

# CAESAR™

Rome Is In Your Hand.

## BUILD AN EMPIRE ON YOUR MOBILE PHONE

NOW YOU CAN TAKE THE CITY-BUILDING EXPERIENCE  
WITH YOU WHEREVER YOU GO!



- ⌚ GAMEPLAY IS TRUE TO THE PC VERSION.
- ⌚ TAKE ON THE ROLE OF AN ASPIRING PROVINCIAL GOVERNOR WITHIN CAESAR'S EMPIRE.
- ⌚ DESIGN, BUILD AND MANAGE YOUR OWN ANCIENT ROMAN CITY AND EVENTUALLY BECOME CAESAR.
- ⌚ CONQUER NEARBY COUNTRIES TO INCREASE YOUR POWER.

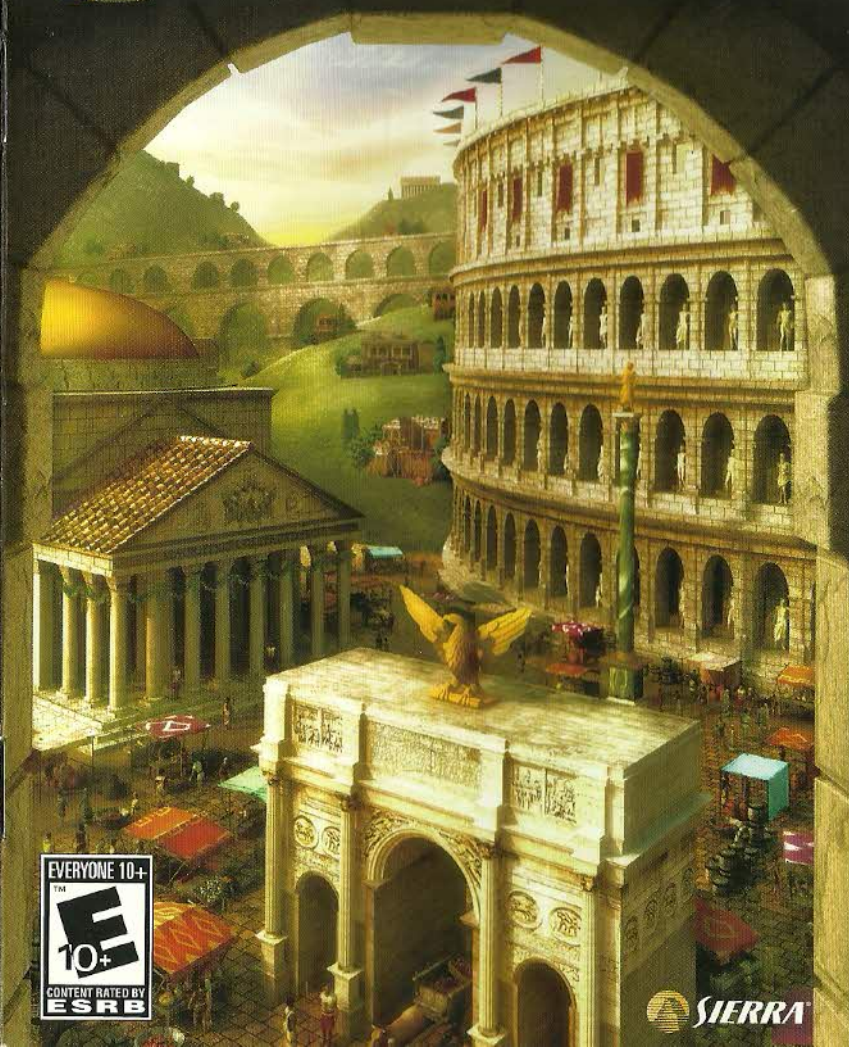
VISIT [WWW.VGMOBILE.COM](http://WWW.VGMOBILE.COM)  
FOR MORE INFORMATION.

VIVENDI  
GAMES MOBILE

© 2006 Sierra Entertainment, Inc. All rights reserved. Caesar, Sierra and the Sierra logo are either registered trademarks or trademarks of Sierra Entertainment, Inc. Published by Vivendi Games Mobile.

7255010

# CAESAR™ IV



# WIN FREE GAMES!

*Register your game online and be automatically entered into our drawing.*

By registering, you'll also get these great benefits:

- Stay informed about the latest updates to your games
- Get our newsletter featuring strategies and sneak peaks on the hottest upcoming games
- Get exclusive discounts at the Vivendi Games Store

**Don't wait! Register now at**  
**<https://reg.vugames.com/>**

# CAESAR™ IV

© 2006 Sierra Entertainment, Inc. All rights reserved. Caesar, Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Developed by Tilted Mill Entertainment, Inc. Uses Bink Video. Copyright © 1997-2006 by RAD Game Tools Inc. Uses Miles Sound System. Copyright © 1999-2006 by RAD Game Tools, Inc. Uses Granny Animation. Copyright © 1999-2006 by RAD Games Tools, Inc. The ratings icon is a registered trademark of the Entertainment Software Association. NVIDIA, the NVIDIA Logo, GeForce and "The Way It's Meant to be Played" Logo are registered trademarks and/or trademarks of NVIDIA Corporation in the United States and other countries. Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Pentium is a registered trademark of Intel Corporation. AMD Athlon is a trademark of Advanced Micro Devices, Inc. ATI, Mobility and Radeon are used under license and are registered trademarks or trademarks of ATI Technologies Inc. in the United States and other countries. All other trademarks are property of their respective owners.



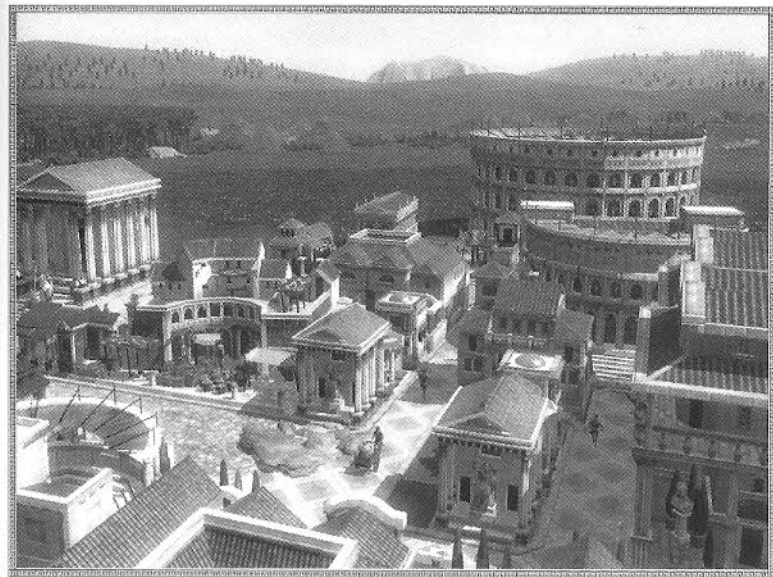
## TABLE OF CONTENTS

WELCOME TO THE ROMAN EMPIRE.....	3
GETTING STARTED.....	4
Installation.....	4
System Requirements.....	4
Starting a New Game.....	4
The Control Panel.....	5
ROMAN CITIES AND HOW TO BUILD THEM.....	6
Controls.....	6
Immigration.....	6
Employment.....	7
Social Classes.....	7
Desirability.....	8
Household Happiness & Evolution.....	8
Crime.....	9
Successful City Building: Advisors, Ratings & Overlays.....	9
INFRASTRUCTURE.....	12
Housing.....	12
Water.....	13
Roads.....	14
Bridges.....	15
Fire & Collapse.....	16
Beautification and Decorative Items.....	16
FOOD, FARMING & INDUSTRY.....	17
Food.....	17
Farms.....	17
Raw Material Gathering & Farming.....	18
Industry.....	19
Warehouses & Granaries.....	19
Mothballing.....	20
MARKETS & TRADE.....	20
Markets.....	20
Trade.....	22
Trade Depots & Ports.....	22
CITY SERVICES.....	23
Justice.....	24
Education.....	25
Religion.....	25
Entertainment.....	26
Healthcare.....	27
GOVERNMENT.....	28
Treasury & Wages.....	28
Taxation.....	28
Festivals.....	29
Player Salary & Personal Savings.....	29
MILITARY ACTIVITY.....	30
Fortifications.....	30
Military Buildings.....	31
Soldiers.....	32
CAESAR IV ONLINE.....	34
THE SCENARIO EDITOR.....	34
CUSTOMER SUPPORT.....	35
CREDITS.....	36

## WELCOME TO THE ROMAN EMPIRE

Congratulations, Citizen! Caesar has called upon you to enter into service to Rome. The Emperor is eager to expand his settlements and is seeking qualified executors who can implement his will. The Roman Empire is so vast and growing so rapidly that even our divine Caesar cannot hope to rule it alone. He needs capable provincial governors, and that is where you come in.

Your goal is to build a thriving Roman City—a bastion of culture and commerce that reflects the glory of Rome itself. As you begin your career, the lands you administer will be small, but Caesar rewards success with promotions and more challenging assignments. At every level of your career, you select the path you want to follow. Your choices vary from a peaceful route (economic missions) to a more dangerous route (military missions). As long as you continue to meet Caesar's ever-escalating expectations, your fame shall grow. Triumph, and you will become Rome's next Emperor. In the meantime, take care not to fall from Caesar's favor, lest your wreath of laurels be replaced by a gladiator's helm, or worse. Wisely command your city's security and prosperity, and your fortune is assured.



## GETTING STARTED

### Installation

To install **Caesar™ IV**, place the CD-ROM into your CD-ROM drive. The auto-install should start automatically. If it doesn't for some reason, access "**My Computer**" (by either double-clicking on the **My Computer** icon on your desktop or by going to **Start>My Computer** if you have **Windows®XP**) and double-click on the icon that represents your CD-ROM drive. Double-click on **Setup.exe**, and the auto-install will start. After the auto-install starts, follow the directions on the screen to install **Caesar IV**.

If you purchased this game via download, simply double-click on the **Caesar IV** file you just downloaded and follow the on-screen instructions. Note: you will not need to have a disc in the CD-ROM drive to play.

After launching the game, you will be taken to the Main Menu. From here, you can start a new game, load a saved game, launch **Caesar IV Online**, adjust your video, audio and interface settings or select Tools to launch the Scenario Editor.

### System Requirements

#### Minimum Requirements:

Intel® Pentium® 4 1.6 GHz or equivalent AMD® Athlon™ processor or higher • Windows® 2000/Windows® XP Home or Professional (including Service Pack 2 or higher) • 512 MB of RAM • 64MB video card (with hardware T&L including Pixel Shader 1.1 or higher support) • 2.0 GB of free hard disk space • CD-Rom Drive • DirectX® 9.0c

### Starting a New Game

**Caesar IV** has two styles of play: Career and Scenario. The Career game places you in the role of a governor assigned to a small aspiring province. Follow Caesar's orders to complete your objectives and move on to your choice of two new assignments, with either an economic or military focus. Beginning a career game with the five-mission "Kingdom Campaign" is recommended for new players. Afterwards, completing the "Republic Campaign" unlocks the challenging "Empire Campaign."

Choose "Scenario" for stand-alone, sandbox-style play. In a Scenario game, you can ignore the Emperor and set your own goals. There is no "winning" in Scenario play, beyond satisfying whatever objectives you set for yourself, nor are there any Imperial ratings goals to meet. A number of stand-alone scenarios are available at the beginning. You unlock more scenarios by completing the Career assignments.

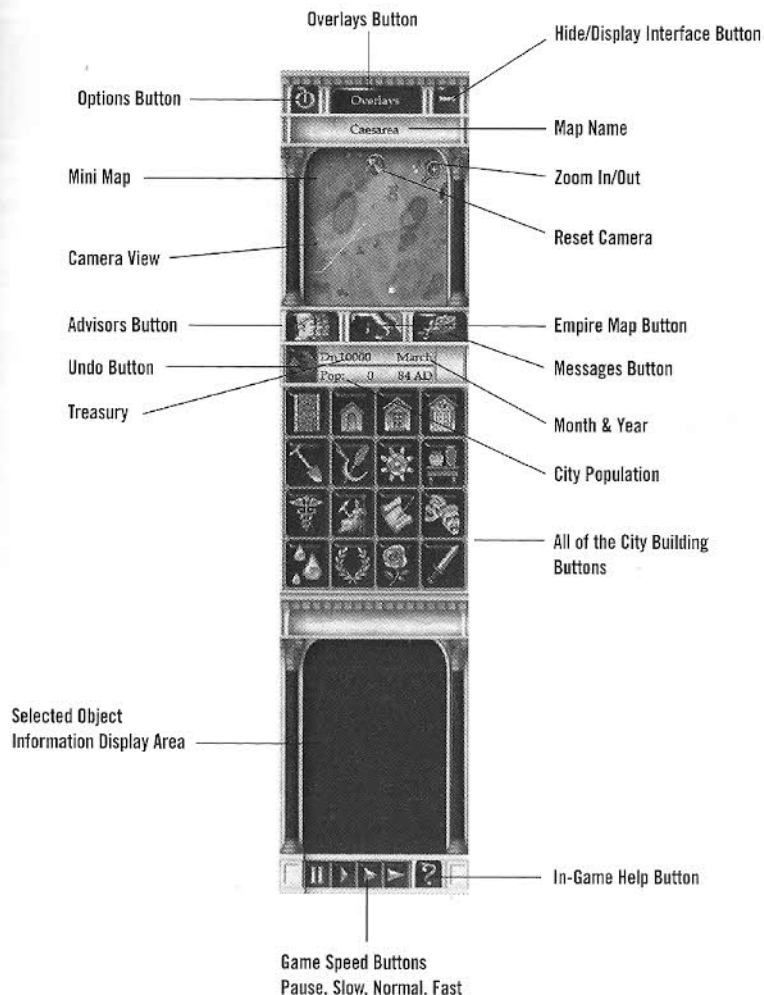
When starting a new Scenario or Career scenario, select one of three difficulty levels: Easy, Normal or Hard. Difficulty level changes the cost of construction, the abilities of enemy soldiers and the degree to which your population becomes unhappy when their needs are not being met.

You can lose either type of game if you are defeated by an invading enemy army or fall out of Caesar's favor. The Favor rating, which measures Caesar's current opinion of you, is affected by your performance — especially your handling of city funds and fulfillment of Rome's orders. Caesar may be a stern master, but he is fair and will give you the chance to recover if your favor starts to drop. Learn more by clicking on the Help Button at any time to access the in-game help for detailed gameplay information and avoid this unfortunate outcome.



## THE CONTROL PANEL

Construct and monitor every aspect of your city from the **Control Panel**. Use this quick reference guide for an overview of your city controls.

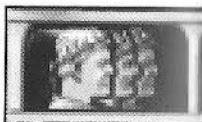


## ROMAN CITIES AND HOW TO BUILD THEM



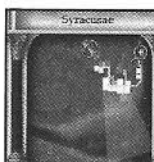
Welcome to your new domain, Governor. It may be a small settlement on the fringes of the Empire in the eyes of Rome, but it is rich with potential for a clever administrator such as yourself. **Caesar IV** is played entirely on the City Level Map. The Empire Level Map allows you to select your new assignment and provides an overview plus

additional background information for your mission. As your city grows, you can return to the Empire Level to open trade routes with other lands. Click the Advisors Button on either map to view reports on all aspects of your progress.

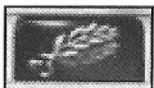


### Controls

You can move the camera around on the City Level Map using the WASD or arrow keys or by moving the mouse cursor to the edge of the screen. Use your mouse wheel or the straight bracket keys to zoom the viewpoint in and out. Hold down the right mouse button while moving the mouse forward or back to change the camera's viewing angle, or left and right to rotate the camera. You can also move the camera by holding down the mouse wheel and dragging the camera over the map.



The Mini Map gives you an aerial view of the entire city and lets you jump quickly from one place to another by left-clicking on it where you want to move. Zoom in and out using the + and - buttons in the corner of the Mini Map. Click the Arrow Button at the top of the Mini Map or press the Home key on your keyboard to restore the viewpoint to a default angle and distance. Click the Pause Button to pause the game. Click it again to restore the flow of time. Additionally, you can click the three Game Speed Arrows to select game speed—slow, normal and fast.



Select a building, object or person either by clicking on it or by clicking and dragging a selection box around it. Review assignment win conditions by clicking the **Scenario Information** Button on the Control Panel. Take snapshots by hitting the F9 key on your keyboard.

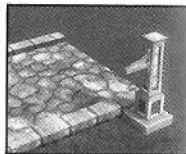


The **Options** Button brings up a menu of options including Restart, Save, Load, New Game, Quit and Keep Playing. You can also choose settings from here. Clicking the Settings Button allows you to change Video, Audio and User Interface settings. Review previously received in-game messages by clicking on the View Messages Button on the Control Panel. Click on the **Hide Interface** Button to hide the User Interface and click the Show Interface Button to restore it again.



### Immigration

The lifeblood of a city is its people. Your first task as Governor is to attract colonists to join your city's population through immigration. Immigrants enter the city at a single immigration marker on the map edge. Provide ample housing and employment, food, water, goods and services to satisfy your citizens' needs, and people will eagerly flock to your city.



New immigrants will be unable to join your city if housing is not connected to roads leading from the immigration marker. Likewise, your city's expansion will halt if there is not enough inhabitable housing.

People emigrate from the city when they are unhappy about their needs not being met, when homes are destroyed with no new homes available for relocation or from death, which, in our colonies, tends to be of the violent variety. Tend your population carefully, and your province will be famed as an ideal destination for people from all walks of life.

### SCRIBE'S NOTE: STARTING OUT

One farm & two fields, one Insula, one Prefect & Engineer office, one food market and a well—these buildings will fulfill the bare minimum of a new colony. Governor, it's all up from here.

### Employment

Running a city is, for all intents and purposes, the same as running a business, and the financial health of your city will be paramount for your further advancement in the eyes of Caesar. Supplying gainful employment for your citizens allows them to provide for themselves just as they provide for the City Treasury and the Empire's ongoing needs with their labor.

### Social Classes

Our benevolent Caesar understands that, for civilization to be maintained, every strata of society must be dealt with fairly. Each social class must be satisfied according to their needs and given productive work according to their skills. As all wages and salaries are paid out of the City Treasury, it may not hurt to consider that lower needs might be satisfied with lower pay.



This brings us to the humble **Plebeian**, the backbone of your city's labor pool. Plebeians work in all resource-related jobs, from farming and industry to manning markets and trade depots. **Prefects**, the police and fire-fighting brigades, and **Engineers**, the building repair workers, are also drawn from the Plebeian class. Plebs have modest needs for food, water and household goods and do not pay taxes.

The middle class, or **Equites**, provide all city services, staffing healthcare, education, entertainment and religious facilities. Equites also serve as the city tax collectors and magistrates. Equites have moderate needs, demanding higher quality and more varied food, cleaner water and luxury goods, as well as basic items. Along with Plebeians, Equites draw salaries from the City Treasury and pay no taxes.



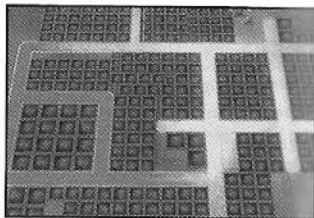
If your city has reached a certain level of culture and sophistication, it should not be difficult to attract the noble **Patrician** class to its most elegant districts. While the Patricians do not work, their high requirements for the best your city has to offer will keep your working classes busily employed, especially your tax collectors, who will assess a most welcome property tax on the Patricians' lavish estates.



## Desirability

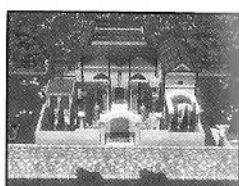
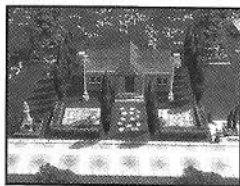
How does a savvy governor attract the selective upper class to set down permanent roots? When laying out your city, be aware that most buildings and objects placed on the map emit a certain level of appeal. Appeal can be negative or positive, measured by the type of structure, its area of effect and its distance from other objects. The final **desirability** of an area is the sum of all the overlapping appeal effects on it. For example, a theater is an appealing building with a large area of positive effect. Place it next to a factory with its large negative effect, and the area of overlap will result in a moderate desirability for the street they are both on.

All houses have minimum desirability requirements, based on social class. Below this level of desirability, the home cannot be occupied; the current residents may leave and new residents may not move in. Uninviting homes, such as those plebs occupy, have a very low minimum desirability. This is in keeping with the generally low level of basic Plebeian needs. Patricians will require much higher levels of desirability to interest them in staying in your city. If you provide higher levels of service and facilities, the desirability of the area will rise. Civic beautification and attractive service buildings generate the greatest appeal.



## Household Happiness & Evolution

Remember that a happy citizen is a productive citizen. Lay out your city so each class has homes located in districts that reach the proper desirability levels. Once your families are settled in, be aware that every home has needs which the resident family tries to satisfy. Household needs vary from low to high, based on class, but all citizens need easy access to water, food and goods to be happy. The public also demands reasonable wages and taxes. For each class, certain needs influence happiness and others influence the rate at which their homes will evolve.



All homes have the potential to evolve to higher levels. Evolution affects how many workers can live in the Plebeian or Equite house or the amount of property taxes paid by Patrician houses. Pleb and Equite houses have three levels of evolution, while Patrician villas have nine. Encourage evolution by giving your citizens access to water from fountains and a larger variety of food, goods and services. Continue a steady supply of all these things once your people's homes have evolved to keep the masses happy and prevent their homes from devolving back to a lower level. Besides more and varied goods and services, Patrician homes require additional increasing levels of desirability to continue to evolve.



## Crime

Happy citizens with all their needs attended to will work hard and produce greater results for your city with their efforts. Unhappiness leads to crime, protests and violent rioting over time. Extreme unhappiness in the population will eventually result in a general depopulation of your city, a most unpleasant outcome, indeed. Before your city is emptied, pay attention to the tell-tale signs of unhappiness. When Plebeian households are unhappy about their material or financial needs not being met, beggars will start appearing on the streets. Chronic unhappiness can lead your Plebeians further downwards into a life of crime. Burglars and muggers come from the same abject households as the beggar, but the loss of life and property these criminals inflict upon their neighbors lowers the city's Security Rating, which can block your assignment objectives. Prefects will pursue beggars and criminals and arrest them by roughing them up and sending them home. Good citywide household access to Education facilities reduces crime, but careful governors attend to the root causes of unhappiness in their population.

When a sufficient percentage of unhappy households are of the same social class, Plebeian, Equite or Patrician, they may take to the streets to protest their miserable lot. These outbursts are fairly civil but, if left untreated, can explode into mindless and destructive riots. Rioters can do a substantial amount of damage to a city before the riot runs its course. Rioters sometimes use the torches they carry to commit arson, usually targeting government buildings before homes. A large riot can overwhelm Prefects for a time because they must extinguish the fires it leaves in its wake in addition to arresting the rioters. Accordingly, soldiers arrest any rioters in their vicinity, and gatehouse and tower guards will attempt to kill any rioters that come within their range. Note that soldiers do not arrest standard beggars and criminals.



## Successful City Building: Advisors, Ratings & Overlays

### Advisors

Governing a city is a challenging task. Fortunately, you have the benefit of resourceful counsel. Twelve wise **Advisors** stand ready to report on all aspects of your city's growth and will assist in implementing your orders when possible.



Principal among them is the **Chief Advisor**. The Chief Advisor attends to all the information gathered by the other advisors and summarizes the most important points into a series of key reports. Reports that display with a red font indicate problems that you should quickly address, either through a visit to another advisor or through a specific action on the City or Empire Level.

The **Labor Advisor** notes the number of Plebeians and Equites assigned to the different job sectors in the city and their current wages and salaries. He also estimates their annual cost to the treasury. Visit the Labor Advisor to see staffing problems, prioritize which city jobs get filled first and view and adjust the base wages and salaries paid by Rome.

The **Finances Advisor** lists current property and sales tax rates, provides income and expense ledgers for the past and current year and implements your changes to tax rates.

The **Imperial Advisor** keeps track of Rome's opinion of your command, as indicated by your **Favor Rating**. Accordingly, he also monitors any requests or demands Caesar has made, his expectations regarding your salary and the cost of any gifts you might use as an attempt to gain favor. See the **Game Ratings** section for more information on **Favor**. Declare civic festivals through this advisor to also gain a variety of citywide effects.



The **Ratings Advisor** tracks your progress with each of the four Ratings – Culture, Prosperity, Security and Favor – as well as Population. Find the Rating goals required to complete the assignment here and get advice on what you can do to improve your current ratings.

The **Resource Advisor** lists the resources and goods produced by your city that are available by and for trade. Each item includes current city stocks and, if applicable, current and potential trade amounts with their import or export prices. Order the Resource Advisor as necessary to regulate the trade of resources, goods and stockpiling or mothballing.

The **Population Advisor** provides demographic information, including city population, information on food stores and consumption, funds in the city treasury, the crime rate, a measure of city sentiment and migration trends for each class.

The **Legion Advisor** monitors the readiness of your legions and their current location. He will implement your orders to buy off invaders when the treasury allows it and the invaders are amenable to such terms. He reports on any requests for your cohorts' service elsewhere in the Empire and conveys any related orders to them.

The **Health, Religion, Education and Entertainment Advisors** each list their respective service facilities in the city, indicating the quality of the services citywide and noting any related benefits or problems. The Health Advisor also reports citywide health risk and nutrition, while the Religion Advisor acts a channel for the gods, reporting the boons they may bestow at their pleasure. To visit the Advisors, click the **Advisors Button** on the **Control Panel**.

## Game Ratings

In the Career game, Caesar will set forth certain conditions that must be achieved to successfully complete your assignment. Depending on the assignment, there are key **Ratings** that will have to be carefully monitored to advance. View ratings from the **Ratings Advisor**. The height of each rating column indicates your current progress in achieving the goal for that rating. Clicking the button beneath each rating column provides advice on what can be done to improve that rating. While it's often desirable to raise one or several ratings significantly above the others, the remaining ratings must always be attended to sufficiently, lest the neglect of one hinder the potential of the others.

First among your ratings is **Culture**. The Roman Empire is the flower of civilization, and the cities you build should reflect this. Improve the Culture rating by increasing the quality and coverage of Healthcare, Religion, Education and Entertainment in your city.

While your citizens are enjoying the cultural opportunities you provide, pay attention to their **Security** by guarding their safety from local criminals and marauding barbarians. Make sure to build Prefect Offices in good supply and use fortifications, such as Walls and Gate Houses, to surround your city and keep unwanted invaders out. Spend the resources necessary to develop a strong military force, capable of protecting your province to the level it requires.

**Prosperity** is certainly one of the most crucial ratings. Farsighted Caesar judges the capability of his governors to a great extent by the size of their treasuries. Your financial history will be closely watched, so make sure to turn a profit. This rating is determined by two factors: the proportion of city households that fall into each of the three social classes and the average level of household affluence within each social class, as measured by evolution level, particularly of Patrician homes. A negative treasury reduces the prosperity rating to zero. Keep taxation and trade profits up to forestall citywide – and personal – impoverishment.

There is no more noble goal than to achieve favor in the eyes of Caesar. Your **Favor Rating** is the opinion that the leaders of Rome have of you, based on your record of serving their interests during your current assignment. From time to time, you will receive orders and requests from Caesar for quantities of goods, soldiers or money. You are expected to fulfill all orders on time; failing to do so results in a loss of favor. Requests are needs that Caesar believes you can help him with and are the best way to build your favor. You will find it difficult to complete your favor goals by ignoring our ruler's commands and requests. A negative treasury balance or taking a salary above the Rank that you have earned also lowers your Favor Rating. If your favor falls too low, the leaders of Rome will promptly remove you from office. If you lose, click the **Replay Assignment Button** and try again.

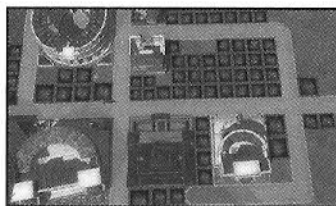
The Favor Rating gradually declines over time unless actively supported. Rome's leaders expect governors to play an ongoing role in supporting the Empire's interests. Therefore, offering timely Gifts to Rome, drawn from your personal savings, certainly shall increase your favor. Each gift that can be given is listed on the Imperial Advisor's screen, along with its cost. The more expensive gifts provide more favor. Each time a gift is given, it provides less favor than the time before, especially if given too frequently. Caesar does appreciate novelty.

The Ratings Advisor lists one last piece of information—the wise governor's most important measure of a successful city. Without your population, your city is nothing. Your **Population** is determined by the size of your city. Population goals for your city are used to establish victory conditions in most campaign assignments. Keep your citizens healthy and happy, and you will never want for a thriving populace or a continuation of your glorious career.

## Overlays

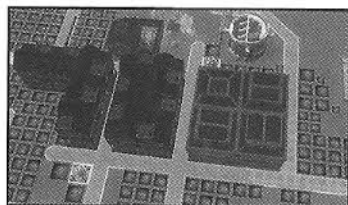
Keep track of your city's progress by checking with your Advisors. You will also be able to monitor the city's most important assets and immediate risks by using the **Overlays Menu**. The Overlays are an array of map-based reports, each focusing on a different city system, drawn to enhance its most significant details while filtering out nonessential information for a quick visual overview.

To activate an overlay, click on the **Overlays Menu Button** on the top of the Control Panel and select one of the overlay buttons. The Overlays Menu Button also displays the name of the currently active overlay. When an overlay is active, you can toggle to a normal view by hitting the keyboard space bar or clicking on the active overlay button. There is also a Normal overlay button that brings the player back to standard city view. The Mini Map on the Control Panel is color-coordinated with the display of each overlay. Click on it to be taken directly to that part of your city. Some overlays will have a submenu of choices to pick from for more detailed information.



City services that have their own overlays include **Entertainment, Education, Health, Religion and Law**. Each Overall Service overlay reveals how far a household can be positioned from a service facility and still receive that service. Roads and homes are color-coded to show overall service access to the range of different facility types.

Other overlays allow you to oversee critical city conditions. Use the **Water** overlay to see the buildings and structures involved in the delivery of water, the households and buildings that need it and the quality of their supply. The **Risks** overlay helps keep track of potential calamities for your city and citizens, ranging from problems due to lack of road access, labor or raw materials to threats of fire and building collapse to citywide health emergencies. Track the storage of resources across your city, as well as potential tax income and actual taxes assessed from the **Commerce** overlay menu options. Use the **Desirability** overlay when building homes to see the positive and negative Appeal from neighboring buildings and structures and the Desirability that results from it.



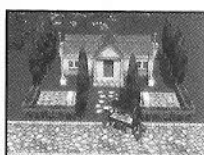
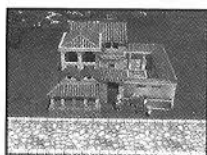
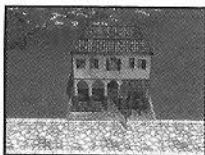
## INFRASTRUCTURE

Caesar has granted you the freedom to design your city from the ground up. Before you begin to build, click the **Build Button Menus** in the center of the Control Panel (along the right side of the screen) to see the Build Buttons for the buildings and structures within each of your city's main construction categories. Hold the cursor over Build Buttons to see brief descriptions of the role each building plays in the game. You'll also see its cost to build and if any additional structures must be placed in conjunction with it. Take the lay of the land, noting zones of potential resource development and ideal housing placement in advance. Plan well before you build, and immigrants will flock to your city from all over the Empire.



## Housing

Location, location, location! Citizens immigrate to the city when there are vacancies in homes that are appropriate to their social class, in a suitably desirable location. When starting your colony, begin by building homes to attract Plebeians, the foundation of your work force. Plebeian houses, or **Insula**, can be built in areas of lower desirability. Expand the quality of your city by building **Domus** for your Equites' housing needs. Domus require a higher minimum desirability to ensure citizens will move in and be happy. Patricians demand luxurious **Villas** in the most desirable neighborhoods. All citizens can migrate to another house if their home is destroyed and another of the same social class is available. However, if a house has been recently vacated by dissatisfied tenants, it will be uninhabitable for a period of time, until the taint of their unhappiness wears off.



Housing of all classes has the opportunity to evolve, given a high enough level of citizen happiness and increased desirability in the surroundings. **Insula** and **Domus** can go through three evolutions each, small, medium and large, and with each evolution are able to house a greater number of occupants. Patrician homes can evolve nine times, from **Villas** to **Estates** to grand **Mansions**. Evolved **Villas** do not hold a larger number of Patricians but do pay higher and higher property taxes with each evolution. You will find that it is worth the effort required to please your Patricians with the best neighborhoods possible—every month after tax collection, that is.



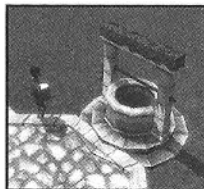
To keep track of how close your houses are to their next level of evolution, select any home to view the **Selected Object Panel** at the bottom of the Control Panel, which will show its number of occupants and their needs and concerns, color-coded to happiness. Icons and text at the top of the **Selected Object Panel** tell you if the home is evolving, devolving or needs something specific in order to evolve. For quick reference, clicking on people in the street will also bring up a **Selected Object Panel**. It will show your citizen's current activity and display buttons that can be clicked to cycle through related people, usually workers from the same workplace, and to take you directly to the home or building that person is from.

To place a house or other structure, select the **Build Button** for the type you wish to build. Note that its image is attached to the cursor. Position the cursor over the general area where you want to place the building. The image of the building is only displayed when it can be built in the current location; a red shaded area below the building's base indicates terrain that can't be built upon. Adjust the cursor until the building appears. All houses must be placed adjacent to a road. If the image of the house is grayed-out as you try to place it, this indicates that your house has not yet connected to a road. The house can be placed, but it will be uninhabitable until it has proper road access. When a house is properly placed on build-able terrain and accessible to a road, its image is drawn in color. Click and release the left mouse button to place it. To change the direction placed buildings face, hold the left mouse button down as you place them and then move the cursor to the side of the building that you want it to face. The **r** key also rotates buildings while they are on the cursor. The direction a building faces has no impact on gameplay.

If you decide you do not want the building you just placed, press the **Undo Button** before it becomes grayed-out to correct your mistake. Be quick, as you have limited time to undo.

## Water

Next to having a roof over their heads, there is nothing more important for your citizens than a reliable source of water. Pure water reduces health hazards, besides being more pleasant to drink. You can raise the happiness and evolution level of your people, as well as increase your **Cultura Rating**, by providing higher quality water throughout your city. Plebeians and Equites will be satisfied at first with simple **Wells**. Wells must be adjacent to roads so citizens can fetch water from them.





While well water helps reduce the risk of disease, it is rather unsavory compared to clean water from **Fountains**. Equites and plebs will desire water from fountains with road access to properly evolve.

The pure water that fountains provide is drawn by **Pump Houses**, which must be built on the shores of lakes or rivers. Water flows from pump houses through **Aqueducts** that connect to **Reservoirs** in the city. You can add onto existing Aqueduct lines by starting new lines where old lines end or branching new lines off of existing lines. Reservoirs are able to support multiple

lines of Aqueducts at a time. Pump Houses and Reservoirs are staffed by Equites, but unlike other city buildings, do not need to be adjacent to roads to get workers. Staffed reservoirs pipe clean water to nearby Fountains and Bathhouses. Villas should have a direct connection to reservoirs as well. Patrician households that are not close to working reservoirs must fetch their water by road, but do not believe these gentle nobles will welcome such menial labor for long. Give your upper class what befits them—the latest in indoor plumbing.

Use the Water Overlay to see the buildings and structures involved in the delivery of water, the households and buildings that need it and the quality and quantity of their supply. All of the Build Buttons for the buildings and structures associated with water delivery can be found under the Water Build Menu Button on the Control Panel.

## Roads

Building a network of roads is as important for the health of your city as a network of water pipes is for the health of your citizens. Without access to work and services, your population will be unable to function. Most citizens only travel on roads so it is important that you build them wherever citizens need to go. Laborers pushing carts, in particular, will only retrieve the resources they can reach by road. Farmers and resource gatherers need to reach their farms and camps by roads, but then move cross-country to toil in nearby fields and mines. Prefects and Engineers patrol city roads but can go cross-country when necessary to quickly reach buildings in jeopardy. Soldiers march cross-country to engage their enemies in battle but need roads to allow them to take position in towers and guard houses.

Most buildings must be adjacent to roads, or they will be unable to operate. Households must be adjacent to roads for people to live in them and to access the city services that they require. Pump Houses only need to be adjacent to water, but Trade Ports must be adjacent to both water and a road. Forts do not need to be placed next to a road, but all other military support buildings require road access. The user interface for building placement takes all of this into account and will show you what can and can't be placed. Roads are the lifeblood of a thriving metropolis, so plan well.

To build a road, click on the **Road Build Button**. Hold the cursor over the spot where you want to begin a road and click and hold the left mouse button. Hold the mouse button down and move the cursor in the direction that you wish to extend your road. Note that roads can't be built on certain types of terrain.



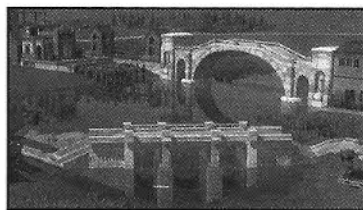
Roads have a neutral level of appeal but can be improved to raise the desirability of an area. Select the **Plaza Build** buttons under the **Beautification Build Menu Button** on the Control Panel. Plazas are beautified roads, functioning exactly like roads but radiating more appeal. There are three kinds of plaza you can lay down, but all have equal costs and appeal. Plaza may only be placed over existing road. A plaza is permanent once placed over a road and cannot be deleted separately from it. Plazas have an excellent effect on your city's desirability, if you have the denarii to spend.

If you have placed a road or any other structure that you decide must be removed, or if rubble and trees block your grandest building schemes, use the **Clear Land Tool** to open your path. To destroy buildings or clear rubble, trees and roads, click the **Clear Land Button**. The mouse cursor will change to the Clear Land tool. Yellow shading indicates the vulnerability of buildings and structures when the Clear Land tool is held over them. Click and hold the left mouse button down while moving the cursor to highlight an area for clearing or a building or structure for deletion. Areas of terrain or buildings that have been flagged for clearing will now display with red shading. Let go of the mouse button while the item is highlighted red, and the object will be cleared. Build Road and Clear Land costs depend entirely on the amount of land covered or cleared. Quickly use the **Undo Button** to correct mistakes with the Clear Land Tool before they become final.

## Bridges

Riverfront property is always a boon to your city, both for its beauty and the trade possibilities it represents. Life goes on both sides of the river, though, so provide access from one bank to the other with bridges.

Two types of bridges can be built on the City Level to span narrow bodies of water: low bridges and ship bridges. **Low Bridges** are less expensive than **Ship Bridges**, but trade ships cannot pass beneath them. Unlike ship bridges, low bridges have no minimum required length for placement, though the terrain of the shoreline may still invalidate some possibilities. Ship bridges provide the same utility to citizens as low bridges, allowing them to cross, but their spans are high enough above the water for trade ships to pass safely underneath. A savvy governor will accept the extra expense to build them, if trade will provide a lucrative compensation.



Bridges serve as roads for all intents and purposes. In particular, service access extends over them. Because most citizens and all workers only walk on roads, both sides of any bridge must be connected to roads before most citizens will walk over them. The bases of bridges must be near the water's edge and not too far above the water's surface. Bridges can be placed in any direction; they aren't limited to 45 and 90 degree angles.

Build both types of bridge by clicking the Water Build Menu button and then selecting the Build Button for the Low Bridge or Ship Bridge. Next, hold the cursor over the shoreline on one bank and, when you see it lit by a green light, click and hold the left mouse button down while dragging the cursor to the shoreline on the other bank. Note that when the bridge graphic has stretched sufficiently to reach the other shore, that shore is lit by the same green light. Keeping the cursor placed so that both shores remain lit, adjust its position to change the angle at which the bridge crosses the water and then release the left mouse button when satisfied.

## Fire & Collapse

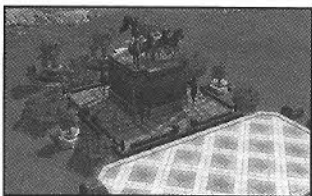
The Empire is eternal, but your city is perishable. Without a fire brigade and crack teams of repairmen, your buildings will be under constant threat of collapse, especially if certain dissatisfied elements choose to riot or your tokens of goodwill are foolishly refused by the local savages. Construct an effective network of **Prefect** and **Engineering Offices** to ensure the safety of your valuable city structures and increase your Security Rating.

Besides policing the city streets for criminal activity, Prefects are always at hand to put out fires. Engineers maintain upkeep on city buildings, preventing them from collapsing due to structural problems. Prefects and Engineers patrol city roads but can go cross-country when necessary to quickly reach buildings in jeopardy. As they go about their usual patrol path, they are constantly checking the safety and soundness of your buildings. The more frequently they can patrol their assigned neighborhoods, the fewer fire and collapse incidents on their beat. For this reason, it is important to keep a tight layout of Prefect and Engineering offices. The less area your security forces must cover, the more thorough they will be.



Build Prefect and Engineering Offices by clicking the Government Build Menu Button on the Control Panel and then the applicable Build Button. Hold the cursor over the location where you want to build the office and click again. Their offices employ plebs and must be adjacent to roads to get workers.

Sometimes Prefects and Engineers are not able to reach burning and collapsing buildings in time to prevent their destruction. Other times, invading enemy forces or marauding rioters overwhelm defenders and destroy some buildings. Select and click on the rubble that remains and view its Selected Object Panel to see what type of building it had been.



Use the Fire and Collapse Risk Overlays, from the main Risks Overlay Button, to easily see buildings at risk for fire and collapse, any that have already been damaged, the offices of Prefects and Engineers and their patrols. The Fire Risk overlay reveals buildings that are vulnerable to fire, any that are already burning, Prefects and their offices. Burning buildings are color-coded according to accumulated fire damage; the redder the color, the closer the building is to being completely consumed. The Collapse overlay reveals buildings or structures that are vulnerable to collapse, any that have already started to crumble, Engineers and their offices. Collapsing buildings are color-coded according to accumulated structural damage; the redder the color, the closer the building is to ruin. In the long run, a well-organized city safety force saves your treasury from ruin too.

## Beautification and Decorative Items

Once a city has achieved a certain level of prosperity, a governor wishing to advance his or her name in Rome will understand true fortune is achieved by fame. Adorn your city so that its beauty is praised from the four corners of the Empire. You will attract wealth to your treasury as well as praise from Caesar when your city mirrors the glory of Rome itself.



On a practical level, the beautification of residential areas to improve their Desirability is important for several reasons. All citizens prefer living in attractive locations over ugly ones, and governors who make use of decorative objects to improve the appearance of residential areas find that they have much more control over where people choose to live than the governors who don't. In addition, Villa property values are constrained when their surroundings are not sufficiently desirable, undermining their potential to generate significant revenue from property taxes.



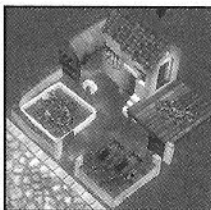
Place decorative objects such as Bushes, Trees, Gardens, Plazas and Statues by clicking the Beautification Menu Button on the Control Panel and selecting the appropriate Build Button beneath it. Use the Desirability Overlay to see how the intensity and range of the positive Appeal created by different types of decorative objects vary from one to another. Note that some statues are made from marble, which may have to be imported.

## FOOD, FARMING & INDUSTRY

### Food

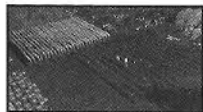
Your people cry for bread...and vegetables and meat. Will there ever be enough food to feed the hungry masses? There will be with careful planning and management. Plant fields to grow grain and vegetables and pasture cattle for meat, but be aware of the terrain. Food must be grown on fertile land or else imported at a cost to your treasury. Different classes begin with different food needs, but, sooner or later, all will need to be offered more choices if you wish to see your citizens evolve. At first, plebs need grain, which they make into bread, and some well water to be satisfied, while Equites require bread and vegetables to start. Eventually they will need all three types of food to evolve their households to the maximum level. Of course, Patricians demand bread, vegetables and meat at once – and plenty of it. Food is sold in **Food Markets**, which will need to be conveniently accessible to your citizens by roads.

Besides the basic household food requirements of your population, certain specialized services and structures must have additional food to operate. Keep up your soldiers' morale by providing food for their Mess Halls. Mess Halls are used to store and prepare your cohorts' food, retrieved by the Fort Quartermasters. Mess Halls are staffed by plebs and must be adjacent to roads so their workers can retrieve food from Markets, Farms, Granaries and Trade Depots and Trade Ports. To see the amount of food a Mess Hall has in stock, select it and look at its Selected Object Panel. The Trainers Guild, which trains wild animals for entertainment in the coliseum, needs a steady supply of meat for their ferocious students. Food is also needed for certain citywide Festivals and is frequently sent to Rome as gifts or to fulfill requests. Whatever is left over can often be exported for profit, so planning for a healthy farm system is never a waste.



### Farms

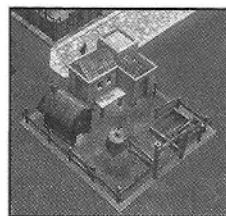
When initially laying out your city, study the land carefully. One corner of your province may be rocky and rich in minerals, ready to be mined. Another spot might be flat and barren, more appropriate for building forts and training soldiers; while a similar area that is centrally located could be ideally used for homes, markets and service facilities. Pay special attention to valuable fertile land. Feeding your populace is of the utmost priority. Thinking about the potential uses of the different parts of your province in advance will maximize your city's potential. Fields, pastures, vineyards and olive groves can only be



placed on terrain that mostly contains fertile land. When you place one of these structures so that it straddles the edge of suitable land, green shading will indicate arable land, and yellow shading will indicate an acceptably smaller area of normal terrain. Red shading, as with other buildings and structures, indicates terrain that can't be built upon. One grain farm can ideally work two grain fields. This same ratio applies for all fields and cattle pastures. For every two fields, place a farm to allow workers to arrive from the markets, guilds, military, trade and storage facilities of the city. Road access is required to farms for these workers and for farm workers, although once farmhands reach a farm, they will not need further roads to go out to the fields where they toil. When starting a new colony, place at least one farm-field system along with the first few *Insulae*. Ensure the plebs get fed before starvation prematurely undermines their faith in your good governance.

## Raw Material Gathering and Farming

Besides food, farms also produce **Raw Materials**, such as grapes, wool or olives, which can then be processed into valuable **Finished Goods**. The households in your city need the finished goods **Factories** create from these raw



materials almost as much as they need food and water for happiness and evolution. Build **Farms** and **Resource Gathering Camps** to harvest both food and raw materials. Gathering resources, farmed or natural, calls for a Farm or Camp as a nearby base for its gatherers and for temporary storage. Farms and Camps must be adjacent to city roads to bring in pleb laborers and provide access for workers from **Factories**, **Warehouses**, **Granaries**, **Trade Depots** and **Ports**, **Guilds**, **Markets** and **Mess Halls** to retrieve the resources they store. Remember that for maximum productivity, a balance should be struck so that travel time for both camp laborers and other city workers is minimized.

Natural resource sites, such as tracts of timber or deposits of gold, iron, clay, sand or marble, provide many of the raw materials essential to the production of finished goods citizens need. They are easy to spot once the eye knows what to look for.

To build a **Gathering Camp**, first locate a suitable resource site on your lands. Then click the **Raw Materials Build Menu Button** on the Control Panel, select the **Gathering Camp Build Button** for the corresponding resource you have

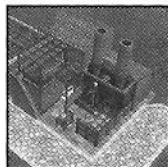


targeted, hold the cursor where you intend to place the building and click again. Mines, pits and quarries are essentially bottomless, but trees need time to grow again after they've been harvested. As you'd expect, the appearance of natural resource sites changes after they've been worked. Mines, pits and quarries cover once untouched deposits, and stumps remain after forests have been felled.

Be careful how you lay out your city's residential neighborhoods, as even the least choosy among your citizens will be unwilling to make their homes near blights such as these. A **Plebeian** or **Equite** is more likely to favor traveling a longer distance from home to work than live next to a clay pit, even if thrifty governors such as you might prefer they take a shorter route. Finding a perfect balance between efficiency and desirability is an ongoing challenge for ambitious city planners, especially at higher difficulty levels.

## Industry

As you have gathered raw materials from across your land, provide the next link in your city's mighty economy by building **Factories**. **Factories** consume the available raw materials to produce **Finished Goods** to improve your citizens' quality of life, to equip your cohorts in battle, for trade across the Empire and to appease any requests or commands from Rome.



Your city's need for specific finished goods and the availability of the raw materials used in their production determines the type and number of **Factories** that should be built. A small, isolated hamlet comprised solely of plebs has modest needs for finished goods, but a thriving and cosmopolitan metropolis — with markets, trade depots and ports bustling with well-to-do shoppers and traders and borders threatened by barbaric neighbors — will be insatiable in comparison. As a shrewd governor, you will know that providing for the growing needs of your city will not go unnoticed by Caesar.

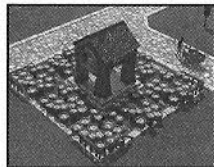
Each type of **Factory** requires corresponding raw materials as well as pleb labor to produce the type of finished goods it makes. **Factory** workers travel the city's roads to retrieve the stores of raw materials that **Farms**, **Gathering Camps**, **Warehouses** or **Trade Depots** and **Ports** have accumulated. Most **Factories** need only one type of raw material for their wares. However, **Armor** and **Weapons** factories require iron plus wool or timber for their output. Once at the **Factory**, the raw materials are gradually fashioned into finished goods. **Markets**, **Trade Depots** and **Ports**, **Guilds**, **Recruitment Posts** and **Warehouses** send workers along city roads to **Factories** to retrieve finished goods that they need for their business or that they have been assigned to store. Household shoppers must purchase their goods in markets. An astute governor prefers sales tax to factory-direct savings.

To build a **Factory**, click the **Industry Build Menu Button** on the Control Panel and select the **Build Button** that corresponds to the type of **Factory** you need. Hold the cursor where you intend to place the building and click again. **Factories** must be adjacent to roads to get workers and to enable cart pushers from **Warehouses**, **Trade Depots** and **Ports**, **Guilds**, **Markets** and **Recruitment Posts** to retrieve their finished goods. Select a **Factory** to see its current inventory of raw materials, finished goods and level of staffing in the **Selected Object Panel**.



## Warehouses & Granaries

Governor, your **Factories**, **Farms** and **Resource Gathering Camps** are all producing at maximum capacity. Storage facilities are essential to stockpiling items in bulk and will allow you to direct the efforts of your city's workers more accurately. By setting storage levels of goods and food across the city, cart pushers will be able to efficiently pick up only what is necessary, allowing the resources to be shifted to other facilities that have a greater immediate need.



**Granaries** are used to store food, while **Warehouses** store raw materials and finished goods. **Granary** workers travel city roads to pick up food that is either locally produced and stored on **Farms** or imported from abroad and being temporarily held at **Trade Depots** and **Ports**. **Warehouse** workers travel city roads to get raw materials, finished goods and exotic goods from **Farms**, **Gathering Camps**, **Factories** and **Trade Depots** and **Ports**. Both **Granaries** and **Warehouses** employ plebs and must be adjacent to a road both for worker access and to allow cart pushers from **Markets**, **Factories**, **Guilds**, **Trade Depots** and **Ports**, **Mess Halls** and **Recruitment Posts** to collect the food and goods they store.



Give orders on which types of food or resources the storage facility workers should pick up and the inventory levels they should maintain by clicking on the **Orders Button** on the Selected Object Panel. Adjust the **Inventory Control Slider Bar** for each type of food or resource, as desired. When slider bars are slid all the way to the left, the Granary or Warehouse will no longer attempt to retrieve that item or retain it in its inventory, allowing workers from other storage buildings to take it instead. Adjusting the Inventory Control Slider Bar for All Foods/All Resources will adjust the slider bars for all types of food or resources simultaneously.



## Mothballing

There are times when it is prudent to close down some of your city's facilities, as population and resources ebb and flow. Mothballing temporarily disables all of a building's regular operations. Enabling a mothballed building restores its normal function.

Mothballing a home evicts any current residents, forcing them to migrate to another home appropriate to their social class (if one has vacancies) or emigrate from the city. No new residents can move into a mothballed home. Mothballed buildings lose their labor, stop working and will not send workers together or retrieve resources.



Mothball individual buildings by clicking the **Mothball/Enable Toggle Button** on their Selected Object Panel. Order the Resource Advisor to mothball or enable all of the same type of Gathering Camp, Farm or Factory by clicking the **Mothball/Enable Toggle Button** for the resource that building provides. Mothball a Warehouse or Granary by clicking on the **Mothball/Enable Toggle Button** on its Selected Object Panel. Mothballed storage buildings won't send out cart pushers, but will otherwise work exactly as if they were enabled. Except for raw materials left in Factories, resources left in mothballed buildings can be retrieved by other workers until they are used up. Shoppers can also shop from mothballed Markets, and traders can pick up exports from mothballed Trade Depots and Ports until no goods remain.

## MARKETS & TRADE

### Markets

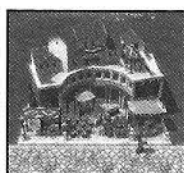
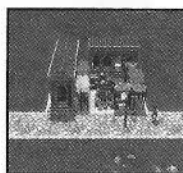
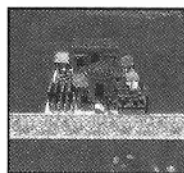
A bustling city filled with happy citizens spending the wages they have earned on the bounty your careful planning has allowed — and enriching the treasury with the sales tax they pay — is a sight to gladden even stern Caesar's heart. Build Markets to satisfy your people, your treasury and, eventually, your career ambitions in Rome.

Citizens purchase the goods they need for their households in **Markets**. Provide for the needs of your population by keeping stocks of everything they require. A citizen's social class determines the markets they shop in and how many goods their household needs and wants. The Selected Object Panel for a market lists the goods it has in stock and provides controls that allow you to determine which goods it should continue to seek supplies of. The Basic Goods Market also provides a check box that, when checked, excludes plebs from shopping there. Must keep out the riff raff when necessary.



All market purchases charge **Sales Tax**. The revenue generated from sales taxes is initially quite small, but increases as the population of a city grows. Patricians in particular, the upper class with deep purses and fondness for expensive luxury goods and exotic wares, indirectly provide a respectable boost to the city's treasury. Markets must be regularly assessed by tax collectors, or the sales taxes they generate will not be collected. Sales tax is collected monthly. Visit the Finances Advisor to see the current sales tax rate and to order any changes to it. All citizens become unhappy when the sales tax rate is high, so you will have to balance their dissatisfaction by either careful taxation management or by subtle tactics of civic distraction, such as a citywide festival or lavish event in the Circus.

There are four standard markets available for your citizens. The busiest markets in town are, of course, the **Food Markets**. Food markets sell meat, vegetables and grain. All social classes shop here. **Basic Goods Markets** sell up to three basic products from a choice of pottery, olive oil, clothing and glass. **Luxury Goods Markets** sell up to three items from a choice of jewelry, furniture, utensils and wine. **Exotic Goods Markets** sell deluxe merchandise, up to six choices, from a long list of imported goods: incense, ivory, silk, papyrus, perfume, cosmetics, spices, amber, furs, silphium, honey and salt. Up to three basic, three luxury and six exotic goods are available in each scenario, so every market can always sell them all.



Exotic goods must be imported from abroad, but all other household goods can be manufactured, given the resources, or imported, which will often be the case. Luxury goods are more difficult to produce than basic goods. Their raw materials are less common and more expensive. They are complicated to fabricate, so each factory will be less productive, resulting in the need to build them in greater numbers, which may not be practical. Luxury goods generally are expensive to import in high quantities. A balance between local production and importation will have to be determined, lest the growth of your city be limited. Thankfully, the Plebeian is a simple sort without taste for these refinements, so this quality merchandise can be reserved for Equites and Patricians alone.

Households want a certain number of types of household goods, rather than certain specific types. Plebs want food, water and basic goods. They need water and one kind of food to be satisfied. Two or three types of food give a happiness bonus. Fountain water and basic goods are necessary for their homes to evolve. Equites want food, water, basic and luxury goods. They need water, two kinds of food and two types of basic goods to be satisfied.

Three food types and three basic goods give a happiness bonus. Fountain water and luxury goods are necessary for the Equite home to evolve. Patricians want food, water and all household goods. They need pipe access into their homes, all foods, three basic and two luxury goods to be satisfied. Three types of luxury goods give them their happiness bonus. Exotic goods are necessary for the Patrician Villas to evolve to the higher levels. Villa evolution is limited by the Patrician's access to exotic commodities, so plan for a healthy trade network to satisfy their cravings for the best the Empire has to offer.

## Trade

We have created an Empire. This is the glory of Rome. Caesar's will is to unite all peoples under his banner. If force must be used, so shall it be. However, it is much more pleasant – and remunerative – to form these bonds with trade.

Open **Trade Routes** from the Empire Level map. The **Empire Level** allows you to trade with other provinces, both Roman and foreign, to acquire commodities your city doesn't produce and to sell goods your

### SCRIBE'S NOTE: BUY LOW, SELL HIGH

A clever governor is supportive of the needs of his or her trading partners. Importing resources from one at a low price, then re-exporting them to another at a high price will support your city's treasury most excellently.

city has in abundance. The Empire Level is the only source for the exotic goods desired by Patricians. From the City Level, click the **Empire Level Button** just below the Mini Map on the Control Panel to go to the Empire Level. To open trade with a province on the Empire Level, click on the province on the map. In the panel in the upper right, you will see information about what goods this province buys and sells, whether it trades by land

or sea and the cost to open the route. Click the different provinces to see which resources each city is willing to buy and sell, as well as the quantity of each that they are willing to trade over the course of a year. Select the province you wish to open a trade route with and click the **Open Button** on the Empire Level Control Panel. Click "Open Route" to pay the cost and open the route. Select your city and note that the trade route you just opened is now portrayed on the Empire Level.

Trade routes are usually expensive to open, but well worth it when rare but necessary resources are only available by import or when treasury funds can be significantly increased by exporting surplus resources. In fact, exporting resources is imperative for city income in the early stages of a new colony. An individual trade route may allow up to six resources to be traded over it: three imported and three exported. The cost of importing a resource and the price you can get from exporting it may vary over the course of an assignment, depending upon where your city is located. Check with the Resource Advisor to see import costs and export prices. Regulate the volume of imports and exports through orders to your Trade Depots and Ports and with the Resource Advisor.

## Trade Depots and Ports

After you've opened a trade route, you will need to build a corresponding Trade Depot or Port. Trade Depots and Trade Ports are two variants of the same building. Foreign traders stop here to purchase and pick up resources your city is exporting and to sell and deposit the resources your city is importing. Trade Depots are used by traders who carry their goods over land by caravan, while Trade Ports are visited by traders who carry wares by boat. Both Depots and Ports can be built only after the trade route that corresponds to them has been opened on the Empire Level.



To place the Trade Depot or Trade Port for a newly opened trade route, click the **Markets and Storage Menu Button** and then the **Build Button** for the Depot or Port that corresponds with the trade route you've just opened. Hold the cursor over the location where you want to place the building and click again. Trade Ports must be built on the shoreline of navigable waterways. When building them, use the **r** key to rotate the building so that its dock is over the water before trying to place it.

Both Trade Depots and Ports employ plebs and must be adjacent to city roads to get workers and to allow cart pushers both to bring in resources and retrieve imported resources from them.

Give Trade Depots and Ports orders to help regulate the flow of imported or exported goods. To give a Trade Depot or Trade Port orders, you must first select it and then click the **Orders Button** on its Selected Object Panel. Your Trade building will not start trading until you place your first order. Note that there is an **Not Buying** or **Not Selling** Button next to each of the resources being imported or exported. Clicking the button toggles the orders to **Buying** or **Selling** respectively. When a Trade Depot or Trade Port has been ordered not to sell a resource, workers from other city buildings that can make use of it will remove that resource from the Trade Depot or Trade Port's inventory.

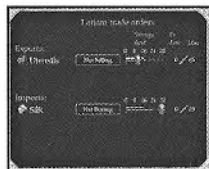
To the right of the buttons that determine importing and exporting status for a resource is the **Inventory Control Slider Bar**. Slide the button on the bar to the right to increase the quantity cap on the resource the depot or port will accept from a trader's shipment, if imported, or that its workers will attempt to maintain, if exporting.

The same mothballing rules apply. Mothball a Trade Depot or Trade Port by clicking the **Mothball/Enable Toggle Button** on its Selected Object Panel. A mothballed Depot or Port won't send out workers to retrieve the goods it exports, nor will it accept imported goods from traders. Traders will continue to pick up resources from a mothballed Trade Depot.

## CITY SERVICES

Your citizens require more than food and shelter if they are to have a chance at leading productive, healthy and content lives. Modern Roman households benefit from access to healthcare, education, entertainment, religion and justice. As a progressive city planner, ensure the welfare and happiness of your citizens by providing them these civilizing opportunities. These services are furnished at specialized facilities and are staffed by Equites. Household access to specific service facilities and the overall service access each house enjoys contribute to a number of important bonuses and Ratings.

Service access works differently in Caesar IV than some might expect. If citizens feel they live close enough to a service building to adequately receive its service whenever they desire, their house will be counted as having access to the provided service. The fewer employees a service building has, the closer a home has to be to the building to consider the service as provided. People use roads to get services, so proximity via road is their deciding factor. In most cases, each of the different facilities within a service fulfills a specific household need. When different



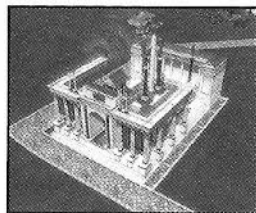
facility types serve the same need, they vary in other respects such as size, cost, staffing numbers and access range. All citizens, from pleb to Patrician, benefit in some way from access to services. For example, citizens with better access go about their activities more quickly than their less fortunate peers; improved household access to service facilities accelerates the movement speed of its members and thus increases the efficiency of city operations.

Villas require access to certain service facilities before they can evolve and increase their property values. Without such access, Villas cannot fully improve. Villa property value and quality go hand in hand; as one increases or decreases, so too does the other. Increased Villa property values lead to increased revenue from property taxes and play a significant role in the calculation of the Prosperity Rating. Your Patricians shall demand the greatest variety and excellence of city services. You will find that their Villas will not evolve to the highest levels without equivalently high levels of every service.

Some of the Advisors provide important reports relating to household service access. They provide details on service facilities, a measure of citywide household access for each service facility type and related problems and bonuses. Use the different service Overlays for a filtered view of service facilities, households that have access to services and places where new households can be built and receive the service.

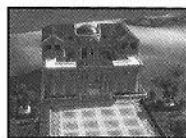
## Justice

Villas require access to justice facilities before their property values can increase into the upper levels. Without such access, Villas cannot improve completely. In particular, Patricians expect justice facilities to be nearby, fulfilling their need for desirable, civilized city culture. Increased Villa property values lead to increased revenue from property taxes and play a significant role in the calculation of the Prosperity Rating.



Justice facilities include the **Governor's residences (Villa, Mansion and Estate)**, **Forum** and **Basilica**. Each of the Forum's four flags represents a different Rating; the height they are flying indicates that Rating's current level.

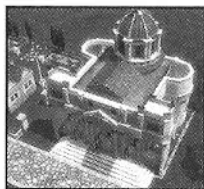
The number of unemployed plebs and Equites sitting around the Forum's periphery increases and decreases as the unemployment rate for plebs and Equites rises and falls. The Basilica must be visited by Magistrates trained in the Governor's residence to provide household access. The Forum and Basilica must be adjacent to roads to get workers and provide household access. These roads will also provide access to the Governor's residence, so Magistrates can get to work.



To build a Forum, Basilica or Governor's residence, click on the Government Menu Button on the Control Panel and then the Build Button for the building you wish to place. Use the Law Overlays to view justice facilities, justice facility range,



any related problems and justice facility access for all current and prospective household locations in the city. Justice, low crime levels and proper coverage and effectiveness of Prefects and Fortifications — especially walls placed around key areas of high desirability — all contribute to an increase in your city's Security Rating.



## Education

Besides directly securing your city's safety with Prefects and fortifications, the enlightened governor understands that by improving educational opportunities, the citizenry will be elevated intellectually and will have less reason to resort to crime. Build Schools and Libraries to reduce crime and increase the Culture Rating and villa property taxes.



Citywide household access to educational facilities plays an important role in driving the city's Culture Rating. Educational facilities include Schools and Libraries, which are staffed by Equites and must be adjacent to roads to get workers and provide household service.

To build Schools and Libraries, click on the Education Menu Button on the Control Panel and then the Build Button for the building you wish to place. Consult with the Education Advisor



for reports on educational facilities, citywide coverage and related bonuses. Use the Education Overlays to view educational facilities, households that have access to education services and places in your city where new households can be built to receive education.

## Religion

A pious population, humbly serving the gods of Rome, will by extension better serve the needs of the city as you see fit. Of course, the temple priests will insist it is the favor of the five gods — Jupiter, Mars, Mercury, Ceres and Bacchus — that allows your citizens to reap the blessings of the devout. It may not be your role as governor to determine the truth of these teachings, but it certainly is true that a variety of significant benefits can occur when a sufficient percentage of households have access to religious facilities for one or more of the five gods.



As usual, Villas require access to religious facilities (among other things) before they can evolve and their property values increase, adding to property tax revenue and elevating your Prosperity Rating. A high Culture Rating relies on many households of all social classes having access to religious facilities.

Religious facilities include Temples and Shrines. Temples are larger and costlier to build and operate, but are more efficient in the long run, as they can provide access to more homes for the same cost as multiple Shrines. There is a Temple and Shrine for each of the five gods. They are staffed by Equites and must be adjacent to roads to get workers and provide household access.

To build Temples and Shrines, click on the Religion Menu Button on the Control Panel and then the Build Button for the Temple or Shrine you wish to place. The construction of a Temple requires a quantity of marble. Consult with the Religion Advisor for reports on Temples and Shrines, citywide coverage and related bonuses and problems. Use the Religion Overlays to view religious facilities, religious facility range, any related problems and cumulative religious facility access for all household locations in the city.





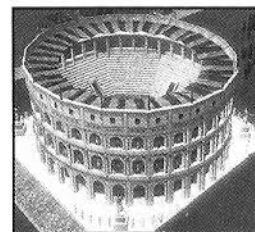
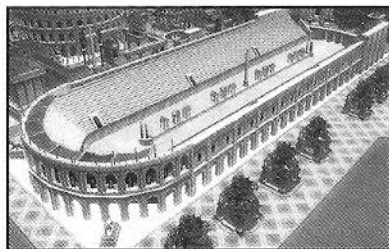
When a sufficient number of households have access to the Temples or Shrines dedicated to a particular god, bonuses and benevolences specific to that god are bestowed upon the city. Three levels of Bonuses are possible from each god, which can result in anything from an increase in tax revenue to increased resource or finished goods production rates to enhancing your soldiers' fighting ability. Check the in-game help for more details. The two gods whose Temples and Shrines provide service to the highest percentage of households in the city may also randomly grant the city a Lesser or Greater Benevolence. This can make a great impact on your city's circumstances, as piety is richly rewarded by the gods.

#### SCRIBE'S NOTE: JUPITER'S WRATH

Jupiter is a jealous god. If other gods are more heavily worshiped than he, the father of all gods may smite down your city buildings in his anger. Provide for his worship with Shrines, Temples and Festivals, and he may smite your city's criminals instead.

## Entertainment

Life in the city can be stressful, with many chances for your population's confidence in your leadership to dwindle. Increase citywide happiness by providing entertainment and amusements to gladden the heart. Lavish year-round entertainment will have people from every corner of the Empire eager to come visit, hopefully to settle. Average household access to entertainment services, along with class-based unhappiness & happiness, has a significant influence on the immigration rate for the three social classes. Good access to entertainment services increases the immigration rate while poor entertainment options will certainly decrease it, especially as expectations for excellent entertainment grow with the size of your city.



Villas in particular, require access to the widest variety of entertainment facilities you can provide before they can evolve to their highest levels. Citywide household access to entertainment facilities plays an important role in driving the city's Culture Rating. Entertainment facilities include **Odeums, Theaters, Arenas, Coliseums** and the **Circus**. Consult with the Entertainment Advisor for reports on entertainment facilities, citywide coverage and related bonuses or problems. Remember to use the Entertainment Overlays to view additional information on entertainment facilities and their service access range.

**Guilds** are specialized training facilities for Theater, Arena, Coliseum and Circus performers. They periodically send their graduates to perform shows at these entertainment facilities in order to provide households within range of the venue with entertainment. Some guilds require a stock of certain resources to train and dispatch entertainers. Guilds employ Equites and must be adjacent to roads to get workers and to retrieve goods from Farms, Granaries, Factories, Warehouses, Trade Depots and Ports.

**Actor Guilds** train actors who perform in theaters. **Gladiator Guilds** train gladiators who perform in arenas and coliseums. They require a stock of weapons to train and send out gladiators. **Trainer Guilds** train animals who perform in coliseums. They require a stock of meat to train and send out their beasts. **Charioteer Guilds** train charioteers who perform in Circuses. They require a stock of timber to train and send out charioteers. The Circus is the pinnacle of rousing Roman spectacle. Due to its tremendous capacity, a staffed circus provides access to every household in the city, and only one can be built.



To build Guilds, click on the **Entertainment Menu Button** on the Control Panel and then the Build Button for the Guild you wish to place.

## Healthcare

Life in the colonies is filled with dangers, not just from barbaric hordes, but from Nature herself. Safeguard your citizens by providing access to the



improved quality of hygiene and medical treatment that healthcare facilities allow. Household access to hygiene facilities helps prevent outbreaks of disease, susceptibility to citywide health crises and the spreading of infectious diseases that may have stricken neighboring households. Citywide coverage by hygiene facilities has an influence on whether many types of health crises happen at all. Disease



prevention is also influenced by household nutrition. Access to treatment facilities increases the likelihood that households survive the health crises that do affect them.



Health service access is provided by two types of facilities: hygiene and treatment. Hygiene facilities include **Barbershops** and **Bathhouses**, and treatment facilities are **Clinics** and **Hospitals**. All are staffed by Equites and must be adjacent to roads to get workers and provide household access.



To build healthcare buildings, click on the **Healthcare Menu Button** on the Control Panel and then the Build Button for the building you wish to place. Note that Bath Houses must be placed near working Reservoirs to get the clean water they require for operation. Consult with the City Health Advisor for reports on hygiene and treatment facilities, citywide coverage and related benefits and problems. Use the Health Overlays to view healthcare facilities, healthcare facility range, any related problems and hygiene and treatment access for all current and prospective household locations in the city.



## GOVERNMENT

Caesar has placed great faith in you to safeguard the bounty of the land, guiding it from the earth to a more finished form as a shepherd guides his flock from pasture to pen. Insure that its development moves directly into your city's coffers, for your own good as well as the good of the Empire. If your treasury is healthy, you will have opportunities to increase your favor with Rome. If you squander the wealth Caesar has entrusted you with, beware the consequences. You might find the shepherd has become the lamb—fed to tigers in the coliseum.

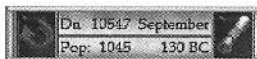
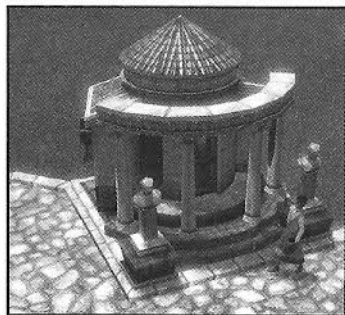
### Treasury & Wages

A city's **Treasury** is the primary source of funds governors have at their disposal to cover the many expenses a city incurs. Expressed in denarii, the current Treasury total is displayed on the Control Panel, just below the buttons for the Advisors and the Empire Level. Perhaps your most crucial role as governor is to insure a steady balance of funds in your Treasury. As all building expenses and worker wages come directly from the treasury, you will find that it drains rapidly unless you exploit all potential sources of income, from trade to taxation. Govern wisely, as wages and salaries greatly affect your citizens' mood. High wages create happiness in Plebeian and Equite households. Low wages will bring unhappiness to a class across all households. This will have more or less of an effect on individual households depending on what other unhappiness they may be suffering from. One of these other sources of unhappiness could quite possibly become the rate at which you will be obliged to set city taxes to keep your treasury solvent. One challenge as governor will be to find a perfect balance of taxation and salary so that your citizens will stay happy while your city funds remain stable. Heed that the treasury does not slip into the negative for long. This could cast Caesar's anger upon you and potentially lose you your assignment. An empty treasury is proof enough to Caesar that you are unfit for your post, if you cannot find a way to quickly divert his ire.

Visit the Finances Advisor to see a breakdown of all income and expenses for both the previous year and the current year to date. The Finances Advisor also implements your orders to change the property tax or sales tax rates.

### Taxation

Taxation is a fact of life in the city for all, from humble Plebeian to grand Patrician. As Governor, you must set taxes to offset city expenses. The first source of tax income in even a small settlement is the sales tax. Every citizen pays a sales tax on all purchases from the markets. Markets must be regularly assessed by tax collectors, or the sales taxes they generate will not be collected. Sales tax is collected monthly. Visit the Finances Advisor to see the current sales tax rate and to order any changes to it. The larger your city, the more sales tax will accumulate as the growing population shops for a greater variety of wares. Sales tax is paid on every transaction, so encourage your citizens to spend at the local markets. All citizens become unhappy when the sales tax rate is high. However, having a wide variety of household goods to choose from can increase public happiness in turn. A judicious governor thus inspires the populace to take pride in the retail fulfillment of its civic duty.



You have provided your Patricians with every service and household need they have desired for their happiness. Pleasing Patricians will encourage them to diligently pay their monthly assessed property tax. The higher level of evolution their Villas have reached, the larger the amount of property tax that will be owed. At the highest levels of evolution, these taxes will make a substantial impact on your treasury, so it is always advisable to give your Patricians all they expect. Visit the Finance Advisor to view property tax statistics and set the current level of property tax. Patricians are a picky lot and may refuse to pay their fair share of property tax if they are moderately unhappy, so providing them with all the pleasures of Roman civilization serves a double purpose. Of course, only the Patrician mood is affected by high property taxes, but, in all fairness, Patricians are also the only class untroubled by the petty wage and salary concerns of the working classes. A governor's work is never finished when appeasing the citizens while augmenting the treasury.

Hire city **Tax Collectors** to assess Markets for sales taxes and Villas for property taxes. **Tax Offices** employ Equites and must be adjacent to roads to get workers. When a tax collector reaches a market or villa on his patrol, he will assess the evolution level of the villa or the sales volume of the market. The assessment is good for a time, but the tax collector has to eventually return to reassess the property or market. If the time between assessments is too long, the building steadily pays less tax until it finally stops paying anything at all.

Make sure that all your markets and villas are accessible by road so that the tax collectors will be able to pay them their regular collection visits efficiently. Use the Potential Taxes Overlay in the Commerce Overlay menu to view a color-coded map of how much tax revenue each Market and Villa has the potential to provide. Use the Tax Collection Overlay in the Commerce Overlay menu to see a color-coded indication of whether individual Markets or Villas have been properly assessed by tax collectors. Both overlays also show all tax collectors and their offices. Taxes are collected monthly, based on the total due from the villa or market and how recently it was last assessed. With a tight network of tax collection offices, the capable governor insures the most accurate level of taxation across the city.

### Festivals

Taxation can become an unpleasant subject in your city for Plebeian and Patrician alike, causing unhappiness to rise. Other issues such as low morale amongst your cohorts, low treasury funds or even anger from Jupiter himself can be temporarily alleviated by declaring a lavish Festival for your city. Each of the five festivals is dedicated to a different god and has different costs and benefits—check the in-game help for more details on each. Festival costs vary in accordance with the number of citizens currently living in the city. After a festival has been held, a certain amount of time must pass before that same festival can be held again. The Imperial Advisor is ready to update you with all the information you will need to plan your next festival. A careful balancing of festivals, religious worship and entertainment schedules in your city's theaters and arenas can provide a constant stream of blessings and distractions for the masses—and a more peaceful term in office for you.

### Player Salary & Personal Savings

As Governor, you are entitled to draw a monthly salary from the city treasury in proportion to your rank in the eyes of Rome. The denarii you allot to compensate your extraordinary civic efforts are deposited into a private savings account. You can draw upon your personal wealth to provide generous monetary donations to your city's treasury or to send gifts to Rome to boost your Favor Rating with Caesar in a more direct fashion.

### SCRIBE'S NOTE: TAXES & WAGES

Lowering wages by 1-2% and increasing taxes by the same amount can lead to large denarii savings with comparatively little negative impact to your population's happiness. Comparatively positive impact to your favor with Rome is well on its way.

Governors are entrusted with the power to increase or lower their salaries as they see fit, but understand that taking a salary higher than you are entitled to by your current rank may come at a cost to Favor. Governors who choose to take salaries lower than their due may find such selfless leadership goes unnoticed by Rome. Still, you may want to reduce your salary for a time if your city's finances are ailing. Visit the Imperial Advisor to view your current rank and monthly salary, raise or lower your salary, see your savings, send gifts to Rome or bestow a gift to the city's treasury. In Campaign play, the Governor's savings carry over from one assignment to the next.

The player can send gifts to Rome by spending money from personal savings. When expenses drain a city's treasury to perilously low levels, a timely Gift to the City of a portion of your personal savings can sometimes buy the time that's needed for income to become sufficiently robust. Similarly, when unfortunate circumstances or errors in governance lower the favor with which you are viewed by Caesar, Gifts to Rome may occasionally buy you the goodwill that you were unable to earn. Caesar prefers a governor who is humble and thrifty, but who knows how to sing the praises of the Empire in gilded tones when need be.

## MILITARY ACTIVITY

Caesar is a friend to all and greatly esteems the economic alliances between his governors and their trading partners abroad. However, uncouth barbarians, unable to appreciate the advantages Roman friendship brings, will not be tolerated. If you cannot do business with this rabble or bribe them into taking their hostility elsewhere, the barbarian horde will have to be put down. Especially when selecting a military assignment during your career, you will have to strengthen your city with manpower and brick and mortar alike to insure your city's continued security.

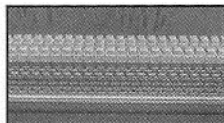
### Fortifications

On the City Level, the player builds walls, towers and gatehouses. Some parts of the uncivilized world are still quite hostile to the Roman way of life and threaten our interests through force of arms when and where they can. Accordingly, most prudent governors accept the necessary expense of raising and keeping an army on the outskirts of their city to punish raiders, fend off more serious assaults, attack enemy forces in distant lands or aid friendly cities when called upon by Rome to do so.

An additional and related expense must be allotted for fortifying the most valuable parts of the city. Fortifications thwart raiders, slow more capable foes and instill Patricians and Equites with the confidence they need to fully improve their homes. Protecting the city with fortifications also raises the Security Rating, which may be necessary to complete the assignment.

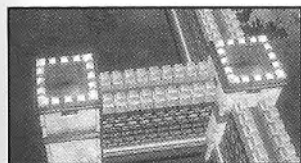
### Walls

Walls stop cavalry and slow the passage of other enemies. Build Walls by left-clicking the Wall Build Button. Then left-click the location where the wall will start and hold down the left mouse button while dragging the mouse to the location where the wall will end. Strengthen existing walls by adding additional layers. Walls near staffed towers are patrolled by guards. Since your troops need room to maneuver near them, walls cannot be placed directly adjacent to other buildings. Also, placing walls around residential areas will improve the city's Security Rating and the desirability of the neighborhood they surround.



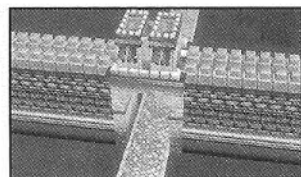
### Towers

Towers make walls more formidable barriers against the enemies that besiege them through the ballista mounted on their battlements and the guards they send to patrol nearby walls. Towers can only be built on existing walls. Build towers by left-clicking the Tower Build Button, holding the cursor over walls on the intended location and left-clicking again. Towers employ plebs and must be adjacent to roads to get workers. Staffed towers fire bolts from ballista at enemies and send guards to patrol nearby walls.



### Gatehouses

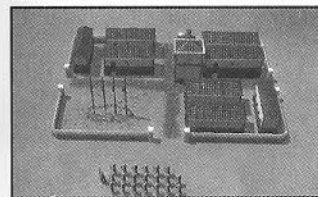
Gatehouses allow citizens, traders and friendly soldiers passage through walls but lock out enemy soldiers. Build gatehouses by left-clicking the Gatehouse Build Button, holding the cursor over the area of wall where the gatehouse will be placed, clicking the r key to rotate the gatehouse so its opening will allow passage through the wall and then left-clicking again. Gatehouses are staffed by plebs and must be adjacent to city roads to get workers. Staffed gatehouses will attack enemies that come within their range. Staffed towers and gatehouses spawn wall guards, who patrol walls contiguous to their home and attack enemies with handheld missile weapons. Whether against small raiding parties or larger armies entering the city, the defenders of your city's fortifications will respond automatically.



## Military Buildings

### Forts

Forts provide soldiers with a place to live and to form the cohorts in which they serve. However, they should not be considered homes in the ordinary sense, as they do not need to be adjacent to roads and are almost entirely self-sufficient. Aside from a reliable source of food and arms for the Mess Hall and Recruitment Post, respectively, the soldiers within a fort need nothing from the city and derive no benefit from any of its goods or services.



The four types of Forts – Heavy Infantry, Light Infantry, Cavalry Auxilia and Missile Auxilia – correspond to the type of soldier they house. All four fort types accommodate a single cohort of up to twenty soldiers who are recruited to them from outside the city. New soldiers can only join a cohort if there are vacancies and the troops are properly supplied with food. The fort must also be stocked with food, and the Recruitment Post must have stocks of weapons and, when necessary, armor. Soldiers will not immigrate to mothballed forts.

The soldiers of a cohort whose fort is destroyed by enemy units will continue to fight while the enemy is on city lands. When the battle is over, these soldiers will subsequently take up residence in a new fort of the same type, provided one is available before their morale is completely undermined by lack of food. Cohorts with very low morale will desert your city, taking their weapons and armor with them. The cohort of a fort destroyed by the Governor will depart from the city immediately, also taking their weapons and armor.



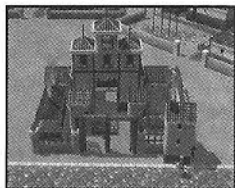


Build forts by selecting the **Military Build Button Menu**, selecting the Build Button for the type of fort that is needed and left-clicking on the area where it is to be built. To see the number of soldiers in a fort's cohort and its supply of food, select the fort and view its Selected Object Panel.

### Recruitment Posts

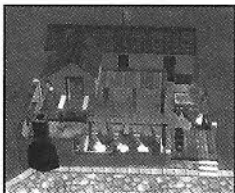
Newly recruited soldiers requisition weapons and armor at the **Recruitment Post** before moving into their forts.

Recruitment Posts must have a ready supply of necessary weapons and armor or new recruits will not come to the city. Light Infantry and Missile Auxilia require only Weapons, while Heavy Infantry and Cavalry Auxilia need weapons and armor. Recruitment Posts are staffed by plebs and must be adjacent to roads so their workers can assemble supplies of weapons and armor from Factories, Warehouses, Trade Depots and Trade Ports. To see the number of weapons and armor a Recruitment Post has in stock, select it and look at its Selected Object Panel.



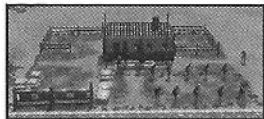
### Mess Halls

**Mess Halls** are used to store and prepare food for your hungry soldiers. Mess Halls are staffed by plebs and must be adjacent to roads so their cart pushers can retrieve food from Farms, Granaries, Trade Depots and Trade Ports. This food is used to keep up the morale of your cohorts, so be ready for manly appetites and a large volume of resource use. To see the amount of food a Mess Hall has in stock, select it and look at its Selected Object Panel.



### Drill Yard

**Drill Yards** are used to raise and train cohorts to defend the city and, if you wish it, to serve Rome's interests in foreign lands. Recruits are toughened up in Drill Yards, increasing their effectiveness before being sent out to battle. Select a cohort and press the Train button to get the cohort to go to the drill yard and train. Drill Yards are staffed by knowledgeable Equites.



### Soldiers

In the dangerous lands you are to govern, the first order of business is attracting **Soldiers** to fight for your province. New soldiers and replacements are recruited to forts from outside the city when any existing cohorts with vacancies are in their forts, the forts have a supply of food, and a Recruitment Post has a supply of weapons for light infantry and missile auxiliary cohorts or weapons and armor for heavy infantry and cavalry auxiliary cohorts. Recruits and replacements are not recruited for mothballed forts.

### Types of Soldiers

**Heavy Infantry** legionary require both weapons and armor. Their forts are larger and more expensive than those of their Light Infantry counterparts, but they do more damage and can take more punishment.

**Light Infantry** legionary require weapons but do not need armor. Their forts cost less than those of Heavy Infantry, but they also do less damage and can take less punishment.

**Cavalry Auxilia** require both weapons and armor. Their forts are very expensive. They have the advantage of additional mobility but do not defend as well as Heavy Infantry.

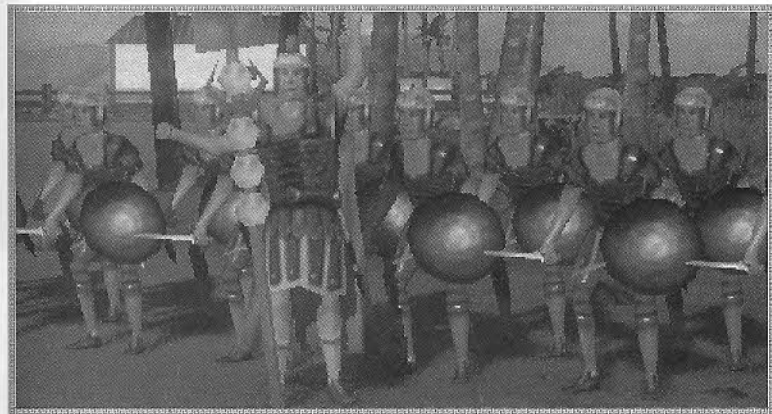
**Missile Auxilia** require only weapons. Their forts are inexpensive, and their bows allow them to attack targets at a distance. However, they are at a disadvantage in close combat.

### Training, Experience and Morale

Introduce your city's eager new recruits to the wisdom of rigorous Roman military discipline. All types of cohorts become stronger as they gain experience in **Drill Yards**. After an initial course of drilling, they become "Trained." With an additional training period, they will be classed as "Expert." All types of cohorts become more proficient at killing and sturdier in their morale through the experience they gain in battle. Cohorts that have fought in one or fewer battles are referred to as "Regular" troops. Those that have fought in two or more battles, whether in the city or fighting distant foes, are "Seasoned." Cohorts that are both Expert and Seasoned are considered "Elite."

A cohort's morale affects both its willingness and ability to kill. Morale goes up when cohorts are eating regularly and are in their forts, provided there are no invasions underway. Morale goes down when a cohort takes casualties and when they go without eating. As a cohort's morale declines, its members become increasingly inept at inflicting damage on the enemy. The lower morale gets, the greater the likelihood of a refusal to fight or even desertions. To see a cohort's current level of training, experience and morale, select the cohort and look at the Selected Object Panel. Visit the Legion Advisor to see troop levels and food stocks in forts and to monitor threats.

For more information on commanding your cohorts in battle and setting battle formations, please refer to the in-game help. As a leader of legions as well as an architect of civilization, your name will be renowned throughout the Empire. Good luck, Governor — one day may we bow to you as Caesar, commander of all Rome.



## CAESAR IV ONLINE

You can choose to play Caesar IV competitively online by selecting "**Caesar IV Online**" from the Main Menu.

You will be taken to a screen where you must log in or create an account. There is also a button to view the **Caesar IV Online** site. To create an account, click on the "New Account" button to open the registration page. Once you have an account, simply enter your username and password to log in. When logged in, you will be taken to a menu where you can choose either "Caesar's Challenge" or "The Empire."

### Caesar's Challenge

This is the competitive side of **Caesar IV Online**. Here you will see a list of scenarios for the current season. While playing a scenario, you are hooked into the **Caesar IV Online** database, and your results are automatically saved and compared to those of other players. Your current ranking in relation to those of other players can be viewed by clicking the "+" button on the Status Bar located at the bottom of the screen (not present for all scenario types). A rankings panel will be displayed with the current top 10 governors, as well as your ranking and the nearest 6 governors (if you're not in the top 10). Full rankings and details of the current season and past seasons can be viewed on the **Caesar IV Online** site. The ultimate goal of Caesar's Challenge is to be a winning governor of a scenario during the current season.

### The Empire

The Empire is the persistent side of **Caesar IV Online**, where you can build up and continually improve upon your own personal province. You do so by playing the listed scenarios and then uploading them, which can be done via the win screen or scenario overview screen. Your province and its cities are listed on the **Caesar IV Online** site, where you can also see the provinces of everyone else participating in The Empire. The more scenarios you play and upload, the larger your province becomes! See how close to perfection you can get with each scenario and become a top governor of The Empire.

## THE SCENARIO EDITOR

Design your own Scenario maps with the Scenario Editor. Enter the editor from the Main Menu by selecting Tools. From here you can create a new scenario or edit existing scenarios. Custom scenarios are saved to the Scenarios subfolder in your **Caesar IV** folder. The editor is a powerful tool that allows you to adjust every facet of a campaign map, from terrain, to ratings goals to enemy invasions. **Note:** The editor is unsupported.

## CUSTOMER SUPPORT

If you purchased this game via download, you will need to contact technical support at the website you purchased the game from for all installation, purchase, download issues and refunds.

### VU Games Customer Support can be reached in the following ways:

#### TECHNICAL SUPPORT

Phone: (800) 630-0811  
10:00am-8:00pm, M-F (EST)

#### CUSTOMER SERVICE

Phone: (800) 757-7707  
10:00am-8:00pm, M-F (EST)

#### ONLINE SUPPORT

<http://support.vugames.com>

#### MAIL

VU Games  
4247 South Minnewawa Avenue  
Fresno, CA 93725

### An Important Note Regarding Graphics and Having the Best Possible Experience:

**Caesar IV** uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game-playing experience. The game was largely developed and tested on NVIDIA® GeForce® FX, 6 Series and 7 Series graphics cards, and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better, you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

## CREDITS

### TILTED MILL ENTERTAINMENT

**Lead Designer**  
Cliff Beatrix

**Producer**  
Matt Williams

**Senior Designer**  
Tony Laier

**Lead Programmer**  
Mike Gingerich

**Lead 3D Artist**  
Mike Malone

**Lead UI Artist**  
Adam Carriello

**Development Support & Quality Assurance Manager**  
Greg Sheppard

**Lead Tester**  
Will Jennings

**Designers**  
Matt Zimmitti  
Blair Evans  
Lanny Eusebi  
Jeff Fiske

**Associate Producer**  
David Beshe

**Programmers**  
Jim Solomon  
Eli Pulsifer  
Tony Hosier

**Victor Rachels**  
Dean Lawson  
Kevin Gray  
Chris Harvey  
Daniel Higgins

**Artists**  
Dennis Rose  
Kwan Sukasame  
Louis Tammara  
Ed Brilliant  
Travis Williams

**Composer, Sound Designer & Video Engineer**  
Keith Zizza

**Sound Effects and Audio Production**  
Jeff Seamster

**Development Support & Quality Assurance**  
Hans Schroder  
Brian Ferullo  
John Brooks

**Webmaster, and Additional Design,**  
Caesar IV Online  
Jeremiah Freyholdt

**Finance & Operations**  
Peter Haffenreffer

**Legal Counsel**  
Marsha Phillips Beatrice

**Voice Actors**  
Greg Bair  
Marc Biagi  
Gene Bogart  
Kevan Brighting  
Dan Castle  
Bill Corkery  
DC Douglas  
Ross Dyer  
Simon Fellows  
James K Flynn  
Adam Jelson  
Ralph Lister  
David McKister  
Doug McLeod  
Lani Minella  
Sam Mowry  
David Rivas  
Peter Sandon  
Joe J Thomas

**TILTED MILL WOULD LIKE TO THANK**  
Tilted Mill Entertainment would like to thank the following individuals for their contributions:  
Michael Conza  
Scott Birnbaum  
Rick Goodman  
Keith Heitmann

**Additional Testing**  
Tilted Mill Entertainment would like to thank the following individuals for their generosity, dedication and diligence:

**AZEEM**  
Bianca Pecunia van Schaik  
Chris Sejanus Liptak  
Cliff Caesar Clifford Shearer  
Dana Bugsy Williams  
Dave Stringbags Stringwell  
Didier Gagniere  
Gill Gilb Bliski  
Gloria JulieSet Carson  
Gordon Farrell  
Grumpus  
Hans E. PCDania Hansen  
JanJaap Jayhawk van den Hark  
Joost van den Berg  
Lisanne Norman  
Margaret Lady Mags Churchill  
Mark Caesar Alan Snow  
Michael Cronin Vondung  
Mouse  
Paul Gocnsquad Watts  
Ray Rufio Heuer  
Reneke Jaguar Lips  
Robin Robroy Hewitt

**SITEARM**  
Sicha  
Tobias Tobing Scheuer  
Vittorio Manzari  
Wolfgang Koppil Koppmann

**SIERRA ENTERTAINMENT**  
**PRODUCTION**  
Executive Vice President & COO of Product Development  
Peter Della Penna

**Senior Vice President of Production**  
Kelly Ryan

**Executive Producer**  
Kenneth Rosman

**Producer**  
Joseph Selinske

**Associate Producer**  
Jared Yeager

**Technical Direction**  
Robert Kohout

**MARKETING**  
Vice President Brand Marketing  
Koren Hubbard

**Vice President World Wide Marketing**  
Frank Matzke

**Brand Marketing, North America**  
Michael Lawrence

**Global Brand Manager**  
Thomas Series

**Global Brand Coordination Manager**  
Deana Erickson

**Associate Brand Marketing, North America**  
Greg Agius

**Senior Manager, Consumer Promotions**  
Julie Thomas

**Associate Manager, Consumer Promotions**  
Matthew Allen

**Promotions & In-game Specialist**  
Nicki Pounds

**Trade Marketing Manager**  
Linda Ethridge

**Trade Marketing Specialist**  
Chris Winck

**PUBLIC RELATIONS**  
Senior Global PR Manager  
Tanya Rohmann

**PR Liaison**  
Kohnke Communications

**CONSUMER RESEARCH**  
Manager  
Linda Howard

**Senior Research Analyst**  
Miriam Bishop

**CREATIVE SERVICES**  
VP Creative Services  
Steve Parker

**Creative Director**  
Kathy Carter-Humphreys

**Creative Manager**  
Kristy Cheng

**Account Supervisor**  
Angie Mavrov

**Graphic Designer**  
Andy Nunez

**LEGAL**  
Vice President, Legal Affairs  
Rod Rigole

**Corporate Counsel**  
Tracy Sargent

**Senior Paralegal**  
Kevin Crook

**Paralegal**  
Pam Teller

**MEDIA PRODUCTIONS**  
Vice President Video Services  
James Carey

**Production Manager**  
Amy Allison

**Screenshot & Video Capture**  
Blake Hill  
Joseph Selinske  
Jared Yeager

**Intro & Ending Movie Post Production**  
Jesse Vigili - Psychic Bunny

**QUALITY ASSURANCE**  
V.P. of Studio Operations  
Rich Robinson

**Studio Support Service**  
Anne Nakada

**Studio Support Services**  
Administration Assistant  
Nuria Andres

**Senior QA Manager, TRG, VUPC, CRG**  
Igor Krinitzky

**Senior QA Manager, Tester Resources**  
Michael Gonzales

**QA Supervisors**  
James Pasque  
Marcus Quinn

**QA Manager**  
Lester Gross

**QA Project Lead**  
Calvin Wong

**QA Test Team**  
Kevin Bell  
Don J. Carroll  
Phillip Chan  
Casey Coleman  
Jessica Eckstein  
Derek House  
William Kus  
Nathan LaMusga  
Eric Lawson  
Levi Luke  
Philip Luke  
Arkan Uth Oslin  
Rowena Rana  
Randy Vazquez  
Larry Ward, Jr.

**Additional Testing**  
James Kroff

**Manual and Documentation**  
Jessica Eckstein

**Manual Images**  
Eric Lawson

**Compatibility Requirements Group Supervisor**  
Robert Fleischacker

**Compatibility Requirements Group Engineers**  
Austin Kienzle  
Ferid Kazimi  
Robert Fenoglio

**Burn Lab Supervisors**  
Afolabi Akibola  
Chris Miller

**Burn Lab Configuration Engineers**  
Tyre Derramus  
Julio Ferrer  
Brad Graber  
Jose Hernandez  
Michael Ryan  
John St. John  
Justin Brown

**IT Networks/EUS Supervisor**  
Eric Hoffmaster

**IT EUS Technicians**  
Alex Bryant  
Shawn Lomas  
Mark Smith  
Terence Stephenson

**Project Leads VUPC Group**  
Brandon Valdez  
Gyra Talton  
Fausto Lorenzano

**Senior Engineer VUPC Group**  
Richard Benavides

**QA Tools Programmer**  
Ben Hines

**LOCALIZATION**  
Localization Manager  
Elthine Hagen

**Senior Project Manager**  
Bobby Handerson

**Project Manager**  
Gillian Pierce

**SPECIAL THANKS**  
Bruce Hack (CEO), Jean-Francois Grollemond (CFO and President, Europe), Martin Tremblay (President, Worldwide Studios), Terri Durham (Executive Vice President, General Counsel), Cindy Cook (Executive Vice President, Chief Strategy and Marketing Officer), Mark Halaq (Executive Vice President, Human Resources), Pascal Brochier (Executive Vice President, Global Sales), Bret Berry (Vice President, Executive in Charge of Production), Kelly Zmak (COO-Radical), Brian Leake, Guy Welch, Marcus Beer, Barry Kehoe, Gerry Carby, Michael Herring, Jeff Buccellato, Paul Pawlicki, Glenn Dohrepaulz, Matt Stoke, Todd Hartwig, Eric Culqui, Jason Frisby, Tom Gastall, Jan Lindner, Cammie Laney, Angelina Coley, Marisa Torbert, NVIDIA, Intel, Red Game Tools, Prima Games, R22 Digital, Anomaly Creative.

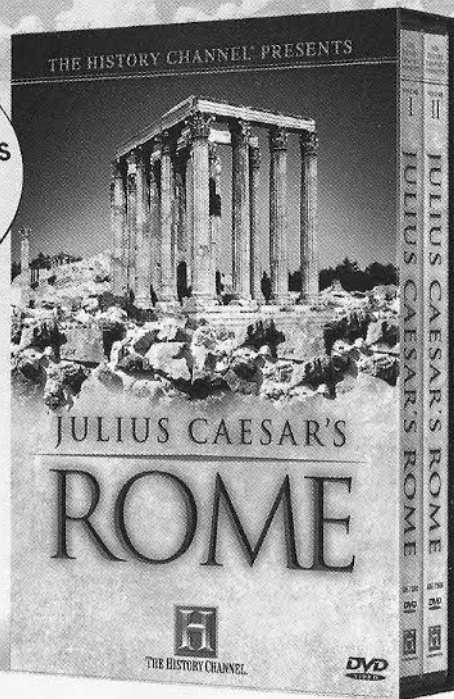
**ADDITIONAL THANKS**  
All of the friends, family and coworkers that joined us as we undertook this bold new journey. Also a bunch of others: Uncle Skippy, Hedonist-Bot, Spicy Yellow Chicken Curry, KR2 Staff, Lost Penny, Rade, Adam, Dave and Greg, 50 CCINSI, and if we forgot anyone from the list please know that we're thinking about you.

# Relive the rise and fall of the Roman Empire

in this 2-DVD set from  
THE HISTORY CHANNEL®

6  
Full-length  
Documentaries  
for under  
\$30

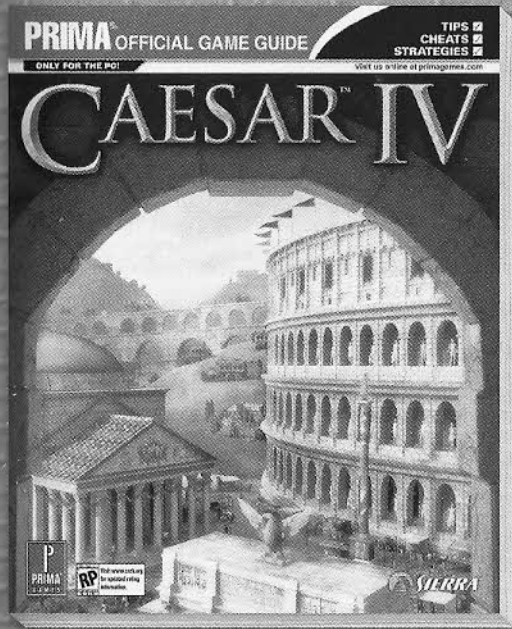
Available wherever  
DVDs are sold



THE HISTORY CHANNEL  
DISTRIBUTED BY  
NEWVIDEO

THE HISTORY CHANNEL and the "H" Logo are Registered Trademarks of A&E Television Networks. All Rights Reserved.

# YOU'VE GOT THE GAME, NOW GET THE GUIDE!



- FULL WALKTHROUGHS OF ALL CAMPAIGN MISSIONS AND SCENARIOS.
- DETAILED STATS ON ALL BUILDINGS AND UNITS IN THE GAME!
- LEGIONNAIRE STRATEGIES THAT WILL MAKE YOU A GENERAL WORTHY OF CAESAR'S NAME.

**AVAILABLE AT VIDEO GAME  
RETAILERS OR DOWNLOAD NOW  
AT [WWW.PRIMAGAMES.COM](http://WWW.PRIMAGAMES.COM)**



Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries.

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.





## LICENSE AGREEMENT

**YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE PROGRAM, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNUSED SOFTWARE PROGRAM TO THE PLACE OF PURCHASE OR CONTACT SIERRA ENTERTAINMENT'S CUSTOMER SERVICE AT (800) 757-7707 FOR A FULL REFUND OF THE PURCHASE PRICE WITHIN 30 DAYS OF THE ORIGINAL PURCHASE.**

This software program and any files that are provided by Sierra Entertainment, Inc. to you by on-line transmission or otherwise to "patch," update," or modify the software program, inclusive of "New Materials" as defined in Section 1 below, as well as any printed materials, on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (collectively, the "Program") are the copyrighted work of Sierra Entertainment, Inc. and/or, its licensors, licensees and suppliers (collectively referred to herein as "Licensor"). All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

### END USER LICENSE AGREEMENT

- Limited Use License.** Licensor hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your use on a home, business or portable computer. In addition, the Program has a multi-player capability that allows users to utilize the Program over the Internet via a gaming network designated by Licensor (an "On-line Provider"). Use of the Program over the Internet may be subject to your acceptance of the On-Line Provider's Terms of Use Agreement, which may be updated or modified at any time. The Program may also contain a Campaign Editor (the "Editor") that allows you to create custom levels or other materials for your personal use in connection with the Program ("New Materials"). All use of the Editor or any New Materials is subject to this License Agreement. The Program is licensed, not sold. Your license confers no title or ownership in the Program.
- Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Licensor or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program contains certain licensed materials and Licensor's licensors may protect their rights in the event of any violation of this Agreement. The Program may access websites owned, controlled by, or operated by licensed affiliates of Licensor, and receive patches and/or updates to the Program from these websites. All patches, updates or other downloadable material used by, or incorporated into, the Program are the copyrighted property of Licensor, who reserves all rights therein, and shall be governed by the terms and conditions of this Agreement.
- Responsibilities of End User.**
  - Subject to the Grant of License hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Licensor.
  - The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own use, but you are not entitled to:

- sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Licensor.
  - exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center or any other location-based site. Licensor may offer a separate Site License Agreement to permit you to make the Program available for commercial use; contact Licensor for details;
  - use or allow third parties to use New Materials for any commercial purpose, including, but not limited to distribution of such New Materials on a stand-alone basis, and/or packaged with other software or hardware through any and all distribution channels, including, but not limited to, retail sales and on-line electronic distribution, without the express written consent of Licensor;
  - host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by Licensor in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose including, but not limited to network play over the Internet, network play utilizing commercial or non-commercial gaming networks or as part of content aggregation networks without the prior written consent of Licensor;
  - create or maintain, under any circumstance, more than one simultaneous connection to any hosting service utilized for on-line play. All such connections, whether created by the Program or by other tools and utilities, may only be made through methods and means expressly approved by Licensor. Under no circumstances may you connect, or create tools that allow you to connect to either Licensor's, or an On-Line Provider's, private binary interface or interfaces other than those explicitly provided by Licensor, or an On-Line Provider, for public use.
- Program Transfer.** You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program and any New Materials from your home, business or portable computer.
  - Termination.** This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program and any New Materials. Licensor may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Materials.
  - Export Controls.** The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.
  - Customer Service/Technical Support.** "Customer Service" as used herein may be provided to you by Licensor's representatives by telephone and/or by electronic message (e-mail). "Technical Support" may be provided to you by Licensor by telephone, electronic message (e-mail), or by posting of information related to known technical support issues on a web site. Unless otherwise stated in the Program's packaging or in the Program's user manual, nothing herein shall be construed so as to place a duty upon Licensor to provide Customer Service or Technical Support via a toll-free telephone number for an unlimited period of time.
  - Duration of the "On-Line" Component of the Program.** This Program contains an "on-line" component that allows you to utilize the Product over the Internet utilizing servers and software maintained by Licensor and/or its affiliates. Licensor may, in its sole discretion, provide the servers and software technology necessary to utilize the "on-line" component of the Program, or Licensor may license to third parties the right to provide the servers and software technology necessary to utilize the "on-line" component of the Program. However, nothing contained herein shall be construed so as to place an obligation upon Licensor to provide the servers and software technology necessary to utilize the "on-line" component beyond the time that the Program is Out of Publication. The term "Out of Publication" as used herein shall mean that the Program is no longer being manufactured by Licensor.
  - Limited Warranty.** Licensor expressly disclaims any warranty for the Program, any New Materials and Manual(s). The Program, any New Materials and Manual(s) are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or non-infringement. The entire risk arising out of use or performance of the Program, any New Materials and

Manual(s) remains with the User; however Licensor warrants up to and including 90 days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to Licensor of proof of purchase of the defective Program, Licensor will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations may not apply to you.

10. **Limitation of Liability.** NEITHER LICENSOR, ITS PARENT, SUBSIDIARIES, ITS LICENSORS OR AFFILIATES SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM AND ANY NEW MATERIAL OR AN ON-LINE PROVIDER AUTHORIZED BY LICENSOR, INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. FURTHER, EACH OF LICENSOR, ITS PARENT AND THE ON-LINE PROVIDER SHALL NOT BE LIABLE IN ANY WAY FOR THE LOSS OR DAMAGE TO PLAYER CHARACTERS, ACCOUNTS, STATISTICS OR USER PROFILE INFORMATION STORED ON AN AUTHORIZED ON-LINE GAME PROVIDER. EACH OF LICENSOR, ITS PARENT, AND THE ON-LINE PROVIDER SHALL NOT BE RESPONSIBLE FOR ANY INTERRUPTIONS OF SERVICE ON OTHER ON-LINE PROVIDERS AUTHORIZED BY LICENSOR INCLUDING, BUT NOT LIMITED TO, ISP DISRUPTIONS, SOFTWARE OR HARDWARE FAILURES, OR ANY OTHER EVENT WHICH MAY RESULT IN A LOSS OF DATA OR DISRUPTION OF SERVICE. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
11. **Equitable Remedies.** You hereby agree that Licensor would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Licensor may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
12. **Limitations on License.** Nothing in this License Agreement shall preclude you from making or authorizing the making of another copy or adaptation of the Program and any New Materials provided, however, that (1) such new copy or adaptation is created as an essential step in your utilization of the Program and any New Materials in accordance with the terms of this License Agreement and for NO OTHER PURPOSE; or (2) such new copy or adaptation is for archival purposes ONLY and all archival copies are destroyed in the event of your Transfer of the Program and any New Materials, the Termination of this Agreement or other circumstances under which your continued use of the Program and any New Materials ceases to be rightful.
13. **Miscellaneous.** This License Agreement shall be deemed to have been made and executed in the State of California and any dispute arising hereunder shall be resolved in accordance with the law of California. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of California, County of Los Angeles, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect. This License Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supercedes any prior oral or written agreements.

I hereby acknowledge that I have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of my agreement to be bound by the terms and conditions of the License Agreement contained herein. I also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Licensor and myself and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between Licensor and myself.