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Minimum:OS *: Windows Vista, Windows 7, 8, 10Processor: Pentium 4 @1.5 GHzMemory: 1 GB RAMGraphics: minimum 1024 x 768 resolution, 32 bitDirectX: Version 9.0cStorage: 1 GB available spaceSound Card: DirectX 9 compatibleAdditional Notes: Requires Windows Media Player, Internet Explorer * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Page 2 8, etc.).[/v][/v]*[/v]*[]The tooltip cost for Housing Reconstruction in Natural Disaster Recovery projects no longer names the Minister of Revenue's skill as the reason for the cost modifier when it's actually the Minister of Works\u2019s skill that matters.\u00a0[/v][/v]*[/v]*[]Updated the tooltip for the Minister of Works, listing additional great projects the minister has access to that weren't mentioned.[/v][/v]*[/v]*[]\u201cIn Search of the Pure Land\u201d now transfers titles and vassals to the heir with a toast message instead of deposing the ruler.[/v][/v]*[/v]*[]A eunuch can no longer be simultaneously offered to more than one character.\u00a0[/v][/v]*[/v]*[]A added candidate score tooltip breakdown in Title Appointment view.[/v][/v]*[/v]*[]Fixed incorrect map tooltips when within the Ritsury\u014d admin tab.[/v][/v]*[/v]*[]Added a localization string for hostile scheme bonus if you have a Hostile House Relation with the target.[/v][/v]*[/v]*[]Added a missing County Fertility bonus to Hegemonies. Should you be able to get a Hegemony as a Nomad, you will now receive the expected bonus.[/v][/v]*[/v]*[]Added a number of missing cost modifiers to the \201cBring under Tribute\201d CB. Cost should now go down as intended when you have applicable modifiers.[/v][/v]*[/v]*[]Added count position name to the court position replacement description.[/v][/v]*[/v]*[]Added missing localization for faction reason \201cBorn in purple\201d, which will now display the trait description as the reason.[/v][/v]*[/v]*[]Adjusted the Promotion value for minister titles, making sure that they are more rigid when expected to change briefly during succession events. Promotions could change briefly during succession, which could in some cases cause the character first in line to not inherit the title as expected.[/v][/v]*[/v]*[]Celestial/Autocratic Khanate vassals from inherited vassals of a non-bureaucratic government type, as it felt a bit janky. They have to seek aid by other means instead.\u00a0[/v][/v]*[/v]*[]Blocked landless rulers from moving their rally points.[/v][/v]*[/v]*[]Blocked several cases of ministers sometimes being able to use CBs and start wars they were not meant to have access to.\u00a0[/v][/v]*[/v]*[]Changed the name and description of the \201cIndependent Rulers\u201d group in the Dynastic Cycle to improve clarity. It is now called \201cOther Rulers.\u201d[/v][/v]*[/v]*[]Characters who spawned for the Fireside Chat event now receive localized culture and faith.[/v][/v]*[/v]*[]Contributor filters will now properly display whose Vassals and Tributaries are eligible to contribute to the Great Project.[/v][/v]*[/v]*[]Corrected localization for two holy sites - Nguu Hong & Xuhen.\u00a0[/v][/v]*[/v]*[]Defined text icons for Mantrayana and Pundarika faiths.\u00a0[/v][/v]*[/v]*[]Fixed a crash when using the add_lifestyle_xp console command.[/v][/v]*[/v]*[]Made it impossible for Coronation guests to get multiple guest Intent petition events by switching Intents.[/v][/v]*[/v]*[]Fixed Governor contracts only showing the merit icon as a potential reward, without any mention of the actual word \201cmerit.\201d\u00a0[/v][/v]*[/v]*[]Fixed Succession Law triggered tooltips in \014dry\u014d governments.[/v][/v]*[/v]*[]Fixed a bug that caused Ministers of the Hegemon to no longer be participants in the Dynastic Cycle.[/v][/v]*[/v]*[]Fixed a bug where Chinese special council positions could be visible in the interface for non-China Celestial Hegemonies.[/v][/v]*[/v]*[]Upon winning the Adventurer Invasion, your government will no longer default to Feudalism.[/v][/v]*[/v]*[]Fixed Japanese Ancient Tombs not being able to spawn in the Kinai building tooltip.[/v][/v]*[/v]*[]Fixed \201cFamily\201d tooltip for the Minister of Finance's Tax Farming project not showing the correct tax bonus.[/v][/v]*[/v]*[]Fixed a bug where the Hostile Scheme tooltip would look incorrect if the target was a Hostile House.[/v][/v]*[/v]*[]Fixed a bug where the Minister of Justice's Pillory project in the Kinai building tooltip would incorrectly state that the pillory was a Gate.[/v][/v]*[/v]*[]Fixed a bug where the Minister of Justice's Pillory project in the Kinai building tooltip would incorrectly state that the pillory was a Gate.[/v][/v]*[/v]*[]Fixed a number of issues having to do with picking the correct artifacts in older events.[/v][/v]*[/v]*[]Fixed an issue with rulers being unable to use the Raid Estate scheme if they had Administrative Government.\u00a0[/v][/v]*[/v]*[]Fixed an issue with the \201cAsk for Governorship\201d interaction, which would show the titles of the top liege when asking the minister of personnel. Since they cannot be requested, we no longer show them in the list of titles.[/v][/v]*[/v]*[]Fixed an issue with the \201cSeize Hegemonic County\201d and \201cSeize Hegemonic Duchy\201d CBs being available against your peer-vassals if you are a Celestial Governor.[/v][/v]*[/v]*[]Fixed an issue with vassals not always getting your own government when using the \201cDemand Administrative Governance\201d interaction.\u00a0[/v][/v]*[/v]*[]Fixed broken localization for landless characters in spymaster task events. It now refers to the person instead of the title of the person.[/v][/v]*[/v]*[]Fixed it so that parochial and republic traditions are properly displayed in the tooltip when upgrading cities.[/v][/v]*[/v]*[]Fixed landless vassals always being located in the original de jure capital of their primary liege instead of the actual capital for their start date.[/v][/v]*[/v]*[]Fixed some formatting issues with the text, whenever a character would pay gold or treasury and the target would receive the other currency.[/v][/v]*[/v]*[]Fixed the \"Install a Supporter\" CB not applying any modifiers to its Piety cost.\u00a0[/v][/v]*[/v]*[]Fixed the \"Invasion\" CB not applying the correct modifiers to its Piety cost.\u00a0[/v][/v]*[/v]*[]Fixed the \"Raze Mandala Capital\" and the \"Plunder for Contribution\" CBs not applying the correct modifiers to their Piety costs.\u00a0[/v][/v]*[/v]*[]Fixed the AI acceptance for considering distance to capital in the \"Ask for Governorship\" interaction, which wouldn't work as intended when asked from the Imperial Contacts (i.e., Imperial Contract) perk not being applied as expected for Celestial characters.[/v][/v]*[/v]*[]Fixed the Candidate Score bonus from the Influential Contacts (i.e., Imperial Contract) perk not being applied as expected for Celestial characters.[/v][/v]*[/v]*[]Fixed the Candidate Score bonus from the Influential Contacts (i.e., Imperial Contract) perk not being applied as expected for Celestial characters.[/v][/v]*[/v]*[]Fixed the Influence Caver cost bonus from the Righteousness Family Aspiration applying to characters not of your house.[/v][/v]*[/v]*[]Fixed the Influence Caver interaction not adding candidate score for minister positions.[/v][/v]*[/v]*[]Fixed the names in the friendship reason when becoming friends due to character a Praising character B. Character A should no longer praise themselves.[/v][/v]*[/v]*[]Fixed the options in the \"The \[REALM] Treasury\" follow-up event, where you pick a designated budget, showing the wrong values. The values stated in the tooltips didn't match the values you would actually use to set your budget.[/v][/v]*[/v]*[]Fixed the visibility of some great projects that require you to have a minister appointed. Instead of hiding the project in question, the game will now tell you that you need the specific minister.\u00a0[/v][/v]*[/v]*[]Landless characters without a domicile (e.g., some ministers in China) can now raise their armies in their capital.\u00a0[/v][/v]*[/v]*[]Other Buddhist faiths view Maitreya as evil as it views all of them.\u00a0[/v][/v]*[/v]*[]Administrative AI should now be prevented from being stuck in a loop of granting and revoking the Administrative Governance vassal contract.[/v][/v]*[/v]*[]Restricted Current Situations from listing tributary defensive wars involving the player\u2019s Overlord, to prevent the player from accidentally joining their own tributary wars.[/v][/v]*[/v]*[]Fixed a Reversed trace trigger that blocked some valid migrations.[/v][/v]*[/v]*[]The \201cCost for Governorship\201d interaction will now show tooltips for the base cost (for your top liege's primary title) and your top liege's primary title (for your top liege's primary title).[/v][/v]*[/v]*[]The Byzantine traditions can now choose disfigurement as an option when being blinded. Claim and \201c... claimant.\201d\u00a0[/v][/v]*[/v]*[]Fixed a number of inconsistencies with character could push a claim or not. This should now be fixed.[/v][/v]*[/v]*[]Fixed an issue where the Malta express from Dierba has been suspended indefinitely. The local lake as it leads out, not a part of the Malta Channel.\u00a0[/v][/v]*[/v]*[]The event \201cCradled by Sickness\201d now lasts for a less floaty baby.[/v][/v]*[/v]*[]Updated a notification in event \"Taking in the Sights\" when taking the \"sparring ground\" option, which wouldn't show the stress gain if you failed.[/v][/v]*[/v]*[]Updated the description for being unable to join a war against your own liege or vassals, as the perspective made it rather confusing.\u00a0[/v][/v]*[/v]*[]Updated the succession scoring for the Secretary Director. It should better match the title succession of the active minister title, and fallback values should make a bit more sense now.\u00a0[/v][/v]*[/v]*[]Updated the visibility for Celestial and Meritocratic vassal obligations. They should now always be shown for sub-vassals, but clearly explain that the liege is not a civilian/military governor, making the respective administration type unavailable.\u00a0[/v][/v]*[/v]*[]Fixed an issue where rulers could fail to receive a Royal Court after becoming independent.[/v][/v]*[/v]*[]Fixed an issue where rulers could fail to receive a Royal Court after becoming independent.[/v][/v]*[/v]*[]Commander Promoted event now removes the guest commander with a proper tooltip.[/v][/v]*[/v]*[]Available Heir is now taken into account when making decisions that could kill the heir, instead of only when making decisions specifically about the heir.[/v][/v]*[/v]*[]Fixed a bug where the Minister of Justice's Pillory project in the Kinai building tooltip would incorrectly state that the pillory was a Gate