

MANUAL

# EUROPA<sup>®</sup> IV UNIVERSALIS MARE NOSTRUM



ANVS AE

OPICVS.

Melena

C. de arcas

C. Negro

Lumbro

C. de S. Antonio

G. de las bueltas.

Cayme

Tristan de

Coilla

Leuma

Gebage

Buro

Corca

Junta de S. Maria

C. de las mareas

C. de las mareas

Mozam bique

De

Is. S. Laurenty.

S. Apollonia

C. Salido.

Don galo

Don galo

Don galo



# MARE NOSTRUM



**WELCOME TO MARE NOSTRUM**, an expansion to *Europa Universalis IV*.

As the title suggests, this expansion's major improvements are related to the naval game in EU. Just as the Romans endeavored to make the Mediterranean "Our Sea", you will have that opportunity through new tools and improvements.

*Mare Nostrum* also includes a host of minor changes to the military game and the diplomatic system, and is also accompanied by a free update that transforms espionage, introduces a new corruption mechanic, and adds greater detail to the world map, especially in Ireland and Central Africa.

This guide will introduce you to some of the changes and let you know how they all relate to what you've known before. We understand the *Europa Universalis* keeps changing – sometimes in dramatic ways – with each major expansion.



# SAILORS



**SAILORS ARE A NEW** variable in *Europa Universalis*. Sailors are needed to man the warships you build and also repair the ones that have been damaged (think of them as replacements for killed or wounded crewmen.) Sailors are, therefore, analogous to the more familiar “manpower”, though certainly of less importance to a nation that plans on a continental strategy.

Your nation’s number of sailors is mostly determined by the number of coastal provinces you have – your ship’s crews will be taken from that element of your population most familiar with the ocean. The Ottoman Empire, England, France, Castile, and other nations with long coastlines will usually be able to put together a large reserve force of men to man the mizzen masts.

**Sailors**  
 Maximum is 225  
 Currently you gain 1 each month  
 To fully reinforce your navies you need 0 sailors, and 0 will reach the navies this month.

-----  
 The Maximum Sailors of 225 depends on  
 From Provinces: +225

Build Ships							
	Early Carrack	693 Days	50.0	200	20	40	5
	Barque	346 Days	20.0	50	2.0	8	10
	Galley	346 Days	10.0	100	8	12	8
	Cog	346 Days	12.0	50	12	4	5

There are 0 units in the queue.

Each point of development in a coastal province increases your maximum sailor pool by 25 sailors. So, a province with a development score of 12 will contribute 300 sailors to your maximum cap. The rate at which your pool recovers is further modified by your nation's Naval Tradition.

Docks and Drydocks now increase the number of available sailors in a province by 50% and 100%, respectively.

The number of sailors consumed in the construction of a new ship depends on the size and type of ship. Large ships will use 200 sailors, galley class ships will use 100 sailors, and light ships and transports will use 50 sailors. When a fleet is repairing from damage or being mothballed, it will slowly be replenished by sailors from your pool.



# NAVAL MISSIONS



**NAVAL MISSIONS ARE NEW** to *Mare Nostrum* and are an expansion on the Explorer Missions that debuted in the *El Dorado* expansion pack. Fleets can now be given missions to perform in sea zones without your having to micromanage or control what the fleet is doing. Explorer missions have now been subsumed under this general system.

To send a fleet on a Naval Mission, select the fleet and click on the sealed envelope at the bottom left of the command menu. This will open up a list of available missions. Some missions can only be performed if your fleet meets the right conditions. Only a fleet led by an explorer can do an exploration mission and only a fleet of light ships can protect trade.



**The available missions are:**

- **PROTECT TRADE:** This is the trade node patrol mode that has always been in EU4
- **PRIVATEER MISSION:** This is the privateer/piracy mode that's been around since *El Dorado*
- **HUNT PIRATES:** Another mode that we introduced in *El Dorado*
- **EXPLORE:** Discover new sea and land provinces, from *El Dorado*
- **HUNT ENEMY FLEETS:** Patrol an area, searching for and attacking enemy ships
- **BLOCKADE ENEMY PORTS:** Cut off enemy ports in a sea zone
- **INTERCEPT ENEMY FLEETS:** Target enemy ships that are carrying troops

To the immediate right of the mission envelope is a settings menu where you can adjust how sensitive you want your admirals to be to damage before heading home to a safe port and how aggressive you want your fleets to be in pushing for a confrontation.



# CONDOTTIERI



**ISTORICALLY, CONDOTTIERI** were Italian soldiers-of-fortune who sold their services around the Mediterranean in the Renaissance. In *Europa Universalis*, condottieri are a new way to use your soldiers when you are not at war.

You can now choose a part of your army and rent it out to your neighbors as a mercenary company. For the purchaser, this is faster and cheaper in the short term than hiring mercenaries from your territory. For the seller you get some payment upfront and then you earn a small amount of money each month and cede control of your army.

To rent out soldiers as condottieri, open the diplomatic window with a nation at war and choose Offer Condottieri under the Alliance Actions. (note – you do not have to be allied with a nation to offer condottieri.) You must be able to access the enemy capital by land for the offer to be valid.



This will open the condottieri menu. Select the army you want to rent out. You can rent a maximum of 20 units at a time. Then select the price you are expecting in return. You can, effectively, give the troops away for nothing, or set the rent up to a maximum of ten times the maintenance cost. (You will still pay maintenance for your armies, so best to bring in some sort of profit.)

If the offer is accepted, you keep control of your army but can now send it to fight in the purchaser's war. It will be subject to the same rules of battle and attrition.



# TRADE LEAGUES



**TRADE LEAGUES** can be formed by merchant republics. Only merchant republics may found or lead a Trade League, but they can invite any one-province nation to the League – and any member that gets an extra province has to leave.

The primary purpose of trade leagues is to give all members greater wealth and protection. Light ships of Trade League members have 20% more trade power than the light ships of non-league members, so their limited fleet size is enhanced. They also get double the usual bonus to goods produced which Merchant Republics provide.

Members also have co-ordinated embargo policies. If the League leader embargoes a rival, all the other members do as well, potentially dealing a crippling blow to the enemy's economy. If a League member is embargoed, all members in the league get a casus belli against the embargoing nation.

Trade Leagues serve as free defensive alliances for the member states, that is, they do not cost you any of your diplomatic relations. Trade League members are very likely to honor their responsibility in the defensive alliance.

The leader of a Trade League will generally remain the leader, but could lose this position if their prestige drops to an alarmingly low level. If this happens, the new leader will be the member with the highest prestige who has Merchant Republic government. If no such nation exists, the Trade League will disband.

You can leave a trade league any time you wish. AI controlled members will base their decision on the size of the existing trade league, as well as the strength of the current leader and their opinion of them.



# CREDITS

## EUROPA UNIVERSALIS IV: MARE NOSTRUM

### PARADOX DEVELOPMENT STUDIO

**CREATIVE DIRECTOR** Johan Andersson

**STUDIO MANAGER** Thomas Johansson

**GAME DIRECTOR** Henrik Fahraeus

**GAME DESIGN** Johan Andersson, Martin Anward

**ADDITIONAL GAME DESIGN** Jake Leiper-Ritchie

**PROJECT LEAD** Martin Anward, Anna Norrevik

**EXECUTIVE PRODUCER** Linda Kiby

**ASSOCIATE PRODUCER** Sara Wendel-Ortqvist

**GAME PROGRAMMING** Johan Andersson, Rickard Lagerback, Petter Hansson, Amanda Rosler, Martin Hesselborn

**ADDITIONAL PROGRAMMING** Martin Anward, Igor Aleksandrowicz

**SCRIPTING & RESEARCH** Henrik Lohmander, Rufus Tronde

**ADDITIONAL SCRIPTING & RESEARCH** Karim Muammar,

Guillaume Hebert-Jodoin, Djordje Zivanovic, Michael Kundak-Cowall

**DLC MANAGER** Pernilla Sparrhult

**USERMOD COORDINATOR** Niklas Strid

**LEAD ARTIST** Fredrik Toll

**ARTISTS** Timor Khaganov, Carlos Lundhall, Joakim Larsen, Frida Eriksson

**COVERART** Pontus Olofsson

**MANUAL** Troy Goodfellow

**QA MANAGER** Mario Lasan

**EMBEDDED QA TESTERS** Jesper Norberg, Jake Leiper-Ritchie, Daniel Olsson

**QA TESTERS** Leo Larsson, Peter Skager, Daniel Sjoberg, Patric Lindbergh, Malin Jakobsson

**COMMUNITY QA** Carsten 't Mannetje

**ADDITIONAL QA** Filippa Gannholm, Olga Koter, Zeke Lugmair, Alexander Oltner, Emil Tisander, Aziz Faghiehinejad

**BETA TESTERS** Guillaume Hebert-Jodoin, Francesco Teruzzi, Thomas Perkins, Djordje Zivanovic, Ali Alper Duman, Michael Kundak-Cowall, Bernd Wolters, Anton Panas

**LOCALISATION** Nicolas Fouque, Evelyn Dahlberg, Shentloc

**MANUAL LAYOUT** An Ordinary Day

**ADDITIONAL ART** Wastelands Interactive



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PARADOX INTERACTIVE

**MANAGEMENT**

**CEO** Fredrik Wester

**CFO** Andras Vajlok

**COO** Susana Meza Graham

**CPO** Johan Sjöberg

**CIO** John Hargelid

**MANAGER OF PARADOX STUDIO GROUP** Mattias Lilja

**EXECUTIVE VICE PRESIDENT OF BUSINESS DEVELOPMENT & SALES**

Tobias Sjögren

**VP PRODUCTS** Shams Jorjani

**VICE PRESIDENT OF MARKETING** Daniela Sjunnesson

**PRODUCTION TEAM**

**PRODUCTION MANAGER** Jörgen Björklund

**SENIOR PRODUCERS** Andreas Renström, Florian Schwarzer, Joe Fricano

**PRODUCERS** Staffan Berglén, Patrick Berglind, Kandra Dahlgren,

Robin Cederholm

**ASSOCIATE PRODUCERS** Angelica Uhlan, Peter Cornelius, Niklas Lundström

**GAMES USER RESEARCH TEAM**

**USER RESEARCH MANAGER** Karl Leino

**USER RESEARCHER** Tobias Viklund, Jean-Luc Potte, Henrik Edlund

**ASSOCIATE USER RESEARCHER** Anna Ström

**QA TEAM**

**SENIOR QA MANAGER** Artur Foxander

**QA MANAGER** Loke Norman

**QA SPECIALISTS** Felix Gladitz, Niklas Ivarsson, Andrei Zainea

**QA TESTERS** Pontus Anehäll, Emil Andersson, Bengin Bayrak, Erik Elgerot,

Malin Furöstam, Victor Järnberg, Daniel Teige

**BRAND MANAGEMENT TEAM**

**BRAND MANAGERS** Marco Behrmann, Stefan Eld, Tomas Härenstam, Jakob Munthe

**PROCESS MANAGER** Martin Park

**ACQUISITION ASSOCIATE** Nils Brolin



## MARKETING & PR

**CHIEF MARKETING OFFICER** Daniela Sjunnesson

**VP OF MARKETING** Petra Takeva

**CREATIVE DIRECTOR OF MARKETING** Steven K Wells

**TRAILER & VIDEO PRODUCER** Marcus Herbertsson

**STREAMING PRODUCER** Anders Carlsson

**SENIOR PR & EVENT MANAGER** Oddur Halldórsson

**EVENT COORDINATOR** Veronica Gunlycke

**SENIOR COMMUNITY MANAGER** Malin Söderberg

**COMMUNITY MANAGERS** John Rickne, Graham Murphy

**FORUM AND SUPPORT MANAGER** Christian Arvidsson

**ONLINE MARKETING MANAGER** Mats Wall

**FRONT END DEVELOPER** Alberto Blázquez

**EMAIL MARKETING MANAGER** Andreas Nyberg

**USER ACQUISITION MANAGER** Mi Ahnhem Thomsen

**GRAPHICS PRODUCERS** Max Collin, Adam Skarin

## SALES

**SALES MANAGERS** Filip Sirc, Fang Chen

**IN-GAME STORE SALES** Daniel Lagergren

## TECH, ANALYTICS & DEVELOPMENT

**TECHNICAL DIRECTOR** Christian Westman

**SR BACKEND DEVELOPER** Anders Törlind

**BACKEND DEVELOPERS** Alexander Altanis, Mikael Berg

**WEB DEVELOPER** Johan Li

**ANALYTICS TEAM** Magnus Eriksson, Niklas Nordansjö

**IT MANAGER** Henrik Hjelm

**IT TECHNICIAN** Johannes Ek, Richard Lindkvist

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We have been a leading development studio of globally renowned strategy games since 1995. Today our Stockholm-based studio is the center of a vast community of fans and modders, with a reach that spans the entire globe with an especially strong presence in the United States and Europe.

We at Paradox Development Studio believe in the power of sandbox strategy games – games that allow you to set your own goals and decide which tools you will use to reach them. Sandbox games give you unparalleled freedom to create your own destiny and write your own stories. When you play our games, we want you to feel that the fate of the world really does lie in your hands – and only you decide what that fate means.

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- B. **WARNING:** BY INSTALLATION AND/OR USE OF THE SOFTWARE PRODUCT, YOU MAY BE INSTALLING INTO YOUR UNIT SOFTWARE THAT IS ALLEGED OR MAY BE ALLEGED TO COMPROMISE THE SECURITY OF YOUR UNIT, ITS OPERATING SYSTEM AND FILES. IF AT ANY TIME YOU WISH TO DE-INSTALL THE SOFTWARE PRODUCT BECAUSE YOU BELIEVE THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES MAY BE OR HAS BEEN COMPROMISED, YOU MAY NEED TO EXECUTE A SEPARATE ROUTINE TO DE-INSTALL THE FEATURE THAT MAY BE COMPROMISING YOUR SECURITY. DAMAGES YOU MAY RECOVER FOR ANY SUCH ALLEGED SECURITY BREACHES ARE SUBJECT TO THE LIMITATION OF LIABILITY AS SET FORTH BELOW.

#### **13. INDEMNIFICATION.**

You hereby agree to indemnify, defend and hold harmless Paradox and its affiliates and their respective officers, employees, directors, agents, licensees (excluding you), sublicensees (excluding you), successors and assigns from and against any and all liability, costs, losses, damages, and expenses (including reasonable attorneys' fees and expenses) arising out of any claim, suit, or cause of action relating to and/or arising from (a) your breach of any term of this EULA; (b) your violation of any rights of any third party; or (c) your use or misuse of the Software Product. Your indemnification obligations set forth in the immediately preceding sentence shall survive the termination of this EULA.

#### **14. GOVERNING LAW.**

This EULA will be governed by and construed in accordance with the laws of the State of New York and of the United States of America. This EULA shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. By agreeing to these terms and conditions, in the event of any claim you may have arising from or related to the Software Product or this EULA you agree to the exclusive personal and subject matter jurisdiction of the courts located within the New York, New York, U.S.A. for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action. Paradox reserves the right to make any claim against you and seek and be granted any legal or equitable remedy against you in any court anywhere in the world.

#### **15. WAIVER & SEVERABILITY.**

A failure on the part of Paradox to act with respect to a breach by you or others of this EULA does not waive our right to act with respect to subsequent or similar breaches. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this EULA shall continue in full force and effect.

#### **16. ALL RIGHTS NOT EXPRESSLY GRANTED HEREIN ARE RESERVED BY PARADOX.**

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