The year is 1648, and for the last 30 years cruel war has raged across Europe. Begging in a religious dispute between emperor and Protestants, the conflict gradually escalated to involve more and more players, until Germany became a theatre for the ambitions of the great powers. The desire to continue fighting is fading, with seven million lying dead and the majority of states bankrupt. Now all players convene in Westphalia, to come to some sort of agreement on what shape the future of Europe should take. At the table are great kingdoms such as France, Spain and Sweden as well as the myriad members of the Holy Roman Empire on both the Catholic and Protestant side. A pivotal topic of discussion among the delegations is the need to come to a lasting settlement on religious freedoms and self-determination. Terrible religious wars have plagued the empire since the time of Martin Luther, and yet no side has emerged dominant. Previous religious settlements have been signed, yet fail to reflect the changing times and have been all but ignored over the course of the war. Another root cause of the conflict is the fear among states of the Holy Roman Empire of religious and political domination by the Emperor and his mechanisms of state, meaning reforms need to be made if there is to be a foundation of trust for the coming peace. The Electors wish to be assured their independence, and outside kingdoms fear their rivals using the emperor as a puppet for their ambitions. But an eye must also but kept on the future, and this war has brought us to a new age of states that compete not for the glory of god, but rather the power of their own king. In this new world, where France can fight against Spain rather than for the Pope, clearly needs a new set of rules for ever changing game that is being played.

Thus you have one task in Westphalia – to bring peace to Europe! To build a bridge across the river of blood that has spilled will be no easy process, but the stakes of failure are too high for failure.