Content Pack - Europa Universalis IV: Mare Nostrum Activation.rar

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About This Content

Enhance your Europa Universalis IV experience with new unit designs for armies of the Mediterranean and East Africa! After all, when the pageant of history unfolds on your computer screen, it's important to be up to date with the latest fashions. Overrun your enemies while kitted out in the hottest new battle tunics!

The Mare Nostrum Content Pack includes:

- **Italian Unit Pack:** Four historical infantry designs for each of the major Italian powers – Venice, Milan, Naples and Florence/Tuscany (16 in total)

- **North African Unit Pack:** Four historical infantry designs for each of the lands of sand – Mamluks, Tunis, Morocco, and Algeria/Tlemcen (16 in total)

- **East African Unit Pack:** Four historical infantry designs for each of the major powers around the horn – Ethiopia, Nubia, Swahili and Somali (16 in total)

Title: Content Pack - Europa Universalis IV: Mare Nostrum
Genre: Simulation, Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Franchise:
Europa Universalis
Release Date: 5 Apr, 2016

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Minimum:

OS: Vista/Windows 7/Windows 8

Processor: Intel® Pentium® IV 2.4 GHz eller AMD 3500+

Memory:2 GB RAM

Graphics:NVIDIA® GeForce 8800 or ATI Radeon® X1900, 512mb video memory required

DirectX®:9.0c

Hard Drive:2 GB HD space

Sound: Direct X- compatible soundcard

Other Requirements: Broadband Internet connection

Additional: Controller support: 3-button mouse, keyboard and speakers. Internet Connection or LAN for multiplayer

English,German,French

EUROPA UNIVERSALIS IV

MAMLUKS

TUNIS

NORTH AFRICAN UNIT PACK

EUROPA UNIVERSALIS IV

NAPLES

ITALIAN UNIT PACK

VENICE

The units in the pack are only given to some nations
Somali units are only used by mogadishu (not by any of the other somali states), swahili units only by kilwa (not by any of the other 3 swahili states), algerian only by algiers (not tlemcen) etc
I advise anyone to skip this unit pack until those issues have been adressed. How to milk everyone. You can only use the east african units on certain countries, which is riduculous... worst content pack ever i guess. Arrrgh...

Algiers and Tunis units look like♥♥♥♥♥♥,,i'd rather use the default unit graphics. They look like peasent armies rather than professional ones. Moreover, north african are caucasoids and not black.

Italian 17th century chainmail armor? wtf...Paradox you ruined this one damn you. I don't know much about the historical accuracy of the appearance. I just wanted to replace the ugly standard units for my favourite nation: The Mamluks.

The only issue is that if you turn into Egypt or Arabia, you will lose the unitpack and get the standard muslim units back. I don't know how I could ever get to the last units in this unit pack if by that time I will have plenty of time AND reason to reform into another country.. The "Lily" is not the symbol of Naples, it is the symbol of Florence! the Lily on the Napolitan spearman is the exactly copy of the Florentine Lily (and it is red, not gold)

Terrible historical error, fix it

(yes, i'm from Florence). Paradox clearly didn't do their homework on this one. For one, the east african units look very west african, and also the north african units look really way too dark to be berbers. It's as if Paradox developers just thought "what did my 80's racist childrens book say africans looked like? OH YEAH! they all look the same!" or maybe theyre showing their subtle disdain for Somalis, as sweden has a growing somali population. who knows, but dont buy this dlc it's awful... New Units! I'm probably alone on this but i really really really like new Unit pack dlc's, i wish they would make more. I do however agree that buying all the unit packs is costly, but then again, you DO NOT need unit packs to playm the game properly, the same whit some Major Dlcs. The two DLC's you should probably get is Common Sense and Art of war. Not that you should not get the others, but thoose two are the most important DLCS in my opinion. You do NOT need unit packs to play the game, but its a nice touch to it!

I love you Paradox :)

Worst content pack Paradox has ever released.. Terrible design choices that are both ahistorical and technically incorrect.. this unit pack is really deplorable, something really sad, sice the one for cossacks was marvelous, and it has a lot to do with quite poor design and technical choises, and blatant disregard of feedback and criticsm given by fans during the dev diaries for this pack

1: exept for maybe naples all tier 3 italian units are badly equiped, tier 3 is supposed to be reached late 17th to early 18th, century, maybe even before for florence, and this units look stuck in the 15th century, i can tolerate the chestplates, as they are not entirely ahistorical, but the chainmail is just too much

2: another problem with the italians, exept for milan, the tier 4 units are practically the same! florence and venice are just color swaped, and the napolitan one is just missing one belt from that

3:the east african units are all fine exept for the tier 2 ethiopian, it looks too westernized for it's period, and it's out of place along the other 3, quite good models

4: while the models are ok, the implementation of the nubian and somali packs is all wrong, only one nation gets each, and it's the two province minor that gets engulfed by a larger neighbour most games, and the neightbour that eats them is most comonly the same culture, thus deserving of the pack

5:just like it, the north african pack is poorly implemented, most games algieries doesn't even apear, tlemcen could very well use those models, the skin tones picked for algieris and tunis are estremely wrong, and tier 3 and 4 tunisian units look like slave soldiers, i have to admit the mamluk and morocan packs are sweet, but like always, it's shame to see my sweet mamluk models go away when i become egypt, which in many respects, is the SAME NATION!!!!

6:overall, just like many of the ones that came before, this pack dissapointed me, just like before, when it was weird to see the same models through the muslim world, from the steppes to the magrebh, something that the cossacks one at least mitigated by giving many of the hordes unique models, now i still see andalusian, berber, nubian(alodia and makuria) and somali (everyone exept mogadishu, for real?) dressing exactly the same, even theough they have almot nothing in common?

7: even on top of what i just stated, the worst thing about this pack is that due to the blatant disregard for feedback, and the artists just flat out ignoring many features the EU4 engine provides was the thing that made exarcervated my favorite modder into quitting my favorite mod, sadly this is the unit pack that KILLED the extended units packs mod, a mod that fixed a lot of the issues that paradox just refuses to fix, as it exented all models you owned into nations which fit them. Sadly, the developer for this pack chose to ignore a significant flow of constructive criticism offered on Paradox forum and released it as is. I purchased it to support Paradox for making amazing games but that's it. I disable this pack in my games because I can't stand looking at this monstrosity.

North and East African units are a disaster (save Morocco and Nubia). Tunisian and Algerian units are especially tragic given their super dark skin color and rag like uniforms. Such a great opportunity missed.. Waiting to purchase as a gift on sales and then this happens, so i'm making official claims as they didn't have the guts to make one.

https:\/\/forum.paradoxplaza.com\/forum\/index.php?threads\/price-increase.1022680\/

Not going to purchase anything again from paradox. i love the italian modals but was very dissponted when it reverted to basic troops when i fromed italy. The issues people rightly stated here at launch were heard, and have actually been mostly fixed by now. Namely - tier 3 of the Italian units are more historically accurate, no more chainmail and morions. All of the unit packs are now used by neighbouring similar nations. For example - Tlemcen uses Algerian, Lucca and Siena use Florentine units, Swahili units are now used in the entire cultural region (basically, every single unit pack now has more than one tag). Algerian and Tunisian unit skin colours have been made much lighter and also some of the African unit faces were changed (i believe Ethiopian\/Somalian no longer look so West African). A minor point but one that was nonetheless represented in the criticism of the pack - the Neapolitan tier 1 uniform fleur-de-lis has now been changed to the actual one used historically by Naples (at launch it was the Florentine one). The only point i'm not 100% on is whether or not you keep Mamluk units if you form Egypt, or if you keep unique units when forming Italy - i do know however that Florentine units stay if you form Tuscany.

Overall, Paradox listened to all the feedback on the forums and did a great job fixing the issues. Don't hesitate to pick up this pack now, given the majority of negative reviews here are from the inital release (plus, the steam store renders currently only show how it looked before).. I often play in Italy, so this DLC helps spices things up. BUT, I wouldn't pay full price though.

Also, WHERE IS SAVOY\/SARDINIA-PIEDMONT!