

# CAESAR

*DELUXE*



ROME WASN'T BUILT IN A DAY - HOW LONG WILL IT TAKE YOU?

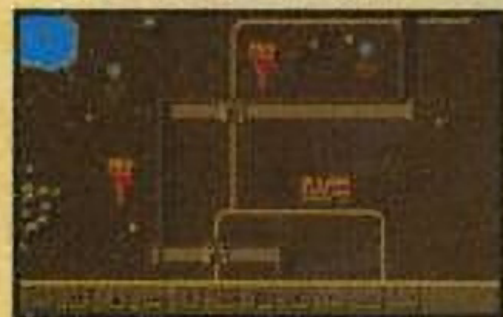
*Impressions*



**Build cities like this as the capital city of your province!**



**"I always wished Sim City™ had more "game" to it; Caesar has that"** *Computer Gaming World*  
**Caesar could take the empire-building crown for 1993;**  
**Caesar will never leave our hard drive"** *Computer Game Review*



Build great cross-country walls, towers and forts to contain hostile tribes!



Seek out areas of concern with a color coded map system

**A**s governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your cities with walls and towers - but should your defences fail, you can lead legions to crush the hostile barbarian tribes! Success will lead to promotion - and, ultimately, the very best may rise to become ...Caesar!

- **More than 20 buildings to construct!** "A builder's banquet!" *(Computer Gaming World)*
- **Fight barbarians in simple combat - or link into Cohort 2 (available separately) to fight out battles in a real time, animated miniatures battle!**
- **"The depth of the economic model adds a remarkable gameplay element to Caesar"** *(Computer Gaming World)*
- **Simple to learn, hard to master: "you can jump right in and begin playing right away if you like"** *(PC Entertainment)*



Your advisors in the forum will give you information to assist your reign



These four pillars show your success in four categories: Peace, Culture, Prosperity and Empire

**City Building in the First Century!**

**Impressions** *Committed to Excellence in Strategy Entertainment*

\*Sim City™ is a registered trademark of Maxis.  
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IBM VGA Screenshots shown  
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