

H I S T O R Y B A S E D
IMPERIVM RTC
G R E A T B A T T L E S O F R O M E

KEY POINTS

1 - INTRODUCING REAL TIME CONQUEST

Military conquest-oriented RTS
RPG features playing a key role in battles
Storyline based on historical facts, scenarios and characters

2 - COMMAND YOUR FAVOURITE ANCIENT ARMY

Romans, Egyptians, Britons, Germans, Gauls, Iberians and Carthaginians

3 - BECOME THE LEADER IN THE 12 BATTLES THAT BUILT AN EMPIRE

Great Victories of Rome
Rome's enemies fight for Freedom

4 - STRATEGY, CONQUEST AND ONLINE GAMING

New strategic challenges based on a solid AI
New Conquest mode
Online gaming with Gamespy

5 - CREATIVE PROCESS INSPIRED IN HISTORY

Step-by-Step: from historical research to the final game
Three examples from Egypt



1.- INTRODUCING REAL TIME CONQUEST

Creating *Imperivm GBR* has been an enjoying challenge. It shows our commitment to historical accuracy and to Real Time Strategy.

Developed together with *Haemimont™*, the company behind the acknowledged AI of *Celtic Kings™* (2002) and Worldwide success *Tzar™* (2000), *Imperivm GBR* introduces *RTC (Real Time Conquest)*, a novel gaming concept that combines three key ideas:



1. Military conquest-oriented RTS.
2. RPG features playing a key role in battles.
3. Storyline based on historical facts, scenarios and characters.

1.1 - Military conquest-oriented RTS

Concentrate on military strategy and focus your efforts on commanding your troops:

- **Forget about technologies, giving orders is much better.**

Orders are powerful, for example, in situations of grave danger “Call to arms” changes your entire civilian population into an army.

- **Don't build structures, instead use your army to conquer them.**

If you need gold, what better way is there to get it than by seizing it from your enemy?

- **Don't waste time producing resources, just take them.**

Control as much territory as possible, levy taxes and protect the supply lines of your troops.

1.2 - RPG features playing a key role in battles

The battles become more realistic when RPG features come into play:

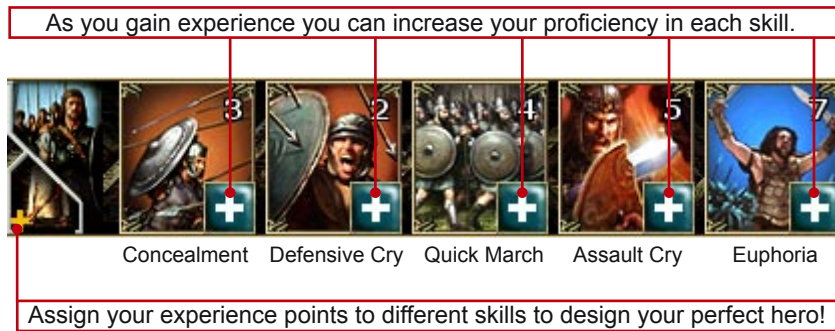
- **The heroes, more decisive than ever.**

Julius Caesar, Cleopatra, Augustus, Queen Boudicca, Marcus Aurelius... Real heroes who transmit their charisma and experience to the troops under their command.

Their decisions make the difference between defeat and victory.



In *Imperivm GBR* each hero has five skills that are unique to them and their civilization. These improve not only their individual combat abilities but also that of their army:



Here are some examples of hero skills:



1° -The **Quick March** of the Imperial Romans is essential to deploy your legions real fast before the enemy detects your presence.



2° -The **Survival** skill of the Egyptians allows you to take advantage of the extraordinary endurance of your men to undertake deep incursions into enemy territory.



3° -The **Scout** skill of the Britons is crucial for anticipating the movements of the enemy army and setting up an ambush.

• **Your units also have skills**

The battle experience your units acquire makes them each time more lethal against enemy troops. In addition, your forces are most effective when they use their special skills; for example, the “Charge” multiplies by eight the strike force of your mounted units.

The icon that appears above your horseback units shows that they are using their “Charge” skill.



The heroes transmit their charisma and experience to the troops under their command.

• **Tactical pause**

Timeout! Take a minute to analyze the battle in detail and to plan your next moves. You can give tactical commands to your troops, such as ordering your slingers to concentrate their fire on the enemy hero while your cavalry distracts his army. You can even give strategic commands, such as ordering all your outposts to levy gold tributes.

Order your slingers to focus their attack on the enemy hero as soon as you end the tactical pause.

Order your cavalry to outflank the enemy and attack his rearguard. When the battle resumes they will start moving immediately.



Order your archers, stationed on the hilltop, to target the enemy infantry as soon as the pause is over.

1.3 - Storyline based on historical facts, scenarios and characters

Five centuries of battles that built the greatest Empire of all time.

Imperivm GBR takes you to the third century B.C., when the Roman Republic took its first steps towards expanding beyond the Italic Peninsula, all the way to the second century A.D., when the Empire was at its zenith.

During this period you have the opportunity to command Rome's legions and relive their greatest victories or, if you prefer, you can lead their enemies in their fight for freedom.

Each battle was designed with the input of historical experts. A video will show you the key moments in the historical period and the battle you are about to relive.



The conquest of Egypt



The crossing of the Alps



The Germania campaign

2.- COMMAND YOUR FAVOURITE ANCIENT ARMY



Romans. Rome owes its grandeur to its legions: disciplined, battle-hardened and highly trained. Their deployment on the battlefield forever changed the face of military strategy.



Egyptians. With the Egyptian civilization you go back to the splendor of the Pharaohs. Temples, pyramids, sphinxes... From your capital, Alexandria, you will have to defend your ancient Empire from the ambition of Rome.



Britons. The warriors of the island of Britannia have two assents against the Roman invaders: their indomitable spirit and a hostile terrain that favors war on their terms.



Germans. The warlike character of the German tribes kept the Roman Empire at bay for centuries. Their constant incursions made the northern border the most dangerous of the Empire.



Gauls. The Celtic tribes of central Europe united for the first time in an effort to stop Rome's inexorable advance. An unequal battle began that would test the courage and determination of an entire people.



Iberians. "The first to be invaded, the last to be subdued" (Octavius Augustus). Tenacious and stalwart, their extraordinary endurance allowed them to overcome even the harshest conditions.



Carthaginians. Numids, Berbers, Tuaregs, Mauritians...warriors from all over Africa joined the Carthaginian army attracted by the prestige of Hannibal, one of the greatest strategists of all ages.

3.- BECOME THE LEADER IN THE 12 BATTLES THAT BUILT AN EMPIRE.

3.1 Great Victories of Rome



Landing in Africa – 204 B.C.

Each victory reaped by Hannibal in the heart of Italy is a further blow to the pride of Rome.

To force him to withdraw, the Senate entrusts Scipio with the task of attacking Carthage on its home territory.

The Roman general, who defeated the Carthaginians in Hispania, disembarks in North Africa...



The Siege of Numantia – 134 B.C.

The impregnable Numantia has become the refuge of the resistance forces confronting Rome on the Iberian Peninsula.

After 20 years of failures, the Senate assigns Scipio Aemilianus the task of subjugating the rebel city once and for all.

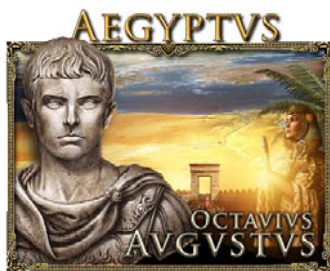
The Roman general lays siege to the city.



The Battle of Alesia – 52 B.C.

The Gallic War is at a crucial crossroads. Five legions, led by Julius Caesar, raise a palisade and surround the fortified hill town of Alesia. In order to defend itself from the Gallic army that is on its way to assist their besieged compatriots, they construct a second outer defence.

Caesar's military genius is put to the test against an army that outnumbers him tenfold...



Augustus at the Nile – 31 B.C.

Mark Anthony, supported by Cleopatra, Queen of Egypt, yearns for the absolute power of Rome.

An ambition that is dashed when his rival, Octavius Augustus, defeats the Egyptian fleet at the battle of Actium off the coasts of Greece.

After this victory, Augustus' legions prepare to disembark in the Nile delta and take possession of the land of the Pharaohs.



The Conquest of Britannia – 77 A.D.

The noble tribune Gnaeus Iulius Agricola is appointed Governor of Britannia.

By express desire of the emperor, he travels to the Island with a twofold mission - to pacify the southern regions and to hold back the threat of the Caledonians to the north, true experts in ambush tactics -.



Marcus Aurelius in Germany – 167 A.D.

The Germanic hordes swarm across the Empire's borders and sack the Roman city of Aquileia, in the gulf of Venice...

The emperor Marcus Aurelius is not prepared to tolerate such audacity and he takes command of the largest army ever seen.

The objective, to expel the invaders beyond the Danube and to end the Barbarian threat once and for all.

3.2 Rome's enemies fight for Freedom



Hannibal at the Gates of Rome – 216 B.C.

Leading a force of 50,000 infantry, 9,000 horsemen and 37 elephants, Hannibal crosses the Alps and invades Italy.

He defeats the legions at Tesino, Trebia and Trasimene and culminates this series of feats with a tremendous victory at Cannae.

The Carthaginian army is at the gates of Rome itself...

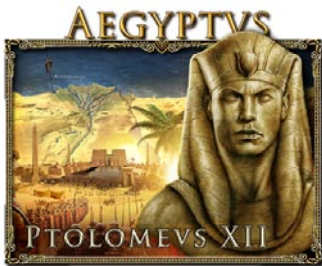


Viriathus dominates Hispania – 146 B.C.

Viriathus is elected leader of the Lusitanians, the most powerful tribe in Hispania.

For eight long years he is the bane of Rome, thanks to his knowledge of the terrain and his command of guerrilla tactics.

At the height of his power, Viriathus dominates practically the whole of the Iberian Peninsula.

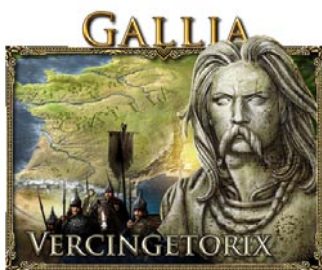


Egypt in Arms – 58 B.C.

In Egypt, the splendor of the Pharaohs is nothing but a memory.

While Rome maintains King Ptolemy XII in power, it demands abusive tributes from the Egyptian people.

Discontent spreads until the uprising breaks out. Egypt takes on the might of Rome.



The Battle of Gergovia - 52 B.C.

The nobleman Vercingetorix has proved capable of unifying the Gallic tribes and leading the resistance against Rome.

But fight for freedom demands sacrifice. The Gallic leader devastates his own villages, thus depriving the legions of food and supplies.

This scorched-earth strategy proves successful and turns Vercingetorix into a fearsome enemy. Caesar is forced to attack his capital...Gergovia.



Arminius, the Rebel General – 9 A.D.

Rome's dream is to extend its dominions beyond the Rhine, a territory where the Germanic tribes are wreaking havoc.

The governor Publius Quinctilius Varus takes on the mission of securing a new border along the banks of the Elbe river.

Among their ranks is Arminius, a general of Germanic origin, ready and willing to renege on Rome to defend his own people.



Queen Boudicca's Rebellion– 60 A.D.

Britannia is a hotbed of rebellions, rising up against the arrogance of Rome.

While the governor Paulinus Suetonius smothers a revolt on the island of Anglesey, the queen of the Iceni, Boudicca, heads for the capital of the Roman province.

In the face of tenacious resistance by the imperial army, Boudicca wields her sword fiercely to slice through their ranks.

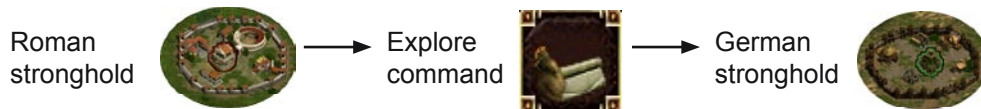
4.- STRATEGY, CONQUEST AND ONLINE GAMING

Create your own battles between 2 and up to 7 civilizations simultaneously with the maps and the game settings of your choice.

4.1 - Strategic challenges based on a solid AI

Spies, ambushes, sieges, simultaneous attacks on several fronts, retreats and troop regrouping... The Artificial Intelligence (AI) of *Imperivm GBR* widens your strategic options and confronts you with challenges that vary continuously depending on the civilization you choose as opponent.

For example, Germans are experts in the art of laying traps and taking advantage of the surprise element.



Your scouts inform you that the German stronghold is practically unmanned.



You can't miss this opportunity! It looks like you can easily take the enemy stronghold with a few units.



However, the bulk of the German forces, hidden in the nearby woods, attacks by surprise. The trap works and your assault is easily repelled.

4.2 New Conquest mode

Imperivm GBR presents "Conquest" mode. Choose your favorite civilization and turn it into an Empire by conquering boarder territories until your dominions extend throughout Europe and northern Africa.



A) If you choose the Iberians, your first challenge will be to defy Carthage in the north of Africa or to cross the Pyrenees into Gaul.

B) Once these positions have been secured you will receive bonuses that will help you continue your campaigns into neighboring lands.

C) Finally, march on Rome. The greatest Empire in history is in your hands.

4.3 Online gaming with Gamespy

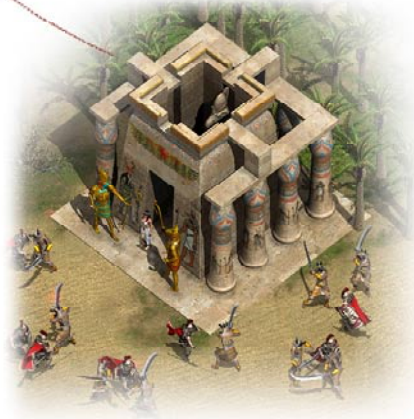
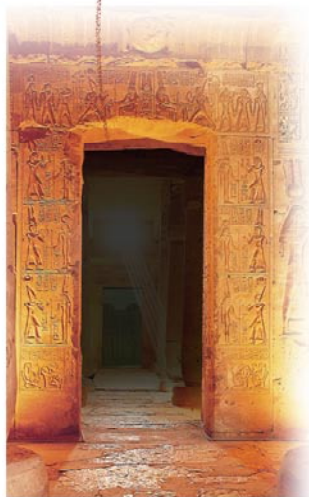
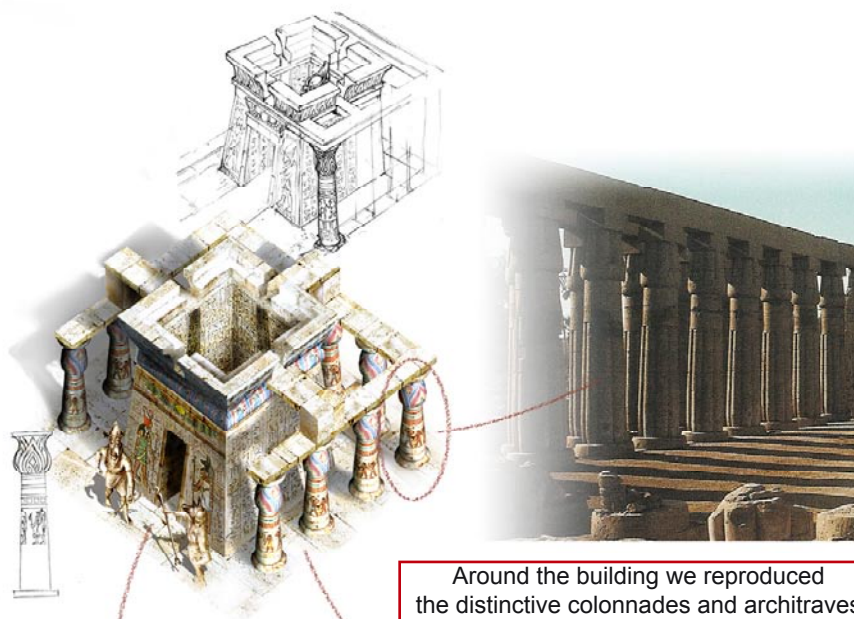
Gamespy™ and FX have teamed up to provide an amazing *Imperivm GBR*. Online gaming experience: up to 8 players, 8 civilizations, 90 unique warriors and 5,000 units fighting simultaneously on maps throughout the Roman Empire.

5.- CREATIVE PROCESS INSPIRED IN HISTORY

In-depth documentation process went into designing Imperivm GBR. Historical bibliography as well as sculptural and archeological real images, all provided our artists with inspiration. They began by sketching the units and buildings, later they refined their ideas on computer.

The three following examples will show you how we brought Egyptian civilization back to life.

5.1 The temple of Horus and Anubis



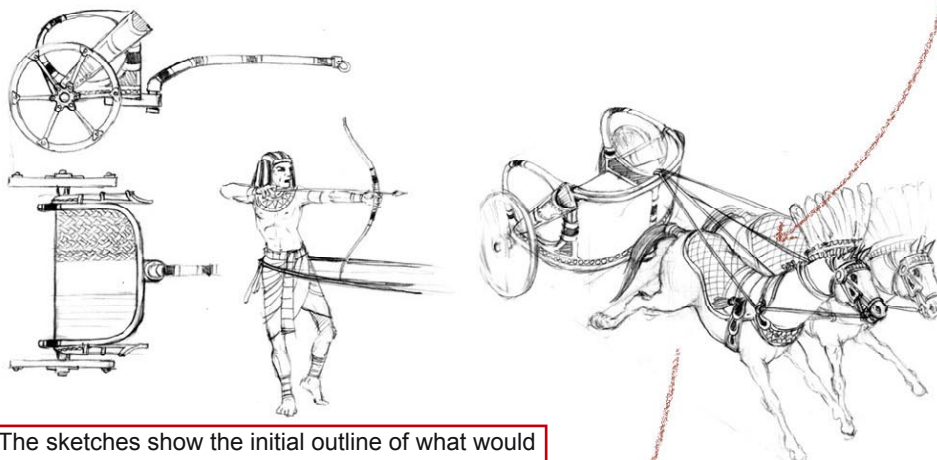
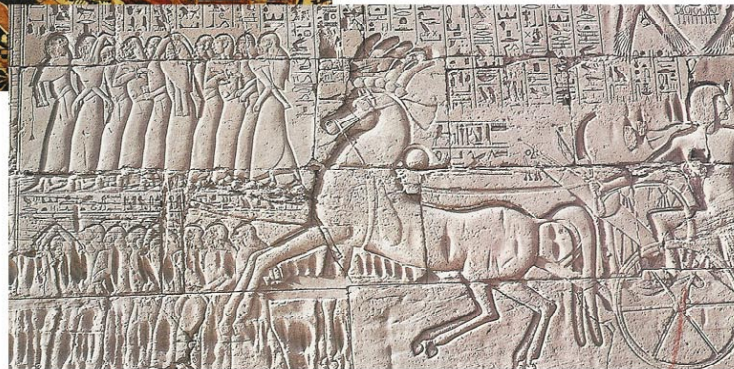
Our replica of the temple entrance draws on Egyptian architecture for its pillars, lintel and its polychromatic reliefs so that it appears with all the splendor it had 3,000 years ago.

5.2 The Chariot of Osiris

In the stuccoed wood paintings on the tomb of Tutankhamen you can appreciate the richly-decorated ornamental headpieces the horses wear and the position and slant of the quiver, designed to ease the rider's shooting.



The engravings that depict the military campaigns of Seti I in the Temple of Amon-Ra let you imagine the lightness of the six-spoked wheel and the reins that allowed the driver to control his chariot while standing.



The sketches show the initial outline of what would become a unit, it is based on the engravings and paintings found on archeological remains.

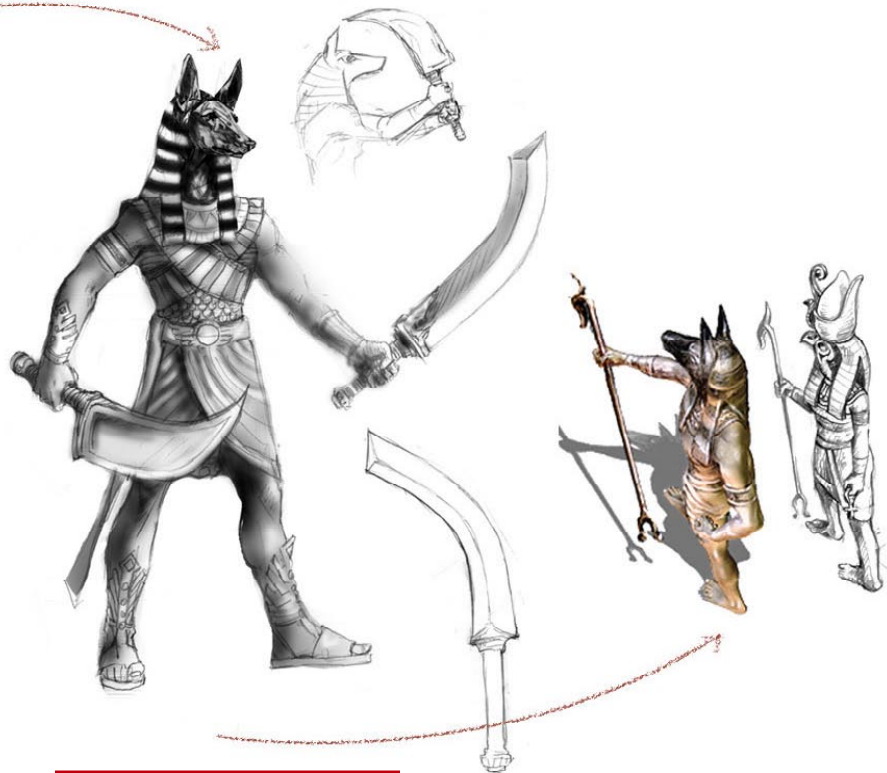


This screenshot from the game shows the Egyptian war chariots in battle formation.

5.3 The Anubis Warrior



Archeological remains that represent the god Anubis.



Sketch of the unit drawn by the team of graphic artists.



The final result can be appreciated in these screenshots of the game.