

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD  
LANGUAGE



FEAR



SEXUAL  
CONTENT



DRUGS



DISCRIMINATION



GAMBLING



pegionline.eu

For further information visit <http://www.pegi.info> and [pegionline.eu](http://pegionline.eu)

## Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).

# GRAND AGES ROME





## GETTING STARTED

### INSTALLATION

To install the game insert the Grand Ages: Rome DVD-ROM in your DVD-ROM drive. If your computer has AutoPlay enabled it would 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. After the installation is over you may have to restart your computer for the changes on your system to be applied.

During the installation the game will search the computer for the DirectX.9.0c. If this version of DirectX is not present, the game will automatically install it.

### SYSTEM REQUIREMENTS

PC running Windows XP/Vista

Pentium 4 2.5 GHz equivalent

1GB RAM

GeForce 6600 (ATI 9600) or equivalent with 128MB RAM

1GB HDD space

DVD-ROM drive

DirectX 9.0c (included in the game's DVD)

The multiplayer mode requires a connection to the Internet



## TITLE SCREEN

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

From here you can start the basic or battle tutorial, start a new campaign game, start a free build game, a multiplayer game, or load a previously saved game. You can also check the latest news (this feature requires an active internet connection), change the game options, or view the credits.

## GAME MODES

### TUTORIAL

The general tutorial will familiarize you with the camera controls, interface and some of the basic city-building aspects of the game. The tutorial explains about resource gathering, employment, research and mission objectives.

Completing the general tutorial before the battle tutorial is recommended.

### BATTLE TUTORIAL

The battle tutorial demonstrates recruiting, training and controlling an army in battle. You will learn how to capture a milestone, recruit the mounted equestrian squad, and conquer a barbarian village.

### CAMPAIGN

Grand Ages: Rome features a non-linear campaign that encompasses events in the Roman Republic during the 1st century BC. The campaign contains 40 missions. Usually you will have several missions available, and you can choose which mission to play. Not all missions are mandatory - some tell side stories and give additional rewards. At certain points in the story you will have to ally yourself with one side or another. Depending on the choice you've made different missions may become available to you.

You can replay missions you have completed or missions which have been locked by your choices by clicking the "Replay Missions" button in the Campaign Map.





## MISSIONS

Each mission in the campaign has a set of main objectives and a set of bonus objectives. You will win a mission by completing its main objectives. If you complete any of the Bonus objectives before you win the mission, you will receive additional rewards. Completing bonus objectives is optional.

## PATRONS



Your character lives in the time of Caesar, Mark Anthony, Octavian August and many more historical figures. These patrons will set various tasks before him - every mission in the campaign represents one such task. When you complete a mission for any patron, new challenges may become available and in due time your character will be introduced to other important Roman people. Be careful - there are patrons than hate each other and when you become too close with one of them, you will not be able to undertake tasks for the other.

## FREE BUILD

The free build maps set no specific goals before you. They allow you to play at your own pace and build the city of your dreams. Some of the free build maps have specific starting conditions, such as a small pre-constructed city or an abundance of resources.

## MULTIPLAYER

To start a multiplayer game, click on the “multiplayer” button in the main menu. An active internet connection is required for multiplayer games.

## CUSTOM GAME

To create a custom game, join a standard game room and select Map and Game mode. Other players may join your game after you create it. If you define a private game name, other players will have to enter the name in order to join the game.

After you join a custom game, choose a team and click “Ready” - players in the same team may not attack each other and should cooperate to accomplish



their objective. Most game modes allow all players to select the same team and play cooperatively, but in “Last man Standing” there must be at least 2 different teams.

### RATED MATCH

The rated match rooms will automatically pair you with a player and start a competitive one on one game. To play a rated match you have to join an automatch game room and click on the Rated Match button.

### TEAM CITY

When the ‘Team City’ option is activated, players from the same team will have shared control over their city, resources and military squads. The talents and estates of every character in the team will provide their benefits to the city of the team.

Talents that are duplicated across different characters in the same team provide no additional benefits, so it is most beneficial for the team when every participating character has unique talents and estates.

## MULTIPLAYER VICTORY CONDITIONS

***Last Man Standing*** – The objective of this game mode is to defeat all other teams. A player is considered defeated when all outposts controlled by him are destroyed. This game mode can’t be started if there is only one team.

***40.000 Denarii*** – The first team to accumulate a total of 40 000 Denarii will win. If all players choose the same team, they don’t compete with each other but instead try to cooperatively complete the objective in the shortest time possible.

***All Monuments*** – The first team to construct the Coliseum, Circus Maxius, Pantheon, Philosopher Academy, Courthouse and Victory Column wins. Every player in the team may contribute with the construction of any monument. If all players choose the same team, they don’t compete with each other but instead try to cooperatively complete the objective in the shortest time possible.





***Defeat Last Barbarians*** – The team that destroys the last barbarian village on the map wins. Barbarians allied to one of the participants are not counted in this objective. If all players choose the same team, they don't compete with each other but instead try to cooperatively complete the objective in the shortest time possible.

***King of the Hill*** – The teams battle for control of the special point on the map. The team that manages to hold control of the point for 10 minutes wins the game. This game mode is not available on some maps. If all players choose the same team, they don't compete with each other but instead try to cooperatively complete the objective in the shortest time possible.

***All in One*** – This game mode combines all other multiplayer modes. Any team that destroys all enemy outposts, be the first to accumulate 100 000 Denarii, or construct all monuments will win. 'Destroy all barbarians' and 'King of the Hill' victory conditions are also applied on the maps where these game modes are available.

## THE PLAYER CHARACTER

When starting a new campaign, free build map, or multiplayer game, you will be prompted to create or select a player character. Your character will be a member of one of five prominent Roman families - Aemilii, Valerii, Lucii, Flavii, or Julii. Selecting a family is an important choice - take care to read the family descriptions carefully. The player character can be male or female - this is purely an aesthetical choice that doesn't affect his in-game abilities in any way.

This character will develop over time, gaining personal wealth and talent points, and using them to improve his military and city building abilities, as well as the starting resources on every mission.

You can use any previously created character for a free build or multiplayer mission. In the campaign mode only the missions that the selected character reached or completed will be available.



## THE FIVE FAMILIES



The **Aemilii** are born soldiers, not afraid to resort to unpopular actions in time of crisis. Their iron resolve and decisiveness brought them the recognition and loyalty of the militant Equites. Cold-blooded and merciless, the Aemilii always find a way out.

*Motto: The end justifies the means*



The **Valerii** are skillful merchants and control the largest trade network in the Republic. While their contacts are hard to trace through time, a well-placed bribe and favors from distant connections are the main tools for achieving their ends.

*Motto: Throw enough money at a problem and it will go away*



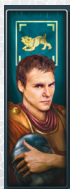
The **Lucii** crafters and workers have the reputation for being able to produce large quantities of any commodity in the shortest time. Their taskmasters make excellent use of slave workforce, often basing major enterprises on slave labor. The abundance of goods and slaves allows the house to accomplish even the hardest of projects with ease.

*Motto: Work hard, seize the rewards*



Sophisticated and refined, the **Flavii** are the ideal young nobles often aspire to. Lavish lifestyle, strong connections, and devotion to knowledge, describe the family quite well. Some prominent family members have taken keen interest in philosophy and history, which has caused many famed scholars to regard the Flavii as their patrons.

*Motto: Knowledge is power*



Holding vast amounts of fertile land, the Julii have helped solve Rome's problems with starvation on several occasions. But the real power of the family is their ability to bend the plebs to their needs. As a rule, a member of the Julii will accomplish his goals with the support of the crowd, cheered by the common people while doing so.

*Motto: Bread and circuses*





## TALENTS AND TALENT POINTS

Your character will gain talent points as rewards for completing campaign missions or achieving multiplayer victories. During the course of his career the player character may gain up to 20 talent points. The level of the character corresponds to the number of talent points gained.

These points may be spent to purchase talents between missions. These talents will grant special advantages to the character during any mission. Talents are organized in three different tabs - the “city” and “military” tabs are available to any character, while the “family” tab is unique for every one of the 5 families.

You can access the talent tabs from the character screen. Please note that you can purchase new talents only between missions.

If you are not happy with the talents you selected previously for your character or just want to try something different, you can spend 10000 Denarii from your personal wealth to redistribute all your talent points.

## CITY TALENTS

NAME	LEVEL	DESCRIPTION
5 Free Buildings	-	The first 5 buildings cost no denarii
5 Instant Buildings	-	The first 5 buildings are built instantly
Builder	1	Double duration of builder camps
Scholar	1	Your city gains 50 research points
Dives	2	You start with 1 000 more denarii
Populares	3	Forum costs no denarii and is built instantly
Vigiles	3	Prefectures put out fires twice as fast
Free Platforms	3	You can build platforms at no cost
Tribune of the Plebs	4	Insulae with high food satisfy: produce 2 more goods
Propraetor	5	Employed plebeians never become criminals
Aedile	6	Plazas and promenades give double entertainment bonus
Praetor Urbanus	8	Courthouse stops all crime (but not riots)
Magister Equitum	9	Outposts act as builder camps
Princeps Senatus	9	Your city gains 300 research points
Pontifex Maximus	9	Every temple gives double Religious satisfaction



## MILITARY TALENTS

NAME	LEVEL	DESCRIPTION
Legio Mobilization	-	Barracks & Military Academies train units twice as fast
Auxillia Mob.	-	Auxillia Quarters and Arenas train units twice as fast
Veterani	1	New squads gain 1 level
Lex Bellum	2	Martial law entertainment level is 20%
Mars' Favor	2	Martial law religion level is 30%
Discipline	3	Double experience from training
Tactics	4	Increase training limit to level 6
Elite Legions	4	New Roman squads gain 2 levels
Elite Auxilla	4	New Auxilla squads gain 2 levels
Extortion	5	Double gains on barbarian village raze
Subjugation	5	Double production in barbarian villages
Reinforcements	7	Military camp heals squads twice as fast
Military Tribune	7	Military camp price is halved
Standartization	9	All squads are level 10 and cannot level up
Evocati	9	Drafted squad is level 10

## AEMILII FAMILY TALENTS

NAME	LEVEL	DESCRIPTION
Cheap Housing	-	Half price in denarii of Equites Houses
Praetor	-	Employed equites never become criminals
Teach from Exp	1	Capturing a barbarian village gives 10 000 experience to nearby allies
Spoils of Conquest	1	Capturing a barbarian village gives 1 000 denarii
Armaments	2	New squads gain 2 levels
Curb the Crowd	3	Less houses are burnt in riots
Academy of War	4	Military Academy is always researched
The Truth About War	4	Military Academy gives double research
The Rush of War	4	Military Academy is built instantly and costs no denarii
Spoils of War	5	Gain 500 denarii when defeating a squad
Tax Farming	6	Taxing gives 50% more denarii
Equestrian Guard	7	The drafted squad is Equestri
Triumph	7	When victorious a squads gains 10 000 experience
Self Maintenance	9	When a squad becomes level 12, it pays back its cost in denarii
Veteran Ferocity	9	Squads above level 12 deal 50% more damage





## VALERII FAMILY TALENTS

NAME	LEVEL	DESCRIPTION
Massilia	-	Trade route to Massilia always available
Goods Market	-	Goods are traded for twice their usual price
Spoils of War	1	Gain 500 denarii when defeating a squad
Reparations	1	Gain 200 denarii when losing a squad
Neapolis	2	Trade route to Neapolis always available
Interest	2	5% interest on your denarii
Materials Market	3	Half buy and sell trade price of materials
Serdica	4	Trade route to Serdica always available
Learn The Hard Way	5	When a squad dies the nearby allies gain 10 000 experience
Triumph	5	When victorious a squads gains 10 000 experience
Price of Knowledge	7	5% of your denarii contribute to research
Draft Secutores	8	Drafted squad is Secutores
Master training	9	Double cost of training without level limit
Inheritance	9	30 minutes into the game you receive 15 000 denarii
Bribery	10	Disband any demoralized enemy squad for 3 000 denarii

## LUCII FAMILY TALENTS

NAME	LEVEL	DESCRIPTION
Brutal Exploitation	-	Slave market requires 3 less slaves
Better Production	-	Farms, mines and logging sheds are built upgraded
Roman Efficiency	1	200 denarii income when in efficiency state
Slave Master	1	200 denarii income when you have more than 30 slaves
Taskmaster	2	Slaves work as well as plebs
Military Experts	2	Training does not cost denarii
Slave Builders	3	If you have more than 30 slaves, build times are decreased by 50%
Upgraded Farms	4	Farms have an additional upgrade when constructed
Upgraded Mines	4	Mines have an additional upgrade when constructed
Upgr. Logging Sheds	4	Logging Sheds have an additional upgrade
Vulcan's Favor	5	Double Blacksmith production bonus
Column of Triumph	7	Increase Victory Column effect to level 12
Dux	9	You can draft two squads instead of one
Trade Contract	9	Gain denarii for excess Wood, Iron, Marble and Stone
Outstanding Prod.	9	Farms, mines and logging sheds have an additional upgrade when constructed

## FLAVII FAMILY TALENTS

NAME	LEVEL	DESCRIPTION
Philosophers' City	-	Gain 5% popularity whenever a research is completed
Subsidies	-	Gain 200 denarii whenever a research is completed
Praefectus Urbanus	1	Employed patricians never become criminals
Educated	2	Schools generate double research
Knowledge is Wealth	3	When not researching, your research points generate denarii
Knowledge is Power	3	When not researching, your research points make your squads more experienced
Golden Knowledge	6	When all researches are completed, you enter Golden Age
Olives Supply	7	Patrician houses do not require olive oil
Clothes Supply	7	Patrician houses do not require clothes
Master training	8	Double cost of training without level limit
Unstoppable Knowl.	9	When all researches are completed, your squads become at least level 12
Undeniable Knowl.	9	When all researches are completed, you gain 10 000 denarii
Praetorian Guard	10	Drafted squad is Praetorians

## JULII FAMILY TALENTS

NAME	LEVEL	DESCRIPTION
Flax Export	-	200 Denarii income when you have 30 or more Linen
Wine Export	-	200 Denarii income when you have 30 or more Wine
Vox Populi	1	Quadruple Insulae placement bonuses
Eureka!	2	200 research points while popular
Victory Parade	2	Gain 10 popularity when one of your squads defeats an enemy
Thespian	3	Theater provides double entertainment
Pax Romana	4	Every monument triggers a golden age
Golden Era	4	Golden age affects 8 buildings
Praetor Peregrinus	5	No crime while popular
Meat for the People	6	Pig farms provide 30% food
Bread for the People	6	Wheat farms provide 30% food
Bacchanalia	7	Festivals are 50% cheaper
Triarii Guard	8	The drafted squad is Triarii
Motivation	9	Double experience while popular
Quaestor	9	Gain 50 Denarii as long as you are popular





## ESTATES AND PERSONAL WEALTH

Your character can own up to 5 different estates. These estates provide additional resources in any mission this character undertakes.

To purchase an estate, the player character must spend Denarii from its personal wealth. The player may earn personal wealth as a reward for campaign missions and bonus objectives. He also gains 1000 Denarii personal wealth for every multiplayer victory.

New estates become available for purchase as the campaign progresses. Additional estates may be unlocked as a reward for completing bonus objectives or earning victories in multiplayer.

You can sell estates for 25% of their original price. You may want to sell when you already own 5 estates but wish to purchase another estate.

Aleria Iron Mines	+5 Iron	1 000
Iron Mines of Dalmatia	+10 Iron	2 000
Athens Iron Mines	+15 Iron	5 000
Iron Mines of Las Medulas	+30 Iron	10 000
Cabrera Quarries	+10 Stone +5 Marble	1 000
Gaeta Quarries	+15 Marble	2 000
Quarries in Britannia	+10 Stone +10 Marble	2 500
Quarries of Thessaly	+40 Stone	5 000
Quarries of Singidunum	+30 Stone +30 Marble	5 000
Caralis Logging Camps	+10 Wood	500
Corduba Saw Mills	+20 Wood	2 000
Segobriga Logging Camps	+30 Wood	4 000
Forests of Lusitania	+40 Wood	8 000
Markets in Narbo	+6 Goods	1 000
Markets in Capua	+10 Goods	2 000
Markets in Campania	+15 Goods	4 000
Markets in Carthage	+20 Goods	8 000
Markets in Rome	+30 Goods	15 000
Aeolian Slave Markets	+10 Slaves	1 500
Herculaneum Slave Markets	+20 Slaves	4 000
Gergovia Slave Markets	+25 Slaves	5 000

Slave Markets in Alesia	+35 Slaves	8 000
Legio VIII	+15 Recruits	1 000
Legio V	+20 Recruits	2 000
Legio XVI	+30 Recruits	4 000
Legio XIII	+40 Recruits	8 000
Apulian Wheat Farms	+5 Wheat	500
Apulian Pig Farms	+5 Meat	500
Farms in Etruria	+5 Wheat +5 Meat	1 000
Farms in Thessalonika	+5 Olive Oil +10 Wine	1 500
Farms in Sardinia	+15 Linen	2 000
Farms in Limonium	+15 Wheat +10 Linen	3 000
Farms in Memphis	+15 Olive Oil +15 Wine	4 000
Villa in Pompeii	+35 Wine	5 000
Fields of Sparta	+40 Olive Oil	5 000
Fields of Mediolanum	+30 Wheat +30 Wine	7 000
Ports of Genoa	+15 Clothes +5 Bricks	3 000
Brundisium Docks	+15 Bread +15 Sausages	3 000
Utica Docks	+20 Flour +20 Iron Ore	5 000
Ports of Apollonia	+30 Marble +30 Bricks	7 000

## INTERFACE



### BUILD MENU

All structures, platforms and decorations are built through the build menu. The Build Menu is accessed by right-clicking anywhere on the screen. The menu is composed of several basic categories. Selecting a building category opens a sub-menu containing all structures of that category.

### CITY OVERVIEW

The City Overview is a top-down view of the whole map. It is especially useful for locating resource deposits, inspecting the overlays highlighting various problems in the city and quickly jumping to distant points on the map. To enter City Overview mode press space bar or zoom out as far as possible with the mouse wheel. To exit City Overview mode press space bar again or zoom in with the mouse wheel.





## NOTIFICATIONS

Notifications are displayed in the upper part of the screen. They provide information about threats as well as the latest developments in the city. Left clicking on the notification icon will take you to the spot of the event or provide detailed information about it. Right clicking dismisses the notification. If the notification icon is ignored for a certain period of time it may disappear.

## INFORMATION BUTTONS AND OVERLAYS

Clicking on the top information bar activates the Information Buttons. Each of these buttons provides useful information about different aspects of your city.



**Character** – Clicking this button opens the Character Screen, allowing access to Talents and Estates.

**Houses** – The number of houses built in the city. Clicking activates the Houses overlay, colorizing houses in the city according to the castes that live in the houses.

**Food** – The average Food satisfaction in the whole city is displayed on the button. Clicking activates the Food Overlay, colorizing houses in the city according to their food satisfaction.

**Entertainment** – The average Entertainment satisfaction in the whole city is displayed on the button. Clicking activates the Entertainment Overlay, colorizing houses in the city according to their entertainment satisfaction.

**Religion** – The average Religion satisfaction in the whole city is displayed on the button. Clicking activates the Religion Overlay, colorizing houses in the city according to their religion satisfaction.

**Employment** – Displays the percentage of employed citizens. Clicking activates the Employment Overlay, highlighting unemployed citizens and stopped workplaces.

**Hygiene** – Displays the hygiene percentage for the whole city. Clicking activates the Hygiene Overlay, highlighting problematic houses without access to Fountains or Herbalists.

**Crime** – Displays the crime percentage for the whole city. Clicking activates the Crime overlay, highlighting houses that are likely to spawn criminals.

## RESOURCE CATEGORIES

Clicking on the resource categories on the bar at the bottom of the screen displays different sets of flow resources. The game will also automatically change the displayed resource category when appropriate. The current quantity of any resource is visualized on the corresponding button. Clicking on a resource button activates an overlay highlighting the producers and consumers of this resource.

**Materials** - Wood, Bricks, Stone, Marble, Iron

**Food** - Meat, Sausages, Wheat, Flour, Bread

**Other** - Wine, Olive Oil, Linen, Clothes, Goods, Slaves

## CHARACTER SCREEN

The character screen may be accessed from the campaign map or from the character information button, activated after clicking on the top information bar. It provides access to the character talents and estates.

To purchase an available talent you just have to click on it and spend a talent point. To purchase or sell an estate select it and then click on the Buy or Sell button, or just double click on the estate icon. Make sure that you have enough personal wealth when purchasing an Estate. You cannot distribute talent points or buy and sell estates during missions.





## RESEARCH SCREEN

This window offers information about the total number of research points generated by your city, the research goals, and the remaining time for the current research.

The research goals are arranged in three different tabs - Architecture, Technology and Warfare. To set a research goal you have to click on its icon. Several research goals may be set in a research queue - the next research will automatically start when the previous is completed. To remove a research goal from the queue you have to right click on it.

## MILITARY CONTROLS

You can select your squads simply by clicking on them or by clicking on their icons in the Squads category in the Resource Bar at the bottom of the screen. To group several squads hold the Ctrl key and press a number from 0 to 9. Pressing the number button will select the group assigned to it.

You can give move and/or attack orders to a selected squad from the Move and Attack buttons in the squad's Info Panel. Alternatively you can right-click on empty ground to give a selected squad the Move order. Right-clicking on an enemy gives the Attack order.

## KEYBOARD SHORTCUTS

Most common actions in the game have customizable keyboard shortcuts. Some of the most useful default shortcuts are:

F1	-	Help
F2	-	Character screen
F3	-	Housing overlay
F4	-	Research screen
F5 - F10	-	City overlays



Home	-	Center camera on starting position
Alt	-	Cycle camera through your Outposts
Tab	-	Cycle camera through darkened buildings
A	-	Issue attack order (squads only)
M	-	Issue move order (squads only)
T	-	Issue train/stop training order (squads only)
X	-	Issue special attack order (squads only)
Ctrl + S	-	Quick save
Ctrl + L	-	Quick load

## GAME MECHANICS

### BUILDING PROCESS

The construction of each building costs Denarii and requires a certain amount of time. During this time a building consumes many building materials (more than its upkeep).

If you have a lot of excess construction materials you can order the simultaneous construction of several buildings.

The Builder Camp is a special building that accelerates the building speed of all constructions within its radius.

Most constructions require a friendly building nearby. If there are enemy buildings in the area, construction will be forbidden. Some buildings have special construction requirements and may be placed only over a resource deposit.

The Outpost is a special building that can be constructed far from the city in order to start a new colony. The construction of an Outpost requires a friendly military squad nearby.





## HOW CAN I GAIN DENARII?

Temples generate Denarii over time based on different aspects of your city. For example the Temple of Saturn generates Denarii for each house in its area affected by the religious satisfaction of each house. Place several different Temples in the same neighborhood for greater effect.

Developing a strong industry and exporting resources through Trade Posts and Ports can be very profitable. You will need to capture Milestones in order to secure profitable land trade routes. New trade routes for Ports are discovered using the “Seek New Trade Route” action. It is possible to buy a resource from a cheap trade route and sell it at a higher price through another trade route.

Finally you can use the Tax action in the forum to gain Denarii based on the number of houses in your city. Doing so will lower your popularity. You can also raze barbarian settlements for Denarii.

## NEEDS

All your citizens need Food, Entertainment and Religion. The satisfaction of each of those needs is calculated individually for each house and may vary from 0% (the need is not satisfied at all) to 100% (the need is satisfied at the best possible level). The average need satisfaction for the whole city is calculated based on the need satisfaction of individual houses.

Many of your buildings will provide need satisfaction to all houses in their areas of effect. They also provide satisfaction to a lesser extent to all houses that are just outside their areas of effect.

The effects of several different buildings that satisfy the same need stack, but the effects of buildings from the same type do not.

Extremely low and extremely high need satisfaction will affect your city and trigger different City States. Needs also affect crime and popularity.



## INCREASING YOUR POPULARITY

You can increase your Popularity in several ways. Placing buildings will sometimes grant a popularity bonus if certain conditions are met (see Placement Bonuses). You can spend Denarii in some Temples to host a Festival, which will increase your Popularity.

Having high average Food and Entertainment satisfaction will gradually increase your Popularity to a given cap. The cap is based on the average Food satisfaction of your city, while the rate at which you gain Popularity is based on the average Entertainment satisfaction of your city.

Keep in mind that if the average Food satisfaction of your city is low, your Popularity will fall with time. If your Popularity reaches 0 a riot will start in your city.

## CITIZEN CASTES

### PLEBS

Plebs are the general body of landowners in Ancient Rome. They live in Insulae and may work in most of the basic buildings in a small city. As long as their need for Food is well satisfied they will not generate crime. Plebeian Insulae with high food satisfaction will produce Goods required by the more advanced Equites caste.

### EQUITES

Equites, also known as Equestrians, are members of the Equestrian Order, the military elite of ancient Rome. They can staff many buildings in the city, especially those related to military matters, and generally perform better than Plebs as workers. Equites require Goods and will not become criminals while their needs for Food and Entertainment are well satisfied. They will provide Soldiers for the army when their Entertainment satisfaction is high.

### PATRICIANS

Patricians, living in Patrician Villas, are the highest social class in your city. They are required by most prestigious buildings in the city and are generally





better than other castes at the jobs they do. They also pay higher taxes than other castes, especially if their Religion need is well satisfied. They have very high living standards and will be unhappy unless all their needs are well satisfied.

## SLAVES

Slaves are menial workers supplied by the slave markets. They can fill the most basic jobs, but usually perform worse than citizens at their workplaces. The upside is that you never have to worry about satisfying their needs and that a single slave market may provide the workforce for many buildings.

## WORKFORCE AND EMPLOYMENT

Every workplace requires workers from a specific Caste to function. Every house - Insula, Equite House, or Patrician Villa supplies workers to exactly one workplace. Slave Markets will provide slave labor to all workplaces in their radius.

Many workplaces may use workers from two different castes - in this case usually the more elite caste performs better at their job, so it is beneficial to change the workers to the more efficient caste when you can afford to do so.

If you manually stop a workplace, it will free the workers so they can be used by other workplaces. If you manually start a workplace, it will seek out workers in its radius, and will even stop another operational building if there are no unemployed workers in the area.

## SLAVES

The Slaves flow resource allows you to build Slave Markets and other buildings. Each Slave Market can supply all buildings in its area with slaves. This means that all buildings in the area of a slave market can be switched to the "Slaves" work mode. This way you can build outposts away from your main city without worrying about the needs of your citizens in the new outpost.



Positioning your Slave Markets well is very important. During placement, try to include as many resource deposits and fields as possible, in the radius of the Slave Market.

You can gain additional Slaves from trade or by Razing barbarian villages.

## FLOW RESOURCES

Most resources in the game, like Wood, Wheat, or Goods, are Flow resources. This means that they are represented in the game as the total of their production and consumption. Produces raise the quantity of a given Flow Resource, while consumers lower it

For example, you have 5 Wood available this means that your Wood production is higher than your Consumption with 5. If the consumption becomes higher than production the flow resource becomes negative - this situation may trigger negative city states or cause some workplaces to stop because of a shortage of their consumed resource.

### MATERIALS

Holz  
Stein  
Ziegel  
Marmor  
Eisen

### FOOD

Fleisch  
Würste  
Weizen  
Mehl  
Brot  
Wein

### OTHER

Olivenöl  
Leinen  
Stoffe  
Güter  
Sklaven

## AREA RESOURCES

Area Resources, like Water or Tools, do not have quantities, but instead are present or absent on certain points on the map. A single producer of an Area resource will supply all consumers within its radius as long as it remains operational.

### LIST OF AREA RESOURCES

Water, Tools, Weapons, Planks, Horses, Leather





## CITY STATES

City States represent specific changes to the rules of the game that are triggered when certain conditions are met. These states may be beneficial or harmful to your efforts - some City States are desirable and others are not.

Every City State has a specific enter condition, effect and exit condition. The City State triggers when the entry condition is satisfied and continues until the exit condition is met. The effect of the City State is active for the duration of the City State.

## LIST OF ALL CITY STATES IN THE GAME

NAME	START	EFFECT	END
ABUNDANCE	The average food satisfaction is excellent.	Plebeian houses cost no Denarii.	The average food satisfaction drops below 70%.
BUILDING FRENZY	Several buildings were completed in close succession.	Buildings are constructed three times faster.	Three minutes have elapsed.
EFFICIENCY	There are no unemployed citizens or stopped buildings in your city.	Upgrade costs in Denarii are halved.	There are either unemployed citizens or stopped workplaces.
EUPHORIA	The average entertainment satisfaction of your city is over 70%.	Popularity increases twice as fast.	The average entertainment satisfaction drops below 65%.
GOLDEN AGE	The first monument is constructed.	Building costs in denarii are halved.	4 buildings are constructed.
ANCIENT	You have played for more than 30 minutes after the forum is built.	Research is made easier.	Does not end.
POPULAR	Your popularity is above 90%.	The morale of your troops is higher.	Popularity drops below 80%.
MARTIAL LAW	Activate through the Forum.	Religion and Entertainment are maintained at fixed levels. There are no riots in the city.	Deactivate through the Forum.



NAME	START	EFFECT	END
BLESSING OF JUPITER	Build 3 temples of Jupiter. A blessing state can only occur once in your city.	No crime events will occur near temples of Jupiter.	A Temple of Jupiter is destroyed.
BLESSING OF VESTA	Build 3 temples of Vesta. A blessing state can only occur once in your city.	A Plague outbreak cannot occur in your city.	A Temple of Vesta is destroyed.
BLESSING OF SATURN	Build 3 temples of Saturn. A blessing state can only occur once in your city.	Temples of Saturn generate double proceeds in Denarii.	A Temple of Saturn is destroyed.
BLESSING OF MARS	Build 3 temples of Mars. A blessing state can only occur once in your city.	Newly trained military squads start one level higher than normal.	A temple of Mars is destroyed.
WORKER TOWN	Only plebeians live in the city.	Cost of Builder Camps is halved.	Entry condition is violated.
TRIUMPH	3 enemy squads are defeated in close succession	Units gain double experience	You lose a military squad
FAMINE	The average food satisfaction of the city is too low.	Newly constructed houses are not populated.	Raise the average food satisfaction above 25%.
STAGNATION	Lack of a building material.	The construction times for all buildings are tripled.	All building materials above zero.
UNEMPLOYMENT	Too many citizens need work.	Random unemployed houses are deserted.	Employment is above 55%.
GOODS SHORTAGE	Lack of Goods.	Equite houses are becoming deserted because of lack of Goods.	Goods above zero.
LUXURIES SHORTAGE	Lack of Olive Oil or Clothes.	Patrician villas are becoming deserted because of lack of Olive Oil or Clothes.	Olive Oil and Clothes above zero.
PLAGUE	Low hygiene - too few fountains and herbalists in residential areas.	There is a plague outbreak in the city. Houses near the infected area will become deserted, unless there is a herbalist to save them.	The outbreak will pass in time.
LOW ENTERTAINMENT	Your entertainment satisfaction is too low	You cannot perform most actions that will reduce your popularity.	Raise the average entertainment satisfaction above 30%.
BANKRUPTCY	Your Denarii account has become negative.	If you do not increase the assets of your Denarii account to 1000 Denarii within the time limit, all will be over for you, Governor.	You gain at least 1000 Denarii.





NAME	START	EFFECT	END
RIOT	There is too much crime in the city or your popularity is 0%.	An angry mob starts setting your buildings on fire.	The mob disperses after setting 5 buildings on fire.
SLAVE RIOT	The Slaves resource is negative.	The rioting slaves will destroy Slave Markets or an Arena every 30 sec.	Entry condition is violated.
UNDERSUPPLIED	Not enough soldiers.	All your squads are demoralized.	There are enough soldiers in the city.

## HYGIENE AND THE PLAGUE

The hygiene of all houses in your city contributes to the city hygiene rating. If you have houses that are not covered by fountains or herbalists you will soon start receiving warnings that an outbreak of the Plague may start in your city.

Fountains will greatly reduce the chance of Plague outbreaks in your city. While they alone cannot prevent the plague, they will greatly slow the time hygiene risks grow high enough for your city to contract the Plague.

Herbalist shops will further raise the hygiene of your city and will also try to cure nearby infected houses when a Plague starts. If a neighborhood has both an operating fountain and herbalist, it will be as safe from the Plague as possible.

If an outbreak of the Plague starts in your city, houses will start becoming deserted for at least 2 minutes. Occasionally, your herbalists will manage to save the infected houses, but it will still be very hard to recover the former glory of your city. You should try to avoid plagues in your city at all costs.

## TRADE

### LAND TRADE

In order to begin a land trade, you will need a trade post and milestones under your control. To take control over a milestone, you need to move an army close to it and it will automatically become its new owner. If you click on a Milestone under your control, you will see the cities to which you now have open trade routes.



After you have control of a milestone, you can construct a Trade Post and initiate the 'Start trade' command from the Trade Post info panel. This will open the trade interface, where you can select the resource you want to trade and see all available trade routes for that resource.

## NAVAL TRADE

Naval trade is similar to land trade, but instead of taking control of milestones to open trade routes, you can do that with a command from your ports. Every time you click on that button, a 60s timer will start. When the timer expires, you will have two new cities available for naval trade. The currently active trades will never be reset when you seek new trade routes. If you have a lighthouse, the "seek new trade routes" command will open three cities, instead of two.

## CRIME

If you neglect the needs of the population, you will soon have problems with crime in your city. Houses in which the citizens are unemployed are more likely to have high crime risks and you will have to increase their needs more.

As a rule, employed houses require one or more needs to be at least 10% satisfied. Unemployed houses require 30% need satisfaction in the same needs.

The plebs will become criminals based on their food satisfaction. Equites need food and entertainment in order not to become criminals, while for patrician villas you will need to pay attention to all the needs - the rich neighborhoods attract a lot of crime, unless all of the needs of their residents are attended.

If a house has problems with crime, a criminal may emerge from the house and set a building on fire. When there are several houses with high crime in a neighborhood, a riot may occur.

## WHY ARE MY BUILDINGS ON FIRE?

The most common cause of fires in your city is Crime. Crime appears in the city when the needs of the citizens are not satisfied. Plebs will become criminals if





their Food Satisfaction is below 30% if they are unemployed; or below 10% if they are employed. Equites will become criminals if their Food or Entertainment Satisfaction is low. Patricians will become criminals if any of their three needs is low.

Workplaces without workers and empty houses will also burn down if they remain deserted for too long. Such buildings are colored darkly.

Keep in mind that fire will spread to buildings next to the burning building when it burns down. You can demolish it to prevent this, but this will lower your popularity

The Prefecture will put out fires in its area of effect. If there are many fires in the area, the prefects won't be able to put out all of them.

## POPULARITY

Popularity is a measure of your relations with the populace. Placing buildings efficiently and having high food and entertainment will result in you having a high population. Popularity will also be lost by demolishing buildings or other unpopular action like taxation, drafting and losing in battle.

When placing buildings, you will often notice a gold-colored text describing what the conditions which will trigger a popularity bonus are. When the conditions are met, the text will turn bright yellow and will inform you how much popularity you will gain if you place the building there.

Another way of attaining popularity is by having high food and entertainment satisfaction thorough your city. The higher your food satisfaction is the higher maximum popularity you can have. If you exceed this maximum your popularity will decline until that value is reached. The entertainment satisfaction of your city determines how fast your popularity will grow if you are under the current maximum value.



## RESEARCH

Some buildings in the game will provide your city with research points you can use to discover different research goals. You can view the research points your city currently generates in the number in the research overlay button. If you click this button, you will open the Research screen where you can set your current research goal. All goals are divided in three tabs - Architecture, Technology and Warfare.

The Architecture tab contains different advanced building that you can construct only after researching the respective goal.

If you research goals from the Technology tab, different upgrades will become available for purchase in your mines, farms or woodcutters.

The goals in the Warfare tab unlock advanced units and military buildings.

## ARCHITECTURE

Prefecture	You can construct Prefectures
Herbalist shop	You can construct Herbalist shops
Temple of Vesta	You can construct Temples dedicated to Vesta
Blacksmith	You can construct Blacksmith Shops
Temple of Mars	You can construct Temple of Mars
Library	You can construct Libraries
Artisans market	You can construct Artisan Markets
Baths	You can construct Roman Baths
Temple of Jupiter	You can construct Temples dedicated to Jupiter
Philosophers academy	You can construct a Philosopher Academy. Only one Philosopher Academy can be built.
Courthouse	You can construct a Courthouse. Only one Courthouse can be built
Pantheon	You can construct a Pantheon. Only one Pantheon can be built.





## TECHNOLOGY

Irrigation	Upgrade for farms
Selective cutting	Upgrade for logging sheds
Opencast mining	Upgrade for mines and quarries
Fertilizer	Upgrade for farms
Full-tree logging	Upgrade for logging sheds
Metal separation	Upgrade for mines and quarries
Heavy plough	Upgrade for farms
Felling axes	Upgrade for logging sheds
Deep-vein mining	Upgrade for mines and quarries

## WARFARE

Stone walls	Your defense towers become stronger and their firing range is extended.
Military Academy	You can construct Military Academy
Celtic Auxilia	You can construct Celtic Auxilia
German Auxilia	You can construct German Auxilia
African Auxilia	You can construct the African Auxilia.
Siege workshop	You can construct Siege Workshop
Shipyards	You can construct Shipyards
Secutores	You can recruit Secutores
Praetorian Guard	You can recruit Praetorian Guards

## PLACEMENT BONUSES

Placing buildings will sometimes grant a popularity bonus. For example if you place an Insula next to another Insula you will get a popularity bonus. Buildings become yellow during placement if it will grant a popularity bonus at the current spot. During placement, the Info Panel of the building gives tips on how to gain a placement bonus.



BUILDING	CONDITION	POPULARITY BONUS
Brickworks	Near a natural water basin	1
Equite house	Near a Patrician Villa	2
Plant farms*	Supplied with Water	2
Arena	Affects more than 10 houses	3
Inn	Affects more than 5 Patrician Villas	3
Insula	Next to another Insula	1**
Monuments	No condition	10
Patrician Villa	Placed on Platform	2
Pig farm	Near a Wheat farm	2
Prefecture	Affects more than 5 houses	2
School	Placed on Platform	2
Farmers Market	Affects more than 5 Insulae	3
Tavern	Affects more than 5 Equite houses	3
Temples	Affects more than 5 houses	3
Theater	Affects more than 10 houses	3
Logging shed	Near many trees	2

\* - Wheat, Grape, Olive and Flax farms;

\*\* - If you have the Vox Populi talent, the popularity bonus is 4

## BUILDINGS

### WORK MODES AND UPGRADES

You can change the work mode of some buildings between two alternatives. The different modes require workers from different castes. For example the Butchery and Bakery can work either on Plebs or on Equites. Changing affects the production of the building. The Bakery and the Butchery provide more Food Satisfaction if they are staffed by Equites.

You can increase the production of Mines, Farms and Logging Sheds by upgrading them. To do this you must first research the upgrade. You can upgrade a building up to three times, if you have researched the necessary technologies, but each consecutive upgrade will cost more Denarii.







## BASIC

### INSULA

The Insula is a large apartment complex where the plebs dwells. Each workplace that has the plebs as available workforce can be staffed by the residents of one Insula

Like all other housing types, the Insula has Food, Religion and Entertainment needs. The most important need for the Plebs is the Food satisfaction - if the Food satisfaction of an insula is above 50%, skillful artisans will move in, producing 3 units of goods.

If two Insulae are snapped to each other the upkeep of both Insulae will be lowered.

If the inhabitants move to another city the Insula will be deserted. Insulae can be repopulated for 50 denarii.

Building costs: 100 Denarii, 4 Bricks, 4 Wood

Upkeep: 2 Bricks, 2 Wood



### EQUITE HOUSE

Equite houses are apartment complexes where Equites live. Each workplace that has Equites as available workforce can be staffed by the residents of one Equite house. In order for equites to move in a house there should be at least 2 units of goods available in the city. If not enough goods are supplied, the house will be deserted.

Like all other housing types, Equite houses have food, religious and entertainment needs. If the food and entertainment satisfaction of a house is over 50%, the inhabitants of the house will pay more taxes.

If the inhabitants move to another city the Equite house will be deserted. Equite houses can be repopulated for 50 denarii.

Building costs: 200 Denarii, 5 Stone

Upkeep: 1 Stone

Consumption: 2 Goods

### PATRICIAN VILLA

A Patrician Villa is a symbol of the Roman culture and the lavish lifestyle patricians led. Each workplace that has Patricians as available workforce can be staffed by the residents of one Patrician Villa. In order for Patricians to move into a villa in your city, there should be 2 units of Olive Oil and 2 units of Clothes available in the city. If there are not enough resources the villa will be deserted.

Like all other housing types, the Patricians villa has food, religious and entertainment needs. If all needs of the villa are above 50%, the patricians living in the villa will give three times higher yields when taxed.

If the inhabitants move to another city the Patrician Villa will be deserted. Patrician Villas can be repopulated for 50 denarii.

Building costs: 400 Denarii, 10 Marble

Upkeep: 2 Marble

Consumption: 2 Olive Oil, 2 Clothes





## FOUNTAINS

Fountains improve the health and hygiene of nearby neighborhoods. In order to work, fountains must be supplied with water by an aqueduct reservoir or a natural water basin.

The chances of a Plague infestation in the city are much smaller if all neighborhoods have operating fountains.

Building costs: 300 Denarii

Consumption: Water

## AQUEDUCT

Aqueducts are artificial canals used for the transportation of water. The water is stored in aqueduct reservoirs which supply all buildings in their radius with the Water area resource.

An aqueduct can only be started from a natural spring and can be extended as far as the terrain permits. An aqueduct reservoir is placed on each extension.

Farms will have increased production if they are supplied with water from an aqueduct.

Building costs: 100 Denarii

## PLATFORM

Platforms provide even ground for structures to be built. Placement problems arising from uneven terrain can usually be solved by the clever use of platforms.

Many public buildings will look even more imposing when built on platforms, giving popularity boosts on placement.

Platforms are a good tool to make your city more aesthetically appealing.

Building costs: 1 Denarii



## BUILDER CAMP

Builder Camps are temporary shelters for construction workers and architects. They decrease the build time of nearby buildings by 50%. Several Builder Camps may stack, but the cumulative effect cannot exceed 80%.

After the lifetime of a builder camp ends, it will be automatically demolished.

Building costs: 200 Denarii

## OUTPOST

The Outpost is an outlying settlement where civic and military production is stored. The Outpost is the starting point of all new colonies.

Outposts can also allow for an expansion of existing colonies since they do not require other buildings around them in order to be built. Because of their importance, outposts cannot be demolished.

In times of need, a squad of Hastati can be drafted from an Outpost, but this action will reduce your popularity by 10 percent. A new squad can be drafted only if there are no other drafted squads in the city. A new squad can not be drafted until the last drafted squad is destroyed.

Building costs: 500 Denarii, 15 Bricks, 10 Wood

Upkeep: 3 Bricks, 2 Wood

## BRIDGE

You can build bridges to reach hitherto inaccessible places. Bridges can only be built on special locations near river banks.

Building costs: 200 Denarii, 5 Stone





## PRODUCTION

### LOGGING SHED

Wood, provided by a Logging Shed, is the most common building resource. It is used for most basic buildings like mines and farms.

The Logging Shed can only be placed near groups of trees in order to operate. The more trees there are, the higher the production of the Logging Shed will be. As it takes some time to re-grow the trees, the woodcutters cut down, it is not advisable to place many Logging Sheds to operate on the same trees.

The Logging Shed has two available workforces - Plebs and Slaves. The Slaves work mode will have lower production, as all other buildings using that workforce.

The Logging Shed can be upgraded when the Selective cutting, Full tree logging or Felling axes goals from the Technology tab are researched.

Building costs: 100 Denarii

With Plebs workforce:

Production: 30 Wood

With Slaves workforce:

Production: 25 Wood

Upgrades:

Level 2: Cost 250, bonus 5 Wood

Level 3: Cost 1000, bonus 10 Wood

Level 4: Cost 2000, bonus 15 Wood

### BRICKWORKS

Bricks, produced in the Brickworks, are a common building material. Most buildings require them for construction and Upkeep. In order for the Brickworks to work, it must be supplied with Water by an Aqueduct or a natural water basin.

Two workforces can operate in the brickworks - Plebs and Slaves. The building will produce less bricks when in Slaves mode.



The Brickworks will have higher production if it is supplied with Tools by a Blacksmith.

If the Brickworks is placed near a natural water basin, it will give a popularity bonus on placement.

Building costs: 10 Wood

Upkeep: 2 Wood

Consumption: Water

With Plebs workforce:

Production: 20 Bricks

With Slaves workforce:

Production: 15 Bricks

## STONE QUARRY

Stone, provided by the Stone Quarry is a building material. It is used for most military buildings. The Stone quarry can only be placed on a Stone Deposit.

As all Mines and Quarries, the Stone quarry has two possible workforces - Plebs and Slaves. The Slave work mode will have slightly decreased production.

All Mines and Quarries will receive bonus production when they are supplied with Tools by a Blacksmith.

Quarries can be upgraded when the Opencast mining, Metal separation or Deep-vein mining goals from the Technology tab are researched.

Building costs: 50 Denarii, 2 Wood

Upkeep: 1 Wood

With Plebs workforce:

Production: 20 Stone

With Slaves workforce:

Production: 15 Stone

Upgrades:

Level 2: Cost 250, bonus 10 Stone





Level 3: Cost 1000, bonus 10 Stone

Level 4: Cost 2000, bonus 15 Stone

### MARBLE QUARRY

Marble, provided by the Marble Quarry is a building material. It is used for advanced Public buildings and monuments. The Marble quarry can only be placed on a Marble Deposit.

As all Mines and quarries, the Marble quarry has two possible workforces - Plebs and Slaves. The Slave work mode will have slightly decreased production.

All Mines and Quarries will receive bonus production when they are supplied with Tools by a Blacksmith.

Quarries can be upgraded when the Opencast mining, Metal separation or Deep-vein mining goals from the Technology tab are researched.

Building costs: 50 Denarii, 10 Wood

Upkeep: 2 Wood

With Plebs workforce:

Production: 15 Marble

With Slaves workforce:

Production: 10 Marble

Upgrades:

Level 2: Cost 250, bonus 10 Marble

Level 3: Cost 1000, bonus 10 Marble

Level 4: Cost 2000, bonus 10 Marble

### GOLD MINE

Unlike other mines, the Gold mine does not supply you with a resource, but gives you Denarii per minute.

As all mines and quarries, the Gold mine has two possible workforces - Plebs and Slaves. The Slave work mode will give less Denarii per minute.



All Mines and Quarries will receive bonus production when they are supplied with Tools by a Blacksmith.

Mines can be upgraded when the Opencast mining, Metal separation or Deep-vein mining are researched from the Technology tab.

Building costs: 15 Wood

Upkeep: 3 Wood

With Plebs workforce:

Production: 200 Denarii

With Slaves workforce:

Production: 150 Denarii

Upgrades:

Level 2: Cost 250, bonus 50 Denarii

Level 3: Cost 1000, bonus 50 Denarii

Level 4: Cost 2000, bonus 100 Denarii

## IRON MINE

Iron, provided by the Iron mine, is used for making weapons and as an upkeep cost for military squads. The Iron mine can only be placed on an iron deposit.

As all Mines and Quarries, the Iron mine has two possible workforces - Plebs and Slaves. The Slave work mode will have slightly decreased production.

All Mines and Quarries will receive bonus production when they are supplied with Tools by a Blacksmith.

Mines can be upgraded when the Opencast mining, Metal separation or Deep-vein mining are researched from the Technology tab.

Building costs: 50 Denarii, 5 Wood

Upkeep: 1 Wood

With Plebs workforce:

Production: 10 Iron

With Slaves workforce:

Production: 8 Iron





Upgrades:

Level 2: Cost 250, bonus 5 Iron

Level 3: Cost 1000, bonus 5 Iron

Level 4: Cost 2000, bonus 5 Iron

BLACKSMITH

The Blacksmith will provide the tools area resource in its vicinity. The Blacksmith requires Iron in order to operate.

The Blacksmith will increase the production of some specialized buildings like Mines, Quarries, Brickworks and Logging Sheds.

Building costs: 200 Denarii, 5 Stone, 10 Wood

Upkeep: 1 Stone, 2 Wood

With Equites workforce:

Production: Tools

FLAX FARM

The Flax Farm will provide your city with Linen. As all other farms it requires a Field of fertile ground in order to operate.

If there is water area resource in the vicinity of the Flax Farm, it will have increased production and give popularity bonus on placement.

As all other farms, the Flax Farm has two possible work modes - Plebs and Slaves. The Slaves work mode has decreased production yields.

Linen can be used in the tailor shop to make clothes.

Farms can be upgraded when Irrigation, Fertilizer and Heavy Plough goals are researched from the Technology tab.

Building costs: 50 Denarii, 10 Wood

Upkeep: 2 Wood

With Plebs workforce:

Production: 12 Linen



With Slaves workforce:

Production: 10 Linen

Upgrades:

Level 2: Cost 250, bonus 5 Linen

Level 3: Cost 1000, bonus 10 Linen

Level 4: Cost 2000, bonus 15 Linen

## TAILOR SHOP

The Tailor Shop will provide your citizens with Clothes, but it will need Linen to do so. Clothes are required by Patrician Villas or they can be used by an Artisans Market to produce Goods.

Building costs: 200 Denarii, 10 Bricks, 5 Stone

Upkeep: 2 Bricks, 1 Stone

Consumption: 5 Linen

With Equites workforce:

Production: 10 Clothes

## TANNER

The Tanner provides the Leather area resource in its vicinity. Leather is used by the German and Celtic Auxilia.

Building costs: 200 Denarii, 10 Bricks, 10 Stone

Upkeep: 2 Bricks, 2 Stone

Consumption: 5 Meat

With Equites workforce:

Production: Leather

## FOOD

### FISHERMAN'S HUT

The Fisherman's Hut provides Food satisfaction for all buildings in its radius.

The Fisherman's Hut can be built only on a pier.





Building costs: 100 Denarii, 5 Wood  
Upkeep: 1 Wood

### WHEAT FARM

The Wheat Farm provides wheat for your city. As all other farms it requires a Field of fertile ground in order to operate.

If there is Water area resource in the vicinity of the Wheat Farm, it will have increased production and give Popularity bonus on placement.

As most other farms, the Wheat Farm has two possible work modes - Plebs and Slaves. The Slaves work mode has decreased production yields.

Wheat can be used in the Water Mill, the Farmers Market or to fill granaries.

Farms can be upgraded when Irrigation, Fertilizer and Heavy Plough goals are researched from the Technology tab.

Building costs: 6 Wood

Upkeep: 2 Wood

With Plebs workforce:

Production: 7 Wheat

With Slaves workforce:

Production: 5 Wheat

Upgrades:

Level 2: Cost 250, bonus 5 Wheat

Level 3: Cost 1000, bonus 5 Wheat

Level 4: Cost 2000, bonus 5 Wheat

### WATER MILL

The Water Mill produces Flour from Wheat. In order to operate the Water Mill requires the Water area resource.

Building costs: 200 Denarii, 5 Bricks, 10 Wood



Upkeep: 1 Bricks, 2 Wood  
Consumption: Water, 5 Wheat  
With Plebs workforce:  
    Production: 10 Flour

## BAKERY

The Bakery produces bread from flour. It also provides Food satisfaction for houses in its area.

The Bakery has two possible workforces - Plebs and Equites. The Bakery in Equite work mode will produce twice as many units of bread without requiring additional units of Flour.

Bread along with wine is used at the Inn.

Building costs: 300 Denarii, 5 Bricks, 5 Wood  
Upkeep: 1 Bricks, 1 Wood  
Consumption: 5 Flour  
With Plebs workforce:  
    Production: 3 Bread  
With Equites workforce:  
    Production: 6 Bread

## PIG FARM

The Pig Farm provides Meat for your city. As all other farms it requires a Field of fertile ground in order to operate.

If there are any Wheat Farms in the area of the Pig Farm the production of the Pig Farm will raise and you will gain popularity bonus when placing such farms.

As most other farms, the Pig Farm has two possible work modes - Plebs and Slaves. The Slaves work mode has decreased production yields.

Meat can be used in the Butcher Shop or in the Farmers Market.





Farms can be upgraded when Irrigation, Fertilizer and Heavy Plough goals are researched from the Technology tab.

Building costs: 6 Wood

Upkeep: 2 Wood

With Plebs workforce:

Production: 7 Meat

With Slaves workforce:

Production: 5 Meat

Upgrades:

Level 2: Cost 250, bonus 5 Meat

Level 3: Cost 1000, bonus 5 Meat

Level 4: Cost 2000, bonus 5 Meat

## BUTCHER SHOP

The Butcher Shop provides Sausages from Meat. It also provides Food satisfaction for houses in its area.

The Butcher Shop has two possible workforces - Plebs and Equites. The Butcher Shop in Equite work mode will provide twice as many units of Sausages without requiring additional Meat.

Sausages along with Flour are used at the Tavern.

Building costs: 200 Denarii, 5 Bricks

Upkeep: 1 Bricks

Consumption: 5 Meat

With Plebs workforce:

Production: 3 Sausages

With Equites workforce:

Production: 6 Sausages

## GRAPE FARM

The Grape Farm will provide your city with Wine. As all other farms it requires a Field of fertile ground in order to operate.



If there is Water area resource in the vicinity of the Grape Farm, it will have increased production and give Popularity bonus on placement.

Wine can be used at the Inn and is a requirement for some mercenary squads.

Farms can be upgraded when Irrigation, Fertilizer and Heavy Plough goals are researched from the Technology tab.

Building costs: 100 Denarii, 10 Wood

Upkeep: 2 Wood

With Plebs workforce:

Production: 10 Wine

Upgrades:

Level 2: Cost 250, bonus 10 Wine

Level 3: Cost 1000, bonus 5 Wine

Level 4: Cost 2000, bonus 5 Wine

## OLIVE FARM

The Olive Farm will provide your city with Olive Oil. As all other farms, it requires a Field of fertile ground in order to operate.

If there is Water area resource in the vicinity of the Olive Farm, it will have increased production and give Popularity bonus on placement.

Olive Oil is required by Patrician Villas or can be used in the Artisans Market to produce goods.

Farms can be upgraded when Irrigation, Fertilizer and Heavy Plough goals are researched from the Technology tab.

Building costs: 100 Denarii, 15 Wood

Upkeep: 3 Wood

With Plebs workforce:

Production: 10 Olive Oil





#### Upgrades:

- Level 2: Cost 250, bonus 2 Olive Oil
- Level 3: Cost 1000, bonus 3 Olive Oil
- Level 4: Cost 2000, bonus 5 Olive Oil

#### FARMERS MARKET

The Farmers Market provides Food Satisfaction at the cost of Wheat and Meat.

The market has two possible workforces - Plebs and Equites. In the Equite mode the Food satisfaction of the building is increased.

Building costs: 100 Denarii, 2 Wood

Consumption: 4 Meat, 4 Wheat

#### GRANARY

10 units of Wheat are stored in the Granary preventing Starvation in nearby buildings. If a house in the area of a Granary has less than 30% Food satisfaction, it will instantly receive 30% Food satisfaction.

Building costs: 8 Bricks, 8 Wood

Upkeep: 1 Bricks, 1 Wood

Consumption: 10 Wheat

#### COMMERCE

##### TAVERN

The Tavern provides Entertainment and a little Food to houses in its neighborhood.

The Tavern requires Flour and Sausages in order to function. A Tavern can be built only if there is a Forum in the city.

The Tavern can be staffed by Equites or Patricians. In Patrician mode, the Tavern will provide better Entertainment.



Building costs: 200 Denarii, 4 Bricks, 10 Wood  
Upkeep: 1 Bricks, 2 Wood  
Consumption: 5 Sausages, 5 Flour

### INN

The Inn provides Food and a little Entertainment to its neighborhoods.

The Inn requires Bread and Wine in order to operate. An Inn can be built only if there is a forum in the city.

The Inn can be staffed by Patricians and Equites. The Equites mode offers more entertainment but at the cost of lower food satisfaction.

Building costs: 300 Denarii, 10 Bricks, 5 Wood  
Upkeep: 2 Bricks, 1 Wood  
Consumption: 5 Wine, 5 Bread

### ARTISANS MARKET

The Artisans Market provides goods at the cost of Olive Oil and Clothes. The quantities of goods received depend on the workforce.

The Artisans market can only be constructed after it is researched from the Architecture tab.

Building costs: 500 Denarii, 5 Bricks, 10 Wood  
Upkeep: 1 Bricks, 2 Wood  
Consumption: 10 Olive Oil  
With Plebs workforce:  
    Production: 10 Goods  
With Equites workforce:  
    Production: 15 Goods

### SLAVE MARKET

The Slave Market helps distribute Slaves to workplaces in its area. In order for the Slave Market to work, you must have at least 10 Slaves. Additional Slaves





can be acquired by trade in a Trade Post or a Port or by razing Barbarian Villages.

The Slave Market then distributes these Slaves to all buildings in its area that require Slave Workforce. There is no restriction on the number of buildings that can be serviced by one Slave Market.

Building costs: 200 Denarii, 6 Wood

Upkeep: 3 Wood

Consumption: 10 Slaves

## TRADE POST

The Trade Post enables land trade. In order to trade you will need to open trade routes with other cities - this can be accomplished by capturing the Milestones that connect your city to the grand roads of the lands under Roman influence.

Building costs: 10 Bricks, 15 Wood

Upkeep: 2 Bricks, 3 Wood

## PORT

The Port enables for naval trade. In order to begin trade you must first seek trade routes with the button in the ports' info panel. Every time the 'Seek new trade routes' command is issued, all trade routes for two cities will become available, but you will also keep the currently active trade routes. Seeking new trade routes takes 60 seconds.

Building costs: 500 Denarii, 10 Stone, 10 Wood

Upkeep: 2 Stone, 2 Wood

## SHIPYARD

The Shipyard allows for ships to be built. Ships can be used for transportation and naval battles.

You will need the Planks area resource in order to build ships.

Ships will be automatically repaired when in the area of Shipyards.



Building costs: 500 Denarii, 10 Stone, 20 Wood  
Upkeep: 2 Stone, 4 Wood

### LIGHTHOUSE

The lighthouse increases the number of ports that are found with the 'Seek new trade routes' command in any Port. Only one Lighthouse can be built in each city.

The Lighthouse is staffed by equites.

Building costs: 300 Denarii, 10 Bricks, 10 Marble  
Upkeep: 2 Bricks, 2 Marble

### PUBLIC

#### SCHOOL

The School is your most basic research structure. It will generate Research Points based on how many Houses are in its vicinity - Insulae, Equite Houses and Patrician Palaces.

Building costs: 100 Denarii, 10 Bricks, 10 Wood  
Upkeep: 2 Bricks, 2 Wood

#### LIBRARY

The Library is an advanced research building. It will provide at least 100 Research Points plus 80 Research Points per each Patrician Villa in its radius.

The Library can only be constructed after it is researched from the Architecture tab.

Building costs: 300 Denarii, 10 Marble  
Upkeep: 2 Marble

#### PREFECTURE

Prefectures put out fires in their area. Additionally, the Prefecture will reduce





the Upkeep Materials needed for all building in its radius with 1. A single Prefecture will not be able to put out more than 1 fire at a time.

Building costs: 200 Denarii, 10 Bricks

Upkeep: 2 Bricks

### HERBALIST SHOP

The Herbalist shop will improve the Hygiene in its neighborhood. If all your neighborhoods have Fountains and Herbalist Shops, there is no chance that the Plague can befall you.

If the Plague strikes a neighborhood with a Herbalist Shop, the shop will save most of the infected residents.

Building costs: 100 Denarii, 10 Wood

Upkeep: 2 Wood

### ARENA

The Arena provides Entertainment for all houses in its area. In order for the Arena to operate, it requires 10 Slaves.

Additionally, gladiatorial squads can be recruited from the Arena. These desperate fighters will do anything to earn their freedom.

Building costs: 400 Denarii, 10 Stone

Upkeep: 2 Stone

Consumption: 10 Slaves

### THERMAE

The Thermae provides Entertainment for houses in its neighborhood. Thermae can only be constructed after being researched from the Architecture tab.

Building costs: 400 Denarii, 10 Bricks, 5 Stone

Upkeep: 2 Bricks, 1 Stone

Consumption: Water



## THEATER

The Theater provides Entertainment in a large radius around it.

Theaters have two available workforces - Plebs and Equites. The Equite work mode will provide better Entertainment.

Building costs: 400 Denarii, 10 Bricks, 10 Marble

Upkeep: 2 Bricks, 2 Marble

## FORUM

The Forum is a prerequisite for many advanced buildings. Higher class citizens will not move into a city unless it has a Forum.

The Forum is a testament standing for the Achievements of your city. Every time an Achievement is completed, your Forum will be upgraded to reflect that.

Building costs: 1000 Denarii, 10 Stone, 10 Bricks, 10 Wood

Upkeep: 10 Stone, 10 Bricks, 10 Wood

## MILITARY

### SIEGE WORKSHOP

Ballistae can be built in the Siege Workshop. The Ballistae require the Planks area resource in order to be constructed.

Building costs: 500 Denarii, 10 Stone, 5 Wood

Upkeep: 2 Stone, 1 Wood

### MILITARY ACADEMY

The Military Academy recruits advanced military units. It also provides research points proportionally to your military victories - each victory denotes 5 research points up to 75.

Units like the Praetorian guard have to be researched before they can be used.





The Military Academy can only be constructed after it is researched from the Warfare tab.

Building costs: 800 Denarii, 10 Bricks, 15 Stone

Upkeep: 2 Bricks, 3 Stone

### MILITARY CAMP

The Military Camp is temporary shelter for skilled military instructors. Squads train twice as fast in the area of a Military Camp. When the lifetime of the Military Camp expires it will be demolished automatically.

Building costs: 1000 Denarii

### STONE TOWERS AND GATES

You can build walls to protect your city from foes. Your enemies will need a great amount of time to breach your Walls without siege equipment, giving you time to organize your defenses.

Building costs: 500 Denarii, 8 Stone

Upkeep: 2 Stone

### BARRACKS

Hastati, Archers and Equestri can be trained in the Barracks. To train a squad you need to have available Recruits in the city. Additionally, each squads has its own prerequisites like iron ore for hastati.

The squads in the Barracks also require different area resources like Weapons (produced in the Weaponsmith shop), or Horses (provided by the Stables).

Building costs: 500 Denarii, 10 Bricks, 10 Stone

Upkeep: 2 Bricks, 2 Stone

### WEAPONSMITH SHOP

The Weaponsmith provides iron Weapons for your soldiers. Weapons are used for recruiting squads.



Building costs: 250 Denarii, 10 Bricks, 5 Wood

Upkeep: 2 Bricks, 1 Wood

Consumption: 5 Iron

With Equites workforce:

Production: Weapons

### CARPENTER SHOP

The Carpenter Shop provides Planks as an area resource. It will also repair buildings in its area until they reach full health.

The Planks area resource is used for building Siege engines and Ships.

Building costs: 300 Denarii, 10 Bricks, 15 Wood

Upkeep: 2 Bricks, 3 Wood

With Equites workforce:

Production: Planks

### STABLES

The Stables provide the Horses area resource. The Horses area resource is used for training cavalry units.

Building costs: 200 Denarii, 7 Stone, 10 Wood

Upkeep: 1 Stone, 2 Wood

With Equites workforce:

Production: Horses

### BARBARIAN AUXILIA

You can hire barbarian mercenaries in the Auxilia quarters. Barbarians have different needs than the Roman soldiers - they need luxury items like Wine, Olive Oil and Goods as payment.

Celtic and German Auxilia also require the Leather area resource (produced by a Tanner) to recruit units.





Building costs: 500 Denarii, 10 Bricks, 10 Stone  
Upkeep: 2 Bricks, 2 Stone

## MONUMENTS AND RELIGION

### COURTHOUSE

The Courthouse will reduce the number of criminals setting fires in your city by half. If you have the Praetor Urbanus talent it can even stop all crime events.

As with most other monuments, only one Courthouse can be built.

The Courthouse can only be constructed after it is researched from the Architecture tab.

Building costs: 2000 Denarii, 20 Bricks, 20 Marble  
Upkeep: 4 Bricks, 4 Marble

### PANTHEON

The Pantheon is a temple dedicated to all Roman Gods. It will raise the Religious satisfaction in your whole city by 20%. If the average Religious satisfaction of your city is more than 80%, it will also generate 500 Denarii per minute.

As with most other monuments, you can only build one Pantheon.

The Pantheon can only be constructed after it is researched from the Architecture tab.

Building costs: 4000 Denarii, 20 Bricks, 30 Marble  
Upkeep: 4 Bricks, 6 Marble

### COLISEUM

The Coliseum or Colosseum is a large elliptical amphitheater based in Rome. The Coliseum will increase the Entertainment satisfaction of houses in its area to 100%.



As with most other monuments, you can only build one Coliseum.

Building costs: 1000 Denarii, 20 Stone, 30 Bricks, 30 Marble

Upkeep: 4 Stone, 6 Bricks, 6 Marble

### CIRCUS MAXIMUS

The Circus Maximus was the first and largest Roman Circus. The Circus Maximus will raise the Entertainment satisfaction of all your houses by 20% regardless of where they are situated.

As with most other monuments, you can only build one Circus Maximus.

Building costs: 5000 Denarii, 20 Stone, 40 Bricks, 40 Marble

Upkeep: 4 Stone, 8 Bricks, 8 Marble

### TEMPLE OF SATURN

Saturn was the god of Agriculture and Harvest. This temple will generate 25 Denarii every minute per house in its area. This number will be multiplied by the percentage of Religious satisfaction in your city. The temple also generates Religious satisfaction.

If you build three Temples of Saturn, you can enter the Blessing of Saturn city state.

Building costs: 300 Denarii, 5 Bricks, 5 Stone

Upkeep: 1 Bricks, 1 Stone

### TEMPLE OF VESTA

Vesta was the goddess of the hearth, home and family. This temple will receive alms depending on the overall needs satisfaction of your citizens. By the act of Proscription you can take those Denarii from the temple, but will lose 20% of your popularity.

If you build three Temples of Vesta, you can enter the Blessing of Vesta city state.





The Temple of Vesta can only be constructed after it is researched from the Architecture tab.

Building costs: 500 Denarii, 5 Bricks, 10 Marble

Upkeep: 1 Bricks, 2 Marble

### TEMPLE OF MARS

Mars was the god of war. This temple generates 60 Denarii every minute per Equites House or Patrician Villa. This number will be multiplied by the percentage of Religious satisfaction in your city. This temple also generates religious satisfaction.

If you build three Temples of Mars, you can enter the Blessing of Mars city state.

The Temple of Mars can only be constructed after it is researched from the Warfare tab.

Building costs: 800 Denarii, 5 Marble, 10 Stone

Upkeep: 1 Marble, 2 Stone

### TEMPLE OF JUPITER

Jupiter was the god of law and social order. This temple generates 50 Denarii per minute, 50 Research Points and Religious satisfaction regardless of its placement.

If you build three Temples of Jupiter, you can enter the Blessing of Jupiter city state.

The Temple of Jupiter can only be constructed after it is researched from the Architecture tab.

Building costs: 600 Denarii, 10 Marble

Upkeep: 2 Marble

With Patricians workforce:

Production: 50 Denarii, 50 Research



### VICTORY COLUMN

The Victory Column was erected in memory of victorious wars. Once the column is built in your city, your squads will be able to train to level 8, instead of level 4.

As with most other monuments, you can only build one Victory Column.

Building costs: 2000 Denarii, 20 Marble

Upkeep: 4 Marble

### ARCH OF TRIUMPH

The Arch of Triumph commemorates your great military victories. You can build an Arch of Triumph for every 4 military victories you have, but no more than 4 Arches can be built.

Every time an Arch of Triumph is built all your squads will gain a level.

Building costs: 1500 Denarii, 20 Marble, 10 Stone

Upkeep: 4 Marble, 2 Stone

### PHILOSOPHER ACADEMY

The Philosopher Academy is a place where educated minds from the known world met to discuss their studies. The Academy will double the research output of your city.

As with most other Monuments, you can only build one Philosopher Academy.

The Philosopher Academy can only be constructed after it is researched from the Architecture tab.

Building costs: 1000 Denarii, 20 Marble, 20 Stone

Upkeep: 4 Marble, 4 Stone







## MILITARY

### MILITARY BASICS

The most basic defense is provided by city Walls. Their Towers will fire arrows at enemy soldiers in range if there is a Weaponsmith Shop in the area. To create a larger army you will have to recruit squads from military buildings, such as the Barracks. Each squad has a cost in Denarii and a constant Upkeep in other resources.

You can draft a single squad of Hastati from any Outpost. The drafted squad costs only Popularity and has no Upkeep. Squads have stats which determine their combat effectiveness.

To replenish lost soldiers you must move your squads close to a Military Camp.

Attack - determines the damage a squad deals

Attack Speed - represents how many attacks per minute the squad makes

Armor - determines how much damage the squad will ignore from all attacks

Health - the health of a single unit in the squad

Units - the current of maximum complement of the squad

### CREATING AN ARMY

Recruits are the most important military resource. The amount of recruits you have will determine the maximum number of squads that you can control. To gain more recruits you will have to build Equite Houses. Each Equite House grants 10 recruits.



Most Roman units require Iron for their upkeep, but barbarian mercenaries require other resources such as Olive Oil, Wine or Goods. If you don't have access to an Iron Deposit it is wise to research and build one of the Auxilia barracks and recruit barbarian squads.

To recruit more advanced military units, you will have to build an additional building in the area of their barracks. For example to recruit Equestri squads you will have to build a working Stables in the area of the Barracks.

The most advanced military units, such as the Praetorian Guard also require a given technology. To recruit such squads you will need to research that technology.





## EXPERIENCE AND LEVELS

When squads deal damage they gain Experience. After a squad has gained enough Experience it will achieve a new level. Higher level squads deal more damage to lower level squads and demoralize them quicker. Lower level squads deal less damage to higher level squads.

You can Train your squads by clicking on the Train button in the squad's Info Panel. Training costs Denarii and takes time. You can train your squads to level 4 by default and to level 8 if you have built the Victory Column monument.

## BARBARIAN VILLAGES

Barbarian Villages located on many of the maps can grant significant benefits. Capturing an enemy village will not only provide you with additional resources but by defeating the defenders of the village, your armies will gain additional experience.

Subjugated villages grant bonus resources which you can see in their Info Panel. You can also choose to raze a subjugated village, which will destroy the village, but you will receive Denarii and Slaves.

Finally a subjugate village will replenish its defense squads over time and protects the area around it from enemy threats.

## MORALE

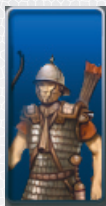
Morale measures the soldiers' motivation and will to fight. When a squad is attacked its morale begins to decrease. If a squad becomes demoralized it will deal less damage against the opponents

By default squads deal morale damage equal to their Attack. Some squads such as the Archers have a passive ability which doubles their morale damage. Squads recover morale over time.



## UNIT LIST

## ARCHERS



Archers are basic ranged soldiers armed with bows. They are an excellent support unit, but are fragile on their own. They deal double morale damage and gain more experience when fighting higher level squads.

Type: Infantry

Produced in: Barracks

Cost: 750 Denarii

Upkeep: 32 Recruits, 3 Iron

Attack: 12

Attack Speed: 20

Armor: 12

Squad health: 2000

Special skill: Blazing Arrows - the archers fire a volley of flaming arrows which deal Double damage and Quadruple damage against structures

## HASTATI



The Hastati are the backbone of the Roman army. They are better protected than other light infantry squads but more expensive. The Hastati are extremely adaptable and gain experience quicker.

Type: Infantry

Produced in: Barracks

Cost: 500 Denarii

Upkeep: 32 Recruits, 5 Iron

Attack: 14

Attack Speed: 36

Armor: 14

Squad health: 4000

Special skill: Pilum - Ranged attack which deals Quadruple damage





## BERBER RAIDERS



These African camel riders are a moderate cavalry unit. They are lightly protected but have above average damage and low cost. The Berber Raiders deal Quadruple damage with their first attack.

Type: Infantry

Produced in: African Auxilia

Cost: 1000 Denarii

Upkeep: 24 Recruits, 12 Goods

Attack: 16

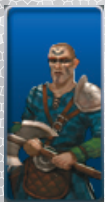
Attack Speed: 39

Armor: 16

Squad health: 7000

Special skill: Monetary Incentive - Pay 250 Denarii. The Berber Raiders instantly regains their morale

## GAUL BERSERKERS



The Berserkers are amongst the most fearsome Gaul warriors. They wear lighter protection than the Hastati but deal more damage. These ruthless warriors deal double damage against demoralized squads.

Type: Infantry

Produced in: Celtic Auxilia

Cost: 800 Denarii

Upkeep: 8 Wine, 24 Recruits

Attack: 16

Attack Speed: 26

Armor: 16

Squad health: 4500

Special skill: Bloodlust - For 20 sec. the Berserkers deal Double damage



## TRIARI



The Triarii are heavily armored and highly resilient soldiers which can keep the enemy at bay for a long time. They gain additional health each time they gain a new level.

Type: Infantry  
Produced in: Military Academy

Cost: 1200 Denarii  
Upkeep: 32 Recruits, 7 Iron

Attack: 20  
Attack Speed: 27  
Armor: 20  
Squad health: 6080

Special skill: Testudo - While in this formation, the Triarii, are invulnerable to ranged attacks

## EQUESTRI



The Equestri form the base of the Roman cavalry. They are well protected but deal less damage compared to other cavalry squads. The Equestries deal Quadruple damage with their first attack.

Type: Infantry  
Produced in: Barracks

Cost: 1200 Denarii  
Upkeep: 24 Recruits, 7 Iron

Attack: 15  
Attack Speed: 40  
Armor: 15  
Squad health: 6000

Special skill: Mobility - The cavalry will move to the target destination extremely fast





## NUBIAN WARRIORS



These African warriors can hurl their spears at the enemy from afar, but are equally good in melee. They have shorter range compared to other Ranged squads, but deal more damage. When a Nubian Warrior dies he deals Triple damage to their attacker with a final blow.

Type: Infantry  
Produced in: African Auxilia

Cost: 1000 Denarii  
Upkeep: 32 Recruits, 10 Goods

Attack: 11  
Attack Speed: 30  
Armor: 11  
Squad health: 3500

Special skill: Cloud of Spears - Ranged attack which deals Quadruple damage to demoralized squads

## BOW MAIDENS



The German Bow Maidens are deadly with their bows. They can hide out of the sight of the enemy and deal devastating surprise attacks. Their arrows ignore armor.

Type: Infantry  
Produced in: German Auxilia

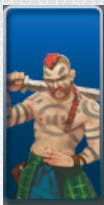
Cost: 1400 Denarii  
Upkeep: 10 Olive Oil, 32 Recruits

Attack: 16  
Attack Speed: 20  
Armor: 16  
Squad health: 4000

Special skill: Ambush - The Bow Maidens become invisible to the enemy, but can't move. Their first attack will deal Quadruple damage and will make them visible



## HIGHLANDERS



The Gallic Highlanders are tough and resilient soldiers. They can withstand a lot of damage compared to other barbarian squads. Their attacks demoralize the enemy.

Type: Infantry  
Produced in: Celtic Auxilia

Cost: 600 Denarii  
Upkeep: 5 Wine, 32 Recruits

Attack: 12  
Attack Speed: 27  
Armor: 12  
Squad health: 10000

Special skill: Spirit of War - For 10 sec. the Highlanders will not attack. After this time all allied squads near the Highlanders will regain their morale

## BALLISTA



The Ballista is the basic Roman siege engine. They can't attack squads directly, but can instead use their special ability to deal damage to a whole area.

Type: Infantry  
Produced in: Siege Workshop

Cost: 1000 Denarii  
Upkeep: 16 Recruits, 5 Iron

Attack: 500  
Attack Speed: 23  
Armor: 500  
Squad health: 2000

Special skill: Greek Fire - a powerful area attack which deals damage to all squads within 20 meters





## PRAETORIAN GUARD



The Praetorian Guard is the elite of the Roman infantry. They are tough and deal colossal damage. They return half of the damage dealt to them back to the attacker.

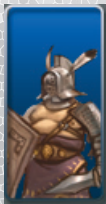
Type: Infantry  
Produced in: Military Academy

Required research: Praetorian Guard  
Cost: 2200 Denarii  
Upkeep: 32 Recruits, 12 Iron

Attack: 24  
Attack Speed: 27  
Armor: 24  
Squad health: 8000

Special skill: Battle Cry - The Praetorians demoralize the targeted squad instantly

## SECUTORES



The Secutores are gladiators armed with a heavy tower shield which gives them moderate protection. They deflect the first attack made against them.

Type: Infantry  
Produced in: Arena  
Required research: Secutores  
Cost: 1800 Denarii  
Upkeep: 32 Recruits, 10 Iron

Attack: 24  
Attack Speed: 24  
Armor: 24  
Squad health: 22000

Special skill: Order of Death - For 30 sec. the Secutores will deal Double damage and take Double damage



## GLADIATORS



The Gladiators are slaves trained to fight at the Arenas. They wear no armor, but deal colossal damage. They take no damage penalty from being demoralized.

Type: Infantry  
Produced in: Arena

Cost: 350 Denarii  
Upkeep: 32 Recruits, 8 Iron

Attack: 29  
Attack Speed: 24  
Armor: 29  
Squad health: 3500

Special skill: Freedom - The Gladiators become invulnerable for 30 sec. After this time the squad will be disbanded

## WAR ELEPHANTS



The massive War Elephants can crush most squads without any trouble. They are tough and deal massive amounts of damage. They take no damage penalty from being demoralized and deal double morale damage.

Type: Infantry  
Produced in: African Auxilia

Cost: 3000 Denarii  
Upkeep: 32 Recruits, 30 Goods

Attack: 300  
Attack Speed: 17  
Armor: 300  
Squad health: 12000

Special skill: Stomp - The War Elephants stomp the ground dealing damage to all squads in the nearby area





## TEUTONIC RAIDERS



The Teutonic Raiders are fearsome Germanic warriors. They are a moderate cavalry unit which has average damage and medium armor. The Teutonic Raiders deal Quadruple damage with their first attack.

Type: Infantry

Produced in: German Auxilia

Cost: 1600 Denarii

Upkeep: 10 Olive Oil, 24 Recruits

Attack: 19

Attack Speed: 40

Armor: 19

Squad health: 4000

Special skill: Trample - The Teutonic Raiders move to the target destination, dealing damage to each squad through which they pass

## CATAPULTS



The Catapult is a siege engine utilized by barbarians. They can't attack squads directly, but can instead use their special ability to deal damage to a whole area.

Type: Infantry

Produced in: Barracks

Cost: 1000 Denarii

Attack: 500

Attack Speed: 21

Armor: 500

Squad health: 2000

Special skill: Greek Fire - a powerful area attack which deals damage to all squads within 20 meters



## CREDITS

PRODUCER:  
Stefan Marcinek

PRODUCT MANAGER:  
Joachim Wegmann

GRAND AGES LOGO, PACKAGING,  
MANUAL DESIGN AND WEBSITE:  
Joachim Wegmann

MARKETING & PR:  
Johanna Schütterle  
Stefan Marcinek

## KALYPSO MEDIA SUPPORT

Prinz-Carl-Anlage 36  
D-67547 Worms  
Germany

Tel. 0049 (0)6241 50 22 40  
Fax 0049 (0)6241 50 22 41

Grand Ages Website: [www.grandages.com](http://www.grandages.com)

[www.kalypsomedia.com](http://www.kalypsomedia.com)  
**[forum.kalypsomedia.com](http://forum.kalypsomedia.com)**  
[support@kalypsomedia.com](mailto:support@kalypsomedia.com)

