

EMPEROR
EXPANSION

IMPERIVM

ROMANVM

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EXPANSION



INSTALLATION

1. You must have the original Imperium Romanum game installed
2. You must have started the original Imperium Romanum the game at least once
3. Insert the *Imperium Romanum: Emperor Expansion* DVD-ROM in your DVD-ROM drive
4. If your computer has AutoPlay enabled it would automatically start the installation process
5. If the installation does not start automatically, double click on the My Computer icon and locate your DVD-ROM drive
6. Double-click on the DVD-ROM icon to start the installation, or open the DVD-ROM folder and double-click on the file called setup.exe
7. Follow the on-screen instructions. When prompted to select an installation directory choose the installation directory of Imperium Romanum.

INTRODUCTION

Welcome to Imperium Romanum - Emperor Expansion!

This expansion pack for Imperium Romanum offers 19 new maps (missions and scenarios), an achievements system, patron gods and many other new features and tweaks to the game.

New Missions and Scenarios

The four new campaigns offer 16 challenging new missions. To start any of these missions you have to click on the campaign button and then select one of the new campaigns - *“Conquest of Britannia”*, *“Wilds of Germania”*, *“Colonization of Africa”* or *“Caesar’s Civil War”*. These missions may be played in any order, even if you have not completed the campaign of the original Imperium Romanum. For more details on the new campaigns, refer to the corresponding section of the manual.

3 new free-build scenarios can be accessed from the scenario button in the main menu - Augusta Raurica, Secunda and Tolosa. As always, these scenarios allow you to build the city of your dreams without following specific objectives.

Achievements

The achievements are 50 exceptional feats that you can complete during the game. To access the achievements screen you must click on the “Achievements” button in the lower section of the Main menu or on the eye icon of any notifications for a completed achievement. For more information and a list of all achievements, please check the corresponding section of the manual.

Patron Gods

The Patron Gods are a new feature unique to the Emperor expansion. You will be prompted to select a patron god when you upgrade your Forum for the first time or at the start of the game. Each Patron God offers a unique power and will grant you a special benefit when you make an offering in one of your temples. Check the Patron Gods section of the manual for details.

OTHER CHANGES



New Game Speed (5x) - We added a new very fast game speed mode. By clicking on the Game Speed button you can now alternate between normal speed, fast speed and very fast speed.

Roman Enemies - you will be able to face Roman armies in battle in the campaign “Caesar’s Civil War”.



Huge Maps - All maps in “Caesar’s Civil War” are bigger and allow the construction of huge cities.

Randomized Tablets of Fate - the mission Londinium offers the unique option to play with randomized Tablets of Fate. This mission will be different every time you replay it.



New Visuals - several buildings have new looks in the Emperor Expansion.

Balance change - Temples are now unlocked at Forum level four instead of level five.

CAMPAIGNS

The campaign mode allows you to play in any one of the 5 campaigns depicting different historical events throughout the history of the Roman Empire. *“History of the Roman Empire”* is the campaign of the original Imperium Romanum, *“Conquest of Britannia”*, *“Wilds of Germania”*, *“Colonization of Africa”* and *“Caesar’s Civil War”* are new campaigns, unique to the Emperor expansion.

If you are new to the game, we recommend starting with the *“History of the Roman Empire”* campaign.

CONQUEST OF BRITANNIA

**Londinium (London) - Heart of Britannia**

The ancient city of London was under Roman control for almost four centuries. It quickly grew from a small settlement to the most important Roman colonia in all Britannia.

The tablets in this scenario are random and you may face different challenges should you decide to replay it.

Hadrian’s Wall - The Completion of the Wall

Hadrian’s Wall was the second of the three great fortifications constructed across Britannia by the Romans.

The construction required the combined efforts of three legions.

The Wall marked the border of the Empire in Britannia and held off the fierce inhabitants of ancient Scotland.

Eboracum (York) - Castrum Eboracum

In AD 70 the Roman General Quintus Petillius Cerialis led the Ninth Legion across the River Humber and conquered the territories of the Brigantes Celts. To secure the new territories he established the fortress of Eboracum near current day York.

With a whole legion stationed in the fortress the economy of Eboracum flourished, attracting more and more settlers. Eventually it became a prosperous trade and cultural center and the capital of Britannia Inferior.

Aquae Sulis (Bath) - The Sacred Spring

The small town of Aquae Sulis in the Roman province of Britania was world famous with its mineral springs. It was occupied during the Roman invasion in AD 43. The name of the town is Latin for 'the water of Sulis'.

The Celts that inhabited this area worshiped a goddess called Sulis, to which they dedicated their mineral springs. When the Romans came they built a Roman Bath complex that still stands to this day in the town of Bath.



WILDS OF GERMANIA**Augusta Treverorum (Trier) - The Lands of the Treveri**

Augusta Treverorum was a key Roman settlement and the capital of the Roman province of Belgica.

Should you decide to accept the post of governor, keep in mind that trade would be crucial for the survival of the settlement. You would be challenged both by a time limit and constantly changing trade conditions.

Augusta Vindelicorum (Augsburg) - Riches of Raetia

In 15 BC the Roman general Tiberius and his legions conquered many Celtic tribes and established the Roman province of Rhaetia. The territory encompassed much of present day Switzerland and southwestern Germany.

The town of Augusta Vindelicorum was established the same year by Emperor Augustus. This new territory is rich in natural resources and provides new trade opportunities. Rome's hunger for goods is great and will demand much of this new settlement.

Via Claudia Augusta - Road to Germania

The Roman road Via Claudia Augusta linked the Roman provinces Rhaetia and Italia across the Alps. The road was initially established by the Roman general Drusus to aid his conquest of Germania.

In AD 47 Emperor Claudius, the son of Drusus ordered the expansion of the road to allow the movement of wheeled carts, thus making the travel between the two provinces much faster. Via Claudia Augusta would bring prosperity and wealth across all Germania.

Borbetomagus (Worms) - City of the Celts

Borbetomagus is one of the oldest cities in Central Europe. It existed before Roman times and was established by the Celts.

Your objective is to develop the small settlement into a glorious Roman city, taking advantage both of the fertile soil, and the rich mineral deposits found in the area.

COLONIZATION OF AFRICA



Leptis Magna (Al Khums) - Birthplace of Septimus Severus

Leptis Magna, the hometown of Emperor Septimus Severus, was one of the largest and most important Roman settlements in Africa.

There is a limit on the number of houses that you can construct in this mission. This cap will be raised and ultimately removed as you complete your objectives.

Lambaesis (Tazoult-Lambese) - Capital of Numidia

The settlement of Lambaesis grew from a small military camp to a self-governed municipium. It was made capital of the Roman province of Numidia.

If you have the ambition to build a large and influential city in Roman Africa, the post of governor of Lambaesis would be perfect for you.

Tipaza (Tipasa) - City on the Hills

Tipaza was a Phoenician colony of the coast of modern day Algeria. Emperor Claudius occupied Tipaza and turned it into a Roman military outpost. The colony quickly prospered and became a key commercial and trade center.

Trade is pivotal for success in Tipaza. Advantageous trade routs will bring you great profit and new trade opportunities will present themselves as your city grows. You will be supplied with Timber from the nearby provinces.

Hippo Regius (Annaba) - the Royal City

Welcome to the royal city of Hippo Regius - the jewel of Roman Africa. Before Roman times this ancient town was the residence of the Numidian Kings.

The lands around Hippo Regius are not suitable for farming and you won't be able to build Wheat, Pig and Flax Farms. You will have to import these resources. Rome has promised to help you finance the development of the city.

CAESAR'S CIVIL WAR



Massalia (Marseille) - The Siege

On January 7, 49 BC Julius Caesar crossed the Rubicon with Legio XIII. The die was cast. Roman law forbade any general to enter Italy with an army and the Civil War started on this momentous day.

Pompey fled from Rome and Caesar chased after him. One of the first obstacles in his path was the heavily fortified city of Massalia.

Dyrrhachium (Dures) - The Big Battle

As Caesar advanced towards Brundisium, Pompey fled with his fleet to Greece. After a quick campaign in Hispania, Caesar and 15 000 of his soldiers crossed the Adriatic Sea and landed at Apollonia.

Pompey held the advantage both in naval power and in numbers. His army consisted of over 30 000 men. He waited for Caesar at Dyrrhachium, where the two forces met in what would be one of the most important battles in the civil war.

Zela (Zile, Tokat Province) - Rebuilding of Zela

Taking advantage of the situation created by the civil war Pharnaces II of Pontus claimed several Roman territories. Caesar was quick to retaliate and take back what was lost. In just five days Caesar had achieved total victory and Pharnaces II had fled to the Bosphorus.

Caesar has appointed you Governor of the town of Zela. You must restore the city to its former glory, but be weary as many supporters of Pharnaces II have survived. They spread lies and incite rebellion among the local populace.

Munda (Sevilla Province) - The Clash in Hispania

The battle of Munda that took place on March 17, 45 BC was the last confrontation in the Civil War.

Pompey was dead, murdered and decapitated in Egypt, but his oldest son, Gnaeus Pompeius, remained a threat to Caesar's ambitions.

In the plains of Munda the son of Pompey had both the better position and a significant advantage in numbers. Yet, Caesar was renowned for his triumphs against impossible odds...

ACHIEVEMENTS

The Achievements are 50 exceptional feats that you can attain during the game. You can check your progress from the corresponding link in the main menu or the “View” button of any notification for a completed achievement. Each achievement has different score and difficulty. Try to perform them all!

Every achievement must be performed on a single map, unless it is defined as an achievement for the entire game. Generally you can complete them on any map, except when playing in tutorial or Rome game mode.

Two of the achievements must be completed on a specific map and one can be completed only on a free build scenario map.

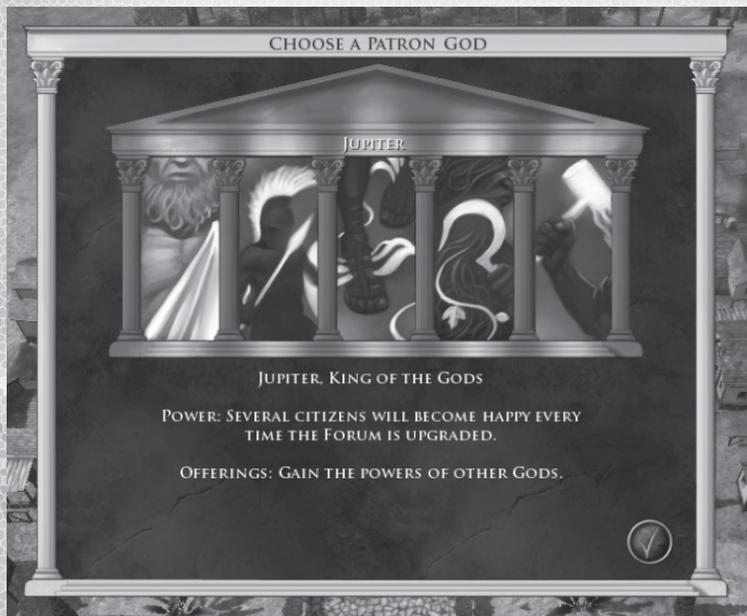
If you use cheat codes in a mission, you will not be able to complete any achievements during this mission!

Name	Objective	Difficulty	Points
Municipium	<i>Achieve 50 houses</i>	Easy	200
Colonia	<i>Achieve 200 houses</i>	Easy	500
Bread and Circuses	<i>Achieve 100 happy citizens</i>	Easy	200
Utopia	<i>Achieve 300 happy citizens</i>	Easy	500
Prestigious District	<i>Achieve 25 Villas</i>	Easy	200
Prestigious City	<i>Achieve 100 Villas</i>	Easy	1000
Civis Romanus Sum	<i>Have 200 Settlers</i>	Medium	300
Teacher	<i>Educate 100 Children</i>	Easy	400
Pontifex Maximus	<i>Have 15 Temples</i>	Medium	1000
Wealth	<i>Have 50000 Denarii</i>	Medium	1000
City of the Rich	<i>Have a total city wealth of 50000 Denarii</i>	Easy	500
Senator	<i>Achieve 150000 Rome Approval</i>	Hard	3000

Name	Objective	Difficulty	Points
Golden Touch	<i>Export 500 Gold</i>	Easy	500
Liquid Gold	<i>Export 1000 Olive Oil</i>	Easy	500
Master Trader	<i>Gain 10,000 Denarii from trade</i>	Hard	1500
Visionary	<i>Build all monuments</i>	Hard	3000
Fortune and Glory	<i>Build 5 Arches of Triumph</i>	Medium	1000
City of Gold	<i>Build 3 Golden Statues</i>	Medium	500
Mean Streets	<i>Capture 20 criminals</i>	Easy	200
Praefectus Urbanus	<i>Put down 40 fires</i>	Medium	500
Forum Romanum	<i>Upgrade your Forum from level 1 to level 8</i>	Easy	300
Rich Family	<i>Achieve a house with 1500 Denarii family wealth</i>	Medium	500
Prosperity	<i>Achieve 10 houses with more than 800 wealth</i>	Medium	1000
The Coliseum	<i>Build a Coliseum for 40 minutes</i>	Hard	2000
The Circus Maximus	<i>Build a Circus Maximus for 30 minutes</i>	Medium	1000
Glory of Rome	<i>Win all missions in History of the Roman Empire</i>	Hard	5000
Caesar	<i>Win all missions in Britannia, Africa, Germania and the Civil War</i>	Hard	5000
Legatus Legionis	<i>Command 7 squads</i>	Easy	300
Conqueror	<i>Conquer the last barbarian village on any map</i>	Easy	200
Tactician	<i>Conquer all barbarian villages without a defeat</i>	Medium	1000
Vae Victis	<i>Kill 400 barbarians</i>	Easy	400
Taskmaster	<i>Have 200 slaves</i>	Easy	200
Demagogue	<i>Complete a mission without using the tax option</i>	Hard	1500

Name	Objective	Difficulty	Points
Attention to Details	<i>Complete a mission without discarding a tablet</i>	Medium	800
Divide et Impera	<i>Surround a barbarian settlement with a wall</i>	Medium	1000
Favor of the Gods	<i>Make four offerings to your patron god within 30 minutes</i>	Easy	200
Carpe Diem	<i>Have a mine or quarry on every resource deposit on a map</i>	Medium	600
Efficiency	<i>Have a population over 100 and 0 unemployed citizens</i>	Medium	1000
Tax Collector	<i>Tax your citizens for at least 1000 Denarii with a single taxation</i>	Medium	500
Elite Farmer	<i>Stockpile 1337 Flour</i>	Hard	1337
True Roman	<i>Have at least 40 houses but no magalia or casa houses</i>	Medium	500
Tyrant	<i>Appropriate the wealth of 20 families</i>	Easy	200
Abundance	<i>Have 10 of every resource</i>	Easy	263
Castrum	<i>Have 10 wooden and 10 stone towers</i>	Easy	200
Veni, vidi, vici	<i>Conquer 20 barbarian villages over the entire game</i>	Medium	1000
General	<i>Defeat 50 enemy squads over the entire game</i>	Medium	1000
Master Architect	<i>Build 3000 buildings over the entire game</i>	Hard	3000
Architect	<i>Build 100 buildings on a free build map</i>	Medium	500
Festina Lente	<i>Complete Colonia Julia with 5 minutes remaining</i>	Medium	1000
The Road to Rhaetia	<i>Complete via Claudia Augusta with 10 minutes remaining</i>	Hard	2000

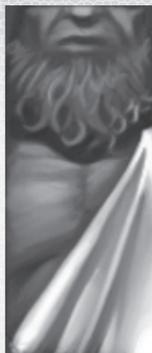
PATRON GODS



You will be prompted to choose a patron god whenever you upgrade your Forum to level 2 or at the start of the scenario. There are five Patron gods and each of them grants you a unique power.

In addition, you can make four offerings in your temples to gain special benefits from your selected Patron God.

The first offering costs 100 Denarii, the second -500 Denarii, the third - 1000 Denarii and the fourth cost 3000 Denarii.



JUPITER

Jupiter was the most important Roman deity, responsible for social order and the laws.

Power: Several citizens become happy every time you upgrade the Forum.

Offerings: Gain the powers of Saturn, Vulcan, Mars and Mercury in this order. All citizens will become happy when you make the fourth offering.

MARS

Mars was the god of war, worshipped by soldiers and generals. He was second only to Jupiter and celebrated not only as the god of all wars, but also as a peace-bringer.

Power: Prefectures and military buildings are rushed for half cost.

Offerings: Increase the maximum number of soldiers in a squad.



MERCURY

Mercury was the swift herald of the gods and the patron of profit and commerce. His name is associated with anything volatile or unpredictable.

Power: Slaves move and carry goods faster

Offerings: Gain better trade prices.



SATURN

Saturn was the Roman god of agriculture and harvest. He was the father of Jupiter and reigned over the world before him.

Power: Halved construction cost and Rush Construction cost for all food producing buildings.

Offerings: Improved efficiency of all food producing buildings.

VULCAN

Vulcan was the god of all fire - both useful and harmful. The fire in the forge of a blacksmith and the fire in the volcano both were bound to his will.

Power: Prefects put out fires significantly faster.

Offerings: Double production of Timber, Stone, Clay and Marble.



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