

IMPERIVM

ROMANVM



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I. GETTING STARTED

INTRODUCTION

Ancient Rome - the greatest empire the world has ever seen. Established in the 9th century BC on the Italian Peninsula it grew from a small kingdom to the most advanced and civilized empire of the ancient times. Roman legions conquered all who stood in their way. Roman roads spanned the entire European continent providing safe travel and commercial opportunities.

The Roman Empire endured through war and peace its cities flourishing, its culture thriving. The Romans created great works of art and literature, as well as many wonders of engineering that still stand to this day.

After the fall of Rome the world was plunged into an era that historians now call the Dark Age. All of Rome's splendor and magnificence was lost never to be recovered. For centuries humanity could not reach the glory that was Imperium Romanum.

INSTALLATION

To install the game insert the Imperium Romanum DVD-ROM in your DVD-ROM drive. If your computer has AutoPlay enabled it will automatically start the installation process. If it does not, double click on the My Computer icon and locate your DVD-ROM drive. Double-click on the DVD-ROM icon to start the installation, or open the DVD-ROM folder and double-click on the file called **setup.exe**.

Follow the on-screen instructions. You will be asked to decide where you want to install the game. The default path is "**C:\Program Files\Kalypso\Imperium Romanum**". You can also choose to specify a different path by clicking on the Browse button and selecting a desired destination.

During the installation the game will search the computer for the **DirectX.9.0c**. If such a version of DirectX is not found the game will automatically install it.

TITLE SCREEN

After the game starts you will be presented with the Title Screen:



From the title screen you can start a tutorial, play a new game in any game mode, continue your last game or load a previously saved game. You can also check the latest news on the Imperivm Romanvm website, setup your player details or change the game options.

CHANGE PLAYER

Click this button to setup your player name and home country. These details will be uploaded along with your score to the Imperivm Romanvm online highscore table. You are able to create different player profiles, each player having separate game progress and saved games.

I. GETTING STARTED

TUTORIAL

The tutorials are designed to assist new players in learning the basics of the game. The general tutorial will help new players familiarize themselves with the camera controls, interface and the basic city-building aspects of the game. The battle tutorial will teach the players to recruit and control an army in battle. Completing the general tutorial before the battle tutorial is recommended.

- **Continue Tutorial** – continues a tutorial from the last saved game
- **Start Tutorial** – starts the general tutorial, demonstrating the game's city building aspect
- **Start Battle Tutorial** – starts the battle tutorial, presenting the game's military aspect

HISTORY

The history mode allows you to play a specific mission as the governor of a historical Roman colony or Rome itself. There are 16 historical missions, but only 3 of them are initially accessible. For more details on the History Mode and the Timeline, please refer to the corresponding sections of the manual.

- **Continue Mission** - continues a mission from the last saved game in History Mode
- **Visit Timeline** - lets you select a new mission from the Timeline
- **Load Mission** - lets you continue a game saved in History Mode

SCENARIOS

The scenarios allow you to build cities without pursuing specific goals. For more details on the scenarios, please refer to the corresponding section of the manual.

- **Continue Scenario** - continues from the last saved scenario game
- **New Scenario** - lets you start a new Scenario game
- **Load Scenario** - lets you continue a previously saved scenario game

ROME

This special game mode starts the game in the pre-constructed city of Rome where your goal is to build the grand Roman monuments such as the Coliseum or the Circus Maximus. For more details on the Rome game mode, please refer to the corresponding section of the manual.

- **Continue Scenario** - continues from the last saved Rome game
- **New Scenario** - lets you start a new Rome game
- **Load Scenario** - lets you continue a previously saved Rome game

NEWS

If you have an active Internet connection, clicking this button will take you to the "news" section on the Imperium Romanum website. From there you can check out the latest news and download updates and map packs.

OPTIONS

The Option screen allows you to customize your game, video and audio settings. When you start the game for a first time it automatically detects your hardware and sets the Video options accordingly, but you may want to adjust them to get optimal performance. If you experience low frame rate or other performance problems, it is recommended that you lower the settings in the Video options.

CREDITS

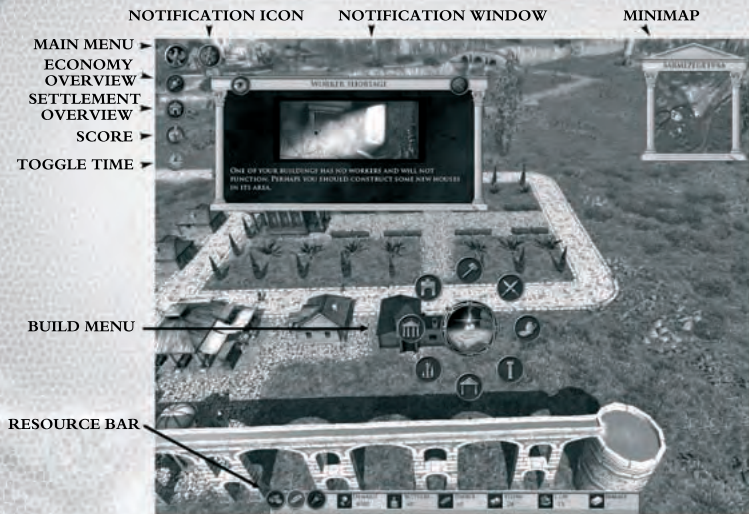
Click here to see the game credits.

QUIT

Click here to quit the game.

II. INTERFACE

THE SCREEN



You can pan the camera by moving the mouse pointer towards the edges of the screen. You can zoom in and zoom out the camera using the mouse wheel. You can rotate the camera by holding the middle mouse button and moving the mouse left and right. You can change the camera angle by holding the middle mouse button or the Shift button and moving the mouse up and down.

If you click anywhere on the minimap the camera will immediately jump to the selected location.

The 5 buttons in the upper left corner of the game are called Command Buttons. They are used by simply moving the mouse pointer on them and left-clicking.

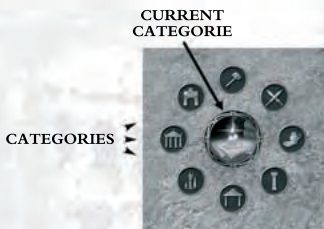
The command buttons provide the following options:

- **Main Menu** – opens the in-game Main Menu from where you could save and load games and change the game options.
- **Economy Overview** – opens the Economy Overview window, showing the number of goods and resources your settlement produces and uses.
- **Settlement Overview** – opens the Settlement Overview window, showing the number of structures and workers your settlement has.
- **Score** – opens the score window, showing your current score and rank.
- **Toggle Speed** – increases or decreases time flow in the game.

BUILD MENU

The Build Menu is accessed by right-clicking anywhere on the screen. The menu is composed of eight basic categories, containing all structures that you can build in the game. Upon selecting a building category, the menu is replaced by a sub-menu containing all structures of that category, from where they can be selected for construction.

If you move the mouse pointer over a category icon, all the buildings within the category will appear as small buttons around the category button and they may be directly accessed, without clicking on the category button. While navigating, the current category is shown by a large icon in the center of the menu. Left-clicking on that icon will take you one step back, or close the menu altogether if you have not selected a category.



BUILD MENU SECTIONS:

- **Production and Workshop** – contains production and workshop structures: Clay Pit, Woodcutter's Lodge, Tailor Shop, Flax Farm, Olive Farm and any type of Mine and Quarry.

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- **Military** – contains military structures: Weapon Shop, Blacksmith, Wooden Tower, Gate, Stone Tower, Archery Range, Stable and Barracks.
- **Food Production** – contains food producing structures: Wheat Farm, Bakery, Pig Farm, Butcher Shop, Fisherman Hut and Vineyard.
- **Support** – contains support and maintenance structures: Trade Post, Pier, Gladiator School Prefecture, and Herbalist Shop. Also contains buttons for constructing roads and removing roads and decorations.
- **Basic** – contains basic structures: House, Well, Warehouse and Slave Shelter.
- **Aesthetic** – contains decorations and bridges: a variety of Statues, Gardens and Trees as well as a small and a large bridge.
- **Public** – contains important community structures: Altar, School, Temple, Tavern, Marketplace, Bath, Theater and Philosopher Academy.
- **Monuments** – contains all grand structures: Coliseum, Circus Maximus, Temple of Fortuna, Arch of Triumph, Neptune Fountain, Golden Statue and Temple of Bacchus.



Game notifications are displayed in the upper part of the screen. They provide information about current events and threats as well as the latest developments in the city.

Left clicking on the notification icon will open the notification window, providing information about the specific event. If you Right click on a notification icon you will dismiss the notification without reading it. Some critical notifications can not be dismissed.

From the Notification window you can use the question mark button to go to the help window or the eye button to go to the location the notification has informed you about.

TABLETS

The tablets are a special interface which allows you to take on new tasks and challenges. Each History Mode mission (as well as the Tutorial missions and Rome Mode) has a set of tablets which contain the objectives of the mission, optional objectives, hints, bonuses and disasters. To win a mission you must resolve all tablets.

PICK
A NEW
TABLET

ACTIVE
TABLETS



You can choose when to take on a new task by picking a new tablet. To do so simply click on the **Pick a Tablet** button in the lower left portion of the screen. You can even take on more than one task a time if you feel up to it. By default you can draw up to 3 tablets at once. However on some unique missions you will be able to draw more or less tablets.

There are five types of tablets:

- **Objectives** - these are mandatory tasks you must complete in order to win the mission.
- **Optional Objectives** - these are optional tasks which you may complete or skip. If you complete the objective successfully you will be rewarded. To skip an optional objective you must click on the discard button in the tablet window.
- **Hints** - these tablets describe special mission conditions or give pointers to the player

II. INTERFACE

- **Bonus** - these tablets present you with certain benefits such as resources, Denarii, settlers, etc.
- **Disasters** - these tablets represent different disasters which may hinder your efforts such as fires, earthquakes, barbarian invasions and so on.

Some tablets contain additional description or flavor notes such as hints, historical facts, Roman proverbs and quotes.



You can open the Tablets Window by clicking on the Pick a Tablet button or on any active tablet in the main view. The Tablets Window contains all active and resolved tablets which are listed in the left portion of the window. Clicking on any of these tablets will open their description in the right portion of the screen.

You can draw additional tablets by clicking on the "?" button.

Each tablet may contain one or more of the following buttons:

- **Complete \ OK** - used to resolve an active tablet. This button will be inactive until the objective stated in the tablet is complete.
- **View** - clicking on this button will center your view on objects or locations important for the tablet.
- **Discard** - clicking on this button will resolve a tablet with a Bonus Objective even if you have not completed the objective. You will not receive any reward given by the tablet.

MAIN MENU

The in-game Main Menu could be called at any time by clicking on the Main Menu command button or by simply pressing the Esc key.



The Main menu provides the following options:

- **Save Game** – saves your current game
- **Load Game** – loads a previous saved game
- **Restart Mission** – restarts the current mission
- **Main Menu** – returns to the Title screen
- **Close** – closes the Main Menu and resumes your current game

ECONOMY OVERVIEW

The Economy Overview window displays the following data:

CATEGORIES	RECENT PRODUCTION	STORED	RECENT CONSUMPTION
DINARII	400	300	1
SETTLERS	20		
TIMBER	21	21	1
STONE	20	20	1
CLAY			
MARBLE			

Additional UI elements shown include: SHOW GRAPH, PRODUCTS, SUPPLY, WORKERS, and PRODUCTION BUILDINGS.

The economy overview window provides detailed information about all the goods produced, consumed and stored in the town, as well as the buildings and workers that produce these goods.

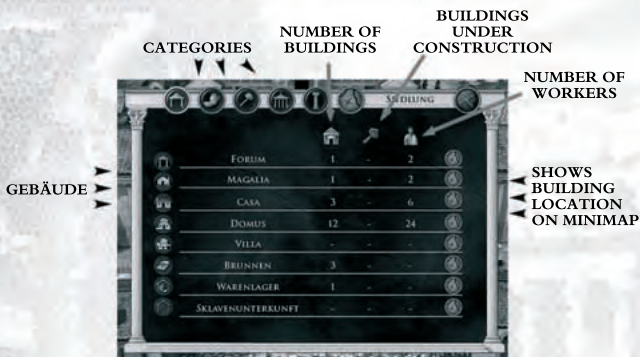
II. INTERFACE

RESOURCE BAR



The resource bar is positioned at the bottom of the screen. It contains a list of all resources and their current amounts. The resources are split into three groups - Food, Construction Materials and General Goods (the same categories as in the Economy Overview). You can switch between the three categories by clicking on the corresponding buttons in the left portion of the resource bar.

SETTLEMENT OVERVIEW



The settlement overview window shows the number of city structures on the map, their location, the number of people present there as well as how many are currently under construction.

CATEGORIES:

- **Basic** – Forum, Magalia (House), Casa (House), Domus (House), Villa (House), Well, Warehouse and Slave Shelter
- **Food** – Wheat Farm, Pig Farm, Bakery, Butcher Shop, Fisherman Hut, Vineyard

- **Production** – Woodcutter’s Lodge, Clay Pit, Flax Farm, Olive Farm, Tailor Shop, Mine or Quarry, Weapon Shop and Blacksmith
- **Public** – Altar, Marketplace, Tavern, Temple, Bath, Theater, Monuments and School
- **Support** – Herbalist Shop, Prefecture, Trade Post, Watchtower, Stable, Barracks, Archery Range and Aqueduct Reservoir
- **Map Objects** – Stone Deposit, Marble Deposit, Iron Deposit, Gold Deposit, Old Quay, Barbarian Village

INFORMATION PANEL

The information panel only appears when a structure or unit is selected. It contains basic information about the selected structure including resource materials, production, workers and upkeep. In the case of a unit it shows the units occupation, status, home as well as its most urgent need. Some of the information shown in the panel also serves as a hyperlink to other buildings and units.

Use the command buttons to issue orders to the currently selected unit or structure and activate special actions. Any critical information (lack of workers or resources, unused production, etc) is marked in red.



II. INTERFACE / III. MODES OF PLAY

HELP WINDOW

The help window provides information about all important game topics, including a list of all structures, citizen professions, goods and resources. The help window can be opened by pressing F1, or left-clicking on a selected structure or citizen and choosing the help command in its information panel.



III. MODES OF PLAY

Imperium Romanum has four modes of play – Tutorial, History Mode, Scenarios and Rome.

TUTORIAL

Imperium Romanum offers two tutorials - the General Tutorial and the Battle Tutorial. The General Tutorial is designed to acquaint new players with the game controls, interface and basic gameplay.

The Battle Tutorial will help new players to learn more about combat and warfare. It gives a step by step description of army recruitment, squad management and combat.

It is recommended that players new to **Imperium Romanum** play through both tutorials before taking on more difficult tasks and missions.

HISTORY MODE



The History Mode puts you in the role of the governor of a historical Roman colony or even Rome itself. Each mission represents a historical location at a specific period in time. For example the first mission (Rome 509 BC) recounts the events after the formation of the Roman Senate.

The History Mode consists of 16 missions arranged in a single timeline. Only 3 of these missions are available at first - Rome 509 BC; Rome 146 BC and Pompeii 70 BC. To unlock any of the remaining missions in History Mode you must first complete all prerequisite missions. Mission requirements are visualized on the timeline window as lines that link the different missions. For example in order to unlock the Moguntiacum mission you must first complete both the Tarraco and Rome 146 BC missions.

Each mission in the History Mode consists of 20 tablets. You must resolve all tablets in order to complete the mission. Tablets that present bonus objectives are not required for the completion of a mission and can be discarded. Many tablets contain historical notes and curious facts about the life in the Roman Empire.

Generally the missions in the earlier years Empire are easier to complete. The missions positioned in the upper half of the Timeline window tend to be more militaristic while the missions positioned in the lower half tend to focus on the city building aspects of the game.

III. MODES OF PLAY

SCENARIOS

Scenarios are sandbox maps which have no specific objectives. Instead these maps give you the freedom to create the city of your dreams. Imperium Romanum offers 12 different scenario maps, each with its own characteristics. The maps have different difficulty levels - Easy, Medium or Hard - and some of them have special events or conditions that create more variance. These conditions and the difficulty levels are denoted in the scenario descriptions.

ROME MODE

Rome Mode puts you in the role of the governor of Rome. You will start with a large pre-constructed city. Your objective is to build the wonders of ancient Rome including the Coliseum, the Circus Maximus, the Temple of Jupiter and others. You must resolve all tablets to complete the game in this mode.

HISTORY MODE SCORE

While playing History Mode missions you will gather score points depending on your achievements. When you complete a mission your High Score will be submitted to an online High Score Table. The High Score for a mission is the maximum score points you were able to achieve while playing the mission. You can see your current rank, current score and maximum score at any time by clicking the Score button located in the left side of the screen (just under the Settlement Overview button).

You can view the Online High Score Table from the main menu by clicking on the Visit **Online HighScore** button in the Timeline Window. You can also see the Online High Score as well as your local High Score for each mission in the Mission Description window.

The score is calculated in the following way:

- 75 points for each happy citizen
- 25 points for each content citizen
- 150 points for each Villa house
- 75 points for each Domus house



MAXIMUM SCORE, GUILD RANK, CIRCULATION		
HAPPY CITIZENS x25	425	1423
CONTENT CITIZENS x25	400	
VILLA HOUSES x150	3130	2700
DOMUS HOUSES x75	325	
WEALTH	143	
POPULATION WEALTH	4647	
COLOSSEUM	0	
CIRCUS MAXIMUS	0	
MONUMENTS x3000	3000	
BARBARIANS DESTROYED x1000	0	
TIME BONUS %	158	
TOTAL	6367	

- The Wealth score equals the current amount of Denarii in your treasury, but no more than **50,000** points.
- The Population Wealth score equals the total wealth of all families in your city.
- **10 000** points if you have built a Coliseum
- **10 000** points if you have built the Circus Maximus
- **3 000** points for each other monument built
- **10 000** points for each destroyed barbarian village

TIME BONUS

If you complete a mission very fast you will receive a time bonus. The time bonus falls constantly the more time you play. It can even become a penalty to your score if you play too long.

PLAYER TITLE

Achieving a high final score will earn an illustrious title that will be shown on the High Score Table. This title doesn't depend on the high score position, but the score itself.

Punktestand	Titel
190 001+	Kaiser
180 001-190 000	Prokonsul (Statthalter einer Provinz)
170 001-180 000	Konsul
160 001-170 000	Senator
150 001-160 000	Magistrat
140 001-150 000	Pontifex Maximus (Oberster Hohepriester)
130 001-140 000	Rex Sacrorum (König der Heiligen Riten)
120 001-130 000	Priester Roms
110 001-120 000	Prätorianerwache
100 001-110 000	Prätorianer
90 001-100 000	Legat (Kommandant der Legion)
80 001-90 000	Tribun
70 001-80 000	Präfekt
60 001-70 000	Zenturion
50 001-60 000	Dekurion
40 001-50 000	Prinzipal
30 001-40 000	Hastatus
20 001-30 000	Bürger Roms
10 001-20 000	Freier
10 000 oder weniger	Sklave

IV. GAME BASICS

RESOURCES

Resources are very important for the development of your city. You need them to build structures, produce goods, and even equip your own army.

Many of the resources are made from other resources in the corresponding production buildings. However, there are several basic resources, which are gathered from locations on the map called resource deposits. To gather a resource you need to build a specific structure (a Mine or Quarry) on the resource deposit.

The Woodcutter's Lodge and Clay Pit do not have to be placed on a resource deposit, but instead can be located anywhere near a big forest or a source of water, respectively.

CONSTRUCTION

The economy of the city is developed through the construction of various structures. Every structure has a function: gathering resources, producing goods, or providing services.

To order the construction of a building, access the Build Menu by right-clicking anywhere on the screen. You can place a building anywhere near the existing city buildings as long as it is placed on flat terrain and it is not obstructed by other objects. Before placing a building you can rotate it using the mouse wheel or the **Q**, **E**, and **R** keys. To cancel the placing of a building right-click or press the Esc button.



Each building requires specific resources, the exact amount and type of which are shown in the Build Menu's roll-over text. If the required resources are not available at the moment, they will be shown in red. You can order the construction of a building even if you lack the necessary resources (with the exception of Denarii). If you do, the building process will start but won't be completed until the required resources become available or you use the Rush Construction option.

All constructions except Warehouses must be placed close to existing city buildings. If you wish to create a new settlement away from your city, you can do so by starting with a Warehouse.

RUSH CONSTRUCTION

You can complete a building instantly by paying additional Denarii. To do so you must select the construction site and click on the Rush Construction button in its information panel. The cost for instant completion depends on the building's type. When completing a building instantly, no building materials are spent. Any building materials that are already on the construction site are instantly returned to your Forum.

Many advanced buildings can't be rushed.

DEMOLISHING AND REBUILDING

A building (or a construction site) can be demolished at any time. You can order the demolition from the building's information panel by clicking on the Demolish command.

When a building has caught fire, the Demolish command in its information panel will be replaced by a Rebuild command. The Rebuild command orders the slaves to automatically rebuild the structure in the same spot should it be destroyed.

UPKEEP

Most buildings require upkeep. The type of resources needed for building upkeep is shown in the building's information panel. Upkeep resources are carried by slaves from the nearest Warehouse or Forum. The condition of the building deteriorates if it does not receive its upkeep. This greatly increases the chance of fire.

Buildings lacking resources for their upkeep appear darker than others.

IV. GAME BASICS

AREAS OF EFFECT



Structures provide goods and services only in an area around them. The exact area is shown by a yellow circle, which is visible while placing the structure or when the structure is selected. Any buildings within this area will benefit from the services of the new structure.

Although houses do not provide goods or services of any sort, they too have an area of effect. The inhabitants of a house will try to find a job only in the area of effect of their house. This area also shows all buildings from which the house may benefit.

Some structures increase the prestige of buildings in their surroundings. Prestige areas of effect function in a similar fashion but are marked by a green circle.

CITIZENS

Citizens gather resources, produce and require goods. As your population grows, new buildings will become available. To increase the number of citizens, you need to build new houses, which will be populated by Settlers.

During their lifetime, the inhabitants of your city take various professions. Once a building offering jobs is constructed, the unemployed citizens will try to fill in the

vacancies as quickly as possible. If free positions still remain, some of the nearby citizens may quit their current job and take the new one.

Because of the specifics of the various professions, some jobs can be taken by any citizen, while others require that the citizen be of a particular gender or status (novices, apprentices, experts and masters).

CITIZEN STATUS

There are four types of citizens: novices, apprentices, experts, and masters. The greater the status of a citizen, the more efficient he will be - an expert tailor will produce far more cloth than an apprentice tailor. However, with the increase of status, the citizen's needs will also change (see List of Needs for more information).

The status of a citizen depends on the prestige of his neighborhood and the wealth of his family.



Magalia – inhabited by Novice citizens.



Casa – inhabited by Apprentice citizens.



Domus – inhabited by Expert citizens.



Villa – inhabited by Master citizens.

IV. GAME BASICS

Advanced citizens produce more when working in production buildings. Apprentice citizens produce 1 additional unit. Experts produce 2 additional units. Masters produce 3 additional units.

CITIZEN NEEDS

Every citizen has needs. Satisfying these needs will keep the population content.

A citizen's needs depend on his status - the grander the house, the greater his status, the greater the citizen's production, the greater his needs. There are basic needs such as food and hygiene, and more sophisticated needs such as religion and entertainment.

To satisfy the needs of your citizens you must create structures that produce or distribute the requested goods near the citizens' houses. When the buildings begin production, the citizens will automatically go there to satisfy their current needs. When satisfying one of his needs, a citizen will pay with Denarii from the wealth of his household.

Keep in mind that citizens will not satisfy their needs from storage buildings such as the Forum, Warehouses or depots. You will have to build specific structures such as Market and Tavern to distribute goods to your citizens if you have them in storage, but you have no production buildings for them.

When you select a citizen you will see his most important need in the information panel. Alternatively, you could learn about the needs of a neighborhood in your city from rumors heard in a Tavern.

LIST OF NEEDS

Novice Citizen needs :

- Flour (food)
- Meat or Fish (food)
- Altar (structure)
- Well (structure)

Apprentice Citizen needs:

- Bread (food)
- Sausages or Fish (food)
- Cloth (product)
- Altar (structure)
- Well (structure)

Expert Citizen needs:

- Bread (food)
- Sausages or Fish (food)
- Wine (food)
- Cloth (product)
- Temple (structure)
- Well (structure)

Master Citizen needs:

- Bread (food)
- Sausages or Fish (food)
- Wine (food)
- Cloth (product)
- Bath (structure)
- Temple (structure)
- Theater (structure)

CITIZEN DISCONTENT

If you fail to satisfy many of your citizens' needs, they will gradually become discontent with your governing and will start protesting. This would interrupt their work, which would result in less resources being gathered and goods being produced and in turn would slow down the entire economy.

If there are many discontented citizens they can start a riot. During such periods of unrest, the angry citizens will try to set the Forum and other buildings on fire. If Prefects are present in the city, they will try to quench the riot. If the Forum is destroyed, you will lose the current mission.

DENARII

Denarii are the main currency in the game. You can gain Denarii in one of five ways.

- Some buildings such as Altars, Temples and Baths will gather proceeds from citizens who visit them. These proceeds come directly to you,
- You can sell resources for Denarii via a Trade Post or a Pier,
- You can tax all citizens from the Forum to gain 10% of their Family Wealth, once for each time you upgrade the Forum,
- You can declare a wealthy family an enemy of the Roman Empire and appropriate their wealth,
- As a reward for completing an objective.

IV. GAME BASICS

Denarii can be spent in several ways:

- *Some buildings require Denarii to be constructed,*
- *You can spend Denarii to upgrade your Forum,*
- *You can spend Denarii to complete constructions instantly using the Rush Construction option,*
- *You can buy resources for Denarii via a Trade Post or a Pier.*

Each house in the city also has an accumulated amount of Denarii called Family Wealth. Citizens who work in a production building gain some Denarii to their Family Wealth every time when they are able to sell a resource they produced. Citizens who work in buildings that do not produce resources receive wages for their work. Denarii from the Family Wealth are spent when a family member fulfills a need.

Families which produce resources that are in greater demand usually become rich, while if a family produces unwanted resources it may not be able to accumulate enough income for the needs of its members. For more information, please refer to the Family Wealth section in the advanced mechanics.

SLAVES

Slaves are vital for the city's economy. Unlike citizens, they don't have a profession. Their sole task is to carry goods and resources from one place to another. Slaves live in Warehouses, Slave Shelters, and the Forum. Additional slaves can be acquired by constructing a Slave Shelter.

A slave's schedule depends on the amount of work in a particular neighborhood as well as on the number of slaves. Should there be too few slaves, the schedule would become unbearable and the slaves might start a riot. To avoid this, make sure that there are always enough slaves in every neighborhood.

The slave schedule of a neighborhood is shown in the information panel of the respective Warehouse (or the Forum). The slave schedules are:

- **Free** • **Relaxed** • **Heavy** • **Exhausting** • **Insane**

Slaves don't have any needs but may riot if pressed to work too hard.

V. ADVANCED MECHANICS

BARBARIANS

Some territories are occupied by barbarian villages. The barbarians can be friendly, neutral or hostile towards your city.

- *Friendly barbarians will not attack your city. If you attack a friendly village it will send a single counter-attack.*
- *Neutral barbarians will not attack your city. If you attack a neutral village it will become hostile towards your city.*
- *Hostile barbarians will constantly send barbarian armies towards your city.*

You can destroy barbarian villages with your army by defeating all barbarian squads defending that village. Some villages will grant you a Warehouse and other buildings when they are destroyed.

SETTLERS

Empty houses are populated by settlers. Typically, you have enough settlers to populate a small city. If there are no settlers available, houses may remain empty, unless there is a School to educate the children, allowing them to become new settlers. Some grand monuments will constantly attract settlers to the city.

Settlers are displayed along the construction resources in the Economy Overview.

FAMILY WEALTH

Every working citizen earns Denarii that are added to his family wealth. Very wealthy families will raise the Prestige Level of their houses. Family members will pay from their family wealth to satisfy their needs. If the family wealth of a house is spent, any angry resident will become a criminal.

You can donate Denarii to the poorest families in the city. This is done through the **Donate Denarii** button in the Information panel of their house.

You can declare a wealthy family to be an enemy of Rome and appropriate all their wealth, expelling them from the city. If you have enough settlers, they will eventually repopulate the vacant house.

V. ADVANCED MECHANICS

CRIME

Angry citizens whose family wealth is depleted will become criminals. A criminal may set a random building on fire. Prefects will try to capture criminals as soon as they see them.

PLAGUE

If the needs for food and hygiene for a certain citizen are not satisfied adequately, he may become sick. Sick citizens could eventually die unless they are treated by an Herbalist. Even if the person does not die, he will be incapable of work until he is cured.

PRESTIGE

As better structures are built, they will increase the prestige of the surrounding area. As the prestige of the area grows, the houses will become more luxurious, effectively increasing the productivity of their inhabitants. The citizens living in prestigious houses will have more refined needs.

Wealthy families will construct more prestigious residences even if there are no prestigious structures around their homes.

Every house has 4 prestige levels: Magalia, Casa, Domus and Villa.

TRADE

You can establish trade relations with various foreign cities. There are two kinds of trade routes - naval and land.

Trade is initiated through the city's Trade Posts and Piers, which allow the exchange of various goods and resources for Denarii. Trade Posts and Piers make respectively land and naval trade routes available.

There are different trade routes available, depending on the location of your city and the time period. You can inspect the available trade routes from the Forum. It is sometimes possible to sell a resource for more Denarii than you buy it for, which allows you to make Denarii from trade.

MILITARY

To ensure that your city does not succumb to the barbarian hordes, you must maintain an army force. To do so you must build certain military structures. The easiest way to create a basic defence is to build Walls. Their Towers will fire arrows at enemy soldiers in range.

Constructing a Barracks, an Archery Range or a Stable provides you with a single military squad of the corresponding type. To send a squad anywhere on the map, place a Standard on the desired location. To do so click on the Deploy Squad button in the squad's garrison buildings.

You can give specific orders to your squads during combat. To do so you must select the squad and click on the corresponding icon in its information panel.

COMBAT

Squads have two important attributes - Soldiers and Morale. Soldiers determine the strength of the squad. If most of the soldiers in a squad are killed the remaining soldiers will flee and the squad will be destroyed. Morale measures the soldiers' motivation and will to fight. When a squad is attacked its morale begins to decrease. If a squad becomes demoralized it will deal less damage against the opponents.

You can change the formation in which a squad fights. This changes the squad's effectiveness against different enemies. The various Roman squads utilize different special formations.

SUPPLY

Military buildings require a constant supply of specific resources. For example the Barracks requires a supply of Cloth and Iron Weapons. If a military building is supplied it will refill its attached squad with new soldiers over time. Squads replenish lost soldiers only when they are stationed in their garrison building.

When a new military building is constructed its garrisoned squad has half its soldiers initially. New soldiers will fill the ranks over time if the garrison is supplied.

V. ADVANCED MECHANICS

ROMAN UNITS



Hastati are melee soldiers trained at the Barracks and equipped with shields and swords. They are strong against barbarian swordsmen, but their poor speed makes them weak against barbarian archers.

- **Block formation** - the Hastati take half damage, but move very slowly
- **Wedge formation** - the Hastati deal double damage against demoralized enemies



The archers, trained at the Archery Range, are a very popular addition to any army. While weak in close combat they can inflict casualties from a distance. They are strong against barbarian axemen, but weak against the mobile barbarian swordsmen.

- **Block formation** - the Archers deal more damage.
- **Line formation** - the Archers fire at longer range and their attacks demoralize the enemies.



Equites, trained at the Stable, are mounted soldiers originating from the upper social classes. They have excellent speed and maneuverability. They can assault and retreat without staying long enough on the battlefield to be threatened by melee units. They're very good for chasing off retreating enemies. They are strong against barbarian archers, but weak against barbarian axemen.

- **Block formation** - the Equites morale recovers faster and they prefer to attack melee units.
- **Flank formation** - the Equites attacks demoralize the enemies and they prefer to attack archers.

BARBARIAN UNITS



Barbarian Axemen: These fierce warriors wield large axes. They are strong against Equites, but vulnerable to Archers. Their attacks deal much damage, but never demoralize the enemies.



Bow Maidens: The barbarian archers are vulnerable to Equites but effective against Hastati. The Bow Maidens have longer range than the male barbarian archers.



The barbarian archers are vulnerable to Equites but effective against Hastati. The attacks of the male barbarian archers demoralize their enemies.



Barbarian Swordsmen: These barbarian warriors are armed with swords. Their high mobility makes them strong against Archers, but they are vulnerable to the well-armoured Hastati. Their fierce spirit gives them especially high morale.



VI. STRUCTURES

ARCH OF TRIUMPH

The Arch of Triumph is a majestic monument that increases the prestige of your city. Throughout history all great governors have built Arches of Triumph to display their grandeur to the world. The Arch also increases the morale of all your soldiers by 40%, making them fight better.

To build your first Arch of Triumph you must have at least 25 houses. You may build a second Arch when you have 50 houses, a third at 75 and so on.

ARCHERY RANGE

Archers are trained in this structure. Each Archery Range can train a single squad of up to 36 soldiers.

A squad of Archers has to be supplied with Cloth and Wooden Weapons.

Archers are not citizens drafted from the population - they live and train at the Archery Range.

ALTAR

Altars are places of worship where citizens make offerings to the deities. Regardless of their stature, every citizen makes use of the altars on a regular basis.

The Altar raises the prestige of all nearby houses. If you have a Philosopher Academy, all Altars may satisfy the greatest need of their visitors in addition to their normal functionality. The chance for this depends on the number of philosophers working at the Academy.

AQUEDUCT

Aqueducts are massive structures that provide water. Some structures, such as Wells, Baths, and Clay Pits, require water in order to function.

Aqueducts can be built only from Aqueduct Reservoirs. To extend a new aqueduct select an Aqueduct Reservoir and click on the Build Aqueduct command button in its information panel. Each new aqueduct reservoir will be closer to the ground than the source reservoir. Thus you can only extend an aqueduct with a limited length, so plan carefully.

BAKERY

The Bakery produces Bread from Flour. Bread is consumed by upper social castes and replaces Flour.

BARRACKS

The Barracks are the structure in which Hastati squads are trained. Each Barracks can train a single squad of up to 36 soldiers.

A Hastati squad has to be supplied with Cloth and Iron Weapons.

Hastati are not citizens drafted from the population - they live and train at the Barracks.

BATH

Public Baths are used for bathing, as well as for socializing and discussing the latest news from Rome. Baths are used by citizens of high status, who prefer them to washing at the well.

BLACKSMITH

The Blacksmith forges Iron Weapons from Iron Ore. Iron Weapons are needed for the recruitment of Hastati and Equites.

BRIDGES

Bridges allow passage over water. You can construct small or large bridges. Both ends of a bridge should be on dry land and its columns should be in water.

BUTCHER SHOP

The Butcher Shop produces Sausages from Meat. Sausages are consumed by upper social castes and replace Meat.

VI. STRUCTURES

CIRCUS MAXIMUS

Circus Maximus is a grand chariot hippodrome and mass entertainment venue. It raises the prestige of the buildings around it and attracts settlers over time.

You can pay with Denarii to arrange a Chariot Race. The spectacle will make all citizens except Masters forget their needs for a while.

You must have an Arch of Triumph to begin the construction of a Circus Maximus.

CLAY PIT

Clay Pits are used to extract Clay. They must be built on suitable ground, near watery areas or an Aqueduct Reservoir.

COLISEUM

The Coliseum is the largest amphitheatre ever built in the Roman Empire. In it, gladiator fights are held on a daily basis. The presence of this structure will greatly increase the prestige of the entire city and will attract additional settlers over time.

You can pay with Denarii to arrange Grand Fights at the Coliseum. The spectacle will make all citizens forget their needs for a while.

You must have a Gladiator School, a Golden Statue and an Arch of Triumph in order to build a Coliseum.

The Coliseum satisfies the need for entertainment of your citizens like a Theater.

FISHERMAN HUT

The Fisherman's Hut is the place where the Fishermen bring their daily catch. It can be built only on a Quay near the water. Fish produced at the Fisherman's Hut acts as a substitute for Meat and Sausages.

FLAX FARM

The Flax Farm grows flax, which is woven into Linen. The Linen is then transported to the Tailor Shop where Cloth is made.

FORUM

The Forum is the central structure in the city. It provides information the amount of Denarii in the treasury, the number of slaves working there and their schedule. In addition the Forum also shows the employment status of all citizens.

The Forum may be upgraded up to level 8 and each upgrade provides new benefits to the city.

(level 1) Starting level. Provides 30 slaves to the city.

(level 2) 2 Altars are built in the Forum (cost: 100 Denarii)

(level 3) 20 additional slaves (cost: 400 Denarii)

(level 4) Grants 100 Denarii to the wealth of each family (cost: 1000 Denarii)

(level 5) 2 Temples are built in the Forum. Allows Temples (cost: 1000 Denarii)

(level 6) Provides a Fountain of Neptune and attracts settlers. Allows Theaters (cost: 2000 Denarii)

(level 7) Provides a single slave to each Villa house (cost: 2000 Denarii)

(level 8) Every construction cost in materials is halved. (cost: 2000 Denarii)

You can tax your citizens once at every Forum level.

You must have at least 10 Magalia houses to upgrade your Forum to level 2, 10 Casas to upgrade it to level 3, 10 Domuses to upgrade it to level 6 and finally 10 Villas to upgrade it to level 8.

The Forum also serves as a Warehouse where slaves live and goods and resources are stored.

You can check the available trade routes from the Forum.

VI. STRUCTURES

FOUNTAIN OF NEPTUNE

The Fountain of Neptune is a monument celebrating the great deity of the seas. This prestigious structure also provides water to the nearby area.

The Golden Statue is a prerequisite for the construction of the Fountain of Neptune.

GARDENS

Gardens make your city more beautiful, granting it a civilized appearance. They allow citizens to rest and socialize.

GLADIATOR SCHOOL

The Gladiator School trains warriors who will fight to the death in the Coliseum for the entertainment of the plebs. The Gladiator School is a prerequisite for the Coliseum.

GOLDEN STATUE

The Golden Statue is an illustrious monument that makes the prestige and prosperity of the city known throughout the entire Empire.

A new Golden Statue is available when the city has 10 casas, 10 domuses or 10 villas. The monument will increase the prestige of nearby houses.

HERBALIST SHOP

The Herbalists heal sick citizens in the Herbalist Shop.

HOUSE

Houses are the homes of the men and women that live in your city. Each house is home to one male and one female citizen, as well as a child if the family is prosperous enough, and eventually a senior citizen.

Depending on the level of prestige, there are 4 different types of houses: the Magalia, the Casa, the Domus and the Villa. As the stature of a house increases, so does the status of the people that live in it. However, as the citizens grow more skilled, they start demanding more luxurious goods and services.

You can declare a wealthy family to be an enemy of the Rome and appropriate all their wealth, expelling them from the city. If you have enough settlers, they will eventually repopulate the vacant house.

MARKETPLACE

The Marketplace supplies the nearby citizens with Bread, Sausages, Fish, and Cloth.

MINE AND QUARRY

Mines and Quarries are resource gathering structures which must be built on a resource deposit. There are four types of resource deposits: Iron Ore, Gold, Marble, and Stone.

OLIVE FARM

The Olive Farm grows olive trees and refines their fruit into Olive Oil.

PHILOSOPHER ACADEMY

The Philosopher Academy is one of the most prestigious structures a city could have. Only experts and masters can work as Philosophers.

Having a Philosopher Academy allows all Altars in the city to satisfy the greatest need of their visitors in addition to their normal functionality. The chance for this depends on the number of philosophers working at the Academy.

PIER

The Pier allows the establishment of naval trade routes.

PIG FARM

The Pig Farm breeds pigs and produces Meat. Meat is made into Sausages in the Butcher's Shop.

VI. STRUCTURES

PREFECTURE

The Prefecture is dedicated to keeping the law and order in the city. Prefects deal with any kind of trouble, including fires, criminals and riots.

ROADS

Roads do not require resources to be built. Roads in prestigious neighborhoods are paved with stone.

When you choose to create a road the mouse cursor will change. Once that happens you can choose the starting point of the road by left-clicking on the terrain. From then on simply move the mouse cursor to the desired location and click again - a road segment will be placed connecting the two locations. You can add more road segments by using the same method. To end the road placing process right-click anywhere on the screen, at which point the cursor will return to its original state.

RESOURCE DEPOT

The Resource Depot stores imported resources. Sometimes it will provide a constant supply of resources to support your economy. Slaves transport these resources to where they are needed. Resource Depots cannot be built.

SCHOOL

The school allows children in its neighborhood to grow into adults and join your pool of settlers.

SLAVE SHELTER

Each Slave Shelter provides additional 20 slaves to the nearest Forum or Warehouse.

STABLES

The Stables are the structure in which Equites squads are trained. Each Stables can train a single squad of up to 24 soldiers.

A squad of Equites has to be supplied with Iron Weapons and Wooden Weapons.

Equites are not citizens drafted from the population - they live and train at the Stables.

STATUES

Statues make your city more beautiful, granting it a civilized appearance.

TAILOR SHOP

The Tailor Shop produces Cloth from Linen which is used by citizens of high status.

TAVERN

Citizens come to eat and drink at the Tavern. The Tavern satisfies the citizens' food needs and offers every type of food and drink available in the city.

Each Tavern can provide you with gossip about the needs of the citizens in the area.

TEMPLE

The Temple offers a place of worship to the citizens living nearby. When the city grows in prestige, the wealthy citizens will not be satisfied by going to an Altar. They will need to go to Temples to pray.

The Temple raises the prestige of all nearby houses. If you have a Philosopher Academy, all Temples will satisfy the greatest need for their visitors in addition to their normal functionality.

Temples are available after the Forum is upgraded to level 5.

TEMPLE OF BACCHUS

The Temple of Bacchus is dedicated to the deity of wine. It comes to no surprise that having his temple in the city makes people forget their worries when drinking wine, satisfying one additional need.

To build a Temple of Bacchus you must have a Vineyard in the city.

The Temple of Bacchus also functions as a standard Temple.

VI. STRUCTURES

TEMPLE OF FORTUNA

Few temples are as inspiring as that of Fortuna - goddess of fortune. A city with such a temple will receive additional Denarii.

In order to build a Temple of Fortuna you must have a Forum upgraded to level 5.

The Temple of Fortuna also functions as a standard Temple.

THEATER

Actors perform various plays in the Theater. Every prosperous city should have Theaters to satisfy the cultural needs of its most prestigious citizens.

Theaters are available when the Forum is upgraded to level 6.

TRADE POST

Trade Posts allow the establishment of overland trade routes with other cities.

VINEYARD

The Vineyard grows grapes and produces Wine for the joy of the wealthy citizens. The Vineyard never sells Wine directly to the citizens. You need to build a Tavern in order for your citizens to consume Wine.

WALLS

Walls protect your settlement from the barbarian tribes. You can extend walls from Wooden and Stone Towers. Once a wall has been completed you can build a gate on it. Gates allow friendly units to pass through the walls but prevent enemies from entering.

There are two types of walls - Wooden and Stone Walls. Wooden Walls are cheaper but Stone Walls are more durable. The Towers of the Walls shoot arrows at the barbarian invaders.

To build a new wall, simply choose the corresponding tower from the build menu and place it on the desired location. You can now extend a wall from that point by placing a second tower. You can stop the construction by right-clicking.

You can also extend a new wall from an existing tower. To do so, simply select the tower and click on the **Build Wall** command button.

WAREHOUSE

Warehouses store goods and resources and provide information about the employment status of all citizens. Each warehouse houses 20 slaves.

Once something is placed in a Warehouse, it can be instantly accessed from every other Warehouse. Unlike other buildings, Warehouses may be constructed far from the city. Build a Warehouse first if you wish to construct buildings far from the city.

The Forum also acts as a Warehouse.

WEAPON SHOP

The Weapon Shop crafts Wooden Weapons from Timber. Wooden Weapons are needed for the recruitment of Archers and Equites.

WELLWELL

Wells are essential for all citizens. Every citizen needs water for basic hygiene and refreshment. Wells provide information how the neighborhood will be affected if the plague strikes.

Wells are also used by Prefects while fighting fires.

WHEAT FARM

Wheat Farms produce Flour which is sent to the Bakery to be made into Bread. Novice citizens require Flour.

WOODCUTTER'S LODGE

The Woodcutter's Lodge gathers Timber. Woodcutters chop down trees in the vicinity of the Lodge.

VII. LIST OF BUILDINGS

LIST OF BUILDINGS

Name	Construction Cost	Rush Construction	Upkeep	Workers	Requires	Production
Arch of Triumph	12 Stone, 6 Marble, 100 Denarii	N/A	N/A	N/A	N/A	N/A
Archery Range	4 Timber, 6 Stone, 6 Clay, 200 Denarii	1000 Denarii	N/A	N/A	Cloth, Wooden Weapons	N/A
Altar	2 Timber, 2 Stone, 100 Denarii	200 Denarii	Stone	N/A	N/A	N/A
Bakery	2 Timber, 4 Clay, 100 Denarii	200 Denarii	Clay	2 (male)	Flour	Bread
Barracks	4 Timber, 6 Stone, 6 Clay, 200 Denarii	1000 Denarii	N/A	N/A	Cloth, Iron Weapons	N/A
Bath	12 Clay, 400 Denarii	N/A	Clay	N/A	N/A	N/A
Blacksmith	2 Timber, 4 Clay, 100 Denarii	200 Denarii	Timber	2 (male)	Iron Ore	Iron Weapon
Bridge Small Bridge Large Bridge	12 Stone, 400 Denarii	N/A	N/A	N/A	N/A	N/A
Butcher Shop	2 Timber, 4 Clay, 100 Denarii	200 Denarii	Clay	2 (male)	Meat	Sausages
Circus Maximus	10 Timber, 60 Stone, 10 Clay, 60 Marble, 1000 Denarii	N/A	N/A	N/A	N/A	N/A
Clay Pit	4 Timber	100 Denarii	Timber	2 (male)	N/A	Clay
Coliseum	40 Timber, 50 Stone, 40 Clay, 50 Marble, 2000 Denarii	N/A	N/A	N/A	N/A	N/A
Fisherman Hut	4 Timber	100 Denarii	Timber	2 (male)	N/A	Fish
Flax Farm	6 Timber	100 Denarii	Timber	3 (female)	N/A	Linen
Fountain of Neptune	30 Stone, 10 Marble, 600 Denarii	N/A	N/A	N/A	N/A	N/A
Garden	2 Timber, 100 Denarii	50 Denarii	N/A	N/A	N/A	N/A
Gladiator School	6 Clay, 2 Marble, 400 Denarii	600 Denarii	Stone	N/A	N/A	N/A
Golden Statue	4 Timber, 4 Marble, 200 Denarii	N/A	N/A	N/A	N/A	N/A
Herbalist Shop	2 Timber, 4 Clay, 100 Denarii	200 Denarii	Timber	3 (female)	N/A	N/A
House Magalla Casa Dortius Villa	2 Timber, 100 Denarii	50 Denarii	Timber Stone Clay Marble	N/A	N/A	N/A
Marketplace	4 Timber	100 Denarii	Timber	4	N/A	N/A
Mine & Quarry Iron Mine Gold Mine Stone Quarry Marble Quarry	4 Timber	100 Denarii	Stone	2 (male)	N/A	Iron Ore Gold Stone Marble
Olive Farm	6 Timber	100 Denarii	Timber	3 (female)	N/A	Olive Oil
Pier	6 Timber	200 Denarii	Timber	1	N/A	N/A
Philosopher Academy	18 Stone, 16 Clay, 16 Marble, 800 Denarii	N/A	Gold	4 (expert or master)	N/A	N/A
Pig Farm	6 Timber	100 Denarii	Timber	3	N/A	Meat
Prefecture	2 Timber, 6 Clay, 100 Denarii	500 Denarii	Clay	4 (male)	N/A	N/A
School	6 Stone, 2 Clay, 100 Denarii	200 Denarii	Stone	1 (male)	N/A	N/A
Slave Shelter	4 Timber, 400 Denarii	200 Denarii	N/A	N/A	N/A	N/A

Stable	4 Timber, 6 Stone, 6 Clay, 200 Denarii	1000 Denarii	N/A	N/A	Iron Weapons, Wooden Weapons	N/A
Statue	50 Denarii	N/A	N/A	N/A	N/A	N/A
Stone Tower	8 Stone, 100 Denarii	N/A	N/A	N/A	N/A	N/A
Tailor Shop	2 Timber, 4 Clay, 100 Denarii	200 Denarii	Clay	2 (female)	Linens	Cloth
Tavern	4 Timber, 4 Clay, 100 Denarii	200 Denarii	Timber	2	N/A	N/A
Temple	12 Stone, 14 Marble, 400 Denarii	200 Denarii	Marble	N/A	N/A	N/A
Temple of Bacchus	20 Timber, 20 Stone, 10 Marble, 400 Denarii	N/A	N/A	N/A	N/A	N/A
Temple of Fortuna	40 Stone, 10 Marble, 400 Denarii	N/A	N/A	N/A	N/A	N/A
Theater	8 Stone, 12 Clay, 16 Marble, 400 Denarii	N/A	Marble	4 (male)	N/A	N/A
Trade Post	6 Timber	200 Denarii	Timber	1	N/A	N/A
Vineyard	6 Timber	100 Denarii	Timber	3 (female)	N/A	Wine
Warehouse	6 Timber, 400 Denarii	N/A	N/A	N/A	N/A	N/A
Weapon Shop	2 Timber, 4 Clay, 100 Denarii	200 Denarii	Timber	2 (male)	Timber	Wooden Weapons
Well	2 Stone	100 Denarii	N/A	N/A	N/A	N/A
Wheat Farm	6 Timber	100 Denarii	Timber	3	N/A	Flour
Woodcutter's Lodge	4 Timber	100 Denarii	Timber	2 (male)	N/A	Timber
Wooden Tower	8 Timber, 100 Denarii	N/A	N/A	N/A	N/A	N/A

VIII. SHORTCUTS

SHORTCUTS

Some of the most useful default shortcuts are:

F1 - Help

F6 - Save

F7 - Load

Esc - Main Menu

H - Place Houses

R - Build Road

[- Next Barracks

] - Previous Barracks

A - Move Squad

P - Pause

Spacebar - Show first Notification

***** - Toggle Time Flow

Home - Select the Forum

End - Select a Warehouse/Cycle through all Warehouses

Tab - Select darkened building

You can define other shortcuts from the Options menu.

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X. NOTES



