

AN EMPIRE UNDER THE SUN™

VICTORIA

1836-1920



VICTORIA™

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Contents

Consumer Safety Warnings

and Precautions:

Epilepsy Warning	6
Introduction	7
System Requirements	7
Recommended	7
Installation	7
The Goal of the Game	7
Getting started	8
Main Menu	8
Single Player	8
Multiplayer	9
Connection Types:	9
Finding your IP address	9
Credits	9
Exit	9
Game Options	10
Difficulty	10
Ai Aggressiveness	10
Game Speed	10
Fog of War	10
Autosave	10
Playing the Game	11
General Interface	11
Information View (left side of the screen)	11
The Map	11
The Crown	11
The Cannons	11
Top Bar	11
Map View	12
Terrain	12
Political	12
Economic	12
Infrastructure	12
Mini Map	12
Message log	12
Options	12
Using the General Interface	13
Navigating the Information View	13

Navigating the Map View	13
Right Click Menus	13
Dialogs	13
Events	14
Tool Tips	14
Population	15
Militancy and Consciousness	15
Population Income	15
Population needs	15
Emigration, Immigration and Population Growth	16
Health care	16
Life rating of province	16
Factories	16
Agricultural provinces	16
Dominant and Secondary Issues	16
Population Types	17
The different POP types are as follows:	17
Aristocrats	17
Officers	17
Clergymen	17
Capitalists	17
Clerks	17
Craftsmen	17
Soldiers	17
Farmers	17
Labourers	17
Slaves	17
Country management	18
Great power ranking (GPR)	18
You gain Prestige by:	18
You lose Prestige by:	18
Prestige	18
Industrial Power	19
Military Power	19
Production	19
Production Overview	19
Trade	20
World market	20
Budget	21
Budget overview	21

Daily Income	21	Recruiting units	40
Daily Expenses	21	Leader Management	41
Maintenance	22	Mobilization and Reserve	41
Interest	22	Attrition	42
Balance:	22	Entrenchment	42
Loans	22	Battle Resolution	42
Accounts	22	Technological Research	43
Politics	23	The Intellectual Establishment	44
Political information	23	Potential Projects	44
Economical Policies	24	Previous Research	44
Trade Policies	24	Colonization and Colonies	45
Religious Policies:	25	Unclaimed Colonies	45
Minority Policies:	25	Colonial Outposts	45
War Policies	25	Coaling Stations	45
Relations	28	Trading Posts	45
Population	28	Colonial Forts	45
Population overview	28	Missions	45
Technology	28	Claimed Colonies	45
State management	28	Unrest and Separatism	46
States / Provinces	28	Colonial Diplomacy	46
State management view	29	Colonial Wars	46
Province management view	29	Revolts	47
State Population overview	32	The Ledger	48
Industrial development	33	Summary:	48
Fortifications	34	Economy:	48
Convoys	34	Technology:	48
Diplomacy	35	Military:	48
Diplomatic Actions	35	History:	48
Peace negotiations	37	End of Game	49
Military management	38	Shortcut Keys	50
Military Overview	38	Victoria Terminology	51
Unit selection	38	Troubleshooting	51
Loading Armies onto a		Game updates	51
Transport:	38	Community forums	51
Unloading an Army from a Fleet:	39		
Unit Management	39		
Division characteristics:	40		
Flotilla characteristics:	40		

Consumer Safety Warnings and Precautions:

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns of flashing lights. Exposure to certain light patterns on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, have an epileptic condition, consult your doctor prior to use. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor before resuming use.

Follow these precautions whenever using this software:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

CAUTION: Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long-term injury. If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Introduction

Guide your nation through nearly one hundred years of history! Span the absolute monarchies of the early 1800's to the dawn of the 20th century and the industrialized Great Powers! Gather wealth and strength to stay ahead of your enemies, gain invaluable prestige and honour – reform your nation into a free democracy. Or, drive your people down the grim road of revolution...

Victoria focuses on six different aspects of governing a nation. These are interconnected to provide in-depth, yet easily manageable game play. You direct your nation in the fields of Diplomacy, Warfare, Economy & Industrialization, Colonization, Technological Research and Politics.

System Requirements

To play Victoria you'll need the following hardware.

Minimum requirements

- OSX
- 500MHz processor
- 256Mb RAM

Recommended

- OSX
- 600MHz processor
- 512Mb RAM

Installation

To install the game, first insert the Victoria CD into your CD ROM drive. Double click on the "Victoria" icon and copy the "Victoria" folder to your hard-disk. To launch the game, double click the "Victoria" icon and complete the registration information. Please enter your name and the registration code found on the manual. The game will allow two installations using this code. This is to allow installation on another machine you own, for example a PowerBook. Please note that this code is your own personal code and should be kept safe. If this code is given out to third parties, it will become void and your game will fail to run. You can find additional information regarding Victoria within the "Read Me" file.

The Goal of the Game

The major goal in Victoria is to become one of the eight great powers of the era. This is accomplished by achieving global hegemony, by spanning the globe to become the dominant empire of the period.

Victoria is about recreating world history according to your wishes. While we strive to simulate the conditions and prerequisites of the time period as close as possible, we leave all the decision-making to you, the player. We do not claim this is an EXACT simulation. However, we have attempted to include those basic factors that helped shape society from the years 1835 to 1920. Knowledge of the era will certainly help, but is not necessary.

Getting started

Main Menu

Single Player

To start a single player game you must enter the Single Player menu by clicking the appropriate button in the main menu. This is where you select which scenario to play, load saved games and set game options. To select a scenario, click the scenario's name in the upper-left hand box.

When selecting a scenario a list of countries appear on the right hand side of the screen. You select the country to play by clicking its flag. If you want to play a country that is not listed you may control-



click any flag to switch it with any one of the countries available in the scenario.

You can set Difficulty, Game Speed and other options from here. See Game Options below!

When you are ready to start your scenario, hit the start button.





Multiplayer

In order to play a multiplayer game you will require either a fast Internet connection of at least 512 kbit/s with TCP/IP protocol installed, or connection to a Local Area Network. The host of a new game will decide the scenario, victory conditions and game speed. He will also save the game. Note that events that temporarily halt a single player game will not do so in multiplayer. Only the Host may change game speed in Game Options, or once the game has started.

When pausing in a multiplayer game only the player who paused may restart the game within the first 30 seconds. After that time period any player can restart the game.

Connection Types:

Local Area Network: Will automatically search your local network for any hosted game. You may join the game, or host one yourself.

Valkyrienet: Here you will meet other

Mac players. Chat with them, join their games or host a game for others to join.

Internet: You must know the IP address of the host in order to join a game. To find out your IP address, follow the instructions below. Note that unless you have a permanent connection your IP address will most probably change every time you connect to the Internet.

Finding your IP address

Make sure you are connected to the Internet. Open the 'Network' panel in the 'System Preferences' panel. Select your connection type, then click on the 'TCP/IP' tab. Your IP address is in the box labelled 'IP Address'.

If your IP address is of the form "10.0.1.xxx", then your machine has had a local address assigned by a DHCP router, for instance an Airport Base Station. You will need to find the address of that router for someone outside your network to connect to, using the management software that is used to control it.

Credits

This is a list of all the people who have been involved in the development of the game.

Exit

Exit the game to the desktop.

Game Options

Several game options become available when you choose to play a single player game or host a multiplayer game. They are found under options in the scenario selection screen!

Difficulty

Changes the game difficulty. There are five different settings ranging from “Very Easy” to “Very Hard”.

Ai Aggressiveness

Modifies how aggressive the AI’s reactions will be towards the player, and how quickly it reacts.

Game Speed

Don’t bother about this in single-player – it can be changed anytime you want while inside the game using “ctrl” and “+” / “-” on the numerical keypad. In a multiplayer game set the game speed to Nor-

mal or Below Normal (We highly recommend it!). Please note that only the host can change the game speed from within the game.

Fog of War

This turns the Fog of War on or off. Playing with Fog of War off is recommended for beginning players as it allows you to see all of your opponents’ moves.

Autosave

This setting turns the auto save function on or off and can be set to different intervals. Every time the game is automatically saved it creates a backup of the most recent auto save (autosave in the Saved Games window for the most recent saved file and oldautosave for the second most recent saved file).

Only the host may change options in a multi player game!



Playing the Game

General Interface

Information View

(left side of the screen)

This is where most of the user interaction takes place, and where most of the information in the game is displayed. At the top of the left panel you have three buttons to select different modes. These are (from left to right):

The Map

Switch to a list of your states/regions and Convoy Management. (For more information on this menu, see Province Management)

The Crown

Switch to the Country management view. (For more information on this menu, see Country Management)

The Cannons

Switch to the Military overview to manage and recruit/commission armies and fleets. (For more information on this menu, see Military Management)

Top Bar

The top bar displays important information such as your current Manpower, Leadership, Research Points, Prestige, Current Funds and Diplomatic Actions. The pause button is located at the far right of the top bar.



Map View

The map view is where you command your units, manipulate provinces and obtain an overview of the current game situation. There are four different map modes to assist you in this: Terrain, Political, Economic, and Infrastructure.

Terrain

This mode is a graphical representation of the terrain, featuring plains, forests, rivers, hills and mountains. In addition, it shows military units, ports and capitals. This map mode is excellent for combat strategy and will likely be the mode you use most of the time.

Political

The Political mode displays each country in a different colour to make it easier to see the various borders. Like Terrain Mode, this mode shows military units, ports and capitals. It is useful when claiming colonies and opening negotiations.

Economic

This mode displays all natural resources available in the different provinces, shows their strategic value and assists in the placement of factories.

Infrastructure

The infrastructure mode uses various shades of green to display the level of production efficiency in your provinces. The black lines indicate existing railroads built in at least two adjacent provinces. Please note that railroads located in just one province which do not pass into an adjacent province are not displayed.

Mini Map

The mini map shows the full map with a small rectangle indicating where the map view is centred. You can left click on the mini map to centre the map on that location. You can also control-click the mini map and choose to see where in the world your armies and navies are. To the left of the mini map are four buttons that switch the map view. From top to bottom they select: Terrain, Political, Economic, and Infrastructure. Below the mini map are four buttons (left to right): Zoom Out (map view), Ledger, Options and Zoom In (map view). You may also zoom in and out by using the + and – keys.

Message log

This is where all in-game messages from events, etc. are logged (depending on message settings). You can minimize it by clicking on the small arrow in the upper left corner of the log. To open the log, click the small arrow in the lower left corner of the map window.

Options

The Options Menu can be accessed during the game by selecting the third button under the Mini map or by pressing the F10 key. In the Options Menu you can:

- Save your game.
- Load a saved game (note: your current game will be lost).
- Options: here you can change speed, sound, and message settings.
- Hints: Turn the automatic hints on and off.
- Surrender: Quit the game (note: you can still return to a saved version).

Using the General Interface

Navigating the Information View

Most interaction in the game takes place in the Information view, so it is important to know how this works. Many of the information boxes in this view serve as buttons. These buttons are recognized by their 3D appearance. They highlight when the cursor passes over them, while clicking one will take you to a sub-menu. This sub-menu may contain other sub-menus, and so on. To return to a higher level click the header you want to access from the top of the information view. At times there may be as many as 5 levels listed here. Several of the views have context sensitive control-click menus, with options to go back and forward from the current level.

Navigating the Map View

In Victoria the world is divided into more than two thousand, eight hundred provinces and sea zones. The borders of these provinces can be seen in the Map view as thin black lines. Provinces are the basic unit of territory. They are where populations live, resources are gathered, battles are fought, and most other game actions take place. Every province can belong to one and only one country. Sea zones have no owners.

States are regions made up of one or more provinces. All provinces (but not sea zones) are part of a single state. They are important because certain types of economic and political activities take place on a state-wide level. For example,

factories are built and managed at a state level and not at a provincial level. It is possible for provinces from a single state to be owned by different countries. However, if a state is split by several countries then component provinces become separate states.

When you click on one of your provinces in the Map view, the state the province belongs to will highlight on the map and the “State Management View” will display in the Information View. To select the province click it again. Now only the province itself will be highlighted, and the Information View will change to show the “Province Management View”.

Control-Click Menus

To access a quick menu that allows various actions you can control-click over provinces, over units, in the interface or in the ledger. For example, when control-clicking on an owned province you will get a pop-up menu that presents the following options: View State, View Province, View Factories, Build Factory, Build Railroad, Improve Fortifications and Add Worker. Similarly, the Ledger will allow you to build railroads, improve fortifications and add workers to your Resource Gathering Operation (RGO) or Factories.

Dialogs

From time to time you will see message dialogs on the screen that will contain Information, Diplomatic messages or Events. These message boxes serve to bring your attention to the daily activities of your nation. Some you must pay attention to carefully (such as another

nation declaring war on you!), while others may be of less importance. You can customize what messages you would like displayed – and what messages you would not – simply by control-clicking the message, or by viewing its corresponding line in the message box below. There you will be given a list of options:

- Do not display this message: You will receive no further notifications of this occurrence happening.
- Display this message in the message log only: You will receive no active notification when this action happens, but a message will appear in the message log and in the game log for later reference.
- Display this message as a message box: When this action occurs you will see a message box appear on the screen calling for your immediate attention.
- Display this message as a message box and pause: If this action require your immediate and undivided attention it is best to select this option.

You can manage the settings for any type of message by accessing the Game Menu and then selecting Options (F10) and Message Settings.

Events

Events are an important part of the game. There are four different event types that will be encountered: historical, random, political and invention. Events are displayed in a dialog box along with a descriptive text with the different actions that can be taken. The effect of each action is listed when you hold the cursor over the dialog box. Historical Events will occur at given dates if certain prerequisites are fulfilled. You will receive a random event roughly once a year depending on your nation size and other factors. Political events, such as reforms or elections, will occur depending on your political actions. Invention events will be triggered from your technological research.

Tool Tips

Holding the cursor over items in the interface will present a tool tip with basic information about that item. Some items have extended tool tips which will appear after holding the cursor over it for another two seconds. Provinces, for example, show only the province name and owning country. After two seconds, population, fortification level, production efficiency and production appear.



Population

The foundation of all countries in Victoria is their population. The population is comprised of different types, called POPs, each consisting from 1 to 100000 people and each having their own unique icon. There are ten population types ranging from slaves to aristocrats. Every POP has a religion, nationality and ideology that will affect their behaviour. Two other important variables for a POP are Militancy and Consciousness. Militancy is a measure of how radical the POP is. This is an indication of how willing they are to take action to change society for their betterment. Consciousness is how aware the POP is of its own social situation and how it views society. For example: A labourer with low Consciousness may very well vote for a party that won't do him any good but "sounds" like the right thing to do since everyone else is voting that way.

Militancy and Consciousness

Several factors will affect the Militancy and Consciousness of the different POPs. Taxes affect Consciousness. High taxes will raise it while lower taxes will keep it where it is or perhaps lower it. Social and Political reforms affect Militancy. The better the situation the POP has the

The screenshot shows a detailed view of a population unit (POP) in the game Victoria 2. At the top, a navigation menu lists: United Kingdom, Greater London, London, and Population in London. Below this is a 'Detailed Population Information' window for a 'Craftsman' with 100,000 members. The unit's characteristics are: Nationality: British, Religion: Protestant, Ideology: Conservative, Issue: Free Trade / Full Citizenship, Current Work: Artillery Factory, and Cash Reserves: 0.00\$. Below these are two sliders: Militancy is set at 5 (+0.10) and Consciousness is set at 4 (-0.33). At the bottom, there are three sections for 'Goods Desired': Subsistence Goods (100%), Everyday Goods (100%), and Luxury Goods (100%), each with a row of icons representing different goods and a '1.0' value for each.

lower the Militancy will be. Having Social Reforms in effect but not paying for their upkeep will raise Consciousness as the POPs will view you as a liar! To see all the information on a POP – such as how reforms affect it – open the population view from any of your country's provinces. To see a complete overview of all POPs in the country, along with detailed, sort-able information, open the ledger (F6).

Population Income

POPs earn money for the goods your country sells on the World market. This is their base income. This income is then taxed by the government (the player receives the tax). The remain-

der goes into the pockets of the POPs who use them to buy consumption goods.

Population needs

There are three levels of consumer goods: life-sustaining, everyday, and luxury. If the population receives no life-sustaining goods they will starve, die or emigrate. If they don't receive everyday goods their militancy rating will increase. If they receive luxury goods, which are often possible only for really rich POPs, their militancy rating decreases.

Emigration, Immigration and Population Growth

POPs will move from a province if they believe they can make a better life for themselves elsewhere. If conditions are bad enough, and there is no better region in their own country, POPs may start to emigrate. The main factors governing POP movement and migration are:

- Availability of life sustaining goods.
- Militancy
- Employment (for working POPs)

When people decide to emigrate they will tend to choose a country that accepts their culture and has a government that matches their ideology. Note that slaves will never move from their starting province, nor will cultural minorities leave their colonies.

Population growth is affected by the following:

Health care

Better health care will reduce the risk of the POPs dying from diseases etc.

Availability of life-sustaining goods: If the availability is too low POPs begin to starve, die or emigrate.

Life rating of province

If too low it will be very hard to live in the province and people will emigrate or even die.

Factories

Factories in the state means more jobs, which will make the province more attractive to the POPs.

Agricultural provinces

Adds a bonus due to the immediate availability of food.

Dominant and Secondary Issues

Each POP has two issues that are very important to them. These issues can be based on economical, trade, religious, Party war, or minority policies. They affect which party he will vote for. If the ruling party promotes the same issues as his, the POP's militancy will not rise as quickly as it would for other POPs belonging to other parties.



Population Types

The different POP types are as follows:



Aristocrats

These are the wealthy people and their vast estates who represent the noble families of old. They belong to the rich strata and never work. However, they do provide a bonus to the output of RGOs. Aristocrats are generally conservatives who are opposed to costly reforms.



Officers

These are the people who provide the military leadership for your nation. They never work and belong in the middle strata. Officers are generally conservatives and against liberal reforms.



Clergymen

These are the class of people who work with religion. They belong to the middle strata and never work. The ideology of the Clergymen depends on the national value of the constitution of your country.



Capitalists

These are the newly rich factory owners and entrepreneurs. They belong to the rich strata and never work. However, they do provide a bonus to the output of Factories. Capitalists are generally liberal and against costly reforms.



Clerks

These are the clerks and civil servants of society. They belong to the

middle strata, and can make up a portion of the workforce in factories. Clerks are generally liberals and in favour of liberal reforms.



Craftsmen

These are the educated workers that work in factories. They belong to the poor strata. Craftsmen are generally liberals. However, if they receive too few consumer goods they could become socialist.



Soldiers

These are the people who provide the manpower for your military. They belong to the poor strata and never work. Soldiers are generally conservatives. However, if they receive too few consumer goods they may become socialist.



Farmers

These are the people who work the farming RGOs. They belong to the poor strata. Farmers are generally conservative, but if they receive too few consumer goods they may become socialist.



Labourers

These are the people who work the mining RGOs. They belong to the poor strata.



Slaves

These people who have no rights, but can work at the any type of RGO.

Country management

To access the Country Overview click the crown at the top of the left panel. This screen will present an overview of your country, divided into 8 areas.

Great power ranking (GPR)

The first part of the country overview is the Great Power Ranking. The number in the gilded frame shows the ranking your country has achieved. The GPR is calculated from your Prestige, Industrial Power and Military Power. Those values are all listed to the right of the GPR.



Prestige

Prestige is the concept that defines the power and glory of your country in the eyes of the world. The amount of prestige you have decides your diplomatic status as a nation. This is important as Great Powers have an advantage over normal nations due to the wider variety of diplomatic options made available to them. Prestige is linked to the modernization and reforming of your country both socially and politically. In effect, prestige demonstrates your ability to survive, your chances for fame, and most importantly, determines if you have won the game.

There are several game effects that will allow you to gain or lose prestige.

You gain Prestige by:

- Winning a Colonial War
- Winning a Regular War
- Winning a Great War
- Gaining provinces with same culture POPs in a Peace Treaty
- Events
- Investing in Defence Spending

You lose Prestige by:

- Claiming a Colony
- Building Canals
- Losing a Colonial War
- Losing a Regular War
- Losing a Great War
- Dishonouring an alliance
- Suffering a Revolution
- Causing a Great War
- Reforming your Society
- Taking Loans
- Dishonouring a “Guarantee independence”
- Declaring War (amount depends on attacker and defender prestige and constitution)
- Humiliating Peace

Constitution Effects on DoW (Declaration of War) Prestige Loss:

Monarchy:

DoWs Generally (-20%)

Democracy:

DoWs against Democracies (+50%),

DoWs against Constitutional Monarchy (0%),

DoWs against Others (-10%)

Proletarian Dictatorship:

DoWs Generally (-10%)

Industrial Power

The Industrial Power counter shows how well your country's economy has developed. Since the game takes place during the hot phase of the industrial revolution, it is important that your country becomes an economic power to be at the top. In addition, production capacity directly influences your ability to equip the military and how much money can be spent on its development. You gain Industrial Power by building and expanding factories and RGOs, as well as improving your infrastructure.

Military Power

Your standing among the Great Powers will naturally depend on your military. The more power you wield through your armies and navies, the bet-



United Kingdom				
Production Overview				
Name	Stock	Prod.	For	Away
	292	+257	+0	+0
	132	+112	+0	+0
	116	+66	+0	+0
	97	+79	+0	+0
	66	+46	+0	+0
	54	+4	+0	+0
	53	+38	+0	+0
	52	+2	+0	+0
	51	+1	+0	+0
	51	+1	+0	+0
	50	+1	+0	+0
	50	+0	+0	+0
	50	+0	+0	+0
	50	+0	+0	+0
	50	+0	+0	+0
	50	+0	+0	+0
	48	+0	+0	+0
	46	+3	+0	+0
	40	+0	+0	+0
	38	+24	+0	+0

Auto-assign Workers to Factories
 Auto-assign Workers to RGO's

ter you can protect yourself. Of course, a strong military will allow you to force your policies on weaker nations. All this is reflected in the Military Power ranking. You gain Military Power by recruiting divisions and building ships.

Production

This box contains a diagram of your production output and the three most produced goods in your country. Click the box to access the Production Overview.

Production Overview

This view presents a list of all the various goods in the game with numbers for current stock, daily production, imports and exports. You can sort the list by clicking the appropriate column. At the bottom of



this view are two check boxes for automatically assigning workers to RGOs and Factories. These are checked by default.

Trade

The Trade box shows how much your imports and exports are worth at the moment. In addition, it lists the top three goods traded. Click the box to access the World Market.

World market

This is where you trade on the world market. Goods in your stockpile are sold and goods that you require can be bought from here. A list of all goods available in the game along with your current stock, quantity available on the market, market price and your trade orders is located at the top of the view. Goods with an asterisk after the quantity in the stockpile column are currently in production in your country. You can sort the columns by clicking on the corresponding header.

The default for all items is set so that everything in excess of 50 units will be sold. To change this you can click the button to the left of the quantity slider at the bottom of the screen. This will switch the order for the selected item from sell to purchase, or vice-versa. In addition, you can adjust the trigger level with the

Name	Stockpile	Market	Price Trades
Wheat	292 *	0	\$3.00 >50
Iron	132 *	0	\$3.00 >50
Wool	116 *	0	\$3.00 >50
Gold	97 *	0	\$6.00 >50
Alcohol	66 *	0	\$0.67 >50
Oil	54 *	0	\$18.00 >50
Spices	53 *	0	\$0.67 >50
Grain	52 *	0	\$3.67 >50
Meat	51 *	0	\$12.67 >50
Vegetables	51 *	0	\$57.00 >50
Wool	50 *	0	\$4.33 >50
Iron	50	0	\$75.00 >50
Wool	50	0	\$10.67 >50
Wool	50	0	\$41.67 >50

Canned Food
Price: \$3.67
Market: 0
Current Order: Sell > 50
New Order: Sell > 50

Sell

Let computer handle trade.

quantity slider. To decrease the trigger level, drag the slider to the left. Drag it to the right to increase it. Once you are satisfied, click the confirm trade button. Please note that you must confirm each separate trade!

The quantity always describes the desired stockpile size. That means that a buy order with a quantity of 50 will aim to have 50 units of that particular good at a minimum. Additional units (if available on the world market) will be bought when the stockpile drops lower than 50.

You can set the computer to handle all your trades by checking the box labelled “Let the computer handle trade” at the bottom of this view. This will let the AI

buy and sell goods and resources based on the country’s needs. Not all goods are available on the world market, so you may have to manufacture some goods yourself. However, the AI will purchase the resources required to manufacture those goods.

Please note! The income from trades goes to the population. This forms the base of the country’s income in the shape of taxes and tariffs. See the “Budget overview” for more information on taxes and tariffs.

Budget

The Budget box displays your current income and expenses on a daily basis. Additionally, it contains a graph of your cash flow over the last few weeks. Click the box to access the Budget Overview.

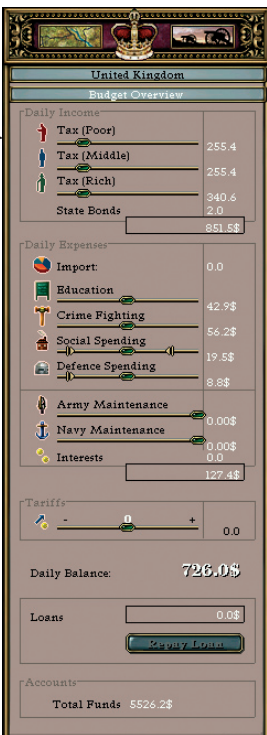
Budget overview

Most of the manipulations to your budget are made via sliders. You can lock sliders by either double-clicking or control-clicking them.

Daily Income

Here you set the tax rates for your population. Taxes are collected from the trades your country's population make on the world market. You can adjust the rates for the Poor, the Middle class and the Rich. The number after each slider is what you gain daily through taxes. Note that by increasing taxes for a class you take away money from the POPs in that class. That means that those POPs have less money to spend to fulfil their needs, which in turn may lead to a higher militancy. Of course, lowering taxes has the opposite effect.

You may receive income from state bonds if your population becomes rich enough to purchase them. However, this is something you can't affect. It is an abstract "behind the scenes" mechanism to simulate rich countries. Bonds are lost if your country is forced to take out a loan!



Daily Expenses

This is where you use sliders to allocate tax income for the different areas of your society. The sliders have tool tips explaining their exact functions. There are seven (7) different areas where you can allocate funds:

Import: Importing expenses are not managed by a slider but are the actual cost of any goods you purchase on the world market. Please note that if you should change your mind and sell the goods you have purchased, the income will benefit your population while you gain only what you get from the taxes!

Education: This is the amount of money that goes to education. It affects how many resource points your country receives and whether

the percentage of literacy in your nation rises or falls. The level of literacy in your country affects the general level of national research development. This means that the higher literacy rating your country has, the higher the rate of research will be.

Crime Fighting: Money invested in Crime Fighting will decrease the risk of having criminal elements like the Mafia or Anarchic Bomb throwers develop in your provinces. Such elements have a negative effect on the province's performance. Crime Fighting has a chance to remove existing crime buildings.

Social Spending: These are the funds you use to pay the daily cost for social reforms (under Political Information). The maximum you can spend is dependent on the ruling party of your country. You will see an arrow on the slider indicating the max limit! A high setting will lower the consciousness for the population while a low setting will raise it!

Defence spending: This is how much money is used for building manpower and educating leaders.

Maintenance

The default values for these sliders are to the far right, which is the optimal setting! You can never pay too much in maintenance, but you can always pay too little. If you lower maintenance attrition will go up and combat efficiency will go down.

Army Maintenance: This is how much you spend on wages, supply and maintenance for your land units.

Navy Maintenance: This is how much you spend on wages, supply and maintenance for your naval units.

Interest

If you have been forced to take a loan you will have to pay interest until the loan has been repaid.

Tariffs: Tariffs allow you to subsidize or tax trading your population make on the world market. You may subsidize when your population can't afford to buy things. You may place a tax on trades when you need extra funds. To change tariffs drag the slider either left (to subsidize), or right (to put a tax on trades).



Balance:

This is the balance of your budget. The total is calculated on a daily basis.

Loans

Sometimes you will be forced to take out loans to balance your budget. This could happen if you run out of funds while still showing a negative balance. You may repay any accumulated loans from here, too.

Accounts

Here you will find all the funds you have available for improving your country.

Your ruling party's policies might limit how far to you may move certain sliders.

Please note that the changes won't take effect until you leave this view!

Politics

The Politics box shows the current constitutional form of government and the ruling party. This box works as a button to access the Political Information view.

Political information

All countries have a Form of Government (FOG) and a Constitution. These are the first and second items listed in the country's Political Information View. Your country's FOG and Constitution determine your political structure. There are five possible FOGs: Monarchy, Constitutional Monarchy, Democracy, Presidential Dictatorship and Proletarian Dictatorship. Only events and Revolutions can alter the FOG. Your Constitution is a combination of three different factors: Executive Designation, Party System and National Value.

Executive Designation: This decides who designates whom to lead the country. In Parliamentarism the ruling party is decided by the outcome of elections. In HMS Government the ruling party is decided by the outcome of elections, like Parliamentarism. However, the player may kick out the ruling party at will and set a new one at a penalty to the consciousness and militancy of all POPs. In Laws by Decree the ruling party is always a choice made by the player, but at a severe

United Kingdom

Political Information

Constitutional Monarchy

Exec Designation: HMS Government
Party System: Two-Party
National Value: Order

Parties

Ruling: Conservative Party

Economy: Interventionism
Trade: Protectionism
Religion: Moralism
Minority: Limited Citizenship
War: Pro Military

Political Reforms

Voting Rights	Wealth
Public Meetings	NO
Press Rights	Censorship
Political Parties	All Allowed
Trade Unions	Non-Socialist

Social Reforms

Minimum Wages	none
Maximum Workhours	No Limit
Safety Regulations	Trinkets
Health Care	none
Unemployment Subsidies	Trinkets
Pension Funds	none

No Campaign.
Hold Election

Latest Polls

Conservative	100.0%
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penalty to the consciousness and militancy of all POPs.

Party System: This decides how the election system is designed. Therefore it has major implications on which parties can win elections or can become the ruling party. In a One-Party System only the current ruling party will receive votes in an election or be chosen to be the ruling party. In a Two-Party System all parties which are considered to have 'Third Party Status' have large penalty applied when counting votes in an election. In a Multi-Party System all parties have the same chances.

National Value: This is the fundamental value that transcends your society and is fostered by the political elite.

Non-military research will be faster and more effective in a society characterized by Liberty. A society characterized by Equality will make social spending more effective. In a society characterized by Order, crime fighting and military research will become more effective.

Parties: This box lists the current ruling party and its policies for the five political issues in the game. Clicking the box will open the Party Information Window where you will see all parties as well as information on their current popularity and policies. You can ban or allow parties from the Party Information Window, as well as set the ruling party (unless your

country is a democracy).

Economical Policies

A party has one of these economical policies, and the economical policy of your ruling party affects how far you can position certain sliders.

Laissez Faire: You can not add social reforms, only remove them, You can never draw more than 50% tax from your population. You can never spend more than 50% on social reform budget.

Interventionism: You can add or remove social reforms as you like. You can freely set tax-level at any percentage. Your social reforms budget is limited to between 10% and 80%.

State Capitalism: You can only add social reforms. Your tax-level can never be below 20%. Your social reforms can never be below 20%.

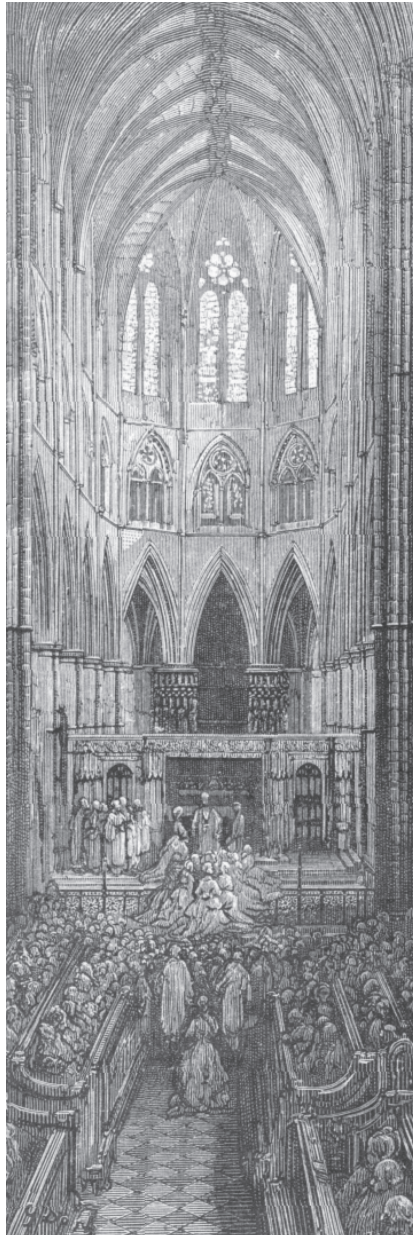
Planned Economy: You can only add social reforms. You can not take out less than 50% tax from your population. Your social reforms can never be below 30%.

Trade Policies

Trade policies affect what level you can put your tariffs on.

Free Trade: When the ruling party have this trade policy, you will be limited in how much you can tax the import of goods your POPs make on the world market.

Protectionism: When the ruling party have this trade policy, you will be limited in how much you can subsidize the import of goods your POPs make on the world market.



Religious Policies:

These policies affects if a POP will leave his nation, and where he will emigrate to.

Moralism: One religion is dominant and the law of the country will be formed around the moral of that religion. Other religions are most often allowed but are given no subsidies and are often opposed to by the power.

Pluralism: All religions are allowed in the country and it is up to each citizen which religion he wants to pursue.

Secularized: There is religious freedom in the country but the general moral is non-religious and the citizens are slowly impressed by the worldview of modern science.

Atheism: Religions are viewed as opium for the people. It is forbidden and seen as harmful lies.

Minority Policies:

These policies affects if a pop will leave his nation, and where he will emigrate to.

Slavery: Citizenship is unequally divided in a system where the least favoured are slaves.

Residence: Citizenship is unequally divided in a system where the least favoured can work but have very few rights.

Limited Citizenship: Citizenship is unequally divided in a system where the



least favoured have all rights but voting rights.

Full Citizenship: All citizens have the same rights.

War Policies

A party has one of these war-policies, and the war-policy of your ruling party affects how far you can position the defence spending slider.

Jingoism: You can never position defence spending lower than 30%.

Pro Military: You can never position defence spending lower than 10%.

Anti Military: You can never position defence spending higher than 80%.

Pacifism: You can never position defence spending higher than 50%.

Latest Gallup: Here the current political view is shown for the part of your population that is allowed to vote. To see the political view of your whole population you should go to the Population Overview.

Political Reforms: All active political reforms are listed here. Clicking the box will take you to the "Grant and Revoke Reforms (Political)" view where you can change the current reforms. See tool tips for more details.






Voting Rights: Here you decide what portion of your population should have the right to vote by legislation and informal regulations. You can grant such rights from None to Universal Suffrage. Landed

means that only those people that own land are allowed to vote, and Wealth means that there is an income restriction to voting. POPs that are not allowed to vote will be very unhappy; and the same is true for POPs that are allowed to vote if new groups receive the same rights.

Public Meetings: Here you decide if you want to allow or disallow public meetings. If you do not allow Public Meetings your capability to fight crime will increase, but non-conservative POPs will not like it. If you do allow public meetings non-conservative POPs will become happy, but crime fighting will be negatively effected.

Press Rights: Here you decide how much freedom you want to give the press in your country. State press means there is only government controlled press. State censorship means there is a governmental agency that checks and supervises the press by guidelines and direct action. Free press means the press has an unfettered ability to report the news. In the long run people will not like it if you keep suppressing the press. However, with freedom of the press the flow of ideas and opinions will make POPs more likely to change ideology.

Political Parties: Here you may, depending on your form of government, decide to ban political parties, forbid particular

United Kingdom	
Political Information	
Grant and Revoke Reforms	
Voting Rights	
 Wealth	
Remove Voting Rights	
Landowners Only	
Universal Suffrage	\$0.00
Public Meetings	
 No	
Yes	\$0.00
Press Rights	
 Censorship	
State Press	
Free Press	\$0.00
Political Parties	
 All Allowed	
No Political Parties	
Right to Ban	\$0.00
Trade Unions	
 Non-Socialist	
No Trade Unions	
Only Socialist	
All Allowed	\$0.00

parties or allow all parties. Since people like to organize themselves to pursue their rights, disallowing their ability to form parties could be dangerous. However, you may wish to forbid certain fringe parties that have agendas that are unacceptable to your strategy.

Trade Unions: Here you may choose which Trade Unions, if any, you want to allow. If you allow none, Conservative POPs will be happy while all other POPs will become unhappy. If you allow non-socialist unions Liberal POPs will be happy while Socialist POPs will become unhappy. If you allow socialist unions Socialist POPs will be happy and Conservative POPs will become unhappy. If you al-

low all unions (yes this includes anarchist and syndicalist unions) then socialist POPs will be happy, but all other POPs will become unhappy.

Social Reforms: All active social reforms are listed here. Clicking the box will take you to the “Grant and Revoke Reforms (Social)” view where you can change the current reforms. See tool tips for more details.

Social reforms cost a lot of money and may affect production efficiency. Granting many social reforms will make low class POPs happy but will agitate middle and high class POPs. If you make fewer reforms, high and middle class POPs

will become happier, but low class POPs will become agitated. In the later stages of the game you will have a very large low class. Thus it might be necessary to make reforms. Some types of social reforms also have unique effects:

Maximum Work Hours: influence production efficiency of your POPs.

Minimum Wages: only cost when POPs are working.

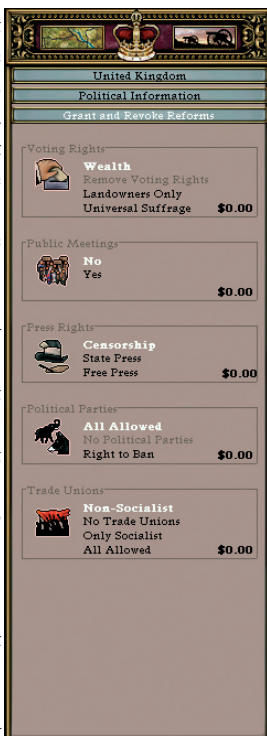
Safety Regulations: only cost when POPs are working.

Healthcare: is very costly to reform but improves Population Growth.

Unemployment Subsidies: costs more when you do not have enough work for people.

Pension Funds: is very costly to reform.

Campaigns: A democracy must have elections at least once every four years. As a player, you can select when the elections should be held by clicking the “Hold Election” button. An Election Campaign



takes nine months. During that time special election events may occur that affect the voters. After nine months the results will be known and the newly elected party will come to power. It is important to know what the different parties stand for. After an election the ruling party will have an effect on the things you can do with your country, such as budget and reforms. A country may only hold elections if the population has been granted voting rights through Political Reforms.

Relations

This box shows your current Allies and Enemies. Click the box to view your Diplomatic Relations in detail. For more information see the Diplomacy chapter.

Population

This box shows the current population of your country as well as an indication of the population growth and the three largest population classes. Click the box to open the Population Overview.

Population overview

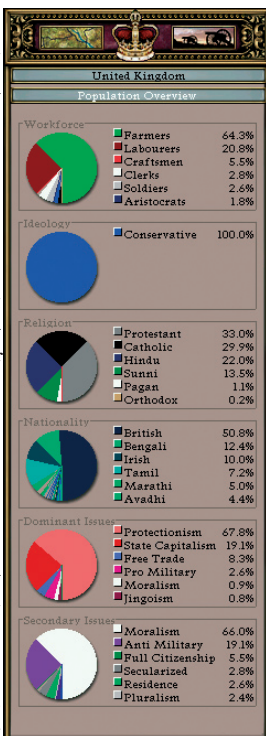
The Population overview contains information about the total population of your country. There are six different pie charts that give you a synopsis of the following data: Workforce make up, Ideologies, Religions, Nationalities, Dominant Issues and Secondary Issues.

Technology

This box shows your current research (if any). Click the box to open the technological research view. For more information about research see the Technological Research chapter.

State management

One of the most important aspects of the game is the development of your states and provinces. To access the main interface for State/Province management,



click the map icon at the top left corner of the screen. This will open the “Territorial information view”. From here you view data on your states, such as Workforce, Number of Provinces and Number of Industries. You can access any of your states by clicking the name of the state. You can open the “Convoy Management View” from here, too.

States / Provinces

In Victoria, all countries are divided into “States”, each containing one or more provinces. This is to simplify management, as certain actions work on the state as a whole, while others work on

the underlying province(s). To open the “State management view”, click in the list the name of the state you want to manipulate. You can always click on a province in the map view to open the “State Management View”, as described earlier.

State management view

This view shows information on the state, such as the provinces, number of factories and population. The top part of this view lists all provinces in the state along with information on its resources, RGO and the population types (POPs). The number of factories, factory efficiency and total number of “POPs” are listed



at the bottom of the view. You may access the Factory Management view, Province Management view and the State Population Overview from here, too.

Province management view

Click on a province in the State Management View to see the Province Management View. It will open in the left panel and the map will centre on the selected province. You may also select a province by clicking on it twice in the map window (first click selects the state and the second click will select the province). Here you will find all relevant information about



the province and select which provincial improvements can be made. The view is divided into several sections, making it easier to manage the different aspects of provincial management as well as discerning important information.

Resource Gathering Operation: All provinces have a natural resource that requires gathering. In the game this is called an RGO (Resource Gathering Operation). You can Expand and Add workers to a RGO to add more production. Clicking on the Expand button will grow the RGO to the next level and add five more slots for workers. You add workers to the RGO by clicking the Add Workers but-



Transport: Here you will find the current level of Infrastructure in the selected province. Infrastructure is shown as five different levels of railroad. Your provincial infrastructure affects the production of goods and the gathering of resources. Remember, the higher the infrastructure, the higher the production efficiency. In addition, the infrastructure of a province influences the speed with which your troops may pass through. The higher the infrastructure, the faster your troops will move. To improve the Infrastructure you must construct railroads. This can be done from several views in the game:

- By clicking the Improve button in the transport

ton. You can Auto assign workers to the RGO in the Production Overview, as described earlier in the Production chapter. The RGO production efficiency is dependant on the number of workers assigned and the infrastructure of the province. How to improve the infrastructure is described later in the manual, under Railroads. You can only add workers to a RGO as long as you have unemployed workers in your province. Note that different types of RGOs require different types of workers (e.g., a province producing grain needs farmers while a province producing precious metals needs labourers).

- area of the Province information view.
- Control-clicking the province in the Map Window and select Build Railroad from the pop-up menu.
- Access the ledger (F6) and click on the Economy button at the bottom, and then control-click the province to get Railroad and select Build Railroad from the pop-up menu.

Life Rating: This is an abstract number showing how hospitable a province is. High numbers mean lower attrition for units while giving the province a higher chance to receive immigrants. Low numbers indicate an inhospitable province with higher unit attrition and less immi-

gration resulting in possible emigration.

Terrain: Terrain consists of two parts, Topology and Vegetation. Both are shown in the box labelled "Terrain". There are six different types of vegetation and eight different types of topology. The terrain in a province only affects the movement speed of troops. It is calculated from the combination of topology and vegetation.

Vegetation types: Forest, Woodland, Steppe, Desert, Clear, Frozen

Topology types: Mountain, Hills, Broken, Plains, Marsh, Ocean, Lake, River

Crime: Criminal elements may appear in a province if the crime fighting budget is insufficient. This will have a negative effect on the province as a whole.

- **Spoil System:** Lacking sufficient control institutions, politicians would eventually use their power and influence for their own personal wealth and glory. This results in increased militancy of the whole population in the province.
- **Machine Politics:** The system of machine politics was, in essence, the practice of politicians using their influence to bribe provincial minorities. It was common to utilise an appointment for a government job as a means of bribery within this system. Lower class POPs will not vote according to their Conscientiousness. (I.e. they will most likely vote for something that is not to their benefit).
- **Rotten Boroughs:** Rotten Boroughs were a system that created small voting districts, making victory a near certainty through plain bribery. Aristocrats and Capitalists will gain a sig-

nificant bonus to their votes in an election.

- **Mafia:** If crime fighting institutions in a province become overstretched, organized crime in the form of a mafia could develop. Such organizations result in lowered productivity in the province. In addition, state production will be lowered due to losses to organized crime.
- **Immoral Business:** With rising crime rates and less government control, businessmen become increasingly centred on their own profits. This results in a higher risk of collapse for the entire system as everyone looks after personal interests. Each Immoral business increases the risk of a Stock Market crash (event).
- **Trusts:** Less government investment into crime fighting results in an unfair distribution of wealth in a province. The rich become richer, while the poor get poorer. Capitalists will earn more money while labourers and farmers earn less, creating a risk of higher militancy within the lower stratas.
- **Anarchic Bomb-throwers:** Less money for crime fighting results in a lowered ability to respond to security threats, like anarchist uprisings. This will result in an increased chance of revolt in the area.
- **Terrorist Cells:** With less security personnel in a province, terrorists will have an easier time hiding and waiting for opportunities to strike. This will result in an increased chance of revolt in the area.
- **Citizen Guards:** Less money for crime

fighting will result in a lowered ability to respond to security threats such as battling street gangs. This will result in an increased chance of revolt in the area.

Province Population: Here you can view the current immigration and growth rate for the province as well as how many of each POP type lives there. Clicking on the POP types at the bottom will take you to the Province Population view. This will give you data on each POP, such as Nationality, Religion, Ideology, Militancy and Consciousness and current employment. Holding the mouse over a POP will show all modifiers to militancy and consciousness (Reforms etc). Clicking on a POP will give you a detailed view of the POP, including all its needs

and the options required to re-educate it. Converting to the next higher POP type costs both money and resources, while converting down carries no cost. However, you cannot always convert down (Capitalists and Aristocrats).

State Population overview

The Population overview contains information about the total population of the selected state. There are six different pie charts giving you an overview of the following data: Workforce make up, Ideologies, Religions, Nationalities, Dominant Issues and Secondary Issues.



Industrial development

To become a Great Power you need to develop your industry. This is accomplished by building factories. To build a factory you must open the Factory Management view. This view shows all current factories in your state along with the available population types. Each factory can only produce one type of good. This is determined when you build a new factory. The factory listing shows what type of goods it produces and its current productivity. You can add and remove workers in this list by clicking + or -. Please remember to pause the game if you have set the game to automatically assign workers

to Factories. To manage the factory you click on it in the list.

The factory management view contains all data on a selected factory, such as a description of the factory type, any problems with production (such as missing resources) and a list of the available POPs in the state. This is where you can expand the factory and add or remove workers.

To build a new factory click the button labelled "New Factory". A new view will open listing all of the different factory types. Clicking a factory type will present you with a detailed description of what it will produce, what resources will



be required, and the POP types it will require to function. Only Craftsmen and Clerks can work in a factory. There must be a ratio of at least four Craftsmen for every Clerk.

To begin construction, select the factory type in the list and click on the build button. The Factory listing for the state will show that the new factory has been added, as well as the estimated time to completion. The factory will appear in a grey tone to show that it is not yet active. It takes one full year to either build a new factory or expand an existing factory. Some factory types may only be available when your country has made the

necessary scientific breakthroughs.

When you expand a factory the maximum worker capacity that can be allocated to it will be increased by five. There is no upper limit to expanding factories. You can add and remove workers in a factory by control-clicking the factory in the ledger (Factories overview) and using the pop-up menu. For an exhaustive listing of production and needs for all factory types, see the “Factories with descriptions” table in the appendix.

Fortifications

A fortification in a province raises the defensive value of the defending troops. Without troops the fortification has no effect. You can build new, or improve current fortifications in three ways:

- By clicking the Expand button in the terrain area of the Province Information View.
- Control-clicking the province in the Map Window and select “Improve Fortifications”.
- Control-clicking the province in the Territory overview in the ledger (F6).

There are six different fortification levels. When at war fortifications from level four

Clippers		Steamers	
Running:	39		0
Needed:	39		39
Available:	16		0

Efficiency: 100%

Primary Goods: Blockade

Ulster			0%
Leinster			0%
Connaught			0%
Munster			0%
Andalucia			0%
Malta			0%
Epirus			0%
Negropont			0%
New Foundland			0%
Québec			0%
Nova Scotia			0%
New Brunswick			0%

Auto-maintain shipping needs.

or higher will raise attrition values for enemy units in adjacent provinces. For more information on Attrition, see the Military Management chapter.

Convoys

Convoys are required to carry resources and goods between the parts of your country that are separated by water or other countries. Convoys in Victoria are abstractly handled by affecting the production efficiency of your overseas provinces. Provinces without enough ships assigned to their convoys will see their production efficiency drop. To add ships to convoys you must either build or purchase Clippers or Steamers on the world market. You can then enter the Convoy Management View and adjust the number of ships assigned to each convoy by clicking Add or Remove under the appropriate ship type. You will see that the number for Efficiency changes.

You can let the AI handle all your convoy needs by checking the box labelled “Auto maintain shipping needs” at the bottom of this view.

Diplomacy

Diplomacy, the jewel of politics, was a centre-piece in the armament of every self-respecting Great Power. The importance of crafting a useful web of bilateral alliances could either protect you or, better yet, be used to crush any small spider that dared enter your ever-crushing mandibles. On the other hand, shady intrigue could work both ways. If not careful, you could become embroiled in costly and useless wars to protect your prestige, allowing your enemies to increase their power at your expense.

Diplomatic Actions

To use diplomacy you must have available Diplomatic Actions. All countries gain DA on a per month basis, plus or minus any applicable modifiers. (For example, the Great Powers gain bonus DA). All actions cost one DA to perform. Your country's current available diplomatic actions are listed at the far right in the top bar.

This view shows all of your country's current relations with the other Great Powers, such as Country Status, Wars, Alliances, Diplomatic Status and Relations. By clicking on the "Create Satellite / Dominion" button at the bottom of this view you can create a new Satellite / Dominion as a part of your nation. For

The screenshot shows the diplomatic interface for the United Kingdom. At the top, it says "United Kingdom" and "Diplomatic Actions". Below that, the United Kingdom flag is shown next to "United Kingdom Independent Nation".

Wars: In a war together with Texas and Sweden versus Mexico.

Alliances: 0 great powers, 4 other nations.
Allied with Sweden
Allied with Hawaii
Allied with China
Allied with Texas

Diplomatic Status: No special Relations

Relations with Great Powers:

	0	Ottoman Empire
	+20	Russia
	0	Prussia
	0	Two Sicilies
	0	Denmark
	+10	France
	0	Netherlands
	0	USA

At the bottom, there is a button labeled "Create Satellite".

example, this is how you can let Canada become a nation when playing the United Kingdom.

If you click on another country you will see a list of diplomatic actions in lieu of the "Relations with the Great Powers" info box. You can open this view by control clicking on a country and selecting "Send Diplomat". The actions that can be taken are:

Declare war/Sue for Peace: This button will change depending on your relations with the chosen country. It will be disabled if the selected country is allied with you. While at war with a nation you can move your troops into an enemy territory to occupy it. Occupied territories bring resources to the occupying nation. When you have fully occupied another nation you will be able to annex it. You may never declare war on a civilized country if you already are at war with another civilized country!

Declare Colonial War: A colonial war is a limited form of war. The only difference is that all battles take place in the colonies.

Offer Alliance / Leave alliance: This button can be in one mode or the other, depending whether you are allied with the selected country or not. When offering an alliance you have the option to make exceptions for certain countries.

This way your alliance won't be affected if the expected country is involved. You can also choose a purely defensive alliance; one that you will honour only if a third party attacks your ally. Of course, this will work both ways, so your ally will only help if you are the defender. For example, the USA offers Mexico a defensive alliance while making an exception for Texas. This means that the USA will come to Mexico's aid if they are attacked by any country except Texas, and Mexico will come to the USA's aid if attacked by any country but Texas. After all options have been set, press Offer. This will send your Alliance offer to your – with any luck – future ally. When you offer an alliance you will receive an immediate answer, either accepting or refusing.

Influence Nation: You can try to influence a nation to make their policies and views more like your own.

Assume Military Control: This only works with allied nations. You can take control over the selected country's armed forces (Land and Naval units).

Send Expeditionary Force: You can send your own units to the selected country as military aid. The receiving country will take over control of your units, though you may regain control of them at



any time.

Ask for Military Access: This will ask the selected country for permission to cross its territory with land units. If your request is granted you will not be able to declare war on that country as long as military access is in effect.

Ask for Naval Access: This will ask the selected country for permission to use its ports. If your request is granted you will not be able to declare war on that country as long as naval access is in effect.

Demand Cessation of Colonialism: You can demand that a country not colonize any provinces on a continent of your choice, preventing the selected

country from building any colonial outposts there.

Guarantee Independence: When guaranteeing a country's independence you will gain a so called Casus Belli versus any country that attacks the selected country within five years. Having a Casus Belli means that you will not lose and prestige by declaring war on specific country you have a Casus Belli against.

Open negotiations: This will take you to the negotiations screen where you can give/trade provinces, technologies and money with the selected country.

Peace negotiations

An essential part of Diplomacy in Victoria is peace negotiation. While at war, a score is kept for all participating countries that reflect how well or bad they have done. Points are awarded for winning battles and occupying provinces. This War Score is the foundation of the peace negotiation process. The higher the difference between sides in the conflict, the easier it is for the higher ranking country, or alliance, to make claims during negotiations. The war score is displayed as a percentage scale where positive numbers mean you have done well, and negative numbers mean you should be prepared to pay the piper. A positive score will allow you to make demands on your enemy. You may be able to claim provinces, or go as far as to make some country a satellite of your growing nation.

You can negotiate a separate peace with any enemy country. The country with the most prestige in an alliance has the option to negotiate a peace between the alliances. Click your enemy's flag to change



from a separate peace to an alliance peace. Depending on your war score you can either demand tribute, offer tribute, or choose to sign a peace with no tribute at all. When offering peace you have the option to force your enemy to accept up to five different treaties and/or give up provinces that your armies occupy. Note that you can never demand more than three provinces from a “civilized” country. War score limits still apply! The only limit when demanding provinces from an “uncivilized” country is the war score!

If you hold all of the provinces of a country that has three provinces or less you will be presented with the option of annexing the country or proceeding to the normal Peace Negotiation View.

A peace treaty will be in effect for five years after a successful peace resolution, breaking this treaty will result in a huge prestige loss!

You will, of course, expect the same treatment if you are on the losing side.

Military management

One part of the Great Power Ranking is Military Power. Since the GPR measures success in Victoria, a strong military becomes a vital part of the game. Click the Cannon icon at the top of the left panel to access the Military Overview.

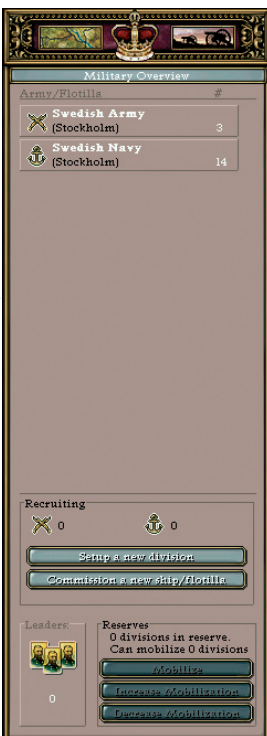
Military Overview

The Military Overview is divided into four areas: Army / Flotilla list, Recruiting, Leaders and Reserve.

The Army / Flotilla list contains all your active units as clickable buttons. Clicking a unit will take you to the Unit Management screen. The Recruiting box will show how many Divisions

and/or Ships/Flotillas you are recruiting at the moment. You can setup a new division or commission a new Ship/flotilla by clicking on the appropriate button. This box works as a button if you are currently recruiting/commissioning a unit. The Leaders box will show how many leaders you currently have. Click the box to see a list of unassigned leaders. Alternatively, you may educate a new leader.

The Reserves box shows how many divisions are in your reserve. You can mobilize the reserves by clicking on the Mobilize button. See Mobilization for more information.



Unit selection

There are several methods to select a unit: left click it, keep the left mouse button pressed and drag a box around the unit in the map window, or click on it in the Army Flotilla list. The last option will centre the map on the selected unit. You will know that a unit is selected when a silver circle surrounds it and you see an elongated rectangle along its base. You can add (or remove) units to the currently selected units by pressing shift while left-clicking it with the mouse.

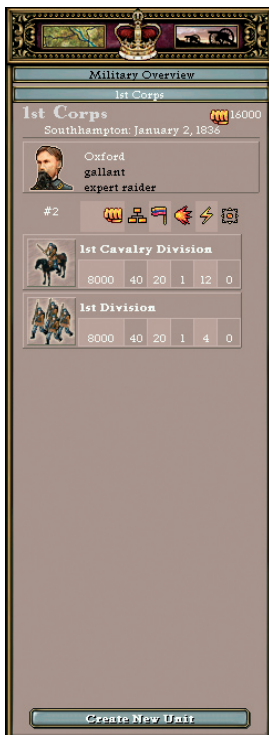
To move a selected unit, control-click in the desired destination. The unit will start marching / sailing toward it. You will see a red

arrow indicating the direction of the movement path. By holding SHIFT and left-clicking you can set up way points for your unit.

Loading Armies onto a Transport:

First, order your transport into a sea zone. Next, order an army unit in an adjacent province to load onto it. You cannot load the Transport while it's in port, as armies automatically disembark ships that are in port.

When the troops are loaded you select the transport by clicking on it. You will find a new button in the information window. Click this button when you want to



unload the army unit in another adjacent province.

Unloading an Army from a Fleet:

Choose the Transport and click the unloading button. You will now see the army unit on the map. Now click the province where you wish to unload the unit. The troops will start marching to the province. If a Transport carrying army units is sent to port the army units will unload instantly and automatically in that province.

Having one or more units selected gives you the option of assigning shortcut keys by pressing Ctrl + a number between

1 and 9. This will allow you to select that group from your keyboard by pressing the number assigned to it. Pressing the number again will centre the map view on the selected unit!

Unit Management

A unit can be an Army or a Fleet. All units consist of one or more sub-units; either Divisions or Ships/Flotillas. When clicking on a unit the Unit Information View will appear in the left panel. This view will present you with more detailed information, such as: Name, Strength, Leader and the division(s)/flotilla(s) that compose the selected unit. Here you can pick

a new leader by clicking on the Leader box and selecting one from the available list of candidates. You may split the current unit to create a new unit by clicking on the “Create New Unit” button. Clicking on a division will take you to the Division Information View. This view shows the statistics for the selected division. There are 13 different stats for a division and 10 different stats for a flotilla.

Division characteristics:

Strength: The amount of Physical punishment the unit can take before destruction.

Organization: Efficiency of chances for attacks, and rate of morale reorganization.

Morale: The amount of mental punishment the unit can take before destruction.

Reliability: The likelihood of unit desertion/mutiny.

Fire Attack: Number of attacks vs. Defence that give Strength damage.

Shock Attack: Number of attacks vs. Defence that give Morale damage.

Defence: Number of chances to block incoming attacks.

Maximum Speed: Max Movement speed on the map.

Supply consumption: Base value (yearly) for maintenance cost calculations in the budget.

Quality: The quality of the division. Regular (Professional soldiers from civilized countries.), Reserve (Conscripted soldiers from civilized countries.), Colonial (Professional soldiers from semi-civilized colonies.) and Native (Tribal

soldiers from the heart of darkness.)

Culture: The home culture of the troops in the division.

Home province: The province where the division was recruited.

Experience: The unit’s current Experience.

Flotilla characteristics:

Strength: The amount of Physical punishment the unit can take before destruction.

Organization: Efficiency of chances for attacks, and rate of morale reorganization.

Gun Attack: Number of attacks vs. Defence that give Low Strength & Morale damage.

Torpedo Attack: Number of attacks vs. Defence that give High Strength damage.

Shore Bombardment: Attack value against Land Units.

Sea Defence: Number of chances to block incoming attacks.

Maximum Speed: Max Movement speed on the map.

Supply consumption: Base value (yearly) for maintenance cost calculations in the budget.

Sea Detection Capability: How good the ship is at finding other ships.

Visibility: How easy the ship is to find at sea.

Recruiting units

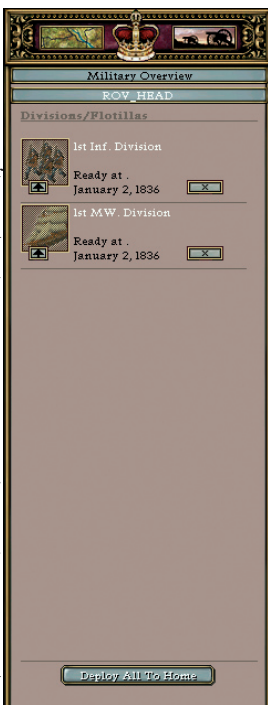
To recruit a land unit, click on “Setup New Division”. To recruit a naval unit, click on “Commission a new Ship/Flotilla”. There are several options you can

set while recruiting. The options are: Type (Infantry, Cavalry etc.), Attached brigade, Quality, Culture and Home Province. You can build more than one unit of the same type by clicking on the build multiplier below the unit characteristics. All basic unit characteristics are listed below the unit icon.

All new units have a cost in Goods, Money and Manpower. To recruit/commission a unit you must have sufficient Goods in your stockpile, enough money in your Military Budget and available Manpower. Manpower is drawn from the home provinces that have Soldiers. After clicking OK to start recruitment, you will be returned to Military Overview. When the unit has been recruited it will be placed in your reserves along with a generic leader. See Mobilization and Reserve for more information on how to deploy your new unit.

Leader Management

Armies and Navies will always have a leader assigned to them. They will either be a “no-name” generic leader or a named leader. For the most part, named leaders are better than generic leaders due to superior traits. Every leader will have a background and a personality trait. These traits can be good, average, or bad. In addition, they will supply bonuses or



penalties to the unit they command. A unit without a leader will perform below their capacity!

There are two types of leaders: Generals for the armies and Admirals for the navies.

Each country has a selection of historical leaders which will be used when you recruit a leader during their era. This includes commanders such as Lee and von Moltke.

Mobilization and Reserve

Here you manage your units, whether newly created, strategically redeployed or recently mobilized.

Reserve: The reserve is where

newly formed units are placed before deployment, and where units end up when they are strategically deployed. When you mobilize your country all newly mobilized units will be added here. Click the box to view or manipulate your reserves.

Mobilize: This action will activate all divisions in your mobilization pool, placing them in your reserve to be deployed. Be aware that other nations will view this as an extremely aggressive act!

Increase mobilization: This action will add a number of divisions to your mobilization pool, depending on your mobilization technologies. The cost is the same as creating a full infantry division of that type. You must have all of the necessary

items available for the action to be enabled. Please note that manpower will be drawn from random POPs in your country.

Decrease mobilization: This will remove five divisions from your mobilization pool.

Attrition

Units can lose men without engaging in combat for several reasons. In the real world that could be from disease and desertions, among many other things. In the game this is called Attrition! All units receive a monthly check for attrition, possibly resulting in the loss of strength points (removed from the underlying POP).

Attrition is affected by the following:

- Unit maintenance in the budget.
- Life rating of current province.
- Reliability rating of the unit.
- Adjacent fortress of level 4 or higher (Verdun etc).
- Leader's background and personality.

The number of units in a province will NOT influence the attrition checks.

Isolated units, (i.e. units cut off from a continuous line of provinces to its capital and free of enemy units) receive multiple attrition losses.

Entrenchment

Land units automatically dig in while standing still, gaining a small defensive

modifier per day dug in. This modifier is less effective against tanks and artillery.

Battle Resolution

Battle will take place when two hostile units meet in the same province. All battles are resolved automatically and the results displayed as a message dialog. You can watch the progress of a battle by clicking on the unit in the main map window. This will open the Battle Information View where information on the opposing units and all combat modifiers are displayed. The attacking unit(s) is displayed on the left while the defender is displayed on the right.

The information shown on the units are: leader, number of divisions, strength and morale. All modifiers have mouse-over tool tips that display their effects on the battle.

Units that take too much damage to morale will try to retreat to an adjacent friendly province. If that is not possible the unit will be destroyed. To retreat from a battle select your unit and move it to a friendly, neighbouring province.

After the battle the winning side controls the province. This will not make the province switch nationality, though the province may be demanded during peace negotiations.





Technological Research

Technology in Victoria is based on the research of applications and event driven inventions. More directly, applications are researched through government funded means like universities, etc., while inventions are developed through private enterprises (based on known applications). Applications usually give an immediate bonus when research is completed. In addition, they open up more advanced applications for research and work as triggers for different Invention Events.

Let's take a closer look at an applica-

tion to see how it works. The Steamers application allows for the construction of Steamer Shipyards, opens research for Iron Steamers and will trigger the following events: Corvettes, Steamer Transports and Commerce Raiders. The events will trigger over time, though nothing will happen unless the required application has been researched.

Application Research is divided into five major areas, which in turn are divided into five sub-areas with five applications in each. This means you can research five areas with twenty-five applications for a total of one hundred and twenty-five applications. The five major areas of re-

search are:

- Army
- Navy
- Commerce
- Culture
- Industry

The Technological Research View is divided into three parts: Intellectual Establishment, Potential Projects and Previous Research.

The Intellectual Establishment

There are six different intellectual establishments from which the player may choose to direct his research. Each intellectual establishment utilizes a different area of research. These reflect the different research projects made available under the Potential Projects.

The player may switch between the establishments as he requires, but a penalty to Prestige is given each time a switch is made. The different establishments and their characteristics are as follows:

Naval-Industrial Complex

Focus: Military Strength

Potential Projects: 3 Navy, 1 Industry, 1 Random

Army-Industrial Complex

Focus: Military Strength

Potential Projects: 3 Army, 1 Industry, 1 Random

Banker Science Factory

Focus: Economic Strength

Potential Projects: 3 Commerce, 1 Industry, 1 Random

Industrialist Science Factory

Focus: Economic Strength

Potential Projects: 3 Industry, 1 Commerce, 1 Random

Traditional Academic Circle

Focus: Scientific Strength

Potential Projects: 1 Culture, 1 Navy, 1 Army, 1 Commerce, and 1 Industry

Radical Academic Circle

Focus: Cultural Strength

Potential Projects: 3 Culture, 2 Random.

Potential Projects

There are five different applications listed under Potential Projects that may be researched at any time. They will be dependant on the current Intellectual Establishment and previously researched applications. To learn more about each project hold the mouse button over the left side icon of it. To start a new research project click the “Start Project” button.

Previous Research

This list presents a quick overview of how many applications have been researched in each of the major fields. Clicking on one of them opens the full list of applications for that area. You can read more about each application by clicking it in the detail view.

Colonization and Colonies

Colonialism plays a very large role in Victoria as the industrialized nations compete to secure new markets and new sources of raw materials. A colony in Victoria is considered a whole region consisting of one or more provinces. These regions are predetermined when the game starts. Some of them will be historically colonized, while others will be unclaimed (i.e. ruled by “natives”).

Unclaimed Colonies

Taking control of an unclaimed colony is a gradual process based on constructing or seizing colonial outposts. This may also be accomplished by Diplomatic means. These colonial outposts consist of missions, coaling stations, trading posts and forts. Only one building of each type may exist in a single province.

A colonial power may officially lay claim to an unclaimed colony if it controls one building of each type (exception: coaling stations can't exist in land-locked colonies) in an area that contains no foreign troops. In effect, they seize control of the buildings of all other colonial powers, thereby worsening relations with those powers. If foreign troops are present they must first be defeated. A state of war always exists in unclaimed colonies. NOTE: A nation may not station troops in a colony unless it has at least one building there.

Colonial Outposts

Coaling Stations

Coaling stations can only be built in coastal provinces. They provide a port and supply depot for friendly naval units. Natives are not agitated by coaling stations.

Trading Posts

A trading post opens up a colony for trade with the colonial power that owns it. For game play purposes this means that the owner of the trading post can use the resources from the province. Please note that convoys must be in place as with normal colonies. Natives are only slightly agitated by trading posts.

Colonial Forts

Forts not only protect a nation's interests in a colony, but are also necessary to claim the colony. Naturally they provide a significant defensive bonus for troops stationed there. However, natives are greatly agitated by forts.

Missions

Missions will lower the agitation of natives in the province. Troops with a different religion than the country that owns the mission will raise native agitation.

Claimed Colonies

Once a colony has been successfully claimed it becomes, in effect, a part of the controller's realm. Like regular home provinces, the controller has complete control over its provincial resources and industries. However, there are still important differences between claimed col-

onies and home countries:

- Claimed colonies are legitimate theatres for colonial wars.
- Native population units can only work with first-tier production (raw material production.)
- Native population units are, in general, less happy than regular population units and may revolt.
- Claimed colonies can revert to being unclaimed if a native rebellion manages to expel the colonists.

Population units of the colonial power will begin to appear in claimed colonies at a rate depending on the laws and policies of the colonial power, as well as the number of buildings and level of provincial infrastructure in the

colony. If the colonial population starts to outnumber the original natives, the colony may be declared a Dominion. This will greatly reduce the risk of separatist movements at the cost of losing direct control over the provinces.

Unrest and Separatism

Forts and troops generate unrest among the natives. Revolts are simply armed native forces rising up against their colonial masters. This can happen in both unclaimed and claimed colonies. Even a claimed colony can be lost to the natives, thus reverting to unclaimed status.

Separatism, or unrest among the colo-



nists, can occur in colonies where the original native population is outnumbered by colonists and assimilated natives. Such revolts can lead to the creation of new countries. The most effective way to stop separatism is to grant semi-autonomy by making the colony a Dominion. Native forces tend to damage infrastructure and raze industries, whereas colonial rebels do not.

Colonial Diplomacy

There are several diplomatic actions that pertain to colonies:

- Open negotiations. To trade colonial buildings or provinces.
- Demand Cessation of

Colonialism.

- Declare Colonial War (fight over claimed colonies)

Colonial Wars

As mentioned earlier, there is a perpetual state of war in all unclaimed colonies. In addition, claimed colonies may be seized through warfare, although this will require the declaration of war. Colonial wars mean that all colonies of the involved powers are fair targets. However, Dominions and home countries are not. Peace negotiations deal with whole colonies, although single provinces are counted for the purposes of determining

negotiation strength during peace talks. (I.e. colonies cannot be split.)

Revolts

For one reason or another there will be times when the people rise against the ruling class. In Victoria this can happen four different ways. A revolt will always lead to rebel units forming in one or more of your provinces. Rebels are always hostile and will attempt to occupy adjacent provinces if possible. Depending how it starts, there are two specific ways to deal with a revolt. You can either defeat the revolting units through force, or lower the population's consciousness and militancy with social and political reforms. POPs will not revolt if they have the same ideology as the ruling party and are of an accepted culture.

Revolts can start due to the following circumstances:

- A mutiny event that changes an existing unit to a rebel unit. The rebel unit can only be defeated by force.
- An event creating a new rebel unit. This can only be defeated by force.
- Population in a province has a very high conscience and militancy. This type of revolt can be defeated by force or altered with reforms.
- A unit may mutiny if its reliability value falls too low. This can only be defeated by force.

A unit who mutinies can become either a rebel, or will join another nation if its original home province is owned by the other nation at the time of the revolt.



GAME PAUSED

Resource Overview

Name	Stockpile	Daily Prod.	Traded	Used	Our Need	Price	World market	Digest Producer
Fish	64	14.4	-14	0.0	0.0	3.00 \$	35	United Kingdom
Timber	62	14.2	-12	2.0	2.0	0.37 \$	9999	China
Grain	54	9.2	-4	5.0	5.0	3.00 \$	115	United Kingdom
Iron	50	3.8	0	3.0	3.0	0.50 \$	9987	China
Liquor	51	1.1	-1	0.0	0.0	18.00 \$	0	Russia
Canned Food	51	1.1	-1	0.0	0.0	0.52 \$	2403	United Kingdom
Lumber	51	1.0	-1	0.0	0.0	15.00 \$	0	United Kingdom
Steel	50	0.8	0	0.0	0.0	42.00 \$	48	United Kingdom
Cotton	5	0.0	0	0.0	0.0	0.55 \$	10000	USA
Dye	5	0.0	0	0.0	0.0	0.64 \$	8727	Netherlands
Tobacco	0	0.0	0	0.0	0.0	9.00 \$	10	USA
Tea	0	0.0	0	0.0	0.0	6.00 \$	15	China
Coffee	0	0.0	0	0.0	0.0	6.00 \$	49	Brazil
Opium	0	0.0	0	0.0	0.0	8.70 \$	2157	United Kingdom
Wool	0	0.0	0	0.0	0.0	6.00 \$	16	Austria
Silk	0	0.0	0	0.0	0.0	1.48 \$	10000	China
Cattle	1	0.0	2	2.0	2.0	0.70 \$	6558	Russia
Fruit	10	0.0	0	0.0	0.0	3.00 \$	149	United Kingdom
Coal	1	0.0	2	2.0	2.0	0.37 \$	9984	Russia
Sulphur	5	0.0	0	0.0	0.0	0.74 \$	9993	Peru
Precious Meta	0	0.0	0	0.0	0.0	75.00 \$	0	
Tropical Wood	0	0.0	0	0.0	0.0	0.74 \$	10000	China
Oil	0	0.0	0	0.0	0.0	24.00 \$	0	
Cement	5	0.0	0	0.0	0.0	15.00 \$	0	United Kingdom
Glass	5	0.0	0	0.0	0.0	15.00 \$	0	Austria
Ammunition	30	0.0	0	0.0	0.0	39.00 \$	470	United Kingdom
Small Arms	30	0.0	0	0.0	0.0	45.44 \$	1313	Russia
Artillery	20	0.0	0	0.0	0.0	275.00 \$	32	United Kingdom
Fertilizer	5	0.0	0	0.0	0.0	30.00 \$	0	United Kingdom
Explosives	10	0.0	0	0.0	0.0	114.00 \$	0	United Kingdom

◀ 12 ▶

Summary Economy Technology Military History

The Ledger

The ledger is an invaluable tool when playing Victoria. Here you can find statistics and graphs for almost any facet of the game. You can administer factories and RGOs as well as build railroads and fortifications via control-click menus from within the ledger. There are twenty-six different views divided into five categories.

Summary:

National Ranking, Prestige Graph, National Comparison, Political Systems, Reforms Overview, Population Overview, Total Population, National Population, Current Wars

Economy:

Territory Overview, Factories Overview, Resource Overview, Income, Expenses, Income Graph, Expense Graph

Technology:

Army Advances, Naval Advances, Commercial Advances, Cultural Advances, Industrial Advances

Military:

Our Divisions, Our Ships, National Army Comparison, National Navy Comparison

History:

Countries in the ledger are colour-coded to make it easy to see what your relations with them are. The colour codes are as

follows: Yellow = your country, green = ally, red = enemy and white = neutral.

Double-clicking a country, province or military unit will exit the ledger and select it in the main interface.

End of Game











Sooner or later, as in real life, all good things will come to an end. So it shall be with Victoria! The game ends on the last day of December 1920, unless you were forced to conclude it earlier by suffering some ignominious defeat at the hands of your enemies!

When the game finishes you will be presented with the end-game screen where the eight Great Powers (at game's end) are listed along with their Great Power ranking. Your country will be listed if it is among the great eight. In addition, there will be a short summary of your country's accomplishments. Click OK to be returned to the main menu.











Please note that you can follow the history of your country in the history.txt file in your Victoria game directory!

Shortcut Keys



General Shortcut Keys













-  Pause the game / Restart a paused game.
-  Centres the map on your capital
-  +  Increase game speed (not available in multiplayer games)
-  +  Decrease game speed (not available in multiplayer games)
-  Increase map zoom level
-  Decrease map zoom level
-  Open search box
-  Opens the chat function in multiplayer games

Unit Shortcut Keys





-  +  -  Assign a quick key to a unit
-  -  Select a unit previously assigned a quick key. Pressing the key again will centre the map on the unit
-  Merge selected units. Units must be located in the same province
-  Split a unit in two equal units
-   Cycle through your units
-  Unload units from a sea transport

Factory View Shortcut Keys

-  Split a unit in two equal units
-  Split a unit in two equal units

-  View current Standing
-  Terrain map mode
-  Political map mode
-  Economic map mode
-  Supply map mode
-  Open the Ledger
-  Open Country overview
-  Open Territorial information view
-  Open Military overview
-  Opens the option menu
-  Saves a screenshot as a bitmap on your hard drive
-  Open the console

Province View Shortcut Keys

-  Split a unit in two equal units
-  Split a unit in two equal units
-  Split a unit in two equal units
-  Split a unit in two equal units

Victoria Terminology

Consciousness (POP): The awareness a POP has of its social situation on a scale from one to ten.

DoW: Declaration of War

Militancy (POP): A value from 1 to 10 symbolizing how ready a POP is to take action to improve its situation.

POP: The population for all countries in Victoria is divided into units of 1-100000 people of the same type. The people in a POP always have the same religion, ethnic background and type (Farmer, Aristocrat etc).

RGO: Resource Gathering Operation

Troubleshooting

If you are having problems running the game please follow the guidelines below.

Does your Mac meet the minimum specifications for the game?

Shut down any other programs you have running before starting Victoria.

Game updates

Updates, if any, will be made available at the following www address:

<http://www.vpltd.com> (in the Victoria product page).

Community forums

The user community for Victoria and other games by Paradox Entertainment can be found at <http://forum.paradox-plaza.com/forum>. Here you will find the most recent FAQ as well as discussions on strategies and user mods (user made additions and changes to the game). Make sure you drop by for the latest information about our games but also to meet other people with a genuine interest in strategy games.



www.vpltd.com

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