

Hotkeys

Pause Game:	P
Scrolling around the map:	S, W, A, D and Cursor keys.
Zoom in & out of map:	Spin mouse wheel forwards or backwards or use R & F.
Rotate map:	Hold down the middle mouse button and move the mouse or use Q & E.
Rotate Buildings:	With building selected, Spin mouse wheel forwards or backwards. Or use 'R' Button
Interface Panel On/OFF:	ALT + F
Adjust game speed:	+ / - (Numeric Keypad)
Screenshot:	ALT & Q
ESC	In Game menu



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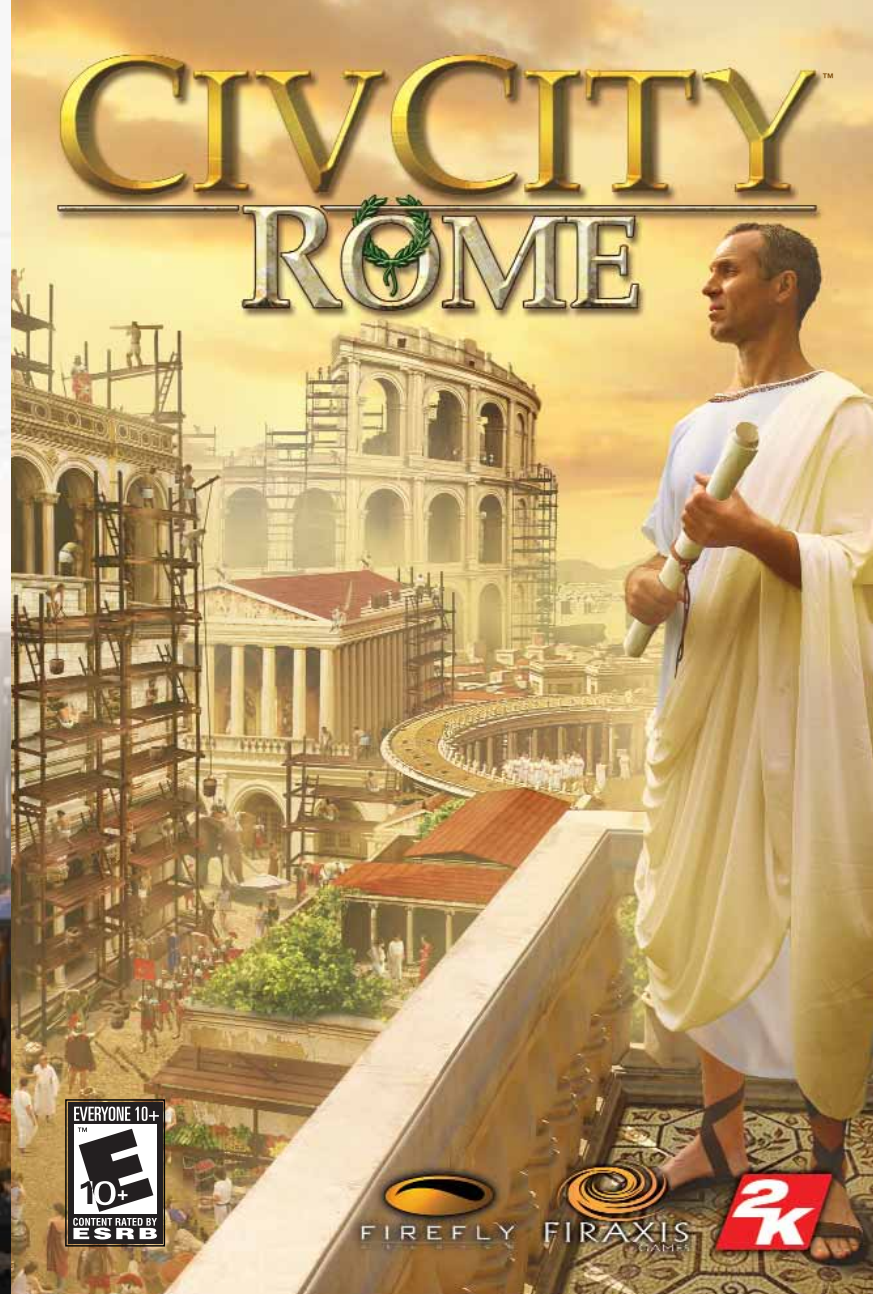




TABLE OF CONTENTS

1. GETTING STARTED	2	3.5 Families	20
1.1 Installation	2	3.6 Requests from the Senate.....	21
1.2 Starting the game	2	3.7 Military	22
1.3 Graphical Settings Panel	3	4. BUILDING YOUR CITY	22
1.4 Main Menu	4	4.1 Infrastructure	22
1.5 In Game Interface & Navigating the map.....	5	4.2 Farms & Fishing	26
2. HOW TO PLAY	8	4.3 Commerce	29
2.1 Placing Buildings.....	8	4.4 Entertainment.....	33
2.2 Founding Your city	8	4.5 Services	38
2.3 Watching People Come and Go	9	4.6 Security	42
2.4 City Happiness	9	4.7 Beautification.....	44
2.5 Housing Development.....	9	5. MANAGING YOUR CITY ..45	
2.6 Work Time and Free Time ..10		5.1 Housing Growth.....	45
2.7 Civilization Rating.....	10	5.2 Researching.....	48
2.8 Roads	10	5.3 Citizens	51
2.9 Money	11	5.4 In The Empire.....	51
2.10 Trade and the Empire	11	5.5 The Military	53
2.11 Requests from the Senate.....	11	6. CIVILOPEDIA	54
2.12 Research.....	11	7. THE EDITOR	54
2.13 Wonders.....	12	8. REFERENCE SECTION ..55	
2.14 Combat	12	8.1 Messages - Historical People ..55	
2.15 Winning the Game	13	8.2 Roman Gods	57
2.16 Fire in the city	13	8.3 Roman Rulers Timeline	59
2.17 Rioting in the city	13	8.4 Wonders	61
2.18 Earthquakes in the city.....	14	8.5 Arena Combat	63
2.19 Workshop Range	14	9. HOTKEYS	BC
2.20 Transporting goods between warehouses and granaries	14	10. GAME CREDITS	65
3. REPORTS	14	11. LIMITED SOFTWARE WARRANTY & LICENSE AGREEMENT.....	68
3.1 City Civilization Rating	15	12. WARRANTY	70
3.2 Happiness & Immigration ..18		13. PRODUCT SUPPORT	70
3.3 Finances	20		
3.4 Population.....	20		

1. GETTING STARTED

1.1 INSTALLATION

1. Place the CivCity: Rome CD in your CD-ROM drive. If the CD auto runs, left click on the install button. If the CD does not auto run, click on the START button then select RUN followed by BROWSE. Using the pull down arrow, select your CD-ROM drive with the CivCity: Rome CD inserted. Click on "autorun.exe" and select OPEN, followed by OK then select the INSTALL button. Now simply follow the on screen commands.
2. Microsoft DirectX 9.0c is required to play CivCity: Rome. At the end of the installation the game will check to see if you have DirectX 9.0c installed on your computer. If you do not have DirectX 9.0c or higher installed, you will be asked whether you wish to install it. Follow the on screen instructions to install DirectX 9.0c.
3. To remove CivCity: Rome from your PC, insert the CivCity: Rome CD in your CD-ROM drive and when the auto run screen appears, click on the UNINSTALL button and follow the on screen instructions. You can also remove CivCity: Rome by using the Control panel. Choose START, CONTROL PANEL and select "Add or Remove programs."
4. We recommend you view the readme file before running CivCity: Rome as this contains the most recent information on the game.
5. Each time you insert the CivCity: Rome CD into your CD-ROM drive, the game will auto run and a PLAY button will now replace the install button. Click the PLAY button to run the game.

1.2 STARTING THE GAME

If you choose to create a CivCity: Rome desktop icon during the installation, you will be able to run CivCity: Rome by double clicking on the CivCity: Rome icon on your Windows desktop.

It is also possible to run CivCity: Rome from Windows by clicking on START, PROGRAMS, FIREFLY STUDIOS and CivCity: Rome.

Before the game runs you will be presented with a graphical settings panel, which will allow you to change various graphical options. Please refer to section 1.3 below for more information about this panel.

After the game has finished loading, the main menu will be shown, refer to section 1.4.

1.3 GRAPHICAL SETTINGS PANEL CHANGING YOUR GRAPHICS CARD SETTINGS

Graphics settings can be changed using the Graphics Configuration utility which appears when you first run the game. It is also accessible from the Start menu. Generally speaking, reducing settings or turning effects off will increase the graphics performance in the game.

TIP: If the CivCity: Rome Graphics Configuration menu does not appear when starting the game, you can find it in: Start, All Programs/Programs, Firefly Studios, CivCity Rome, CivCity Rome Graphics Configuration".

BASIC:

Graphics Level - Before running the game you can choose the graphics settings for the game. If you click on 'Basic' you will see five options to choose from: 'Highest', 'High', 'Medium', 'Low' and 'Lowest'.

If you have a very powerful PC with a video/graphics card containing at least 128mb of on-board memory and the PC has 1 GB memory try selecting the 'Highest' option.

If your machine has a lower spec video card (64mb) and/or the amount of memory in the machine is 512mb try selecting 'Medium'.

Otherwise, if you are using a video card with no on-board video memory, such as an Intel Extreme and/or your PC has 512mb ram/memory in it select the 'Low' or 'Lowest' option.

GENERAL:

Screen Resolutions - CivCity: Rome contains numerous resolutions to choose from. Lower the resolution to increase performance.

Ground Shadows - Turn unit ground shadows on or off. Turn off ground shadows to increase performance.

Particle Systems - Turn particle systems on or off. Turn off the particle systems to increase performance.

Grass - Turn landscape grass/shrubs on or off. Turn off grass to increase performance.

TEXTURES:

Texture Detail - This setting adjusts the size of the textures used in the game. The smaller the texture size, the more textures the graphics card can fit in its memory. Adjusting the texture detail will help users with graphics

cards with no on-board memory (e.g. Intel Extreme) or low on-board memory (e.g. 32MB) achieve greater performance. Texture Detail must be set before the game loads and cannot be changed in game.

SHADERS:

Shader Version - Shaders are graphical effects applied to game objects to enhance their appearance. The higher the shader version the more graphical effects used but at the expense of performance.

Multipass Shaders - Allows lower end graphics cards to simulate some shader effects used by higher end cards. Enabling Multipass shaders puts more strain on the graphics card and may reduce performance.

Bump Mapping - Bump Mapping is an effect which produces richer, more detailed textures on objects. Turn off bump mapping to increase performance.

Enhanced Water - Turning on this option gives the impression of waves rippling and sun reflecting off the water. To use this option you need a graphics card which supports shader 2.0.

LEVEL OF DETAIL:

Level of Detail - Increases the amount of polygons per model on citizens and buildings. Turning down this option increases performance.

Draw Distance - Determines how far into the distance objects in the game will be drawn. Reduce draw distance to increase performance.

Geometry Detail - This option adjusts the amount of polygons drawn on screen. Reduce geometry detail to increase performance.

Npatch Detail - Npatch technology is used by many recent ATI graphics cards (8500 upwards) to smooth the curved surface of 3D objects by increasing the polygon count through a process called Npatch tessellation.

1.4 MAIN MENU

When CivCity: Rome has loaded and displayed the initial titles and loading screens the main menu will be presented. The following explains what each section means.

Play: From here you can access the main campaign or choose from a list of stand alone missions. We recommend that players begin by playing the campaign, as this will gradually introduce them to the game while steadily increasing the level of difficulty. After playing the campaign, the stand alone missions will allow you to choose a level of difficulty that you are comfortable with (Green = Easy, Yellow = Medium and Red = Hard) and

also the style of game that you like to play (Sun = No objectives or free-build games, Flower = Economic objectives, Helmet = Military objectives).



Load: Enables you to load previously saved games.

Options: From here you can adjust game settings such as sound and the game speed to suit your computer.

Civilopedia: Here you can learn how the Romans used to live their daily lives, using our simple and easy to use Roman life multimedia tool.

Map Editor: This allows advanced players to build their own campaigns & maps. (See Section 6)

Exit: Exits the game.

1.5 IN GAME INTERFACE & NAVIGATING THE MAP

This section introduces you to the CivCity: Rome interface.

SETTINGS MENU

LOAD: From here you can load a previously saved game.

SAVE: This allows you to save your game using a file name of your choice.

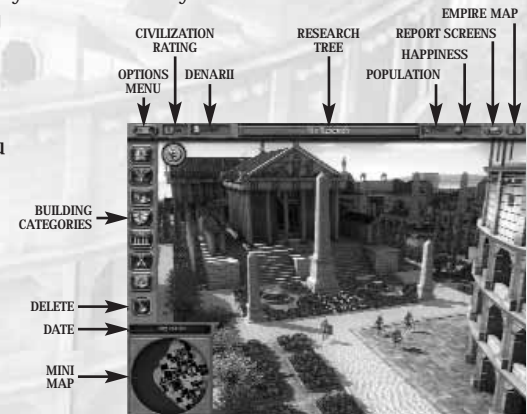
MISSION BRIEFING: This will display your assignment objective and mission description, along with any relevant help and tips.

TUTORIAL: Reinstates the key concepts tutor, if you have turned it off.

GAME HELP: Brings up the contents page of the game's help system.

SETTINGS:

Audio Options - From here you can adjust options for music, speech and sound effects.



Game Options - From here you can adjust the game speed and turn off or on the advisor messages.

EXIT: Clicking on this button returns you to the game's main menu. Be sure to save your game before returning to the Main Menu.

RESUME THIS GAME: Selecting this returns you to the game.

GAME INFORMATION

CITY CIVILIZATION RATING- Displays the City's Civilization rating (Refer to section 3)

CITY FUNDS (DENARII) - This represents the amount of money (Denarii to the Romans) you have available to spend.

RESEARCH STATUS - Affects various areas of play depending on the research. This bar also shows you the progress of any active research. (Refer to section 2.2)

CITY POPULATION - This is the number of citizens you have in your city. Every hundred citizens are represented by one figure in the game. If this icon flashes green, then your city has just gained a new figure. If it flashes red, your city has just lost a figure.

CITY HAPPINESS - Displays the happiness rating of your city. If it is red, people will leave your city and if it is green they will come to your city.

ACCESS CITY REPORTS - Displays a number of detailed screens about your city with information on City Civilization levels, City Happiness, Finances, Population demographics, Families, Requests from the senate and Military breakdown. (Refer to section 3)

VIEW REGION MAP - Displays an overview map showing you the region around your city. Here you set up trade routes to nearby cities, build roads and conquer hostile cities to expand the empire. (See section 2.5)

BUILDING CATEGORIES

The building categories panel displays all the buildings available to place in the game. To place a building, simply select the building from a category and click on the main game screen. The building categories are listed below:



INFRASTRUCTURE- Within this panel you will find the basics for building any city, such as housing and storage, transportation & water and resources. (See section 4.1)



FARMS & FISHING- Here you will find crop farms, animal farms and fishing, everything you need to provide the raw materials for your shops. (See section 4.2)



COMMERCE - This panel contains the workshops and shops needed to allow your houses to grow. (See section 4.3)



ENTERTAINMENT - Within this panel you will find culture and spectacles. (See section 4.4)



SERVICES - Services contains all manner of support buildings for the city, such as health & education, religion and civil services. (See section 4.5)



SECURITY - Within this panel you will find military buildings, walls, towers and gates, everything you need to start making troops and to defend your city. (See section 4.6)



BEAUTIFICATION - Within this panel you will find the gardens, monuments & statues and wonders. Plenty of flowers will make your city look pretty. (See section 4.7)



DELETE - Click on the picture of the shovel to delete unwanted buildings. Deleting a citizen's house means they will live in their work place, until a new house is placed. Deleting a work place will remove any workers from the map.



MINI MAP

This gives you an overview of your city showing the buildings, roads and resources available, along with approaching enemies. You can move around the mini map by left clicking on the mini map to go to a specific location. Spinning the mouse wheel while over the mini map will also zoom the mini map.

NAVIGATING THE MAIN GAME MAP

To move around the map, move the mouse pointer to the edges of the screen or use S, W, A, D or the Cursor Keys. When you move around the map, the overhead mini-map (bottom left corner) will move and show your current position.

To zoom into the map spin the mouse wheel forward. To zoom out spin the mouse wheel backwards. Alternatively, you can use the R and F keys.

To rotate the map, hold down the middle mouse button and move the mouse left or right. Alternatively, you can use the Q and E keys.

TIP: You can change the direction in which buildings are facing by rotating the mouse wheel before you place them.

2 HOW TO PLAY

This section will give you a quick run through of all the main gameplay features in CivCity: Rome.

2.1 PLACING BUILDINGS

CivCity: Rome is all about building a city, and by merely placing a few buildings you can soon watch your city spring to life! Choose the type of building you wish to place by clicking on an icon in the building categories on the left hand side of the screen and then clicking on the building icon. Now move your cursor over the map, if the building can be placed it will appear on the map, if not the building will be highlighted in red indicating a problem with that build site. This could be because the ground isn't level enough to build on or maybe because the type of building you are trying to place needs to be sited on a specific resource. When you are happy with the position of your building left click to place it.

Each building you place has a cost, usually in Denarii, and if you do not have enough resources to place the building you will not be allowed to build it.

TIP: Remember once a building is selected, you can change the way buildings are facing, by scrolling the mouse wheel before you left click to place the building.

TIP: Right clicking after placing a building will clear the building cursor and give you back the standard mouse cursor.

TIP: Left clicking on any building (or person) will bring up a screen giving you more information.

TIP: Use the delete button (shovel) to remove any unwanted buildings.

2.2 FOUNDING YOUR CITY

Your first task as a new governor is to choose a good position for your town center. This is where people will arrive to look for jobs in the new city.



As new citizens arrive you will need to give them some jobs. The jobs you provide will depend on your current mission objective. If you want to feed your people for example, you might place a goat farm and butchers shop. If your objective is to acquire stone, then place a stone quarry and warehouse close to the stone resource.

Finally, place some basic housing for your new workers. Housing is to CivCity what cities are to Civilization, the life blood of the game. As your housing

develops over time, your tax income increases. With each new civilizing feature, comes an increase in the tax revenue the house will provide.

2.3 WATCHING PEOPLE COME AND GO



The city happiness indicator is shown towards the right of the menu bar; it tells you if people are coming to or leaving your city. If the smiley face is green people will come to the city. If it turns red, they will start to leave the city.

New arrivals begin life as vagrants and congregate at the town center until they find work. In times of negative happiness, vagrants are the first people to leave the city.

2.4 CITY HAPPINESS



As city happiness is such a key indicator of your city's health, you need to know what is affecting it. To do this click on the report scroll, then on the happiness tab.

Here you can see all the factors which influence your city happiness. Some, such as Wages, Rations and Work Time, you can adjust directly on this screen. Others, you can affect indirectly by building structures in your city and some, such as external events you have no control over at all.

(More information on the happiness report and all other reports can be found in section 3 "Reports")

2.5 HOUSING DEVELOPMENT



Houses grow in stature as you fulfill their next need. Where the humble shack needs only water from a well to improve to the next level, a mighty villa needs many exotic goods to allow it to advance to a grand palace.

Clicking on a house brings up its needs and other useful information. On the lower left are the commodities that a house has already obtained. On the right are those that it needs before it can grow to a more substantial structure.

Remember: the better the house, the higher the tax revenue it produces.

(More information on housing can be found in section 5.1 "Housing")

2.6 WORK TIME AND FREE TIME

Houses are able to meet their needs as you, as an enlightened governor, will probably have allowed their occupants some time off from their work.



Workers use their given free time to collect the goods they require to meet their housing needs, and even to upgrade their dwelling if the requirements are met locally.

Clicking on a person will reveal their work time/free time indicator. The red part of the circle is when your citizen will work and the blue part is their time off to collect commodities for their home.

Your overall work time ratio can be set in the city happiness report screen. Setting work time to maximum brings in more goods to your warehouses, but tends to make people unhappy!

(More information can be found on your citizens in section 5.3 "Citizens")

2.7 CIVILIZATION RATING



The laurel wreath on the left hand side of the menu bar shows your city's current Civilization rating. This is a measure of how civilized your city is and also how Rome judges your city. Going to the report screen will show you that it is calculated from 4 component parts: the city's entertainment rating, religion rating, civic services rating and beautification rating. Each of these in turn are composed of smaller factors that can be uncovered by clicking on an individual rating.

As your city population rises, so does the bar that Rome expects your city to reach. If you city rating does not measure up to this bar you will suffer a hit to your city happiness. If however if you exceed Rome's expectations you will gain a positive boost to city happiness. This is often a good way to boost city happiness in the early days of a city's life.

(More information can be found in section 3.1. "City Civilization rating")

2.8 ROADS



While your city can in fact manage without roads, no real Roman city planner would neglect to build them.

Placing roads allows your people to travel around your city much faster than they would across bare ground, thus greatly improving the efficiency of your city's industries. Your citizens will always try and use roads whenever they can.

Later on you can also research technologies to further speed up road travel.

2.9 MONEY



It costs money (Denarii being the currency of the Romans) to construct new buildings in your city, and in addition to wages for your workers you may also have trade expenses to pay. While the senate will grant you an initial sum, you will eventually have to balance your books or run the risk of going bankrupt.

Your first source of income will usually be from your houses and improving their quality to increase your tax revenue. The other main source of income is through trade receipts, setting up trade routes with nearby cities in the wider empire and establishing local industries to profit by them.

2.10 TRADE AND THE EMPIRE



Clicking on the empire button in the top right brings up a map of the region. From here you can see neighboring towns, set up trade routes and see any approaching armies should you be unlucky enough to encounter any.

Click on a town to see what it trades before deciding to pay to open a trade route. Once open, trade routes that cross land can be made faster by building a road to the town.

You can also send your troops here from the city, sending them out to intercept the enemy.

Finally, the number in the center of the menu bar represents your empire points. These are awarded for opening trade routes, building roads here and capturing enemy towns. They are often used by Rome as a mission objective.

(More information can be found in section 5.4 "In the Empire")

2.11 REQUESTS FROM THE SENATE



Empire points can be lost or gained by fulfilling or failing a request for goods from the senate. As you open up new cities for trade on the empire, the senate will start to ask you to help them by sending them various shipments of goods. If you have the goods in a city warehouse or granary, you can dispatch them at any time by going to the senate request report screen.

(More information can be found in section 3.6 "Requests from the senate")

2.12 RESEARCH



Research is available in most missions. If research is available, clicking on the research button in the center of the

menu bar will open the research panel. Here you can view technologies that are currently available to research.

There are many new technologies to research, divided into research trees; each one provides a unique benefit to your city. Each piece of research done gives access to the more advanced branches of that particular “tree.”

Examples are: faster ships, improved butcher output, increased taxes or even just faster research!

Research takes quite some time to complete and once finished you can choose another technology. In most games however, you will not come close to researching every technology available. Instead you should choose research that is appropriate to your current mission objectives. (More information can be found in section 5.2 “Researching”)

2.13 WONDERS



There are several wonders that can be built in the game. These are the only buildings in the game that take time to build. As well as requiring a long time to build, they also typically need a large amount of stone. Once built, a wonder will confer several permanent benefits upon your city, such as boosts to city happiness or your Civilization rating.

(More information can be found on specific wonders by looking in section 4 “Building your city”)

2.14 COMBAT



Combat in CivCity is simple and straight forward! Troops are created in the city by placing legionary forts and creating the needed weapons. Troops can be either sturdy legionaries or javelin throwing velites and the trick is to use them well together. Troops are moved in units rather than individually, so clicking on any member of a cohort selects the entire unit. Attacking an enemy is simple: select your units and click on an enemy as you would to move. This becomes an attack command and your troops will do battle.

Different enemies will attack in different regions of the empire and your tactics will have to adjust to accommodate new adversaries.

Combat can also take place in the empire, in which case, no control is needed and the outcome of the battle is decided on troop numbers and quality.

(More information can be found in section 5.5 “The Military”)

2.15 WINNING THE GAME



Some missions in CivCity: Rome will have objectives to be met in order to win the current mission. Some will have conditions under which you could lose the game and some will have no restrictions at all, allowing you to build freely and at your own pace.

If a mission has an objective, it will be shown in the top left of the screen in an objective circle. The center of the circle informs you of the type of objective, and the outer ring of the circle that fills up clockwise shows you how close you are to completing the objective.

Note, if you hover your mouse cursor over an individual objective circle, you will bring up some more detailed information about what it is and how far it is to completion.

2.16 FIRE IN THE CITY

Over time most buildings in the city have an increasing risk of catching fire, this risk can be countered by placing a fire watch, which will reduce the risk to nearby buildings. Clicking on a fire watch in the city will display its area of effect and also the risk of fire for all buildings in the city that are likely to catch fire. The risk of fire is shown above a building by the “risk bar,” when this is full, the building could catch on fire at any time. Certain buildings increase their risk more quickly than others, bakeries for example and other buildings have no risk at all, such as the well! Occasionally a bush fire may break out even in an area protected by the fire watch. In such situations however, the firemen stationed in the tower should easily deal with the problem.

2.17 RIOTING IN THE CITY

Over time, lower grade houses will have an increasing risk of rioting, which can be countered by placing a watch tower, which will reduce the risk to nearby houses. Clicking on a watch tower in the city will display its area of effect and also the risk of riot for all houses in the city. The risk of riot is shown above a house by the “risk bar,” when this is full, the house’s occupant could riot at any time. The higher the grade of housing the less risk that rioting will occur. With very high level housing there is no risk at all, and with shacks there is an ever present risk that the occupants will make their feelings known.

Note, the risk of rioting increases as your city population rises.

2.18 EARTHQUAKES IN THE CITY

Earthquakes are random and unpredictable events that effect certain parts of the empire. There is nothing that you can do to prevent them, you just need to rebuild any structures lost to its violent nature. Clicking on the ruins of any destroyed building will tell you what was there before.

2.19 WORKSHOP RANGE

Like houses, workshops (and shops) have a limited range from which they will go and collect or deliver goods. This can be shown by clicking on the building in question. Anything within the displayed circle is an "in range" destination for the workshop. Occasionally this means that you may face difficulties in getting goods to a particular workshop. For example a bed maker may need wood but find that no local warehouses have any and all the wood is stored in a warehouse across the map. To solve this situation you will need to have the warehouse with wood, deliver it to one local to the bed maker. This can be achieved by using the send goods controls in the warehouse (or granary). Click on the goods type to send, the amount over which any excess will be sent and then on the target warehouse. An automatic and continuous shipment process will now be set up for you.

Note, the workshop range will expand and become more generous as you make the difficulty level easier.

2.20 TRANSPORTING GOODS BETWEEN WAREHOUSES AND GRANARIES

Warehouses and granaries both have a donkey and cart, that can be used to deliver excess goods stored locally to another similar building in the city. This is useful for example when a warehouse has raw resources stored away from the city and out of range of a city centre workshop. The warehouse can then shuttle the needed goods to another warehouse closer to the out of range workshop.

To set up a delivery process click on the "send goods" icon in the warehouse (or granary). Here you choose the goods type to send, the excess amount (any amount over this will be sent) and then on the target warehouse, an automatic and continuous shipment process will now be set up for you.

3. REPORTS

The key to running and growing a successful city is to monitor its progress, not just by looking at the city itself or the headline numbers, but also by

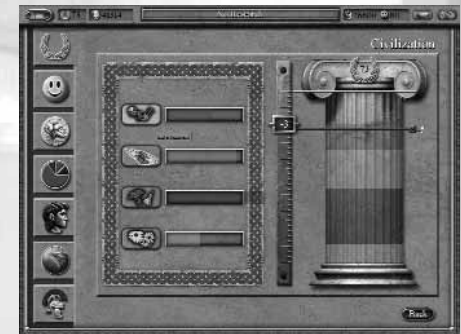
digging a little deeper and seeing what underpins the factors that drive your city forward, such as city happiness, finances or the Civilization rating. This is where reports come in.

3.1 CITY CIVILIZATION RATING

The first report is your City Civilization rating; this is a measure of what Rome thinks of your city. Your city's rating is shown numerically on the top of the pillar and also graphically by the height of the filled bars on the pillar. In certain missions, Rome will ask you to gain a certain Civilization rating. In all missions, city happiness will be affected by how high or low your rating is.

The bar that crosses the pillar is where Rome expects your city Civilization rating to be, if you exceed that bar you will gain a positive boost to city happiness, if you fall short of Rome's bar, your city happiness will take a negative hit. The bar will start at 0, but once your city population reaches a certain size, the bar starts to rise as your city's population grows.

Your Civilization rating is itself composed of 4 contributing factors: Entertainment (Red), Religion (green), Civic services (Blue) and Splendor (Yellow), each of these factors constitutes a quarter of your overall Civilization rating. Clicking on the icons for each area will bring up a more detailed report of how each is calculated and how you might increase it.



ENTERTAINMENT

This is a mark of how well your citizens are entertained

ENTERTAINMENT ACCESS - Every theatre, arena or circus that you place in the city will give a boost to this rating. Like many factors it is based on the number in the city divided by city population. So the more buildings you place, the more the rating will go up, but as population increases, the rating will then go down. City wide ratings like this are easy to max out when a city is small, but harder to maintain as your city increases in size.

MUSIC RECITALS - The more often musicians play in city piazzas, the more this rating will increase.

THEATRE PLAYS - The more often actors play in the city's theatres, the more this rating will increase.

ARENA COMBAT EVENTS - The more fights you have in your arenas, the more this rating will increase.

ARENA COMBAT SHOWS - This rating will increase as the variety of the shows you hold in your arenas increases. Try using more than one gladiator type, or start to introduce some animal shows into the city.

CIRCUS RACES - As the number of races held in the city's circus goes up, so will this rating.

TIP: Researching "Chariots" will speed up the time taken to train a chariot team.

WONDERS AND RESEARCH - Researching certain technologies will grant several fixed bonuses to the rating, as will having certain wonders in your city.

RELIGION

This rating reflects how well your city is seen to respect the gods.

RELIGIOUS ACCESS - This is a city wide rating that is based on the total number of temples in the city, divided by city population. If you need to improve this rating, build another temple!

TEMPLES TO JUPITER - This rating is affected by the amount of temples to Jupiter placed on the map.

TEMPLES TO MARS - This rating is affected by the amount of temples to Mars placed on the map.

TEMPLES TO VENUS - This rating is affected by the amount of temples to Venus placed on the map.

TEMPLES TO MERCURY - This rating is affected by the amount of temples to Mercury placed on the map.

TEMPLES TO DIANA - This rating is affected by the amount of temples to Diana placed on the map.

TEMPLES TO MITHRAS - This rating is affected by the amount of temples to Mithras placed on the map.

WONDERS AND RESEARCH - Researching certain technologies will grant several fixed bonuses to the rating, as will having certain wonders in your city.

CIVIC SERVICES

This rating is a mark of how well your city takes care of its citizen's secondary needs. Providing food and water is one thing, but to start to educate your people is a real mark of a civilized society.

ACCESS TO HEALTH - This city wide rating is based on the number of Doctor's Offices divided by city population. To improve this rating, place more Doctor's Offices.

ACCESS TO HOSPITAL - This city wide rating is based on the number of hospitals in the city divided by city population. To improve this rating, place another Hospital.

ACCESS TO EDUCATION - This city wide rating is based on the number of Grammaticus' divided by city population. To improve this rating, place another Grammaticus.

ACCESS TO LIBRARY - This city wide rating is based on the number of libraries in the city divided by city population. To improve this rating, place another Library.

ACCESS TO GOVERNMENT - This rating is affected by senate access in the city. One senate will permanently max out this rating.

ROAD USAGE - This rating is an indicator of how many of your citizens' journeys are made by road. An efficient city will always have roads to speed up its people, but if the majority of all journeys are made by road you will also max out this rating.

WONDERS AND RESEARCH - Researching certain technologies will grant several fixed bonuses to the rating, as will having certain wonders in your city.

SPLENDOR

This rating is basically how beautiful your city is. To improve it, you will need to place grand monuments and pretty gardens to impress your citizens.

GARDENS - This city wide rating is based on the number of gardens in the city divided by city population. To improve this rating, place more gardens.

PIAZZA - As well as providing a venue for musicians, piazzas also look great in the city. This city wide rating is based on the number of piazzas in the city divided by city population. To improve this rating, place more piazzas.

FOUNTAINS - This city wide rating is based on the number of working fountains in the city divided by city population. To improve this rating, place more fountains. Remember however that a fountain will only look good and count towards the Splendor rating if it is working. To work, a fountain must be placed within range of a full cistern.

HOUSING - The higher the overall quality of your city's houses, the better the rating.

STATUES - This city wide rating is based on the number of marble statues in the city divided by city population. To improve this rating place more statues.

CLEANLINESS OF STREETS - An untidy city is an ugly city. Any rubbish lying around in your city will have a negative effect on your Splendor rating. To counter this effect place more street cleaners, who will soon get all the rubbish cleared up.

WONDERS - Researching certain technologies will grant several fixed bonuses to the rating, as will having certain wonders in your city.

3.2 HAPPINESS & IMMIGRATION

City happiness is the single most important factor in running a successful city. The city happiness report will help you understand and influence the mood of your city. When your city happiness is positive (shown green) people will come to the city, but when it is negative (shown red) they will start to leave. The report screen shows you how city happiness is changing, the next change to your happiness being shown in the "overall" line at the top of the screen. The overall change is itself then composed of the factors below; green faces indicate a good factor, yellow neutral and red faces indicate a problem that you may need to address.



WAGES - You can adjust your citizens' wage rate here; the higher the wage they receive the happier they will be, but obviously it will cost your city more money.

RATIONS - You can adjust your citizens' ration level here. The more food people have to eat, the happier they will be. All your people eat food stored in your city's granaries. The higher your ration level and the larger your population, the faster the food will be eaten from your granaries. If you

have no granaries built or all the granaries are empty, then people will eat no food; no matter what ration level you have set they will be very unhappy indeed.

WORK TIME - Here you can adjust the amount of time your citizens will spend working. Setting a lower amount of work time will make people happier, but slow down the rate at which goods are produced or services provided. Making your citizens work longer hours will increase production, but at the expense of your citizens mood!

CITY FOUNDATION - Being present at the start of a new city makes your citizens happy, they feel important. As the city's population increases however, this effect will start to wear off and will eventually dwindle to nothing. Note if your city should fall back to really low levels of population again, this effect will kick back in.

UNEMPLOYMENT - The more people you have hanging around your city without a job the more unhappy your citizens will be. Adding further work places will improve this rating in the short term. Note that this really only starts to be a problem with larger cities, as smaller cities will attract fewer unemployed workers.

HOUSED WORKERS - Any workers that do not have a house will stay at their workplace in their spare time. This is ok up to a point, after all it's a city and so it should have a few houses right? The percentage of your workers that have a house will affect this rating. You do not need to give everyone a house, in fact if about half your workers have a house you will max out this effect, but you do need to give some people homes. The more people that have houses the happier overall your citizens will be. This is a much easier task at the start of a new city when placing 2 or 3 shacks can drastically improve the situation.

WONDERS - Building certain wonders will grant you a permanent boost to city wide happiness.

EXTERNAL EVENTS - News, both good and bad can come right out of the blue. Occasionally external events or people will conspire to change the mood of your people. Should you receive notification of an event that affects your city, you may want to check here to see how it affects your people's mood. Good news can often be a chance to lower wages for a while, while bad news will have to be countered by sweetening some other area of city life. The effect of any external event wears off over time however, as people forget the news.

RESEARCH - Several areas of research provide boosts to city happiness once completed. Some such as Marriage provide permanent benefits. Others such as mysticism will provide only a temporary boost that, if timed cor-



rectly, can get a struggling city out of trouble or help a growing one to grow more quickly.

3.3 FINANCES

Unless Rome has been especially generous, you will need to keep a close eye on your finances, as running out of money could have dire consequences. The finances report allows you to view your Profit and Loss for the current and previous years.

Clicking on the left and right arrow buttons on the top right will allow you to view accounts for previous years, helping you to get a feel of how well you are improving or how fast you are failing! The figures on the left hand side are your costs and those on the right are your income, with the final “bottom line” figure shown bottom right.

3.4 POPULATION

This report will give you a breakdown of how many people are in your city and the percentage that are housed and unhoused. Remember, having a large percentage of unhoused population will badly affect your city happiness rating.

3.5 FAMILIES

This report is great for getting to know your people, “Where is that well worker? That was the first person to get a job in the city, how is he doing now?” that kind of thing!

Here you can view every household in your city and sort them by a variety of criteria. You can sort by family name (Cognomen), the type of house



they live in, the length of time they have been living in your city and the amount of personal wealth they have accumulated.

You can also tag certain households as ones of interest that you want to follow. Click in the flag column (you can click on multiple households) and that household will be bookmarked, allowing you to keep track of these families.

Clicking on any family entry and then selecting “detail” will bring up more info on the family and clicking on “goto” will take you to their location in the city.

3.6 REQUESTS FROM THE SENATE

This report shows you what requests the senate has made of you and allows you to fulfill them.

Occasionally Roman cities will ask you to send them certain goods and the senate will expect you to send them on time.

This panel shows the name of the requesting city, the type and amount of goods they are requesting and how long you have left to dispatch them. If the player sends the goods within the allotted time they will receive the stated amount of empire points (shown by the green wreath). If the player fails to send the goods within the allotted time however they will lose the stated amount of empire points (red wreath).

If you have enough goods stored in your city you can dispatch them by clicking on the City name of the request you wish to dispatch and then on the cart icon in the bottom right. Goods are dispatched and removed from the granary or warehouse immediately.

3.7 MILITARY

This report gives you a breakdown of your armed forces. (I.E. how many legions you have and their compositions as well as whether they are in the city or out on Empire service.)




4. BUILDING YOUR CITY

4.1 INFRASTRUCTURE

HOUSING & STORAGE


TOWN CENTER

 This is the first building to be placed in a new city and the central hub of your city where all new arrivals gather awaiting work. Choose carefully when siting this building!




As the game progresses this simple town center will grow into a much more elaborate forum.

SHACK

 The shack is the most basic house and it has no needs to be maintained.




WAREHOUSE

 Excess commodities are stored here to be used or traded later. You are likely to need several of these when your economy really gets going. The warehouse will show you both what is in that particular building and also across the city as a whole.



A warehouse is essential if you are to trade with other cities on the world map. Like granaries, you can decide which goods to allow in or out of your warehouse by clicking on the “allow goods” button.

GRANARY

 Excess food is stored here to be eaten later by your people or traded. Before you can hand out rations to your people you need to build one of these and as such it should always be placed early in a city's life.




As well as showing you what is in a particular granary, clicking on the building will also reveal what is stored across the city as a whole.

Rations are set in the reports panel. The higher you set them, the bigger the popularity bonus you get. As with warehouses you can decide which goods to allow in or out of your granary by clicking on the “allow goods” button.

TRANSPORTATION & WATER


ROAD

 Placing roads allows your people to travel around your city much faster than they would across bare ground, thus greatly improving the efficiency of your city's industries. Your citizens will always try and use roads whenever they can.

Later on you can also research technologies to further speed up road travel.

TIP: Research Engineering Upgrades to smooth Roads and researching The Wheel upgrades to highways.


WELL

 The well will provide your people with water. A supply of water is required before your shacks can grow into small huts. Once placed, a well worker will arrive and start to draw water and pour it into amphorae to be collected. In a heavily populated area, several well workers may be needed.



Your wells can later be superseded by piped water via a system of aqueducts and cisterns.

AQUEDUCT

 You can bring fresh water into the heart of your city using a system of aqueducts and cisterns.



The aqueducts allow the water to be carried from a river or lake over land to a cistern where it can then be distributed to your houses. The first tower of an aqueduct chain should always be placed in fresh water; sea water cannot be used and so these towers can not be placed in the sea. Subsequent links of the aqueduct system

can be chained from the last tower until the final tower is in the desired position. After this, placing a cistern will deliver the water to a wide area. If an aqueduct chain has been built correctly, blue water will be seen running along its top. If there is a problem with the chain, no water will be seen.

Ancient Rome had eleven major aqueducts leading into the city, the longest of which was 59 miles long. When the city of Rome's population was over a million, more than one cubic meter of water per day was available for each inhabitant. An army of Laborers were constantly working extending and repairing the water system. During the 6th century when the empire began to decline, the Goths besieged Rome and cut off almost all the aqueducts leading into the city.

CISTERN



A cistern provides fresh water to houses within a certain range so the occupants no longer have to fetch water from the well. For this to work you must have an aqueduct being fed from a supply of fresh water. Clicking on a cistern will show the range it can distribute water to around the city.



If your cistern appears empty it could be because your aqueduct doesn't lead to a supply of fresh water, the aqueduct has either been incorrectly placed or become damaged by invading barbarians.

TIP: Researching Lead Working gives your city complete water coverage (After researching this, if you have more than one cistern placed, you can leave one and delete the rest, saving space).

When water carried by the Aqueducts reached Rome, it flowed into huge cisterns on high ground from which the water was distributed through lead pipes to different areas of the city.

STONE BRIDGE



This stone bridge allows your people to cross rivers freely. They do however hinder boat travel, so you should only build them upstream of a trading port for example.

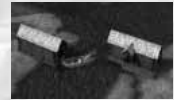


To build one, rotate to the required direction (using the mouse wheel or "R" key), then click on one side of the river, then drag. You will see a number displayed above your cursor informing you of the total cost. If the bridge does not turn red on the other side, left click a second time to it.

TRANSPORT JETTY



You can use these jetties to move people across water without blocking the passage of river traffic as a bridge would. People will come and use these facilities automatically.



This building requires the placement of two Jetties, one on each side of the water to be crossed before the jetty can function.

RESOURCES

STONE CAMP



The two workers in the stone camp look for and quarry nearby stone deposits. This supply of stone can then be used to build wonders. Any excess stone will be taken to a nearby warehouse.



TIP: Place the stone camp as close as you can to a patch of rocks and the warehouse (required) with roads to ensure a speedy delivery of stone.

TIP: Researching mining will give you a 20% increase in stone quarrying output and researching quarrying will improve this to 30%.

The Romans used to quarry stone on a massive scale, using slave labor to carry out the work, which was both arduous and highly dangerous. The quarries at Syracuse were used by the Greeks and continued through the Roman period. It is estimated some 40 million cubic meters of stone was quarried here.

WOOD CAMP



The two workers in the wood camp will cut down any nearby trees; this clears the land for building and provides your warehouse with a supply of wood.



Wood is a vital resource and is needed by a wide range of tradesmen including your carpenters, cabinet makers, chariot makers, spear makers and boat yards. On city maps without trees, you may find yourself having to import wood from nearby cities.

TIP: Researching tool making gives you a 20% increase in wood output and forestry increases this by 30%.

TIP: Place the wood camp as close as you can to a clump of trees and the warehouse with roads to ensure a speedy delivery of planks.

IRON MINE



These must be placed on areas of iron. Two workers will get to work mining the ore then smelting it into iron to be taken to a nearby warehouse.



This iron is used by your sword makers to make weapons for your army.

TIP: Researching iron working increases iron output by 20%.

MARBLE QUARRY



Marble quarries must be placed on areas of marble. Once built, two workers will get to work quarrying marble. Marble allows you to place beautiful sculptures around your city.



TIP: Researching marble working increases marble output by 20%.



4.2 FARMS & FISHING

CROP FARM

FLAX FARM



The flax farmers who work here produce linen for your weavers, tailors and dressmakers. The tunics your weavers produce are needed before your medium huts can grow into large huts. The farmers will grow, harvest and spin a large quantity of flax before taking a cartload of linen to a nearby warehouse. Weavers will pick up linen from either the flax farm or the warehouse, whichever is closest.



OLIVE FARM



The olive farmers who work here will grow the olives you need for your oil presses. Any extra olives will be taken to a nearby granary. The worker at an olive press will collect olive baskets from either the olive farm or a granary, whichever is closer.



The olive oil produced will help your large huts develop into small hovels.

Olives were readily available in Rome and were eaten at meal time. They were also used extensively in cooking and for fuel in lamps, perfume and body oils. Olives were often eaten during breakfast and lunch times. To make olive oil, the olives were squeezed in special olive presses. The presses were designed not to crush the seeds which would give the oil a sour taste.

GRAPE FARM



Three grape farmers work here growing the grapes needed by the winemaker. You will need to place a winery before wine is finally produced. Any excess grapes will be stored in a nearby granary.



Wine, glassware and a spa are required before a medium domus can grow into a large domus.

Wine was an important part of the Romans' diet and grape production soared in Italy in 2nd century BC with many large vineyards along the coastline. A Romans breakfast might consist of bread dipped into watered down wine. Nearly all Romans drank watered down wine or wine mixed with honey at every meal.

FRUIT FARM



Three fruit farmers grow fruit here. Fruit stand workers will come and collect it from the farm, where it can be purchased by your citizens. Any excess fruit will be delivered to the granary where it can be consumed as part of city wide rations.



Your health conscious city dwellers will want fresh fruit and access to a doctor's surgery before they upgrade their house from a medium insulae into a large insulae.

The Romans valued lemons as an antidote to all poisons. They were called the golden apples of Hesperides, and Hercules had to get the lemons from a garden guarded by dragons. Lemons were thought of as a curiosity and decorative fruit in classical Rome.

WHEAT FARM



The wheat farmers who work here grow and harvest wheat so your citizens can eventually eat bread. Wheat grown here will be taken by the millers to be ground into flour before being sent to your bakeries and baked into bread for your ever demanding citizens. Excess wheat will be taken to a nearby warehouse by the farmers to be stored.



It is recommended that you build mills close to your wheat farms so you can maximize your flour output.

Bread and entertainment are both needed before your medium hovels can grow into the much grander large hovels.

Apart from vegetables the foremost crop was emmer wheat. Wheat was

either baked into bread, or boiled into a type of porridge similar to grits or cream of wheat.

DATE FARM



Three date farmers work here climbing trees to pick dates for your wealthier citizens. Building a date stand close by makes it a lot easier to distribute your dates.



Dates, recliners and access to a barber are all required before a large domus can grow to become a villa. Note however, as the shape of a new villa is different, you will need to upgrade the house manually.

TIP: Researching Agriculture, Plough and Irrigation increase farm output up to 30%.

Dates were often enjoyed with meals such as breakfast with bread or a wheat pancake eaten with dates and honey.

ANIMAL FARM

GOAT FARM



Goats are bred here and, once slaughtered by the goatherd, their carcasses are collected by butchers in the city who then convert them into meat. Meat is needed before your small huts can grow into medium huts.



It is a good idea to place your butchers close to your goat farms and granaries so they can both pick up carcasses quickly and drop off any spare meat into the granary.

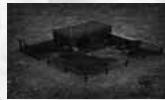
Goat's meat was a staple food for the Romans along with goat's cheese, and was a fixture on their tables during spring and especially for Easter.

GOOSE FARM



Geese are raised here before being sold to your richer citizens for their dinner party needs.

Dresses, access to the senate, geese and flowers are all necessary before your villas can evolve into palaces.



Note however, as the shape of a new palace is different, you will need to upgrade it manually.

When the rich Romans had dinner the meal was called a "convivium." Guests at the meal would sometimes be offered delicacies such as goose liver. In the Roman Empire, the goose was the sacred animal of Juno, a

goddess of light, marriage and childbirth, who was later considered adviser and protector of the Roman people. A story tells of how geese saved the Romans with their warning cries when the Gauls attacked the citadel of the Capitol.

FISHING

FISHING JETTY



Each jetty can support three fishermen who will catch fish for your fishmongers. Your fishmonger can then fillet the fish to provide your people with food. It is recommended that you build your fishmonger close to your fishing jetties.



You will need boat builders from a small boat yard to make a fishing craft before any fish can be caught.

Fishing is a great way to feed your people if land is in short supply, as it takes up less space than farming on the shore.

In Roman times, fishing from boats using nets was a widespread method of catching fish; the Romans had various types of nets adapted to different fishing methods, different environments and different fish.

SMALL BOATYARD



The boat builders will construct fishing craft for your fishermen.

Boatyards can be built on both rivers and the sea, but do need to be placed half in the water, and you may have to rotate the building with the mouse wheel to find the correct facing.



4.3 COMMERCE

CARPENTER'S SHOP



The carpenter collects wood from the warehouse and fashions it into beds for your citizens. Spare beds can be stored in a nearby warehouse.



Beds are needed before your small hovels move into medium hovels. Incidentally, the householder will also need a wife from a marriage ceremony at a nearby temple.

TIP: Researching Carpentry increase bed output by 100%.

MILL



The mill takes wheat from your wheat farms or warehouses and grinds it into flour for your bakeries. Excess flour is stored in a warehouse.



WINERY



The winery turns grapes from the grape farm into wine, an essential part of any decadent Roman lifestyle. Any excess wine will be taken to a nearby granary.



You should place a grape farm close by to speed up wine production.

Before your medium domus can upgrade into a large domus, your people need wine, glassware and a spa.

TIP: Researching Winemaking increases output by 30%.

CABINET MAKER



The cabinet maker skillfully crafts recliners from the wood provided by your wood camps. He takes any extra recliners to a local warehouse.



Your well-to-do citizens need recliners, dates and access to a barbershop before they leave their large domus behind and move into a villa. Note however, as the shape of a new villa is different, you will need to upgrade it manually.

TIP: Researching Cabinet Making increases cabinet output by 100%.

SHOPS

BUTCHER SHOP



The butcher will fetch slaughtered animals from a nearby goat farm and cut them into meat to be sold to citizens. Any spare meat is then dropped off in a nearby granary where it is used to provide rations for the general population.



The butcher is a master of getting the most from your meat and will convert one carcass into several pieces of meat. Try to place your butchers as close to your goat farms as possible.

TIP: Researching animal husbandry yields 50% more meat.

BAKERY



Your bakery will fetch the flour ground in your mills and bake it into bread.



For your bakeries to work correctly, you will want wheat farms producing wheat so your mills can produce flour. If wheat farms are not available in a mission, you may be able to import the wheat from a nearby city instead. Any excess bread that is not taken by citizens to fulfill their needs will be taken to a nearby granary where it can be consumed by the general population as part of their rations.

Both bread and entertainment need to be working before your medium hovels can upgrade to large hovels.

TIP: Researching baking increases output by 30%.

FRUIT STAND



This is where the fruit grown in your fruit farms is sold.



Access to both fruit and a doctor are required before your medium insulae can grow into large insulae.

FISH MONGER



The fishmonger will fillet the fish caught by your fishermen and provide your citizens with a steady supply of food. Any excess food can then also be taken to the granary to feed the general population.



Try to build these as close to a fishing jetty as possible.

DATE STAND



This is where the dates grown in your date farm are sold. Building a date stand close to a date farm makes it a lot easier to distribute your dates.



Dates, recliners and access to a barber are all required before a large domus can grow to become a villa. Note however, as the shape of a new villa is different, you will need to upgrade it manually.

GOOSE SHOP



The butcher works here and will collect a goose from the goose farm and produce meat from it, which your citizens can then collect. Any excess meat can then also be taken to the granary to feed the general population.



Geese are needed before your villa can be upgraded into a palace.

TUNIC SHOP



Your weavers produce tunics from linen stored in flax farms or warehouses. Tunics are produced quite slowly and several tunic makers may be required in a residential area.



Tunics are needed before your medium huts can change into large huts.

TIP: Researching weaving increase output by 100%.

OLIVE PRESS



The press worker takes olives from the olive farm or granary and presses them to extract oil to be sold to your citizens. Any extra, unsold oil will be taken to a nearby warehouse.



Olive oil is needed before your large huts can develop into small hovels.

BARBER



The barber handles the grooming needs of your richest citizens, keeping them up to date with Rome's latest hairstyles and removing areas of unwanted hair.



Your people refuse to live in a villa without the proper hairstyle to go with it. They will also demand a recliner and some dates to snack on before they leave their domus. Note however, as the shape of a new villa is different, you will need to upgrade it manually.

TAILOR SHOP



The tailor sews linen into fine togas for your richer citizens. Excess togas will be stored in a nearby warehouse.



A well made toga and advanced education at the library are both essential before a small domus can upgrade into a medium domus.

GLASS BLOWER



The glassblower sculpts elegant glassware vital for any dinner party. Excess glassware is stored in a nearby warehouse.



Glassware, some wine to put in it and access to a spa are all required before a medium domus can grow into a large domus.

TIP: Researching Glass Working will reduce citizens' glassware needs by 50%

DRESS MAKER



The dressmaker takes linen and produces delightful dresses for the demanding wives of your patricians.



Before your richest and most powerful citizens will move out of their villas, they insist on a few simple things from you such as access to the senate, plump roast geese for the dinner table, flowers for the hallway and finely woven dresses for their wives.

Note however, as the shape of a new palace is different, you will need to upgrade it manually.

TIP: Researching dressmaking reduces citizens' needs for a dress by 50%.

FLOWER SHOP



The florist sells beautiful bouquets to the very wealthiest of your citizens.



Dresses, access to the senate, geese and flowers are all necessary before your villas can evolve into palaces.

TIP: Researching Floristry reduces citizens' floristry needs by 50%.



4.4 ENTERTAINMENT

CULTURE

TAVERNA



This is the simplest way of providing for your citizens' entertainment needs. Visiting the taverna is a cheap way to fulfill the need, but its effects wear off quickly. Also, unlike other forms of entertainment, taverns will provide no boost to your city's entertainment rating.



You will need to entertain your citizens before your medium hovels can upgrade into large hovels. As well as entertainment, you will also have to provide bread from your bakeries.

MUSICIAN SCHOOL



This is where your musicians learn their trade. Citizens can visit nearby musical performances staged at local piazzas to fulfill their entertainment needs.



As soon as your musicians have been trained, they will travel to a nearby empty piazza to perform.

Playing music to your people gives your city a boost to its entertainment rating.

PIAZZA



This is an attractive open space with a mosaic floor. After musicians have been trained in the musician school, they will come here to perform for your people, who will fulfill their need for entertainment by watching a show.



Your musicians tend to go to the closest piazza from their music school so you are likely to need one school per piazza.

ACTOR SCHOOL



Placing an actor school grants your city two actors who are available for performances at any nearby theatre. Citizens will come to watch shows to meet their needs for entertainment. Watching a play gives a better boost to a citizen's entertainment need than a taverna or musical show, but not as big a boost as visiting the arena or circus.



THEATRE



This building coupled with an actor school helps meet the entertainment needs of your people.

The effect gained from this building lasts longer than the taverna and people come from miles around to watch your plays, increasing your city's entertainment rating.



SPECTACLES

RETARIUS GLADIATOR SCHOOL



Gladiators are trained here for fights in the arena. The Retarius is skilled with the net and spear. Each gladiator school you place will supply two gladiators.



For a gladiatorial battle to start, you need an arena built and at least one type of gladiator school. Citizens visiting an arena show will receive a large boost to their entertainment needs.

The greater the variety of gladiators and animals you get fighting in your arenas, the more spectacular your fights will be and the larger the bonus you get to your city's entertainment rating.

MURMILLO GLADIATOR SCHOOL



Gladiators are trained here for fights in the arena; the mirmillo is a heavily armored gladiator with a large shield. Each gladiator school you place will supply two gladiators. For a gladiatorial battle to start, you need an arena built and at least one kind of gladiator school. Citizens visiting an arena show will receive a large boost to their entertainment needs.



The greater the variety of gladiators and animals you get fighting in your arenas, the more spectacular your fights will be and the larger the bonus you get to your city's entertainment rating.

THRACIAN GLADIATOR SCHOOL



Gladiators are trained here for fights in the arena; the thracians used a mixture of speed and light armor to defeat their adversaries. Each gladiator school you place will supply two gladiators. For a gladiatorial battle to start, you need an arena built and at least one kind of gladiator school. Citizens visiting an arena show will receive a large boost to their entertainment needs.



The greater the variety of gladiators and animals you get fighting in your arenas, the more spectacular your fights will be and the larger the bonus you get to your city's entertainment rating.

SMALL AMPHITHEATRE



This amphitheatre allows you to put on limited gladiator fights for your people's viewing pleasure.

For a gladiatorial battle to start, you need at least one kind of gladiator school built in addition to an arena.



The bigger the variety of gladiators you get fighting in your arenas, the more spectacular your fights will be and the larger the civilization rating you get from entertainment.

LARGE AMPHITHEATRE



This amphitheatre allows you to put on mixed combat events with animals and gladiator fights for your people's viewing pleasure.



For a battle to start, you need at least one kind of gladiator school built or two animal cages in addition to an arena. Note: only specific animals will fight each other. (Refer to Section 8.5 for details)

The bigger the variety of gladiators and animals you get fighting in your arenas, the more spectacular your fights will be and the larger the civilization rating and city entertainment rating.

OSTRICH HOLDING STATION



Ostriches are brought here from overseas and then trained to become vicious killing machines!



Having these animals fight in your Coliseum or large amphitheatres not only satisfies your people's need for entertainment but also improves your civilization entertainment rating.

To hold animal fights in your city, you need either a Coliseum or a large amphitheatre (see section 8.5) and at least two animal trainers.

CROCODILE HOLDING STATION



People will snap up tickets to see crocodile fights.



Having these reptiles fight in your Coliseum or large amphitheatres not only satisfies your people's need for entertainment but also improves your civilization entertainment rating.

To hold animal fights in your city, you need either a Coliseum or a large amphitheatre (see section 8.5) and at least two animal trainers.

LION HOLDING STATION



Fighting a lion in the arena is quite a challenge, never try it at home.



Having these animals fight in your Coliseum not only satisfies your people's need for entertainment but also improves your civilization entertainment rating.

To hold animal fights in your city, you need a Coliseum (see section 8.5) and at least two animal trainers.

LEOPARD HOLDING STATION



Leopards are quick and agile creatures and were prized additions to any arena fight.



Having these animals fight in your Coliseum not only satisfies your people's need for entertainment, but also improves your civilization entertainment rating.

To hold animal fights in your city, you need a Coliseum (see section 8.5) and at least two animal trainers.

ELEPHANT HOLDING STATION



The largest of all animals in the arena, elephants don't look too dangerous, but it is best to get out of their way if they charge!



Having these animals fight in your Coliseum not only satisfies your people's need for entertainment but also improves your civilization entertainment rating.

To hold animal fights in your city you need a Coliseum (see section 8.5) and at least two animal trainers.

GIRAFFE HOLDING STATION



The gangly giraffe certainly doesn't seem threatening, but if cornered, its kick is powerful enough to crush a man's skull.



Having these animals fight in your Coliseum not only satisfies your people's need for entertainment but also improves your civilization entertainment rating.

To hold animal fights in your city, you need a Coliseum (see section 8.5) and at least two animal trainers.

HORSE TRAINER



The horse trainer breeds valiant horses until they are ready to be collected by the charioteer trainer.



CHARIOT MAKER



The chariot maker crafts chariots from wood. They are taken by the charioteer trainer along with a horse from the horse trainer.



When two charioteers have been fully trained, they go and race in the circus. This will increase your entertainment rating significantly.

CHARIOT TRAINER



The charioteer trainer collects a finished chariot from your chariot maker and a horse from your horse trainer before training a new team. Once trained, the new team is sent off to race in a nearby circus.



You need two functioning charioteers and a circus before a race can begin.

TIP: Researching Chariots trains your teams 100% quicker.

CIRCUS



The circus provides a great racing spectacle for your people. You need two fully trained charioteers before a race can begin.



When you get this working, you can expect to receive a big boost to your entertainment rating.



4.5 SERVICES

HEALTH AND EDUCATION

STREET CLEANER DEPOT



Your street cleaner will clear away any mess that appears on your streets. Without him, your city will soon become very dirty and will have a negative effect on your city's Splendor rating.



DOCTOR'S OFFICE



Your people become quite health conscious when they move into a medium insulae and the doctors working here cater for this new need.



Before your citizens upgrade to a large insulae, they expect fresh fruit and access to a doctor's surgery.

TIP: Researching Medicine allows doctors to deal with citizens quicker.

HOSPITAL



The hospital provides advanced healthcare needs for your citizens.

Each hospital comes with many doctors so you are only likely to need one of them placed in a central location.

Your people demand access to a hospital as well as a slave before they are willing to move into a small domus.

TIP: Researching Surgery allows doctors to deal with citizens quicker.



GRAMMATICUS



When families move into a small insulae, they become concerned about their child's education. This building fulfills this need and allows your small insulae to grow into a medium insulae.



The teacher who works here can educate many children at once. Once class starts children will run here and get a place in the class on a first come first served basis!

TIP: Researching books allows the Grammaticus to hold more children.

LIBRARY



After citizens move into a small domus, they gain an appreciation for literature.

The teachers that work at the library will educate their lucky children.

Your people demand both libraries and togas before their domus will increase in size to a medium domus.

TIP: Researching books allows the library to hold more students.



BATHHOUSE



A bathhouse gives your citizens a place to have a relaxing soak and get clean. This is one of their many needs.

Your large hovels can upgrade into the tall slender insulae if they have this need fulfilled. However, this time you will have to click the upgrade house button and reposition the new style of house manually. It is also interesting to note that a new Insulae can be placed above an existing shop; it will simply snap on top of it if placed there.



SPA



The spa is a place of relaxation and pampering. It has many pools all at different temperatures designed to calm and rejuvenate the tense muscles of highly strung Romans.



Before a medium domus can upgrade into a large domus you will need to give your citizens access to a Spa, fine wines and glassware.

RELIGION

Temples not only let your citizens worship the gods but also allow them to get married.

TIP: Researching Religion gives citizens quicker temple access.

SMALL TEMPLE (Mercury, Diana, Mithras)



Before your small hovels can evolve into medium hovels your people will want somewhere to worship the numerous Roman gods. This is where your priests come in. Build a temple and a priest will come and work there, holding services and conducting marriages. Building temples will also improve your city's religious rating.

It is important to have a wide range of temples to give praise to as many of the gods as possible. You don't want to anger any of them!

LARGE TEMPLE (Jupiter, Mars, Venus)



Large temples work in a similar way to small temples, providing for the religious needs of your people, the main difference is that they are larger and more costly! However, if you need to maximize your city's religious rating, you may well find yourself needing to build these grand structures.

Places to worship are needed before your small hovels can grow into medium hovels.

CIVIL SERVICES

TRADE MARKET



This building allows you to trade goods from any city joined to yours by land. The market will specialize in one type of good at a time and the trading will be conducted automatically by the mule train associated with the market.



To open a trade route, bring up the world map by clicking on the "empire" button in the top right of the menu bar. Click on a city and pay to open a trade route. Later you can build a road to the newly opened city; roads are expensive but allow your mule trains to travel much faster.

Finally, select the trade market and tell it which commodity to trade, how much to trade and whether to buy or sell it.

TRADE DOCK



This building lets you trade goods from any city joined to yours by sea. A single trade ship will need to be constructed for the dock and each dock will only trade one good type at a time. You can construct this trade ship in the large boatyard and this will need to be done before trading can start.



To open a trade route, bring up the world map by clicking on the 'empire' button in the top right of the menu bar. Click a city overseas to open a trade route then select your trade dock and tell it which commodity to trade and whether to buy or sell it.

TIP: Researching Rope Making loads and unloads ships 100% quicker.

LARGE BOATYARD



This large boatyard builds a trade vessel to allow a dock to trade with cities on distant shores of the empire. The boatyard requires a good supply of planks in order to build tradeships.



SLAVE STATION



This is where your wealthier citizens buy their slaves. Slaves fetch and carry the many goods needed to maintain their master's luxurious lifestyle.



The slaver attached to this building buys slaves from conquered lands and sells them to your citizens.

Your people will want a slave and access to a hospital before they consider leaving their large insulae and take on the responsibility of running a small domus.

SENATE




This is a place for your most powerful citizens to go and while away their days debating. Building an expensive senate is also an easy way to boost your city's civic services rating.



Before your patricians move from their villas and into a palace, they will expect access to the senate, dresses for their wives, flowers for the hallway and geese for the dinner table.

4.6 SECURITY

MILITARY FORT


 Each fort houses one legion. This legion is depicted as being made up of three cohorts of twenty five soldiers each. The loyal soldiers are willing to defend your city with their lives or march forth into battle on the empire map.

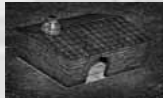


The senate has decreed that no city can garrison more than three legions (for reasons of national security, you understand).


Soldiers will appear at the fort, but before your army can grow you will need a steady supply of spears and swords. So ensure you have plenty of weapon makers. There are two types of soldiers, legionaries and velites, and you can select a cohort type by clicking on a fort's barracks.

SWORD MAKER

 The armorer works here, taking iron from the warehouse and forging swords. You need swords to equip legionaries for your fort.




SPEAR MAKER

 The spear maker takes wood from the warehouse and crafts spears from it. These are needed before you can get lightly armored velites equipped and ready for a fort.



WALLS AND TOWERS WATCH TOWER

 This tower gives you two watchmen who are apt at dealing with restless natives and wild animals. They will do very little against a large scale invasion however.



The Watch tower will also reduce the risk of nearby houses starting to riot. Click on a watch tower to see the risk of local houses rioting. (See section 2.17)

Your watchmen try to work opposite shifts to maximize the time the tower is effective.

FIRE WATCH



This tower provides you with two firemen called vigils who help to prevent any fires burning out of control, ideally putting them out before they reach the city. The fire watch will also reduce the risk of nearby buildings catching fire, click on the fire watch to see an area's risk of fire. (See section 2.16)



Your vigils try to work opposite shifts to maximize the time the tower is effective.

TIP: Placing wells close to your fire watches will improve your firemen's efficiency.

STONE WALL



This provides you with a tough defense against barbarian invasions. You should construct a gatehouse in your walls or you will find it difficult to trade with other cities.

STONE TOWER



This gives defenders a platform to repel invaders. These are best placed in your city walls.



GATES CITY GATE



The city gate helps to protect the city when used in conjunction with a wall. The gate will withstand a barbarian attack for a while.



4.7 BEAUTIFICATION

GARDENS

GARDENS (Bushes, Trees and Flowers Gardens)



Gardens, trees and bushes make your city look pretty and increase your city's beautification rating.

MONUMENTS & STATUES

FOUNTAIN



Fountains, statues, columns, obelisks and arches add to your city's splendor rating. Fountains must be placed in an area where piped water from a cistern is available. An arch makes your city look a lot grander in the eyes of your people. This will also help your city's splendor rating considerably.

WONDERS

GREAT LIGHTHOUSE



This impressive building, once it has been constructed, will boost both your civil services and beautification ratings.



GREAT LIBRARY



The Great Library, like all wonders, takes much stone and time to build, but once completed, this structure will add considerably to your city's civil services rating.



PANTHEON



The Pantheon, when built, adds a large boost to your city's religious rating.



TRAJANS COLUMN



As, all wonders do, Trajan's Column takes time and much stone to complete. Your people will thank you however, as in addition to a boost to your beautification rating, you will receive a permanent bonus to your city's happiness.



OBELISK



This impressive piece of stone masonry will add a large benefit to your city's beautification rating, once complete.



COLISEUM



As well as providing your city with the largest arena, capable of hosting the most diverse range of shows (see section 8.5), this wonder will provide a boost to your city's entertainment rating.



CIRCUS MAXIMUS



The Circus Maximus provides a large boost to your city's entertainment rating, as well being able to host thrilling chariot races for your citizens to marvel at.



5. MANAGING YOUR CITY

5.1 HOUSING

Houses are the lifeblood of your city. They bring in vital tax income and having them helps make your people happy. The quality of your housing also affects your city's civilization rating. The key is to keep improving your houses, to grow them from humble shacks to mighty palaces. Clicking on a house will bring up that house's information panel, where you can see various pieces of information, the most important of which are a house's "needs."



Initially a house holds a single worker, who when not working will go and collect the commodities or services that their house needs. The most basic house is the shack and it has no needs to be maintained (the lower left area of the panel). One need that it would like to meet in order to grow (this will be shown by a well water icon in the lower right area). Once the house holder brings back some water from a nearby well, the need is transferred from the right panel to the left panel and the house will begin the process of upgrading to the mighty "small hut."

Once a house reaches the small hut stage, it needs to maintain its well water to keep its status, and the blue bar on the water icon will slowly drain away, prompting the citizen to go and collect some more. If it loses its well water, it will fall back again to the shack level until it can find a new source. The house now also has a new need which is meat. Once more, fulfilling this need will prompt the house to rise further up the social scale.

The more we upgrade the house, the higher the monthly taxes we will gain from it.

As we move higher and higher up the chain, we will sometimes need to meet 2 or more new demands until we reach the palace level, which has an onerous 32 needs to be met. Obviously, this is going to get harder and harder for our citizen to pop out and look after all these needs. He just won't have the time! Luckily for our household, this problem is solved by new family members who can go out and fetch stuff too. At a certain stage in its development a household will first "acquire" a wife (although marriage is probably a more polite term), then they will get kids and finally if they become rich enough, slaves. The family member portraits can be clicked on and are located at the top of the housing information panel.

HOUSING RANGE

One point to remember is that each house only has a limited range within which it will go and collect the goods its needs. Citizens will not walk the length of the city to get their goods. This range is shown by the green circle displayed on the map once a house is selected. As houses grow and they get more needs, this range will also increase.

TIP: You can move a house to another location on the map by clicking the house which opens the house panel. Then click on the rounded green arrow icon in the top right corner. You can move the house to a new location on the map. This is useful if your citizens cannot get to a certain building to fulfill a need or are traveling too far to gather goods. This is also useful if you want to position a household closer to their job.



TIP: Use the House Upgrade Panel, accessed by clicking on the icon next to the move icon, to see all the stages of housing available and what you need to provide to get them.

CITY HOUSING GROWS IN SEVERAL DISTINCT STAGES

The first housing you will come across is "Country Housing"



These are the most basic house types, they will quickly grow from a simple shack to a small hut to the final large hovel if your economy allows. They all occupy the same footprint and need no action from you to allow them to upgrade.



The next set of houses are "City Housing." These are city center houses designed to make best use of space in a packed city, the Romans called them "Insulae."



To upgrade from the large hut, the highest level of country housing, to an insulae, you will need to upgrade the house manually as it occupies a different footprint from the previous house. Any house ready for you to upgrade in this way will be shown with a flashing green arrow

Simply click on the upgrade house button and site your new house in a spot of your choosing. In the case of the Insulae, the really cool thing is that you can also place the house on top of any shop in the city, a great way to free up some more space. (Note once placed you can also place a new shop under an insulae that doesn't already have one.)

After the Insulae you will reach the level of "Luxury Housing" or the "Domuses."



Like the Insulae, you will again need to manually upgrade your house (watch for the green flashing arrow), the tricky part is that now our citizen is somewhat richer, they want more space. Siting this much bigger dwelling will require much more thought than the space saving Insulae.

A good city planner will plan ahead and create open areas into which they can later move the bigger but more lucrative Domuses.



After the Domus comes the “Villa.”

The second highest form of housing and more luxurious than a domus, it again requires relocating as it is bigger.



Then finally, “The Palace.”

The greatest form of housing your city can acquire. Just getting a single palace in your city is an achievement in itself.

5.2 RESEARCHING

Research allows you to make many improvements to the way your city runs or interacts with the wider world. For example, if you're playing a campaign that involves trade overseas by ship, you might want to research ships keel to make the ship 50% faster or double skinned hull to make it 100% faster.

There are many technologies that can be researched and all cost Denarii and time, so you will need to choose wisely what to research next based on your current mission objectives. Increased tax revenues are attractive, but then again so is faster research or permanent boosts to city happiness! Typically in a mission you will only research a few technologies. You can explore the use of the different technologies over time as you play through the game.



One other important use of research is to gain access to Wonders. Wonders are only available through research and typically are achieved at the end of a research chain.

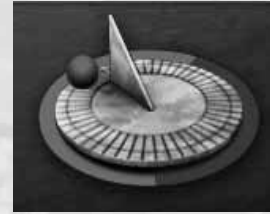
To access research, click on the large button at the top of the screen (note in some early missions this may not yet be there).

The interface shows the current items which can be researched; click on an item to begin researching it. Note you can see the full research tree and decide which future research you may want to aim for by clicking on the “Show All Research” icon.

All the available areas of research and their effects on your city are listed below:

Initial Research	1st Era	2nd Era	3rd Era	4th Era
Alphabet Research 10% faster Denarii : 250 Months : 12	Medicine Doctors quicker turn around Months Denarii : 250 Months : 12	Surgery Hospitals quicker turn around Months Denarii : 250 Months : 12		
		Anaesthetics 5 point boost to civic services Denarii : 750 Months : 24		
	Basic Education Research 20% faster Denarii : 500 Months : 12	Books School and libraries classrooms can hold up to 8 students Denarii : 500 Months : 24	Plays 5 points boost to Entertainment rating Denarii : 750 Months : 24	Poetry Build Wonder - Great Library Denarii : 1000 Months : 36
		Further Education Research 30% faster Denarii : 750 Months : 12	Musical Education 5 point boost to entertainment rating Denarii : 750 Months : 24	
Mysticism +10 temporary point boost to city happiness Denarii : 100 Months : 8	Religion Temple access quicker Denarii : 500 Months : 24	Marriage +1 permanent boost to city happiness Denarii : 500 Months : 24	Divination Build Wonder - Pantheon Denarii : 1000 Months : 36	
		Ceremonial Burial 5 points bonus to religious rating Denarii : 750 Months : 24		
		Philosophy +10 temporary points boost to city happiness Denarii : 200 Months : 8	Code of Laws +1 permanent boost to city happiness Denarii : 300 Months : 24	Collective Government 5 points boost to civic services Denarii : 500 Months : 24
				Republic +1 permanent boost to city happiness Denarii : 500 Months : 36
			Civil Services 5 point boost to civic services Denarii : 500 Months : 40	Imperial Rule Build wonder - Trajan's Column Denarii : 1000 Months : 30
Mathematics Tax revenues up 10% Denarii : 500 Months : 24	Engineering Roads upgrade to smooth roads 10% quicker Denarii : 500 Months : 24	Surveying All build costs reduced 10% Denarii : 500 Months : 36	Architecture Build wonder - Coliseum Denarii : 1000 Months : 36	
		The Wheel Roads upgraded to highway 20% quicker Denarii : 500 Months : 24	Chariots Chariot teams train 100% quicker Denarii : 250 Months : 12	Public Spectacles Build Wonder - Circus Maximus Denarii : 1000 Months : 36
		Sanitation Street cleaners more efficient Denarii : 500 Months : 12	Hypocaust Baths and spa quicker turn around Denarii : 250 Months : 12	
			The Razor All barbers needs reduced to Denarii : 250 Months : 12	
		Masonry Pizzas built for free Denarii : 500 Months : 12	Mosaic Working Apothecaries and Cisterns built for free Denarii : 500 Months : 30	Concrete Roads built for free Denarii : 250 Months : 12
	Coinage Tax Revenues up 20% Denarii : 500 Months : 36	Banking Tax Revenues up 30% Denarii : 500 Months : 48		
		Free Enterprise Trade Revenues up 10% Denarii : 500 Months : 24		

5.3 CITIZENS



Each of your many citizens lives their own unique life in your city. They have a name, their own money, a place to call home and a job among other things.

When clicking on a citizen, you will notice the sun dial. This indicates your citizen's work time within the red section and their free time within the blue section.

TIP: You can change the citizen's work to free time ratio within the reports section by clicking on city happiness. (See Section 3.2)

Once a citizen has finished his work for the day, he will switch to the blue section and head off to his home, or remain at his workplace if he doesn't have a home. The citizen will use this time to visit various buildings and his house, collecting the goods required and fulfilling needs such as entertainment or having a bath.

Clicking on a citizen will display the information panel about that citizen, along with two or three colored arrows. The green arrow shows where that person is living, the red arrow where they work and the blue arrow is where they are heading. You can view each arrow separately by clicking on the small green (Citizen home), red (Citizen Work) or blue (Citizen Destination) icons on the information panel.

TIP: If your citizens are using valuable time by traveling too far, you may want to move their home closer to where they work.

5.4 IN THE EMPIRE

Clicking on the "Empire" icon on the top right of the main interface will take you to a map of the local region. Clicking on the "city" icon that replaces it will take you back to the city again.

Here you can set up trade routes over land or sea with other cities, build roads to trading cities, meet and head off invading armies and capture enemy cities.

There are three types of cities in the region map, Roman cities that have trade routes already open, neutral cities, where you must pay to open a new trade route, and barbarian cities, that will not trade, but instead may attack you.

Clicking on a city will bring up a panel displaying more information. In the case of trading cities, the key information displayed is what a city will buy from you and what it will sell to you. Here you can also pay to open trade routes or pay to construct trade roads to speed up trade.

Initial Research	1 st Triennale	2 nd Triennale	3 rd Triennale	4 th Triennale
Animal Husbandry Butchers yield 50% more meat	Agriculture All farm output increased 10%	Plough All farm output increased 20%	Irrigation All farm output increased 30%	
Denarii : 250 Months : 12	Denarii : 250 Months : 18	Denarii : 500 Months : 24	Denarii : 500 Months : 24	
	Winemaking Wine output increased by 30%			
	Denarii : 500 Months : 12			
	Baking Bakery output increased by 30%			
	Denarii : 500 Months : 12			
	Weaving Weavers output increased by 100%	Dressmaking All dress needs reduced		
	Denarii : 500 Months : 18	Denarii : 750 Months : 12		
	Gardening Gardens grow twice as fast	Floristry All floristry needs reduced by 50%		
	Denarii : 200 Months : 36	Denarii : 200 Months : 12		

Exploration	Fishing	Salting Process	Astronomy	Cartography
10 points boost to the Empire rating	Fishing jety output increased by 10%	Fishing jety output increased 30%	Land trades 50% faster	Trade routes cost 50% less
Denarii : 100 Months : 8	Denarii : 250 Months : 12	Denarii : 500 Months : 24	Denarii : 250 Months : 24	Denarii : 250 Months : 24
	Sundial Trade routes costs 25% or less	Astronomy Land trades 50% faster	Cartography Trade routes cost 50% less	
	Denarii : 250 Months : 24	Denarii : 250 Months : 24	Denarii : 250 Months : 24	
	Rope Making Ships loaded and unloaded 100% faster	Ships Keel Ship speed 50% faster	Double Skinned Hull Ship speed 100% faster	
	Denarii : 500 Months : 12	Denarii : 500 Months : 24	Denarii : 500 Months : 24	
		The Anchor Build Wonder - Great lighthouse		
		Denarii : 1000 Months : 30		

Tool Making	Mining	Iron Working	Charcoal
Wood output increased by 20%	Stone output up 20%	Iron output up 20%	Weapon workshops output increase 100%
Denarii : 200 Months : 12	Denarii : 300 Months : 18	Denarii : 400 Months : 24	Denarii : 500 Months : 24
	Bronze Working Soldiers have 25% combat boost	Lead Working Cisterns have city wide coverage	
	Denarii : 1000 Months : 18	Denarii : 250 Months : 24	
	Quarrying Stone output up 30%	Marble Working Marble output up 20%	Fine Art Build Wonder - Obelisk
	Denarii : 500 Months : 24	Denarii : 500 Months : 18	Denarii : 1000 Months : 24

Forestry	Carpentry	Cabinet Making
Wood output up 30%	Carpenters output increase 100%	Cabinet output increase 100%
Denarii : 500 Months : 18	Denarii : 500 Months : 24	Denarii : 250 Months : 30
	Pottery Well water needs reduced by 50%	Terracotta All temples 50% cheaper
	Denarii : 200 Months : 8	Denarii : 200 Months : 24
		Glass working Glasswhere needs reduced by 50%
		Denarii : 250 Months : 12

TIP: When you build a trade road you can move the waypoints around manually to get a cheaper route for the road. Moving waypoints may increase trade time.

Trade routes are quite expensive however, and choosing which trade routes to open and when is often a key strategic decision.

Once trade is functioning, you will see land traders and sea traders move about on this map. If you watch for a while, you will be able to get a sense of the overall speed of your trade.

If you have a working fort in your city, you can send the legion out to be stationed in this Empire map. Here you can move the legion about and use it to intercept approaching armies (note any battles fought here will be automatically resolved for you). You can also use a legion to attack an enemy city by dispatching it to the enemy city. A battle will be resolved (bigger cities need more troops!) and if successful you will be rewarded by gaining a new Roman City and the praise of the senate in the form of "empire points." Note some points on the empire map are enemy staging areas only, not cities. These staging areas cannot be attacked.

Empire points are shown in the Roman eagle at the top of this screen and are sometimes used as an objective in certain missions. They can also be obtained by opening trade routes, building roads here, and by fulfilling the request for goods from nearby cities.

5.5 THE MILITARY

To start building an army, the first thing you need to place is a fort. To



place a fort, click on the fort icon in the security panel then click on the map. You are only allowed to build a maximum of three forts in your city.

Each fort has up to 3 cohorts and each cohort can be of either the Legionary (strong melee) or Velite (missile) type.

Soldiers will be automatically be created and replenished at the fort, if you have enough weapons of the appropriate type in your city's warehouse.

Legionaries require swords from an armorer and velites need javelins from the javelin maker.

In peacetime, your troops will live in their barracks, automatically rotating through the duties of patrolling, training and sleeping.

If however, you need to control your troops, you can select an individual cohort by clicking on it or lassoing it by clicking and holding the left mouse button. Once selected, you will see the army control panel.

This panel shows you more detail on troop strength and allows you to select or deselect different cohorts by clicking on their markers. It also allows you to put the troops into one of two formations: line or turtle. Line is best for attacking, while turtle is static but provides good defense against missile attacks. You can also use this panel to send your troops onto the empire map or return them to the fort.



To move your troops, right click on the map. You can choose the direction in which your troops are facing by holding down the right mouse button. With the right button held down, an arrow will appear, now move the mouse until the arrow is pointing in the direction you want your troops to face and release the mouse button. The troops will move and form up in the direction the arrow was pointing.

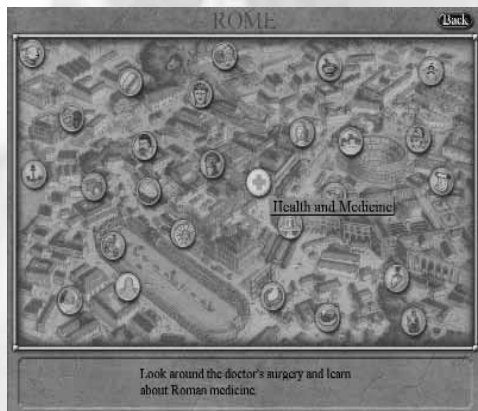
Note in CivCity: Rome, each new fort gains 4 free troops: a legate, who is in charge of the whole legion, and 3 centurions who are each assigned to individual cohorts. The whole legion is moved by moving its legate. Should a legate or centurion die, then another, lesser troop will be immediately promoted to take their place.

Battles in CivCity are quite simple affairs and one of the skills here is in learning how to combat the 3 different barbarian races that will attack you, each with a range of different troops.

6. Civil opedia

Civilopedia is our simple and easy to use Roman life multimedia tool, which allows you to learn about the daily life of ordinary Romans. By clicking on a section of curiosity, interesting facts and information will be shown about how the Romans used to live.

After loading the Civilopedia, you will see Rome with a number of icons next to relevant areas of Roman life. Popup text will be shown when you hover over the icon to tell you what the icon means. If you click on an icon such as the medical cross (visit the doctor), you can see a scene of five pictures with popup text. Clicking on a picture will bring up a more detailed description.



You can also access information on in-game buildings by clicking on the building and then clicking on the eye icon.

7. THE EDITOR

We have included a powerful editor that will allow advanced users to create exciting new scenarios!

Look for more information online at www.civilization.com/civcity/editor

8. REFERENCE SECTION

8.1 MESSAGES - HISTORICAL PEOPLE

Here you can find historical information on the people who send you messages in the game:

JULIUS CAESAR



Julius Caesar was officially proclaimed a Roman god by the Roman Senate two years after his death. He was considered to be a great Roman military genius. He conquered vast new territory for the Roman state, taking on parts of Gaul, Italy, Germany and Britain.

He was also an excellent politician and one of the world's strongest leaders, and played an important part in the transformation of the Roman Republic into the Roman Empire.

MARK ANTONY



Mark Antony was a Roman politician and general. He was an important supporter of Julius Caesar as a military commander and administrator. He married Cleopatra and was later defeated in the Battle of Actium. Mark Antony committed suicide by falling onto his own sword.

BRUTUS



Brutus was a servant and a very close friend to Julius Caesar. He had a strong relationship with Caesar, but a stronger relationship with Rome and its people. He played a very important role in the conspiracy against Julius Caesar, which led to Caesar's assassination.

CRASSUS



Crassus became very wealthy and the principal landowner in Rome by organizing his private fire brigade, buying burning houses cheap, and then putting out the fire. He had a pool of 500 skilled slave builders at the ready to rebuild the area and draw rent from it. Crassus used his money to create his own army at a time when Rome's resources were stretched. He used the army to take on the slave armies led by Spartacus.

NERO



Nero was said to have climbed onto a palace roof and sang, where he got the best view of a burning Rome. Nero shocked the Roman people more than once when he appeared on stage and sang for audiences. Because Nero was an Emperor, no one could leave until after he had finished. It is said that a woman gave birth and a man pretended to die to be excused from these performances.

HADRIAN



Hadrian did many things during his reign but was renowned for the creation of Hadrian's Wall in Britain. After a major revolt in Britannia spanning roughly two years, Hadrian became concerned and wanted to consolidate his boundaries. When he visited Britain, he ordered a wall to be built which was 72 miles long and contained 16 forts.

ROMULUS



Romulus was a Roman Legend believed to be the founder of Rome with his twin brother Remus. They were meant to be sons of the god Mars. They decided to found a town on the Palatine Hill and began to build walls. During a quarrel where Remus mocked the height of the walls, Romulus slew Remus and became the sole ruler of the new Rome.

VERCINGETORIX



The first two times Vercingetorix met Julius Caesar in battle he won, despite losing many men and a tribal capitol. The third and final time the two met in battle, one hundred thousand relief soldiers were called in, and Caesar himself led the troops into battle. This time, Vercingetorix knew all was lost and surrendered to Julius Caesar.

CLEOPATRA



After her father's death, Cleopatra and her brother took control of Egypt. Cleopatra's brother later assumed full control of the throne. Julius Caesar fell in love with Cleopatra and fought with the Egyptians, eventually killing Cleopatra's brother, and proclaiming Cleopatra as the Queen of Egypt.

BOUDICCA



Queen of the Iceni tribe in Southern Britannia, Boudicca and her people suffered harsh treatment and heavy taxation under Emperor Nero's rule. After refusing punitive tax demands, and suffering the torture, rape and murder of her daughters as punishment, Boudicca led a revolt against Roman occupation. Seventy thousand Roman troops were killed, and for a time the Romans were driven from the land, but on their return with fresh troops they defeated Boudicca's forces. Her last act was to poison herself rather than be taken captive.

SPARTACUS



Spartacus, born a freeman but enslaved in Thrace, led the famous slave uprising that swept through the heart of the Roman Empire. Freeing slaves as they traveled south, they amassed an army of 90,000, and won several battles while heading for freedom. He was finally defeated by 3 Roman armies, and was crucified along with all surviving slaves.

ATTILA THE HUN



Known as the "Scourge of God", Attila was the most feared and ruthless barbarian of all time. With his nomadic army of fearsome warriors he swept through the Eastern Roman Empire and devastated much of mainland Europe, defeating every army that dared meet him on the field. He came within striking distance of Rome itself, but was dissuaded from sacking it by Pope Leo I.

8.2 ROMAN GODS

You can build six temples in the game, dedicated to the following gods. In this section you can find historical information on them.

MARS



Mars was the god of war and he was very important to the Roman soldiers who would pray to him for strength in battle. Mars was also the protector of the Roman people at times of war and an overseer of agricultural prosperity.

VENUS



Venus was the goddess of love and beauty. Previously, Venus was the goddess of vegetation and patroness of gardens and vineyards. Venus conquered every heart she sought and punished people who defied her power by turning them into rocks.

MITHRAS



Mithras, the god of light, had many followers in the Roman army and was known as the soldier's god. He was shown slaying the holy bull and thus giving life to the Earth.

MERCURY



Mercury was the god of travelers and tradesmen, but is most commonly known as the messenger of the gods. He wore both a winged helmet and winged sandals to allow him to travel quickly.

DIANA



Diana was the young and gentle goddess of the Moon and hunting. She carried a bow and a quiver full of arrows, and was believed to be a healer of ills. Diana was also a guardian of wild and domesticated animals and helped women in childbirth. She was also known to enjoy music and dancing.

JUPITER



Jupiter was the king of the gods and also the god of rain, thunder and lightning. The Romans believed Jupiter guarded their city and looked after them.

8.3 ROMAN RULERS

KINGS OF ROME	REIGN
Romulus	753-716 BC
Numa Pompilius	716-673
Tullus Hostilius	673-640
Ancus Martius	640-616
Tarquinius Priscus	616-579
Servius Tullius	579-534
Tranquinius Superbus	534-509

THE REPUBLIC OF ROME

Dicatorship of Sulla	82-78
First Triumvirate (Caesar, Pompey and Crassus)	60-53
Dicatorship of Pompey	52-57
Dicatorship of Julius Caesar	45-44
Second Triumvirate (Octavian, Mark Anthony, Marcus Lepidus)	43-27

EMPERORS OF THE ROMAN EMPIRE

Augustus (previously Octavian)	27 BC - AD 14
Tiberius I	AD 14-37
Caligula (gaius Caesar)	37-41
Claudius I	41-54
Nero	54-68
Galba	68-69
Otho	69
Vitellius	69
Vespasian	69-79
Titus	79-81
Domitian	81-96
Nerva	96-98
Trajan	98-117
Hadrian	117-138
Antoninus Pius	138-161
Marcus Aurelius	161-180
Lucius Verus (jointly)	161-169
Commodus	180-192
Pertinax	193
Didius Julianus	193
Septimus Severus	193-211
Caracalla	211-217
Geta (jointly)	211-212
Marcinus	217-218
Elagabalus (heliogabalus)	218-222
Alexander Servus	222-238
Maximinus I (the Thracian)	235-238
Gordian I	238
Gordian II	238
Balbinus and Pupienus Maximus	238
Gordian III	238-244
Philip (the Arab)	244-249
Decius	249-251
Herennius Etruscus	251
Gallus and Hostilianus (Volusianus)	251-253
Aemilianus	253

Valerian and Gallienus	253-260
Gallienus	260-268
Claudius II (Gothicus).....	268-270
Quintillus	270
Aurelianus	270-275
Tacitus	275-276
Florianus.....	276
Probus	276-282
Carus	282-283
Carinus and Numerianus	283-284
Diocletian (divides empire)	284-305
Maximian (jointly)	286-305
Constantius I	305-306
Serverus II	306-307
Licinius (jointly)	307-323
Constantine I (reunites empire)	308-337
Constantine II (jointly).....	337-340
Constans (jointly)	337-350
Constantius II (jointly).....	337-361
Magnentius (jointly).....	350-353
Julian (the Apostate)	361-363
Jovianus	363-364
Valentinian I (rules West)	364-375
Valens (rules East)	364-378
Gratian (rules West)	375-383
Magus Maximus (usurper in West).....	383-388
Valentinian II (rules West)	375-392
Eugenius (usurper in West).....	392-394
Theodosius I (the Great) (rules East then unites East and West).....	378-395

EMPERORS OF THE EASTERN ROMAN EMPIRE

Arcadius	395-408
Theodoius II.....	408-450
Marcian	450-457
Leo I	457-474
Leo II	474
Zeno	474-491
Anastasius	491-518

EMPERORS OF THE WESTERN ROMAN EMPIRE

Honorius	395-423
Maximus	410-411
Constantius III	421
Joannes.....	423-425
Valentintius III.....	425-455
Pertorius Maximus.....	455
Avitus	455-456
Majorian	457-461
Serverus III.....	461-465
Anthemius	467-472
Olybrius.....	472
Glycerius.....	473
Julius Nepos	473-480
Romulus Augustus	475-476

8.4 WONDERS

WONDERS



Wonders are the most special buildings in the game and have a vast effect on the happiness rating of your city once they are built. When a wonder is placed, a blueprint is displayed. Specialized workers who are employed to build wonders will build the wonder over a period of time. They gradually collect stone material from your warehouse and take the material to the construction site. You will see the wonder rise and progress as the workers create it.

GREAT LIBRARY



The Great Library was the greatest seat of learning in Roman times. The library consisted of a large storage room for scrolls and parchment, a porch on which to read, and gardens where works were recited aloud to an audience. The library featured splendid architecture and was adorned with many paintings and busts. The Great Library contained parchment rolls or papyrus as it was built before the time of books. The parchments were written in either Greek or Latin and contained philosophical, literary, and historical information. Other parchments contained instructions for agriculture, the arts of war, the logistics of medicine and engineering, along with much more.

PANTHEON



The Pantheon is a wonder in terms of its size, construction and design, featuring the largest dome built until modern times. Though the exact method of construction has never been determined, the dome features a 142 foot diameter and no evidence of brick arch support inside the dome except in the lowest part. The Romans were skilled at construction and the Pantheon was the first temple to combine Roman technique with Greek classical order. The Roman Emperor Phocas gave the building to the popes in 609AD to be used as a Christian church and the popes have taken care of it since.

CIRCUS MAXIMUS



This ancient arena and mass entertainment venue retained the honor of being the first and largest circus in Rome. Although a very eclectic range of events took place at the Circus Maximus, the most important to Roman culture was chariot racing. The track could hold up to 12 chariots and the two sides of the track were separated by a raised median called a spina. Along the spina there were statues of various gods and at the end sat the feared meta, a turning post around which the chariots made dangerous turns at high speeds. After Caesar expanded the circus in around 50BC, the track measured approximately 1968 feet in length and 738 feet in breadth, and could accommodate around 150,000 seated spectators (many more could view the games by lining the nearby hills).

COLISEUM



The Coliseum was one of the greatest achievements for the Roman Empire. It was over 160 feet high and could contain upwards of 50,000 spectators. Events such as gladiatorial battles, mock naval battles and animal hunts were conducted there. The mock naval battles were played out by removing heavy wooden flooring and flooding the lower cells. Gladiatorial battles proved to be more popular, and in the end the naval battles were moved to another site. The Coliseum boasted seats of marble for the upper class and wooden benches for the lower class. Trained archers watched the action from a catwalk suspended high above the arena and were ready to shoot an enraged animal if it got out of hand.

TRAJANS COLUMN



Trajan, a Roman Emperor, built this sculptural column as a resting place after his death, where he was to be buried in the base with his wife. Trajan built his own resting place since Nerva (died 98CE) was the last emperor to be laid to rest in the Mausoleum of Augustus. Despite the magnificent age of the column, which was completed in 113 CE, it has stood the test of time and is still intact today. The column is 98 feet high including the base. The entire surface is covered by carved reliefs of the highest artistic value, which tell the story of Trajan's two wars against the Dacians. The column is hollow and contains a staircase of 183 stairs. In Roman times, the column would have stood between two buildings, both also built by Trajan. These buildings allowed for good viewing points to see the 2500 figures on the column. At the top of the statue would have been a statue of the emperor but it was replaced in 1587 by a statue of St. Peter.

GREAT LIGHTHOUSE



The great lighthouse, also known as the Lighthouse of Alexandria, was sometimes called the Pharos of Alexandria in reference to the Pharos Island on which it was built. The great lighthouse was built around 3rd century BC by Ptolemy Soter, Commander to Alexander the Great, but was completed after Ptolemy's death by his son Philadelphus. The great lighthouse is considered one of the seven ancient wonders of the world, and was built in dedication to the savior gods. Ptolemy Soter and his wife, Berenice, may have had a statue of Zeus on its summit, however it was believed to have been destroyed by two earthquakes in the 14th century. The tower was estimated to stand at 400 feet above ground, comprised of blocks of white stone. There was a mirror positioned at its apex that reflected the sunlight during the day, and at night a fire was lit at that same spot to give light.

OBELISK

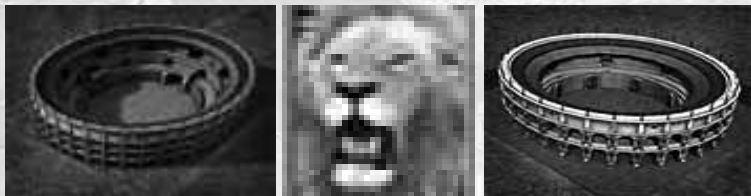


This Roman obelisk, in the piazza Navona, stood over the fountain of the rivers. It could easily be mistaken for an Egyptian made obelisk although it was made by the Romans, probably around the 1st century AD. The obelisk is possibly related to the circus of Domitian, which is tied to one of the original purposes of this square. Roman arenas usually had obelisks as a decoration in the spina. Rome had the greatest number of obelisks in the world, nineteen of which were found in the city squares and gardens belonging to noble mansions. Most of the obelisks are ancient and came from Egypt, taken by Roman emperors during the first few centuries AD, when northern Africa was part of the Roman Empire.

8.5 ARENA COMBAT

The table below shows you which gladiator or animal, fights in each arena.

	Coliseum	Large Amphitheatre	Small Amphitheatre
Murillo	Yes	Yes	Yes
Thracian	Yes	Yes	Yes
Retiarius	Yes	Yes	Yes
Crocodile	Yes	Yes	No
Ostrich	Yes	Yes	No
Lion	Yes	Yes	No
Leopard	Yes	No	No
Giraffe	Yes	No	No
Elephant	Yes	No	No



This table shows you which animals and gladiators can fight each other.

	Retiarius	Murmillo	Thracian	Lion	Crocodile	Leopard	Elephant	Giraffe	Ostrich
Retiarius	All Arenas	All Arenas	All Arenas	Col	Col & L Amp	Col & L Amp	No	No	No
Murmillo	All Arenas	All Arenas	All Arenas	Col	Col & L Amp	Col & L Amp	No	No	No
Thracian	All Arenas	All Arenas	All Arenas	Col	Col & L Amp	Col & L Amp	No	No	No
Lion	Col	Col	Col	No	No	No	Col	Col	No
Crocodile	Col & L Amp	Col & L Amp	Col & L Amp	No	No	No	No	No	No
Leopard	Col	Col	Col	No	No	No	Col	Col	No
Elephant	No	No	No	Col	No	Col	No	No	No
Giraffe	No	No	No	Col	No	Col	No	No	No
Ostrich	No	No	No	No	No	No	No	No	Col & L Amp

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