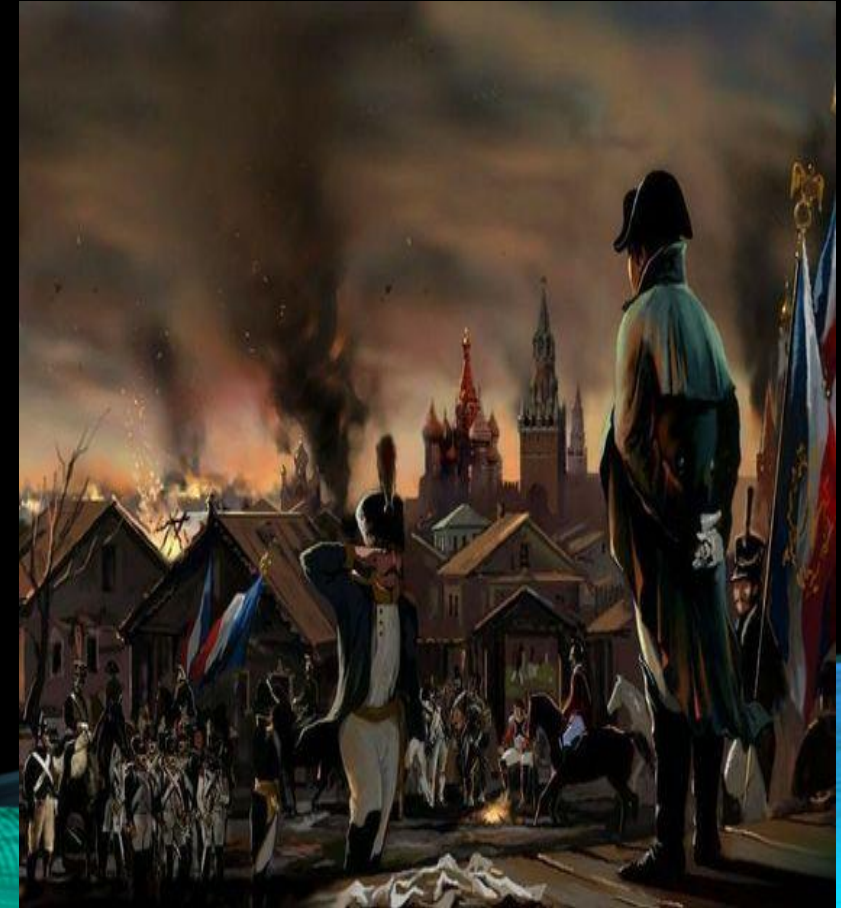
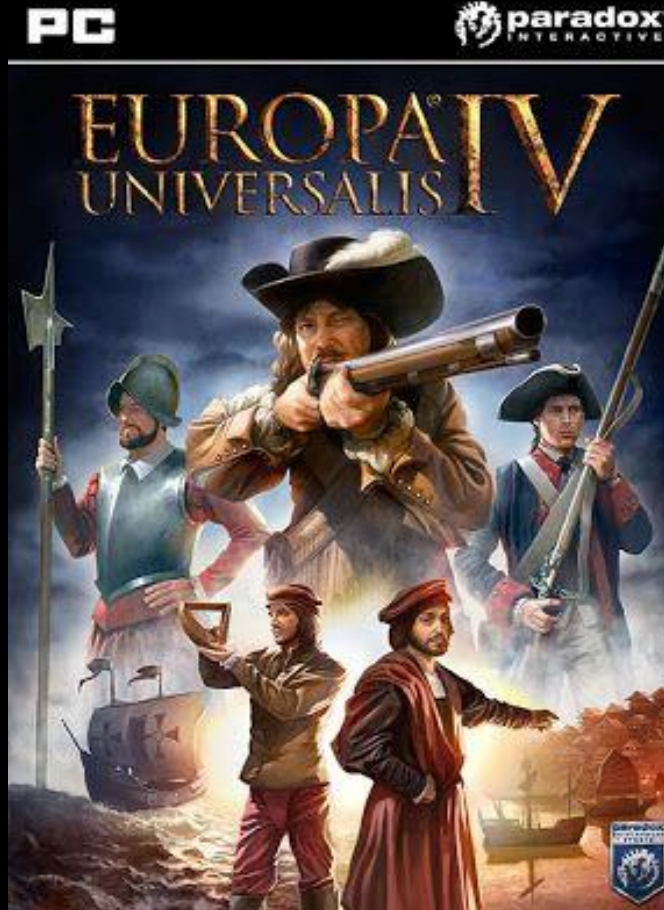


# 7 PILLARS ANALYSIS

CLICK HERE FOR WENT TO FINAL PART  
(DURING PRESANTATION MODE)

HAKAN SEZGÜN

GAME: EUROPA UNIVERSALIS IV



# SIGNS AND FEEDBACK

We can say the events or warnings that appear on the screen as the feature we encounter most while playing EU4. The game sends us warning messages for every single detail, and this makes tracking the game seriously easy for its players.



For example, game presents this symbol to show us the regions in our country where potential rebellion may occur.



# CLARITY

Most of the countries in the game have different colors from each other, this makes the owned regions separate from each other. During siege and occupation, the occupied territories are scanned with the colors of the occupying state, and this becomes even more evident. But in some cases it can get complicated, for example in the Russian and Ottoman wars. Since both countries have very close colors, it can be very difficult to examine the occupation in times of war.



ALSO THAT IS CARPET SIEGE

# FORM FOLLOWS FUNCTION

Since EU4 is a complex game, how the game symbolizes the situations it wants to tell us stands out as a very important factor. Although game uses good symbologies in every field, we will now examine the ideas in the part.

Here are some of the symbols we made for the players to understand the 22 different idea groups and the 7 different progressions in each of them:



# CONSISTENCY

While fighting in EU4, your country naturally hosts invasions and blockades from place to place, but you need to understand whether it is by sea or land and react accordingly. Because each province occupied reduces your income, the number of soldiers you can keep in total, and factors such as manpower.

Until recently, players had to follow the occupied areas themselves and take precautions accordingly, so in multi-front wars, very frustrating situations could be encountered when carpet tactics (dividing the army into single-unit soldiers and sending one to each region and fast siege) were used. EU4 decided to put a warning on the panel under your flag to prevent this by thinking of its players and brought it with an update, but at first you couldn't tell whether your country was under threat from land or sea because there was only one kind of warning. After a certain time, they started to show land and sea sieges with two different icons with a patch again. This provided great convenience to the players.



# MINIMUM WORKLOAD

As I have repeatedly stated in the presentation, accessibility and interface skills are the most important elements of the game in EU4. Being able to manage and follow the army and combat power, which is the basic building block of the game, from a single tab is a very important factor in such grand strategy games and it is one of the quality productions that provide this to us in EU4 (at least for me :)

Land Force Limit  
We are currently capable of supporting a total of 330 land units without penalties.  
Base: +6.00  
Bulgaria: +1.90  
From 118 Provinces: +256.85  
Full Quantity: +25.0%

Morale of Armies  
From technology: 4  
Military Drill: +15.0%  
Power Projection: +10.0%  
Army Tradition: +21.3%  
Prestige: +2.7%

The morale of our military units is the most important factor in deciding their worth on the battlefield. Morale represents a variety of factors such as tactics and organization as well as improvements in weapons and equipment.

Siege Ability  
Army Tradition: +4.2%  
Army Professionalism: +20.0%

This impacts how quickly we get new siege phases when besieging a hostile fortification. The higher Siege Ability we have, the better. It also reduces damage taken when assaulting enemy garrisons.

Battle of Istrien

Alberto Castagnaro  
Morale

Alexander Frantsits  
Morale

Shock

Military

Army Professionalism: 100.00%

Siege Ability: +20.0%  
May Build Supply Depots  
May Refill Garrison  
Regain Manpower When Disbanding  
Land Fire Damage: +10.0%  
Shock Damage: +10.0%  
General Cost: -50.0%  
Reduced Morale Damage Taken By Reserves: -50.0%  
Army Drill Gain Modifier: +100.0%  
Regiment Drill Loss: -50.0%

# ERROR PREVENTION AND RECOVERY

EU4, which is generally a game free of bugs and bugs, often continues to give similar errors when it comes to sending troops over the sea.

Under normal circumstances, it tries to use sea transport to distances or locations that can be easily reached by road, and the player has to manually correct this.

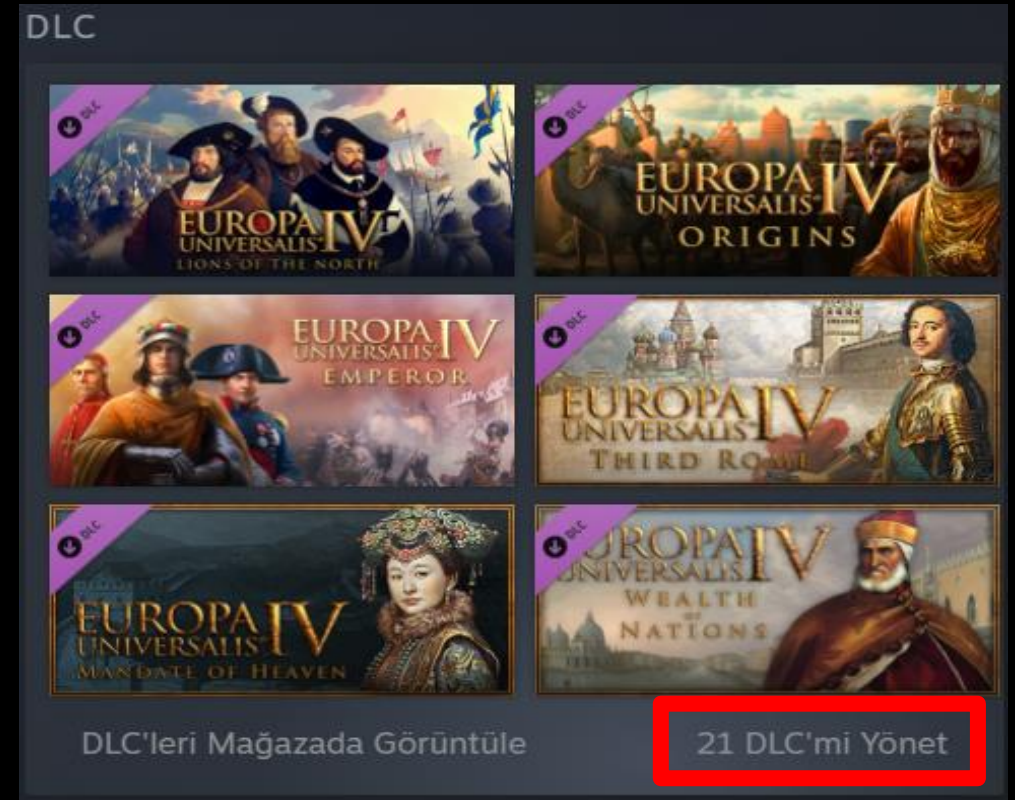


# FLEXIBILITY

EU4 provides its players with a very wide playing field and choice of choice. These preferences are not just about visual and audio changes (even trees, rivers, cities or castles can be turned on or off in the image setting for performance increase). The game has a very large pool of DLC and auxiliary packages, which increases what players can do in the game.

Even the options for stopping the game against events or events can be selected from the settings.

In terms of music and sound, every event that takes place in the game (waging war, marriage, the new king's coming to power, birth of a child, soldier movements or the sounds of ships while transporting) has been ensured to affect the players by the producers. There are also 15-20 different music packages (can be increased with DLC) for players to listen to during the game.





# ENGAGE – ABILITY PILLARS ANALYSIS

HAKAN SEZGÜN

GAME: EUROPA UNIVERSALIS IV

**CONTENTS**

**MOTIVATION**

**EMOTION**

**GAME FLOW**



# MOTIVATION

EU4 is a grand strategy game, it is not a game that needs much extra motivation. In general, the game does not try to motivate the player against the game.

The game actually has no purpose and the player is trying to go on whatever he wants to do, we can consider the impulses of the players as a source of motivation.

The game does not actually have a penalty and reward system, but we can talk about the following statistics; If you take a lot of land in a short time, your country will become stronger, but the countries around you will begin to coalition against you. Or you will be under the effect of minus unrest and deal with rebellions until you core the lands you take



## INTRINSIC MOTIVATION

Competence    Autonomy    Relatedness  
Meaning



## EXTRINSIC MOTIVATION

Rewards    Implicit Motives

# INTRINSIC MOTIVATION

## Compatance

In the old versions of the game, there was neither a guide nor a helper to tell what to do for the new players, but for the last few years, there are mission trees called Mission Tree and shaped specifically for each country, for new players what to do on which country or military, There are ways to tell how they can develop their country economically or religiously. As they complete these missions, they both earn rewards and can unlock the next section missions.



The mission's explanation

The mission's reward

# COMPATANCE TERMS

## Short Term

Even if it varies depending on the country you play (finding allies with a small country and developing your country, getting the army ready with the big states and starting the campaigns), the first steps are always to stabilize your country as much as possible (public security - army - allies and enemies).



It cannot be expected that this small country will immediately establish a strong army and dominate those around it. For this reason, it needs strong allies, but the job is not only to collect allies, but also to increase the development of the territory and become stronger.

Tiny Ulm trapped in big wild Europe.



## The Development Page

If you increase the development of the regions in your country, they will lead your development by providing you with very nice bonuses. (More development means more power).

# COMPATANCE TERMS

## Mid Term

There can be very different progressions according to the region and country played, for example, if you are a state in Italy, you need to conquer your own region and make 1-2 strong allies and advance to Spain or the Balkans, or you need to prepare for the late game by pressing development, but if you are in a position like Central Asia, you need to conquer the middle game (1500 - 1680), you must go on uninterrupted expeditions until the end of the year, enlarge the state as much as possible and try to minimize your enemies.



Europe Expansion for Mid Term



Central Asia Expansion for Mid Term



# COMPATANCE TERMS

## Long Term

In general, when it comes to the end of the game, imperialism is the cause of war and you gain a few war pluses thanks to it, if you have stabilized your country until now and you have enough strength, you can fight nonstop and expand your country.

In order to attack a country in the game, you need to have a reason for war, and waiting for these reasons is one of the difficult and challenging parts of the game. With the coming of imperialism, you gain a reason for war against all the countries that exist on Earth at that moment.



## Imperialism's Bonuses

### Casual casus belli

100% Aggressive Expansion, 125% Prestige and 100%

### Imperialism casus belli

75% Aggressive Expansion, 100% Prestige and 75% Cost for:



If you attack without a casus belli, you get these cons.

# MEANINGFULL EVENTS

You have to choose the timings you get the core-claim or permanent claims from the mission trees, or you may have to enter the war while your country is still unprepared.

Sometimes, when you don't have a solid reason to wage war on the countries you border, the game sends you an event and the content of this event can provide claim and low aggressive expansion value on all your border lands, this means quickly prepare your army and go on a campaign.



One of the example for timeless core from mission tree



"Border Friction", which is one of the war motives that comes from the events that the game sends to activate the player, opposes the countries that have been made or not won due to war, and they are an incentive for the player to go on expeditions that are not in their plans.

Such events change the usual game progress and offer gameplays that can create new tastes and new pleasures for the players.

# BONUS

In this game time intervals, wars or events between other countries and what the game offers you can also appear as side factors that can add to the course of the game.

For examples:

When you explore Europe while playing with a state located in Asia, it is quite possible that you will encounter a different order than the European order you usually see. Because the RNG system of the game is a system that is set up to surprise and challenge you.



Casual Ming game



Abnormal European map



# INTRINSIC MOTIVATION

## Autonomy

Mission trees may have some dilemma missions (you can expand very hard towards France and Europe, while you can expand to the new world (America and Asia) via the colony path you will go from the mission tree. Since the player makes these choices himself, they can add an extra meaning to the game and the objectives and increase the enjoyment of the game.

It also has different types of gameplays that the player can play depending on what mood the player is in at that moment (colonies for calm game, European conquest for aggressive game or both for hardcore game!).

In addition, the game provides extra rewards to the players who progress by following the mission trees, not according to their own wishes, and can provide a plus for following the mission trees.



# INTRINSIC MOTIVATION

## Autonomy

There are some very sweetly detailed customizations in EU4, which offers players on top of all the customizations that can be offered in a grand strategy game. For example, it has the option to change the name of the country's heir, the name of generals and admirals, and the name of the provinces.

These details add a sense of belonging to the players, albeit a little, and enable them to dive into the game.

For example, words are not enough to describe the smile on your face after the battles you won with the general you named yourself :).



So, i can feel like at home now :)



# INTRINSIC MOTIVATION

## Relatedness

In the past, it was possible to enter the game coop by choosing only two different states in the game, and these were generally combined countries (France-Ottoman, Austria-Moscow).

They could expand and have fun by choosing these states and helping each other, and the fact that everyone had different roles and gameplay with the country they chose made coop fun.

With the recent updates, two players can manage a single state and make decisions together, for example, while one manages the navy and the economy, the other player manages the army and politics, the chaos and conflicts that arise in this gameplay option make the game fun, while offering a game like poetry to players who can play in harmony with each other. provides



# INTRINSIC MOTIVATION

## Relatedness

When you play the game coop with many people, you can communicate with other players and establish high-level diplomacy thanks to the chat section in the game.

Or, thanks to this chat, you can reveal mechanics that are not normally in the game (in a game you play with China, you usually have to wage a war to take a state as your satrap, but you can send demand to the player playing this state via chat, or you can convince him with your words and subordinate him)

In general, you do not have many options in the game to humiliate or make fun of other players. Although we can insult directly, it is not very effective, but in the jargon formed in the game, guaranteeing a state that you are an opponent but you are superior in power is to make fun of him and hit your power in his face. passing. When you do this, it means: even though we are called rivals, you are not my equal, loser :)



Normally Austrian and Ottoman are considered historical rivals and their strength is in equal degrees, here the Ottomans became very powerful and gave protection to Austria for show of power.

The chat window shows the following messages:

- (WHISPER) Deus Vult: wut
- (WHISPER) Deus Vult: wanna kill him
- (WHISPER) Wolfetariat: hol up
- (General) Deus Vult: ill invade from the south through his puppet

In the conversation in the game chat here, we see that two players are using a mechanic that is not normally in the game, while the AI cannot give clear commands such as join me or attack that state (become superior as you want), here the players have used it.

# INTRINSIC MOTIVATION

## Meaning

It can be considered as a production that has failed in the EU4 class on the use of this factor.

In general, the tutorial is inadequate and most of the mechanics are not explained properly, it is not known for being very player-friendly.

Although its symbolization in the game is very good, it is insufficient for players who will play for the first time or who are just starting out and trying to improve themselves.



Beginners cannot understand why the two states have different characteristics just by looking at these chapters. The part where the game is insufficient starts here, as the players cannot understand, the game does not offer any explanation, as you use the mechanics, you learn what they are good for and you start to apply them accordingly.

Example Of Confusion



Example Symbolizations

One of the most successful parts of the game is the symbols used and their symbolizations, and a new player, a former player or a non-player can make an approximate guess by looking at these symbols.

# EXTRINSIC MOTIVATION

## Rewards

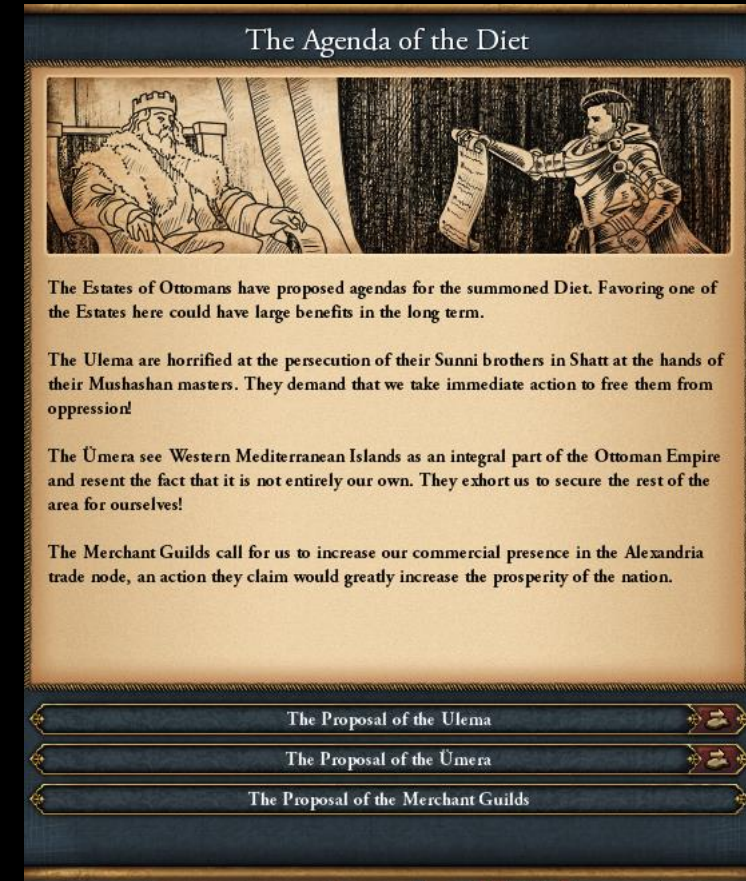
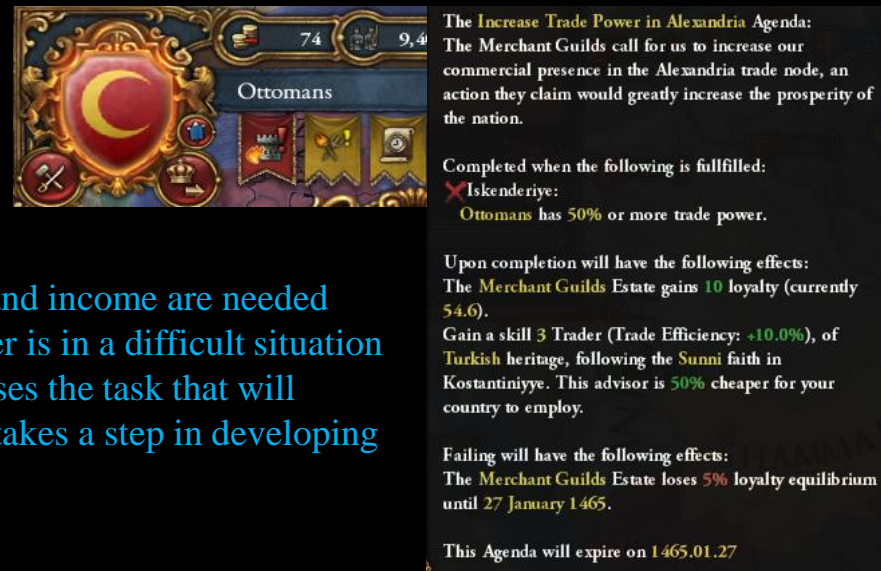
The rewards of the game are usually given through events, player-selected missions or mission trees.

The rewards from the events are mostly based on what direction the country needs to develop at the moment or what kind of half the player needs (if your country has a lot of debt, the incoming event gives you a decrease in the inflation rate and some money if you can pay off all your debts)

For example, money and income are needed here, because the player is in a difficult situation economically, he chooses the task that will improve his trade and takes a step in developing his economy.



Page where players can start events if they want



When an event is started, there are 3 missions to choose from, the player chooses whichever they need the most at the moment.

# EXTRINSIC MOTIVATION

## Rewards

Even if it's not exactly called rewarding, it is seen that other states send you money gifts from time to time, it totally depends on the RNG system of the game.

The popups that appear on the screen in events such as agreements, alliances or marriages made in the game both inform the players that this process is successful and take place, and celebrate the event.



Military Alliance congratulation message



Gift congratulation message



Royal Marriage congratulation message

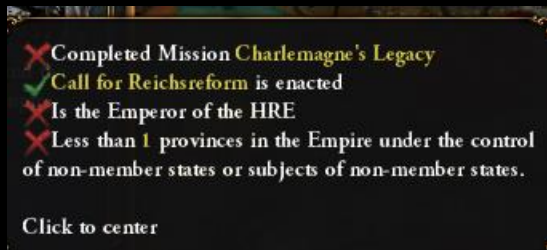
# EXTRINSIC MOTIVATION

## Implicit Motives

EU4 has improved a lot in this regard and has allowed as many different types of grand strategy players as possible.

In most religious systems, countries can determine how they approach religion and (according to bonuses) apply to religious advances accordingly.

A player playing in the HRE can choose which way to go (combine or distribute the whole HRE), both by progressing the task tree of the state he plays in, or by making his own personal decisions.



A state that does not "start as emperor" in the HRE will have the following task in the task tree associated with the HRE (destroy or merge the HRE).

## Examples of choices that can be made according to religions





# EXTRINSIC MOTIVATION

## Implicit Motives

There is also a choice for a player who is a direct HRE emperor, he can connect all the countries to himself according to his own gameplay style or make them all one state.

EU4, which can access very different player types with very different systems like these, is very successful in this regard and shows that it will continue to be successful with its updates.



# EMOTION

Since it is not a game based on emotion or feeling due to the type of game it is in, I will briefly summarize this premise and talk about the details that can be explained.

For these reasons I have listed, there will be no detailed explanation or explanation.



## GAME FEEL

Control Camera Character

## PRESENCE

Physical Emotional Narrative

# GAME FEEL

## Control

Moving on the map with the mouse or arrow keys

Zoom in – zoom out can be done with the middle mouse button

The game can be stopped with the space key.

And with dozens of hotkeys, map types or tab controls can be provided

We can also provide some in-game events with hotkeys (army drilling with the j key or splitting the game with the d key)



## PAUSE OPTION



## ZOOM OUT SIZE



## ZOOM IN SIZE



## ARMY DRILLING HOTKEY (J)

# GAME FEEL

## Control

With left click the army is selected, with right click it is determined where it will go.

The interface, the battle tab and all the rest are done with the left mouse button. This feature also provides ease of gameplay.



Players can click every single button from that area



## ARMY MOVEMENT

# GAME FEEL

## Camera

There is not much to say about the camera.

With an 80-90 degree perspective, the map view is 2D-based, but the buildings and units on it are 3D. We can say that they have succeeded in capturing the best image that can be captured with the camera in such games.



Details and some items (soldiers, cities, caravans, etc.) are made and presented in 3D.



2D VIEW



Reliefs for mountains, depressions for plains

# GAME FEEL

## Character

There is no clear character directed by the players in the game, but country leaders, army generals, navy admirals or advisors of countries are special characters and they all have different types and characteristics.

Maybe it won't make them bond with these players much, but they are still more special than random people because they are special people.

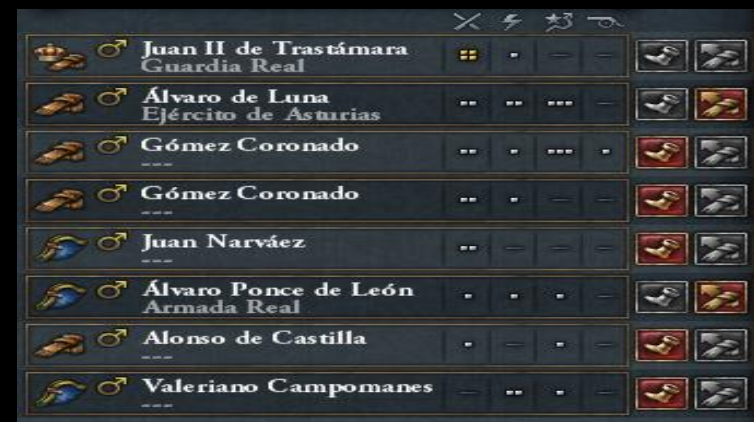
In addition, sometimes historical figures can appear in the game (France and Napoleon or Ottoman and Hurrem Sultan).



Different advisors, different views and different features.



King, queen and heir. Different names and features from each other.



Generals and admirals have different characteristics (speed, firepower, siege, etc.)

# GAME FEEL

## Character



Hurrem Sultan

+2

Diplomatic Reputation: +1.00

2.72 monthly

Ship Type	Count	Change	Cost	Supply	Repair
Threedecker	45	+0%	120	60	27
Great Frigate	18	+10%	30	24	41
Archipelago Frigate	9	+0%	36	24	0
East Indiaman	10	+0%	12	36	31

Category	Value
Army tradition:	21.4
Land Morale	8.0
Force Limit	219/196
Naval tradition:	9.8
Naval Morale	6.1
Force Limit	99/103
Military Tactics	3.4
Discipline	115.0%
Defensiveness	+20.1%
Fort Mainte ...	0.35

15 Leaders (14/2)

Leader Name	Attributes
Napoléon Bonaparte	Attributes: [Icons]
Napoléon	Attributes: [Icons]
Louis Gabriel Suchet	Attributes: [Icons]
Louis Nicolas Davout	Attributes: [Icons]
Édouard Mortier	Attributes: [Icons]

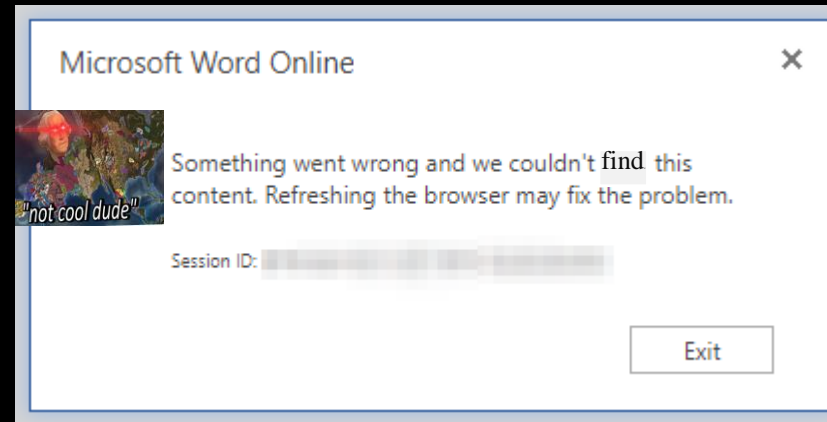
Hurrem Sultan and Napoleon

# PRESENCE

## Physical

In general, it is not a game that allows players to connect much, we cannot blame the game in this regard because unfortunately it cannot support this as a game genre.

Since it is a grand strategy, it is played only to simulate the game and to enjoy it strategically, for these reasons, players do not try to establish much connection with the game.





# PRESENCE

## Emotional

Under normal conditions, there is not much emotional connection in the game, but when the player playing the game plays with his own nation, he can start to get an extra game by acting with rp from time to time (turning the Mehter Anthem from the back when attacking Vienna with the Ottomans or the Wir Wollen anthem from the back when establishing Germany). open)



# PRESENCE

## Narrative

In terms of narrative, there is no clear or single story or a movable line, as alternative history charts are formed most of the time, so we cannot explain this criterion in detail.

Examples of multiple alternate dates are the following images:



Ottoman Conquest to Front Asia



The France Change Their Religion to Sunni



Ulm Conquest to World

# BONUS

## SURPRISES

While EU4 offers a very stable gameplay from time to time, it often offers differences due to the game's own RNG system (while playing calmly with a small state, a large state suddenly falls into PU, or expansions that develop outside the normal in a different geography, etc.)

Or that the game's events often show up as soon as players say I've set everything right and established a certain order and change course (sudden internal division, winning a cause of war against a different and unexpected nation, or the death of a royal and reorganizing the state)

Event chains that start from time to time can suffocate the players, while old and experienced players look to let's start and finish, these event chains can turn into disaster chains for new players. (Dutch Exist, Iberian Civil War, etc.)



Castilian Civil War Disaster



King's Death (Without any Heir)



Just when you've got all the work done, the Personal Union connects you with a great state and spoils the player's tall gameplay.

## GAME FLOW

We can say that EU4 is a very successful game in terms of enabling the player to concentrate on the game, to be able to continue the game smoothly without disturbing the flow of the game, to enable the interaction of the AIs other than the player without stopping in the game, to bring the player's eyes to the eye, to connect the player to the game and spend hours.



**DIFFICULTY CURVE**

**LEARNING CURVE**

**PACING**

# DIFFICULTY CURVE

In the game, there are 5 different difficulty levels (Very Easy, Easy, Normal, Hard and Very Hard) that can be adjusted by the game itself. Each level gives different bonuses and penalties to both the player and the AIs.

The minimum difficulty level that most players play in the game and that must be played in order to achieve success is the difficulty level called "Normal".

The concepts of ease and difficulty can vary a lot depending on the power of each country, the game that RNG and AI decisions (it differs from game to game), so it cannot be said that there is a clear concept of difficulty.

Finally, the gameplay time in the game is one of the biggest factors, in short, the player experience. The more experienced the player, the more difficult it is to play. The RNG and AI movements that are valid in the current game also affect the game significantly (Every Castilian game you start is not the same, for example).



## The Castilian RNG Example

While it is quite common for Aragon and Naples to fall into the PU (Personal Union) in the ordinary Castilian game, Burgundy and its PUs are under the rule of Castile, thanks to RNG. Naturally, because it suddenly becomes so powerful, it means that this game will be easier than other games.



# DIFFICULTY CURVE

## Difficulty Levels Effects

Different **Difficulty** settings grant different bonuses to Player or AI nations to adjust the overall game difficulty. If set to Normal, no nations will get bonuses. On Easy, the AI is more forgiving towards Players, whereas on Hard it is far more aggressive. On **Very Easy**, there is a **-50.00%** score bonus.

On **Very Easy** difficulty, all Player nations and subjects gain the following bonuses:

National Unrest: **-5.00**  
Production Efficiency: **+50.0%**  
Yearly Tax Income: **+60.00**   
Yearly Inflation Reduction: **+0.05**  
Interest Per Annum: **-2.00**  
National Manpower Modifier: **+50.0%**  
Manpower Recovery Speed: **+50.0%**  
Land Force Limit Modifier: **+50.0%**  
Naval Force Limit Modifier: **+50.0%**  
Monthly War Exhaustion: **-0.05**  
Possible Advisors: **+1**  
Ship Costs: **-33.0%**  
Regiment Costs: **-33.0%**  
Diplomatic Reputation: **+2.00**  
Improve Relations: **+10.0%**  
Core-Creation Cost: **-25.0%**  
Leader(s) without Upkeep: **+1**  
Diplomatic Relations: **+1**  
Yearly Corruption: **-1.00**  
Aggressive Expansion Impact: **-33.0%**

Very Easy Game Mode  
(Players Get These Bonuses)

Different **Difficulty** settings grant different bonuses to Player or AI nations to adjust the overall game difficulty. If set to Normal, no nations will get bonuses. On Easy, the AI is more forgiving towards Players, whereas on Hard it is far more aggressive. On **Easy**, there is a **-25.00%** score bonus.

On **Easy** difficulty, all Player nations and subjects gain the following bonuses:

National Unrest: **-5.00**  
Interest Per Annum: **-2.00**  
Manpower Recovery Speed: **+50.0%**  
Yearly Corruption: **-1.00**  
Aggressive Expansion Impact: **-33.0%**

Easy Game Mode (Players Get These Bonuses)

Different **Difficulty** settings grant different bonuses to Player or AI nations to adjust the overall game difficulty. If set to Normal, no nations will get bonuses. On Easy, the AI is more forgiving towards Players, whereas on Hard it is far more aggressive. On **Normal**, there is a **+0.00%** score bonus.

Normal Game Mode  
(Nobody Get Bonus)

As the game difficulty levels change, the concept of ease and difficulty for the players change a lot, there are easy and very easy options for new players, as it may be difficult to survive even in Normal mode, there are difficult and very difficult modes for professional players to push themselves to the end. In this way, EU4, which shows that it can be player-friendly from time to time, winks at its former players.

Different **Difficulty** settings grant different bonuses to Player or AI nations to adjust the overall game difficulty. If set to Normal, no nations will get bonuses. On Easy, the AI is more forgiving towards Players, whereas on Hard it is far more aggressive. On **Hard**, there is a **+25.00%** score bonus.

On **Hard** difficulty, all AI nations gain the following bonuses:

National Unrest: **-1.00**  
Interest Per Annum: **-1.00**  
Manpower Recovery Speed: **+50.0%**  
Monthly War Exhaustion: **-0.05**  
Aggressive Expansion Impact: **-33.0%**  
Missionary Maintenance Cost: **-15.0%**

Hard Game Mode (AI Get These Bonus)

Different **Difficulty** settings grant different bonuses to Player or AI nations to adjust the overall game difficulty. If set to Normal, no nations will get bonuses. On Easy, the AI is more forgiving towards Players, whereas on Hard it is far more aggressive. On **Very Hard**, there is a **+50.00%** score bonus.

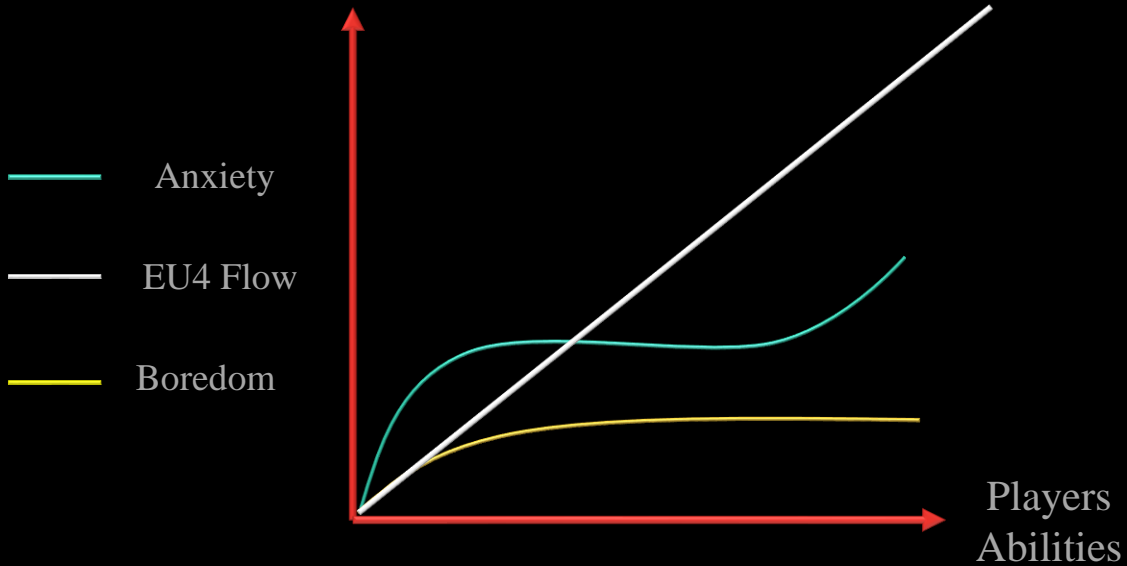
On **Very Hard** difficulty, all AI nations gain the following bonuses:

Construction Cost: **-25.0%**  
National Unrest: **-2.00**  
Development Cost: **-20.0%**  
Yearly Inflation Reduction: **+0.05**  
Interest Per Annum: **-1.00**  
National Manpower Modifier: **+50.0%**  
Manpower Recovery Speed: **+50.0%**  
Land Force Limit Modifier: **+50.0%**  
Naval Force Limit Modifier: **+50.0%**  
Monthly War Exhaustion: **-0.05**  
Ship Costs: **-33.0%**  
Regiment Costs: **-33.0%**  
Improve Relations: **+50.0%**  
Core-Creation Cost: **-25.0%**  
Idea Cost: **-25.0%**  
Aggressive Expansion Impact: **-33.0%**  
Missionary Maintenance Cost: **-30.0%**

Very Hard Game Mode (AI Get These Bonus)

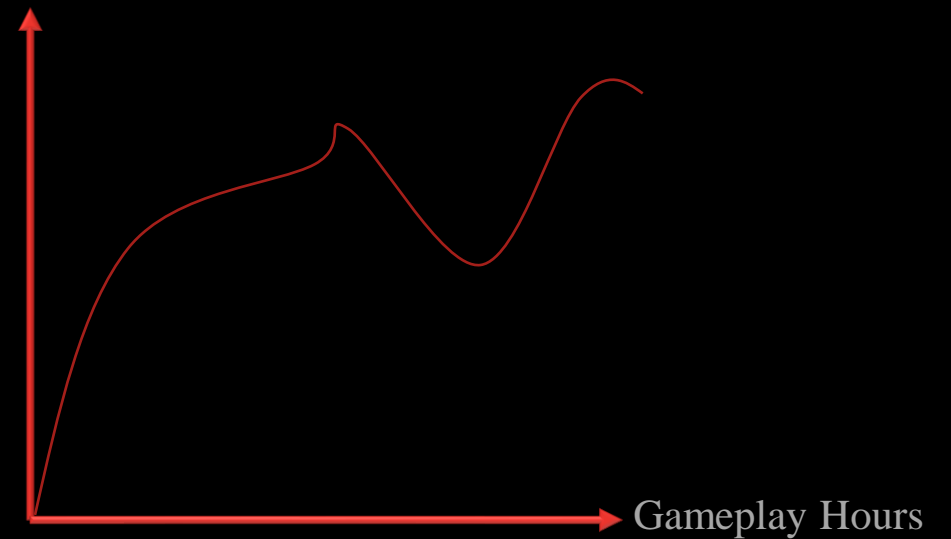
# DIFFICULTY FLOW

Challenge



EU4 DIFFICULTY FLOW GRAPH

Enyojment Level



EU4 DIFFICULTY FLOW GRAPH

At EU4, experience is everything. You can't learn what to do in the events you come across without experiencing how to make the most logical move when an unexpected move comes from the AI, or the ways that can make your country the most profit with the least damage. For these reasons, as your game skill increases, the difficulty level of the game will decrease (except for very difficult RNG and AI movements).

EU4 is a game that the more you play, the more you will learn and the more you learn, the more you will love it, because as you experience it, you realize that there are endless possibilities. However, at times, both the boredom of playing the same game and the inability to change much mechanically can bore the players.

# LEARNING CURVE

The tutorial part of the game is insufficient and the explanations are mediocre.

This subject has been the subject of jokes among the players: "Congratulations, you have finished the tutorial" are said to people who complete the first 1000 hours of the game.

There is a lot of information to be learned about the game, and as you learn new mechanics and rules emerge (we can liken the game to matryoshka dolls), a multi-layered game in general and one of the features that increase this fun factor.

DLC and Content Packs added to the game add new mechanics, rules and various features.

- It's bad to have to constantly pay extra money for the full version of the game.
- Adding new content constantly can be considered good.

While most games are described as hard to learn and easy to master, EU4 is described as a very difficult game to learn and difficult to master.



Players can manage their DLCs at the beginning of the game

Every DLC has different game mechanics and gameplay options

Common Sense (Owned, Enabled)  
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- Parliaments  
- New religious gameplay for Protestants and Buddhists  
- New subject interactions  
- Free Cities of the HRE

## FOR EXAMPLES

Lions of the North (Owned, Enabled)  
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- New mission trees for Scandinavian and Baltic countries  
- New unique government reforms for Scandinavian and Baltic countries  
- New special estate privileges for Scandinavian and Baltic countries  
- New special units, Swedish-Finnish Caroleans and Polish-Lithuanian Winged Hussars  
- New models for Scandinavian and Baltic countries  
- 6 new songs for Scandinavian and Baltic countries



PARADOX'S MECHANICS (!)

It can be said that this premise leads to the formation of a very loyal player base.



# PACING

Even if the game differs in speed according to the speed level (there are 5 different levels) the game is played, in general, the game is fast and an important game to follow. This factor ensures that the players always stay focused on the game, and in the events that occur, it gives the players a breather and provides the balance of this very well.

Experienced players always play the game at level 5 speed and show their reaction by stopping the game almost every second. The reason is unknown, but this is one of the interesting information about the game.

We said that it is a very important factor to follow what is happening in the world, but EU4 answered the question of how to do this one by one when there are so many states in a very good way:

We have a table on our map where every event happening in the world at that moment is processed, and this table can make the players apply the filters they want (it can be adjusted according to the states, regions, religions or diplomatic situations and only get notifications from them), which is very efficient and good for game tracking. makes it a system.



The page where you can choose the country, region or different kind of criteria you want.

# PACING

The game usually cannot be finished in a single session (I respect those who do).

You definitely need to take a break or turn it off and continue later because it can get tiring because it is a game that you play full focus for long hours.

Because the game makers know this, they added a stop button and save and close buttons to the game.

In addition, the screen where saved games can be viewed and opened and played is also very understandable and understandable as an interface.



Save Game / Load Game Menu



Menu to view old saves



The Pause Button

THANKS FOR THE REEDING AND PARTICIPATIONS

