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SYSTEM REQUIREMENTS

PC

RECOMMENDED SYSTEM REQUIREMENTS:
OPERATING SYSTEM: XP/Vista/Windows 7/Windows 8
PROCESSOR: Intel® Pentium® IV 2.4 GHz or AMD 3500+
MEMORY: 2 GB RAM
HARD DISK SPACE: 2 GB HD Space
GRAPHICS: NVIDIA® GeForce 8800 or ATI Radeon® X1900, 1024mb video memory required
SOUND CARD: Direct X-compatible soundcard
DIRECTX®: 9.0c
CONTROLLER SUPPORT: 3-button mouse, keyboard and speakers
SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
MULTIPLAYER: Up to 32 other players in multiplayer mode

MINIMUM SYSTEM REQUIREMENTS:
OPERATING SYSTEM: XP/Vista/Windows 7/Windows 8
PROCESSOR: Intel® Pentium® IV 2.4 GHz eller AMD 3500+
MEMORY: 2 GB RAM
HARD DISK SPACE: 2 GB HD Space
VIDEO: NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512mb video memory required
SOUND: Direct X-compatible soundcard
DIRECTX®: 9.0c
CONTROLLER SUPPORT: 3-button mouse, keyboard and speakers
SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
MULTIPLAYER: Up to 32 other players in multiplayer mode
MAC

RECOMMENDED SYSTEM REQUIREMENTS:
OPERATING SYSTEM: Mac OS X 10.6.8 or better
PROCESSOR: Intel Core Duo Processor (2GHz or better)
MEMORY: 2 GB RAM
HARD DISK SPACE: 2 GB
VIDEO CARD: ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.
ADDITIONAL: GLSL 1.3, OpenGL 2.1
CONTROLLER SUPPORT: 3-button mouse, keyboard and speakers
SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
MULTIPLAYER: Up to 32 other players in multiplayer mode

MINIMUM SYSTEM REQUIREMENTS:
OPERATING SYSTEM: Mac OS X 10.6.8 or better
PROCESSOR: Intel Core Duo Processor (2GHz or better)
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VIDEO CARD: ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.
ADDITIONAL: GLSL 1.3, OpenGL 2.1
CONTROLLER SUPPORT: 3-button mouse, keyboard and speakers
SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
MULTIPLAYER: Up to 32 other players in multiplayer mode
LINUX

RECOMMENDED SYSTEM REQUIREMENTS:
OPERATING SYSTEM: Ubuntu 12.04 LTS
PROCESSOR: Intel Core Duo Processor (2GHz or better)
MEMORY: 2 GB RAM
HARD DISK SPACE: 2 GB
VIDEO CARD: ATI Radeon HD 6750 / NVIDIA GeForce 320 / NVIDIA GeForce 9600 or higher, 1024MB graphics memory required.
ADDITIONAL: GLSL 1.3, OpenGL 2.1
CONTROLLER SUPPORT: 3-button mouse, keyboard and speakers
SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
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SPECIAL MULTIPLAYER REQUIREMENTS: Internet Connection or LAN for multiplayer
MULTIPLAYER: Up to 32 other players in multiplayer mode
Welcome and congratulations on your purchase of *Europa Universalis IV* - the Grand Strategy genre defining game developed by Paradox Development Studio and published by Paradox Interactive.

In this fourth installment of the empire-building game series, you take control of a nation striving for glory during the period of history between the fifteenth and nineteenth centuries. Your goal is to build the greatest empire ever seen.

Throughout your journey across the decades and centuries you must learn to overcome many threats and obstacles that will attempt to thwart you and see your nation defeated. Lest it be resigned forever on the scrap heap of history.

In order to achieve the ultimate victory and be crowned the winner you will need to understand how to play the game. This guide has been written as the first step to set you on the correct path, to help you fulfil your quest for global domination.
This guide is intended mainly for newcomers to the Europa Universalis series or strategy games in general. If you have played previous incarnations of the game then some if not most of the gameplay will be familiar to you. If you desire to refresh your memory then consider reading on.

Additional materials have also been created to help you understand the game further. After reading this guide we also suggest you spend some time:

- Reading the EU IV game manual
- Playing the EU IV tutorials
- Reading the EU IV strategy guide
- Watching the EU IV video walkthroughs

Whether or not you choose to read the additional material available you should be ready to start the game and begin your journey through the world of Europa Universalis IV.
ON STARTING *Europa Universalis IV* you will be greeted by the game’s Main Menu screen. From here you can select the type of game you wish to play, customize various set-up options or choose to play through the Tutorial.

From this screen you can choose from any of the following:

- **SELECT YOUR GAME**: Select to play a Singleplayer game against the computer A.I. or a Multiplayer game against other people, with some nations being controlled by the computer A.I.
- **PLAY THE TUTORIAL**: The Tutorial is divided into three easy to play, easy to learn parts. Part I demonstrates Basic controls and gameplay. Part II demonstrates Advanced gameplay. While Part III allows you to play through a short Beginner campaign.
- **SET CONFIGURATION OPTIONS**: Here you can configure an array of computer and game settings to your preference. Options include: Savegame settings, Video and graphical options, Audio volumes and Input control parameters.

Once you have configured your options, played through the tutorial and selected your game, your next step is to customize your game.
EXT YOU WILL be greeted by the Scenario Setup screen where you can further customize your particular playing preferences before you start:

HISTORICAL START DATE: Select your preferred start date. Cycling through the Scenario Bookmarks will change available playable nations to reflect the historical situation of that era.

CUSTOMIZE START DATE: Click on the arrows to customize a particular start date you have in mind. The Map and Starting scenario will then change to reflect the date chosen.

SET GAMEPLAY OPTIONS: Configure new gameplay options including special bonuses, set which nations will be lucky, play the new Ironman Mode, or allow multiple players control over one country and more.

SELECT YOUR NATION: Select an interesting nation to play by clicking on one of the many Shields located in the bottom centre of the screen. Otherwise zoom out and scroll across the map to find the nation you wish to play and click directly on the map to select it.

CHOOSE A RANDOM NATION: If you feel like setting yourself a challenge then instead, click on the Random Nation button to have the game choose a starting nation for you.
With your preferred nation and scenario selected it is time to better understand the role you must take by choosing to play *Europa Universalis IV*. The game opens a doorway into humanity’s past history, allowing you to take on the role of a nation’s overseer.

Essentially you will become a guiding hand for your chosen faction over the equivalent of several hundred years of some of the most exciting and turbulent times. During your gameplay sessions you should expect to make hundreds of important game altering decisions that impact the events you will experience.
Depending on the nation and the scenario being played your mission will fall into one of two categories. If playing a smaller, less able nation you will most likely attempt just to survive and perhaps flourish a little. If playing one of the larger, stronger nations you will likely attempt to build one of the greatest empires every seen. Obviously once you familiarize yourself with the game you will undoubtedly attempt to conquer and colonize the whole world, with whichever nation you choose to play.

Below is a list of main goals you should aim to achieve in your game when required and where possible:

- Gain Resources
- Conduct Diplomacy
- Gain Specialists
- Manage the Economy
- Oversee Provinces (Territory)
- Generate Trade
- Govern the Nation
- Enact Decisions & Missions
- Research Technology
- Maintain Stability & Expansion
- Organize the Military
- Adopt Ideas
- Declare & Win Wars
- Control Religion
In addition aiming for the key goals listed below will help you keep you on track, on your march towards victory:

- Recruit largest army
- Raise largest navy
- Conquer most provinces
- Gain highest province value
- Generate highest income
- Generate highest trade income
- Unlock most ideas
- Research most technology
- Beat historical scores
- Keep stability high
- Gain highest prestige
- Increase national powers
- Limit over-extension
- Obtain religious unity

Achieving as many of these goals as possible will guide you to your eventual goal of winning the game.
UROPA UNIVERSALIS IV uses a scoring system to determine how well a player is performing in terms of overall gameplay. This is recorded and used to determine a winner whether you are playing your game for fun or for the challenge. In Singleplayer or Multiplayer modes.

In order to lead your nation to victory you must attempt to become the biggest and most dominant faction over the duration of the game. Game progress is represented in terms of a numerical value for each important aspect of gameplay. An overall score is calculated from these individual values. The overall score is shown in the Status Zone during your game and a detailed breakdown shown in the Endgame window.

You can only access this window when you exit your game, so ensure you save your game before doing so. It cannot be said enough that if you decide to set the auto-save feature to off, you should manually save your game as often as possible. Except in Ironman Mode which is automatically saved at every decision point and when you exit your current session.
UNDERSTANDING GAME MECHANICS

It would be massive challenge to explain how every aspect of gameplay works, one that unfortunately is beyond the realm of this guide. However knowing the basics is a good first step in learning how to play the game. Key aspects of gameplay include:

RESOURCES & SPECIALISTS: There are nine basic resource types, plus the three types of Monarch Power. Their purpose is to allow you to take certain actions or affect the capabilities of the nation played. Without them your plans will remain limited.

RATINGS: Every aspect of gameplay possesses a rating that the game engine uses to calculate if an action can be taken or if an event takes place. Ultimately they are used to check for successful or failed outcomes. These can be seen in a window or panel. Sometimes they are visible only in tool-tips.

MODIFIERS: Ratings can be increased or decreased by modifiers. These are applied mostly through any decisions you enact and actions you take. Like ratings these can be found in various game windows or information panels.

ALERTS: These are used by the game to bring to your attention any aspect of gameplay you need to urgently deal with. They are collated together in the Alert Zone. Tool-tips provide additional information on what needs to dealt with.
MESSAGES: As your game progresses many actions and events take place some of which will not be seen. Others you will not need to be aware of. Important information is communicated by with Messages pop-ups on screen, in the Message panel or the Game Log.

TOOLTIPS: These are extremely important as you learn what each aspect of the game provides. Some have detailed information to explain what something does, others just contain the rating and/or modifiers something provides. To see them just move the mouse pointer of the game component on screen and wait for it to appear.

MAPMODES: These filters work on the game map and present key information by highlighting provinces in a certain colour or pattern. Each mapmode corresponds to a specific aspect of gameplay (Trade, Religion, Diplomacy, etc.)

GAME SPEED: The rate at which gameplay events unfold can be controlled to five speed levels. In addition the game can be paused.
Once you start your game you will be greeted by the Game screen. From here you will be able to manage and control most of the important aspects of the game.

You will need to understand the different aspects of the interface. It is divided into these main components:

**MAP:** This is where most of the gameplay takes place. The lands you control and those of other nations are displayed as individual provinces. Clicking on these will bring up the Province window from which you can carefully manage all aspects of the specific province. Armies and navies can also be selected from the map and moved into position to defend your lands or attack those of your enemies.

**NATIONAL SHIELD:** Clicking on the shield displays the Nation Management window where all important aspects of your nation can be changed and manipulated depending on the situation you find yourself in. This window is further divided into management sub-categories which will be explained in more detail later in this guide.
**INFORMATION BAR:** Details of the resources and specialists that your nation possesses are displayed here. So you can determine if an action is important enough to use one of these priceless assets.

**STATUS ZONE:** Game date and time are displayed here along with the controls to speed up or slow down gameplay. You can pause the game to take in the ever changing situation and issue new commands as you react to important developments. In addition you can also keep track of your current score and overall country rank.

**OUTLINER:** Essentially this provides a list of all the important components of your nation including: armies, navies and specialists. From here you can select these by clicking on a particular entry and the map will immediately centre on the game component.

**ALERT ZONE:** When some important aspects of your nation needs to be managed an alert will pop-up to bring this important development to your attention. Tool-tips provide additional information. Clicking on an alert will display the relevant window or centre the map on the situation that needs your attention.

**MESSAGE PROMPTS:** Any diplomatic approaches from other nations are shown as message prompts. Click on these to see what they are offering and to make any required choice.

**MESSAGE DIALOGUE:** A list of informative game event messages that have occurred to other nations are listed here. Click them to display a pop-up with additional details and the options you may need to act on.

**GAME LOG:** A comprehensive list of messages is kept here in the game log. Be aware though that only message from the current session are shown. Always ensure you have configured game messages as you want them to be shown.

**MINI-MAP:** Navigating to remote locations on the world map can be achieved by clicking on this scaled-down version. The screen will instantly centre on the corresponding area of the global map.

**PRODUCTION BUTTON:** This button allows the construction of new buildings or the recruitment of new military units through the Production window.

**ORGANIZATION BUTTONS:** Influencing and monitoring the *Holy Roman Empire (HRE)* or the *Papacy* is performed by clicking on one of these two these buttons. They will not always be present.
ROVINCES UNDER YOUR control are managed through the Province window. Most aspects of a province can be managed from here and you can see exactly what assets and resources a particular province provides to your nation. Unlike other windows this one has two tabs splitting the information provided into the Province and Buildings panels. The Province panel provides a wealth of information on all regions. Though only actions can be taken in those that you own and control.

INFORMATION SHOWN INCLUDES:
• Tax income generated (and breakdown)
• Nation flags that regard province as a core or posses a claim
• Province culture
• Province religion
• Revolt risk and potential rebel type
• Current Production queue
• Currently active Province modifiers
• Military resources and factors (Manpower, Supply Limit & Attrition)
• Garrison size and Fort Level
• Trade factors (Power, Value, Goods produced)
• Portion of gold being retained at local Trade node
• Prominent Trade-good generated from province

POSSIBLE ACTIONS:
• Manufacture a claim
• Change Culture to be same as National culture
• Change Religion to be same as National religion
• Recruit Military unit or Hire Mercenaries
• See province history
• Join Holy Roman Empire (HRE)
• Increase Fort level
• Construct Manufactury
• Go to Trade node

The Buildings panel provides detailed information on the make-up of key structures present in a province. Each of these buildings provide bonuses to some aspect of gameplay.

INFORMATION SHOWN INCLUDES:
• Existing Basic & Special buildings (by each type)
• Available Basic & Special buildings (by each type)
• Province generating ratings/values from buildings
• Existing & Available Unique Buildings

POSSIBLE ACTIONS:
• Construct Basic Buildings (by type: government, army, etc.)
• Construct Special Buildings (by type: government, army, etc.)
• Construct Unique Buildings

IMPORTANT THINGS TO REMEMBER:
PROTECT CORES: They are known as Cores. These provinces are intrinsically linked to certain nations through having the same culture or history. With such stronger ties they provide bonuses if held by a nation they are a core of; such as being less likely to revolt. However they can prove to be spark that ignites a war if another nation has a legitimate Claim to them if desired by that other nation.

MANUFACTURE CLAIMS: You will not always have a claim to every province you seek to ensnare in your empire. When this is the case you can look to manufacture a claim. This will provide your nation with a legitimate reason to declare war in order to capture the target, and reduce the cost of making them Cores after you take them.

LOWER REVOLT RISK: Try to reduce the revolt risk in your provinces wherever possible. Revolts in provinces can grow and become fully fledged rebellions if they are not stubbed out before they begin. There are numerous rebel types with their own reasons for existing. So bear in mind when you take an action, if it is hostile to these factions you may ignite the spark to cause them to become active.

UPGRADE INFRASTRUCTURE: When constructing buildings you have two basic choices. You can either enhance the current capabilities of a province to increase what it generates. Alternatively you can decide to construct buildings to make-up any shortfall in an aspect of its production. Ultimately though the coins in your treasury will determine how many buildings and how often you can upgrade province infrastructure.
GOVERNING THE NATION

Aspects of government provide you with a strong base to develop many other aspects of gameplay vital to the creation of your empire. They are managed and monitored from the Government panel of the Nation Management window.

**INFORMATION SHOWN INCLUDES:**
- Current government type
- Current ruler & claim their strength to rule
- National culture
- Country modifiers
- Current advisers
- Monarch powers (Administrative, Diplomatic and Military)

**POSSIBLE ACTIONS:**
- Change government type
- Assign advisers (Administrative, Diplomatic and Military)
IMPORTANT THINGS TO REMEMBER:

INCREASE MONARCH POWERS: These are the cornerstones of many actions you will take throughout the game. They are acquired on a monthly basis depending on the base rating of the nation. Rulers and Advisers can increase how quickly they are acquired. Some actions can only be undertaken by expending some of these points. For instance, the higher your income of these powers are the quicker technology is researched and ideas adopted throughout your realm.

RAISE STABILITY: To ensure a continued growth a nation must be built on a stable platform. Always be aware of any impact on stability when taking any actions. Take event options to increase its value or spend some resources to boost it if it drops too low. Otherwise your plans may suffer or take longer to achieve.

REGIME CONTINUATION: Your nations journey of conquest will be full of transitions. Though you will be playing the same nation throughout your game, at some point the current ruler will leave their position as the head of the government. While Republics can simply choose their next leader, Monarchies will need to ensure their succession is continued by having an heir. Royal Marriages with other nations increase your chances of producing an heir, but they come with the risk of succession wars.

CHANGE GOVERNMENT: Different government types provide different modifiers to aspects of gameplay. So choose the government type that provides the best additional bonuses you most favour. If you are trying to grow your nation’s infrastructure, choose Administrative Monarchy to provide a bonus Tax Income and Production efficiency to construct buildings. If you are suffering from a high number of revolts choose Absolute Monarchy to reduce the chance of rebels appearing.

ASSIGN KEY ADVISORS: When your funds allow assign an advisor to each of the three aspects of government: Administration, Diplomacy and Military. They posses the ability to affect some aspect of nation management such as: Lowering revolt risk and inflation, raising tax income, enhancing spying capabilities or increasing army size limit. In addition, their skill level generates Monarch points of the relevant type. Change advisers to enhance the aspect of government that most requires it.
CONDUCTING DIPLOMACY

SPECTS OF DIPLOMACY provide the player with the tools to influence and affect other nations without going to war. Diplomacy is managed and monitored from the Diplomacy panel of the Nation Management window.

### INFORMATION SHOWN INCLUDES:
- Enemy nations
- Rival nations
- Opinion towards nations
- Diplomatic states
- with Nations

### POSSIBLE ACTIONS:
- Set Rival Nations
- Create Vassals

### IMPORTANT THINGS TO REMEMBER:
MANAGE DIPLOMATS: These are the assets required to take most diplomatic actions. Each diplomat can only undertake one action at a time, so the more you have the more actions you can take.
**INFLUENCE NATIONS:** Keeping nations on friendly terms will stop them from declaring war on you or at least joining other nations set on your destruction. Attempting other diplomatic options also becomes easier.

**MANUFACTURE CASUS BELLi:** Conquest is an important means to achieve your goals which required that you are able to declare war on another nation. To declare war without penalty there must be a valid reason to do so. This is why you need to generate valid *Casus Belli* against those nations you aim to conquer. *Casus Belli* will become available depending on the actions and decisions you make when certain game events occur, but you can manufacture one by Forging Claims on another nation.

**CREATE VASSALS:** After conquering another nation through warfare you can choose to vassalize rather than annex them. Annexing these lands may give you all the resources and tax they provide but, if they belong to a different culture group or religion there will be a higher likelihood of revolts occurring. Keeping them as vassals ensures they provide less benefits without any domestic fallout that may occur.

**FORM COALITIONS & ALLIANCES:** Do not be tempted to fight, cajole or just use subterfuge to achieve your goals alone. Having friends to help you on your march to glory will make attaining your goals easier to accomplish. *Coalitions* with other nations are temporary and targeted versus a specific nation. Forming *Alliances* are more permanent and bring additional benefits.

**DESTABILIZE ENEMIES:** Making friends is only half the battle when it comes to diplomacy. You can also attempt to perform *Covert Actions* in order to cause the target nation to be distracted from conducting its own campaign against your nation. Be careful though as being caught can lower your *Diplomatic Reputation*.

**DEVELOP MOVEMENT ACCESS:** In some situations you may find your nation geographically cut-off from the regions of the map your goals are located in. Try to open up movement to all four corners of the world, by using *Access Diplomacy* to allow your military forces to move through, or use the ports of, friendly countries.

**MANAGE DIPLOMATIC REPUTATION:** Playing the game of Diplomacy can lower your reputation if you perform too many nefarious acts and are caught. This can have adverse effects when conducting Diplomacy.
BUILDING A STRONG economy is one of the major foundations leading to eventual success. Money is required to conduct many actions such as recruiting military units or assigning advisers. Whoever has the largest treasury will be able to outspend its rivals and therefore outmanoeuvre their enemies. Your finances are mainly managed and monitored from the Economy panel of the Nation Management window.

Economy panel

INFORMATION SHOWN INCLUDES:
- Monthly Income & breakdown
- Monthly Expenses & breakdown
- Current Monthly Balance
- Current Inflation & associated factors (War-exhaustion & Base Taxes)

POSSIBLE ACTIONS:
- Take out Loans
- Repay Loans
- Raise War Taxes
- Reduce Inflation
IMPORTANT THINGS TO REMEMBER:

**GENERATE INCOME:** Look to generate as much income as you can with the provinces you control. Without the ability to generate new income your plans for world conquest will likely fail to materialize. Income comes from a variety of sources, the main ones deriving from province taxation and trade. The capture and vassalization of other countries into *Puppet-states* brings additional funds. Buildings can also bolster your income. Income can also be temporarily supplemented by taking out *Loans* and raising *War-taxes.*

**REDUCE EXPENSES:** It may not be enough just to generate income. Especially if your nation’s capacity to do so is limited. Therefore you should consider where possible to keep expenses to a minimum. One possibility is to keep a small permanent army rather than a large one and use mercenaries to increase the size of your forces only during wars. Although this may only work if the wars are short and your need for mercenaries is small.

Other possibilities include limiting construction of too many buildings, reducing maintenance sliders for each of the four main activities: Colonial and Missionaries to a minimum when not actively engaged in these activities. The same can be said for Army and Navy maintenance when the threat of war is very low or non-existent. Do note that the Trade Power of ships is affected by naval maintenance, so it is not always a net saving to cut naval spending if you reply on trade fleets for income. Remember to raise these sliders when the need arises.

**INCREASE BALANCE:** It is important to keep a positive monthly balance, though as long as you have gold in your treasury to make-up any shortfall, your nation can possess a negative balance. However if eventually you are unable to pay your expenses you will be forced to take out a loan and pay additional interest on the outstanding sum until it is repaid in full. Ensuring you have a positive balance every month will increase your treasury’s coffers with extra coin, allowing you to increase your nation capabilities.

**CONTROL INFLATION:** Keep this value as low as possible or the cost of building or recruiting will rise and rise, drawing unnecessarily from your nations treasury. Save that money so you can spend it wisely elsewhere.
RADE IS AN INTEGRAL part of a nation’s economy to generate an extra amount of income to fund your growing ambitions. Trade is developed through Trade Nodes, similar to Stock Markets of today. Here Trade-goods from provinces in their region of control are bought and sold. You can oversee your nation’s income from trade and manage aspects of it from the Trade panel. A complete overview of a Trade node can be seen in the Trade node panel (see next page).

**INFORMATION SHOWN INCLUDES:**
- Trade Ratings/Factors
- Existing Trade Embargoes on other nations
- Existing Trade Embargoes on your nation
- Trade Nodes Status

**POSSIBLE ACTIONS:**
- Send Merchant to Trade Node
- Recall Merchant from Trade Node
IMPORTANT THINGS TO REMEMBER:

**GAIN MERCHANTS:** These specialists allow you to take control of and manipulate individual Trade Nodes. The more merchants in your hands the more Trade Nodes you can fight for control of.

**CONTROL TRADE NODES:** The amount of Trade power controlled by a nation for a particular Trade node determines what percentage of Trade income and the amount of Trade steering can be obtained there. Trade power is affected by numerous factors which you must attempt to control among them: Trade efficiency, Over-extension, Modifiers, Luck and Prestige.

**DEVELOP TRADE POWER:** The greater the Trade power of a Trade node the more income it can generate. Attempt to increase the amount of Trade Power in the most important Trade Nodes by sending Merchants, increasing you Mercantilism and having fleets patrol in the seas belonging to the node.

**INCREASE TRADE INCOME:** Trade nodes provide a certain amount of Trade income which is generated by every province that belongs to that particular Trade node. Increasing the amount of wealth can be achieved by increasing the size of the provinces population, its infrastructure and the central Trade good it produces. The greater control over Trade power a nation possesses, the more Trade income can be Collected or Steered to or from another Trade node.
**COLLECT OR STEER TRADE:** When you possess at least partial control in a Trade node you will need to decide what to do with the income you gain. You can choose to *collect* the amount in total, though if you do there are penalties for collection made from trade in provinces that are non-capitals. Alternatively you can choose to *steer* some of the Trade income you receive from minor Trade nodes to the Trade Nodes you have more control over.

**EMBARGOES:** Deliver a blow to the income of rival nations by setting embargoes in the Trade Nodes you have control of. Especially in those that the enemy nation generates most trade income from. At the same time look to avoid having embargoes set on your own nation.

**ENHANCE TRADE RATINGS:** If your efforts to build a trade empire are to flourish you will need to research as many technologies and unlock as many Ideas that enhance aspects of your trade empire such as: *Trade Efficiency, Trade Range, Trade Steering* and *Mercantilism* in order to maximize the profits for your endeavours.

**USE TRADE MAPMODE:** The Trade *Map-mode* allows you to see the strategic layout of all the Trade Nodes currently active on map. This includes the merchants positioned in each Trade Node by their nationality. The sea zones where *Trade Routes* pass through can also be seen here. This is useful so potential areas can be identified where pirates may lurk seeking to plunder and reduce the trade income generated by them. Send navies to patrol these hot-zones.
**ATIONAL DECISIONS** can be used to temporarily or permanently boost certain aspects of your nation. In addition, Mission challenges can be set for your own nation to aspire to. If these challenges are met they provide additional bonuses to some national aspect of gameplay.

Both Decisions and Missions can only be enacted if the associated *Conditions* are met. Highlight the ? Tool-tips to see what they are. The effects they produce are shown by the green ticked envelope. The list of available Missions and Decisions changes throughout a game so regularly check to see the appropriate Alert. Check which ones are available in the Missions & Decisions panel.

**INFORMATION SHOWN INCLUDES:**
- Available Missions (their conditions & effects)
- Available National Decisions (their conditions & effects)
- Possible Actions:
- Enact/Cancel Missions
IMPORTANT THINGS TO REMEMBER:

EASY REWARDS: Setting missions and making decisions bring their own rewards, usually a modifier boost to some aspect of your nation. So try to perform these actions as much as possible. Check at least once every one or two months to see what options are available to you.

CHECK THE CONDITIONS: Before you take on a mission or enact a decision you must first know what conditions will allow it. Check the ? tool-tip to see which conditions are already in effect and which you still need to achieve. Then go about securing them. You can enact Decisions at any time when you have fulfilled the necessary criteria. In the case of Missions they work just like Decisions but provide a reward only when goal has been completed.

ONE MISSION AT A TIME: Unlike Decisions only one Mission can be set at a time, so make sure it is a good one. If you happen to choose the wrong mission and cancel it, you will not be able to set a new Mission for a considerable amount of time. So choose wisely.

OBTAINABLE MISSIONS: At first you should only attempt those missions that are easy to achieve. They will likely not rewards you as handsomely as you may like but, a little something is better than nothing at all. Later on as your nation become more powerful or finds itself in a better position to achieve harder missions, choose those missions with greater rewards.
Advancing your nation’s knowledge of Technology will play a big part in ensuring you meet your goals. Every nation belongs to a Technology Group dependent on geography.

Technology is divided into three categories one for each of the Monarch Powers (Administrative, Diplomatic & Military). Each category has many levels which when researched unlock certain benefits. These benefits affect every aspect of gameplay including allowing: new buildings, new military unit types, government types, trade effects, military effects and so on. Research is driven by each of the three Monarch Powers. When you have saved up enough points the technology button will be highlighted and you can click it to buy the technology. Technology prices are affected by several factors, but the largest are your Technology Group, and the Ahead of Time penalty. You can see these factors by mousing over the “progress bar” below each category.

You can see an overview of your current technology levels as well as the next technology in each category and the items they will unlock in the Technology panel.
**INFORMATION SHOWN INCLUDES:**
- Current Technology Group
- Current researched technology (level)
- Overall current effects provided to date (tool-tips)

**POSSIBLE ACTIONS:**
- Research technology

**IMPORTANT THINGS TO REMEMBER:**

**MONARCH POWERS DRIVE RESEARCH:** The rate at which your nation learns new technology depends on the value of your three _Monarch Powers_ (Administrative, Diplomacy and Military). The higher these powers are the quicker a new technological level can be researched in the corresponding technology category.

Once a technological level is unlocked all the bonuses they provide such as modifiers, new buildings and new troop types become available. So it would be a wise thing to increase the national power in the category you are likely to want to focus unlocking research in, other the others.
**ADOPTING IDEAS**

**IDEAS ARE THE TRENDS** by which new concepts, inventions, philosophies were adopted, developed and integrated into everyday use. Their effects can be felt through every aspect of gameplay. Idea groups belong to one of three categories corresponding to Monarch Powers. There are eight Idea Slots available over the course of the game, each one can be filled by one of many Idea Groups. Idea Slots are unlocked by certain levels of Administrative technology.

Unlocking slots works like researching technology, how quickly they can be made available depends on the strength of the relevant Monarch Power. In addition every nation has its own set of Unique Ideas which automatically become unlocked for every three National ideas which are bought. Progression in unlocking National Ideas is down by saving up enough points and clicking on the next available idea. Ideas are selected and managed through the Ideas panel.
Available Ideas window

INFORMATION SHOWN INCLUDES:
• Modifiers that affect development of Ideas
• Adopted Idea groups & the modifiers they provide
• Current Idea group being unlocked & progress
• Available Idea categories

POSSIBLE ACTIONS:
• Buy National Ideas
• Unlock idea slots

Once a new Idea Slot becomes available you can select your preferred Idea group to incorporate into your Nation through the Available Ideas window.

IMPORTANT THINGS TO REMEMBER:
ENHANCE NATIONAL POWERS: Make sure you prioritise enhancing the appropriate Monarch Power, to speed up unlocking your chosen Ideas.

BALANCE IDEAS VS TECH: Since both Ideas and Technologies require spending Monarch Power to unlock you must prioritise your spending between the two.

FOCUS EFFORT: When deciding which Idea Groups to unlock make sure they provide the maximum number of bonuses and benefits to elements of gameplay that correspond to your preferred overall strategy. If you are playing a warmonger, go for Military Idea Groups.
ELIGION PLAYS AN important role in unifying provinces or rather the populations of those provinces. Especially for those acquired that are not the same as your nation's main religion. Certain actions and information regarding Religion can be accessed from the Religion panel.

INFORMATION SHOWN INCLUDES:
• Current National Religion
• Religious Tolerances (True faith, other religions & heretics)
• Cardinals in the Curia
• Current controller of the Curia
• Religious Unity
• Provinces worshiping other religions

POSSIBLE ACTIONS:
• Change National Religion
• Become Defender of the Faith
IMPORTANT THINGS TO REMEMBER:

GAIN MISSIONARIES: These specialists are the key to performing religious tasks such as converting the religion of provinces in your domain. Missionaries can only be in one place at a time, so more missionaries means more conversion in the same time frame.

BALANCE TOLERANCE: All the religions represented in the game fall under one of three categories: True Faith, Heretic and Heathen. Each of these has its own level of Tolerance which the nation’s population will react to. You may also find that some of the provinces you own worship different faiths. Having balanced tolerance levels will reduce the chances of these provinces revolting among other penalties.

MAINTAIN RELIGIOUS UNITY: This is the measure of how many of the provinces in your domain have the same religion type as your national religion. The lower this value is the more chance of religious rebellion or a fracture leading to those provinces demanding independence.

PROVINCE CONVERSION: It will come to pass that one of the provinces you control may switch religions or you may acquire one that already worships a different religion. If either of these occurs you can send a missionary to attempt to Convert the province to the same religion as your national religion.

CHANGE RELIGION: If you find that provinces under your control do not practise the same religion as your national religion, you can take steps to Convert to a new national religion. This should only be attempted if the majority of provinces in your domain are of a different faith.

MANAGE PIETY/PATRIARCH AUTHORITY: These are measures used by some non-western religions. This rating is important as it provides benefits at both the high and the low ends to certain aspects of gameplay. So it is in your best interests to manage them as your current strategy dictates. Check the tool-tips of religious themed events to see if these ratings are changed in any way.
**STABILITY AND EXPANSION** go hand in hand together. Stability applies to the overall internal state of your nation’s population. Expansion refers to your nation’s attempts at conquest and colonization of unoccupied lands. Elements of Stability and Expansion are maintained from the Stability & Expansion panel.

**INFORMATION SHOWN INCLUDES:**
- Current War Exhaustion & trend
- Current Stability
- Colonial Expansion factors
- Current Over-Extension
- Base Revolt Risk
- Currently active and dormant rebel factions
- Current rebellion progress (to breaking the nation)
POSSIBLE ACTIONS:
- Reduce War Exhaustion
- Boost Stability
- Manage Over-Extension
- Handle rebel factions

IMPORTANT THINGS TO REMEMBER:

EXPLORATION: In order to Explore the world, build Colonies and expand your empire you will need to unlock the appropriate Idea group. Once you do so you recruit an Explorer leader and attach it to a naval fleet in order to explore undiscovered sea zones and map out the oceans. To explore lands of Terra Incognita you must use a army with a Conquistador and then send it to a newly discovered province.

GATHER COLONISTS: You will need to gather as many of these as you can to settle as any new discovered provinces, as fast as you can. The more colonists you have available the more colonies you can form or grow consecutively.

COLONIZE NEW LANDS: Colonizing new provinces takes time and is not automatic. Colonial Expansion includes factors such as: Global Range, Travel Time and Colony Increase. Do not stand idly by as news of new lands spreads through events as these provinces will not remain free for long.

MANAGE OVER-EXTENSION: This is a new factor based on the amount in base tax in non-core, non-overseas provinces in your empire. You should take care not to expand too rapidly, or else you will suffer unpleasant consequences. Make new conquests Cores as soon as possible to keep this value down.

BOOST STABILITY: When stability falls and you have the necessary Administrative points, spend them to increase your stability.

HANDLE REBELS (& REVOLTS): Internal groups with their own agendas will attempt to cause a lot of problems. If they are left unchecked they could eventually bring your nation to its knees. Check the Break Country gauge to see how close they are to collapsing the country. Ideally you should crush any revolts with your army, but if it should prove impossible to do so, some rebels can be negotiated with here to make them settle down, but at a cost.
HERE IS LITTLE POINT in building up the territories of your realm, establishing a trade empire or building the strongest economy if you cannot defend it from the smallest of enemy forces. That is why you will need a strong and powerful Military to defend your domain. Aspects of Military Organization can be viewed in the Military panel.

INFORMATION SHOWN INCLUDES:
- Current army regiments (and their stats)
- Current naval squadrons (and their stats)
- Aspects of Military gameplay (ratings)
- View current military leaders
POSSIBLE ACTIONS:
• Recruit leaders (Generals, Conquistadors, Admirals, Explorers)
• Promote ruler or heir to leader
• Retire leaders, rulers or heir from military service
• Choose unit types (Infantry, Cavalry, Artillery)

IMPORTANT THINGS TO REMEMBER:
MAINTAIN MANPOWER LEVELS: The most vital resource if you intend to conduct a lot of war. It is used when recruiting new army regiments and to reinforce any regiments that receive casualties during the battle they fight.

UPGRADE REGIMENTS: Over time technology will evolve military knowledge allowing for new regiment types to be recruited. Make sure to check and update which is the default unit type that can be recruited for each type of army regiment and naval squadron.

FORCE LIMITS: These values represent the maximum number of army regiments or naval fleets you can field without paying excess costs at any one time. Maximize these as much as possible with Technology and Ideas to increase the size of you military.

FIGHTING PROWESS: Factors such as Morale, Discipline, Defensiveness and Military Tactics all impact how well or badly your forces conduct themselves in battle. Develop these through Ideas and Technology and in some cases from experience gained by fighting in battles.

ASSIGN LEADERS: Recruit as many Leaders as you need and can afford to, but do not keep too many if they are unskilled or when your war is over as they cost military points to keep. Assign these to your most important naval fleets and armies as they can provide to be a big difference in battle.
You can declare war on your target nation from the Diplomacy window once you have a valid *Casus Belli*. The reason behind a *Casus Belli* usually translates to the War Goal for a conflict. That is what your immediate aim in order to bring the conflict to a close. Alternatively war can be declared by an A.I. controlled nation on your own or an nation allied to you.

Declaring war brings those nations in opposite *Coalitions* or *Alliances* into conflict. Once war begins a summary of all engagements related to this war are recorded and show in the War window.

**Information shown includes:**
- Conflict Name & Start Year
- War Goal
- Battle Results (for each side)
- Size and Composition of each nation’s Military
- War Score (-100 to +100)
- Battle Summary
POSSIBLE ACTIONS:
• Make Peace (Peace Negotiations)

IMPORTANT THINGS TO REMEMBER:
WAR GOALS: Every time you declare war, the conflict will have some objective associated with it. If you are aggressor then it will be your job to do your utmost to obtain it.

CHECK WAR SCORE: The war score is a numerical representation to show just how well or how badly your nation is conducting a war. Every conflict has its own score and its importance cannot be underestimated when the conflict reaches its conclusion. You can think about suing for Peace if your military is performing badly (low warscore) or choose to demand tribute if your side is winning (high warscore).

LIMIT WAR EXHAUSTION: It is a measure of the growing issues and anxiety a nation faces the longer it is at war. The longer a war goes one the higher this factor rises. Either try to keep the duration of wars as short as possible or spend resources to reduce it from the Stability & Expansion window.
Military units are ordered around the map from province to province or sea zone to sea zone. Once you have selected one of your units the Unit window is shown depending on whether an army or navy unit has been selected. From here you can customize the Composition of the force, assign Leaders or given the army certain Orders in order to ensure it performs the role you have in mind for it.

**Unit window (Army)**

**INFORMATION SHOWN INCLUDES:**
- Regiment Roster
- Assigned Leader
- Total army size (Breakdown by type)
- Breakdown of troop types (infantry, cavalry, artillery)
- Attrition being suffered
POSSIBLE ACTIONS:

- Assign/re-assigned leader
- Disband Army
- Centre on army (map location)
- Cycle through army (stacks)
- Detach damaged regiments
- Detach a force to blockage
- Split army in half
- Create New Unit
- Attach/Detach friendly units
- Consolidate injured regiments to create full strength units
- Burn down or Seize Colonies
- Attack any natives in the province
- Order the army to Force march
- Initiate Scorched Earth on the province
- Enable Autonomous Suppression of Rebels

The *Unit window* shown when a navy is selected is almost identical to that of an army but with a few differences.
**INFORMATION SHOWN INCLUDES:**
- Fleet Roster
- Assigned Leader
- Total squadrons in fleet
- Breakdown of squadron types (Heavy, Light, Galley, Transport)
- Attrition being suffered

**POSSIBLE ACTIONS:**
- Split fleet in half
- Detach Blockade force
- Detach Damage squadrons
- Create New Unit
- Protect Trade
- Start Patrolling
- Attach to Friendly Unit

*Leaders* can be assigned to a particular army or fleet if you happen to have recruited or are able recruit any through the Leader panel. There are four basic types each of which has a particular role to play in leading units and/or exploration. In addition the ruler and heir can be used as leaders to gain additional benefits such as prestige.
IMPORTANT THINGS TO REMEMBER:

STRENGTH IN NUMBERS: Generally speaking keeping your armies in large numbers is a good thing, especially during peace time and in your homeland. Greater numbers will deter the enemy from attacking.

DIVIDE & CONQUER: When your possessions are spread out across the globe you may not be able to field strength in numbers. When you create a new unit make sure it had the troop types and the appropriate numbers for the role you have in mind.

COMPOSE FORCES FOR A ROLE: When creating a new unit think of the role it will play in your overall strategy. For armies think about equipping your besieging armies with more infantry and cannons and fewer cavalry.
HEN THE ARMIES of two opposing nations meet in a province a battle begins between the two forces. The forces of both sides fight until one side loses all its men or its morale falls low enough that it must withdraw from the battlefield. Details of unfolding battles can be seen in the Battle window.

INFORMATION SHOWN INCLUDES:
- Retreat Possibility
- Terrain where battle is fought
- Combat Modifiers (Dice, River Crossing, etc.)
- Overall Morale Rating
- Number of troops on both sides (by type)
- Positioning of Regiments
- Phase of Battle (Fire, Shock, Siege)
- Overall Commanders
- Battle Ratings (Discipline, etc.)
POSSIBLE ACTIONS:
• Retreat armies to neighbouring province (from map)

Winning or losing a battle provide numerous benefits or penalties for each side. Once a battle has been completed a round-up of the battle is provided in the *Battle Results* window.

**Battle Result Window**

INFORMATION SHOWN INCLUDES:
• Rewards/Penalties
• Battle Casualties
• Warscore

POSSIBLE ACTIONS:
• N/a

If your army enters an enemy province with a *Fort* and is not protected by its own army then a siege begins. Sieges and their development are shown in the Siege window. They are unlike battles in that direct conflict is shunned by the attacking force. Instead they surround the principle defensive location in the province and attempt to slowly reduce the *Garrison* located within, hoping to make them succumb without a fight.
Depending on the situation the attacker may decide to *Assault* the fort in the hope of bringing the siege to resolution prematurely.

Otherwise you will have to hope that any siege events degrades the defenders capacity to delay defeat.

**INFORMATION SHOWN INCLUDES:**
- Fort Status
- Siege Status
- Defender Information
- Attacker Information

**POSSIBLE ACTIONS:**
- Assault
- Go to Province
- Go to Army

**IMPORTANT THINGS TO REMEMBER:**

**GATHER MANPOWER:** Try to gather as much *Manpower* as you possibly can. You will need to have ownership of as many *Core provinces* as possible. Without lots of *Manpower* you will be unable to recruit many new units and struggle to replace the casualties experienced by those *Regiments* depleted in battle.
PICK YOUR FIGHTS: Many ratings and modifiers affect the course of a battle; from the Terrain the encounter takes place on, Unit numbers, Unit composition, Leaders, Unit ratings (discipline, shock, fire & siege) and Military factors (army tradition, discipline & morale). So look to fight in battles where modifiers are geared toward your troops.

ASSAULT WITH CARE: Sieges may take along time but the alternative may prove disastrous. Check the tooltip on the Assault button before committing to an Assault. It may be that the location may still possess an intact Fort and a Garrison to repel your attempts. It is much easier to assault a Fort once the walls have been Breached. Even if you do manage to win the siege the casualties inflicted on your armies could be catastrophic enough to force you to alter your plans.

RETREAT WHEN OUTNUMBERED: Do not be afraid to withdraw an army if it is hopefully outmatched by the opposition. This is true for armies conducting Sieges or taking part in a Battle. If you are taking more casualties than your opponent then consider retreating. Just be careful to remember that you will unable to retreat immediately after entering a battle. It will take a week or so before you can consider retreating, but my then your force may have already lost too many casualties.

WARS ARE EXPENSIVE: Running your military are full maintenance is costly, and units cost even more upkeep when they are reinforcing after taking losses. A wise player will make sure their finances are in order before starting any wars.
Once one side or the other in a conflict decides enough is enough, peace negotiations may begin. The side winning the war can Demand tribute, while the losing side must instead Offer tribute to make peace. Warscore is the determining factor when performing negotiations. The higher this is the greater Concessions can be asked for or must be offered.

Concessions come in seven flavours with the option of offering or receiving an additional amount of money. The accumulated effects of peace negotiations can impact: Prestige, Diplomatic Reputation and Over-Extension. All negotiations are carried out in the Peace Negotiations window.

Peace Negotiations window
INFORMATION SHOWN INCLUDES:
• Available concessions (by type: Cede Provinces, Return Cores, Revoke Cores, Cancel/Free Vassals, Release Nations, Annul Treaties, “Other” Treaties
• Total Peace offer Value
• Likelihood of opponent acceptance
• Amount of money offered
• Summary of concessions

POSSIBLE ACTIONS:
• Cede Provinces
• Return Cores
• Revoke Cores
• Cancel/Free Vassals
• Release Nations
• Annul Treaties
• Treaties
• Demand/Offer a sum money

IMPORTANT THINGS TO REMEMBER:
KNOW YOUR AIM: When you first start a war go to the Peace Negotiations window and check to see what the Peace Offer Value of those aspects you will hope to demand are worth. Total these values up to arrive at the minimum warscore value you should aim to strive for, in that particular conflict.

WARSCORE EQUALS PEACE OFFER VALUE: When it comes to offering or demanding tribute the Warscore of the conflict is used as currency. Every peace option added to the negotiations has a value which adds up and is compared to the Warscore. The Peace Offer value needs to be equal or be below that of the Warscore to increase the likelihood that the offer will be accepted.

DON’T FORGET WAR GOALS: When conducting Peace Negotiations do not forget to include the War goal of the current conflict in your demands. Alternatively if on the losing side attempt to offer peace without surrendering the War goal of the enemy. Achieving War goals will provide the winning side with an additional bonus.
**THE HOLY ROMAN EMPIRE** was an organization that formed after the decline and fall of the empire it was named after, incorporating many of the nations that had formed part of the original Roman Empire. Aspects of the H.R.E can be seen and manipulated in the H.R.E window.

Nations can join or leave the H.R.E throughout the game. Once a nation becomes a member they can become accepted as an *Imperial Elector* if their nation becomes important enough. Once a nation becomes an elector they can attempt to influence other member states into voting for their nation to become the leader of the H.R.E.
When this is achieved the nation’s ruler becomes the H.R.E Emperor. The emperor has the power to enact *Imperial Reforms* (similar to Decisions) that can provide additional bonuses to member states. The Emperor must also enhance his imperial authority to enhance his grip on the *Imperial Electors* so that they will continue to support him when a new elections are called.

**INFORMATION SHOWN INCLUDES:**
- Current Emperor
- Imperial Authority
- Imperial Electors
- Imperial Princes (Members)
- Available Reforms

**POSSIBLE ACTIONS:**
- Make Imperial Reforms
- Leave H.R.E
- Dismantle H.R.E
The Papacy represents the organization located in central Italy which was and remains the head of the Catholic church. Unlike the Papacy of today, the organization played a major role in the dealings of politics and diplomacy of the time.

Unlike the H.R.E the Papacy is a force of religion and only Catholic nations may influence and take control of the Papacy. Any nation with that religion can gain Cardinals during gameplay.

![Papacy window](image_url)
During play they will become Future Cardinals once an existing one becomes an Active Cardinal. Active Cardinals get to vote on which nation state will become the Current Controller of the Papacy. The Papacy Controller must act to ensure the loyalty of Active and Future cardinals remains with them, to grant them an overall majority. Thus keeping them in control until the next set of elections.

Papacy Controllers receive additional bonuses through modifiers only available to them. In addition they gain access to exclusive diplomatic options not available to other factions.

INFORMATION SHOWN INCLUDES:
• Current Papacy Controller
• Papal Influence & Modifiers
• Active Cardinals
• Future Cardinals

POSSIBLE ACTIONS:
• Vote for Future Cardinal
• (Additional Diplomatic Actions)
AME EVENTS MAY trigger and appear on screen numerous times during a game. Europa Universalis IV uses events to emphasize important occurrences during play. Some of these events possess a historic nature.

Many others will be representative of some potential situation that may have occurred given the time or era during your game. Whatever reasons these events are triggered some of them require that you make a Decision that will impact some aspect of gameplay. Some are Linked Events so that if one triggers, it will potentially set off many more as the game progresses. Events, the narratives that describe them and the options available for players are presented in the Event window.

**Event window**

**INFORMATION SHOWN INCLUDES:**
- Event Title
- Event Narrative (Explanation of the event)

**POSSIBLE ACTIONS:**
- Event Options

**IMPORTANT THINGS TO REMEMBER:**
**READ THE TOOLTIPs:** Before making any sort of decision read the option tool-tips to get a full breakdown of the aspects of gameplay your decision will affect and by how much.
**CONFIGURING MESSAGE FEEDBACK**

**N A FINAL NOTE** it cannot be understated just how important it is to configure how the game delivers its feedback to you. There are several options that can be tweaked so your gaming experience is set-up exactly how you want it to be. Key *Messages* can be configured using the Message Filter window to appear in the Message panel and in a Message window. Or they can be relegated to appear in the Game Log only depending on their priority to you.

The Message panel on the right of the screen can be set to show many important messages by categories or by nations. These messages can be configured further by right-clicking on the Message window to display the Message Configuration window. From here more display options can be tweaked so that certain message categories are shown in certain ways; in either the *Game Log* as a Pop-up window, on the *Map*, or as a *Alert Icon* and be set to pause the game when they occur. Thus giving you time to appraise the situation and then act.
NOW WE HAVE REACHED the end of this brief guide. We hope it has opened your eyes to the exciting possibilities you will experience playing Europa Universalis IV as you take on the role of dynastic ruler through hundreds of years of human history.

We would also like to remind you that ‘Rome was not built in a day’ and while you may fail in your first few attempts at building and conquering the greatest empire the world has ever seen, the trick is not to be discouraged. After all for some nations it will be a near impossible task, but with some perseverance you will succeed.

With that in mind we remind you to read through the Game Manual – it is a great read, try out the Tutorials, view the Walkthroughs videos and consult the Game Forum and ask any further questions you may have there. For you will receive a warm welcome and prompt answers from like-minded gamers like yourself.

You can find the forum at: http://forum.paradoxplaza.com/forum/forumdisplay.php?731-Europa-Universalis-IV

All that is left is to wish you God-speed and happy conquering!!
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