

Eivind, Aegir Games is working on the task of bringing Europa Universalis: The Board Game back to the tabletop. It is an adaption of the well-known computer game Europa Universalis by Paradox Interactive. When did you get the idea for doing this?

It's kind of a funny story actually. It started with me meeting a Paradox employee in the check-in line at Düsseldorf airport after Essen a few years ago. I told him a bit about my background in board game design and my love for their computer games. We went on to talk about our common desire to see board games based on their titles. After that we emailed back and forth for a while, and I showed him some ideas I had. But Paradox weren't quite ready to make the plunge into board games at this stage as they were very busy with other things. Then I was contacted again by Paradox last year, and they encouraged me to make a pitch for Europa Universalis based on the ideas that I had previously shown them. Luckily the pitch was well received!

Has it been hard to get the rights from paradox? Did they want to take a look for the development or the final version?

They have been following the project since the beginning. Initially I had to make a prototype and show them the game play. Tabletop Simulator was a useful way of doing this, since they are located in Stockholm and we are in Oslo. The contract was signed when the prototype had been approved.

Please tell our readers the main story of the board game (and maybe differences to the computer games).

The main story, I suppose, is much the same as in the computer game. You try to build an empire, starting in the 15th century, in the age of discovery, and taking it all the way to the Napoleonic age, at the start of the 19th century. The difference is that we are limiting the scope to accommodate the board game medium. This means players will not get bogged down in the same level of detail and micromanagement as in the computer games. Also, for the Grand Campaign, we are initially focusing on Europe's major powers for the playable nations. These nations will be fleshed out a bit more than the rest, with individual events and goals. Additionally, there will be shorter scenarios, that may be asymmetrical and have different victory conditions, which focus on other minor nations.

What is the goal for the players? What mechanisms did you include known from the computer game, what other important mechanisms will players find?

It is very much a [4X game](#) set in a historical context, so the goal of the game is to expand your empire, by exploring, waging wars, forging diplomatic alliances and making the most of your resources. There will be challenges to deal with along the way in the form of events and the ambitions of other players, as well as intermediate goals that may change the priorities for your realm.

EU4 gamers will instantly recognize much of the map, many of the available actions, the concept of monarch power, and the way advisors are employed to optimize your administration.

The computer game Europa Universalis is dedicated for strategic thinking hardcoregamers. Who will love the boardgame and who will not?

The board game definitely seeks to deliver an experience that feels like the EU that fans know and love from the computer game series. It is a game of grand strategy and will hopefully appeal to gamers that are into this genre, but knowledge of the computer games is by no means a requirement. It means that we are not aiming for the most casual players, but that we still want to make a game that is playable in one game session. If you are into A Game of Thrones or Twilight Imperium, this might be something for you.

Any hints for first playing? Is there anything gamers really have to keep an eye on or anything to avoid?

Keep an eye on what other players are doing. Don't go to war without looking at the resources and priorities of your neighbors. Try to make sure you have the resources to deal with what might come as a consequence of what you set in motion.

Europa Universalis is a complex game. Have there been difficulties to bring parts of the game into the board game? And do you plan to publish expansions with missing parts or new ideas?

It is of course a challenge to bring a complex game like this to the tabletop. It involves a lot of hard decisions and tough priorities. Some fans will want to see everything from the computer game in the board game. Others will want a simple and streamlined board game that is more like a distant cousin. We are trying to keep features that we believe are a key part of the EU experience, but we are translating these features into the board game language.

We have some ideas for expansions already, yes. One being the addition of maps, cards and events that enable players to play as realms in other parts of the world.

Will you be in Essen to present Europa Universalis The Board Game? Will there be a German edition or German rules? Reservation recommended?

We will indeed be in Essen. You can find us at the Paradox Interactive booth, in Hall 5, booth no. A104. Unfortunately, we have not had the time to translate rules or components into German for Essen this year. Demos are first come, first served.

If you are interested in the upcoming Kickstarter for the game, please sign up for our Europa Universalis mailing list at www.aegirgames.com/europa-universalis.