

Victoria II Download For Pc Compressed



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About This Game

Carefully guide your nation from the era of absolute monarchies in the early 19th century, through expansion and colonization, to finally become a truly great power by the dawn of the 20th century.

Victoria II is a grand strategy game played during the colonial era of the 19th century, where the player takes control of a country, guiding it through industrialisation, political reforms, military conquest, and colonization.

Experience an in-depth political simulation where every action you take will have various consequences all over the world. 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.

Key features:

- Deep engrossing political simulation with dozens of different governments.
- Detailed economy with over fifty different types of goods and various production factories.

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- Over 200 different countries can be played, during the era stretching from 1835 to the onset of WWII.
 - Advanced Technological system with thousands of inventions to discover.
 - Improved graphics and interface, as well as multiplayer support.
 - A streamlined interface makes the game easily accessible.
 - Automation of various tasks including, trade and population promotion.
 - Advanced spheres of influences system, where the great powers battle over the control of the world.
 - Cottage production simulating pre-industrial economies.
 - Gunboat Diplomacy, no need for negotiating as a fleet outside a port may be a more persuasive argument.
 - Historical and Dynamic missions guiding your country through the history.

Title: Victoria II
Genre: Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Release Date: 30 Aug, 2010

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English,French,German

Production Budget Technology Politics Population Trade Diplomacy Military

12,800 £ (100.1 £) 43.2% 2.02

January 11, 1836
 The United Kingdom

Trade

Raw Materials

2.8 g	11.6 g	0.8 g	10.1 g	2.3 g	5.9 g
3.1 g	0.9 g	5.8 g	7.0 g	12.0 g	

Industrial Goods

5.3 g	16.5 g	34.3 g	3.1 g	9.5 g	20.4 g
41.6 g	65.8 g	1.6 g	1.0 g		

Consumer Goods

3.4 g	2.7 g	1.8 g	1.8 g	2.2 g	1.0 g
2.4 g	2.0 g	3.2 g	10.9 g	6.9 g	6.1 g
65.7 g	4.9 g	59.6 g			

Military Goods

19.1 g	38.9 g	59.4 g	17.0 g		
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Liquor 69 £

Automaton

Need 0.00 for government
 Need 0.00 for producer
 Need 283.55 for pops

32.16 produced in our country

Maximum stockpile: 0.00

BUY

Needs				Market Activity			Stockpile			Common Market					
Government		Factories		Population		Goods	Activiti	Cost	Goods	Stock	Increase	Goods	Produced	Increase	Exported
0.158	0.696	298.5				1.4	-26		0.00	-0.00		3	(0)	0	
0.246	5.22	221.2				1.5	60		0.16	-0.16		2	(0)	1	
6.41	2.172	536.9				1.2	71		0.25	-0.25		1	(0)	1	
2.464	0.800	273.3				4.5	80		6.41	-6.41		15	(0)	5	
2.044	2.410	114.2				114.4	-229		0.00	-0.00		453	(0)	217	
0.017	3.24	626.1				136.2	1,588		0.00	-0.00		161	(0)	141	
	2.647	283.6				474.9	380		0.00	-0.00		781	(0)	549	
						95.2	-963		0.00	-0.00		0	(0)	0	



Pretty Mediocre Without the main DLC. Still have little clue on what I am doing. The finest Bismarckian Politics simulator on the market. You can go down any path with any nation (within reason, of course) that you so desire. Industrial revolution? Sure. Colonial empire? Of course you can. Military juggernaut? certainly.

There is so much you can do that this game never gets boring. I do however recommend that you play only one save at a time, otherwise you will lose focus and won't enjoy it that much.

DLC-wise, there are only 2 DLCs (that I know of) and both of them feel more like a supplement to gameplay than completely required. that said, they are still quite important if you want the full experience; Though this is less the case than other Paradox Interactive titles.. I succesfully sieged down Tehran with the help of 30k Japanese Samurais
Then had my 3rd Communist revolt of the year two ticks later (it was the 5th month of the year btw). Best historical game ever, engaging gameplay and good pop behaviour. You will enjoy if you like not knowing everything that is going on.

Finally a game I can be a terrible person and kill millions with no regrets

Also if you want to have a terrible world do the following

-give yourself 1 million of everything

-watch world economy die

-then watch the anarcho-liberals take over the world and establish bourgeois dictatorships in every country

-watch as Italy forms and has the largest industry and you realize that all your canned food ran out and Mr.Chef Boyardee is producing the canned food in Italy

-ADD 30 MILLION MORE GOODS

-watch chef Boyardee die and Italy's industry with it

I would be depressed in this alternative time line. see, this is where they get you: you buy this thinking it's a fun, exciting strategy wargame, but all you get coming out instead is an encyclopedic knowledge of obscure Balkan geography and post-Kantian political philosophy. nice try, Paradox!. This game is good and even better when you unify Germany beat Frances and then get beat by them 40 years later.

Or you could be France and fulfill Napoleon III's wet dream of creating a glorious French empire.

OR you can be America and and on your Texan high horse and conquer Canada.

OOOOOOOOOR you could unify Italy (or something unifying Italy's too easy.

Or you could just be Russia and CONQUER THE FLIPPIN WORLD.

AND the soundtrack is hot.. An undiscovered gem that most Paradox fans have not even heard of but it is certainly worth the time to play it because this was one of the most fun games I played that was made by Paradox. The game is focused on Economy and Colonisation unlike other Paradox Grand Strategy games like Europa Universalis IV where you can conquer the world. In Victoria 2 though, the game does not let you conquer the world like nothing is happening. The game limits you by your Infamy limit which is a factor like the countless other mechanics that make a game fun. I think the game is certainly worth a try. My favorite paradox strategy game as the politics are more fleshed out than anything else, making this detailed and not just about war. The best way to industrialize in this game is to use state capitalism and subsidize everything that either you or the capitalists build.. I understand absolutely nothing. I got beat by Mexico as the United States.. I still don't know what I am suppose to do lol. I Have No F***ing idea what the heck I'm doing, but im having fun. One of the best games I have ever played. Everything from the government system to the pop system is very well made. Out of HOI4, Imperator: Rome, and Stellaris, this is probably my favorite Paradox game. I would recommend downloading either the hfm or hpm mod though.

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