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**Europa universalis iv starting guide**

EU4 is redirecting here. For other uses, see EU4 (ambiguous). Europa Universalis IVDeveloper(s)Paradox Development StudioPublisher(s)Paradox InteractiveDirector(s)Johan AnderssonProducer(s)Linda KibyDesigner(s)Johan AnderssonProgramr(s)Niklas StridArtist(s)Fredrik TollComposer(s)Andreas WaldetofEngineClausew OS X, Linux[1]ReleaseWW: 13 August 2013Genre(s)Grand strategyMode(s)Single-player, multiplayerEuropa Universalis IV is a major strategy video game in the Europa Universalis series, developed by Paradox Development Studio and published by Paradox Interactive. [2] The match was released on 13 August 2013. It is a strategy game where players can control a nation from the Late Means through the Early Modern Period (1444 to 1821 ad.C.), which does trade, administration, diplomacy, colonization and warfare. Gameplay The game is formed to start historically, with actual events occurring in real time. The game itself is an interactive map of the earth divided into the provinces that enjoy nations. Each of these provinces contributes either positively or negatively to their country, as provinces can both provide resources to a nation and serve as a point of unrest and rebellion. The game requires the player to lead a nation by finding a balance of military, diplomacy and economics. The player does this through their choices as sovereign of their nation, and by spending resources available to them: Prestige, Stability, Gold (Ducats), Manpower, Legitimacy for Monarchies, Republican Tradition for Republics, Dedication for Theocracies, Horde Unity for Hordes and Monarch Power (Administrative, Diplomatic, Military). Players can choose to conquer the world by military force, become a colonial superpoorness, establish trade dominance, etc. as one of more than 500 different nations. These nations vary alphabetically from Aachen to Zuni. [4] The game is a sandbox environment, and while there is no strict rule about winning the game, a loss occurs when the player's nation is removed, or annexed, from the map. Diplomacy is a major aspect of the game, as creating alliances, (or vassal states and tributaries), improving opinions, and preventing defensive coalitions is essential to a player's survival. Espionage can also be employed against enemy states in order to claim their territory, or incite rebellion in their provinces, along with other questionable points. Fights can be waged on both land and sea, during which the game seeks to mimic real world factors such as morale, discipline, varying unit types with accompanying strengths and weaknesses, competence of leaders, terrain and supply lines. Trading is also a key part of the game, where the world is divided into many trading nodes and trade flows through each of the nodes and can be collected by traders. Many great religions, like Catholics, Sunni, Buddhist, and Orthodox are present in the game and can provide clear bonuses to their Players can employ missionaries to transform their provinces or engage in policies of universal religious freedom. For example, the Catholic faith uses the Papacy, which could allow a nation to have control over the Pope or to use their influence for other rewards. Technological advances are invested over time, and require the cost of monarch points. They offer benefits to the nation as outlined below. Administrative technology unlocks advances such as increased productivity, new forms of government, new buildings and the national idea system. Diplomatic technology unlocks advances such as naval units, improvements in trade, new buildings and improved colonial expansion. Military technology unlocks advances such as new types of land units, improved unit morale, combat tactics, and new buildings. Play is influenced by random events that arise every so often for the player. These events can be either useful or harmful. Some of these random events are driven by an individual nation's history, while some may apply to any country and generally serve to improve the flavor of the game. Players can choose to play down single player versus the AI, or multiplayer over a LAN or the internet against a mix of human and AI opponents. Single player also has the option off Ironman, which includes multiple settings such as problems, and removes controlling the save from the game from the player. This means that any errors are irreversible. However, this is the only way to receive any of the game's many achievements. Development Early design discussions for Europa Universalis 4 began shortly after the December 2010 release of Divine Wind, the final DLC for Europa Universalis 3 [citation needed] with development, based on the Clausewitz Engine, beginning in earnest in about September 2011. [5] It was first announced to the public in August 2012 to coincide with a performance at that year's Gamescom,[6] after being teased under the code name of Project Truman. [7] During the game's development, Paradox Development Studio released weekly developing stages via their online forums, in which they outlined a function of the game's development. [8] These included information on design philosophy, game mechanics implemented, and features of Europa Universalis 3 that were removed. During its development, Europa Universalis IV had a greater priority given to stability and quality control than previous matches had in the series. There used to be a perception that Paradox's games weren't worth buying until multiple updates or extensions had fixed stability issues. Studio CEO Fred Wester described this perception as like a slap in the face, which motivates them to improve. [9] Another of Paradox's most important goals was retain the depth and complexity of their earlier major strategy games while making them easier for a player to communicate with each other. [10] Before release, a preview version of the was displayed by let's plays[reference needed] and via a multiplayer event for journalists. [11] A playable demo of the game was released on Steam on August 9, 2013 with the game itself released on August 13. [10] Following its release, the development of the game continued under the same model that Paradox had previously successfully used for Crusader Kings 2, with paid DLCs released together and helping fund, additional free spots adding more features to the base game. [12] As of June 2020, sixteen extensions were released for the game along with many small DLCs offering additional graphics or musical options. [13] In October 2017, Jake Leiper-Ritchie took over from Johan Andersson as the game's director until October 2019, when he announced that he would resign by the end of the year. [citation needed] Extensions and mods A number of downloadable content (DLC) have been released for the game. All DLCs are optional and can be applied to the base game in any combination. The largest DLCs come in the form of extensions, which significantly alt the mechanics and characteristics of the game. There are also flavor packs (which add new opportunities and small mechanics, usually specific to one nation), music packs (which add more backing music) and cosmetic suits (which affect unit models, portraits and the map). There are also three ebooks that have no impact on the game itself, but coincided with the release of extensions. Extensions are often accompanied by the collaboration of free patches to the game, which can customize existing mechanics or add new ones in the theme of the extension. Name Free Update Release date Full Extension Description Conquest of Paradise 1.4 11 January 2014 Conquest of Paradise focuses on the New World. It adds an extension to the mechanics of tribal nations, most prominently Native American ones. It also adds a random new world generator that randomized the landscape of North and South America. The accompanying 1.4 patch also added colonial regions, protectors and new start-up nations as well as many other small additions and corrections. [14] Wealth of Nations 1.6 May 29 May 2014 Wealth of Nations, named after the book by Adam Smith, includes new mechanics for trade and merchant republics. The most prominent additions also include trading companies, private, and construction of the Suez and Panama and Kiel channels. The accompanying 1.6 patch included a new rival system, policies, and extra ship designs. [15] Res Publica 1.7 16 July 2014 Res Publica, translated as 'public relationship' in Latin, is the root of the word republic. It focuses on management and trade. New mechanics regarding elections are being introduced, along with election opportunities for the Dutch republics and a national focus. The Republican Dictatorship form of government is also included. The associated 1.7 patch additional idea groups and Merchant Republic factions included. [16] Art of War 1.8 30 October 2014 Art of War, named after the book book Sun Tzu, focuses on military mechanics. It expands on the Thirty Years War and the Napoleonic era, improving diplomacy (especially around conflict and peace treaties), expanding vassal mechanics and adding new options for war fodder. The accompanying 1.8 patch among others hasty rebel mechanics, the trade node setup, and AI and game improvements. More than 900 provinces were added, mainly in regions that previously did not have detail, such as Asia and Africa. [17] El Dorado 1.10 26 February 2015 El Dorado, named after the mythical El Dorado, improves greatly on the nations of Central and South America. They include Nahuatl, Inli and Mayan religions, a doomsomsto bank for the Central American tribes, improved mechanics and additional events. Exploration and colonization of these areas are also being expanded on - for example, the Treaty of Tordesillas is added and conquistadors can explore in terra incognita to search for the Seven Cities of Gold. A custom nation designer is included. The accompanying 1.11 patch included new events for South and Central America, improved terrain and general improvements to gaming. [18] Common Sense 1.12 9 June 2015 Common Sense, named after the famous leaflet written by Thomas Paine, focuses on diplomacy, religion and internal development. New religious play is added, focusing on Protestants, Buddhists and Theocracy. Parliaments are added, with a special parliamentary government granted to England. The accompanying 1.12 patch included 5 new Asian religions, improvements to the peace system, and a processing of the fort and looting systems. The number of building slots was also decreased, but the existing ones made more powerful. [19] The Cossacks 1.14 1 December 2015 The Cossacks, named after the Cossacks of Eastern Europe and the Egostic Steppe, add the new Estate System, Mechanics for the Tengri faith, and new horde of government mechanics. Other additions include new diplomatic actions such as endangered war and study technology, as well as the victory map system. The accompanying 1.14 patch added many UI improvements and another processing of the mercenary system. [20] Mare Nostrum 1.16 5 April 2016 Mare Nostrum, translated as Our Sea in Latin, was the Roman name for the Mediterranean. As its name suggests, this extension introduces new content related to naval warfare, trade and espionage. Now one can put ships on a naval blockade mission or on a hunting naval mission. One can also create trade leagues, offer Condottieri to other countries to fight and a new timeline feature where one can click through the campaign at any point and watch as the world has evolved throughout the contest. The accompanying 1.16 patch included a large processing of espionage, various new map modes, new systems for states and territories, and corruption, as well as several new provinces in Ireland and Africa. [21] Rights of Man 1.18 Prussians 11 October Rights of Man comes from the 1791 book by Thomas Paine Paine the same name. They include a new Great Powers system where the eight highly developed nations are listed as Great Powers and have access to new diplomatic capabilities. Also include new governments for Prussian and the Ottoman Empire, new mechanics for revolutionary republics, ruler personalities and leadership qualities. The accompanying 1.18 patch sets Settings and an accompanying processing of technology. [22] Mandated from Heaven 1.20 Ming April 6, 2017 Mandate of Heaven, named after the Ancient Chinese political concept, focuses on improving the East Asian region with the Empire of China mechanic, new merrytraction mechanics, the ability of Manchu tribes to collect banners, and a new Japanese Shogunate system. Also included is the Ages mechanic who focuses gamely on clear historical periods The accompanying 1.20 patch includes the Ages but with none of the in game mechanics, the new absolutism system, and province devastation. [23] Third Rome 1.22 Russia 14 June 2017 Third Rome refers to the idea that Muscovy (and later Russia) are the successors to the Byzantine Empire, thus making them the Third Roman Empire. This immersion suit adds new mechanics for the Tsardom government, the Orthodox religion, and a new Siberian border idea. The accompanying 1.22 patch added flavor and new government types for Russian countries. [24] Cradle of civilization 1.23 Persia 6 November 2017 Cradle of Civilization takes its name from the idea that the Nile River Valley is home to one of the ancient Cradles of civilization. The expansion includes Trade Policy, Army Professionalism and drilling, Muslim schools and the Mamluk government. The accompanying 1.23 patch adds 80 provinces in the Near East region and five new trading goods. [25] Ruled Britannia 1.25 England 20 March 2018 Rule Britannia is named after Thomas Arne's book Rule, Britannia! This immersion suit adds the Anglican religion, missions for British countries and naval doctrines. The accompanying 1.25 patch includes map changes to the British Isles and France, and a brand new mission system. [26] Dharma 1.26 Mughals 6 September 2018 Dharma is named after the concept present in many Indian religions such as Hinduism, Buddhism and Sikhism. It introduces government reform mechanics, a processed policy system and many new missions and flavor for Indian countries. The accompanying 1.26 patch adds estates to the base game, an overhauled south Asian map, and a new policy system. [27] Golden Century 1.28 Spain 11 December 2018 golden age takes its name from the Golden Century of Spain. This immersion pack focuses on mission trees and flavor for countries in Iberia and Maghreb regions, as well as added colonization mechanics and Pirate governments. The accompanying 1.28 patch adds national ideas and events for many Iberian and North African countries. [28] Emperor 1.30 Austria 9 June 2020 emperor has many large-scale reworks to the Holy One Empire (new reforms and imperial imperial Revolutions (centers of revolutions), and Catholicism (the Council of Trent and new papal abilities). The accompanying 1.30 patch includes extensive map changes across Europe, the new industrialization institution, processed estates and mercenaries systems, and extensive flavor events and mission trees for many different countries. [29] Mods Apart from the official expansion packs, third-party mods are available on sites such as the Steam Workshop. [30] The mods can change the game's setting, add or remove features and game mechanics, add new landmasses to the random new world generator and make graphic improvements. Popular mods include Extended Timeline, which expands the game's scope from 2 CE to the year 9999, the Game of Thrones adaptation A Song of Ice and Fire, and complete overhauls such as MEIOU & Taxes. [30] Reception ReceptionAggregate scoreAggregatorScoreMetacritic87/100[31]Review scoresPublicationScoreDestructoid95/100[32]GameSpot90/100[33]IGN8.9/10[34]PC Gamer (US)91/100[35] Critical reception Europa Universalis IV was met with generally favorable reviews and received a score of 87/100 on total website Metacritic. [31] Critics praised the improvements of Europa Universalis III, especially the new mechanics and graphics. [36] T.J. Hafer of PC Gamer described the game as an enlarged simulation that conquers the common ground between your average Civilization V player and the longtime devotees of great strategy. [35] Negative feedback focused on the tutorials, combat mechanics and errors. Nicholas Pellegatta acknowledged these errors and other issues were likely to be addressed in later patches and extensions. In 2013, Europa Universalis won IV Best Strategy and Best Historic in Game Debate's 2013 Awards. [38] Sales from February 2014 sold Europa Universalis IV more than 300,000 copies. By January 2016, more than 900,000 games were registered on Steam. [40] As of June 21, 2016, more than 1 million copies had been sold. [41] Price adjustments In May 2017, Paradox Interactive normalized the prices of the game worldwide and its other products to account for the games that are cheaper than intended in many non-western nations, just weeks before the annual summer steam sale. This has led to massive backlash and boycotts by people from the affected nations, including a massive increase in negative user reviews on Steam in the following weeks. [citation needed] On June 22, 2017, Paradox CEO Fredrik Wester announced that the prices would be returned to previous levels after the Steam Summer Sale, claiming they would try to compensate anyone who bought their products during the time of the price adjustment. [42] Spin-offs In May 2014, Paradox released a book, Europa Universalis IV: What If? the Anthology of Alternative History, a collection of short stories through the game and its period, including one by Harry Turtledove[reference needed] The book was released as an ebook, as DLC for the game.[reference needed] and as a issue (ISBN 978-9187687440). In May 2018, at their PDXCon convention, Paradox announced that board games had been developed based on four of their franchises, stating that they were on a mission to expand the IP. [43] The Europa Universalis game is designed by Eivind Vetlesen of Aegir Games, with Jonathan Bolding of PC Gamer describing a preview version as something between a high player count Twilight Imperium and A Game of Thrones with a dash of Napoleon in Europe. [44] Also see Video Games portal List of large strategy video games List of Paradox Interactive Games References ^ Europa Universalis IV - Steam Store. July 5, 2013. ^Haas, Pete (August 10, 2012). 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