EUROPA® UNIVERSALIS IV

CONQUEST
OF
PARADISE

paradox
DEVELOPMENT
STUDIO

paradox
INTERACTIVE

SYSTEM REQUIREMENTS

PC:
Recommended System requirements:
OPERATING SYSTEM: *XP/Vista/Windows 7/Windows 8*
PROCESSOR: *Intel® Pentium® IV 2.4 GHz or AMD 3500+*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB HD Space*
GRAPHICS: *NVIDIA® GeForce 8800 or ATI Radeon® X1900, 1024 MB video memory required*
SOUND CARD: *Direct X-compatible soundcard*
DIRECTX®: *9.0c*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

Minimum System requirements:
OPERATING SYSTEM: *XP/Vista/Windows 7/Windows 8*
PROCESSOR: *Intel® Pentium® IV 2.4 GHz eller AMD 3500+*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB HD Space*
VIDEO: *NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512 MB video memory required*
SOUND: *Direct X-compatible soundcard*
DIRECTX®: *9.0c*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

MAC:

Recommended System requirements:
OPERATING SYSTEM: *Mac OS X 10.6.8 or better*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB*
VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.*
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

Minimum System requirements:
OPERATING SYSTEM: *Mac OS X 10.6.8 or better*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB*
VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.*
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

LINUX:

Recommended System requirements:
OPERATING SYSTEM: *Ubuntu 12.04 LTS*
PROCESSOR: *Intel Core Duo Processor (2GHz or better)*
MEMORY: *2 GB RAM*
HARD DISK SPACE: *2 GB*
VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.*
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*
CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*
SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*
MULTIPLAYER: *Up to 32 other players in multiplayer mode*

Minimum System requirements:

OPERATING SYSTEM: *Ubuntu 12.04 LTS*

PROCESSOR: *Intel Core Duo Processor (2GHz or better)*

MEMORY: *2 GB RAM*

HARD DISK SPACE: *2 GB*

VIDEO CARD: *ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600* or *higher, 1024 MB graphics memory required.*
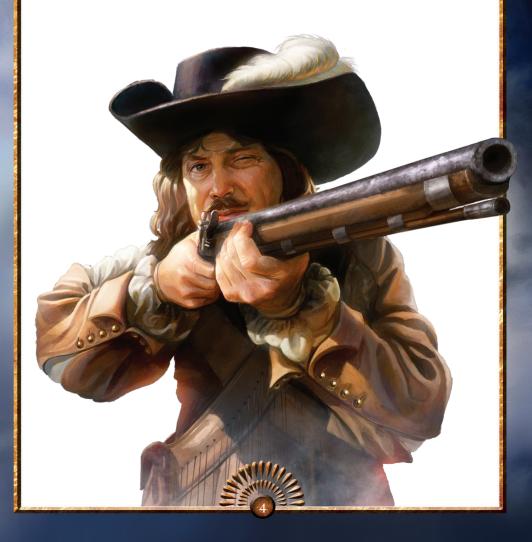
ADDITIONAL: *GLSL 1.3, OpenGL 2.1*

CONTROLLER SUPPORT: *3-button mouse, keyboard and speakers*

SPECIAL MULTIPLAYER REQUIREMENTS: *Internet Connection or LAN for multiplayer*

MULTIPLAYER: *Up to 32 other players in multiplayer mode*

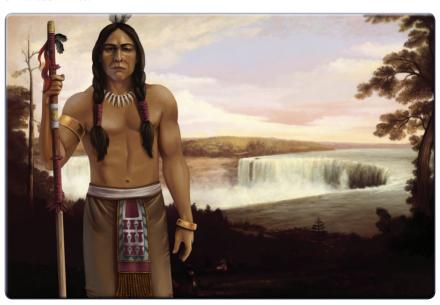# WELCOME TO EUROPA UNIVERSALIS IV: CONQUEST OF PARADISE

OR OVER A DECADE, *Europa Universalis* has been, primarily, about two things: accurately representing a plausible alternate history, and a very specific history at that – the 400 years of global European expansion and advancement. The series is about the rise of an historical Europe from feudal monarchies through Renaissance and Reformation to the early modern era when European armies dominated the known world from Mexico to Sumatra, Newfoundland to the Cape.

And, except for the *Divine Wind* expansion to *Europa Universalis III*, we've stuck to this model pretty well. Naturally, we think we can do more.

Conquest of Paradise is the first expansion to Paradox developed game that adds the possibility of random map generation, and the first expansion in the EU series to focus on the North American continent and management in the New World. Both are quite a departure, and both bring new and exciting gameplay challenges for veterans of Paradox titles.

The Age of Exploration is one of the key aspects of Europa Universalis IV, but you, as the player, have a great advantage in knowing where the New World is. Need sugar or gold? You know where to find them. This is hardly real exploration, is it? Now you will have the option to generate a random New World at the start of the game. You'll still have Aztecs and Inca, but you won't know where. Is the New World close than you thought or further away?

We've filled North America with over a dozen minor native nations, now – one province states to remind you that this great Promised Land for European colonists wasn't just a bunch of vacant lots. The North American natives have a pile of new mechanics and abilities that are designed to make playing these nations more interesting. New diplomatic, technological and even movement options will breathe a fresh gust of air into the wilderness spaces.

But we haven't forgotten the Old World completely! A new colonial management system introduces the important relationships that the mother country has to handle with those of its citizens that have settled across the seas. Colonial Nations will be formed – autonomous but subject states who can pursue their own agendas and get you wrapped up in their conflicts, all the while sending money home.

This mini-manual won't go into a lot of the math and details, but it will introduce these new systems and features to give you an idea of what you can expect and what you should prepare for.

Onward! Across the ocean to new lands! Claim, conquer, colonize. Or resist the invaders! We've got new tools to help you do it all.

WHERE DID CUBA GO?

PRETTY MUCH SINCE the beginning of the EU series, players and critics have wondered why the map was always fixed – especially the New World. For a game that has a big focus on exploration, it never felt a lot like exploration if you knew where everything was. Add in the hardcore folk that memorized every sea zone and the colonial distance to Suriname and a huge part of the mystery of the era is lost – Columbus had no idea what he would find.

A randomized New World is designed to be a challenge for you as a European player; if you are playing a North American native nation, then it might not add much to the experience. If you are a veteran player that plays a lot of multiplayer games, however, the random New World will help ameliorate that land rush for the best spots or that tip of Brazilian coast. Who knows where the Aztecs will be or even if they have gold at all? The random map changes everyone's calculations.

Now, let's be clear. A randomized New World is entirely optional. There is a check box on the setup screen when you choose your nation, and you can go with the old New World or get something randomly generated. So if you like Florida and Cuba hanging out like pals, you can keep that. But we do hope you give this a shot.

How does it work? Well, the game draws a box around the regions from Greenland south and west. Pretty much anything past the Azores is going to get mixed up. The engine then generates new continents and islands. We've made efforts to get the maps looking sort of like real land masses and not like blobs of space just stuck together.

The territories are still grouped into historical regions, of course. There will be a Caribbean region, a Mississippi region and so on, because we use these tags for a bunch of other mechanics in the game, including some new ones. The random maps will also have the same trade nodes (but in different specific locations) and they will feed into each other in the same way that they do on the historical map.

The random world is only good for 1444 starts, i.e., games that cover the full breadth of the game. And the random world is not compatible with any saves you may import from *Crusader Kings II*.

NORTH AMERICAN MINOR NATIONS AND FEDERATIONS

THE POPULATION OF the New World before the arrival of Columbus is a matter of significant disagreement but there is a growing scholarly consensus that early explorers, settlers and writers greatly underestimated the size and sophistication of North American native society. Even aside from the large confederations like the Iroquois or Shawnee, large native centers existed in much of North America.

The trick for game design, of course, is to accurately reflect this historical truth but still leave room for the Europeans to settle. So we have added over a dozen new North American native states – most with a single province to their name. These new minor nations are present in clusters across the continent to represent the largest concentrations of North American native power and population.

To do this we've even opened up some former Wasteland spaces – you can't have a New World without the Comanche.

A one province minor native state may sound like a pushover, but we've given them a few things that will help them last a little bit, we hope. First, North American natives cannot fabricate claims on each others' lands, so the Iroquois can't simply wave their hands and grab a weak neighbor.

Second, one province minor natives can Migrate from one province to the next. This lets them move away from threatening neighbors or gradually move to a richer province. Once they settle in their new land, they get a significant boost to all of their monarch power points, so migration is a way for a nomadic society to keep up while staying out of danger. A province that natives migrate out of will have its resources temporarily depleted so that you cant just move back and forth between two provines.

Third, all North American native states can join Federations. A Federation is a special defensive alliance that can only operate against those nations not in the Federation. So if a bunch of minor states join up and keep the Creek out, then the Creek might be more wary about preying on these easy pickings.

Unlike other Alliances, Federations have Leaders. The initial leader is the state that creates the Federation. After that, the leader is chosen based on diplomatic reputation and prestige. If your relations with the leader fall to far, you will be kicked out of the federation. Being the Federation leader comes with a number of small bonuses that will help you in the long run.

NORTH AMERICAN NATIVE ADVANCEMENTS

THE NORTH AMERICAN native nations have never been popular options for players for obvious reasons – not necessarily connected to how weak they are. After all, everybody loves Ulm.

The big issue with them is that there is not a lot to do for much of the game. Technology moves too slowly which means there are no buildings to build, many are isolated from each other and therefore there are fewer options and no sense

of progress. We want the New World to be a viable option for player experiences and new stories. The minor states help with some of that, but we have more.

First, there is a new general National Idea group for all North American states, as well as unique National Ideas for some of the major powers. This, at the very least, adds more personality to the region.

Second, the North American natives have their own buildings for construction. These are much cheaper and fewer in number than their European counterparts, but will be obsolete once the native state modernizes to a more Western style of government. If a one province native minor migrates, it will need to rebuild any buildings it has constructed.

Third, and most importantly, North American natives now have a minor tech track to follow called Advancements. There are 15 advancements – five each for ADM, DIP and MIL tracks. For 500 points, they can unlock a new technology here instead of holding them and waiting to unlock the first "normal" technology level. Once a native state has all 15 techs, it can convert to a Western form of government like Feudal Monarchy if it borders a European or Westernized state.

If they take this step, they lose their native buildings and other bonuses they may have accrued, but they also jump ahead in technology levels. Note, this is **not** the same as Westernization. The native states will still lag behind in gaining future technology until they successfully Westernize and that will take them falling behind their European neighbors in tech again.

A native state that modernizes first will still face an uphill battle against the European interlopers, but it will also be far and away the most powerful native state on the field until another nation manages to make the transition.

The new technology/modernization process and building options are designed to give players a way to mark their progress as North American native leaders and, fundamentally, more to do. They will still be a challenge to play, but hopefully they will now be more interesting.

COLONIAL NATIONS AND LIBERTY

IF YOU ARE someone that plays a big colonial empire game, then be prepared for a major change in how these empires are handled. As it stood in EU4, colonies were, for all intents and purposes, simply distant provinces. Once their population hit 1000, a colony became a province that was indistinguishable from another province in Europe.

Of course, historically, it wasn't quite like that most of the time. European colonies – whether because of distance, traditions or law – were fairly autonomous in many matters while being subservient to the mother country. So we have introduced Colonial Nations. This will more accurately reflect the oddness of Enlightenment Empires, but also make it a little easier to focus on the big picture as an imperial center.
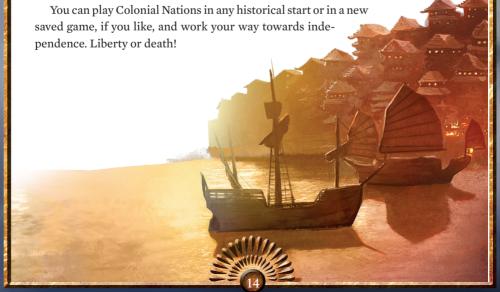
Whenever a nation establishes five or more contiguous colonies in a region, those colonies will unite to form a Colonial Nation. Think of it as a kind of vassal, but with a little more freedom of movement diplomatically and less freedom economically – sort of.

Colonial leaders are appointed by the mother country, just like how a Republic chooses its leader. Since a colony manages its own economy, building and technology, you can choose the colonial governor based on the priorities you have for this outpost of your power.

A Colonial Nation, similar to colonies, contributes a percentage of it wealth to the homeland through tariffs. The homeland can raise or lower the tariff rate for any given colony at will. Each Colonial Nation can have a different rate, and it becomes rather easy to turn large Colonial Nations into cash cows if you have the fleet to get the money home.

But beware, the Emperor likes his sheep shorn, not slaughtered. The higher the rate goes, the more likely it is that that the Colonial Nation will seek full independence. (The obvious model here is the British North American tax rebellion that led to the Revolutionary War.) This independence factor can also be affected by events and choice of governor – leave the same person in power too long, and the settlers could start to feel like they can do fine without you.

If the desire for independence ever reaches 50%, then there is a chance that the Colonial Nation will make a break for it – declaring war on the homeland and calling on any foreign allies that had pledged to support its freedom. If it wins the war, it forms a new nation, free of any ties to the mother country (except maybe culture, religion and taste in music.)

You can play Colonial Nations in any historical start or in a new saved game, if you like, and work your way towards independence. Liberty or death!

COLONIAL NATIONS AND THE WORLD

BUT COLONIAL NATIONS don't just have to worry about their relationships with the mother country – they also live in a dangerous world where rival empires and colonies have their own ambitions. Historically, many colonies had quite a bit of free reign when it came to staking out new lands and developing partnerships or rivalries with foreign powers. *Conquest of Paradise* tries to capture that dynamic by giving Colonial Nations considerable freedom of action in their foreign policy, but also the chance that their modest ambitions can spiral into a major war.

Colonial Nations can declare war on Native states or on other Colonial Nations, but not on any established modern state. These are colonial wars and usually rather small in their aims – though two large Colonial Nations can fight a prolonged struggle. Unlike in a traditional Vassal relationship, the mother country is *not* automatically involved in these wars, even if the Colonial Nation is the target of a Native or other Colonial Nation.

If the war is going badly for a Colonial Nation, however, the mother country can try to put a stop to it before everything gets out of hand. The imperial power can try to enforce a peace settlement on the power that is threatening the subject colony. If the target of this request refuses, then the imperial power will join that war – as will the mother country of any other involved Colonial Power.

As you can see, it is possible for a small skirmish over a seaport in the Gulf of Mexico to expand into something much larger if the mother countries involved find that serious issues are suddenly at stake.

Of course, if a regular established country declares war on a Colonial Nation, it is treated like an ally or vassal and the mother country is automatically called into the war. So the rule is a simple one – any time that a Colonial Nation finds itself at war with a state that is not a Native power or a Colonial Nation, it's Imperial Patron will automatically sign up to the war.

It's not all about war, of course. Colonial Nations can form alliances with Native states as well, as there were many treaties of convenience in the New World where allies in the interior were needed to secure a weak front or protect plans for expansion. Colonial Nations can trade or embargo other powers, as well.

Colonial Nations are a very new idea for us, since they are in that odd place between free and subject – they are also the first sort of nation that will be spontaneously generated and even named in the game, thanks to a bunch of custom designations we have created for colonial nations for every likely colonial empire.

THINGS TO THINK ABOUT IN CONQUEST OF PARADISE

- There is new type of subject state called a Protectorate; this is a vassal type relationship with a greatly inferior nation, technologically speaking. It adds a smaller expansion penalty than conquest, but you cannot annex a Protectorate diplomatically.
- One of the new Native North American technologies allows them to colonize neighboring provinces. This is an easy way to expand, but be careful! Colonization eats money and it will be a while before most Native states have a lot coming in. First get the income in place – then colonize.
- A random New World could be much, much closer than the real one. This means the race for colonies will go a lot faster than you may be used to. Watch your rivals' ship to see where they are heading.
- Native North American states can build huge primitive armies but they lose a lot of the bonuses associated with the army cap if they modernize. So be ready to see your 25,000 man juggernaut slashed once you adopt a European way of life.
- Defeating one of your Colonial Nations in a war for independence means that you keep the tariff level where you set it before the war; you did win after all. But the Colonial Nation's desire for liberty will be lower than normal after the defeat. It will slowly climb back to the default level for a given tariff rate, though – don't be complacent.
- If a rival is beating you in the colonial game, promise to help one of his Colonial Nations break free! This will win you a useful ally if you win, and if you lose, you will have tied up his armies in a war far from his own shores.

CREDITS

EUROPA UNIVERSALIS IV
was developed by
PARADOX DEVELOPMENT STUDIO

GAME DESIGN Johan Andersson
PRODUCER Linda Kiby
PROJECT LEAD Thomas Johansson
PR MANAGER Boel Bermann
GAME PROGRAMMING Thomas Johansson, Rikard Åslund, Jimmy Rönn, Johan Andersson, Martin Anward
ADDITIONAL PROGRAMMING Niklas Strid
LEAD SCRIPTER Niklas Strid
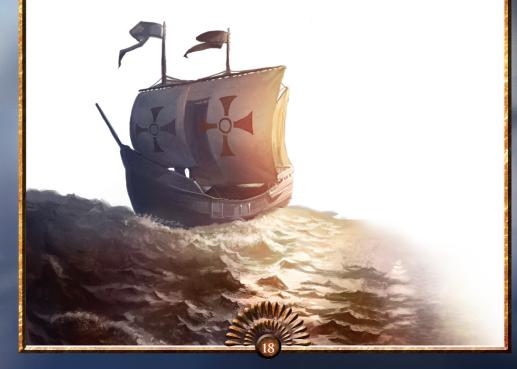**DLC MANAGER** Kandra Dahlgren
LEAD ARTIST Fredrik Toll
ARTISTS Mats Virtanen, Aline Gladh
MANUAL Troy Goodfellow
MANUAL LAYOUT An Ordinary Day
QA MANAGER Carsten 't Mannetje
QA Niklas Tammpere, Rufus Tronde, Zeke Lugmair, Mario Lasan

FORUM

Please consider registering your game. This gives you easy access to our tech support forums and various other useful discussion forums about the game: http://forum.paradoxplaza.com/

CUSTOMER SUPPORT

Paradox Interactive offers many levels of service for our customers and members. To get the best help possible please visit below about our services and what best fits your issue.

www.paradoxplaza.com/support

OFFICE ADDRESS

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

ABOUT PARADOX INTERACTIVE

Since 1999, Paradox Interactive has been a leading global publisher of PC-based strategy games. World-renowned for its strategy catalog, the company holds a particularly strong presence in the United States and Europe.

The publishers steadily-growing portfolio includes firmly established PC franchises such as the critically acclaimed Europa Universalis, Crusader Kings, Victoria and the Hearts of Iron series created by Paradox Development Studio.

2013-2014 will be Paradox Interactive's most ambitious line-up of titles to date with such releases as Cities in Motion 2, Europa Universalis IV, Magicka: Wizard Wars and War of the Vikings.

For more information, please visit www.paradoxplaza.com, join our forum at http://forum.paradoxplaza.com and follow us at www.facebook.com/ParadoxInteractive and www.twitter.com/pdxinteractive

Our offices are located in New York, USA and Stockholm, Sweden. We work with renowned distributors world wide and are present on all major digital download portals. We share a passion for gaming and gamers and our goal is to provide deep and challenging games with hours of gameplay to our growing 500,000 + member community.

www.paradoxplaza.com
/ParadoxInteractive • **@pdxinteractive** • **http://forum.paradoxplaza.com**

ABOUT PARADOX DEVELOPMENT STUDIO – STRATEGY IS OUR GAME

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

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

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

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

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

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

PARADOX DEVELOPMENT STUDIO:

www.paradoxdevelopmentstudio.com
/ParadoxDevelopmentStudio • **@twitter.com/PDX_Dev_Studio** • **http://forum.paradoxplaza.com**

END USER LICENSE AGREEMENT

IMPORTANT, PLEASE READ CAREFULLY

BY EITHER REMOVING THE SHRINK WRAP AND/OR JEWEL CASE SEAL OR DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THIS SOFTWARE PRODUCT, YOU AGREE TO BE BOUND BY THE FOLLOWING TERMS AND CONDITIONS:

1.   END USER LICENSE AGREEMENT.
This end-user license agreement ("**EULA**") is a legal agreement between you (either an individual or a single entity), hereinafter sometimes referred to as "**You**," "**End User**" or "**Licensee**," and Paradox Interactive AB ("**Paradox**") for the Paradox software product accompanying this EULA which includes video game related software and may include associated media, printed media, and on-line or electronic documentation (collectively, "**Software Product**"). If you do not agree to the terms of this EULA, you should not install, copy, download or use the Software Product and in which case you should contact your vendor regarding its return policy. If you are purchasing this Software Product from a Paradox or third party distributor website (a "**Website**") and do not agree, click "disagree/decline." **You agree that your use of the software acknowledges that you have read this agreement, understand it, and agree to be bound by its terms and conditions, and that you represent and warrant that you are an adult and are either accepting this EULA on behalf of yourself or on behalf of your child or ward, as the case may be.**

2.   OWNERSHIP.
It is hereby understood and agreed that, as between you and Paradox, Paradox, is the owner of all right title and interest to the Software Product, regardless of the media or form of the original download, whether online, by disk or otherwise. You, as Licensee, through your downloading, installing, copying or use of this product do not acquire any ownership rights to the Software Product.

3.   GENERAL.
The Software Product is licensed, not sold, to you by Paradox for use only under the terms and conditions of this EULA. The Software Product is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The rights granted herein are limited to Paradox's and its licensors' intellectual property rights in the Software Product and do not include any other patents or intellectual property rights. **The Software Product may contain license management software (also known as digital rights management software) that restricts your use of the Software Product.**

4.   SOFTWARE PRODUCT.
The Software Product, as used in this EULA, means, collectively and/or as applicable:

A.   The Software Product package;

B.   Any and all contents, components, attachments, software, media, and code with which this EULA is provided and delivered via disk or a Website;

C.   Any and all game design, characters, images, graphics, photographs, art, art work, clip art, text, fonts, music, sounds, voices or other sensory content (the "**Game Content**");

D.   Related explanatory written materials and instructions, and any other possible documentation related thereto ("**Documentation**"); and

E.   Upgrades, modified versions, updates, additions, expansion packs and copies of the Software Product (the "**Upgrades**"), if any, provided to you by Paradox under this EULA.

The terms of this EULA will govern any Upgrades provided by Paradox that replace and/or supplement the original Software Product, unless such Upgrade is accompanied by a separate license in which case the terms of that license will govern.

5.   GRANT OF LICENSE AND RESTRICTIONS.
A.   Paradox grants you a non-exclusive, non-transferable End User license to install the Software Product on the local hard disk(s) or other permanent storage media of one computer, or, on one other game play device (each a "**Unit**") and use the Software Product on a single Unit at a time. Licensee may physically transfer the Software Product between Units provided that it is used on only one Unit at any given time.

B.   Paradox authorizes the End User to make one (1) copy of the Software Product as an archival backup copy, provided End-User's backup copy is not installed or used on any Unit. Any other copies you make or authorize are in violation of this EULA.

C.   Unless provided otherwise in the Documentation, you shall not display, modify, reproduce and distribute any Game Content, or portion(s) thereof, included with or relating to the Software Product, if any. Any such authorized display, modification, reproduction and distribution shall be in full accord with this EULA. Under no circumstances will your use, display, modification, reproduction and distribution of the Game Content give you any intellectual property or proprietary rights in the Game Content or in any logos and/or trade or service marks of Paradox. All rights, title, and interests belong solely to Paradox and its licensors.

D.   Except for the initial loading of the Software Product on a hard disk or other permanent storage media for archival/backup

purposes as provided for above, you shall not, without Paradox's express written consent:

i. Copy or reproduce, auction, loan, lease, sublicense, gift or transfer the Software Product;

ii. Electronically transfer the Software Product through a LAN (local area network) or file sharing network; or

iii. Modify, adapt, translate or create derivative works based on the Software Product or any accompanying materials.

6. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

A. From time to time, at Paradox's sole discretion, Paradox may provide you with support services related to the Software Product ("**Support Services**"). Paradox reserves the right to alter, suspend, and terminate the Support Services at any time and for any reason. You can contact Paradox for Support Services at **support@paradoxplaza.com** or **www.paradoxplaza.com/support**.

B. Any supplemental software, code, content, or media provided to you in the course of Support Services shall be considered part of the Software Product and subject to the terms and conditions of this EULA.

C. You shall not modify, sublicense, assign, or transfer the Software Product or any rights under this EULA, except as expressly provided in this EULA. Any attempt to otherwise sublicense, assign, or transfer any of the rights, duties, or obligations will be void.

7. TERM.

A. This License is effective until terminated. Licensee may terminate it at any time by destroying the Software Product with all copies, full or partial, and removing all of its component parts. The term of this EULA runs concurrently with the period during which the consumer uses and retains the Software Product. If the Software Product is transferred (to the extent allowed under this EULA), the license is transferred with it.

B. Your rights under this EULA will terminate automatically without notice from Paradox if you fail to comply with any term(s) or condition(s) of this EULA. In such event, no notice shall be required by Paradox to effect such termination.

C. Upon termination of this EULA, you shall cease all use of the Software Product and destroy all copies, full or partial, together with all backup copies, modifications, printed or written materials, and merged portions in any form and remove all component parts of the Software Product which have been downloaded onto your Unit.

8. INTELLECTUAL PROPERTY RIGHTS.

A. As between you and Paradox, Paradox shall retain all right, title, and interest in the Software Product and to any modifications or improvements made thereto, and any upgrades, updates or Documentation provided to End User.

B. You acknowledge Paradox's exclusive rights in the Software Product and that the Software Product is unique and original to Paradox and that Paradox is owner thereof. Unless otherwise permitted by law, End User shall not, at any time during or after the effective Term of the Agreement, dispute or contest, directly or indirectly, Paradox's exclusive right and title to the Software Product or the validity thereof.

C. You shall not attempt to develop any Software Product that contains the "look and feel" of any of the Software Product.

D. You hereby expressly agree not to extract information, reverse engineer, disassemble, decompile, or translate the Software Product, or otherwise attempt to derive the source code of the Software Product, except to the extent allowed under any applicable law. In the event that such activities are permitted by applicable law, any information you, or your authorized agent, discover shall be promptly disclosed to Paradox and shall be deemed the confidential information of Paradox.

9. EXPORT LAW ASSURANCES.

You may not export or re-export the Software Product except as authorized by United States law and the laws of the jurisdiction in which the Software Product was obtained. In particular, but without limitation, the Software Product may not be exported or re-exported (a) into or to a nation or a resident of any U.S. embargoed countries or (b) to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's List or Entity List. By installing or using any component of the Software Product, you represent and warrant that you are not located in, under control of, or a national or resident of any such country or on any such list.

10. DISCLAIMER OF WARRANTIES.

YOU EXPRESSLY ACKNOWLEDGE AND AGREE THAT USE OF THE SOFTWARE PRODUCT IS AT YOUR SOLE RISK AND THAT THE ENTIRE RISK AS TO SATISFACTORY QUALITY, PERFORMANCE, AND ACCURACY IS WITH YOU. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE SOFTWARE PRODUCT IS PROVIDED "AS IS," WITH ALL FAULTS AND WITHOUT WARRANTY OF ANY KIND, AND PARADOX AND PARADOX'S AFFILIATES (COLLECTIVELY REFERRED TO AS "PARADOX" FOR THE PURPOSES OF SECTIONS 10 AND 11) HEREBY DISCLAIM ALL WARRANTIES AND CONDITIONS WITH RESPECT TO THE SOFTWARE PRODUCT, EITHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY, OF SATISFACTORY QUALITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF ACCURACY, OF QUIET ENJOYMENT, AND NON-INFRINGEMENT OF THIRD PARTY RIGHTS. PARADOX DOES NOT WARRANT AGAINST INTERFERENCE WITH YOUR ENJOYMENT OF THE SOFTWARE PRODUCT, THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE PRODUCT WILL

MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE PRODUCT WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE PRODUCT WILL BE CORRECTED. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY PARADOX OR A PARADOX AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY. SHOULD THE SOFTWARE PRODUCT PROVE DEFECTIVE, YOU ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES OR LIMITATION ON APPLICABLE STATUTORY RIGHTS OF A CONSUMER, SO THE ABOVE EXCLUSION AND LIMITATIONS MAY NOT APPLY TO YOU.

11. LIMITATION OF LIABILITY.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL PARADOX, ITS AFFILIATES OR LICENSEES, BE LIABLE FOR ANY SPECIAL, INCIDENTAL, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE PRODUCT OR DEFECT IN OR CAUSED BY THE SOFTWARE PRODUCT, INCLUDING BUT NOT LIMITED TO COMPROMISING THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES, OR THE PROVISION OF OR FAILURE TO PROVIDE SUPPORT SERVICES, EVEN IF PARADOX HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN ANY CASE, PARADOX'S ENTIRE LIABILITY UNDER ANY PROVISION OF THIS EULA SHALL BE LIMITED TO THE AMOUNT ACTUALLY PAID BY YOU FOR THE SOFTWARE PRODUCT OR REPLACEMENT OF THE SOFTWARE PRODUCT WITH PRODUCT OF COMPARABLE RETAIL VALUE, AS PARADOX MAY ELECT IN ITS SOLE DISCRETION; PROVIDED HOWEVER, IF YOU HAVE ENTERED INTO A SUPPORT SERVICES AGREEMENT, PARADOX'S ENTIRE LIABILITY REGARDING SUPPORT SERVICES SHALL BE GOVERNED BY THE TERMS OF THAT AGREEMENT. BECAUSE SOME STATES AND JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY, THE ABOVE LIMITATION MAY NOT APPLY TO YOU IN PART OR WHOLE.

12. DEFECTS AND SECURITY WARNING.

A. WITHOUT LIMITING THE FOREGOING, PARADOX DOES NOT ENSURE CONTINUOUS, ERROR-FREE, SECURE OR VIRUS-FREE OPERATION OF THE SOFTWARE PRODUCT.

B. <u>WARNING:</u> BY INSTALLATION AND/OR USE OF THE SOFTWARE PRODUCT, YOU MAY BE INSTALLING INTO YOUR UNIT SOFTWARE THAT IS ALLEGED OR MAY BE ALLEGED TO COMPROMISE THE SECURITY OF YOUR UNIT, ITS OPERATING SYSTEM AND FILES. IF AT ANY TIME YOU WISH TO DE-INSTALL THE SOFTWARE PRODUCT BECAUSE YOU BELIEVE THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES MAY BE OR HAS BEEN COMPROMISED, YOU MAY NEED TO EXECUTE A SEPARATE ROUTINE TO DE-INSTALL THE FEATURE THAT MAY BE COMPROMISING YOUR SECURITY. DAMAGES YOU MAY RECOVER FOR ANY SUCH ALLEGED SECURITY BREACHES ARE SUBJECT TO THE LIMITATION OF LIABILITY AS SET FORTH BELOW.

13. INDEMNIFICATION.

You hereby agree to indemnify, defend and hold harmless Paradox and its affiliates and their respective officers, employees, directors, agents, licensees (excluding you), sublicensees (excluding you), successors and assigns from and against any and all liability, costs, losses, damages, and expenses (including reasonable attorneys' fees and expenses) arising out of any claim, suit, or cause of action relating to and/or arising from (a) your breach of any term of this EULA; (b) your violation of any rights of any third party; or (c) your use or misuse of the Software Product. Your indemnification obligations set forth in the immediately preceding sentence shall survive the termination of this EULA.

14. GOVERNING LAW.

This EULA will be governed by and construed in accordance with the laws of the State of New York and of the United States of America. This EULA shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. By agreeing to these terms and conditions, in the event of any claim you may have arising from or related to the Software Product or this EULA you agree to the exclusive personal and subject matter jurisdiction of the courts located within the New York, New York, U.S.A. for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action. Paradox reserves the right to make any claim against you and seek and be granted any legal or equitable remedy against you in any court anywhere in the world.

15. WAIVER & SEVERABILITY.

A failure on the part of Paradox to act with respect to a breach by you or others of this EULA does not waive our right to act with respect to subsequent or similar breaches. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this EULA shall continue in full force and effect.

16. ALL RIGHTS NOT EXPRESSLY GRANTED HEREIN ARE RESERVED BY PARADOX.

BRING CIVILIZATION OUT OF THE DARK AGES

WWW.EUROPAUNIVERSALIS4.COM

@E_UNIVERSALIS • /EUROPAUNIVERSALIS
HTTP://FORUM.PARADOXPLAZA.COM
WWW.PARADOXPLAZA.COM