

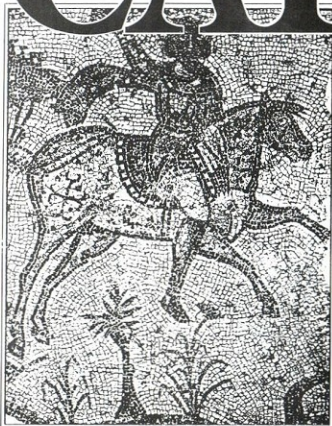
CAESAR™

**French
Version**

Impressions



CAESAR™



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CAESAR

Nous vous remercions d'avoir acheté ce produit. Nous avons mis beaucoup de travail et de réflexion dans ce jeu et nous espérons qu'il vous procurera de nombreuses heures de loisirs.

Nous sommes fiers de nos jeux, mais nous savons qu'ils ne seront jamais parfaits. Si vous avez des suggestions à nous faire pour améliorer nos jeux, nous serons contents de les entendre. A cet effet, pourriez-vous remplir la carte d'enregistrement ci-incluse. Nous pourrions alors ajouter votre nom à notre fichier, pour vous informer sur nos nouveaux produits et sur les offres spéciales.

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INTRODUCTION

Bienvenue dans la grandeur et la gloire de l'Empire romain! Nous sommes au premier siècle av.J.C et la république vient de céder devant le premier empereur, Auguste César. Les postes de puissance changent sans cesse de mains, selon le bon vouloir de l'Empereur.

Vous faites partie de ce groupe de personnalités ambitieuses. Grâce à des manœuvres adroites et répétées, vous avez réussi à vous approprier le poste de gouverneur d'une province de l'Empire Romain.

Si vous arrivez à faire de cet endroit sous-développé, une patrie sûre et florissante pour ses citoyens, vous monterez en grade et dans l'estime de l'Empereur. Si toute votre carrière se déroule avec autant de succès, tout est possible; vous arriverez peut-être même jusqu'au trône.



A PROPOS DE CAESAR

Dans le jeu Caesar, votre travail consiste à gouverner une province avec autant d'efficacité que possible. Vous passerez la plupart de votre temps dans la capitale de votre province. Vous devrez la dessiner et la construire vous-même.

Des facteurs, comme le logement, l'approvisionnement en eau, l'industrie et bien d'autres encore, devront être étudiés avec soin pour pouvoir créer une cité prospère. Néanmoins, vos citoyens ne vivent pas dans un monde idéal et isolé, où le seul problème est de savoir comment dépenser son argent. Au-delà des frontières impériales, vous rencontrerez de nombreuses tribus barbares, s'attaquant constamment aux défenses de l'Empire. Si la vie dans votre communauté est misérable et difficile, vous devrez également vous attendre à une opposition interne. Vous devez vous assurer que l'ensemble de la province est bien protégé et qu'il est toujours possible de voyager d'une ville à l'autre en toute sécurité.

OBJECTIFS

Dans Caesar, votre objectif est de réussir à gouverner votre province de l'Empire afin d'obtenir des promotions. Si vous êtes promu, on vous donnera le contrôle d'une nouvelle région où les standards seront plus élevés. Avec tous ces



succès en poche, vous pourrez finalement devenir Empereur vous-même.

Votre efficacité en tant que gouverneur provincial sera évaluée de quatre façons:

- Paix dans quelle mesure vos citoyens sont-ils en sécurité
- Culture les installations publiques et culturelles dont disposent vos citoyens
- Prosperité la richesse que vous avez apportée à votre province
- Empire les réseaux de communication et de transport dans la région

Vous serez également jugé sur l'ensemble de ces facteurs. Vous pouvez toujours obtenir un rapport sur les résultats actuels en consultant votre Conseiller Administratif, à partir du Forum (*Voir 'Dans le Forum'*). Cliquez sur la base de chaque pilier de son rapport pour obtenir un résumé de ce dont vous avez besoin pour améliorer vos performances.

Pour pouvoir être promu, vous devez atteindre une certaine moyenne générale et un minimum dans chaque catégorie. Pour consulter ces chiffres, vous devez vous rendre au forum, pour y rencontrer votre Conseiller Politique. Une fois là-bas, cliquez simplement sur votre rang actuel.

L'indicateur de **Faveur Impériale**, situé sur le même écran, donne une représentation plus générale de ce que l'Empereur pense de votre importance et de votre compétence.

RANGS DANS CAESAR

Au début du jeu, vous avez le rang de Décursion, un niveau au-dessus des citoyens de votre province. Tous les rangs existant dans ce jeu, sont par ordre d'importance:

Citoyen	Décursion	Magistrat
Préfet	Légat	Questeur
Sénateur	Préteur	Consul
Proconsul	Empereur	

INTRODUCTION SUR L'INTERFACE

Ce jeu a été conçu avec une interface souris, pointer/cliquer, facile à utiliser. Toutes les commandes que vous voudrez activer seront représentées à l'écran par une icône (une petite image). Les icônes seront toujours au bas de l'écran.

Pour activer une commande, cliquez simplement sur son icône; placez le pointeur souris sur l'icône et appuyez sur le bouton gauche de la souris. Pour les utilisateurs de PC ne disposant pas d'une souris, les commandes sont activées avec le clavier. Pour plus de renseignements, veuillez consulter votre supplément technique.

MODE COMMANDE ET MODE DÉROULEMENT

Après le chargement du jeu, vous verrez apparaître le terrain sur toute la grandeur de l'écran, à l'exception d'une bande en bas de celui-ci où se trouvent les icônes.

Au départ, le pointeur souris ressemble à une flèche. Cela signifie que vous vous trouvez en **Mode Commande** et que vous pouvez donner des instructions en cliquant sur des icônes.

Si pour l'une de vos commandes vous avez besoin de préciser un endroit (*comme pour la construction de quelque chose*), le pointeur se transformera, généralement, en une image de ce que vous voulez construire. Vous êtes maintenant en **Mode Déroulement**.

A tout moment, vous pouvez cliquer sur le bouton droit de la souris (*cliquer à droite*) pour basculer entre les deux modes.

En **Mode de Déroulement**, si vous déplacez la souris à l'extérieur des bords de l'écran, l'affichage écran se déplacera également dans cette direction jusqu'au bord de la zone de terrain. Les deux écrans de terrain principaux du jeu sont plus grands que ce que vous pouvez voir à l'écran.

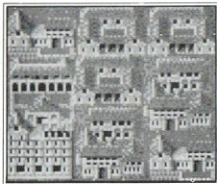
Par conséquent, si vous voulez construire de nouvelles maisons, vous devez vous trouver en **Mode Commande** et cliquer sur l'icône qui

ressemble à une maison. Le pointeur se transformera en petite maison, vous indiquant que vous êtes maintenant en **Mode Déroulement**. Vous pouvez faire défiler l'environnement pour choisir l'endroit idéal où construire votre bâtiment. Pour choisir un emplacement, cliquez dessus. Lorsque vous l'aurez fait, vous resterez en **Mode Déroulement** et la commande sélectionnée restera la construction de maisons, jusqu'à ce que vous cliquiez à droite pour retourner en **Mode Commande**.

COMMENCER

*Pour la chargement du jeu sur votre ordinateur, veuillez vous référer à votre **supplément technique**.* Vous verrez apparaître le menu d'options. Vous pouvez alors soit, charger un jeu déjà commencé que vous aviez sauvegardé précédemment et continuer, soit, régler les options pour un nouveau jeu. Dans un nouveau jeu, vous devez commencer par établir le niveau de difficulté, qui déterminera la somme d'argent dont vous disposerez au départ dans chaque province. Vous pouvez également personnaliser votre jeu en donnant un nom à votre nouveau gouverneur.

Vous pourrez changer le nom de votre personnage plus tard, ou avoir un résumé de l'endroit où vous avez été posté dans l'Empire, en cliquant sur votre Nom et sur votre province, dans le rapport du Conseiller Politique (*voir 'Dans le Forum'*).



LE NIVEAU CITÉ ET LE NIVEAU PROVINCE

Après l'écran d'options, on vous montrera l'endroit où vous devez construire votre nouvelle cité. Au départ, ce 'Niveau Cité' est un paysage désertique de rochers et d'arbres. C'est cet endroit que vous aménagerez pour construire des logements, des hôpitaux, des écoles et tous les autres bâtiments de la capitale. La majeure partie de cette campagne finira peut-être par devenir un paysage urbain florissant.

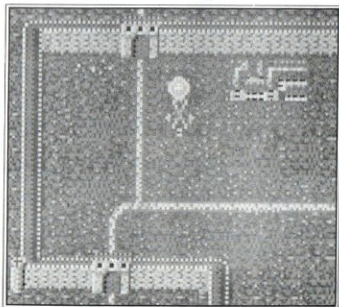
Chaque fois que vous prendrez le contrôle d'une nouvelle province, le terrain du Niveau Cité sera créé au hasard, pour augmenter l'intérêt d'un nouveau jeu.

Si vous cliquez sur l'icône flèche se trouvant à gauche, vous passerez du Niveau Cité au Niveau Province. Vous verrez alors la totalité de la prov-

ince et pas seulement le petit emplacement choisi pour la nouvelle capitale. Les éléments les plus importants ici sont votre cité principale et les plus grandes villes de la région. Vous devez ajouter des routes et des murailles, et poster des garnisons là où vous vous attendez à des problèmes.

L'étendard rouge de combat, près des bâtiments de votre cité, représente la Prima Cohors, votre première cohorte de soldats.

La forme du Niveau Province reflétera celle de la province dans laquelle vous vous trouvez.



LE TEMPS DANS CAESAR

Pendant que vous regardez le Niveau Cité ou le Niveau Province, le temps continue de s'écouler dans Caesar. Vous pouvez mettre le jeu en pause en cliquant sur l'icône Disk Options (Options Disquette) et en choisissant Pause.

Le temps s'arrête également lorsque vous quittez les deux affichages principaux; par exemple, quand vous consultez vos conseillers dans le forum, ou que vous inspectez une Mini Carte.

LES MINI CARTES

En plus du Niveau Cité normal, il y a un certain nombre de petites 'Mini Cartes', chacune résumant les renseignements sur un aspect spécifique de la cité; elles apparaissent toutes sur le même écran. Sélectionnez l'icône Mini Carte et vous obtiendrez la liste suivante de cartes disponibles:

Relief	Distribution d'Eau
Prix de la Terre	Administration
Zones Agitées	Tracé des Routes
Urbanisation	

Au-dessous, est affiché le nom de la carte actuellement sélectionnée. C'est la carte que vous voyez à gauche de la liste. Cliquez sur le bouton se trouvant près d'un élément de la liste pour le sélectionner. Remarque: la plupart des Mini Cartes ne seront pas très intéressantes au départ; la représentation de votre réseau routier ne sera pas intéressant tant que vous n'aurez pas construit de routes.

DANS LE FORUM

La grande icône F vous emmènera au forum, le centre administratif de votre cité. C'est là que vous vérifiez différentes choses et que vous vous renseignez auprès de vos conseillers et assistants principaux.

Chacun des personnages sur la photo est un assistant. Pour avoir le rapport de l'un d'entre eux, cliquez directement sur celui-ci. De gauche à droite, vous avez:

Le Conseiller Politique	<i>(homme vêtu de bleu)</i>
Le Conseiller Militaire	<i>(soldat en uniforme rouge)</i>
L'Analyste Financier	<i>(homme à tige bleue)</i>
Le Trésorier	<i>(homme à tige orange)</i>
Le Conseiller	<i>(homme à tige</i>
Administratif	<i>blanche et capuchon)</i>
Le Contremaître Esclave	<i>(homme en tunique</i>
	<i>blanche)</i>

Niveau Cité

1	Nettoyage	2	Logement
3	Route	10	Place
3	Conduite d'Eau	5	Puits
10	Fontaine	5	Muraille
10	Tour	80	Caserne
25	Préfecture		

Forum

60	Aventine	100	Caelian
140	Esquiline	200	Janiculan
250	Régie	300	Pincian
350	Palatine	500	Romanum
20	Temple	40	Bains
60	Hôpital	60	Ecole
20	Marché	50	Entreprise
100	Théâtre	200	Amphithéâtre
300	Hippodrome		

Niveau Province

15	Nettoyage	30	Route
500	Fort	50	Muraille
100	Tour		

PAYER VOS SOLDATS

Vos soldats vous coûtent de l'argent, en salaires, en recrutement et autres moyens mis en place pour convaincre les gens de s'engager dans l'armée et en équipement militaire de base. Plus vous dépenserez, plus les gens s'engageront. Pour modifier votre budget militaire, sélectionnez votre Conseiller Militaire dans le forum (*Voir 'Dans le Forum'*). Vers le bas de l'écran se trouve la Facture des Salaires, établie au départ à 10 Deniers par an. Pour la modifier, utilisez les flèches haut et bas situées près du montant.

VEILLER SUR LA POPULATION ESCLAVE

L'un des aspects les plus désagréables de l'Empire était sa pratique de l'esclavage. En tant qu'administrateur romain, les esclaves représentent pour vous une ressource normale et importante; ils sont une main d'oeuvre utile pour effectuer de nombreuses activités. Bien qu'ils ne soient pas payés, les esclaves doivent être entretenus. Plus vous dépenserez dans ce domaine, plus la population esclave s'agrandira. Faites appel à votre Contremaître Esclave (*Voir 'Dans le Forum'*) pour voir le nombre d'esclaves actuels et les dépenses nécessaires à leur bien-être. Utilisez les flèches situées à côté de ce chiffre pour le modifier.

PAYER LE GOUVERNEUR

La province doit également payer son employé le plus important: vous! En tant qu'administrateur en chef, il est tout à fait possible que vous vous payiez un salaire astronomique. Cependant, la cité fera certainement faillite et l'on vous emmènera enchaîné pour que vous expliquiez votre échec. Il est important que vous compreniez la différence entre votre richesse personnelle et celle de la province. Vous êtes gouverneur et vous avez le contrôle de l'argent de la province. Il ne vous appartient pas, mais vous avez le droit de décider comment le dépenser: construction, salaires, etc. Lorsque vous établissez votre salaire, vous établissez le montant que la province vous donnera à vous-même.

Si vous voulez changer le montant, choisissez le Conseiller Politique dans le forum (*Voir 'Dans le Forum'*). Utilisez les deux icônes flèches situées près du chiffre Salaires Payés pour le changer. Vous pouvez également faire don à la province de votre richesse personnelle, si vous avez l'impression que votre carrière en dépend. L'argent que vous avez apparaît sous votre nom et votre rang. Cliquez sur 'faire don à la cité' pour en donner. Vous établissez le montant avec les boutons flèches et cliquez à droite pour confirmer. Vous gardez votre richesse personnelle lorsque vous êtes promu dans une nouvelle province.



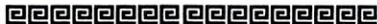
LE TRIBUT ANNUEL

Chaque année, vous devez payer un tribut à Rome. Si vous n'avez pas assez de fonds pour le faire, vous recevrez un avertissement. Si vous n'arrivez pas à payer le tribut trois fois de suite, on vous retirera votre poste et votre carrière prendra fin (*sans parler très certainement de votre vie*).

Le tribut est de 50 deniers au départ et augmente avec le temps.

TAXE

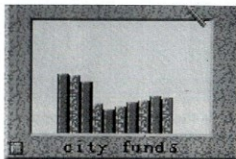
Heureusement, il existe différents moyens de dépenser l'argent dans les caisses, ainsi que de le faire rentrer: les impôts. Cela représente le montant que vous paient vos citoyens et les entreprises. Néanmoins, des impôts élevés découragent les gens à venir habiter dans votre province et ralentissent la croissance de la population. Ils ajoutent également à la contrariété et au mécontentement de la population. *Remarque: les*



impôts romains étaient très inférieurs aux taux pratiqués de nos jours: autour de 5%.

L'impôt sur le revenu dépend du nombre et de la qualité des maisons de votre cité. L'impôt sur les sociétés dépend du nombre d'entreprises établies et de leur situation financière.

Pour voir ou vérifier le taux d'imposition actuel, qui s'applique aux entreprises et aux individus, consultez votre Trésorier (*Voir 'Dans le Forum'*). Le taux d'imposition est la première chose apparaissant sur son rapport. Modifiez-le à la hausse ou à la baisse en utilisant les deux flèches près du montant.



Finalement, vous ne prélevez d'impôts que dans les zones sur lesquelles vous avez un contrôle administratif. Deux types de bâtiments à cet effet: les préfectures qui confèrent un contrôle sur une région très limitée et les Fora (*pluriel de forum*) qui couvrent une zone plus grande. Utilisez la Mini

Carte Administration pour voir l'étendue de votre territoire imposable.

FAIRE LES COMPTES

Deux de vos conseillers (*Voir 'Dans le Forum'*) vous aideront à suivre la situation financière de votre gouvernement: l'Analyste Financier et le Trésorier.

L'Analyste Financier vous informera sur la situation économique au cours des dernières années. Il vous montrera quatre graphiques, indiquant les changements dans les :

- * revenus des impôts provenant des individus
- * impôts payés par les entreprises
- * le budget général de la cité
- * la population de la cité

Par contre, le Trésorier ne s'occupe que des chiffres d'aujourd'hui et de l'année passée.

Il vous donnera le taux d'imposition actuel, le nombre d'habitants et l'impôt payé par chacun. Ce dernier chiffre indique le niveau d'imposition et le niveau économique. Au-dessous se trouve un résumé des revenus et dépenses pour l'année écoulée. Les pertes et profits annuels des années précédentes sont représentés par l'histogramme à gauche de la photo.

CONSTRUIRE DES CHOSES

Dans le jeu, votre tâche la plus importante sera de choisir ce que vous voulez construire et son emplacement. Vous aurez besoin de mettre sur pied de nombreux projets de construction si vous voulez que votre province reste riche et sûre. Lisez la partie concernant les 'Coûts de Construction' ci-dessus, pour étudier les dépenses.

La procédure de construction est la même pour tous les types de bâtiments. Tout ce que vous pouvez construire correspond à une icône. Cliquez dessus et votre pointeur souris se transformera en une image de ce que vous voulez construire. En même temps, vous passez automatiquement en **Mode Déroulement**, pour vous permettre de vous déplacer jusqu'à ce que vous trouviez le bon endroit. Puis, cliquez sur l'emplacement où vous voulez bâtir votre nouvelle installation.

Si vous construisez sur de la végétation, telle que des arbres, ils seront enlevés automatiquement. De plus, si vous maintenez le bouton de la souris enfoncé et que vous traversez l'écran, la construction de votre nouveau bâtiment sera répétée là où vous êtes passé avec le pointeur. C'est très pratique lorsque vous construisez des routes, canalisations et murailles.

Au **Niveau Cité**, il y a trop de bâtiments pour qu'il soit possible de faire figurer toutes les icônes en même temps sur l'écran. Pour voir apparaître

l'icône dont vous avez besoin, vous devrez d'abord préciser le type de projet que vous voulez mettre en place. Les icônes normales sont alors remplacées par d'autres correspondant aux différents travaux disponibles. Vous pouvez cliquer sur celle que vous voulez.



Tous les travaux (à l'exception du logement, qui est disponible directement) ont été divisés en deux groupes.

Infrastructure	routes, distribution d'eau, murailles, bâtiments administratifs.
Construction	publics, lieux culturels, entreprises services .



Utilisons comme exemple le tracé d'une route.
C'est de l'infrastructure, alors

1. sélectionnez cette icône. Vous verrez apparaître de nouvelles icônes pour les routes, les murailles, etc.
2. Choisissez les routes et cliquez à l'endroit où vous voulez mettre la route.
3. Enfin, vous pouvez facilement regarder sur quel périmètre du **Niveau Cité** vous avez déjà construit, en examinant la **Mini Carte Urbanisation**.

LA CITÉ EVOLUE

Dans beaucoup de cas, les installations se développeront ou échoueront indépendamment de votre volonté, une fois qu'elles auront été construites. Par exemple, si vous installez des logements dans une zone, les premiers colons placeront de simples habitations temporaires ressemblant à des tentes. Si vous ne fournissez pas de services publics de base ou n'offrez pas de possibilités d'emploi, etc, l'habitant fera tout simplement ses valises et partira; la maison disparaîtra. Par contre, si vous créez les conditions idéales pour le développement d'une zone

résidentielle au goût du jour, les tentes finiront par devenir des demeures luxueuses. Remarquez cependant qu'elles couvriront exactement le même espace. La **Mini Carte Prix de la Terre** vous permettra d'estimer l'intérêt général suscité par chaque zone.

CONSTRUIRE UN FORUM

Le centre de votre nouvelle cité sera son premier forum. Cette grande place ouverte entourée de bâtiments publics est un centre administratif, ainsi qu'un lieu de rencontre et centre social important pour tout le monde. Pour construire un forum, cliquez sur l'icône **Infrastructure**, puis sur **Construire Forum**. Vous devez alors sélectionner parmi les huit types de forums, du petit Aventine, au grand Romanum. Les plus grands gardent une influence économique et administrative sur une zone plus importante.

L'un des facteurs essentiels dans le développement de certains types de bâtiments est un bon réseau routier. Vous verrez des gens marcher le long des routes allant ou venant du forum. Plus il leur sera facile de se rendre dans un endroit et plus la zone se développera rapidement. La zone entourant le



forum est aussi sous le contrôle ferme de l'administration. Voir 'Taxes' pour en connaître les avantages.

Remarque: il est tout à fait possible de construire plusieurs Fora, si votre cité commence à devenir trop grande pour le précédent.

LOGEMENT

La chose de base la plus importante dont votre cité aura besoin est évidemment les logements.

Assurez-vous que la maison

- * dispose d'une route vers un forum,
- * qu'elle est approvisionnée en eau
- * et qu'il y a du travail pour les nouveaux colons. Il est aussi utile qu'il y ait un marché local.

Remarque: la construction de cabanes toutes simples juste à côté de grandes demeures diminuera la valeur de ces dernières.

ROUTES

Les routes peuvent être construites dans la cité et aussi au Niveau Province. Il est important que toutes les maisons aient un accès au forum. Au Niveau Province, il est important de relier les grandes villes de la région à votre capitale. Si vous arrivez à le faire, le commerce se développera rapidement et votre revenu provenant des entreprises de la cité augmentera rapidement. De plus, il est important d'établir un réseau routier

qui fonctionne bien, si vous voulez romaniser l'ensemble de la zone et étendre ainsi la culture et l'influence impériales. Ceci est représenté par le taux de succès de l'Empire.

Vous disposez d'une **Mini Carte du Tracé des Routes** vous montrant la longueur de vos routes.

EAU

Les maisons ont besoin d'eau. Vous n'avez pas à aménager la canalisation de chaque habitation, mais simplement à placer ces maisons près d'une source d'eau. La valeur des maisons diminuera considérablement si vous ne leur fournissez pas d'eau et ces tentes misérables ne deviendront jamais des demeures grandioses.

Les Bains ont également besoin d'un approvisionnement d'eau à proximité. Un bain local est un facteur important pour la qualité de la vie d'un Romain civilisé. La qualité des maisons n'augmentera pas très rapidement sans bains dans les environs.

Il y a **trois types de sources d'eau** disponibles dans le jeu. Les plus simples sont les **puits**. Ils peuvent être creusés n'importe où, mais ne peuvent fournir d'eau que dans un périmètre limité.

Ensuite, il y a les **réservoirs**. Pour en créer un, placez simplement une conduite d'eau sur une partie droite d'une rivière ou d'un lac. La canalisa-

tion deviendra une petite réserve d'eau. Les personnes à proximité pourront s'approvisionner en eau directement à cet endroit. Cependant, le but des réservoirs est de fournir de l'eau aux fontaines. Si vous installez une fontaine et que vous la reliez à un réservoir, elle fournira de l'eau à une zone plus grande. Vous pouvez également étendre la canalisation au-delà de la fontaine et la relier à d'autres.

La Mini Carte Relief vous montrera rapidement où se trouvent les sources d'eau naturelles. L'affichage de Distribution d'Eau situé sur la même liste vous indiquera les zones qui sont actuellement approvisionnées en eau.

MURAILLES

Chaque province de l'Empire est susceptible d'être envahie par des barbares si ses défenses sont négligées. Une armée efficace est l'une des protections nécessaires. Une autre consiste en un véritable réseau de murailles défensives. Vous pouvez construire des murailles au niveau provincial et au Niveau Cité. Les murailles au Niveau Province sont de loin les plus importantes; il vaut mieux contenir les attaquants à l'extérieur de la

cité, plutôt que de limiter leurs destructions une fois qu'ils sont à l'intérieur. Une muraille normale empêchera en général une armée barbare d'entrer, il se peut cependant qu'elle parvienne à faire une brèche et à poursuivre sa route. Si une tour a été construite sur la muraille à proximité, l'armée barbare aura beaucoup moins de chances d'arriver à percer. *Remarque: vous n'utilisez les tours que pour renforcer les murailles; elles ne peuvent être construites séparément.* Pour plus de renseignements sur les soldats et les barbares, voir 'l'Armée'.

CASERNE ET PRÉFECTURE

La caserne est une petite base locale pour la milice, contenant quelques soldats. Les préfectures sont l'équivalent romain des postes de police. Des officiels tels que le percepteur y travaillent. Ces deux bâtiments maintiennent au plus bas le niveau de mécontentement, dans leur quartier de la cité. De la caserne sortent également des soldats qui intercepteront les barbares ou les émeutiers qu'ils rencontreront. *Remarque: ces*



soldats agissent automatiquement, vous n'avez donc pas besoin de les contrôler. Les préfectures établissent autour d'elles une zone administrée, ce qui signifie que des impôts peuvent y être levés. Pour plus de renseignements, voir la section 'Taxes'.

CRÉER DES ENTREPRISES

En tant que Gouverneur, vous pouvez aider à la création de petites entreprises, telles que les usines, à l'intérieur de la cité. Pour le faire, vous devez sélectionner l'icône **entreprise** et choisir ce que vous voulez que la nouvelle entreprise fabrique. L'usine apparaîtra. Une fois qu'elle a commencé à fonctionner, vous pouvez examiner la situation de l'entreprise quand vous le souhaitez. L'espace vide à l'intérieur de la cour de l'usine, sous le bâtiment principal, commencera à se remplir de marchandises. Plus il y en a, plus l'entreprise est florissante.

Chaque province aura sa spécialité en ce qui concerne la production. Par exemple, la plupart des gens vous diront que les raisins de Gaule produisent un vin bien meilleur que ceux de Britannia! En gagnant de l'expérience, vous saurez où faire le vin et où fabriquer la poterie. Vous avez cependant besoin de varier. Si vous découvrez que le marché des produits en cuivre est florissant dans votre province et que vous ne construisez

plus que ce type d'usines, vous inonderez rapidement le marché et vous produirez plus de cuivre que personne ne pourra en acheter. Vous avez besoin de deux autres facteurs si vous voulez qu'une entreprise soit prospère. Une **entreprise d'industrie lourde à proximité**, fournissant les matières premières nécessaires, est indispensable. Par ailleurs, il doit également y avoir une **route de l'entreprise jusqu'à un marché voisin** pour que les marchandises puissent y être vendues. *Remarque: la route ne doit pas nécessairement mener directement au marché, mais vous en rapprocher autant que possible.*

SERVICES PUBLICS

Les Ecoles, Hôpitaux, Temples et Oracles entrent tous dans cette catégorie. Le nombre d'écoles et d'hôpitaux existant par habitant affectera considérablement la qualité de la vie de vos citoyens; et donc, votre taux de 'Culture'. De telles installations près d'une maison contribueront à une légère augmentation de sa valeur. C'est également le cas des temples, mais ils sont encore plus importants. Les oracles constituent un ensemble de temples et affectent également la valeur des maisons dans un très grand périmètre.



LOISIRS

Les amphithéâtres, les théâtres et les hippodromes sont là pour distraire la population. Leur présence augmente considérablement la valeur des maisons. Elles ont aussi un effet moindre sur le taux de Culture.

FORTS

Le fort est le quartier général d'une cohorte. La cohorte est l'unité d'hommes de base dans l'armée romaine. Chacune a son propre fort. Ainsi, lorsque vous construisez un fort au **Niveau Province**, vous créez un bâtiment où les soldats vivront et vous déclarez qu'une nouvelle cohorte devra être formée pour y opérer. Un drapeau rouge sur le fort indique où se trouve la nouvelle cohorte.

Remarque cependant que, tant que vous ne lui aurez pas assigné d'hommes, la nouvelle cohorte ne comportera personne et n'existera que 'sur le papier'. Pour plus de détails, voir la section 'Recrutement de l'Armée'.

DÉMOLITION ET NETTOYAGE

Si vous construisez un bâtiment, puis que vous changez d'avis, vous pouvez toujours le démolir. Sélectionnez l'icône démolition et cliquez sur le bâtiment que vous voulez détruire. Il s'effondrera et se transformera en gravats. Ensuite, passez simplement sur les ruines en appuyant sur le

bouton de la souris pour effacer toute trace du malheureux projet.

ENTRETIEN

Malheureusement, les installations que vous construisez ne survivront peut-être pas. En plus des barbares et des émeutiers, vos créations sont menacées par les catastrophes naturelles, telles que les incendies et les effets du temps.

Heureusement, vous pouvez désigner des gens qui veilleront à prévenir ces dangers.

La main d'oeuvre de votre province est composée d'esclaves. Vous pouvez donner à vos esclaves l'une des six tâches suivantes:

Construction
Prévention Feu
Entretien Bâtiment
Entretien Route
Armée
Aucun travail

minimum de groupes que vous devez assigner pour couvrir complètement la zone. (A l'exception de la catégorie de l'Armée. Voir la section 'Recrutement de l'Armée', pour plus de détails). Pour changer le nombre de groupes travaillant dans une zone, cliquez sur les deux icônes flèches près du nombre. Remarque: les travaux sont classés par ordre d'importance. Si vous essayez d'assigner à une zone plus d'esclaves que vous n'en disposez, l'ordinateur les prélèvera automatiquement des catégories moins importantes.

La construction est tellement importante qu'elle est organisée de façon différente par rapport au reste. L'ordinateur prélèvera automatiquement un nombre suffisant d'esclaves pour répondre à la demande de construction. S'il n'y en a pas assez, il prendra tout ce qu'il pourra. Sans groupes de construction, vous ne pourrez rien construire. Par contre, laisser des esclaves sans travail est du gaspillage, mais cela permettra d'augmenter la population esclave par la suite.

L'ARMÉE

COHORTES

Vous contrôlez une légion d'hommes. Elle est composée d'unités appelées Cohortes, composées à leur tour de plusieurs

Centuries; groupes de cent hommes.

Dans chaque centurie, vous trouvez l'un des types de soldats suivants

(il n'y a pas de centuries mixtes):

réguliers

soldats professionnels
parfaitement entraînés

irréguliers

hommes appelés,
suffisamment compétents

auxiliaires

soldats esclaves, bons-à-rien

Chaque cohorte dispose également d'un taux de moral, qui augmentera si elle gagne des batailles et diminuera si elle perd.

Toutes les cohortes ont un étendard, un numéro et un nom de combat.



BARBARES ET EMEUTIERS

16 races différentes de barbares pourraient vous attaquer. Pendant la bataille, certaines tactiques fonctionnent mieux que d'autres selon la catégorie de barbares. Faites des essais pour connaître la meilleure tactique contre les Carthaginois, par exemple.

Vous devez absolument tenir les barbares loin de la capitale. S'ils arrivent quand même à atteindre votre cité au Niveau Province, ils entreront dans le Niveau Cité. Ils iront alors partout, détruisant tout ce qui se trouve sur leur passage. Les murailles et la caserne au Niveau Cité pourraient représenter vos dernières défenses.

Les violents émeutiers sont un autre type de personnes mettant votre cité en danger. Ils agissent de la même façon que les barbares, mais se calment plus rapidement.

INSPECTER VOS TROUPES

Pour inspecter vos cohortes, allez voir votre Conseiller Militaire (voir 'Dans le Forum'). Le numéro de la légion tout en haut de l'écran dépend simplement de la province dans laquelle vous vous trouvez. Au-dessous vous verrez la bannière de l'une de vos cohortes. A droite de l'étendard, vous devriez voir les ordres actuels de l'unité, son niveau de moral et le nombre de centuries la composant. Utilisez les boutons

flèches, plus à droite, pour passer en revue les différentes cohortes que vous contrôlez. Utilisez le bouton situé entre les deux flèches pour faire passer la cohorte actuelle du statut 'mobilisée' à celui de 'démobilisée' (voir 'Recrutement Armée').



Les grands nombres au centre de l'écran vous indiquent le nombre total de centuries de soldats réguliers, irréguliers et auxiliaires dans votre légion. Les nombres entre parenthèses correspondent aux chiffres de l'année précédente, pour vous permettre de voir si votre armée grandit ou rétrécit. *Remarque: certaines de vos centuries pourront être prêtes à rejoindre une unité et donc ne feront pas partie d'une cohorte à ce moment-là.*

RECRUTEMENT ARMÉE

Vous commencez avec une seule cohorte; la Prima Cohors. Au départ, elle ne comporte qu'une centurie de réguliers. En résumé, vous seriez plus en sécurité avec un peu plus que ça! Vous pouvez établir de nouvelles cohortes lorsque vous le souhaitez (voir 'Forts'). Cependant, comme il est expliqué dans cette section, établir de nouvelles cohortes n'augmente pas le nombre de soldats, simplement le nombre d'unités qui les divisent. Vous pouvez augmenter le nombre de soldats dont vous disposez de trois façons.

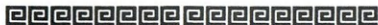
Si vous augmentez le salaire annuel de l'armée (voir 'Payer Vos Soldats'), beaucoup plus de soldats réguliers s'engageront. Les nouvelles recrues n'apparaîtront pas aussitôt que vous aurez dépensé l'argent. A la place, un flot régulier de nouveaux candidats sera attiré par l'armée, au

cours des années suivantes. Vous n'aurez pas besoin d'assigner ces hommes à des cohortes particulières, ils seront répartis aussi équitablement que possible parmi toutes les cohortes dont vous disposez.

Si vous augmentez le taux de conscription, avec l'aide de votre Conseiller Militaire, le nombre de soldats irréguliers dont vous disposez augmentera de la même manière.

Si vous demandez à votre Contremaître Esclave d'assigner plus d'esclaves à l'armée (voir 'Entretien'), le nombre de soldats auxiliaires de votre armée augmentera. Remarque: sur le rapport du Contremaître, le premier chiffre sous le titre de l'armée est le nombre de groupes de travail composés d'esclaves chargés de tâches militaires, et le second est le nombre total de cohortes équivalent à vos groupes de travail. L'armée n'utilisera pas les individus solitaires pour lesquels elle ne peut créer de nouvelle cohorte.

Si vous voulez augmenter le nombre d'hommes se trouvant à un endroit précis, vous pouvez démobiliser temporairement certaines autres cohortes. Leurs soldats rejoindront lentement l'ensemble des autres recrues et seront alors cohortes. Leurs soldats rejoindront lentement l'ensemble des autres recrues et seront alors assignés aux différentes unités mobilisées de l'armée. Vous pouvez re-mobiliser la cohorte



quand vous le souhaitez et elle recommencera à se former. Voir 'Inspecter Vos Troupes' pour démobiliser.

CONTRÔLER LES COHORTES

Votre armée n'existe qu'au Niveau Province. (*Les soldats que vous verrez peut-être arriver de la caserne de la cité font partie de la milice; rien à voir avec l'armée régulière*). Vous pouvez donner quatre types d'instructions à une cohorte. Vous devez, à chaque fois, cliquer sur l'icône correspondante du **Niveau Province**, puis sur la cohorte que vous voulez commander.

Attendre	la cohorte ne bougera plus en attendant vos ordres
Patrouiller	cliquez n'importe où et l'unité fera des allées et venues incessantes
Attaquer	cliquez sur une horde de barbares et la cohorte l'attaquera
Rentrer	la cohorte rentrera à son fort.
Batailles	Lorsqu'une cohorte et un groupe de barbares s'affronteront au Niveau Province , une bataille se produira. Vous devrez décider des tactiques à utiliser par vos troupes et l'on vous en

donnera les résultats. Il faudra peut-être plusieurs parties décision-réaction avant que la bataille ne se termine.


Si vous avez le jeu de bataille romaine d'Impressions, **Cohort 2**, vous pouvez jouer la bataille dans toute son ampleur si vous le souhaitez. Dans ce cas, cliquez sur le panneau d'informations en bas et suivez les instructions à l'écran.

Dans le cas contraire, cliquez sur l'image principale. Le panneau du bas affichera des renseignements sur la situation de vos troupes et sur l'ennemi.

Vous verrez le nom de votre cohorte, son niveau de moral et le nombre de centuries de réguliers, d'irréguliers et d'auxiliaires qu'elle contient. Audessous, on vous montrera le type de barbares auquel vous devez faire face, puis le nombre de centuries les composant. Ces statistiques sont remises à jour pendant la bataille pour vous donner des chiffres, excluant les victimes. Le nombre de départ sera affiché entre parenthèses, pour vous permettre de voir où vous en êtes.

Vous devez maintenant choisir une tactique sur la liste suivante:

Tortue	un quadrillage étroit, formation défensive
Retraite	recul avec toutes les troupes survivantes
Assaut	une attaque frontale standard
Flanc	une tentative pour encercler l'ennemi
Charge	une attaque tous azimuts



Cliquez sur l'une des icônes à droite de l'écran lorsque vous avez pris votre décision. Le résultat sera affiché sur le panneau du bas. Vous choisissez votre stratégie en fonction de la supériorité en nombre de vos troupes ou des leurs et du type de barbares que vous affrontez.

TROUBLES DANS LA CITÉ

Si le peuple se conduit mal sous votre contrôle, la dissidence grandira. De violentes émeutes

pourraient finalement se produire dans certains quartiers de la cité. Les émeutiers causeront d'énormes dégâts. Tous les soldats de la milice dont vous disposez dans la zone essaieront de contenir les troubles.

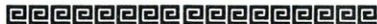
Le simple fait qu'il y ait des problèmes indique que vous vous êtes trompé quelque part. De loin, le meilleur moyen de s'occuper de ces problèmes est de les empêcher de se produire. Assurez-vous que la population est satisfaite, qu'elle a de l'argent, du travail, qu'elle se sent en sécurité; vous devriez ainsi éviter les émeutes. La présence d'une caserne et de préfectures supprimera également les réactions violentes.

Vous pouvez connaître les zones potentielles de troubles en regardant la Mini Carte Zones Agitées.

DISQUETTE ET OPTIONS DE JEU

Cliquez sur l'icône Options de Disquette (disk options) pour sauvegarder la situation actuelle du jeu. Si vous jouez à partir d'un disque souple, vous devrez insérer une disquette formatée neuve. Vous pouvez également charger un jeu que vous aviez sauvegardé précédemment, mettre le jeu en pause ou recommencer.

Si vous voulez, vous pouvez également supprimer les panneaux de messages habituels qui apparaissent pour vous avertir des invasions



barbares, des catastrophes naturelles, etc. Ces renseignements sont très utiles, il est donc préférable de ne le faire que si vous êtes sûr de pouvoir suivre la situation vous-même.

INDICATIONS ET TUYAUX

* **Organisez votre temps avec soin entre la cité et la province.** Si vous êtes trop impliqué dans le développement de la cité, vous pourriez très bien découvrir que certaines installations ont été détruites par un flot de barbares, parce que vous n'aviez pas établi de défenses appropriées au niveau de la province.

* **N'oubliez jamais l'approvisionnement en eau.** Utilisez la Mini Carte pour vous assurer que toutes vos maisons sont approvisionnées. Le manque d'eau aura des conséquences graves sur la valeur des terres.

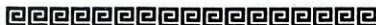
* De la même façon, ne négligez pas le réseau routier. Construisez (*ou au moins prévoyez*) des routes avant les bâtiments; ne construisez pas les maisons d'abord et les routes ensuite. Les routes au **Niveau Province** sont très utiles, mais également très chères. Avant de vous engager dans un tel projet, assurez-vous que vous avez assez d'argent.

* **Essayez toujours de garder des équipes pour la Prévention de Feu, l'Entretien des Routes et l'Entretien des Bâtiments.** Si vous n'avez pas assez d'esclaves, dépensez plus d'argent pour leur bien-être pour en augmenter le nombre. Si votre cité s'agrandit, assignez-lui un nombre plus grand que nécessaire ou vous vous rendrez vite compte que la demande croissante a dépassé vos possibilités; lorsqu'il est déjà trop tard.

Si vous laissez ceci se produire, ou si des barbares ou émeutiers investissent la ville, vérifiez vos infrastructures (*routes, canalisations, murailles*) avec soin. Une seule section de canalisation d'eau endommagée et l'eau pourrait être coupée sur une grande zone.

* **Ne vous laissez pas convaincre de dépenser tout votre argent d'un seul coup:** soyez préparé à toutes les éventualités.

* **N'oubliez pas que les impôts ne sont prélevés que dans les zones administrées.** Les perceptions, telles que de nouveaux fora, sont les meilleurs des investissements.



* **Ne commencez pas par construire des centaines de maisons à la fois: elles finiront par disparaître s'il n'y a pas de services publics ou de travail dans la région. Organisez-vous pour construire des logements, des entreprises et des centres culturels.**

* Utilisez les Mini Cartes. Celle du Prix de la Terre vous indiquera précisément l'importance des différents projets et l'étendue de leur influence.



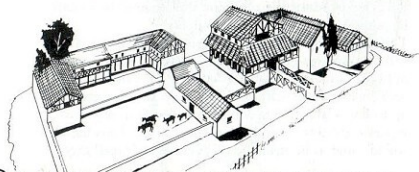
CAESAR

Once upon a time, a man stood on a hill looking down at the bend in a river. He decided that this would be a good place to build a house. Being a popular fellow, after a while some other people decided to come and join him on his hill and the foundations of the Roman empire were laid.

A thousand years later, a young man called Marcus Publius sat in the Theatre of Pompey (not far from that first house) watching a very tedious Greek tragedy. We know this because most Greek tragedies are tedious and because in school books every young Roman man who is not an emperor is called Marcus Publius and has a slave (or a dog) called Titus. As yet another over-excited fat lady rushed onto the stage brandishing a bloodied dagger, the eyes of Marcus Publius glazed over and he set to dreaming of glory in the all-conquering legions of Rome. It would have been hard for Marcus to imagine a world which Rome did not dominate. As he sat and day-dreamed, there were no serious rivals to the Roman Army apart from a few barbarians in the north and an empire or two in the distant east. Yet a couple of hundred years later the city of Rome was just part of an Ostrogothic kingdom. Of course, ripples remain of Marcus Publius and his friends. Rome survives in our language, our government, our judiciary, our buildings and our imaginations. Nevertheless, while some Roman roads are now three lane motorways, others are barely discernible tracks along the edges of obscure fields.

Why Rome fell has been a popular topic of debate ever since, lending itself to dramatic reconstructions full of orgies, corruption and barbarian hordes. And yet why it fell is not as interesting as the simple fact that it did. Historically and for whatever reason, an empire always does. Had you asked Marcus, or an Ancient Egyptian, or a Ming Dynasty Chinaman, or a Napoleonic Frenchman, or a Victorian Englishman, or even a Russian five years ago about how their empire might disappear, they would probably have thought it a silly question.

The fact that we cannot imagine how, for instance, the United States of America could break up or how western capitalism might collapse does not make our position any more secure than that of Marcus Publius. So far the United States has not lasted as long as the Roman Empire. Rome fell partly because the strength of the Empire was shifted east to Constantinople; the strength of western capitalism is also shifting east. But then again, perhaps we are so different from every other empire in history that we, as opposed to anyone else, will last for ever...



THE GREEKS

It is not unfair to say that the Romans inherited from the Greeks much of the philosophy behind how a civilised society should organise itself and the Greek 'polis', or city-state, was fundamental to this. Thus, rather than starting the story of Rome in the foothills of central Italy it makes sense to take a quick look at the model for a city that the Greeks had already come up with and which they were about to hand on to the new boys in town.

The Greek mainland and islands had been a centre of civilisation for a couple of thousand years before Rome was even thought of. They had been at the heart of both the Mycenaean and probably the Minoan civilisations and had thus enjoyed long periods of prosperity and settled conditions. This had produced a population increase which in turn led to a widespread process of colonization. New Greek cities were founded all along the Black Sea coast and the Mediterranean coast of Asia Minor, North East Africa, Spain, France and Southern Italy. Among many others, Greeks were responsible for the founding of the cities of Marseilles, Naples and Istanbul (originally Byzantium and then Constantinople).

The geography of Greece, consisting largely of islands and small plains encircled by mountains, made for small political units and created a sense of the value of independence and self-sufficiency. These values were passed on to the new colonies which regarded themselves as separate entities from their mother cities. Thus the Greek world came to be made up of hundreds of small city-

states, most of them with populations of only a few thousand, who shared a common identity, culture and language and could be formed into various leagues to confront the barbaric outside world but who were also jealous of their own independence. This tension was an inherent part of Greek civilisation, on the one hand limiting the extent to which it could reach out and dominate its neighbours while on the other enabling it to survive as a vibrant part of subsequent civilisations; notably that of Rome.

THE POLIS

The success and creativity of the Greek polis led to a number of developments which were reflected in the Roman city ideals. As the wealth of individual cities grew, tribal kingship gave way to rule by landed gentry which in turn was threatened by the political aspirations of the wealthy merchant classes. *If by their endeavours they could acquire economic strength, why not political power as well?* With literacy came intellectual debate and the spread and development of reason. This brave new world needed to be ordered. The wild and amoral gods and demons were tamed and made to look and act like men. They were given proper houses to dwell in and dirty little shrines became magnificent temples, monuments as much to civic pride as to the deities themselves. Perhaps most important of all was the introduction of civil law, to which all free men could appeal and to which all men, however well-bred, were subject. Rather than the law being meted out at the king's pleasure, it was now

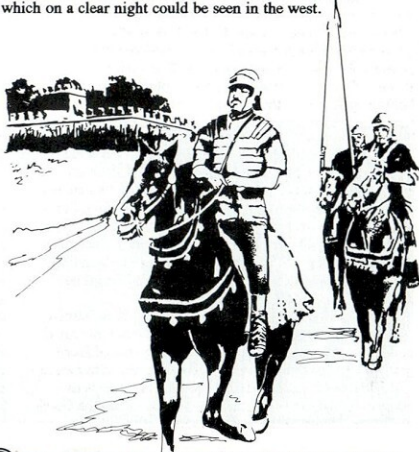


the responsibility of elective and even collective government. Various experiments in democracy arose (*even a form of communism*) with different combinations of assemblies and elders being thrown up by variously constituted electorates. The roles of the feudal lord as priest, judge and military defender were taken over by the polis. An infantry was organised which reduced the significance of individual military prowess, which had been the mainstay of tribal and feudal rule.

The ebb and flow of political power in Greek society need not concern us. Suffice it to say that by the 5th Century BC, Athens and Sparta had emerged as the two main rivals for dominance. The land-based Peloponnesian league of the Spartan monarchy was supplanted by the sea-based Delian league of the Athenian democracy, only for Sparta to make a brief comeback. They joined to defeat external enemies such as Persia and then returned to their internecine struggles. Eventually, the merry-go-round was stopped by Philip of Macedon when he defeated the Greeks at Chaeronea in 338 BC, finally ending city-state freedom.

Philip's son, Alexander the Great, exploded Greek culture throughout the middle east by taking a Greek army on a truly spectacular invasion of most of the known world. He then died at the age of only 32 before he could get home to Macedon, leaving his empire split between his generals. Three entities emerged (plus the little kingdom of Pergamum); Macedon (which had control of

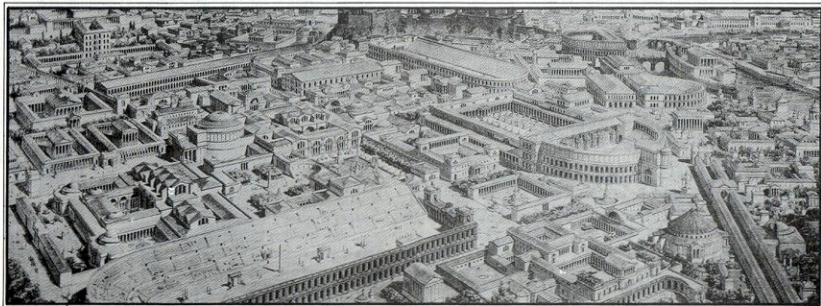
Greece), Syria (which included most of the eastern conquests) and Egypt where Ptolemy founded a new dynasty. The Greek cities, and especially Athens, largely abdicated from politics and concentrated on being centres of learning. They permeated the rising star of Rome which on a clear night could be seen in the west.



THE CITY OF ROME

The Romans took many of the ideals of the Greek polis and adapted them to serve the building of an empire. The ideas of law and order were changed from moral standards to instruments of control. The common responsibility for defence became a way of recruiting for the legions. Perhaps most important of all, the notion of ultimate power resting with the citizen was developed so that power rested not just with any old citizen but a citizen of Rome. The rulers of distant cities scrambled for the honour of Roman citizenship.

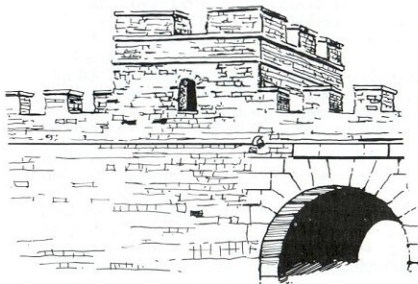
The Greeks were restrained from trying to rule an empire because they valued the principal of independence. Athens did not want to rule Sparta so much as dominate a Greek league that included Sparta. The Greek city-states sought allies whereas the Romans sought possessions. The Romans formed alliances to defeat common enemies but in the end allies and enemies were swallowed up together. The Greeks produced a magnificent civilisation but not much of an empire. The Romans borrowed the civilisation and turned it into a great empire.



However, we are bounding ahead of ourselves by about 700 years. The historical founding of Rome is less important and much less interesting than the legendary one. In any case we cannot be sure of early historical details beyond the reasonable assumption that the city coalesced from a small group of villages. In fact there are **two legends about the founding of Rome** which eventually merged into one. In the 5th Century, the Greeks recorded that Rome was founded by **Aeneas**, the Trojan war veteran and son of the goddess Venus. The other legend, that Rome was founded by **Romulus**, twin brother of Remus, was joined to the first by asserting that Romulus and Remus were after all direct descendants of Aeneas.

THE LEGEND

The story of Romulus and Remus is a good one. Abandoned as babes on the banks of the River Tiber, they were suckled by a she-wolf and brought up by a shepherd. Having killed his brother in a quarrel, **Romulus founded Rome on the Palatine Hill in 753 BC.** Reckoning that they were a bit short of women in this new city, Romulus went off and kidnapped some from the nearby Sabine tribe; the so-called 'rape of the Sabine women'. To help him, Romulus also appointed one hundred elders, or 'patres', who became the first Senate and whose descendants called themselves 'patricians', thereby acquiring instant credibility and a pre-eminent position in society. Over the next one hundred and fifty years, Rome developed from a cluster of hilltop settlements on and around seven hills into a fully fledged city, draining the marshes in the valleys between the hills and eventually building masonry structures such as temples and defences. Ruled by a succession of seven kings who were chosen by the Senate, she was very much under the influence of the **Etruscan civilisation** which held sway to the north. Indeed, the last three kings, of whom Tarquin I was responsible for most of the major building work of the period, were of Etruscan extraction. By 509 BC, however, the Romans were ready to take matters into their own hands and Tarquin the Proud was thrown out of office for being much too unpopular and the Roman Republic was proclaimed.



Thereafter, Rome set about the dominion of her neighbours. The exact means by which this was achieved is much too complicated to bother with. Apart from her immediate neighbours, the Latins and the Sabines, she had to fight wars with the Hernici, the Volsci, the Aequi and many more, not to mention the Etruscans and even the Gauls, who had the temerity to sack Rome itself in 390 BC. Having recovered her dignity, Rome turned south and fought a series of campaigns in alliance with the Greek cities in southern Italy against the Samnites. With the Samnites beaten, the Greeks suddenly realised that Rome was now on their door step and called in reinforcements from Epirus a little too late. *By 264 BC Rome was in control of the whole of the Italian peninsular south of Pisa.*

THE CARTHAGINIANS

All this time, Italy had not been of any great interest to the two big powers of the day. The Greeks had been busy in the east putting down the Persians, while the Carthaginians (or *Phoenicians*) had been quite happy with their maritime empire in the western Mediterranean. Rome had rather sneaked up between them, and Carthage suddenly found herself staring at the toe on the Roman boot of Italy. Three wars ensued (*called the Punic Wars after the Roman term for the Phoenicians, 'Poeni'*), during which Rome snatched the entire Carthaginian empire. By the end of the First War, she had taken possession of Sicily (241 BC) and soon added Sardinia and Corsica (238 BC).

The Second Punic War was more of a close run thing with the great Carthaginian, General Hannibal, attacking Rome by the back door via Spain and taking his elephants over the Alps. Although he enjoyed a good deal of success, particularly at the battle of Cannae, Hannibal could not wear the Romans down and after fifteen years in Italy had to go home again. Rome added Spain to her possessions in 197 BC, leaving the Carthaginians with only the rump of an empire around the city of Carthage itself. Finally, even this was taken over with the assistance of the delighted Numidians and became the Roman province of Africa in 146 BC.

Meanwhile, the Gauls of northern Italy had finally tried the patience of the Romans to far and by the end of the 3rd Century BC were looking down the barrel. The invasion of Hannibal down through their territory delayed the inevitable for a while but the process of eviction and colonization continued after his departure. The region became part of the Roman empire as Cisalpine Gaul and was finally incorporated into Italy itself in the 50s BC after further conquests to the north by Caesar.



THE EAST

As the Romans gradually defeated and took over the Carthaginian empire, the powers in the eastern Mediterranean began to get nervous and tried to face down the new threat. When the Romans attacked pirates on the Illyrian coast, the Macedonians to the south took the side of the pirates with the not too surprising result that the Romans extended their campaigns into Macedonia, defeating her in 197 BC. Just as the Romans were going home, the Syrian empire in Asia Minor invaded Greece, forcing the Romans to sweep back through Greece and into present-day Turkey, defeating the Syrians in 190 BC.

At this stage, however, Rome was not interested in direct rule of the east (*it must have seemed like they were already doing quite well enough in the west, thank you very much*) and withdrew into Italy. Nevertheless, Macedonia continued to grow in strength, provoking a further Roman invasion in 171 BC. Finally in 146 BC, the new Roman province of Macedonia was created, which incorporated the whole of Greece after the southern Greeks had revolted a few years earlier. The rest of the Aegean went Roman in 133 BC when the last king of Pergamum, Attalus III, bequeathed his kingdom to Rome and it became the province of Asia, consisting of the western end of Asia Minor.

146 BC was an important year in the history of Rome. In that year both Carthage and Corinth were razed to the ground and the Corinthian citizens were sold into slavery. It marked not just the defeat but the end of the powers on

either side of Italy and it announced Roman rule to the world. It marked a transition from Rome merely trying to secure its borders to feeling confident enough to boss the known world around. If in the same year they could do that to two of the greatest cities in the world, everybody else had better watch out.

IMPERIAL ROME

Ironically, but as so often happens, just as Rome acquired a position of unparalleled external strength, she very nearly fell apart. There had been rumblings for a while within Italy and the next hundred years or so brought civil wars and the death of the Roman Republic. Republics are not really designed for ruling empires (*Napoleon had the same trouble and came up with the same solution*) and as the empire had grown the republican system had been hijacked by a senatorial elite. The rural and urban poor, who seemed to be getting poorer as Rome became richer asked the question, '*Are we a republic or not ?*' and eventually discovered that they weren't.

Theoretically, power rested with the citizens, who gave it to the Senate which acted as an executive, responsible to an elected Assembly. However, increasingly the Senate and the magistrates were dominated by a new nobility, made up of patricians and nouveau-riche plebians, who found it much more convenient to ignore the Assembly altogether. While this system was unchallenged, it worked very well but it had no constitutional validity and collapsed as soon as the boat was rocked. This was done initially by land reforms proposed in 133 BC by



Tiberius Gracchus and then economic and legislative reforms proposed by his brother Gaius a decade later. Both brothers came to a sticky end.

In 122 BC, southern Gaul was taken over and became the province of Gallia Narbonensis but very soon afterwards the army started losing battles to troublesome Germanic tribes, putting the whole State of Rome at risk. As a consequence the Roman Army was reformed by Gaius Marius, becoming much more efficient and professional but at the same time switching its allegiance from the State to individual army commanders. This made civil war a constant possibility and almost inevitable.

THE DICTATORS

However, before ambitious generals could really get their act together, the so-called Social War (*from 'socii' meaning allies*) broke out in 91 BC. The non-Roman Italians, who for two hundred years had been fighting to stay non-Roman, had gradually realised that, in this new day and age, there was a lot to be said for being a Roman citizen. This resulted in the political unification of Italy, with citizenship granted to all in 90 BC, but it hardly led to peace. When war was declared on Mithridates of Pontus who had attacked the province of Asia, a squabble broke out about who should command the legions in Asia; Marius or the consul Lucius Sulla. In the end it was settled by Sulla marching on Rome and declaring himself dictator. Although his rule only lasted a year, it was the first (*but not the last*) time that Rome had been taken by a

general at the head of her own legions.

After Sulla, three men jockeyed for power; a politician called Crassus and two generals, Pompey (*one of Sulla's boys*) and Julius Caesar. They formed a private alliance in 60 BC, known as the First Triumvirate, but they were really all out for themselves. Pompey had established his credentials in the 70s and 60s BC, first by helping Crassus to defeat the slave rebellion led by Spartacus and then by conquering a lot of eastern territory, including Bithynia, Cilicia, Pontus, Syria and Cyprus. Crassus put himself out of the picture by getting himself killed by the Parthians in 53 BC. Caesar, however, employed better tactics and made the most of his opportunity by conquering the whole of Gaul by 49 BC and even having a look at the mysterious island of Britain.

By this time Pompey had taken power in Rome and persuaded the Senate to take away Caesar's command. As a consequence, Caesar invaded Italy, forcing Pompey to withdraw to Greece where he was defeated by Caesar at Pharsala. Pompey escaped to Egypt, where he was murdered. Caesar returned to Rome to rule for four years until the infamous Ides of March in 44 BC, when he was murdered by 'Brutus and the rest'. There was thus another power vacuum, more civil war and three more contenders, Mark Antony, Marcus Lepidus and Octavian. Octavian beat Antony at Modena and marched on Rome, only to make friends again when Anthony and Lepidus joined forces. This was then the Second Triumvirate, formed in 43 BC as a legal dictatorship for a

period of five years.

The following year, Octavian and Anthony went off to defeat Brutus and Cassius while Lepidus looked after the shop in Rome. In 40 BC, they divided power, Lepidus being given Africa, Octavian the west and Anthony the east. Lepidus blew his chances with a failed power bid and Anthony suffered a series of disasters in the east, not least of which was to start a bit of thing with **Queen Cleopatra in Egypt**. All of this played into Octavian's hand, who in 31 BC got a mandate from the Senate to attack Egypt. Anthony and Cleopatra were finally defeated in Greece and committed suicide together in Egypt.

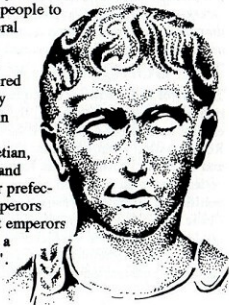
THE EMPERORS

Although he claimed to have restored the Republic in 27 BC, Octavian was effectively the **Emperor of Rome** from that time, assuming the name Augustus and ruling very successfully for 32 years until his death in 14 AD. He brought stability and reform, taking the army out of politics with land grants, and undertaking a tremendous programme of public building. *It was said that Augustus found Rome a city of bricks and left it a city of marble.* He laid the proper foundations for Roman imperial rule which lasted for over 300 years.

In the hundred years following the death of Augustus, the empire continued to grow, particularly in the north and in the east. Under the Emperor Trajan, the Empire reached its greatest extent, taking possession of Arabia and Dacia (Modern Romania) in 106 AD and Armenia, Assyria and

Mesopotamia in 117, whereupon he died. The new emperor, **Hadrian**, decided that it would be better to consolidate the imperial boundaries rather than seek further expansion. He even abandoned some of the eastern conquests of his predecessor. *Nevertheless, the threat of invasion, especially from the northern Germanic tribes was always there and the army gradually re-asserted its influence over politics.*

In civilian life, things bubbled along but internal weaknesses were beginning to appear. More and more people became Roman citizens until 212 when the Emperor Caracalla awarded citizenship to all free-born men in the empire. This was mainly a financial measure since it meant that there were more people to tax but it was part of a general weakening of the imperial structures. More and more emperors were being murdered and a long period of anarchy followed Caracalla's death in 217. The confusion was partially resolved by Diocletian, who came to power in 284 and divided the empire into four prefectures, ruled over by two emperors (Augustii) and two assistant emperors (Caesars). This was called a Tetrachy, or 'four-man rule'.



However, this system was further evidence of weakness and inevitably it broke down. In 324, the Emperor Constantine defeated his co-emperor, Licinius and took over sole power. Constantine was the first emperor to convert to Christianity and his ties with the pagan city of Rome were not as strong as some of his predecessors. In 330, he moved his capital to Byzantium, building a new unashamedly Christian city. The western half of the empire collapsed over the next hundred years or so and, although Justinian re-conquered some of it in the middle of the sixth century, it was lost again three years after his death.

The Roman empire had become the Byzantine empire, Greek-speaking and Christian. This new empire lasted a thousand years more, to some extent carrying the Roman torch, until it was finally crushed by the Turks in 1453.

THE CONQUEST OF BRITAIN

The effect and character of Roman rule varied from region to region. In general, the western half of the empire underwent a rapid and far-reaching process of Romanization simply because the standard of government and level of civilization that Rome brought were so much better than what had been before. Without meaning to belittle the vibrancy, creativity and sophistication of the Celtic tribes, it is nevertheless true to say that relatively crude tribal societies were exposed to new levels of education and technology and had modern roads and buildings constructed in their midst.

This is in stark contrast to the eastern empire where the civilisations of the Greeks, Persians, Egyptians and the like were in no way inferior to that of Rome. Indeed, as we have seen the so-called Roman civilisation was very largely borrowed from the Greeks in the first place.

Consequently, the eastern empire remained very Greek in character and was simply ruled from Rome. Great cities existed already and the Romans did not build that many new ones, instead building Roman baths and temples within existing Greek and Egyptian cities.

As such, it is in the western and northern regions of the empire that we see more clearly how the Romans went about building settlements. It is here that they were



given a relatively blank canvas to paint on. In particular, we will concentrate on Britain, that most northerly and magnificent outpost of the Roman Empire.

Contrary to popular belief, Britain was not invaded by Julius Caesar, although he did pop over to study the form while he was in the area conquering Gaul. In fact, Britain was invaded a hundred years later by Claudius, partly because he felt that his imperial position needed a bit of a boost after the excesses of his nutty predecessor, Caligula. Moreover, both the emperors previous to Caligula, Tiberius and Augustus, had enjoyed great military successes and Claudius no doubt felt that by finishing what the great Julius Caesar himself had started he would be putting himself right up there. It was also true that the troublesome Gauls had a nasty habit of slipping across the English Channel to hide out with their Celtic cousins.

THE INVASION

So it was that in 43 AD, Claudius dispatched Aulus Plautius with four legions to invade Britain. Landing in Kent, they swept north west, defeating the Britons under Caratacus near Rochester and then again on the future site Londinium (*London*). There, with the native capital of Camulodunum (*Colchester*) at their mercy, they waited until Claudius could arrive from Rome to lead them triumphantly to victory. After a full sixteen hard days sitting around being triumphant in Briton, Claudius went home again leaving poor old Aulus Plautius to resume command and continue the campaign.

Over the next few years, the Roman legions moved steadily north and west, finally defeating Caratacus in Wales. He fled north to the Brigantes, only to be betrayed to the Romans. Sent as a captive to Rome, the British chieftain so impressed Claudius with his courage and dignity that he was allowed to live out his days in honourable if captive exile. By the time Paulinus was appointed governor in 59 AD, most of England and Wales south of Lincoln was in Roman hands. He was busy trying to polish off the Druids in north Wales when a revolt broke out in East Anglia led by Queen Boadicea of the Iceni.

In the folklore of British resistance to the Romans, the feisty Queen Boadicea in her heavy war-chariot takes pride of place. She quite eclipses Caratacus, which is very unfair because she was much less trouble than he was. Although the Iceni had a high old time and even sacked Londinium, they were an unruly bunch who got rather carried away with themselves. Heavily laden with booty they were easily routed by Paulinus when he returned from Wales. After that, the south of England was pacified and Romanized and the fighting shifted to the north.

In 78 AD, Agricola was appointed governor of Britain and under him the Roman legions reached their most northerly point. Establishing three permanent legionary bases at York, Chester and Caerleon he headed north and defeated the Brigantes of northern England before marching into Scotland. By 84 AD he had control of



Lowland Scotland and had inflicted heavy defeats on the Highland tribes. Exactly how far north Agricola got, we don't really know but it certainly seems to have been beyond Aberdeen. Just then however, in the winter of 84 AD, he was recalled to Rome and the border slowly sank back into England over the next forty years.

HADRIAN'S WALL

In 117 AD, the Emperor Hadrian came to power and, as we have seen, introduced a policy of consolidating his borders rather than attempting new conquests. He went on a tour round his empire, visiting Britain in 122 and initiating the building of a defensive wall along what was the northern border at the time; a line between Carlisle and Newcastle. However, Hadrian's Wall in Britain was only a tiny part of a defensive system, called 'the Limes', that stretched over 7,000 miles around the edges of the empire; along the Rhine and the Danube between the North Sea and the Black Sea, from the Caspian Sea to the Red Sea and from Egypt to Morocco.

Without wishing to belittle Hadrian's Wall still further, in many ways it was built in the wrong place. It does not follow the natural features very well, with views sometimes obscured by inconvenient hills, and it seems simply to have been built where the border happened to be when Hadrian arrived. In the hundred years or so after Hadrian's Wall was built the Romans tried to establish a frontier 80 miles further north between the mouths of the rivers Clyde and Forth. This is a much shorter distance and makes much more sense. However, the so-called

Antonine Wall built along this line was less substantial. Eventually the legions found themselves overstretched and the border fell back to the earlier line.

The Wall

In fact, the Wall is not a defensive structure so much as a part of a defensive strategy. On its own, it could hardly have kept a horde of marauding Picts at bay. It was only about 8ft wide, which was enough for a legionary to patrol along but not enough to concentrate sufficient forces to defend it. It was thus primarily an observation platform and a boundary line. No doubt it was supposed to look like a formidable obstacle to the aforementioned marauding horde, in the sense that to approach it they would have had to have come over a mound and then down into a ditch to stand beneath a 22ft stone wall, but any horde worth their salt would have been able to scale it.

The point was that simply standing on a wall exchanging arrows with the marauding horde below was really a waste of all the training that the Roman legionaries underwent. It was in the open, where they had room to manoeuvre and organise, that they were the best fighting force in the world.

Thus the Wall was designed to release legionaries into the open at the optimum time and place.



A marauding horde simply had no idea how many legionaries were about to burst out of the Wall and attack them, nor from where they would come.

This trick was achieved with an elaborate system of milecastles, forts and turrets that were built along, in front and behind the Wall. The milecastles were small forts positioned (surprise, surprise) one Roman mile apart along the Wall. They were really guardhouses, usually holding far fewer than the 50 or 60 men they could otherwise accommodate, and provided access to the northern side of the border. The Romans could spot the enemy from afar, muster their troops unseen behind the Wall and emerge on either side to trap the unlucky horde against the very wall they were trying to attack.

The main body of troops were stationed in fifteen forts along the length of the Wall, protected behind by the Vallum. This was a double line of mounds with a ditch between which seems to have been the Roman equivalent of a barbed wire fence; simply telling the civilian population to keep off military land. The forts were then serviced by the Military Way, which was a purpose built road running behind the Wall with branches going to each fort. Later on, a series of outpost forts were also built in front of the Wall, providing even more warning of an advancing horde and even more room to manoeuvre. In some respects, the role of the Wall itself was thus changed from a first line of defence to an administrative line to fall back on in times of crisis.

THE END

The end of Roman rule in Britain is usually dated as 410 AD although in effect it simply fizzled out through lack of interest. As the Roman empire itself collapsed, a series of army commanders in Britain laid claim to the imperial throne and set off for the continent with all the troops they could muster. This, of course, progressively weakened the defences of Roman Britain against raids by the Irish, the Picts, the Saxons and various other assorted hordes. *In 410 AD, the Romanized British people appealed to the Emperor Honorius for help and were told to go away and leave him alone; or words to that effect.*

As for Hadrian's Wall, it seems to have been abandoned by the Legions and taken over by the civilian population in 383 AD, although it may simply be that the soldiers had their families living with them from that time. Either way, it is not surprising that a civilian population in the wilds of the north of England would jump at the chance to live in fortified Roman buildings. This leads nicely into the topic of Roman cities, how they worked, how they contributed to the operation of the Empire and why they were thought to be such a good idea by barbarian people who had never lived in them before.



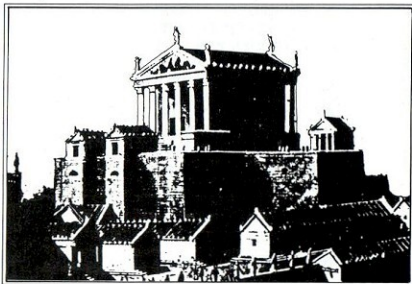
WHY CITIES ?

There are two basic reasons why people choose to live together in cities (*or towns*); **security and trade**. This is as true for us as it was for the Romans and the Celts. However, as civilization has progressed, the relative importance of these two factors has changed. For tribal farming settlements, community life was mostly about protection from rampant hordes of Picts, although market day had a crucial role to play. For the Romans, security was important but easier to achieve and thus the benefits of trade came to the fore. For us, there is very little danger of rampant Picts (*except for international soccer matches*) and business is why we live in cities. It is interesting that we seem to be approaching a level of sophistication where business is going back to the country, linked by phone, fax and computer.

Often a town grows up to exploit a very specific **natural resource or geographical feature**. These might include a rich seam of coal, fishing grounds, a fertile plain, a lake, a bend in the river, a major crossroads, a bridge, a hill or a natural harbour. Moreover, the nature of a settlement is to some extent determined by what kind of security is wanted and what kind of trade is expected. While most Celtic houses were timber-framed huts with walls of wattle and daub, the Romans built elaborate stone buildings. While a Celtic settlement consisted almost entirely of private dwellings clustered aimlessly around that of the chieftain, the Romans carefully arranged temples, bath houses, aqueducts, theatres and forums and linked them

together with streets.

The most fundamental reason to gather together is security. The human being is not designed to live in total isolation from the rest of its species and even nomads and hunter-gatherers, who do not build permanent settlements, move around in groups and maintain relations with their neighbours. For tribal peoples this safety in numbers is reinforced by long standing family ties, both real and imaginary. In this way there will always be people to identify with and club together with because there will always be kinsmen and fellow tribesmen. Moreover, it makes sense to live in the same place as those most likely to help out in times of trouble.



THE CELTS

The Celts were both tribal and warlike, forever sweeping off to attack some enemy, perhaps in order to take over more fertile land, perhaps because they had been driven off their own land and perhaps just for the hell of it. It was therefore a good idea to identify with the most powerful chieftain, join his band and build houses around his in the sure knowledge that in the face of an external danger he would lead them all into battle. Furthermore, since the settlements were often not much more than glorified military encampments (*even if they stayed in the same place for a good many years*) there was no particular reason to build houses that would last forever.

Of course, even for the mighty Romans simple physical security was an important factor. The very fact that they were an invading force made them a target for attack from irate natives. Moreover, a legionary fort would often become the focus for a haphazard settlement; if you built your hut next to a Roman stronghold it was hardly likely to be attacked by casual bandits and if it was, you could shelter inside the fort. Many of the Greek and Roman cities started out with the basic model of a central fortified area surrounded by an agricultural settlement. In many ways, of course, this model was similar in form to the Celtic settlements but the Greeks and Romans substantially developed the basic theme.

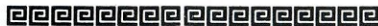
For those who chose to live in a Roman city, other aspects of security were becoming important also. There was the security of knowing that there were priests in the

temple doing the right rituals to appease the right gods, there were teachers and doctors ready to educate and cure, there were merchants making sure that all the goods that might be wanted were in the market and as always there were neighbours who might hear the agonised screams if someone fell down and broke a leg. *By subscribing to the laws and administration of the city, one became part of a whole that was greater than its parts could ever be.*

TRADE

This brings us to the other main contribution of cities; trade. At its most basic level, to trade with someone you or your representative generally have to be in the same place as them (*at least you did before the invention of the telephone*). The local market has been the foundation of many a thriving town, even some Celtic ones. By actually living next to the market, you had constant access to a wide range of goods, which was not possible for a farmer who might only come to market two or three times a year to sell his crop in exchange for some basic necessities. More importantly, however, since the market provided you with all you could want, there was the opportunity to specialise and become a shopkeeper, a builder, a potter or a tailor. You could get an education or even go into politics.

Whereas in an agricultural settlement everyone had to spend most of their time looking out for danger and gathering food for the day, in a city these were largely taken care of by others. Each individual had only to



perform a specific role. Furthermore, the very fact that a city was permanent, built to stand for ever, made it worth while investing in infrastructure and technological development. Thus the structures, physical, legal and administrative, became more important than the individuals that used them. Once established, they could just as well be used by every subsequent generation. Of course, it is very simplistic to suggest that the Celtic settlements were incapable of providing any of the goodies that the Roman cities offered. It is nevertheless true that the Roman system was so much more efficient and stable that it constituted a totally different way of living. Things which before could be achieved only if you were lucky were now taken for granted. There is no doubt that Roman cities posed awkward questions for the local people. Farmers are naturally conservative and the idea of a Celtic warrior becoming a Roman shopkeeper was a bit of a sell out. At the same time, the Roman urban lifestyle was very attractive. This was all part of the Roman plan. **Cities were founded very largely as an instrument of control over the people they had conquered.** On the one hand, of course, they provided somewhere to station legionaries and an administrative centre for a region. More important in the long term, however, was the Romanizing effect that they had. By showing the people how wonderful it was to live like a Roman and by tempting so many of them to join in the fun, the threat of local insurrection receded. Even those who remained in the fields had kinsmen in the cities. It is

significant that Rome was finally swept away by barbarian hordes from outside the Empire rather than through uprisings among the subject peoples.

ROMAN CITIES

Before looking at the bricks and mortar, it would be well to identify who lived in different types of city and how they were organised. As we have seen, primitive pre-Roman settlements were not much to write home about but there were exceptions, such as our old friend Camulodunum (*Colchester*) in Britain. **Under Roman influence these often grew into cities and were called 'oppida'.** Equally, where a proper city existed before the Romans arrived (*more typically in the east*) a city charter might be granted by the Roman emperor and it would be given the title, 'municipa'. Sometimes these new cities would be re-organised along Roman lines and sometimes they would continue running in the same way, subject to Roman approval. However, it is in those cities that were founded by the Romans that we can see what the ideal was. These were called, 'coloniae' or colonies and were initially built and lived in by veterans recently discharged from the legions. Far from being old and infirm, these were highly trained and experienced men who had simply done their allotted time in the service of Rome and been rewarded with a plot of land. Legionary training included surveying, construction, engineering and a host of skills useful to the building of a new city. Perhaps it is not surprising that the cities tended to be

built in the same grid formation as a Roman fort. Of course, in an emergency the veterans could also act as a highly trained militia.

The *coloniae* were given a charter by the emperor which laid down its constitution, gave it a name and detailed its rights and privileges. The administration was very similar to that of Rome itself. Just as (*in the good old days of the Republic*) the Senate elected two Consuls to rule the Empire, each city had a town council, the 'ordo', which elected two chief magistrates, 'duovirs' to act as mayors. There were then various city officials with functions carefully spelled out in the city charter. Each city was also given an area of land which it could cultivate and raise rent from. With respect to their internal working, the cities were relatively independent from the authority of the provincial governor.

Roman citizenship was a valuable status to possess in that it bestowed several important privileges. As well as various legal exemptions and rights of appeal, there were two major rights that bore directly on the workings of the cities. The first, 'commercium', was the right to conduct commerce under Roman Law which was a great advantage, particularly when trading between provinces. The second, 'conubium' was the capacity to have a marriage recognised under Roman Law, thereby protecting the legitimacy of any children and their rights of inheritance. Thus Roman citizenship was of great advantage to anyone seeking to build and retain a fortune

and became increasingly highly sought after.

BRICKS AND MORTAR

Although early Roman towns (*including Rome itself*) were just as haphazard as everyone else's, by the 1st Century BC Greek notions of town planning had caught on and things changed dramatically. When they got going, the Romans were great little planners and relished the prospect of meticulously planned new cities. A site would be chosen and marked out by the imperial surveyors, closely following the layout of a legionary fort. Sacrifices would be made to the gods and away they would go. As far as local conditions would allow, the city would be in the shape of a playing card with two major roads crossing at right angles in the centre. The quarters thus created would be divided by side streets into a grid of numbered blocks, called 'insulae'.

The surveyors would also allocate agricultural land to feed the population as well as making calculations as to land rents and the taxation needs of the new city. A Roman city was much more of an integral part of the surrounding countryside than is the case today. Since techniques for the preservation of food were not very highly developed, many of the needs of the city population had to be produced in the immediate vicinity. A city was simply not viable if it had insufficient agricultural land locked into its operation. Over time there was a tendency for smaller farms to be bought up by large landowners, who languished in plush villas and main-

tained substantial estates.

Major public buildings would be built at the centre of the city, next to the main crossroads. Perhaps the most important of them was the forum. Although in the early days of the Republic the forum might simply be an open space, by the 1st Century BC the planners were starting to enjoy themselves and the forum took on a standard form, often resembling the headquarters of a fort. In the shape of a square, three of the sides would be formed by colonnaded walks, offices and shops. Along the fourth side would stand the basilica, which was a large assembly hall used for a range of activities, including court sittings, administration and political meetings. The area thus enclosed was used as the market place, with stalls set up much as they are today. The forum therefore acted as civic centre, market place and administrative heart, where goods and ideas were exchanged.

CIVIC PRIDE

Civic pride was an important part of city life and many of the public buildings were constructed simply to show off. Huge arches and monuments were constructed to honour some great deed of daring-do performed by a founding veteran or simply to toady to the emperor. Temples would be built in honour of some deity but great trouble would be taken to make sure that it was just a little bigger than the one in the next city. The city walls and the gateways in them were usually much more elaborate and massive than a purely defensive function would dictate. However, this was not simple vanity. The more prestige

a city could generate, the more trade and imperial favours it could attract... Well, all right, it was mainly vanity. Naturally enough, some of the building work was financed out of city coffers. As with any city, money was collected from a bewildering array of rents and charges; fines, water-rates, customs duties, market tax, entrance fee to the city baths, licences etc. In Ephesus, had you wanted to set yourself up in the potentially lucrative business of selling salt and parsley, it would have cost you one denarius for the privilege. However, many individual buildings were paid for by wealthy benefactors which, if you were very lucky, might even include the emperor. Moreover, *the management of city finances could in itself be a matter of civic pride.* The city of Nicomedia got in big trouble with the Emperor Trajan for spending vast amounts of money on not one but two failed aquaduct schemes. Perhaps they just leaked.

Nevertheless, apart from showing off, **the city did provide extensive civic amenities.** Although medicine was in its infancy, there were **hospitals** and there were **schools**, often in rooms off the basilica. As such, market days were usually a school holiday simply because no-one could hear what the teacher was saying over the din. While the very wealthy might live in luxurious town houses or country villas (*or both*), most of the city population were housed in tenement blocks. These were very badly constructed and were forever spreading disease, falling over or burning down (*or all three*).

Eventually, a height limit of 60ft was imposed, presumably on the basis that if they were going to fall down it better not be from too great a height. In the northern part of the empire, it was more usual for the poor to live in rows of timber houses.

WATER

However, the two most famous public amenities were connected to water. Aquaducts are perhaps the most spectacular legacy left by Rome. Many were fairly simple affairs consisting of underground pipelines. Some were colossal feats of engineering, taking water careering down one side of a mountain and shooting up the other under force of pressure. They crossed gorges and went through mountains. One at Nimes went along a channel, through a mountain, and over a river on a bridge 1542 ft long and 161 ft high. At Segovia, the aquaduct is still in working order. On one rather sad occasion in Numidia, two teams of workers set about tunnelling through a mountain from either side but missed each other on the way.

The other great watery contribution to world civilization were the Roman baths. In fact, of course, they were more like a cross between a sauna and swimming pool than a bathroom, with 'bathers' moving together from the undressing room (*apodyterium*) to the cold room (*frigidarium*) to the warm room (*tepidarium*) to the hot room (*caldarium*). Heat was produced by an underfloor system which sent hot air from a furnace into spaces beneath the floor and up the walls. It was so efficient that

'bathers' had to wear thick-soled sandals to protect their feet. The daily bath was very fashionable and a great social focus for both men and women. However, in the 2nd Century the Emperor Hadrian (*who seems to have been a bit of a spoil-sport*) issued a decree forbidding mixed bathing.

Although the aquaducts usually ensured a plentiful supply of water to the city as a whole, very few houses had the luxury of their own piped supply. The water was collected in large tanks and piped to the public baths and fountains. Moreover, since there was no mechanism for controlling or stopping the flow, the drainage system had to be very efficient. The public latrines, with everyone sitting in rather sociable lines, were flushed with the water from the baths and the whole was carried away along drains and sewers.



HIGHWAYS AND BYWAYS

Straight roads are also something for which the Romans were famous. They built a transport and communication network over their vast empire that was unparalleled until the modern era. They built wooden causeways across marshes, bridges over rivers and zig-zagged roads up mountain sides. Moreover, it was all so well constructed that many roads and bridges have survived two thousand years or more. A bridge at Vaison-la-Romaine even survived a direct hit by a German bomb in 1944. Although the main roads were originally built for military purposes and to facilitate the running of the empire, once they were in place, of course, they were of great benefit to the communities through which they passed. The cities built side roads to link into the network and the maintenance of the system fell largely to the local communities.

However, the legendary straightness of Roman roads is a little misleading. The road engineers were not stupid and if the easiest route was round a mountain or along the banks of a river, they could build curves with the best of them. However, when the terrain was flat and there was no particular reason not to go in a straight line, they went straight. Moreover, the Romans had the know-how to build in a straight line when they wanted to. The point really was that the roads were planned, so they actually went to where they were going by the shortest route. This seems to have been a revolutionary idea. Certainly the new roads must have seemed ridiculously straight to a

local population used to tracks meandering their way happily across the countryside, apparently with no particular end in sight. Nevertheless, however good the roads were, they were much more expensive than water transport. Particularly when transporting large or heavy loads, a barge to the sea and then onto a ship was by far the most sensible way to go. Every permanent human settlement needs access to water and most ancient ones were built near to a river. If the river access was not sufficient for their needs, the Romans were more than capable of building canals to bridge the gap. A city with sea access could reap great rewards and would spend a lot of money on harbours and lighthouses etc. Although the city of Rome had very little seafaring tradition, with the advent of the empire and the large distances involved, it quickly acquired one. Not only did it make trade much more efficient and profitable but it made sense to rule the waves as well as the land in between.



RELIGION

Religion played a vital and obvious role in Roman society; it is the back-seat driver of every society. Although we may have a clear impression of who the Roman gods were (Jupiter, Juno, Neptune, Minerva, Mars, Mercury and their chums) in fact Roman religion was a highly complex, not to say unwieldy structure. Not only did they rule a huge empire which contained a dazzling array of faiths, deities and spirits but they were also (*on the whole*) very tolerant of them and incorporated many into their own system. This confusion was not helped when Julius Caesar was made a god after his death, initiating a practise of **emperor worship**. Even the spirit of Rome itself, Roma, was worshipped. Religious belief often starts with a vague idea that there must be a divine essence in everything. Like many primitive societies, *the Romans believed that every aspect of life and nature had its own spirit*. Thus there were spirits of victory, fortune, marriage, storms, trees, streams, animals and anything else you care to name. There was also a spirit, called a 'Lar', which protected each household. When they dedicated an altar or a city, they often ended with, 'and any other gods around that we might have forgotten to mention'. This divine soup was given a little more structure by adopting the gods of the Etruscans and the Greeks. In particular, the Greek gods were very handy. The Romans identified some of their deities with particular Greek gods (*Zeus became Jupiter, Hera became Juno, Hermes became Mercury etc.*) thereby

acquiring a ready-made pantheon complete with well developed mythological characters and legends.

As they conquered new territory, they discovered new gods and incorporated them also, as much as anything to avoid having to suppress indigenous religions. So in Bath for example, there was a temple dedicated to 'Sulis Minerva', Sulis being a local Celtic nymph. Moreover, some of the eastern deities, such as Mithras in Persia, Cybele in Anatolia and Isis in Egypt found themselves at the centre of Roman mystery cults. Of course, some local religions were suppressed because they were seen as a threat to the Roman State. Druidism in Britain and northern Gaul came in this category, as did Christianity and Judaism. At first Christianity was tolerated but it did rather inconveniently demand that its followers renounce all other gods, which sounded like atheism to the Romans. However, after a period of **savage persecution (being thrown to the lions and all that)** Christianity eventually became the official State religion at the end of the 4th Century.

Of course, all of this was quite literally a god-send to the civic show-offs. There was no shortage of spare deities to build a temple in honour of and most cities boasted a veritable rash of shrines and temples, including at least one to their own patron deity. With each new emperor there was yet another possible candidate, particularly since there could hardly be a better way to curry favour with someone than to dedicate an enormous gilded shrine to them. Furthermore, it was a good excuse to really go



to town with the decoration. Nevertheless, temples did have an important civic role in that Roman religion was a public rather than a personal affair, in which the rituals and sacrifices necessary for continued protection and prosperity were performed by priests in front of the assembled community. Temples and religious festivals were funded by the city and the priests were highly esteemed city officials.

GOOD TIMES

As a society becomes wealthier and more technologically advanced, continued survival can be ensured by working for less and less of the day. The wealthiest members of society do not have to work at all. As such, more time and effort is spent in working out how to have a really good time. To some extent the Roman empire collapsed because people ended up working so hard at enjoying themselves that they forgot to work at anything else. In modern legend, barbarian hordes gathered at the gates of Roman while the inhabitants were busy with the most enormous orgy. Moreover, with apologies to Virgil and Ovid, it is fair to say that the Romans did not spend their leisure time making great cultural and artistic strides. The drama was mostly borrowed from the Greeks and the chief role of music was to signal manoeuvres to fighting legions. In general, Romans were much better at eating, drinking and fighting than at writing sensitive poetry. Of course, the wealthy classes had cultural evenings in their homes, washed down with enormous banquets, but most people just went to the pub. These taverns also

served as gaming houses and of the hundred or so identified in Pompeii, several were brothels with unpaid accounts still scribbled on the walls. Under Greek influence, theatres were built and the educated classes sat and watched Greek tragedies and comedies but it did not compare with what the Greeks themselves used to do. The rest of the public preferred less intellectually challenging entertainment such as pantomime and mime, not least because women were not allowed to appear on the stage of a serious theatre. They were, however, allowed to appear in panto and these events soon degenerated into very vulgar and debauched spectacles, more in keeping with Roman sensibilities.

THE GAMES

What the Roman people enjoyed most of all were 'the games'. These came in various forms, most of them with origins in Etruscan funeral rites and Greek theatre but slowly adapted to suit the sadistic nature of the Roman audience. In fact, one can divide the games into the sporting, which took place in the circus and the sadistic, which took place in the amphitheatre. Sport had been a popular part of Greek culture and in the early days of the Republic, Romans had gone to Greece to take part in their games. Later, Greek sports were included in Roman public games. In 67 AD, the Emperor Nero went on tour in Greece in order to take part in a Greek sporting festival which included the Olympic Games. He returned home with 1,808 first prizes, no doubt as a consequence of many a potential gold medalist tactfully falling over in the



home straight.

The **circus games** included wrestling, boxing and athletics but the most popular sport was chariot racing. As such the design of the circus was best suited to this activity. It consisted of a long, thin racetrack with tiers of seats either side and ridiculously sharp bends at either end. A low wall called the spina ran down the centre to prevent head-on collisions (*no doubt to the disappointment of many of the spectators*). Some of the circuses were simply enormous; the Circus Maximus in Rome having a capacity of 250,000. Chariot racing was big business (*much like horse racing today*) and the chariot-eers became real celebrities. There were four racing factions (*imaginatively called red, blue, white and green*) and the rivalries often led to violent altercations.

DEATH AT THE GAMES

The sadistic Roman games took place in the **amphitheatre**, which was an oval structure with the tiers of seats often raised above a high wall to protect the audience from the nasties below. The biggest of five in Rome was the Colosseum which could seat **50,000 people** and had an arena that could be flooded to produce a lake in which to stage naval conflicts. Beneath the stadium there was a maze of underground passages from which would emerge wild animals, Christians and gladiators. The gladiatorial contest had its origins in the Etruscan ritual of a fight to the death being staged at a funeral to help the deceased on his way. The Romans gradually lost the ritual significance but liked the idea of a fight to the death. Not

surprisingly, most gladiators were slaves, although successful ones could eventually earn their freedom. They all got their freedom one way or another.

As well as fighting each other, gladiators called **bestiarii** would fight wild animals, including bulls, bears, tigers, rhinoceroses, leopards, lions and elephants. The animals were also pitted against each other to add to the fun and a thriving trade grew up with distant provinces to supply the games with exotic animals for slaughter. Nero once produced a spectacle that brought about the death of 400 bears and 300 lions in one day and 9,000 animals are said to have died to inaugurate the Coliseum. It goes without saying that many Christians, Jews and other enemies of the State were executed by wild animals for the entertainment of the populace. They were a pretty bloodthirsty lot those Romans.



THE LEGACY

However, don't let's be beastly to the Romans. They did, after all, give us both the word and the idea of civilization. While it may no longer be geographically true that all roads lead to Rome, she lingers on in our own culture. The chances are that your name is spelt with Roman letters (*mine is a Roman name*), your date of birth is recorded using the Roman calendar, your home town may well have been founded by Rome, your country was ruled by Rome and given a name by Rome, you are governed partially under the principles of Roman law, many of the very words you speak are Roman. *It is hard then to deny that, to some extent, your identity is tied up with Rome.*

2,000 years after the coming of Imperial Rome, we all still know about gladiators and legionaries, aqueducts and baths, the Circus Maximus and Hadrian's Wall, Caesar and Caligula. Most of us know practically nothing about the Minoan civilization, the Chinese Empire (*which was just as great as the Roman one*), the Babylonians, the Assyrians, the Egyptians, the Hittites, the Persians, the Indians, the Goths, the Vandals, the Huns, the Slavs, the Gauls, the Britons. We don't know all that much about the Greeks. We know they all existed but not much more than that. One almost gets the idea that the Romans were the ancient world; apart from Christ, Robin Hood and the Battle of Hastings, they are what happened before Henry VIII.

