Get in touch with the Tribune!

Here at the Tribune, we of course are all excited about having another issue go live and eager to know how it’ll be received by the community. As we do plan on having more issues after this one, user feedback is important to us!

So, feel free to write us with anything that’s on your mind, be it about the previous issue, about what you think should be in the next one, or if you have your own article you’d like posted if you have something you think is of interest to the crowd out there! In the next issues, we will select the best contributions and put them into the “Readers corner”!

So, don’t hesitate, but get writing, and submit your letters, feedback and (constructive) criticism to:

paradoxtribune@gmail.com

or catch me on Skype:

AustrianTracid

We’re looking forward to your contributions!

Dear Paradox Forum Visitor! Dear Friend!

No, you’re not dreaming, it’s a new issue of the Paradox Tribune! The longest one so far with over 40 pages and a great amount of AAR’s, mods and an even greater amount of interviews than in previous issues. I hope you have a good time browsing through it and discovering something about our community!

There are lots of nice little nitpicks thrown in about the various things that have been going on on our forum in the past few weeks/months and I hope that you all find something to enjoy!

Enjoy, and for the ones lucky enough to be logged on when I post this, there’s our first Paradox Tribune contest where the first 3 lucky readers to send me the right answer can win one Paradox game on GamersGate each.

A special Thanks goes out to user Killerrabbit, who has graciously offered to give me a hand with the layout and hopefully enhanced it a lot for your reading pleasure!

So I wish you a good read, and a good time on our forums!

Sincerely,
Simon Aistleitner aka Darth Tracid
Editor-in-Chief Paradox Tribune
Fredrik's new 'haircut'

Big news first: Fredrik’s shaved! As you can see, he already decided Vicky2 will be a huge success, so at E3 his hair came off.

Crusader Kings planned?

After a year of intense petitioning on the Paradox forum for a sequel to the dynasty building, cult classic Crusader Kings, Paradox Interactive has launched a Facebook page summoning all gamers hoping for Crusader Kings 2 to unite and make their voices heard.

The declaration is simple: When this page has 25,000 fans, Paradox will announce Crusader Kings 2. The page was quietly launched on Friday, without any major announcements to back it up, but the news has already traveled across the globe via forums, Twitter, Facebook and various media sites. Currently at 1300+ members on Facebook and parallel petitions on the Paradox forums with 38,000+ views, the gauntlet has been thrown down. It remains to be seen if gamers respond.

Join here:
http://www.facebook.com/Crusaderkings
Hello Doomdark. To start off, please tell us how you started off in the game development business and with Paradox in particular.

I made a mod for Europa Universalis called the "Improved Grand Campaign" which got the attention of Johan and impressed him enough that he offered me a job at Paradox. (It also helped that I lived in Sweden, was a professional programmer and had an unhealthy interest in strategy games...)

What’s it like, leading your own team within Paradox development?

Well, at different points, I’ve been involved with most aspects of game development at Paradox; from scripting to programming to designing whole games. When I came back to the company in late 2007 (after a two year absence), I helped finish up Rome and then became something of a one-man show with EU3:In Nomine and Rome:Vae Victis. Leading a team is a different beast, but it has been an interesting and rewarding challenge, requiring a shift in thinking and learning to delegate. Mind you, the expansion team is still very small; for HoI3:Semper Fi it consisted of me, Sara and Olof, with the occasional addition of Fredrik or Jonas (our graphics artists).

Any part of your work in particular you enjoy a lot? Any you maybe don’t like so much?

I enjoy the whole process of game creation, from coming up with ideas, to implementing them, to seeing them in action, and then hammer away at them until they behave. I also like programming AI, although I never feel "done". It can be frustrating to simply accept that an AI algorithm is as good as I can make it in the time available. Of late, for some reason, people have started sending me texts for proofreading, which I admittedly do not enjoy so much... :)

ame:
- Henrik Fåhraeus
Forum nick:
- Doomdark
Location:
- Stockholm, Sweden
Age:
- 36
Occupation:
- Game Designer, Programmer
Hobbies:
- Scuba Diving
With Paradox since:
- 2001
Favourite colour:
- Sky Blue
Favourite food:
- Greek Salad
Favourite Paradox game:
- EU3: Heir to the Throne
Favourite non-Paradox game:
- Too many, but Dwarf Fortress atmo
Favourite era of History:
- Ancient Rome
Which project (so far) have you enjoyed working on the most?

That's a tough one, since I usually love each project. It is easier to identify the exceptions. Hearts of Iron II kind of burned me out, though I do love the game itself. I came in late on the Rome project and never got very engaged with that until I did the expansion (though I loved working on Vae Victis.) I did a lot of design for Crusader Kings and still regret not being more involved with the implementation (I just did the military AI, and only had a week to do it, 'nuff said.) I missed out on the whole EU3 project, which is a shame, and on Diplomacy, which isn't. :) I think if I had to pick the project I enjoyed working on the most, it would be EU3:HttT.

How would you describe the working environment and the relation with the other workers at Paradox?

Paradox is just a great place to work. The company is small enough that the organization can be pretty flat, and anyone can walk up and talk to Fredrik Wester, our CEO (though usually they don't have to, since he is more than happy to do the talking.) Everyone here loves the genre of games we specialize in. We are basically a big happy family of moderately warlike nerds who get to do what we always dreamed of.

Why Doomdark? Any story behind the name?

Doomdark was the antagonist in Mike Singleton's classic computer game "The Lords of Midnight" from 1984. When other kids were out playing football or icehockey, I sat glued to the screen playing that fantastic game (and the sequel, "Doomdark's Revenge") on my ZX Spectrum 48K. Much later on, I started using Doomdark as a nick, and it stuck.

Which part of Semper Fi are you most excited about?

I really like setting objectives for my allies, and would like to expand on that feature and refine it in future expansions. I also like defining my own theatres. For once, I agree with the tired old sentiment that it should have been that way from the start, because manual theatre definition was part of the original design (I just could not make it work in time for the HoI3 release). Oh, and Strategic Effects are really neat and should be retrofitted to EU3, in particular.

Thank you, Doomdark. Anything else you’d like to tell the Forum users?

Stay tuned. I think you will like Victoria 2, it is starting to look really tasty. We will also announce a new game soon, and it is one I will be heading up (someone else will be taking over Team Expansion for a while.) Also, have faith that we will not abandon our old games (at least, not the Clausewitz engine games).
'I always wanted to write an AAR about Hungary ever since I first wrote my first AAR ages ago. For some reason I never really got around to do one, have to mention that I did manage to start a CK (or was it Eu2?) one but it never really got beyond the prologue. Finally I got myself to start one this year just as the exam period kicked in at the Uni.

Goals.. well I do not really have one to be fair. I usually play for fun and after all these years of Eu2 SP and MP on Very Hard/Hard. Most of the times I am trying to expand first in Europe then in the new World. I usually write my AARs as game play ones though occasionally some weak character development pops up its inexperienced head here and there. Usually I can't do as well as I do in MP games in these SP campaigns of mine as the AI doesn't really put enough pressure on me for that. One key thing about me making AARs: I'm usually way ahead of time in game play and by the time I get to write an update I am often playing gaming sessions 100-200 years later. I hope the people who follow my new AAR will enjoy it, and this time I made sure that my data won't get erased by an accident so I'm intending to finish this one.

Thank you for the opportunity.'

Soon after the last Czech castle fell the Hungarian armies regrouped in Prague and then started marching to München. The first battle was fought just outside München. There, Mátyás managed to destroy the Bavarian defenders and laid siege on the castle. Roughly a month later news came from Buda that refineries became available to the builders (Infra 3 was reached). München was captured after a bit more than a year of besieging. By this time the Bavarians started the siege of Salzburg. Mátyás did not want to confront them yet, and as a countermeasure he led his army into Ansbach, to capture the last Bavarian province. A race of sieges has begun. Salzburg fell quicker, in February, but Ansbach could not hold out a lot longer as it was captured in April. The Bavarian army in Salzburg marched against the Austrian defenders of the newly captured Ansbach and they got soundly defeated. Their remnants had to retreat into Würzburg. Meanwhile Mátyás moved to recapture Salzburg. It fell on the 15th May. On the very same day the peace agreements were reached.

Immediately after the agreements a the tax collectors' office was organized in Moravia and 13,000 new cavalryman were recruited. Before the end of the year Austria declared war on Savoy dragging the Hungarian alliance into a war with France. The war did not really affect...
Hungary, a new trade level (2) was reached and a Foreign Drill Instructor was hired.

After a series of Austrian battles won in Switzerland France agreed to pay 100 ducats to end the war. Peace only lasted for a couple of months as in February (1470) Ragusa called upon the alliance against Venice. Before moving against the Italian alliance, Mátyás had to put down an Orthodox rebellion in Ruthenia. The first battle was fought on the 11th of July, when Mátyás destroyed an army from Modena pillaging Odenburg. A month later news arrived that the Athenian Duchy started besieging Serbia. Only a couple of days later 11,000 infantry from Siena arrived and engaged Mátyás' full cavalry army.

Needless to say, the plains of Odenburg were bloody in September. By late October Mátyás destroyed another army in Serbia, and was en route to relieve Bosnia from the rest of the Greek army. He achieved total success and both Greek armies were either completely destroyed or disbanded. By the first day of December. Kinizsi Pál was left with 7,000 to defend the southern border while Mátyás battled a new army from Tuscany in Steiermark.

After that victory, Tuscany began sending peace proposals. Most of 1471 was passed by intercepting the Italian pillaging parties through the country and with waiting for the vassals to capture Veneto and Dalmatia. Finally in 1472 the Italian campaign was started. Mátyás entered Mantua on the 10th of March, 1472. He didn't stop, only left a small army behind to cover the city. On the 27th he did the same to Romagna. He met the first defending army on the 8th when he marched against Firenze. His army soundly defeated the Italian one and the besieged Firenze.

In late autumn an attacking Italian army almost managed to relieve the siege of Firenze but the Hungarians managed to keep it together and repelled the attack. Firenze itself fell on the 16th of November. After the siege Mátyás marched back to Mantua and joined the remaining cover army there for a siege. Mantua fell on the 15th of May.

Mátyás carried on and captured Romagna half a year later. He intended to take Marche as well but the Apulians were more quicker defeating Romagna's garrison in Marche, and managed to get it in a peace deal four days later. By this time both Veneto and Dalmatia were captured by the vassals so the war was going on pretty well. Money and military access were demanded from Romagna and they accepted as quickly as the peace deal
was sent.

The remaining 13,000+ cavalryman of the Hungarian army had to immediately relieve the garrison left behind in Firenze as 25,000 Italian from Siena were almost finished with the siege there. The battle was bloody and at the end of the day for 3,000 dead Hungarian there were 22,000 dead Italian. With reinforcements the siege of Siena could begin in May 1474, after Venice accepted the Hungarian peace proposal of handing Dalmatia over to Ragusa.
Hello Peekee! Please tell us a little more about yourself...

Married with 1 kid on the way, so time for paradox games may be reduced in the future :) I studied Maths at Edinburgh University and IT at the Nottingham University. I spent several years making my money selling whisky and playing guitar, before eventually settling down and getting a “normal” job.

How did you become a Beta Tester for Hearts of Iron 3?

I have played paradox games for several years now although never really paid any attention to the community they have online and in the forums. However, being a big fan of HoI2 I started keeping an eye on the forum when HoI3 was announced and made a few posts. I spotted the application for the beta and applied straight away and was lucky enough to be selected.
What prompted you to apply as a beta tester?

On a selfish level: I guess I always fancied my chances at entering the computer games industry professionally and felt that participating in a beta would help with that. Also as a bonus I would also get to see the game before some other people.

On a less selfish level: I have enjoyed playing paradox games and I felt that I might be able to give something back. Hopefully I succeed in that and I have managed to be useful and improve HoI3.

Please tell us something memorable from the beta work, an funny anecdote you remember well, or something like that. Without breaching your DA, of course.

I know Johan often gives short responses. He managed to get it down to one character during the beta. We asked if one of the bonuses was additive or multiplicative. Johan's answer was just: +

How would you describe work as a beta tester?

I was part of the Gamebalance team, so I spent a lot of time trying to hammer the units into shape. There were lots of spreadsheets and going back and forward adjusting unit stats and techs by small amounts. I probably fall slightly into the min-max group of paradox players so I really wanted to help make the balance of units work out so that different build strategies have different merits. Like all beta testers there was a lot of reporting bugs. From crashes, to interface glitches, to weird and wonderful gameplay oddities.

Honestly....how much “fun” is it really to beta test?

The entire beta test process was quite different than I had expected. Ultimately I think with any “job” the best or the worst part is the people you work with. So strangely some of the most fun of the beta was not playing the game at all.

In terms of playing the game a beta is never going to be as fun as just playing a finished
If you could go back to the day you were accepted into the beta – would you join again? Anything you’d do different maybe?

I would certainly join the beta again. I am not sure if there is much I could have done differently. I guess with hind-sight there are various points that could have been fixed quicker. Or spend less time fixated on trying to perfect one small thing, when there are bigger concerns.

What are your goals and hopes for the future of Hearts of Iron 3, after Semper Fi?

I certainly feel the game has enough scope for another expansion. Maybe Battle of Britain or Barbarossa themed.

I would love a more realistic and expanded technology tree. However, changing/expanding the technology tree would be a lot of work as it would require changing all the country specific unit models. And then require a lot of balance testing after that.

I would also like to see combined arms and armour bonuses reworked. Currently it is easily exploited and allows odd combinations of units to be almost the optimal build strategy.

I would like separate practical experience for different terrain / weather types; Technologies that use those new practical values for give bonuses for different units; and unit specific modifiers for different weather types.

There are so many things that could also be expanded though and brought into their own sub-game:

- Air combat
- Strategic warfare
- Espionage
- Rebellions

Thank you very much for the interview!

---

Post of the year 09-10 voted on

You are mixing your belle epoque genres!
- Sarmatia1871

* Bohemian:
- Everyone sprawled about in a dingy room stocked with absinthe, well-read and stained books and periodicals, candles, and smokables from the Orient in hookah pipes. People must come artfully dishevelled, with the men being louche upper middle class types spurning their bourgeoisie life for Art (makeup to mimic the symptoms of tertiary syphilis optional), and the women being a mixture of local floozies and "models," or Sapphic poetesses of a similar background to the men. Conversation to revolve around the vulgarity of the modern salon and academy, the hypocrisy of the elite (i.e. your disapproving parents), and radical politics or artistic movements.
* Bourgeois
- Clutter up your flat with all sorts of crappy nick-nacks and photographs, and make everyone sit around a table to eat a three course meal while discussing congenial and banal subjects (so as not to trouble the delicate minds of the women present), and drinking German wine of middling quality. After having dined, the men shall retire to the drawing room to drink brandy, smoke cigars and look at dirty pictures, and the women shall go to the kitchen to gossip about how best to manage the servants, the sexual inadequacies of the men and the terrible hopelessness of their lives.

* Proletarian
- Food to consist of bread, cheese, beer and cooked offal, which the attendees may take at will as they arrive - a boiled pig's head would make a fine centerpiece. All must come wearing their best Sunday clothes (which will not be too flashy, but still...), initially attempting to maintain some sense decorum but then becoming steadily more and more drunk and exuberant as the evening goes on, as all present try desperately to forget the painful drudgery of their existence. Someone could also play the role of a socialist agitator coming to raise the consciousness of the working masses (see Bohemian), but will be kicked out half-way through the evening for making some terrible faux-pas, or being a crashing bore. The evening will end with a riotous song-and-dance session of music-hall classics, accompanied by an accordion.

* Aristocratic
- A gigantic twelve course feast (which no-one will actually eat) sprawled out across a magnificently decorated room with chandeliers, shiney floors and portraits of one's exalted ancestors. Men and women must appear in their finest eveningwear or most prestigious uniforms, with beards and moustaches waxed for the men, and trialey flowerey sparkley dresses and incredibly expensive jewellery for the women ("Ah - 'twas a gift from my good friend the Grand Duke of Mecklenburg-Schwerin - I trust you know him...?"). Conversation to primarily revolve around a combination of formulaic social niceties and sensationalistic court gossip, although conspiratorial plots against the Emperor, matters of high geopolitical importance, or partner-swapping may be discussed in whispers in secluded corners. Probably beyond the means of Wiking's flat.

* The Wonders of the Age
- By jove, you have electrical light! And a gramaphone playing Stravinsky - my word! And Asiatic food and drink - what fun! Everyone to come in ridiculous fancy dress costumes of fairies, Oriental Emperors or Greek Gods, and be a mixture of crackpot scientists, decadent aristocrats, known artists, high-ranking socialites and courtseans, and eccentric stockbrokers. Talk about Sandow's Method of Muscular Development, how the urban poor should all be sent to work colonies in the countryside for moral improvement, and how you will all need to learn Esperanto in preparation for the oncoming epoch of Universal Peace in the World Federation State. For added effect, you can pretend you are on a zeppelin (placing a mild sedative in the drinks to mimic light-headedness from the altitude) which - in a grand finale to the party - you can pretend is crashing by turning the lights on-and-off very quickly.
Les Damnés de la Terre
An Arsenal of Democracy AAR
by Psychedelic Sou

Les Damnés de la Terre is a French socialist AAR, started on the 1936 scenario. The story depicts an alternate universe, where the Third Republic collapsed under the weight of repairing the damage done during the Great War. Instead rose a glorious Socialist Republic, but who wished not to be part of the Third International. Instead they formed their own International, the Labour and Socialist International, which claims to be the true heir to the socialist “throne”. My long term goals are to establish a socialist order throughout Europe, to destroy fascism and a final showdown with the Third International (aka. The Soviet Union).

Chapter 3 - Belgium will not subdue socialism!

3rd of June 1936 - amur, Socialist Republic of Wallonia

Wallonian retreat
Wallonian forces, using captured British equipment left over from World War I, pulling back from an overrun position near Liège. The fortifications of Liège are extensive, and the Wallonian Army has sought refuge in them.
"After weeks of savage and bloody fighting between the two nations of Belgium and Wallonia, the French Socialist Republic has decided to allow Wallonia into the Labour and Socialist International. This treaty also makes Wallonia a full member of l'Union Française. As a consequence of this, there is now a full state of war between Belgium and all members of l'Union Française.". After weeks of careful negotiations, Wallonia was allowed to join the French Socialist Republic. The French Army has been mobilized to support our brothers in arms in Liège, and to break the besieged city. The Ministry of Defense has issued a decree outlining the two major objectives of this campaign:

- To defend and guarantee full sovereignty over the entire territory of Wallonia
- To liberate Congo from Belgian Imperialist oppression and to bring socialism to the oppressed Congolese masses.

The siege of Liège.
9 Walloon divisions have been holding out in the city for over 3 weeks, but are running short of supplies.

Progress in Belgium
Just a week after joining the war, France has already occupied the entire west of Belgium. The Walloon forces holding out in Liège have fled to French lines, and are now fighting alongside regular army units to liberate their country. The 5ième Armée has defeated and routed the Brussels Guard Civil, while the 7ième Armée is chasing the 5de Divisie Jagers te Voet towards Antwerp.
7th of June 1936 - Paris, Socialist Republic of France

It had been a very tiring week for Léon Blum: besides the French intervention in Wallonia, he had also spent 3 days negotiating with the president of the United States, Franklin D. Roosevelt, over a proposition to authorize special trade rights between the USA and France. France agreed to open their market for US goods and vice versa. Blum also signed a deal that made the US the new primary supplier of oil for all French industry. To sustain the expanded Trans-Atlantic trade, Blum's cabinet has ordered an expansion of the convoy fleet.

14th of June 1936 - Libreville, Socialist Republic of Gabon

Frenchmen in Gabon
French forces, commanded by General Camerade Condé, have arrived in Libreville, from now on home to all operations in Middle Africa.

The new Armée du Libération d'Afrique, commanded by General Condé, has after a long trip arrived in Libreville, the most important city in Gabon. A former French colony, Gabon stayed in L'Union Française after receiving independence in 1931, and has since developed very warm relations with "la Mère Patrie". Libreville will be home to the headquarters of General Condé, from where he will direct all operations in Belgian Congo. We shall bring freedom and justice to the oppressed workers of Congo!

17th of June 1936 - Lyon, Socialist Republic of France

Dissent
Speakers of La Lutte Finale, who proclaim the downfall of Léon Blum and the return of "true" socialist government.
The south of France is on strike. Leaders of a "true socialist" group, La Lutte Finale, have been calling on all workers to put down their jobs as long as France is at war. They feel that Léon Blum's cabinet is starting to abandon their socialist roots by establishing a professional army and his interventionist policies in Wallonia and Congo. "We shall not tolerate this betrayal of our glorious socialism anymore! After 10 years of Léon Blum, our country is in a worst state than before the revolution! Léon Blum and his gangsters have violated the glorious name of our comrades during the revolution. They have broken connection with our allies of the Third Internationale, they have sold our rights to the capitalist monster of the United States of America, and worst of all, they have created an instrument to oppress us workers which we thought had gone for good in 1926: the Army! We shall not stand for this. Either Léon Blum changes his policies, or we shall march on Paris and bring back glory to our great Motherland!". Blum has no plans to step down on the expansion of the Army he proclaimed, but he has ensured the people that the economic situation of France is still his top priority. The interventions in Wallonia and Congo were necessary to defend the rights of the workers in those oppressed regions, he proclaimed. But Blum's speech has hardly calmed down the temper of the Lyonnaise workers.

---

**Domination of the Draka**

*Mod for Arsenal of Democracy*

*by gianluca* 

*First of all I would like to thank Darth Tracid for giving me the opportunity to write about the Domination of the Draka mod and its features and to present it to those people that are not familiar with it. The Domination of the Draka mod is as I call it “an old mod” because it was originally thought out by Randallw in 2006, since then the mod has gone through many ups and downs, ups being the time when the mod passed through several versions in a small time span, and downs being it was ‘dead’ for several months.*
A major down happened in 2009 when its developers technically abandoned the development. In March 2010 me and my friend Simonsydaren decided to restart its development for the new and improved version of Hearts of iron 2, Arsenal of Democracy. Since then, a few people have joined out development group (cplhicks, dagorkan and DarkSoul1984 just to name a few) and the mod is at full development, it is currently in Alpha 0.1.8, and the mod currently includes two scenarios (1936 and 1941).

The mod is based on S. M. Striling’s dystopian alternate history book series that comprises mainly in 3 books being, Marching Through Georgia, Under the Yoke and The Stone Dogs. The Draka books were written and published shortly after apartheid South Africa succumbed to intensive international pressure and was forced to adapt itself to the rest of the world's current norms of racial equality. Though Stirling never made an explicit connection in any public statement, what the series clearly depicts is a diametrically opposite scenario - implausible in the view of many critics - whereby a "Super South Africa", founded upon manifest, utter inequality, eventually succeeds in imposing its own norms on the rest of the world and extinguishing the very concepts of democracy and equality. Our mod focuses basically on the Eurasian War part of the series, which basically is an alternate version of WW2, where Germany is able to defeat the Soviet Union and manage Hitler's so desired "Living Space", as the mod unfolds, the Domination, with Germany’s consent, invades and occupies Italy, laying the seeds of the future occupation of Europe, which happens only a year later, followed by the Drakan occupation of the now weakened Soviet Union and the occupation of Japanese held China. So if you like epic wars, large superpowers and obviously, nukes, come and play out mod, or if you can, help us develop it.

The subforum to out mod can be found here (download thread included): http://forum.paradoxplaza.com/forum/...play.php?f=523

50% off
on GamersGate!

Ironclads: American Civil War is a 3D naval historical turn-based strategy game based on the Civil war in the USA. Take part in battles from the USS Monitor vs CSS Virginia and many other vessels!

The game's locations are created based on historical documents and accounts of real battles; 3D models of the warships are based on original drawings from archives. Use of real stats of the warships; calculations of collisions between ships, flooding and capsizing, shell modeling; use of a special ballistic calculator.

Game locations are created based on historical documents and accounts of real battles
3D models of the warships are based on original drawings from archives
Use of real stats of the warships
Shell modeling
Use of a special ballistic calculator
Epigoni Mod is a historical, features and map mod. The game play itself has not been significantly tweaked. Historically, I have added in new countries, cultures and characters. These historical changes are flowed throughout the entire game period of 280BC to 27BC. New features include wonders of the ancient world, river trade, new titles, a mass of new decisions, new laws, new missions, new objectives, new governments, new events and new modifiers. Map changes implemented so far include Sicily, northern Italy, Greece and Asia minor. Epigoni Mod also includes Cheexsta's Total Conquest Mod (lite version), gnosticgodma's Cursus Honorum Mod and bits and pieces from several other mods.

Image gallery:
Werewolf
An introduction continued
by Slinky

In the last tribune I wrote a general introduction to werewolf. I explained the flow of the game, the roles of wolves and villagers and the goal of the game. This issue I will be focusing on how to obtain this goal. However first a small recap for those who missed last article or who have a very short-term memory. The game of werewolf can be played by a large group of people at the same time, the village. This village has a big problem. In its midst are people who want to destroy the village, the werewolves. To achieve this the werewolves will hunt each night and kill an unlucky villager. The villagers in turn try to capture the werewolves who are hiding amongst them. Since there is no outward difference between villager and werewolf, this is done through analysis of a players actions and his behavior. The goal of the game is to destroy the other side.

Since both sides have a different starting position and slightly different objectives, I will discuss them separately. First of the baddies, the werewolves. There are more types of evil characters, but since most of these differ from game to game and to keep things simple, I will be focusing on just the wolves here. The werewolves know each other from the start. This gives them a huge benefit over the goodies, since the other players only know their own role. The wolves can protect each other and gang up on an unsuspecting villager. Of course this is exactly the type of behavior the villagers are looking for. If you protected another player who later turned out to be a wolf, you will certainly be questioned about it, at least if you are lucky enough for the village to ask first.

So the wolves will be trying to distance themselves from each other. The easiest method would be to loudly proclaim that your pack mate is a wolf and needs to die, but this is not a viable tactic. Selling out pack mates will ensure that the next time that you are a wolf, the pack will sacrifice you. If such a cycle continues it will make the game unplayable. It is generally understood that the wolves will not work against each other, but with each other. Besides the obvious drawback for later games, it is also beneficial to have more wolves alive. Not only will this bring victory closer, but there are more people looking out for your interests (which is great if you don’t have the time to be online). While nowadays it is less likely for a pack mate to outright defend another wolf, they can help in other ways. By casting suspicion on other players, muddling the discussion or to agree with the villagers. That last one must sound a bit strange, but it can make a very persuasive argument. After all, if almost everyone wants you death you can’t possibly be a wolf, since wolves wouldn’t kill fellow wolves… right?

As a werewolf you will also have a very powerful tool to your advantage, you get to hunt. The hunt can be used to take away a threat, to create confusion, to mislead the village or even to construct an alibi. Deciding the hunt target can be quite tricky. In general it is a good idea to hunt the person that everyone considers a goodie. He will not be up for lynching anyway and if you hunt someone else you will eliminate a suspect. Keeping only the people alive who are suspicious to others seems to be straightforward, but what if you have to choose between the obvious goodie, or the player who keeps accusing you? Or maybe the goodie you are about to hunt is convinced of your innocence? Luckily you are not alone in this decision. Use
the knowledge of your pack mates. Usually there is a more experienced player in the pack, don’t be afraid to ask for his advice. It’s also in his interest to keep you alive.

In contrast, a villager is all alone. This makes the start of the game more difficult. There is no information to base any analysis on, so the first job is to gather information. The easiest way to do this is by putting pressure on other players. How do they react? Do they panic? Are other players coming to their aid? There are a lot of things to watch out for. Another way to increase the amount of information, is to be constructive in your posts. Give reasons behind your votes, analyze other players posts. Maybe you are stuck in your thought process, but your summary of what is going on can give another villager the game winning idea. Or perhaps your case against someone isn’t as airtight as you thought and you shouldn’t be focusing on that player alone. A lot of the generated information is useless, but somewhere is the clue that will guide you to the wolves.

Good things to look for is some of the stuff mentioned above in the wolf part. Analyze the hunt. Was the target gunning for someone or just obviously good? If a new player is showing amazing insight, perhaps a more experienced player is whispering in his ear. Think things over and then post your thoughts. Other players might complete them. However it is very important to remember that some of those other players want you dead.

If you are up for lynching keep your cool. The other player might be voting you, but that doesn’t automatically makes him your enemy. Shouting wolf, doesn’t help anyone. He might just be another villager who is misguided. Attacking your attacker can work, but can just as easily backfire. Use arguments to show that the case against you is rubbish and give another target to attack. This holds for both sides. You can write whole essays explaining why you are not a wolf, but if there is no one else for them to vote it is rather pointless. Another good thing to remember is, that while sometimes it may look like you have lost, keep fighting. The opposition might just be bluffing to hope to call you out. Besides that, there have been enough cases where a spirited defense convinced a waverer to change his vote.

Hopefully the above hasn’t scared you away and has even got you interested in playing a game of werewolf. If you want to try it out, come over to our subforum and join a game. I will be GM-ing a game after the current one has finished (probably somewhere at the end of next week) and new players are always welcome. This article should have armed you a bit for the experience, though remember that the other players read it too. If you still have questions you can always PM me or post in the werewolf subforum, but the best way to learn the game is by playing it. Lastly, remember that anything can be used to your advantage and to trust no one, especially me ;)

---

**EUROPA UNIVERSALIS III**
**HEIR TO THE THRONE**
The name of the mod is borrowed from the Habsburg motto: Austriae Est Imperare Orbi Universo (AEIOU), meaning « It is to Austria to command to the entire world ». It felt appropriate for the player to state that « It is to me to command to the entire world ». The initial purpose of my mod was to build a map for Crusader Kings – Europa Universalis III conversion, so that the maps would be equivalent. However, during the process, it appeared that the map so way off, that I slowly redesigned the map completely, with the great help of forumers in the MEIOU thread. Among the main features, i’d point out a better split of France during the Hundred Year War, an improved Holy roman Empire with several Frei Reichsstädtls, a new China (that will probably be split again) and Japan,…

Discussions in the Paradox Plaza, led me to get MEIOU from just a map mod to a full-scale mod. MEIOU in a few numbers: started in january 2007 (right after the release of the demo of EUIII and just before the release of the game), extended time line from 1356 to 1856, 740 new land provinces, 309 new countries, 32 religions, 64 trade goods,… Why 1356? It is the year Emperor Charles IV promulgates the Golden Bull, a sort of medieval constitution for the Holy Roman Empire, as it is modeled in EUIII.
Team
After working for a long time alone, I was joined by my now second-in-command Fuzzbugn abd by Lei Saarleinen. During the last few months, we have been joined by a helpful team; our graphics artist Solo Adhemar, Alan deLane, SAS, M, PUBLICOLA Titus, molace, Illici Man, Spartan_One, kanaric, and kfoelsch. We also benefit from the discussions of several players on Paradox Plaza.

Religion
During the EUIII, possibly more than at any other moment in History, political and diplomatic actions were motivated by religions. MEIOU has the pleasure of containing Dei Gratia, the great mod built by Dharper. In a few words:

Religious Minorities:
Every province can be split between several religions, with the strongest religion becoming the province religion. These minorities appear as province modifiers and can have effects during events as well.

Religious Fervor: The more your country considers religion important, the more religious events and decisions you will get and the stronger religious modifiers and effects will be. Choose your national ideas and government and move your innovativeness slider to experience everything religion has to offer...or to ignore it and become a secularized nation.

More events: There are literally hundreds of events which add flavor to the game. Around two-thirds of all events focus on the Catholic and Protestant faiths, but there are also dedicated events and decisions for many other world religions.

Colonization
When dealing with the 1356-1856 era, the other aspect of History that jumps in min dis colonization. MEIOU goes about it mainly on four aspects:

Discovery voyages: Early in game, major European nations will get random events to either finance voyages around Africa or across the Atlantic or get an explorer.

Treaty of Tordesillas: the first two major colonizers will get a further head-start by getting the opportunity of grabbing provinces within their half of the world. However, one must pay attention: if signing the Treaty helps the colonies to grow, it has a deep impact on the population growth in the Europeans colonies.

Availability of colonists: We are currently working on a new system for gaining colonists. Most of the vanilla modifiers giving colonists are replaced by colonial
population growth. We are working on triggered modifiers based on policies, national ideas, as well as an impact of the country’s population.

Trading Posts: Fuzzbug created a great feature by which a nation can get a trading post in several coastal provinces in Africa, in India, in South East Asia and in Far East. Developing those trading posts and buying influence will allow you to seize ownership of the province.

Pre-Colombian Nation: The North America pre-colombian nations have been removed as they didn’t build societies like in the Old Continent, or even in Mesoamerican or in the Andean region. One the other hand, several nations have been added in these two latter regions, allowing for some struggle for the area. Small pox events are being added to model the European diseases that allowed for an easy conquest of the Americas.

**Leadership**

Very early on, MEIOU included Kaigon’s great Additional Titles and Governments Extension. Among other things, this awesome feature six tier level for monarchies in the Christian and in the Muslim world (count, marquis, duke, prince, king and emperor). Decisions and events have been added to allow a nation to raise in the hierarchy to wards the highest title. In some case, that will require getting an authorization. For example, a nation of the Holy Roman Empire will need to ask the Emperor.

Switching from monarchy to republic, a feature still in the process of being built, will be a complex chain of decisions and events. For the fortunate, the goal will be achieved… but if bad luck strikes, after a period of deep trouble, you may end back to square one, with a restauration of the government you wanted to change from.

A feature I’ve always liked in Crusader Kings was the personality of the character. We have therefore added an event on the death of the monarch, setting a main character trait, like elusive shadow or brilliant strategist. Obviously, these traits hold bonuses and/or penalties, in order to add some flavor.

**Graphics**

MEIOU is fortunate enough to have the artist the modding community envies us: Solo_Adhémar. He is the one responsible of all the nice shots present in this article, and many other graphic features, that you’ll be able to discover by playing the mod.

**Ad Infinitum**

I dare say that a mod requires the improvement of the artificial intelligence. Fortunately, the modding community has
Helius who brought to us Ad Infinitum. It had to be reworked by Fuzzbug to fit MEIOU and its differences with other mods.

Miscellaneous
There is much more that could be said about MEIOU, other features that are in MEIOU or planned, like the unification wars of Japan (based initially on Sakura’s Sengoku mod), the Red Turban rebellions against the Yuan dynasty in China, a modified version of Alvya’s War Dynamism allowing you to grab provinces under certain conditions out of peace deal, warth of nature events (storms, earthquakes, …), a new setup to better model the Hundred Year War with its associated conflicts (the Brittany War of Succession, the Castillian War of Succession, the Great Schism,…), and so on…

![Image of a game interface](image)

**All Glory to the Emperor!**
**An Europa Universalis 3 HttT AAR**

by Dafool

All Glory to the Emperor! is my second and current AAR. The AAR itself is a rough retelling of a previous game I had completed back in 1 that was incredibly fun and challenging. I plan to emulate a large portion of the gameplay and tactics I used then to establish an absolutely huge overseas empire in this campaign. Blobbing or ugly borders though. Luckily, having played through it before, I have a good grip on how things will likely play out, which helps with telling the 400+ year story. It’s set it up in a history book format, which seems to work best given the foresight I already have on things. I’m not focusing too much on gameplay and instead I’m trying to translate as much of the game into a historical retelling as I can. This way a slider move is not just a click, but instead it has a back-story that relates to everything else that’s being setting up, hopefully in a way that makes for an interesting experience for the reader.

A History of the Empire: Vol. 2
Chapter 8: Heresy and Anne’s Decree

Following the Overseer Act and Transport Act, Great Britain saw an outpour of oppressed Irish and Scottish subjects, along with some German and Italian merchants, heading to North Africa in hopes of fortune through the various new trade networks set up. With a growing Christian community coming in, change was quick. Some of this change was welcomed at the
time, while other issues would become more heated. In Gables, a North African city, a priest and prominent philosopher by the name of Edger Essex would present ideas for integrating the Islamic features of the area into Christian society. His most known idea was that of combined Muslim and Christian places of worship. Essex had come to admire Islamic architecture and had pushed several times to have new churches built with some of these Islamic features. His proposals, while productive and well received by some locals, were viewed as heretical in many ways, and British authorities attempted to quash Essex and many with similar ideas within the next few years.

During this time period another turbulent event was taking place. Castilian diplomats were pushing for the annexation of what remained of Algiers. The British, having guaranteed the Algerians through Anne’s Decree, warned that such a move would bring war. While we currently know that the Castilian crown had no real intention to push their claims at the time, many British, especially those who had recently arrived in North Africa, feared an Iberian invasion would come. Wielding the might of the Pope’s support and Anne’s deft policies, plans were made for a preemptive attack on Castilian forces in North Africa.

These preparations would culminate far too late for an immediate attack. The Castilians, possibly through espionage or North African rebels, gained knowledge of the British preparations and launched an attack on Algiers in 1437 in fear, hoping for a bluff on the part of the British or possibly an unorganized defense through which they may strike at the newly developing North African lands before British forces could attack them first.

Great Britain was now under attack by her two leading naval rivals, Castille and Portugal, and with one of the strongest land powers, Burgundy. The British forces were in immediate disarray. The Royal navy, which was transporting merchants, colonists, and newly recruited soldiers to North Africa was attacked by the combined forces of Portugal and Castille off the coast of northern Iberia and forced to flee into the neutral ports of France. It would eventually retreat to England to hold off any Burgundian landings on the Isles themselves.

Castille was able to land somewhere
between 30,000 and 40,000 men in Algiers during this time. The British military in the whole of North Africa numbered only 24,000 when the war started. British forces were continually turned back, along with their uneasy allies in Algiers. A soldier, by the name of Anthony Buckingham, would be part of the answer. Buckingham, a veteran of the wars with Morocco and Algiers earlier, would help to lead British forces in a series of counter attacks.

The early attacks were mostly disastrous, as the 16,000 men at Buckingham’s disposal attempted to dislodge the massive Castilian force that had made much progress throughout Algiers. Attrition had helped to wither the enemy, but roughly 25,000 remained. In 1439, the Royal Navy engaged and defeated the main Portuguese navy near Galicia. Shortly after, new troops were landed in Morocco. Buckingham’s 16,000 soldiers, plus the 8,000 new arrivals, gave Great Britain the power it needed. In late 1439, after a series of battles, the Castilian forces in North Africa surrendered, leaving British and Algerian forces in a position to reverse Castilian gains.

Following this break though, Castille would help to raise 14,000 Moroccan rebels to cut off British forces. The largely worn out British army had dwindled considerably while fighting the Castilians, and only 16,000
soldiers remained to fight the rebels. With the main British forces cut off and their numbers shrinking, Castille landed another 9,000 soldiers in Algiers. It wasn’t until 1441 that Great Britain was able to destroy the rebel forces and then move into a series of battles with Castille. Within 3 months, Buckingham had destroyed all remaining enemy soldiers and Great Britain began to attack the small Castilian holdings in Africa. Following news of these setbacks, Portugal and Burgundy exited the war. After a period of intense naval maneuvering and a few small land battles, Algiers and Great Britain would eventually come out the victors, and Castille would offer their African possessions in return for peace, with Melilla going to the British and Ceuta going to Algiers in August of 1442.

With the last major British rival pushed out of Africa at the time, British control in the area was complete. It would not be last time the Iberians would interfere with British expansion though. Following this war, intense development began in not only the more recently added regions, but also to places like Tripoli and Tunisia. A strong urge to Christianize as much of Africa as possible, combined with the beginnings of British colonialism, would help to turn North Africa into a key area of British expansion.

---

**Magna Mundi Interview**

2nd Interview with lead developer Ubik

Hello ubik, thanks for agreeing to another interview! How’s the game coming along?

The game is coming pretty well. Lately we have added some very talented people to the team and I feel we now have a definite core engine team going along. There has been an hiccup in how the units/map icons will look but I am pretty sure we will make that perfect.

*There has been a lot of speculation on*

the forum about this, will the Magna Mundi game be as heavy-handed as the modification in terms of events and such?

Magna Mundi is not heavy handed, unless you have a string of bad luck (something that will happen on average once in a game – meaning a total of about 30 years of a very hard time) or you cannot manage your own ambition and start taking daring risks. It’s human nature that people never recall how many times the risky option succeeded but can always remember the failure.
All in all, Magna Mundi should never be about a string of perfect choices and genius planning, but instead the management of one’s own shortcomings in dealing with destiny and the epic story that unfolds thanks to it.

What are some of the innovative features you’re most excited about?

Its very hard to pick one or two To avoid the obvious, maybe the subtler way we can play with people emotions now that we have access to everything, instead of the blunter approach we needed to take in the mod.

A lot of interest has been for the new supra-national entities in the game, can you tell us a little more about them?

They are ways to make the game different, with new elements, depending on where you play. They’ll have full support on the interface and are about the HRE, the Sengoku, China’s Tributary System and Nomads. An area that got hugely developed was India, too.

When will we be able to see the first screenshots?

I have been showing them privately to reviewers for some time now and always with great effect. This week in France I presented two screenshots to a wider audience of Historians, to whom I was talking about Historical Plausibility in Computer Games and all that. People got very enthusiastic with what they saw.

I’d say before August we are going to release screenshots for sure. We are also releasing a webpage around that date.

How big is the development team for Magna Mundi?

About 15 people. However, the bigger part of it is not in the number, but in the talent and passion of each one of us. That is the golden intangible of this project.

Is development of your own game anything like you pictured it would be, or is it different? If so, in what way?

Dreaming carries much power and even more dangers to the dreamer. I am very aware of that. I am a hopeful pessimist. So, yes, this is all going more or less like I pictured it. It’s a challenge at so many levels...

Any sneakpeak for some cool stuff you’d like to give?

A truly sneak peak from a Designer Doc ;):

"[...]8 troop types, thus adding variety and new strategy options to the gameplay. The following are the troop types in question: Light Infantry: Infantry lightly equipped that gets a bonus on the scouting and skirmish phase of battles. It is influenced by the maneuver rating of the General. By itself it doesn’t suffer terrain penalties to movement (moves at normal rate independent of terrain type). Attrition losses to LI reduced in 20%. Battle losses increased by 20% in Decisive phase.[...]"

Thanks again ubik, any last words to the community?

YES.

Support us. Pass word about Magna Mundi to your friends, in other forums, in your classes, in your workplace. We are simple players that levelled up. We are one of YOU. We are here to make the best grand strategy game of all time. For you to play. And in the highly unlikely event you lack taste to enjoy Ubik’s designs while enjoying the broad range of team’s talents, we are also here to make the best grand strategy game of all time... for modding.
Hello Veldmaarschalk. For a start, please tell us something about yourself apart from the above info from the biography.

Well like I said I am 43 and I am single, I have 3 cats, Marco (11 years old) Bonnie and Clyde (both just over 1 year old). My hobbies are reading, I especially like to read history, biographies, fantasy, historical fiction and watching sports mostly football and cycling.

What do you think makes a *good* moderator?

You need to have a thick skin sometimes and you need to be consistent in your actions.

When you sit down and really do some moderating work, what does that usually look like?

I usually start my visit on the forum on the Crusader Kings page, there I check every new post and see if I can answer some questions or if some threads need to be moved or merged. Then I move on to the HoI3 forum, I glance over the thread titles.

**ame:**
- Frank

**Forum nick:**
- Veldmaarschalk

**Location:**
- Zutphen, the Netherlands

**Age:**
- 43

**Occupation:**
- Financial Controller

**Forum registration date:**
- 20-04-2003

**Moderator since:**
- Not really sure, I think I became a demi-moderator about 3 years ago and a full-moderator early this year

**Favourite colour:**
- Red and yellow, the colours of my favourite football team.

**Favourite food:**
- Chinese and Italian

**Favourite Paradox game:**
- That’s not such an easy question, one would guess that I would say Crusader Kings but EUIII (with all its expansions) has come pretty close in topping that.

**Favourite non-Paradox game:**
- I don’t play many non-Paradox games, but back in the 80s and 90s I really liked Second Front/War in Russia by Gary Grigsby. This year (hopefully) they are going to release an ‘updated’ version called War in the East, I am really looking forward to that one.

**Favourite era of History:**
- Before I got addicted to Crusader Kings, WWII was my favourite era now it is the Middle Ages. Though I like to read about almost any historical era.
After a while you get a good feeling about which threads need attention and which don’t. After that I go to the History forums I check every new thread there, then I move on the Social Groups to see what is going on there and I also check the Blog-section. I also often take a look at forums that don’t have much traffic to see if any spambot has posted there.

*The HoI3 Forum is often described as a “hotspot” on the forums. Are there any special things you make a point of when moderating it?*

Mostly I watch for people who are disrespectful towards the developers or other posters. It is sometimes shocking to see how crazy people can act just because something simple as a computer-game isn’t what they expected.

*Honestly, how much fun is it really to be moderator of such a huge community as is present on the Paradox forums?*

Most of the time it is fun, since most posters have something in common, we all like the games that Paradox makes. What also is nice to see is that on every subforum there is a group of posters who help out people who have problems with their games, being it gameplay- or technical problems, those people are the real fans.

The not so fun moments are when people start wishing harm to you or your family.

*Is there anything you, as a person, have learned since you’ve become moderator? Have you changed in any way, you think?*

Not as a person but a thing I already knew (but still sometimes forget) is that when you type something and post it, then it can come across very differently then you expected. So I often re-read my posts and then think ‘ooh that came out much harsher then I wanted’.

*Tell us one incident that you still remember, something funny related to your duty as moderator?*

Well funny isn’t the word for it, but there once was a guy (who I had warned) who started PM’ing me his entire medical history and not just once but over and over again.

*Any specific reason you chose Veldmaarschalk as your forum nick?*

No, not really. Before I joined this forum I usually didn’t sign up for forums and when I did then I usually choose a favourite character from a book. But when I joined this forum because I had bought Heart of Iron 1, I decided to use Veldmaarschalk (Field Marshall) since it is the highest military rank and it also is a very beautiful Dutch word and is amusing to see how many people can misspell it.

Another cool thing about it is that I have a nickname for my nickname, since most people on the forum refer to me as just Veld.
"BoliviAAR - From Third World to Power" is an AAR which I am currently writing with HoI3 1.4, as the nation of Bolivia, obviously. It is written from a third-person perspective, with the action focusing on meetings of the High Command of Bolivia coupled with the action of a regular HoI game. I am playing on normal, and using the general strategy of just overwhelming the enemy in battle, as most of South America leaves little room to maneuver encirclements. My Primary goal in this game is to bring South America under Bolivian Control in hopes of altering the course of the war (Which as one can read, this altering happened quite early ) A far-off ideal goal is possible control of the United States, Mexico, and Central America. I am by no means an expert in HoI, but feel quite confident in my abilities with minors. I hope you give the AAR a look, and if you enjoy it, please comment and subscribe! Here's an excerpt, which is about halfway into the first war (with Paraguay). The Bolivian forces entered a stalemate and their Eastern forces were pushed back, but as you will discover, High Command has a 'Doh' moment, and cleans up quickly. - Brandon "brandonman" Herges.

...For nearly two weeks, a stalemate was maintained in hopes of reorganizing the troops. Sorzando stared at the map, and then it struck him. He didn't even *need* the eastern group. He called upon Kundt, and explained his daring plan. The eastern force would launch a suicidal assault on the lost territory in hopes that units would be diverted to the fight, lightening the path for his western group. Kundt nodded at the idea. He knew it could theoretically work... IF the Paraguayans did in fact divert forces. "I will implement the operation today sir."

On the fifth of May, the eastern force threw themselves at the province of Pozo Colorado. As soon as the Paraguayans shuffled their units (Which occurred much quicker then Kundt expected), the Western force struck swiftly.
As the fighting raged on, the Eastern side found itself exhausted and terminated the fight. Luckily, the Western side achieved a total victory after the intense slogging match, and moved into Asuncion. As the men made their way to capture the Paraguayan capital, the very division the Eastern side had drawn the attention of began trekking towards the city.

As soon as the Western side's infantry division reached the city, the Paraguayan militia unit struck, hoping to achieve victory and support before the second Western division arrived.

Unfortunately for them, Fortunately for us, victory was achieved very rapidly, and with little casualties.

The government of Paraguay soon realized the futility of any more deaths, realizing it would never regain control of its nation. On the Fourteenth of May, Nineteen Thirty Six, the Government of Paraguay issued a formal surrender to the superior Bolivia. Borders were redrawn, and Bolivia nearly doubled in size...
The beging of this mod dates back to 2010 march or february, I think. I was starting a German campaign with the intention of not getting any help from any historical Axis members because I felt they were only hindering my progress anyway ;) Thus, my plan was to go for Italy first after the Anschluss and then defeat all the Allied nations while they are few in numbers. To my surprise, it was pretty hard to keep the Low Countries out of the Allies, even though they were supposed to be neutrals. I mean really neutrals, not trying to go and join a faction. So I started editing some files to make joining factions harder. This is how the Historical Plausability Project started. By now, our goals are a bit higher than making the joining to factions harder, though :) 

The current team consists of TheBromgrev, Cybep, Enzo, ephandus and me.

In the begining, there were three main objectives set.
The first was halting the diplomatic madness in vanilla, and making the factions make more sense. Neutrals (for example Switzerland, Sweden, the Low Countries, the USA) shouldn't join factions unless attacked, for example. Also, the rules of aligning are not applicable to some of the situations. An obvious example for this would be the Commonwealth. They should have at least the opportunity to join the Allies at will, when things start to go crazy in Europe (as they did have historically). But they also should have the option not to (which they also did have historically)! Less obvious examples would be the politically unstable countries in Eastern Europe like Romania or Yugoslavia. These have event chains and decisions to help the game go in a more or less historical fashion. But it will only go so far. You won't be forced to do everything historically (and especially not on the exact date).

The second was the balancing of the Sino-Japanese War, in which we achieved some success, although it is really hard. Japan shouldn't steamroll China, neither should they be kicked out of the continent in half a year. To this effect, we introduced a new mechanic to handle the Chinese Civil War and later the forging of the Unified Front. The Pacific War is also something we wanted to improve on. There's a decision/event chain for a Pearl Harbour-like attack in HPP. (Personally, I think this is the Achilles-heel of the entire mod, because for this attack to make sense, a few things need to be in place: Japan has to be running out of oil and rare materials, but they need to have some moderate success in China to even attempt something like this.)

The third was the balancing of the Eastern Front. This is the hardest part, and we still didn't manage to make it quite right: Germany should have success at first, but should be stopped and pushed back in time, if things go right. (Assuming of course that the setup is more or less historical. If Germany has the same size of forces as the Soviets and start the attack in '41 March, they should have a good chance for success...) Currently, (probably because of game mechanics) if the Soviet forces were started to be pushed back, they will never be able to recover and regroup, and they will be beaten. But with the new possibilities of Semper Fi, this might be fine-tuned at last!

Also, we have a lot of other cool stuff. Some examples:
- Potent Coup events. You will no longer be safe from the opposition even if you
are an autocracy!
- More and more detailed surrender events. Germany won't be inherited by the USA even if they were not even at war! If Italy did the majority of the work in the defeat of France, then they will get the majority of the territory as well!

- New technologies to represent escort fighters, the motorisation of support brigades, balance Coal to Oil conversion, etc.
- Added quite a few historical cores for Germany and in China. (And more is on the way.)
- Improved AI (compared to vanilla 1.4) in many areas.
- Redistributed resources. Those were the main reason of the war, after all! (Only in 1.4, the Semper Fi version is in progress.) And there's still a long todo list ;)

Also included in the mod is the work of filefool from his Major Nations Immersion Pack, some new nations for Mr Daboo's New Nations Mod and CaptRobau's Historical Flags Mod. I would like to thank them again!

Currently, the mod is stable and working for vanilla 1.4 (although, I'm not sure there will be any updates for vanilla anymore), and there's a beta release for Semper Fi as well. (Which mostly only include the stuff we made for vanilla, and rarely use the new features of SF. We are working on that, though!)

The development is still a work in progress, and I think it will remain so indefinitely. It is like a city. It will never be finished, new things, new ideas will always come!
The Paradox Merchandise Shop!

Paradox Interactive has announced the debut of "GameGadgets," an online merchandise store.

“We’ve received requests for t-shirts, mugs and other merchandise and have now found a good way to administer that. The shop is still in BETA and we expect people to let us know what they like and want to see more of so we can fine-tune our product selection. We’ve mixed fun, spoof items as well as products branded with our game logos”.

Get your own stuff at www.gamegadgets.com
Hey Lothos, thanks for agreeing to answer some questions.

One of the most anticipated things about Semper Fi is the improved Lua and AI. Can you tell us some of the most improved things about it?

Hmm, there are so many areas that got touched in the LUA. I think most people will expect me to say the new production LUA since it is by far the largest piece of the code. In reality the production LUA only took me about one week to write the core code and from then it was just some minor tweaks and bug fixing here and there.

I would have to say the trade AI is probably the most improved aspect of the new LUA and also received the most work. The code in itself is small when compared to other sections but it took so much trial and error and over one month to work out most of the major issues. There are still some things that creep up and I tackle them as they come along but the AI is so much smarter now when trading. It really does not let human players abuse it anymore by selling countries like Afghanistan supplies when they really need is resources to get their full IC going. The AI is also more aware of how many resources it needs to get its IC into full production and will set special bonuses to get what it needs. The added benefit now is the AI will also try to sell you its resources and not wait for you to come to it.

What’s the thing you’re most excited about with the new AI?

Doomdark did a fantastic job on improving the front AI and how it does invasions etc…. none of that is controllable in the LUA. Outside of those new features I am just excited about all of it in general. Some people think I am crazy in the amount of free time I dedicate to help Paradox make this game but they fail to realize that it is my heart. I do this because I love World War 2 history and I love the game in itself. If I can help Paradox make it better so the AI gives me personally some competition I will do it gladly. This expansion has so many things other than AI and more coming it is so hard to pinpoint one specific thing. I know people see me as the LUA AI guy but in reality there are lots of things in the expansion that have been added (and are still being added) that I am doing that are not AI related.

How did you get to be so adept at working the the AI? Any special skills that AI modders should bring to the table?

Well, programming is like being an artist. You have developers who just develop, then you have developers who love it and are really more like artists. I been programming over 15
years and my main language right now is ASP.NET (VB). I simply love programming and do lots of it as a hobby. Combine that with my love for World War 2 board games and you have a great combination for Hearts of Iron. To make a good AI you need lots of patience and lots of time to simply run sims and watch what the AI does. Running a sim and walking away for 3 hours to come back and see the final results does not solve anything. You need to sit there and watch it. Yes it is boring but that is why they invented music hehe.

What would you say, how long have you spent working on the various AIs for HoI games?

Wow, it all started with CORE v0.64, so I think almost 10 years now. CORE was the first mod for any game that I ever installed and tried. The mod was great but it had the same issues as Vanilla. The game was simply too easy! I did not care much for immersion (it is nice to have though) if I knew before the game even started I was going to win. So I started dabbling at the AI scripts and learning about modding. I first released a small AI mod for CORE itself for people to play with. It just took off from there and next thing I know it is a smashing success with thousands of people following my work. I think what makes this a good fit for me as I am able to see what the AI is doing and in many ways figure out why. It was a huge help to Paradox when I saw weird things in the AI and could tell them if it was the Garrison AI, Front AI etc..... with ought ever looking at the C++ code.

Whats the thing you like best about that work, and which one least?

The enjoyment I get from the work is the forums. Some people think I am heavy handed or somewhat of a jerk at times but they need to understand where I am coming from. I do this for fun and spend a crazy amount of hours working to improve the game. I sometimes spend more time working on the game than I do on my real job. When I see feedback on the forums from people about the AI I get more energy from them to keep going forward. The majorities of the forum fans are great people and do their best to help me track issues down and improve the game and at the same time they take a few minutes of their time to say thanks! Those little thanks from them are worth more than money to me and it makes it very enjoyable to do.

Any fun facts/stories to report from working on the AI?

Oh, the inside scoops I get with talking to Johan, Doomedark, Birken, Kane etc... directly are fun. I told Johan once during the expansion development that Doomedark was working so close with me on the LUA AI that I could tell him what Doomedark had for breakfast that morning and if he brushed his teeth! It was great working on this expansion, Doomedark gave me so much freedom it was incredible. I never had this much freedom to literally do what I wanted for Paradox before (not even during Hearts of Iron 2 Doomsday). I think in the end it worked out real well, Doomedark and PI in general trust me even more now and think of me as a fellow developer instead of just a modder. Which really makes me feel good and welcomed cause the real developers are game developers and I been a business program developer most of my life. So having them look to me as a peer is very gratifying.

Thanks Lothos! Any last words?

For as long as Paradox lets me there is more to come, even in the patches and not just bug fixes either!
Special Tribune Contest

Obs: First 3 correct answers wins!

by Peekee

We are looking for a word or phrase with 15 letters. The first letter of the answer to each question gives you the answer! The first 3 to send the correct answer to paradoxtribune@gmail.com win a free Paradox game on Gamersgate. Good luck!

Unless otherwise stated the use the first letter to the answer to the question.

1) E3, but where are the commanders conquering?
2&12) Economics... "Lets-do"
3) If Eastern, uncivilized countries become civilized they may be doing this.
4) A POP type new to V2.
5) Last letter of EU2 game based on AGCEEP.
6&7) An expansion headed by Doomdark.
7) Second word of answer to #6
8) 4th most commonly used letter in Victoria Developer Diaries #1 to #28
9) A patch arrives precisely when...
10) How many "t"s?
11) HoI3 Province with the most Energy.
12) Second word of answer to #2
13) Latin, possibly used to describe Europe.
14) Sometimes spends more time working on the game than on his real job.
15) Started the most viewed thread in OT
The most iconic tank in history
by Singelton Mosby

Which is the most iconic tanks of history? The mass-produced Sherman or the powerful and frightening Tiger, used time and again in movies art and pictures? Or perhaps neither of these but instead the machine which, debatable, won the war: the T-34?

Where are the other ' monsters of war' on this top-ten list, the Abrams, Mathilda, Stuart 'Honey', the tanks from WWI, the T-60 etc? And what would your list be? Take into account we are not talking about the best but the most iconic tank, a profound difference. 'Iconic' as in, which tank will be remembered from a certain nation and/or timeframe. Which most of the time has nothing to do with the technical quality of a tank.

After an extensive survey and some long discussion we came to a top-ten. Agreeing on the first three wasn't all that hard. Heated discussion started when the Abrams and Centurion had to be placed and about place 10...well, we never reached an agreement.

The Top-Ten List
Most Iconic Tanks in History:

1. Mk VI Tiger (GER)
2. M4 Sherman (US)
3. T-34 (USSR)
4. T-55 (USSR)
5. Renault FT-17 (FRA)
6. The WW1 Mark series (UK)
7. M1 Abrams (US)
8. Centurion (UK)
9. Mk V Panther (GER)
10. Mathilda II (UK)

The german Mk VI Tiger

You can check out more interesting game-related and history-related info at Singleton Mosby’s blog: http://armchairwarfare.blogspot.com/
We’ve done a lot of diaries about features and things like that, but don’t you sometimes wonder what we are up to? So this week I thought I’d give you a behind the scenes look at this stage of Victoria 2’s development. The state of play at the moment is that we are feature complete and currently in Beta. So we are looking to improve what is already there. How do we do that?

1) Fixing Bugs. We don’t like them. Now, the nature of software development is that there always seems to be another bug. There is always something you have missed. Even though we know that we are fighting a never ending battle, every bug squashed means a better game on release. Every bug squashed means a few more happy customers. Fixing bugs is good.

2) Improving features. Take the war goal system as a prime example here. Brother Bean, as is his wont, was trying out Prussia to see how the reunification of Germany works out. The good news is that the way the rules have been set and the scenario is set, the three historical wars (against Denmark, Austria and France) work as a way to form Germany. However, we ran into a problem with Holstein, we did not have a CB type to cover satellite nations. Now our CB system has been expanded out (and I consider it improved, because more good choices are always good) with new CB types specifically to deal with satellites, not just for the specific problem we encountered, but to cover others as well.

3) Balance. This is one in which I ask you to feel my pain here. I have had the fun job of trying to get the Victoria 2 economic system into some sort of balance. Not perfect balance, we want to change over time, but balanced enough to run. So far I consider things to be a bit of success. One of the interesting things is there is something like 10 times more tea than coffee produced in the world in 1836. So I dutifully went through the POP files to increase demand for tea and reduce the demand for coffee so that POPs who work these RGOs can earn closer to the same amount of money. This spreads the money more evenly, allowing the economic system to function more effectively. It is a long process, but gradually we are moving supply and demand into closer balance. This allows the economic system to work much better, since money circulates more, giving more countries a better chance of doing things. The Perfect Balance may well elude me, but at least each country should be playable at the start.

4) Interface Improvements. As the game gets more into shape we start to see clearly which information should be prioritised, and which is nice to know but not essential. So we have been slowly (and sometimes subtly) reworking the interfaces to increase the visibility of the key information to make the game easier to play.
Now the next question is how do we do this. Well, first up we have our own internal work. I myself constantly start games, see how things pan out after a couple of months and think about how the economic system is doing. We also have our beta testers who are giving us all sorts of feedback on the shape of the game. Finally we have our external QA team working away reporting bugs. Some we can’t reproduce (we assume we have fixed them), some are quite major. The most interesting class of bugs are those I will call quirks. Those little things that if you play Paradox games a lot you just kind of accept. Tegus got a bug last week about select boxes remaining on the map after you go to a popup. It has now been fixed. We feel that we are well on track to getting Victoria 2 to be in great shape for release.
Hello Theo, thanks for agreeing for this short interview.

Hey, it's my pleasure! I love your initiative with a Paradox Tribune!

GamersGate has grown very rapidly since it's start, do you think that digital download will eventually replace retailers altogether?

For me it's not a question about if, or when that will happen. Of course a small percentage will still always be boxed products but overall I think software - including games - will be downloaded.

As a company, how big is GamersGate by now?

It's pretty big. We experienced another year with 100% growth in revenues 2009. However we're still a small neat team with only 6 people. Great team though, all is very interested in gaming and to serve gamers with good offers and taking care also of the smaller developers and publishers out there. In terms of games GamersGate is the world's largest digital retailer with more than 2000 games!

A lot of the people on the Paradox Forums still don’t really understand the relationship between the different companies "within" Paradox, can you shed some light on that?

In the beginning Gamersgate was a part of Paradox Interactive, a subsidiary company. However in 2008 it was spun out from Paradox and legally we don't have anything to do with each other any more. Emotionally we still have strong ties to each other. We just love Paradox's games and crew, they're doing some great stuff for strategy gamers out there and we try to promote as many of their titles as possible, even though we also have the big guys on board the ship now. Paradox will always be part of our identity and soul.

GamersGate has a lot of Community features on it's site. Will you continue to develop that part of it?

Yeah, we love smart "community" and "social" features. Within short we'll release some more great news about it.
Are there any plans for GamersGate to get its own forums?

Actually we don't have any such plans. Perhaps we should reconsider...

Are there currently any games on GamersGate that you can recommend to the community?

All games from Paradox except Valhalla Chronicles! Btw, did you know that Valhalla Chronicles was made by the team behind Just Cause? We often laugh about that "Valhalla Chronicles - from the makers of Just Cause :) ". They've come pretty far along since then. I'm a big fan of indie games and as such both Braid and Torchlight are good games. Amongst the AAA's I know the guys here like Batman and have some expectations on upcoming Medal of Honor (btw. don't forget to pre-order and get access to the beta!)

Thanks a lot! Anything you'd like to tell the community?

Keep up the good work, you're the spine of Paradox and without such a great community I doubt that Paradox would have done so well in the past, but also in the future. Few gaming communities are so dedicated and involved in a developer and publisher as you guys are. From GG's end we'll try and serve you the best we can! If you have a problem and our excellent support can't help you, I promise I'll try myself if needed!

---

**ext Issue**

And the editor's final words

Well - here we are, at the end of another issue of the Paradox Tribune forum newspaper! I hope that I was able to compile some interesting things for all of you to read and something new to find out. I would like to once again thank KILLERRABBIT for his outstanding layouting, I'm sure everybody appreciates his effort!

Of course, my plan is to continue with this paper for a while and hopefully get some good regularity into it this time, but for that i need ideas, help, articles, but most of all, ideas! So if you have any ideas of what the next issue needs - send me a pm or mail to paradoxtribune@gmail.com! o matter if you've got a cool AAR or modification that should be featured, which moderator or developer should be interviewed next, or which section of the forum could do with more attention - all of your input is greatly appreciated!

There is always a lot going on in our great community and forum, I don’t even know of everything myself, but I am going to try and get stuff from all directions again for the next issue in the coming months!

So, thank you for reading everybody, and happy hours on the forum!

_Sincerely,_

_Darth Tracid_