

MANUAL

VICTORIA IITM

HEART OF DARKNESS



INTRODUCTION

WELCOME TO VICTORIA II, an in-depth political simulation where the population will react to your decisions based on their political awareness, social class, as well as their willingness to accept or revolt against their government.

Victoria II: Heart of Darkness, the second expansion for the grand strategy/ political simulator focuses on the Scramble for Africa as you compete with other colonial powers and experience international crises which require Great Power mediation if the world is to avoid war.

Become a truly great power by the dawn of the 20th century in Victoria II, an experience crafted by Paradox Development Studio, the masters of Grand Strategy.

MAIN FEATURES

EXPERIENCE A BRAND NEW COLONIZATION SYSTEM: Use your navy to expand your empire, compete against other colonial powers and struggle to maintain your overseas control. Colonial conflicts can spiral out of control and become international crises where they will have to be decided by diplomatic negotiations or risk costly wars.

BATTLE YOUR ENEMIES IN THE NEW NAVAL COMBAT SYSTEM: Together with the new colonization system, your navies are more important than ever. We have revamped the entire naval combat system and made it much more detailed and exciting with a new system of gun ranges and manoeuvring into positions for battles. New powerful battleships join the other classes of ships to bridge the gap to Dreadnoughts.

PREPARE FOR INTERNATIONAL CRISES: Around the world international crises continually call on the Great Powers to mediate and compromise, with war always being the last resort. As one of the lesser powers, use your influence to stir up the local flash points so you can use fleet footed diplomacy to get the Great Powers to right the wrongs that have been committed against your nation!

FOLLOW THE GLOBAL EVENTS WITH THE NEW NEWSPAPER SYSTEM: You will receive reports on local and global events as well as the world's changing situation to keep up to date and get a greater sense of immersion. Over 60 newspapers, both historic and otherwise, periodically present you with the latest news reports of war, major events, royal gossip and other matters of interest.

SYSTEM REQUIREMENTS

OPERATING SYSTEM: XP/Vista/Windows7

PROCESSOR: Intel® Pentium® IV 2.4 GHz or AMD 3500+

MEMORY: 2 Gb RAM

HARD DISK SPACE: 2 GB Available HDD Space

VIDEO: NVIDIA® GeForce 8800 or ATI Radeon® X1900

RESOLUTION AT LEAST: 1024*768

SOUND: Direct X-compatible sound card

DIRECTX®: DirectX 9

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

SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection for multiplayer
Requires base game Victoria II and A House Divided Expansion.

COLONIES

THE FIRST CHANGE here is that the two technologies that used to allow Colonisation, Nationalism & Imperialism and Machine Guns, now no longer directly do so. Instead, the Minimum Life Rating effect which allows you to colonise has been moved to Inventions tied to previous level techs, but with triggers that require someone in the world has researched Nationalism & Imperialism/Machine Guns. The effect of this is that anyone reasonably up to date in techs will receive the Inventions around the same time, preventing one nation from having a monopoly on Colonisation.

The next change is that Colonisation no longer uses National Focuses, instead we have Colonial Points. These points are generated by a combination of your Naval Bases and your Navy, plus you get a base level from an early Naval technology. This means that you need a good level of Naval infrastructure to support a large Colonial Empire, and you can cripple a rival by destroying their fleets and bases. You spend Colonial Points to claim and maintain Colonies.

We also now have two levels of Colony. The first is known as a Protectorate, the second is a full-fledged Colony. Colonies almost always start out as Protectorates and you must pay more Colonial Points to upgrade them to full Colonies. The difference is that Colonies cost more in Points upkeep, but they provide you with more Tax, and you can raise troops there with fewer people in Soldier Pops. You also need Colonies if you hope to upgrade to full States later.

Once you have the right Inventions and have the Naval Range to reach an empty State you spend some Colonial points to send an Expedition. This takes some time and a reasonably large Points investment, but if no one else sends an Expedition you'll end up with a Protectorate with no further investment and your Colonial Points will return to your pool (Minus upkeep costs). However, if someone else does get involved in your State you enter a Colonial Influence Race.

In a Colonial Influence Race up to four Nations compete to invest Colonial Points in building Colonial Influence, represented by a series of building levels. You start with an Expedition, then you send Colonists, then build an Outpost, a Settlement, and finally a Guard Post (If the Race is still inconclusive at this point you can reinforce your Guard Post as often as needed). If you decide the State isn't worth the hassle you can Withdraw from the race and regain your Colonial Points to use elsewhere, but of course you lose out on this State. The Colonial Influence Race continues until one Nation is ahead by three levels, at which point the leading two powers move onto the second stage of the Race and any trailing Nations are kicked out.



The second state of the Race is between only two Nations. It is much like the former stage, with one crucial difference: The State becomes a Flashpoint, and the longer the Race continues the more Tensions in the State rise. Either side may still Withdraw, or can win the State by getting two levels ahead of their rival, but if it continues long enough without a result it will become a Crisis over the Colony and may result in war.

Once you have gained some Colonies there's a few things you can do with them. As I mentioned, you can upgrade your Protectorates to Colonies to get more out of them. But this all costs Colonial Points, Points which you still need to compete for the increasingly limited unclaimed States. So what can you do? Well one option is to upgrade Colonies to States if you get some Accepted Culture Bureaucrats there, but there's a twist: Upgrading Colonies to States also costs Colonial Points, although there is no upkeep cost afterwards, and the cost increases drastically with distance from your Home Area (that is, the area connected by land to your Capital), so while Russia may make Siberia into States, and France may do the same with Algeria, it isn't very practical for the UK to do the same in Canada or India.

The answer for Nations with far-flung colonial empires is Dominions. You can spin off your Colonies into self-governing puppets. The downside, of course, is that you no longer harvest their resources or gather taxes directly, but as long as they remain in your Sphere of Influence you still have good access to what they produce (And Dominions have an Influence modifier making keeping them somewhat easier), you no longer need to pay Colonial Points for their State's upkeep, and you get to control their Armies when you go to war together. In areas with cores already present, like Canada for example, you can release these as your Dominions, while for areas without them we have added 50 dynamic countries which will take their name from one of the States that make up their area.

When you release a dynamic dominion it receives all connected colonial states, so it's a good idea to plan ahead and release dominions as you colonise to avoid making too large a nation (unless a giant dominion appeals to you). Dominion provinces count as yours for the purpose of checking colonial range, so releasing them will not hinder your colonial plans.

In general you'll want to first grab what colonies you can without competition from other Powers, if possible, before sinking too many of your Colonial Points into fights with other nations. When your CPs grow scarce you will need to decide whether to be satisfied with what you have or if you want to start converting Colonies into States or Dominions to free up points for further expansion. Is it worth fighting for a key State to keep your pretty borders, or will you just grab whatever Colonies you can? Then again, perhaps a war can sort things out once all the Colonies are taken?

CRISES

WITH THE CRISIS SYSTEM we wanted to create a mechanic that would capture something of the way the Great Powers of the Victorian period tried to police the actions of lesser nations and used diplomacy to achieve their goals at each other's expense without simply going to war. At the same time, as nations became more industrialised and powerful throughout the period, the stakes on these manoeuvres gradually increased until, in 1914, Europe was plunged into WWI over what was a relatively small incident between a small state and a fading Empire because of the interlocking system of alliances and guarantees which had evolved from earlier incidents. So, how does this work in the game?

Crisis mostly come from Flashpoints, which are areas on the map where one nation holds the Core provinces of another nation, existing or not (The other cause is Colonial Competition, mentioned earlier). Each Flashpoint has a Tension level, 0-100 which can be raised or lowered by various situations and actions in the game. Existing non-Great Power nations can use their National Focuses on bordering states containing their cores which are owned by someone else in order to increase Tension there. Nationalist Movements have a similar effect, but only when they are of a non-accepted culture.

When Tension levels get high enough the Flashpoint becomes a potential Crisis. At this point the Crisis Attacker (the nation that will gain something), and the Crisis Defender (the nation that will lose something) will seek the support of a Great Power if they are not one themselves. If both sides do not gain the interest of a Great Power then the Crisis fizzles and Tensions in the area are reduced, if both sides DO gain Great Power support the Crisis begins. When this happens all Great Powers on the same continent will be invited to take part, with a prestige penalty if they refuse. Great Powers in other areas can declare themselves interested if they want to, but they are free to ignore it with no penalty. Early in the game the penalty for not getting involved is fairly minor, so nations without a pressing need may well ignore may Crises that occur, but as time passes the penalty for sitting out (and the reward for winning) becomes steadily higher, until you may find that holding onto Great Power status requires that you take a position and that your side wins. Once involved in a Crisis nations cannot declare war or be attacked until the Crisis is resolved, and Great Powers cannot lose their Great Power status until the Crisis and any resulting war are resolved.

At this point the Great Power which first supported each side become the Attacker/Defender Leaders and the other Great Powers that choose to get involved are "On the Fence", that is, they have not yet declared their support for one side or another. Fence-sitting powers may choose to declare themselves for one side or the other on their own, or the Leader of either side may attempt to bribe them into supporting their side by offering them war goals vs. the opposing leader,

representing a promise to give them these in the event the Crisis become a war, the downside for the Leader being that they must pay the Infamy cost of these goals themselves. Fence-sitters are not forced to pick a side, but if they have not done so by the time the Crisis becomes a war they will suffer a prestige penalty.

Crisis have a Temperature rating that ticks steadily upwards, or can be increased in lump sums by events and actions; if it reaches 100 then the Crisis becomes a war. As more of the Great Powers involved take sides the speed of this upwards tick increases as the situation escalates. Each Leader can propose solutions, basically peace offers without being at war, to their opposite number to resolve the Crisis before it becomes a war. Giving up without attaining your goals carries a heavy prestige penalty, but it may be preferable to losing a war if your side fails to get much support. On the other hand, rejecting such an offer raises the Crisis Temperature, bringing war ever closer.

The screenshot shows a game interface with a crisis window titled "Belgian Wallonic" with the subtitle "Crisis over the return of Netherlands's rightful territories." The window has tabs for "Show Great Powers", "Show wars", "War Justification", and "Crisis". A progress bar at the top indicates the crisis temperature. The main area is divided into three sections: "Prussia" on the left, "Still on the fence:" in the center, and "The United Kingdom" on the right. Each section has a "Backers:" list and a "Support Side" button. The "Still on the fence:" section shows icons for Prussia, France, and the Netherlands. To the right of the crisis window is a detailed view for the "Netherlands", including its score, rank, and various statistics.

| Netherlands | |
|--|--------|
| Secondary Power | |
| Absolute Monarchy | |
| Conservatieveven | |
| Traditional Academia | |
| Score | Rank |
| ★ Prestige: 10 | 15 |
| 🏭 Industry: 0 | 17 |
| 🏹 Military: 9 | 14 |
| Total: 19 | 10 |
| Population | 4.07 M |
| Dutch | |
| Flemish | |
| <input type="button" value="Add Wargoal"/> | |

WARS

VICTORIA II: HEART OF DARKNESS brings several changes to how wars work. First of all, we have Ticking War Score (TWS) based on certain War Goals (WG), the idea of which is to make it possible to take land from larger nations without having to launch a total war and occupy 90% of their country. Ticking War Score can be caused to Tick in two ways, mostly by holding the land in question, but also by winning the majority of battles when using certain War Goals. War Goals which deal with the transfer of land use the former, while the Humiliate and Assert Hegemony Goals Tick on battle score.

The way Ticking War Score works in land based Goals is fairly simple: When you add a Goal to take land from someone, occupying at least 75% of that State (or country in the case of an Annex goal) will cause your War Score (WS) to tick upwards a little each day. On the other hand, if you fail to occupy the State after 2 years, the Owner of the land starts gaining WS instead. If this is your only goal, eventually one side or the other will Tick to 100 WS and will be able to force the other side to surrender.

The screenshot shows the 'War Justification' tab in the game. Two war goals are listed:

- British Aggression for Thessalia**: Progress bar at -9%, with a score of 236 on the left and 168 on the right.
- Dutch Colonial Conquest of Portuguese Sunda Islands**: Progress bar at 12%.

A tooltip for 'Greece: Acquire Thessalia' is displayed, containing the following text:

Greece: Acquire Thessalia
 Acquire Thessalia
 Currently 0% (daily change -0.025%).

Greece demands this from The Ottoman Empire

Territorial war goals that are at least 75.0% fulfilled will gradually add war score to the claimant.
 If a war goal is not fulfilled after **grace period of 730 days** it will instead add war score to the owner. A goal occupied by the claimant and retaken by the owner will gradually revert to 0 score to either side.
Fulfilled when occupying at least 75.0% provinces of the targeted state(s) of this war goal.

Below the tooltip, a table shows the 'Opinion' of various states:

| | Neighbours | Sphere |
|---|-------------|-------------|
| | Enemies | Allies |
| 0 | 69 87 87 95 | Neutral -20 |
| 0 | 76 65 65 38 | Neutral 28 |

Things become a little more complex when you start adding additional WGs. In this case, if the Attacker adds a Goal, any accumulated Ticking War Score is cut to the WS cost of your original Goal and each Goal may only Tick to it's WS cost, so that you cannot occupy one State until you have 100 WS then add several more WGs to demand in the Peace. For example your Goal is for State

A, State A costs 25 WS to demand, you occupy State A and eventually your WS reaches 100. Instead of making peace you add a Goal to also take State B, which costs 30 WS. Your TSW is instantly cut to 25, as it is all from occupying State A. Now if you occupy States A and B your TWS will eventually Tick upwards to 55. For the Defender things are slightly different, if they add a Goal, all TWS is wiped from their score, as they are no longer fighting a purely defensive war, and their TSW for holding onto their land is capped at the WS cost of their targeted land. The moral of the story is, TWS is your friend when you fight for a single WG, but it becomes less useful as you add more demands, so don't get greedy unless you want to fight a total war.

For Humiliate and Assert Hegemony there is some TWS added each day to the side with the greatest WS from battles after a certain minimum have been fought, and WS from battles is now capped at the higher value of 50, so wars fought over these CBs need not revolve entirely around occupation.

You can no longer Justify Goals against nations you are at war with, but on the other hand, Goals you have a valid CB for no longer cost Jingoism to add to wars.

There is now a War Exhaustion and Pop Militancy increase when a nation turns down a fair peace offer when losing a war by at least 50% WS.

Finally, we have added two CBs: Liberate Nation, which is like Free People, but it releases all States of a given nation, and Dismantle Fortifications, which removes Forts and Naval bases in a given State.

Unit Changes

Recon reduces the dig-in bonus of enemy units and speeds up occupation. Siege reduces the number of effective fort levels in an enemy province (forts slow down occupation speed and damage dealt to units in battle).

Occupation and Attrition

Occupation speed scales with army size up to a point. Sieging with single brigades will be very slow, while sieging with a proper army with good recon and siege stats will be much faster than before.

Supply Limits have been flattened to reduce the differences between the province owner and others, making it more viable to use large armies in enemy territory. However, all units engaged in an occupation will take a fixed amount of attrition regardless of size to represent desertion, disease and resistance from the population.

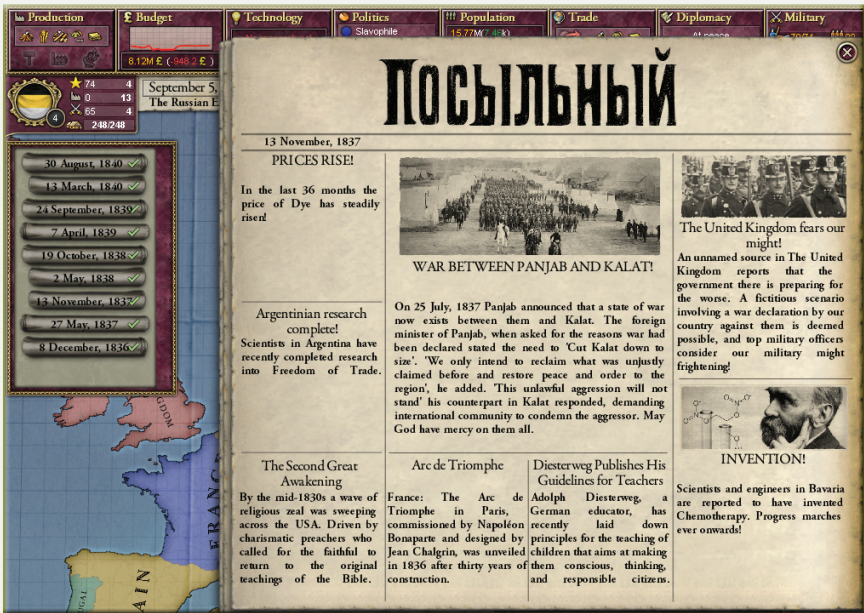
Mobilisation has been changed as well: Instead of all your units appearing at once and at 0 Organisation, units now appear in smaller chunks, but are fully organ-

ised. The Speed at which units appear is influenced by the Railway level in their home States, so smaller Nations with advanced Rail networks should be able to field their Mobilised troops a lot faster than sprawling, backwards nations.

| | | | |
|--|--|-----------------------|---------|
| Build Army | | Build Navy | |
| Current mobilization progress is 5.70% | | Brigades to Mobilize. | 0 |
| 5.70% | | Production Impact. | 100.00% |

NEWSPAPERS

THE WAY NEWSPAPERS WORK is they collect data on events and goings-on and then attempt to publish a paper every six months if they have enough stories. In the example you can see many of the possible story types; nations declaring war on each other, results of battles your country has fought in, recent inventions, game events, etc. One example, "UK fears our might", may not seem to have an obvious in game origin, but it offers a little insight into the AI's thinking and is triggered by an AI nation recognising another nation as a possible threat to their interests. There is also a story type for when an AI nation decides it wants to be friends with you or another nation, which might alert you to the possibility of a new alliance.



We also have a variety of filler stories that can be added to the smaller story slots in a paper to flesh it out when there's not enough real newsworthy stories ready to be published. Some story types also come in multiple versions to avoid repetition, while others can be skewed by the ideology of your ruling party or by the laws of your Nation.

NAVAL

VICTORIA II: HEART OF DARKNESS adds a new capital ship, the pre-dreadnought Battleship, and several new naval concepts:

EVASION: Small Ships may now have an evasion value set, making a percentage of shots fired at them miss.

GUN RANGE: Ships in a battle now have a firing range, meaning longer ranged ships may well be able to fire from outside their opponent's range.

TORPEDO ATTACKS: Once Torpedoes are invented Cruisers gain the Torpedo Attack ability. Torpedoes do a lot of damage against larger ships.

COORDINATION PENALTY: Somewhat like a stacking penalty that Hearts of Iron players may be familiar with, except that rather than being based solely on the number of ships in your fleet, it is based on the ratio of how much you outnumber the other side. Coordination Penalty affects your ship's chances of acquiring a target, and the chance of losing a target they already have, as not all ships will be able to fire past their fleet-mates. A maximum of 6 ships may fire on a single enemy ship at one time.

Naval Battles are now shown in greater detail, when two hostile fleets meet each other a battle starts. At this point the two fleets are aware of each other, but are out of range and do not yet know exactly which ships will target each other, ships will show the Seeking Target status. Ships tend to focus on fighting ships of their own size class first, so a screen of Small Ships can discourage enemy Small Ships from attacking your Big Ships, although it is not impossible they will bypass them and Torpedo your biggest unit. If, or when, they find a target, they switch to Approach status, where they move into range. Once in range, combat proper begins. The actual firing on each other works much as before, with the additional mechanics mentioned above. Combat continues until one of the following happens: either ship is destroyed, either ship starts to retreat, or one ship loses their target

If a ship attempts to retreat, it changes to Retreat status, but it may still be fired on until it has gotten far enough away from any enemy ships that it switches to Disengaged. For a fleet to retreat from combat, all surviving ships must reach Disengaged status, at which point it will flee to the nearest friendly Naval Base. It should be noted that you cannot order a manual retreat until the majority of your fleet has approached to firing range of the enemy, the honour of the flag demands no less!

During a battle you can click on any ship to see what units it is fighting. Clicking again returns you to the full battle.

NAVAL BASES AND SUPPLY

YOU CAN NO LONGER build Dreadnoughts in any little coastal town, you now need to have a certain level of Naval Base to build any given ship, so building up your naval infrastructure is vital to your ability to field a modern navy. Nor can you simply spam Naval Bases in every coastal province you have, they are limited to one per state (In the event of a split state being reunited, the highest level base will be kept), which serves to limit the number of advanced ships which can be built at one time. Finally, you can no longer build Big Ships in overseas areas, only in the area connected to your capital.

Naval Supply is a value generated by Naval Bases which represents their capacity to supply your ships. Each ship has a Supply cost, and if you have more ships than you can supply they will receive less and less of their daily upkeep goods the further past your Supply Limit you go, reducing their efficiency in combat.

DIplomacy CHANGES

WHILE IN A WAR TOGETHER, an overlord nation may take control of the military of their satellites and dominions. This is done via the new Command Units option on the diplomacy screen.

There is now a population-based penalty on diplomatically influencing nations, this results in it being impossible to add extremely large nations, like China or India, to your sphere of influence.

It is now possible to remove a nation from your sphere via the Remove from Sphere option.

INDUSTRY CHANGES

FACTORIES NOW GET a Throughput bonus when built in a state that produces their input goods, which encourages clusters of related industry. So, for example, a state that produces Iron and Coal is an ideal place for a Steel mill, which is then a good spot for Artillery and Car factories, and eventually Tanks can be built there. This bonus can be up to 25% if all the factory's inputs are produced locally. For basic factories the bonus is evenly split between input types, but for the more advanced factories which use both manufactured goods and raw materials the bonus is weighted towards the manufactured goods.

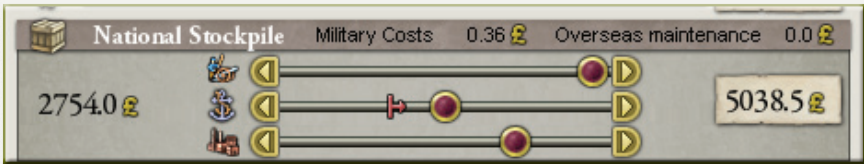


Additionally, Steel and Lumber mills are no longer limited to states that produce their input goods.

Another change with factories is they are now able to scale back production before firing workers if they are not making a profit. By cutting back they can make it through brief periods of non-profitability without causing mass unemployment, which may cause workers to move away or find another job.

BUDGET CHANGES

THE NATIONAL STOCKPILE SLIDER which controlled your purchases and military morale is now separated it out into three sliders. Army, Navy, and Construction Spending are now independent of each other, allowing a lot more budget flexibility and control. Additionally, your Naval spending has a lower cap of 30%



Westernising:

By taking any of the first four military reforms, you gain the ability to get Research Points (RPs) through conquest (both taking states and annexing nations). The amount of RP gained is based on the number of these reforms you have passed, and the RPs produced in the area taken, for conquering more advanced areas gives you a better result. This means you don't just have to sit about waiting on Research Points, you can go out and take them! We have also capped the amount of Research Points an Uncivilised nation can store at 25,000, so you can no longer save up enough points to pass all reforms in one go.

CREDITS

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The development studio is currently working on Europa Universalis IV, the next instalment in their empire building series and East vs. West: A Hearts of Iron Game.

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