations with the Engineer corps idea can use a province decision to raise the defensiveness of their provinces.
- Daimyos may hire Ninja clans to improve their ability to spy on their neighbours.
- The Shogun and Daimyos have various decisions relating to controlling and eventually uniting Japan.
- Indian nations can form Hindustan.

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