

Berlin 12/10/2016

# **IDEAS FOR PARADOX INTERACTIVE**



## INTRODUCTION:

Good morning dear paradox developers, I hope everyone is fine. Let me introduce myself My name is Amedeo and I'm an italian guy now living in Berlin with a great passion for the real time strategy/management game. At the beginning I was not so fond for the Paradox House, but with time I started to like and eventually to love your titles...well maybe not everyone, but for sure I am a biggest fan.

I really like how you try to re-represnt the historicity of your games and the creation of factions, I like your effort to give a good game, well balanced in difficulty and options of choices, where everything is not the same and it will change always.

So as your fan, when your two new creations (**Stellaris** and **HOI 4**) was born, I decided that I wanted to give my little contribution, proposing you some ideas, examples or just some signals where these games could improve even a bit. Maybe i'm overdreaming or I'm too pretentions, but I wanted to try and I hope you would appreciate.

Maybe you are already developing some points, or you have just in mind, if it is so, well it means you are doing the right things, because maybe it's what your gamers are expecting; but if it is not I hope you could find interesting what I wrote. And if you already added some of them in one of your patches...sorry I couldn't follow the development everyday (Iask mercy).

Enjoy!

## CONTENT 1:



### A – RACE EXPANSION/REVISION

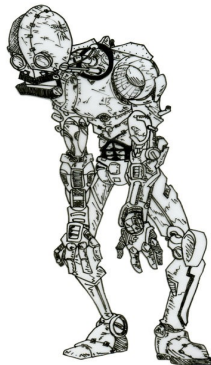
Yes, I'm sure you knew I could start with this, but in real what I have in mind is a re-shape of the concept of race that you proposed in the game.

An example/idea could be (NOTE: the new are in **red**):

- mammals
- **humanoids** (where it's included our race but even many other possible races of “humans”;  
imagine the “**Space dwarfs**” who want only dig and find resources inside planets;  
or the tall and wise “**Nordic**” focused only on science and researc; the “**Centaurius**”  
very tall and peaceful;...and so on”)
- plantoids
- molluscoids
- **fishoids** (I didn't know how to say but in other words the possible fish species, some amphibia, but  
other with ships and spacesuits only designed for water fish; just to give a help, imagine  
your golden fish piloting its starship bowl full of water, because it needs water)
- **insectoids** (I think originally you called “anthropoids” and you have included many species  
together, but personally I find this a bit reductive; in fact when I imagine insects in  
space, it comes in mind “**Starship Troopers**”, where an entire society of insects is

under the rule of a matriarch. Maybe...try to make more “diversification”)

- avian
- fungoids
- **aracnoids** (Similar to insectoids race but here composed by spiders..and everytipe of spider that your mind can produce; imagine a two-legged spider, like a man, but with three pairs of arms on the back and 8 eyes on the forehead...creepy, but full of potential).
- **machines** (Well here it's very easy to imagine, a world dominated by robots which overrun the original population or a group of robots left by an ancient race.  
I imagine factions of **“War Robots”** focused only on war and extermination;  
**“Byorobots”** formed by a mixture of organic and technological components; or  
**“Electronic Waste”**, in other words robots with self conscoiusness formed by the causal mixture of computer data, with a very ugly shape [imagine below]).



- **sentients** (Rocks, Gems, Magma, Crystals ... use your imagination)



Lastly I just wish to add a request, despite i'm sure you are working on it, or you will do soon; just try to add more phenotypes for races, more color choice, dresses, to better personalize your carachter.

## **B – WIDER CHOICE OF “BONUS/MALUS” IN RACE CREATION**

Well I think it's inevitable that if you change the race choice, it will affect the choice of bonus/malus. Here the point, I think, it's not only to increase the choices of bonus/malus for races, like for the machines:

BONUS	MALUS
Mass production chain	Sistem Bug

Search speed	Memory Corruption
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And so on.....

But I think we have to look beyond and that what I imagined:

<b>FIRST LEVEL</b>	Here i simply refer to the race choice (humanoids, plantoids...) but with a little addition: <b>every</b> race has a little bonus or malus or both thing from the beginning For example: Humanoids - <b>bonus</b> in diplomacy - <b>malus</b> in research
<b>SECOND LEVEL</b>	It is where the gamer has to choose the qualities of his own race (sedentarity, research speed...). But here the choice <b>must</b> be done in the view to counter balance the malus of your race or/and to improve some feature already list Following the previous example: Humanoids - <b>bonus</b> in diplomacy - <b>malus</b> in researc  ADDITION - <b>bonus</b> in better relation - <b>bonus</b> to counter balance the research gap

### C – CONSIDER THE ADDITION OF 2 MORE FORM OF GOVERNMENT

I admit, it wasn't very clear in my mind but I wanted to send, maybe you can develop much better than me. The basic idea is to consider two other form of (super)government:

	BONUS	MALUS
FEDERATION	- Direct control of all fleets and admirals - Central government (speed in elections)	- Slowness to build a <i>casus belli</i> - Less economic income (Government expenses)
CONFEDERATION	- More economic income (Customs duties) - More calls to defensive wars	- Not central government (slowness in election) - Partial controll of fleets (50%)

### D – ADDITION OF “BONUS/MALUS” IN PLANET

As a strategic game where the gamer must make wise choise and sometimes not easy decision, I think that an addition of bonus/malus on planet could be more interesting and less predicable.

Let's take as example a race of **birds** who has a **tropical** planet as homeworld, and if we exlcude the logical action to focus colonization on tropical worlds or in terraforming other worlds into tropical, we are left with planets having a bad (like 20% or 30%) as well as good habitability (like 80% or 70%), but not tropical.

So what about if we add some bonus/malus for each planet colonized but different from the homeworld?

In other world if our Space Birds would be able to colonize a **desertic planet** it will affect in negative the extraction of minerals of, let's say, - 10%; but if they colonize a continental planet the extraction would be like + 5%.

The reason lies in the environment, which can affects in many ways the bodies and behaviour of people and species, so I think it could be an incentive for the game.

Naturally this bonus/malus can change and be modified thanks to the scientific researches done during game or new buildings construction.

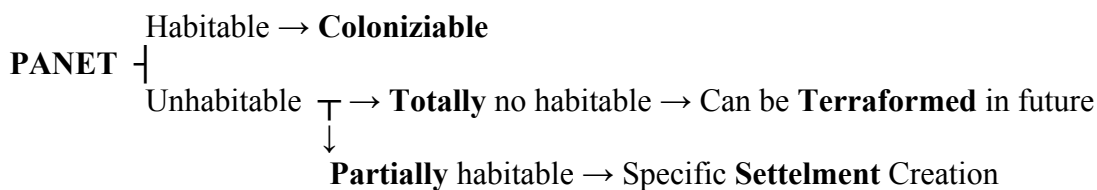
## E – GALAXY SHAPE

I'll be very short. I do not wanna bother you with this; i'm sure many required the same: more galaxies, more shapes, even the most strange and unexpected.

- 8 arms galaxy
- twins galaxy
- new born galaxy
- ...etc...etc...etc...

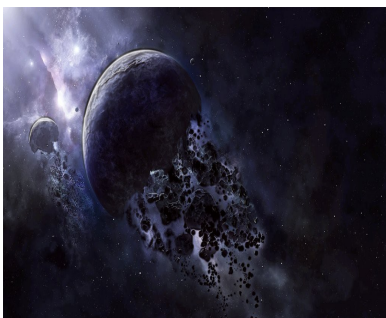
## F – HABITAILITY OF CELESTIAL BODY

Dear Paradox developers, even here I was wondering myself if your initial division of **Habitable/Unhabitable** was not too sharp. I'm not sure if you already added a patches or not but it could be great if the concept of Habitability could be a bit more flexible. Naturally I'm not speaking of terraforming, even because it is already in the game, but of a new classification:



**TOTALLY:** With totally I refer to a planet which has absolutely no valuable resources to exploit, or a lacking of technology able to create a Settelment on it.

**PARTIALLY:** With partially I refer to those celestial bodies where a full colonization is not possible, but is possible a partial settelment of **Extraction**, or **Military**, or **Production**, or **Scientific** installations. And this not only in planets Frozen, Molten, Toxic...etc; but even on asteroids, and partial planets (imagine below), depending of what it has been founded by the scientific ship.



The possibilities and avaiability of a partial colonization are determined by

- the scientific **researches** during the game
- the **development** of chosen civilization
- the **presence** of valuable resources

Moreover I wish to add another point, despite i'll add something similar in other chapters.  
This new classification it will not be fixed, but it will change during the game. What do I mean?  
That an **Habitable** planet can turn in **Partially** or **Totally Unhabitable** due to

- wars (planet bombed with special weapons)
- galactic diseases
- overexploitation (determined by the choiche of wrong government policies)
- planet collapse

...

However even a **Partially** or **Totally Unhabitable** celestial body can turn in **Habitable** thanks to

- Self planet recovery (abandoned planet recovers by itself but in decades)
- Technology recover
- New structure type

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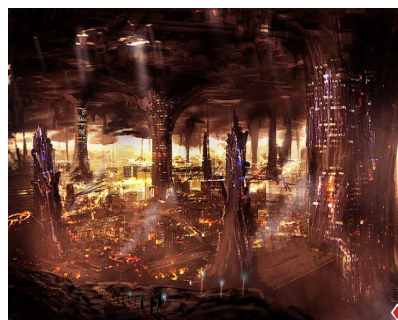
Maybe this idea it's still a bit vague, but I think it's valuable to spend a bit time on it, I'm sure you would shape a better solution.

## G – EXTREME COLONISATION

Despite this is related to the previous chapter I wanted to open a new one due the particularity; in fact what I mean with “**extreme**” is the colonisation of other parts of planet, not only the surface, which is already in the game. I'm speaking about something more different, here an exaple:

**Ocean planet:** colonization of underwater

**Continental Planet:** colonization of underground or in the sky with flying strucutre



Of course even here the concept of avaiability of these new types of colonization depends from:

- **technology** discovered
- **chosen** race (in fact an **avian** race would be more focus in an extreme colonization of sky, while an **aracnoids** of underground, or while **fishes** of underwater; or again **humans** could be flexible in ground and water)

## H – WARS & WEAPONS

Wars in stellaris are quite interesting, but for now they look more a sort of Space world war I, where ships conquer planets, or they go to reqconquer, and so on...and this it could become a bit boring.

However what about if you consider the addition of some special weapons? Some of them common for alla races, but others related to a particular type of race: human would prefer **atomic bomb**, while bird would built an **energy bomb** (just to have an example).

Coming to some particular ideas I could propose:

WEAPON NAME	MORE POWERFUL	LESS POWERFUL	DAMAGE	PRODUCED BY
Remote controlled asteroids	Against planets	Against fleets	Single High damage	Factory in asteroids belt/area
Interplanetary missile	Against fleets	Against planets	General medium damage	— — — — —
Nuclear bomb	Against planets	Against fleets	Single High damage	— — — — —
Toxic bomb	Against planets	Against fleets	General high damage (population and morale reduced)	Factory in toxic world
Solar gun	Against fleets and space stations	Against planets	Single medium damage	— — — — —

Moreover I add another type of weapons called the **SUPERSHIPS**, in other words those ships, bigger and powerful (like the deathstar in Star Wars), that are able to destroy planets and reduce them to a state of **Partial or Total Unhabitability** with a single shot, and able to affect entire solar systems hitting the sun. The main features of these ships are that they are Big, Slow (so they need a fleet support), Vulnerable (weapons are more for attack, but defense lacks) and Extremely powerful.

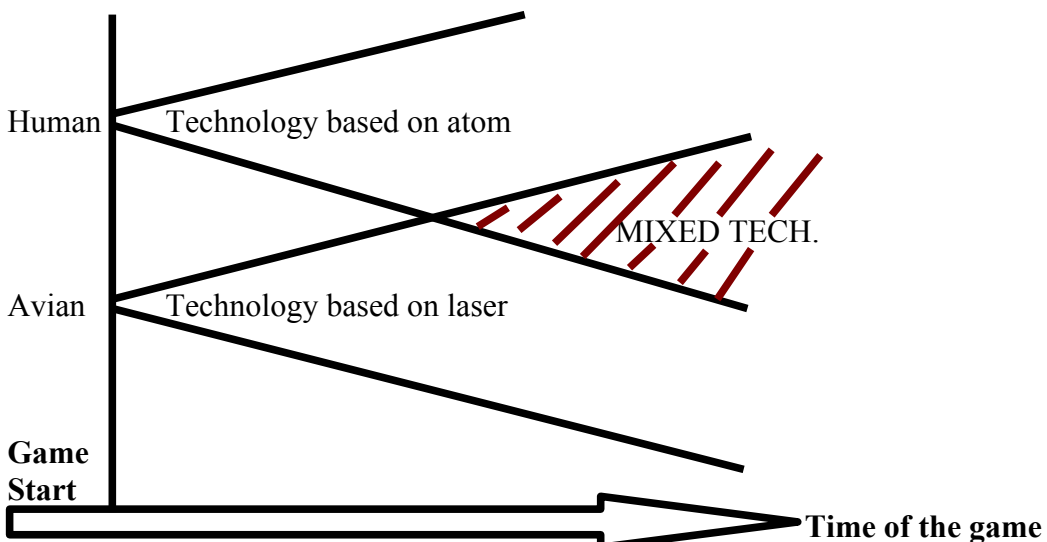
To give an idea I recommend this video on youtube because someone already produced a MOD, but if this could you develop on a DLC pack...i'm sure it would be fantastic:

VIDEO: <https://www.youtube.com/watch?v=-UXewLphRJ8> (Note the interesting part starts to 4.20 min)

## I – DIVERSIFIED TECHNOLOGY TREES

When I saw first time Stellaris and the development of technology I was really impressed and happy that you didn't develop the same and boring “Tech Tree” of many others Strategy Game set in a Galaxy (like **Endless Space et similia**). It's new, it's fresh and with the diversification among **“dangerous”**, **“starting”**, **“repeatable”** tech...it gives new opportunities.

However, apart the request to add more interesting researches for the game, I was wondering if you do not consider to create groups of technologies in relation to the races:





As I tried to show in this poor draw, every group of race could start with their own technology groups (in this case Human with **atom tech** and Avian with **laser Tech**); however during the game the research could be expanded due to explorations, discover of ancient manufacts...and it could happen that these 2 races can meet each other and so start a friendly exchange of knowledge which would lead, during the development of game, to a mixed technology made by laser-atom. Naturally it can happen that a race could perceive the the mixing of technologies as conamination (especially if i'm speaking about a race of purist, like the Divine Mandate) and it could decide to continue the development of its own technology with not mixing or any type of influences.

This it could be affected by the type of policies that a government can chose during game:

- **opened/closed border** (it can affect the migration of scientists or informations)
- **universities/common scientific lab** (as new strucutre)
- **common research programs**
- **exchange of different technologies**

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## **L – DIVINE AND DIVINITIES**

This I will be very simple and fast because there is not so much to say: for those who have chosen the Divine mandate or a Theocratic government I wonder if in future there would be the possibiltiy to choose and create your own divinity or, why not, a pantheon if it's a pagan alien society.

Maybe in the creation of your own race, it could be interesting if, in the case of a Divine Mandate, a person can shape the God of his civilisation or a Pantheon of Deities, adding fetures or more deities during the development of the game, choosing bonus/malus which can affect the game.

A divinity could be a: **Good Father** (bonus for race fertility), but with a **Warrior Spirit** (Less Diplomatic relations)...and so on.

## **M – ADDITION OF DISASTERS AND GLOBAL EVENTS**

I'm not sure but I think that just now there are not so many disaster (just some few) and global events (for now 3) in the game right?

So if it's still so I have some ides to give more excitement to the gamers; just remind that with **Disaster** I refer a single event affecting a single planet or a very single little portion of galaxy; while an **Event** affects the whole galaxy, or at least half of it.

### **DISASTERS**

- **Planets Instability** (a planet can change due to some wrong experiments or some natural causes and it can blow up, or break in to pieces, or turn in partial Habitable or into sterile)
- **Suns/Stars Evolution** (Sun can evolve during it's life and turing into a supernova affecting the sorrounding planets, the closest wiping all life form on them, the furthest giving serious surface damages)
- **Gravitational changes** (Despite you didn't consider the gravity factor during the colonization, I think in future you should reconsider, even for create some events)
- **Black Holes** (formation of permanent or temporary black holes which can affetc transition of ships or destroy them if passing too close)
- **Famine in a planet** (alimentary crisis giving the effect to cut half population of planet if not faced)



## **EVENTS**

- **Return of ancient civilizations** (Like in game **Supreme Commander Forge Alliance**, the return of an ancient civilization after millenias which was considered legendary, with a tech far beyond of everyone and the consequent war with it. I'm not referring to the Unbidden, but of a real lost civilization came back to its own galaxy)
- **Collapse of galaxy** (Avoidable with the development of the right technologies, this event happens when a galaxy is too old)
- **Galactic pesilence/plagues** (Like the Pestilence of 1348, in this case it will affects planets, it will be caused by wrong genetic esperiments, natural reasons or contamination from trades; and it will affects planets. To survive governemtns must research a cure and adopt the right international policies, like closing borders, but this it will affect in negative the economy or relation with other systems.)
- **Mass Migration** (caused by galatic plague, wars, evacuation of planets now became toxic or hunabitable; this event will cause overpopulation in planets with a consequence reduction of public order/happiness and maybe a lacking of primary resources)
- **Pirates Infestation** (sector of galaxy or entire plantes where a pirate society has been founded and it rules a huge sector and it gives lot of problems to all government in the sorrounding areas. How to solve? Shoot them all!!!!!!)

## **N – GALACTIC GOVERNMENT**

With this chapter I wish introduce another new features which can give more challenges for the gamers. I'm speaking about the possibility, in a certain advanced time of game, to create a giant and unique galactic assembly; more or less shaped like the **Galactic Republic Senate** of Star Wars.

The requirements to create this assembly would be the researches of **Social** and **Diplomatic** Tech and a **positive opinion** of who wish to create this general assembly among the founding members members.

The creation does not imply an obligation to enter (in fact a Single Government could request to join only if it has developed the right thecs and if it has a general good opinion among the other/majority of members ), but for who will be inside , there will be a series of bonus/malus:

<b>BONUS</b>	<b>MALUS</b>
More commercial revenues	Less speed for a <i>casus belli</i> creation
More energetic revenues	No wars with other memebbers
Research speed	Slow down any type of expansion (colonization and conquest)
Right of passage of fleet (only in governemts which joined this Galactic Senate)	Limitation of fleets number
Military protection (all memebbers enter in wars if one is threatened)	High cost of military technology and buildings

If the gamer decides to abandon the Galactic Senate after short time of presence (Ex: less than 50 years), this action would ruin the diplomati relations with all other components of the Senate, for

many years.

Moreover the members or a single one can propose the activation of a series of common policies which would be debated and voted in this Galactic Senate thanks to a system of **scores and government representatives** for each Government in the Senate; all influenced by the good or bad diplomatic relations among members.

## **O – ELECTIONS/FACTIONS/POLITICAL PARTIES**

So if there are different governments I suppose there are different factions which try (with all possible ways) to take the power, and a player will be forced to decide to balance all them or to support a particular one.

**Monarchies:** Families

**Republics:** Political Parties

**Theocracies:** Factions

**Oligarchies:** Corporations/Lobbies

**Scientific Directorates:** Groups

For example if I decide to choose a republic there would be a series of political parties (some right wing, some open borders...) who will try to be elected. Or in case of a Monarchy the various families will try to influence the ruler decision, turning eventually in a bonus/malus effects, or to take the throne.

So what about if you consider for the game the internal aspect of a Government.

## **P – SUPER STRUCTURES**

The super structures are something unique that a Government can create but in a particular condition for the game:

- when the game is advanced in a time of **minimum 500 years**
- when the chosen faction has developed some **technologies prerequisites** (Science/Military/Social)
- when the chosen faction became an **Advanced governments**
- when a faction is already a **fallen empire**
- when there is an enough quantity of **crystal/energy**

They are a type of single structures (they can be designed for a specific race or be common in all races of the game) which, if built, can grant many bonuses; but unfortunately they are very expensive to build.

Some ideas could be:

- **Stargate Transport System** (a system of fast connection for fleets in different point of the empire)
- **Ring worlds/systems** (possibility to build by itself these superstructures around suns or solar systems)
- **Super Orbital Station** (for military fleets)
- **Galactic Wonders** (statues, monuments,...in space )
- **Orbital roof gardens**
- **Orbital defense system**
- **The “Great Galactic Wall”** (a super barrier made of energy)

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## **Q – THE “ELDERS”**

The so called “Elders” in real are a group of old alien civilizations (different among them) who are now extinct but which they left a lot of many signs of their presence as:

- ancient wonders/superstructures
- abandoned structures
- abandoned ships (in space or crashed on a planet surface)
- artifacts
- inscriptions

All these material, if found, can generate a wide choice of bonus/malus/disaster/events/secret technologies which can affect the develop of the game and future decision.

Just to give an idea: a scientific ship finds an ancient slab structure in an abandoned planet, but the first exploration group reveals the presence of an unknown bacteria which spreads to all galaxy.

Or Another scientific ship finds an ancient ship thanks to which it has discovered an advanced technology for a fast travel in galaxy.