

EUROPEAN UNION – VERSION 1.3.16

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CHAPTER 1 - THE EUROPEAN UNION

The European Union is a unique economic and political union between its member states.

The EU is similar to a confederation, where many policy areas are federalised into common institutions capable of making law; however, the member states are sovereign nations but they have limited their sovereignty and transferred some of their powers to the supranational union.

What began as a purely economic union has evolved into an organization spanning policy areas, from climate, environment and health to external relations and security, justice and migration. A name change from the European Economic Community (EEC) to the European Union (EU) in 1993 reflected this.

CHAPTER 1.1 - THE EUROPEAN UNION IN MILLENNIUM DAWN

In Millennium Dawn the European Union is not a playable nation (there is an EUU tag for some coding reasons, but this is not a regular Hearts of Iron country). In the mod the EU is represented and played by the member states. Later in the game the player has the possibility to unite (annex) the member states under one cosmetic tag. Two main factors that drive the EU are the influence on the other member states and the Euroscepticism. Besides that, the EU is controlled via the EU Focus Tree and Decisions.

CHAPTER 1.2 - INSTITUTIONS OF THE EUROPEAN UNION

The EU has six main institutions

- the European Parliament (EP)
- the European Council
- the Council of the European Union
- the European Commission
- the Court of Justice of the European Union (CJEU)
- the European Central Bank (ECB)

In the EU's unique institutional set-up:

- the EU's broad priorities are set by the European Council, which brings together national and EU-level leaders
- directly elected MEPs represent European citizens in the European Parliament
- the interests of the EU as a whole are promoted by the European Commission, whose members are appointed by national governments and
- governments defend their own country's national interests in the Council of the European Union.

CHAPTER 1.3 - EU INSTITUTIONS IN MILLENNIUM DAWN

In Millennium Dawn the following EU institutions are implemented:

- the European Council
- the Council of the European Union
- the European Parliament
- the European Commission
- the European Central Bank (ECB)

while the other one is not implemented:

- the Court of Justice of the European Union (CJEU)

CHAPTER 1.4 - COUNCIL, HUH?

In European politics there are known three institutions with the name Council: the Council of Europe, the European Council and the Council of the European Union.

The Council of Europe is an international organisation whose stated aim is to uphold human rights, democracy and the rule of law in Europe. The best known body of the Council of Europe is the European Court of Human Rights, which enforces the European Convention on Human Rights. It's not an institution of the European Union and therefore it's not in the mod.

The European Council is a collective body that defines the European Union's overall political direction and priorities. It comprises the heads of state or government of the EU member states, along with the President of the European Council and the President of the European Commission. While the European Council has no legislative power, it is a strategic (and crisis-solving) body that provides the union with general political directions and priorities, and acts as a collective presidency.

The Council of the European Union (in the treaties simply the Council) is one of two legislative bodies together with the European Parliament. The Council represents the executive governments of the EU's member states and has a between the member states rotating Presidency.

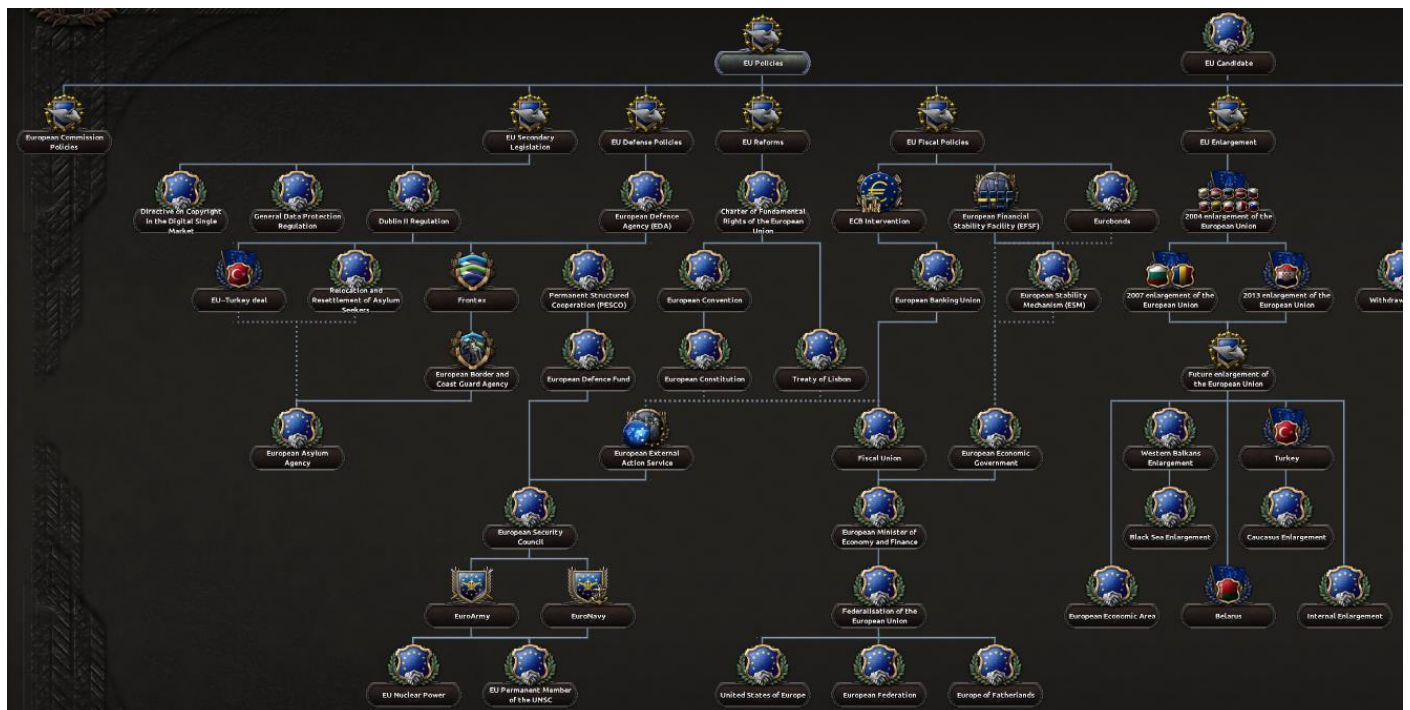
In Millennium Dawn the European Council and the Council of the European Union are combined and represented by the voting of the member states. The President of the European Council is a claimable office in the mod, while the rotating Presidency of the Council of the European Union is not implemented at the moment.

CHAPTER 2 - THE EU FOCUS TREE

The EU Focus Tree is other than any other Focus Tree in the game. The EU Focus Tree is a shared focus tree and does not only belong to a single country, but to all (49 potential) member states. Every EU member state has the shared EU Focus Tree, but these trees are connected. Only one member state can complete a shared voting focus at the same time. If a focus for one country is completed it is bypassed for every other member state. There is one exceptions to this: the Withdrawal Policies branch.

CHAPTER 2.1 - THE VOTING TREE

The Voting Tree consists of all other branches than the Withdrawal Policies branch and the United States of Europe branch. The focuses of the Voting Tree apply their effect not simply through completing the focus, they need to be accepted by the voting of the member states in the Council and the European Parliament. The only effects that are directly applied are the Euroscepticism bonuses and malus. Some of the branch header have no (other) effect and need no voting. As the focuses need to be accepted by the voting of the member states, there are no mutually exclusive focuses. But some focuses are mutually exclusive in the result. If one is accepted the other can't be completed. See the tooltip for details.



CHAPTER 2.2 - THE WITHDRAWAL TREE

The Withdrawal Policies branch is like a normal focus tree. The focuses there are not linked to focuses of other member states and there is no voting on the exit focuses.



CHAPTER 2.3 - THE UNITED STATES OF EUROPE TREE

The United States of Europe Tree is similar to a normal shared focus tree. Only the country that unifies the United States of Europe can access the United States of Europe Tree.

CHAPTER 2.4 - THE MEMBER STATE FOCUSES

The Member State Focuses is unique for every member state. Regularly there is no voting on these focuses. The Member State Focuses reflect how the national policies of a member state could influence the policies of the whole Union. The Member State Focuses are located and integrated in the national tree of the specific member state.

CHAPTER 3 - THE EU VOTING AND LEGISLATION

After an EU Voting focus is completed, the country completing it gets two decisions. One to put that proposal on the agenda of the European Parliament and another one to put it to the vote in the EU Council after it was approved by the European Parliament.

CHAPTER 3.1 - THE EUROPEAN PARLIAMENT

The European Parliament is the first legislative body of the EU in Millennium Dawn. It consists of political groups and independent MEPs. They represent the party system of Millennium Dawn. Each subideology of Millennium Dawn is either a political group or just independent MEPs (if they got enough vote in the European elections in their own member state).



The player can change the view to just see the political group and independent MEPs, but not their members from the different member states.



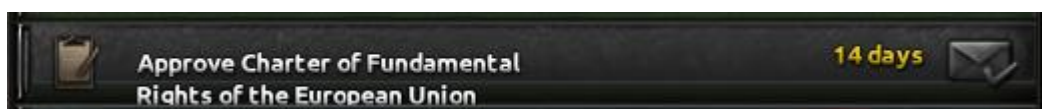
At the moment only the political group have an gameplay effect in the legislative procedure of the EP. There are two important stats in the EP, the number of MEPs (cyan) and the Parliamentary Influence (green). The number of MEPs is just the sum of the MEPs who get elected to the EP for that subideology. Parliamentary Influence (PI) is a number to represent the political bargaining in the EP.

CHAPTER 3.2 - LEGISLATION IN THE EUROPEAN PARLIAMENT

The first decision of the legislative procedure is the decision to put the issue on the agenda of the European Parliament.



When the issue is put on the agenda the approve mission becomes available.



The player has 14 days to complete that mission by gathering the support of the majority of the MEPs.

The political group which the government of the acting country belongs to, will immediately support that issue. For all other political groups an influence decision becomes available, to get them to support the issue.



If one of them is take a decision becomes available according to the political position of the own government and the targeted political group.

If the political group likes the issue more, a 'offer support' decision becomes available.



The 'offer support' decision will give the player PP and lower the PI of the group according to the number of MEPs of the group, because they like the issue more than the ruling party of the player.

If the political group has the same desire for that issue a 'suggest...together' decision becomes available.



The 'suggest...together' decision is free for both, because both like the issue in the same way. So no PP is gained or lost and the PI stays the same.

Finally, if the political group dislikes the issue more a 'convince' decision becomes available.



The 'convince' decision will cost the player PP and give the political group PI according to the number of MEPs of the group. To get their support for something they don't like the play has to promise them support for one of their issues in the future and that is represented by the rising PI.

If the player has taken the decisions for one political group, he has to wait one day till the next one can be influenced. Otherwise the second decision is not updated to the new political group.

The desire of a political group for a certain issue is identically to the government resist factor of the focus (which can be seen in the focus tree tooltip).

When the player has gathered enough MEP support for a majority, he can complete the mission and get EP approval for that issue. Than the legislative procedure is continued in the Council.

CHAPTER 3.3 - EUROPEAN COUNCIL / COUNCIL OF THE EUROPEAN UNION

The European Council / Council of the European Union (hereinafter the Council) is the second legislative body of the EU in Millennium Dawn. The Council represents the member states in the legislative procedure. Further all legal acts of the EU are listed here with their majority type and current status. Draft means the focus was completed and the issue is ready to be put on the agenda of the EP. EP Approval means the issue has been approved by the EP and is ready for the voting in the Council. Accepted means the Council has accepted the issue and it is enacted. Dismissed means the Council has dismissed the issue and it's not ready for retry yet.



There is also a Voting Prediction there. The prediction shows how the member states would vote, when there would be a voting at this moment. The prediction is automatically updated every week, but there is also a decision to update it manually. If the

prediction shows YES or NO the AI will definitely vote in that way. If it shows undecided the chance for a AI voting YES:NO are in a ranged of 65:35 to 35:65.

Besides the update decision, there is also the decision to activate the EU Voting Cheat and an option to disable the AI voting retry, when a issue was dismissed in the Council screen.



CHAPTER 3.4 - LEGISLATION IN EUROPEAN COUNCIL / COUNCIL OF THE EUROPEAN UNION

When the issue was approved by the EP and the player meets the influence or office requirements the voting decision becomes available.



When the voting decision is taken in the Council each member state gets a voting event and the voting result mission is activated.



The voting result mission can be taken, when all member states have voted on the issue and pops up the voting result event.



When the proposal is accepted the effect of the focus is applied and the legislative procedure is finished. When the proposal is dismissed the retry process is started.



For 30 days the retry decision is blocked, but after that timespan every member state can take the retry decision and start the legislative procedure again.

CHAPTER 3.5 - THE AI VOTING

The voting behaviour of the AI is determined by three factors: the influence of the proposing country (5%, 10%, 20%, 30%, 50%), the Euroscepticism of the voting country (10%, 20%, 30%, 50%, 70%) and the government resist factor of the voting country. The government resist factor reflects the attitude of the political parties towards the subject of the voting. There are four stances: strongly resist, resist, support and strongly support (you can see the government resist factor in the Focus Tree at the focus effect tooltip).

CHAPTER 3.6 - MAJORITY TYPES

There are two majority types for the voting in the Council: Unanimity and Qualified Majority Voting (QMV). While in the EP the regular majority type is a simple majority.

Unanimity voting needs every member state to vote for the proposal. Therefore, every member state has the right of veto.

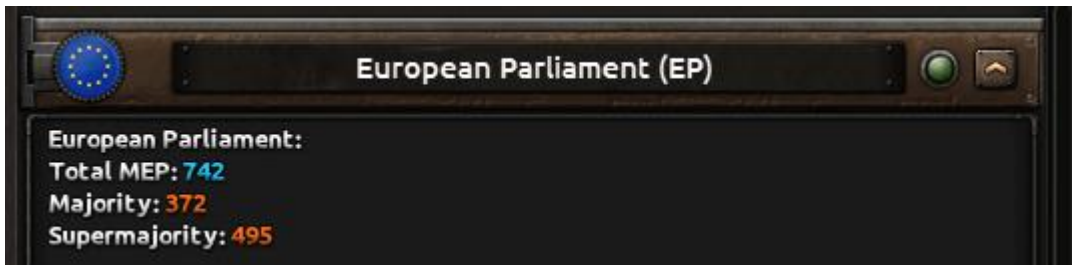
In the case of Qualified Majority Voting (QMV) there are two majorities that have to be met: 55% of the member states who represent 65% of the Population of the EU have to vote for the proposal to be accepted. Therefore, member states who together represent 35% of the Population of the EU have a blocking minority.

CHAPTER 3.7 – EMPOWERED EP / OVERRULE THE COUNCIL

With the European Constitution or the European Federation, the EP is empowered to overrule the Council on issues the Council dismissed. If these prerequisites are met the Overrule decision becomes available, when the retry decision is taken and the issue is put on the agenda of the EP again.



The EP can overrule the Council and directly enact an issue, with a supermajority of two third of the MEPs.



CHAPTER 3.8 - THE EU LAWS AND IDEAS

An important part of the focus effects are national spirits. They represent the legislation of the European Union.

There are two kinds of national spirits for EU member states. The first one are crisis or negative circumstances that are applied by events or from the start. The effect of some of the focuses are to remove or prevent these negative national spirits when the voting is accepted. The other one apply bonuses to the member states. They are added when the proposal is accepted by the voting of the member states.

If a new member state joins the EU, this country doesn't get all national spirits by default. It has to adopt the EU law through a decision.

Leaving the EU means losing all EU national spirits. In addition to that the leaving country gets a timed national spirits according to the exit route the country takes.

CHAPTER 4 - THE VALUES OF THE EU

"The Union is founded on the values of respect for human dignity, freedom, democracy, equality, the rule of law and respect for human rights, including the rights of persons belonging to minorities. These values are common to the Member States in a society in which pluralism, non-discrimination, tolerance, justice, solidarity and equality between women and men prevail."

Article 2, Treaty on European Union

CHAPTER 4.1 – THE SYSTEM OF EU VALUES

In Millennium Dawn the system of EU values is featured by different game concepts. If one of these triggers is met, the breach of EU values variable is set to the respective level. It's checked every day. The following values are implemented:

EU value:

issue of breach - level of breach

Rule of Law:

- Paralyzing Corruption - 5
- Crippling Corruption - 4
- Rampant Corruption - 3
- Unrestrained Corruption - 2
- Systematic Corruption - 1

Respect for human dignity and freedom:

- has offensive war with EU member state - 10
- has communist government - 2
- has reactionary government - 2
- has communist in coalition - 1
- has reactionary in coalition - 1

Democracy:

- No elections - 5
- Dictatorship - 5
- Communist Dictatorship - 5
- Fascist Dictatorship - 5
- is puppet - 4
- Neo-Imperialism - 1

Women and Minority Rights:

- Prohibited Service for Women - 1
- Election Threshold 10% - 1

No Bailout clause:

- Bankrupcy - 1
- Bailout given - 1

CHAPTER 4.2 – BREACH OF EU VALUES

Due to the system of EU values the national focus trees of the member states are no longer limited by EU membership for their radical branches. Instead of that the system of EU values offers the player a variety of decisions to react on a breach of EU values by a member state. The level of breach can be seen for each member state in the State of the European Union screen.



Country	Population	Ratio of Total EU	Euroscepticism	Breach of EU values
Austria	8048K	2.10%	20.0%	5
Belgium	10272K	2.70%	10.0%	0
Denmark	5348K	1.40%	19.0%	0
The United Kingdom	59076K	15.50%	14.0%	0
Finland	5243K	1.30%	12.0%	1
France	61139K	16.10%	10.0%	1
Germany	82356K	21.70%	10.0%	0
Greece	10931K	2.80%	10.0%	4

At a level of 4 and above the Council can determine a serious breach of EU values through that member state.



Prerequisite is that the country which wants it determine is top 3 influencer among all other member states and the target is not top 3 influencer in any member state.

Determining a serious breach of EU values will raise the Euroscepticism of the target about 15% and enables further decisions, while revoking it will lower it about the same amount. Determining a serious breach of EU values is prerequisite for two other decisions: suspending the EU Voting Rights and suspending the EU Subsidies.



A member state with suspended EU Voting Rights can't vote anymore in the Council.

A member state with suspended EU Subsidies doesn't get any more money from the EU, while it still has to pay its contribution.

Both decision can be undone if the targeted member state reduce its breach of EU value

CHAPTER 5 - THE EU OFFICES

In the EU every institution has a head. In this sense the Offices of the EU in the mod are the personification and the representation of these institutions. In the tradition of the European Union these offices are shared among the member states. So it is in Millennium Dawn. In general, a member state can only hold one office at once. To claim an office a member state needs at least 5% influence on every other member state or a population of more than 5% of the Total EU Population. So it is more likely that the most offices are shared among the big member states.



CHAPTER 5.1 - POLITICAL AND FINANCIAL OFFICES

The Political Offices are

- President of the European Commission,
- President of the European Council and
- President of the European Parliament

and the Financial Offices are

- President of the European Central Bank and
- European Minister of Economy and Finance.

The Office of the President of the European Commission, the President of the European Council and the President of the European Parliament have in common, that they allow to put a focus to the vote without having 3% influence on any other member state. In addition to that they rise chances of success in the Pro-European and Euroscepticism Campaigns.

President of the European Central Bank can start, expand or reduce the OMT Program of the ECB to temporary reduce the interest rates of member states with high interest rates.

The European Minister of Economy and Finance can always put a budget draft on the agenda of the EP, while other member states or offices need a certain level of influence on all other member states.

CHAPTER 5.2 - SECURITY AND INTERNATIONAL OFFICES

The Security Offices are

- Frontex Executive Director,
- Secretary General of EuroArmy and
- Secretary General of EuroNavy.

The International Offices are

- High Representative of the Union for Foreign Affairs and Security Policy and
- Ambassador of the Union to the United Nations.

The Frontex Executive Director and the Secretary General of EuroArmy have the power to take control over the respective forces for the time of their tenure.

The Secretary General of EuroNavy can take control of the warships of every member state and can unite them in one European fleet.

High Representative of the Union for Foreign Affairs and Security Policy has no special power at the moment. In future updates it is planned to give it some diplomatic powers or decisions.

Ambassador of the Union to the United Nations give its holder nation the Permanent Member of the UNSC national spirit.

CHAPTER 5.3 - PRESIDENT OF THE EUROPEAN FEDERATION

The President of the European Federation is a unique office in the European Union/Federation because the holding member state is the paramount leader of Europe. Therefore, the President of the European Federation can claim every other office for his member states.

CHAPTER 6 - EUROSCEPTICISM

Euroscepticism is one of the basic concepts for the EU in Millennium Dawn.

Euroscepticism, also known as EU-scepticism, means criticism of the European Union (EU) and European integration. According to public opinion surveys this ratio represents the number of people who will likely vote for leaving the European Union in the case of a European Union membership referendum of their country.

Europeanism also known as Pro-Europeanism, sometimes called European Unionism, is a political position that favours European integration and membership of the European Union (EU). It includes the more radical European federalists, who seek to create a single superstate known informally as a United States of Europe. A related term is 'Europhile'. The ratio represents the Europhile people throughout the whole Union.

Euroscepticism is one of the main variable driving the EU member states in one direction or the other. Europeanism on the other hand is just a derivative variable from Euroscepticism. It is used as trigger to refer to the Union as a whole.

CHAPTER 6.1 - STATE OF THE UNION

The State of the Union category is the main interface for the player to get an overview about the European Union and the Euroscepticism throughout the Union. While most of the Euroscepticism effects also update the State of the Union statistic, sometimes it is necessary to update by hand. Therefor the update decision can be used.



Country	Population	Ratio of Total EU	Euroscepticism	Breach of EU values
Austria	8040K	2.10%	25.0%	0
Belgium	10262K	2.70%	10.0%	0
Denmark	5345K	1.40%	24.0%	0
The United Kingdom	59040K	15.50%	24.0%	0
Finland	5238K	1.30%	22.0%	0
France	61081K	16.10%	14.0%	0
Germany	82278K	21.70%	15.0%	0
Greece	10925K	2.80%	8.0%	0
The Netherlands	15940K	4.20%	6.0%	0
Ireland	3805K	1.00%	6.0%	0
Italy	56743K	14.90%	9.0%	0
Luxembourg	436K	0.10%	6.0%	0
Portugal	10243K	2.70%	5.0%	0
Spain	40544K	10.60%	6.0%	0
Sweden	9074K	2.30%	38.0%	0

CHAPTER 6.2 - EUROSCEPTICISM CHANGE

One source of Euroscepticism are the focuses on completion. Most of them add Euroscepticism to all current and potential member states. Some add a special amount to certain countries. This reflects the unique national tradition in some policies areas, like financial discipline in the northern countries or soft currency in the southern member states.

Another source of Euroscepticism are the Euroscepticism Campaign Decisions. On the other side of the coin the Pro-European Campaigns can reduce the Euroscepticism.



Pro-European Campaign	\$ 0.1	<input type="checkbox"/>
Euroscepticism Campaign	\$ 0.1	<input type="checkbox"/>
Pro-European Campaign	\$ 0.1	<input type="checkbox"/>
Euroscepticism Campaign	\$ 0.1	<input type="checkbox"/>

Finally, there are some events and decision, which can add or reduce the Euroscepticism. E.g. the OMT Program decisions.

CHAPTER 6.3 - EUROSCEPTICISM AND EU EXIT

Euroscepticism will drive the AI to EU Exit. The probability from the Euroscepticism is modified by the ruling party. Governments with nationalist outlook will always try to leave the Union. Conservative governments are pro-European in general, but they flip over in the exit camp, when Euroscepticism rises above 60%. All other major European parties try to stay in the EU, but somewhere above 70% Euroscepticism they can't ignore the will of the people.

CHAPTER 7 - LEAVING THE EU

Leaving the EU is a longer process which will not take place over night. Never the less an EU exit can also happen by accident.

CHAPTER 7.1 - LEAVING THE EU BY ARTICLE 50

The first step in leaving the EU is to complete the Article 50 focus. Than the Withdrawal category and the leave decision becomes available. When selected the leaving mission is activated. With the mission activated the player has two years to complete the Withdrawal Treaty focus and select the mission. Otherwise a No Deal Exit will happen. There is an option to have a prepared No Deal Exit, when the No Deal Exit focus is complete or to have an unprepared No Deal Exit when none of the two focuses is completed within the two year.

The player has also the option to revoke Article 50 and stay in the EU.

If the player needs more time, there is a decision to extend Article 50.

Note: the extention only set the remaining time to three months. So if it is activated to early, it is not an extention but a shortening.

CHAPTER 7.2 - LEAVING THE EU BY ACCIDENT

In the European Debt Crisis there is a possibility for a EU exit by accident. This happens if the member state fails to complete the mission Troika Reforms.

CHAPTER 7.3 - LEAVING THE EU BY THE AI

As described in Chapter 6.3 the AI will leave the EU, when certain Euroscepticism levels are reached. The levels depend on the ruling party.

CHAPTER 8 - ENLARGEMENT AND JOINING THE EU

"Any European State which respects the values referred to in Article 2 and is committed to promoting them may apply to become a member of the Union. The European Parliament and national Parliaments shall be notified of this application. The applicant State shall address its application to the Council, which shall act unanimously after consulting the Commission and after receiving the consent of the European Parliament, which shall act by a majority of its component members. The conditions of eligibility agreed upon by the European Council shall be taken into account.

The conditions of admission and the adjustments to the Treaties on which the Union is founded, which such admission entails, shall be the subject of an agreement between the Member States and the applicant State. This agreement shall be submitted for ratification by all the contracting States in accordance with their respective constitutional requirements."

Article 49, Treaty on European Union

In Millennium Dawn there are three types of European countries (in the sense of Article 49): the potential EU countries, the candidates and the member states. The potential EU countries are a predefined and scripted scope of countries which could possibly become a member states of the European Union (this could not be influenced in the game). Candidates are countries which were selected by the voting of the EU member states to become members in the future. Finally, there are the member states who are already member of the EU in the 2000 and 2017 bookmark.

CHAPTER 8.1 - ENLARGEMENT OF THE EU

The Enlargement of the EU is done by the Enlargement focuses followed by the voting of the member states. There are the historical EU Enlargement packages of 2004, 2007 and 2013 and beyond that there are future Enlargement packages in the focus tree.



CHAPTER 8.2 - JOINING THE EU

When the EU member states have voted for an Enlargement package the respective countries become a candidate. As candidate the member state gets a decision to join the European Union. The accession criteria are that the level of breach of EU values is less than three.

A potential EU country can also get the candidate status through the EU Candidate focus, but the prerequisites for that are high.

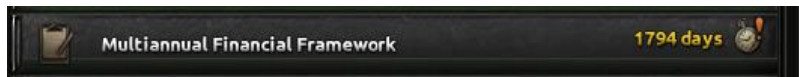
After the joining, the new member state gets the national spirit European Union Member. To get the other EU national spirits the member state needs to select the Adopt the EU law decision (see Chapter 3.8 for details).

CHAPTER 8.3 - JOINING THE EURO

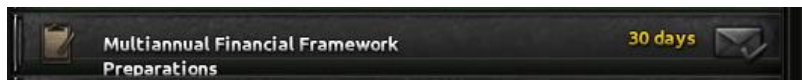
After becoming a EU member states, the country can also join the Euro if certain criteria are met. The country needs at least a Stable Growth Economic Cycle, a GDP/C of at least 10.000\$ and a Corruption Level of 5 or lesser.

CHAPTER 9 - EU ELECTIONS

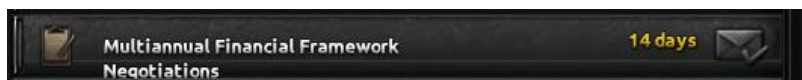
EU Elections take place every five years. The allocation of seats to each member state is based on the principle of degressive proportionality, so that, while the size of the population of each country is taken into account, smaller states elect more MEPs than is proportional to their populations. Every member state gets at least 6 MEPs and the rest of the 750 MEPs are distributed according to the population of the member states. Every member state elects the MEPs for its seats according to the party popularity at the time of the election.



During the Preparation process the member states negotiate on the draft of the Multiannual Financial Framework. At the end of the process the draft is accepted or a provisionally (standard) Multiannual Financial Framework is put into effect.



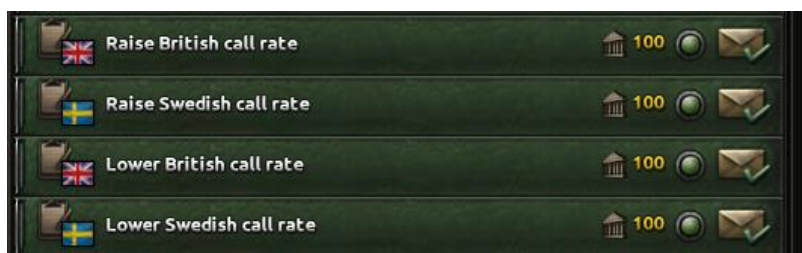
The member state which drafts the Multiannual Financial Framework has to put the draft on the agenda of the European Parliament at the end of the negotiations. As reward the drafting member state get the total invested political power, when the Multiannual Financial Framework is approved and put into effect.



During the Negotiations all member states can invest political power to change the draft to their conception. Changes to the draft will influence the view of the political groups of the European Parliament to the draft. The member states can raise and lower the global call rate or their own call rate.



Under certain circumstances (Euroscepticism > 40% or other call rate than the global call rate) the member states can also change the call rate of a target country.



Contribution of the member states:

Flag	Name	Contribution	GDP-based call rate	Ratio of Budget
	Austria	- 2 billion	- 1.00%	- 1.90%
	Belgium	- 4 billion	- 1.00%	- 3.10%
	Denmark	- 1 billion	- 1.00%	- 1.40%
	The United Kingdom	- 20 billion	- 0.95%	- 14.40%
	Finland	- 1 billion	- 1.00%	- 1.40%
	France	- 22 billion	- 1.00%	- 16.40%
	Germany	- 34 billion	- 1.00%	- 24.50%
	Greece	- 1 billion	- 1.00%	- 1.40%
	The Netherlands	- 7 billion	- 1.00%	- 5.40%
	Ireland	- 0 billion	- 1.00%	- 0.60%
	Italy	- 20 billion	- 1.00%	- 14.60%
	Luxembourg	- 0 billion	- 1.00%	- 0.30%
	Portugal	- 1 billion	- 1.00%	- 1.40%
	Spain	- 12 billion	- 1.00%	- 8.80%
	Sweden	- 4 billion	- 1.00%	- 3.10%

CHAPTER 10.2 - BUDGET OF THE NEXT FISCAL YEAR

The Budget of the next fiscal year is the money which the EU can spent in that year.

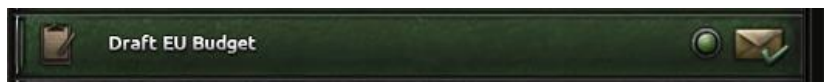
In Millennium Dawn the Budget of the next fiscal year defines the distribution of the money to the member states to the EU for the next year



During the Preparation process the member states negotiate on the draft of the EU Budget for the next fiscal year. At the end of the process the draft is accepted or a provisionally (standard) EU Budget is put into effect.



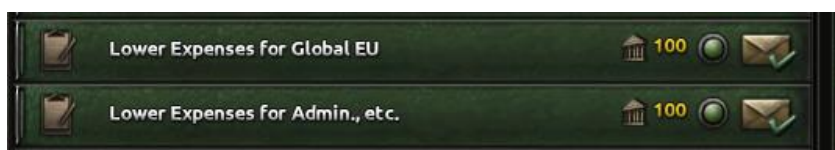
The member state which drafts the EU Budget of the next fiscal year has to put the draft on the agenda of the European Parliament at the end of the negotiations. As reward the drafting member state get the total invested political power, when the EU Budget is approved and put into effect.



During the Negotiations all member states can invest political power to change the draft to their conception. Changes to the draft will influence the view of the political groups of the European Parliament to the draft.



Raising one category will also change the other one.



The Growth Subsidies are distributed according to the economic cycle (the worst, the more) and the population of the member state. The Natural Subsidies are distributed according to the GDP/C level (the lower, the more) and the population of the member state. The Global EU Subsidies are distributed to the Leader of EU Foreign Policy. The Administration Subsidies are distributed to the President of the European Commission and/or the Frontex Executive Director.

Distribution to the member states:

Flag - Name - Total - Ratio - Growth - Natural resources - Global Europe - Admin., etc. - net payer/net receiver in billion

🇦🇹	Austria	-2.62	-1.80%	-1.58	-1.03	-0.00	-0.00	-0.07
🇧🇪	Belgium	-3.17	-2.20%	-1.52	-1.64	-0.00	-0.00	-1.13
🇩🇰	Denmark	-1.64	-1.10%	-0.79	-0.85	-0.00	-0.00	-0.32
🇬🇧	The United Kingdom	-18.49	-13.30%	-8.85	-9.64	-0.00	-0.00	-2.67
🇫🇮	Finland	-1.76	-1.20%	-0.97	-0.79	-0.00	-0.00	-0.20
🇫🇷	France	-19.22	-13.80%	-9.21	-10.01	-0.00	-0.00	-3.54
🇩🇪	Germany	-23.25	-16.70%	-12.45	-10.80	-0.00	-0.00	-10.76
🇬🇷	Greece	-4.21	-3.00%	-2.13	-2.07	-0.00	-0.00	-2.24
🇳🇱	The Netherlands	-4.94	-3.50%	-2.38	-2.56	-0.00	-0.00	-2.57
🇮🇪	Ireland	-0.97	-0.70%	-0.36	-0.61	-0.00	-0.00	-0.13
🇮🇹	Italy	-20.69	-14.90%	-11.41	-9.27	-0.00	-0.00	-0.32
🇱🇺	Luxembourg	-0.00	-0.00%	-0.00	-0.00	-0.00	-0.00	-0.51
🇵🇹	Portugal	-4.02	-2.90%	-2.01	-2.01	-0.00	-0.00	-2.05
🇪🇸	Spain	-13.97	-10.00%	-6.04	-7.93	-0.00	-0.00	-1.64
🇸🇪	Sweden	-2.25	-1.60%	-0.85	-1.40	-0.00	-0.00	-2.05

CHAPTER 10.3 - BILL FROM BRUSSELS

At the 1st February of every year each member state gets a Bill from Brussels and the money for that member state is paid and the contribution is collected.



CHAPTER 11 - UNITING THE EU

There are three different ways to bring the European integration to an end:

- The United States of Europe
- The European Federation
- A Europe of Fatherlands

CHAPTER 11.1 - THE UNITED STATES OF EUROPE

After more than 70 years of European integration the member states of the European Union are ready to give up their sovereignty and form the United States of Europe.

CHAPTER 11.2 - THE EUROPEAN FEDERATION

The member states of the European Union are ready to transfer the Union into the European Federation with the Qualified Majority Voting as fundamental principle and headed by the President of the European Federation.

CHAPTER 11.3 - A EUROPE OF FATHERLANDS

The Europe of Fatherlands puts an end to the European integration:

Any further European integration will jeopardise the cultural heritage, the national identities and the sovereignty of the member states. Europe is a Europe of Fatherlands, so the European integration has to stop at this stage.

CHAPTER 12 - EU AI

For the EU exit AI see Chapter 6.3.

CHAPTER 12.1 - THE EU FOCUS AI

The base factor for the AI to choose EU focuses are 20, so AI will do this from time to time.

Factors that influence the base factor are the following:

- The historical date of the focuses.
- The AI member state has 5% influence or more on any other member state.
- The Euroscepticism level of the AI member state; the more Euroscepticism, the more likely to avoid further EU focuses.
- The national bias against certain focuses; this corresponds to the special Euroscepticism malus the country gets from that focus.

CHAPTER 12.2 - THE EU VOTING STRATEGY AI

At the moment there is no overall EU influence strategy AI. So the AI can't change the chance to get a proposal through the voting or even to get the voting decision available. To deal with that the AI has a special decision to get 3% influence on all member states, if the AI has completed a voting focus.

CHAPTER 12.3 - THE EU PROPAGANDA AI

The Pro-European government with the following ruling parties will try to keep Euroscepticism low:

Liberals, Libertarians, Social Democrats, Socialist Democrats, Greens, Communists, Left-Wing Radicalism, Communists

The following government are also Pro-European as long as Euroscepticism is below 60% Conservatives, Reactionaries, Conservatives; they will try to keep the Euroscepticism low in these circumstances. But they flip over in the eurosceptic camp and try to rise Euroscepticism if the level rises above 60%, because they fear the pressure from the nationlists.

The last one will always try to spread Euroscepticism if they get into power:

Right Wing Populists, Fascists, Military, Monarchist

CHAPTER 13 - HINTS AND CHEATS

Hints and Cheats

CHAPTER 13.1 - HINTS

To drive the European integration forward the following should be kept in mind:

- high influence on the member states is vital to get the proposals through the voting
- a smaller Union is easier to handle than a bigger one
- a smaller Union is easier to unify than a bigger one
- if the European integration progresses too fast, some member states might get lost on the way

CHAPTER 13.2 - VOTING CHEAT

The Voting Cheat allows to set all votings to YES or to NO till the cheat is deactivated.

CHAPTER 13.3 - CONSOLE COMMANDS

Euroscepticism can be set to X% with this console command:

```
set_var eurosceptic 0.X
```

E.g. 10% with: `set_var eurosceptic 0.1`