

VICTORIA II



TECH
GUIDE

INDUSTRIALIZATION

Consumer Goods Industry



Glass Factory

This factory requires coal to produce glass. Glass is used mainly for mirrors and windows. You can always build glass factories.



Liquor Distillery

Liquor is distilled alcohol popular with the broad masses. Production of liquor requires Grain. You can always build Liquor Distilleries.



Winery

Wine is a major status symbol for the rich stratas of the population. A distillery uses fruit to produce wine. You can always build Wineries.

Basic Industry



Cement Factory

Cement is a building material used to build sturdy objects like fortresses and bridges. Coal is required to produce cement. The 'Private Banks' technology unlocks Cement construction.



Steel Factory

Iron and Coal are used to produce steel. Steel is used to produce weapons, railways, and a wide range of other buildings and items. The 'Mechanized Mining' technology unlocks the construction of Steel.



Machine Parts Factory

Machine parts are very important tools for every industrial plant. Steel and Coal are required to produce them. The 'Precision Work' invention is required.

Electrical Industry



Radio Factory

Radios were one of the first mass consumer goods of the 20th century. Glass and electric gear are required for this. The 'National Radio Network' invention allows the construction of Radios.



Telephone Factory

The telephone is a major breakthrough in communications technology. Glass and electric gear are needed in this factory. The 'Bells & Grets Telephones' invention allows the construction.



Electric Gear Factory

Using rubber, coal and iron, electric gear is produced. Electric gear is needed for a variety of things, among them automobiles and aeroplanes. The 'Edison Lightbulb' invention allows the construction.

Automotive Industry



Aeroplane Factory

Machine parts, electric gear and rubber are needed to produce aeroplanes. The 'Wright & Langley's Aeroplanes' invention allows the construction.



Barrel Factory

Early tanks were little more than artillery mounted on a moving chassis. Therefore, automobiles and artillery are required to produce tanks. The 'Infiltration' technology allows the construction.



Automobile Factory

Machine parts, electric gear and rubber are needed to produce automobiles. The 'Daimler's Automobile' invention allows the construction.

Chemical Industry



Synthetic Oil Factory

Using coal, the synthetic oil factory produces oil. This is vital for nations that do not have ready access to oil. The invention 'Import Substitution Industrialization' allows the construction.



Fuel Refinery

The fuel factory processes oil into fuel for automobiles. The 'Cracking' invention allows the construction.

Shipping Industry



Clipper Shipyard

Clippers are simple commercial ships using sails and wind for movement. Fabric and lumber are needed in this shipyard. The 'Clipper Design' technology allows the construction.



Steamer Shipyard

Steamers are a huge improvement over clippers because they are independent from wind and can also be built bigger and sturdier. Steel and coal are the prerequisites for steamers. The 'Steamers' technology allows the construction.

Textile Industry



Dye Factory

Dye could not only be extracted from plantations, but it could also be synthetically produced using coal. The 'Synthetic Dye' invention allows the construction.



Fabric Factory

Cotton is processed into fabric in this factory. Fabric is a tightly woven textile which is, among other things, used to produce sails for ships as well as clothing. The 'Water Wheel Power' technology allows the construction.



Regular Clothes Factory

Fabric and dye are the prerequisites for this factory, where clothes for the general populace are produced. The 'Publishing Industry' technology allows the construction.



Luxury Clothes Factory

In this factory, regular clothes are reworked using silk to produce luxury clothes for the rich stratas of the populace. The 'Freedom of Trade' technology allows the construction.

Wood Industry



Lumber Mill

In a lumber mill, timber is processed into lumber. Lumber can then be used for buildings, paper, ships or furniture. The '*Early Classical Theory & Critique*' technology allows the construction.



Paper Mill

A paper mill uses lumber to produce paper. Paper is used for books, newspapers and other means of information. The invention '*Nassau William Sr.*' allows the construction.



Furniture Factory

Furniture is made using lumber. It is a necessity for every home and thus available to the general populace. The invention '*John Ramsay Mcculloch*' allows the construction.



Luxury Furniture Factory

In this factory, regular Furniture is converted into Luxury Furniture using tropical wood. Luxury Furniture is used by the rich stratas of the population for their homes. The invention '*James Mill*' allows the construction.

Armaments Industry



Ammunition Factory

In this factory, a wide variety of ammunition is produced. The prerequisites are iron, coal and sulphur. The '*Ammunition Production*' invention allows the construction.



Canned Food Factory

Iron and Cattle are necessary to produce canned food. Due to its long state of preservation, canned food is primarily used to feed the armed forces. The '*Guild-Based Production*' technology allows the construction.



Small arms Factory

Steel and ammunition is required to produce small arms. Small arms is standard equipment for all newly raised divisions. The '*Small Arms Production*' invention allows the construction.



Fertilizer Factory

In this factory, sulphur is processed into “fertilizer”. This is used to increase the production of explosives. The ‘*Basic Chemistry*’ technology allows the construction.



Explosives Factory

Using fertilizer and ammunition, explosives are produced in this factory. These explosives are needed mainly for artillery. The ‘*Explosives Production*’ invention allows the construction.



Artillery Factory

Using steel and explosives, artillery is produced in this factory. Artillery greatly enhances the firepower of army divisions. The ‘*Artillery Production*’ invention allows the construction.



POPULATION



Rich Strata



Aristocrats

This is the wealthy nobility; the old noble families with vast estates. They never work and belong to the rich strata. They provide a bonus to the output of an RGO, and are paid a large part of the income from it.



Capitalists

These are the newly rich factory owners and entrepreneurs. They never work and belong to the rich strata. They reduce the input costs of a factory with their negotiating skills, while being paid a good salary from the income of their factories.



Middle Strata



Artisans

Artisans represent small-scale manufacturers. They buy raw materials from the world market to produce goods which they sell. Artisans earn money from the profits of their production and are members of the middle strata.



Bureaucrats

Bureaucrats represent government functionaries. They are responsible for controlling corruption, collecting taxes and administering social reforms. They are from the middle strata and are paid from the administration slider.



Clergymen

The clergy represent both men of the cloth and educators; their exact role is determined in part by the religious policy of the state. They are members of the middle strata and earn money from the education slider.



Clerks

Clerks are the civil servants of society. They belong to the middle strata and can work in factories. They improve the output of factories and are paid a salary from the factory they work in.



Officers

These are the people who provide military leadership for your nation. They belong to the middle strata and are paid from the military slider.



Poor Strata



Craftsmen

These are the educated workers that toil in factories. They belong to the poor strata and are paid a salary from the factory they work in.



Farmers

These are the folk who can work at farming RGOs. They belong to the poor strata and are paid from the profits of the RGO.



Labourers

These are the people who can work at mining RGOs. They belong to the poor strata and are paid from the profits of the RGO.



Slaves

Slaves have no rights, but can work at any type of RGO.



Soldiers

Soldiers provide the manpower for the military forces of the nation. They belong to the poor strata and are paid from the military slider.

POLITICS

Political Reforms

Political reforms change how the political system operates, in particular how the ruling party is picked and the upper house is composed. This in turn influences what you can do with your country.



Slavery

This political reform determines whether your country outlaws slavery or not. Some backwards countries might start the game with this institution, but through reform it can be abolished.



Voting Franchise

These reforms determine who is allowed to vote. The more progressive you are, the more strata can vote, and the more equal everyone's vote is.



Upper House

This is a set of four different types of Upper House, where the more progressive ones are more representative of the people.



Voting System

There are three different types of voting system. 'First past the post' gives all votes in a province to the party that gets the most votes. 'Jefferson Method' eliminates the votes from smaller parties in a province, while 'Proportional Representation' accumulates everyone's vote equally across the country.



Public Meetings

Allowing public meetings increases the speed with which the population picks up new issues.



Press Rights

The more repressive your press rights are the less consciousness the people will get from being literate.



Trade Unions

The more you allow trade unions, the bigger the desire for social reforms amongst the people.



Political Parties

If you restrict the rights of political parties, your current ruling party will get a lot more votes in elections.

Social Reforms

Social reforms cost money for the state, while giving benefits to the people.



Minimum Wage

This impacts the salaries for people working in factories and RGOs. However, this reduces profit for factories.



Maximum Workhours

Reducing the amount of work hours allowed decreases the throughput of factories, but also reduces the need for luxury goods among the poor.



Safety Regulations

This increases the maintenance costs for factories, but has the side effect that the everyday needs of pops are reduced.



Unemployment Subsidies

The higher you have this reform, the more the state will pay to those who are currently unemployed.



Pensions

This is an added cost to the state that gives money to the people to help care for the elderly and disabled.



Healthcare

Improved Healthcare provides population growth, since more people tend to survive.

WARFARE

Leg Units



Irregulars

All nations have access to irregulars. They are cheaper than infantry, but not as effective since they do not have access to proper gear.



Infantry

This is the standard leg unit, which all civilized countries will rely on for the bulk of their armies. When you mobilize, your mobilized troops will be of this type if you can build it, otherwise they will be irregulars. The technology '*Flintlock Rifles*' enables the use this type of brigade.



Guard

The guard brigade is an expensive but more powerful version of infantry. In the later game, the core of the standing armies will be guard brigades. The '*Breech Loaded Rifles*' technology enables the use of this type of brigade.



Engineer

The engineer brigade is weaker in direct combat than regular infantry, but have a big advantage against heavy fortifications. The '*Muzzle Loaded Rifles*' technology enables the use of this brigade.

Mounted Units



Cavalry

This is the basic mounted unit, which provides the bulk of reconnaissance in the early game. The '*Military Staff System*' technology enables the use of this brigade.



Dragoon

Dragoons provide a more defensive mounted unit than cavalry, but give up some of their reconnaissance ability in order to do it. The '*Military Plans*' technology enables the use of this brigade.



Cuirassier

Cuirassiers are the most defensively capable of the mounted units, but

they are worse at attack. The *'Military Statistics'* technology enables the use of this brigade.



Hussar

Hussars are the final type of cavalry you can get in the game. They give up both attack and defence in order to give even greater reconnaissance abilities. The *'Military Logistics'* technology enables the use of this brigade.

Other Land



Artillery

Artillery brigades have the special ability of being allowed to fire from the second rank, where they will not take damage until the lines have been broken. The *'Bronze Muzzle Loaded Artillery'* technology enables the use of this brigade.



Tanks

Tanks are a late game brigade type that pack a serious punch, while also being able to soak up damage. To balance this, they have a pretty heavy supply cost. The invention *'Tank Experiments'* enables the use of this brigade.



Planes

The plane brigade is a special case. This is a unit with very low combat ability compared to other units, but it is fighting from the second rank like the artillery does. Its main strength is its very strong reconnaissance ability. The technology *'Aeronautics'* enables the use of this brigade.

Capital Ships



Man'o'war

This is the first capital ship in the game. Any country with the economical power and wish can build one at the start.



Ironclad

An ironclad is a capital ship more than five times as powerful as the Man'o'war. The *'Ironclads'* invention enables the construction of this ship.



Dreadnought

The dreadnought is the final capital ship, and it is an absolutely formidable piece of military technology, as it is over thirty times as powerful as an ironclad. The 'Dreadnoughts' invention enables the construction of this ship.

Escorts



Frigate

Frigates are cheap ships that every country can build at the start of the game.



Commerce Raider

The commerce raider is the first light ship to require steam technology. It can easily defeat a Man'o'war, but an Ironclad will destroy it. The 'Commerce Raiders' invention enable the construction of this ship.



Monitor

A monitor is an upgrade over the commerce raider defensively, but it is much slower and is no upgrade offensively. The 'Monitors' invention enables the construction of this ship.



Cruiser

The cruiser is a fast and extremely powerful ship. It will destroy everything easily, except for a dreadnought, which will prove its undoing. The 'Protected Cruisers' invention enables the construction of this ship.

Transports



Clipper Transport

This is the basic transport ship that is available at the start. You need it to be able to transport land units across the sea.



Steam transport

Steam transports can last much longer in combat than clippers, but are more costly. The 'Steamer Transports' invention enables the construction of this ship.

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Gamesxtreme



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