Expansion - Europa Universalis IV: The Cossacks Download For Pc [addons]



Download ->->->-> http://bit.ly/2SJbYiB

# About This Content

**The Cossacks** is the sixth major expansion for Europa Universalis IV and focuses on Hordes and Eastern Europe. This addition allows you to plunder your neighbours as a horde in order to keep your tribes loyal and raze their lands to gain power to advance in technology or reform into a settled nation. The internal politics of nations is brought to life with the Estates, representing powerful interests such as the Magnates of Poland-Lithuania and the eponymous Cossacks of the steppe. More detailed control over the cultures and natives living in your nation and the ability to work more closely with your AI allies and understand their goals will let you bring out your inner Peter the Great.

**Main Features:**

## Estates:

Unlock the Cossack Estate, with their own demands, interactions, and ability to form their own playable Cossack nations

## Diplomatic Feedback:

Adds the ability to interact much more deeply with the AI by setting your attitude and telling it what you want out of wars.

## Tengri:

New religion mechanics focusing on Syncretism. Tengri have a secondary religion that they fully tolerate, and can change this secondary religion at will.

## Horde Unity and Razing:

Hordes must attack their neighbors to secure plunder in order to keep the tribes happy, or risk a tribal uprising. Hordes can raze territories they conquer to get monarch points and raise horde unity.

## Advanced Culture Change:

Adds the ability to choose what culture you want to convert a province to from any neighbouring culture, or restore the original culture of the province.

## Native Policies:

Adds the ability to set your policy towards the natives in your colonies, allowing you to focus on trade, assimilation, or subjugation.

## Improved Espionage:

Two new spy actions allowing you to study the technology of more advanced countries and agitate for liberty in your enemies subjects.

Title: Expansion - Europa Universalis IV: The Cossacks
Genre: Simulation, Strategy
Developer:
Paradox Development Studio
Publisher:
Paradox Interactive
Franchise:
Europa Universalis
Release Date: 1 Dec, 2015

 a09c17d780

**Minimum:**

**OS:**XP/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

# CONGRATULATIONS!

Some locations have hidden figurines. You've just found the first one. Try to collect all of them and open the cache which is hidden by them.

**OK**

MENU

HINT

expansion - europa universalis iv the cossacks

It's pretty fun!. This visual novel is amazing with incredible stunning visuals, full japanese audio, and the characters are animated (which is a nice touch) and a compelling love story between the two characters Mori and Yan.. Basically The core game + 1 New Faction.

I bought this Stand Alone because I love the base game.

Whether you should buy this DLC depends on whether you like HMM7 or not.

. The best way to help to develop a F2P game :)

And this project should have success!. Space Girls
fast game with modern day graphics with easy controls that moves from location A to B to C and so on.

good game.

Personal Suggested Purchase Price: $0.49 Or Less During Sale
. Good game why are you reading bad reviews?

Amazing, and really addictive i suggest this game to everyone you know and it is only around $4! (the only thing is that it says miles in game, and on the achiecvements it says feet. It would make a lot more sense if it said feet.). This game literally rips the mouse out of your hand when you're trying to set up OBS to stream or record it... Why does it need full control over my mouse? ..TRASH! Uninstalling and never touching it again... If I can't even start the game and set up OBS to stream or record it without my mouse magically popping to center of screen every 3 seconds, then I don't need to play it.... this was awesom best WWI experince ever. I just hope the other COH mods can get the greenlight like modren combat.. This is a great tool for practice if you are a beginer and very fun to play even if you are a experienced guitar player. Let's support this kind of project because it's all about learn and fun not profit only.. This game is iffy. At any other price point, I'd have to say that I don't recommend it. But at a dollar, it has its charm, and you get what you paid for.

The play is nothing too special -- four towers, and they're the usual candidates from tower defense -- fast, splash, and slow. The fourth is a special 'income' tower, to increase your money.

In order to upgrade your towers, you'll need to combine two towers of the same type to fuse into one more powerful tower. You have to therefore balance whether you want a lot of smaller towers, or a few very powerful towers, and what upgrade strategy to use.

The biggest problem is that while the game wants you to keep going and get incrementally more powerful, it has no checkpoints, it has no enduring progress. If you make it to stage 24, and you fail, because you were being too aggressive on income towers to try and build up for later, then you get to try again from stage 1, with nothing to show of it.

You can do worse than spending a dollar on this game. But you can do a lot better.