

Cradle of Rome Walk Through

Written by:

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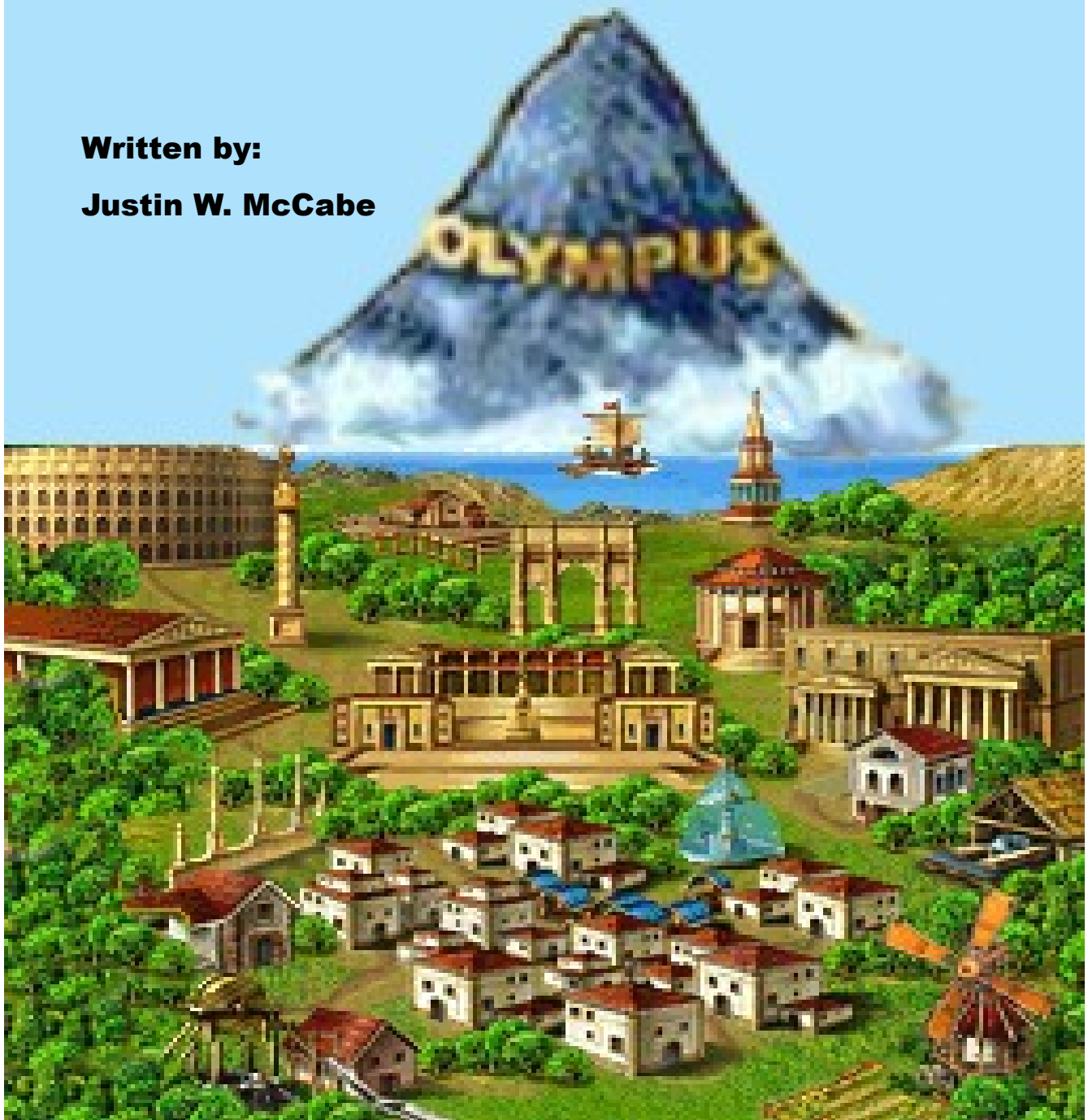


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Main Menu



The controls in the game can all be performed by using the Nintendo DS stylus. To select a button Touch it with the stylus. This method can also be used to select objects on the Game Screen and EPOCH Menu.

Play – Choosing this option will take you into the main game where you build Rome by collecting resources in all 5 EPOCH periods.

Relax Mode – After completing a level in Play Mode, you can play them as many times as you like here.

How to Play – This menu contains various tutorials on how to play the game.

Settings – Use this menu to change game settings such as sound volume, as well as change the displayed language.

Game Screen



Board Tiles – These contain all the items you must line up. Each level is different in size and shape.

Blue Marble Plaques – Form groups of 3 or more across these tiles to break them. The level is complete when all Blue Marble Plaques are broken.

Bonus Items – These appear to the right of the Board Tiles after unlocking them. They are unlocked by buying certain buildings and can help you successfully win the level.

Chains – The Chain locks down the tile that is is over. Nothing can be moved on or off of that tile. These must be broken by matching three or more tiles or using a Bonus Item.

Stage Timer – The water level in the pitcher depicts how much time is left in the current stage. More water in the pitcher when the level is finished means a larger bonus.

EPOCH Menu



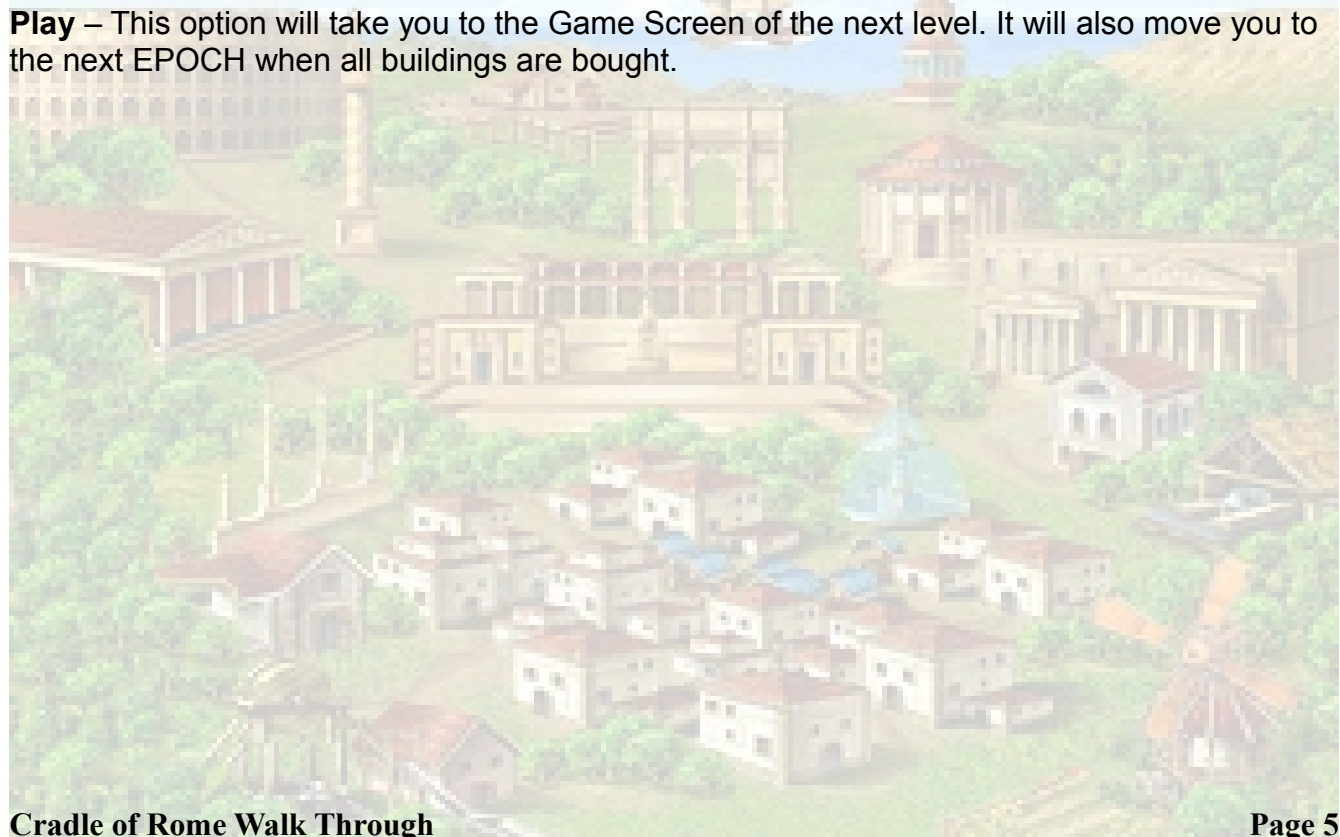
Buildings – Touch the picture to select the building. You can use the buttons on the bottom of the screen to interact with the selected building.

Details – This option will display a brief history of the selected building.

Buy – This option buys the currently selected building if the requirements are met.

Show – This appears instead of the Buy option when selecting a building you have bought. It will zoom in on the selected building. Touch the building to resume normal view.

Play – This option will take you to the Game Screen of the next level. It will also move you to the next EPOCH when all buildings are bought.





Resources

These types of tiles gain the player various types and amounts of Resources needed to construct Buildings. The three types of Resources are Gold, Supplies and Food.

<i>Graphic</i>	<i>Resource Tile</i>	<i>Type</i>	<i>Building needed</i>	<i>EPOCH</i>	<i>Amount per tile*</i>
	Silver	Gold	-	-	4
	Gold	Gold	-	-	5
	Wood	Supplies	Sawmill	1	5
	Stone	Supplies	Quarry	1	7
	Flour	Food	Mill	1	4
	Chicken	Food	Village	2	3
	Fruit	Food	Field	2	6
	Steak	Food	Tavern	2	5
	Ring	Gold	Arch of Titus	3	6
	Fish	Food	Harbor	4	7
	Pearl	Gold	Ship	4	7
	Gem	Gold	Statue of Trojan	5	8

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<i>Graphic</i>	<i>Resource Tile</i>	<i>Type</i>	<i>Building needed</i>	<i>EPOCH</i>	<i>Amount per tile*</i>
	Goblet	Gold	Temple of Saturn	5	9
	Brooch	Gold	Forum	5	10

*Three of a kind will award 3x the amount per tile. Four of a kind will award 8x the amount per tile. Five of a kind will award 20x the amount per tile.

Buildings

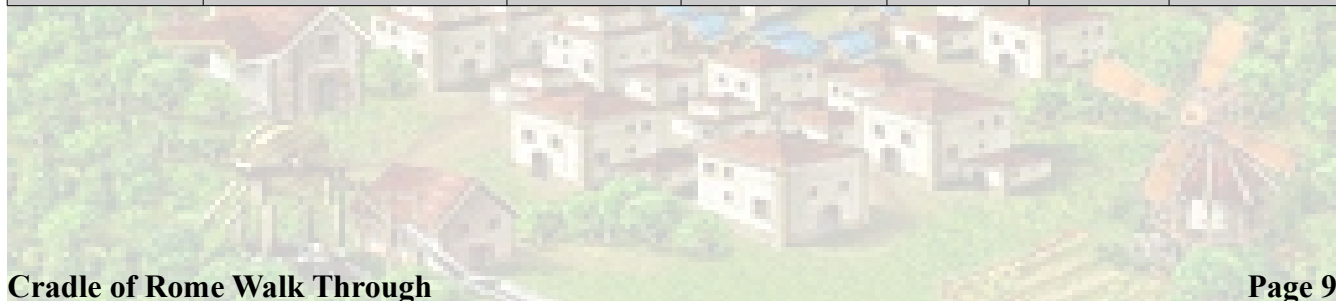
<i>Graphic</i>	<i>Building</i>	<i>Food cost</i>	<i>Supplies cost</i>	<i>Gold cost</i>	<i>EPOCH</i>	<i>Profit</i>
	Sawmill	-	-	500	1	Wood
	Smithy	-	1,000	1,000	1	Hammer
	Quarry	-	2,000	3,000	1	Stone
	Mill	-	4,000	4,000	1	Flour
	Village	2,000	4,000	4,000	2	Chicken

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<i>Graphic</i>	<i>Building</i>	<i>Food cost</i>	<i>Supplies cost</i>	<i>Gold cost</i>	<i>EPOCH</i>	<i>Profit</i>
	Field	4,000	4,000	5,000	2	Fruit
	Fountain	5,000	6,000	5,000	2	Lightning
	Tavern	6,000	5,000	6,000	2	Steak
	Rostra	6,000	7,000	7,000	3	Bomb
	Arch of Titus	7,000	7,000	7,000	3	Ring
	Pantheon	8,000	7,000	8,000	3	Hourglass
	Tabularium	9,000	8,000	8,000	3	Cross
	Harbor	9,000	10,000	9,000	4	Fish









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<i>Graphic</i>	<i>Building</i>	<i>Food cost</i>	<i>Supplies cost</i>	<i>Gold cost</i>	<i>EPOCH</i>	<i>Profit</i>
	Ship	10,000	12,000	12,000	4	Pearl
	Lighthouse	13,000	12,000	13,000	4	Star
	Colosseum	15,000	15,000	15,000	4	Shield
	Statue of Trojan	15,000	16,000	15,000	5	Gem
	Temple of Venus and Rome	16,000	17,000	17,000	5	Orb
	Temple of Saturn	18,000	20,000	20,000	5	Goblet
	Forum	22,000	22,000	22,000	5	Brooch

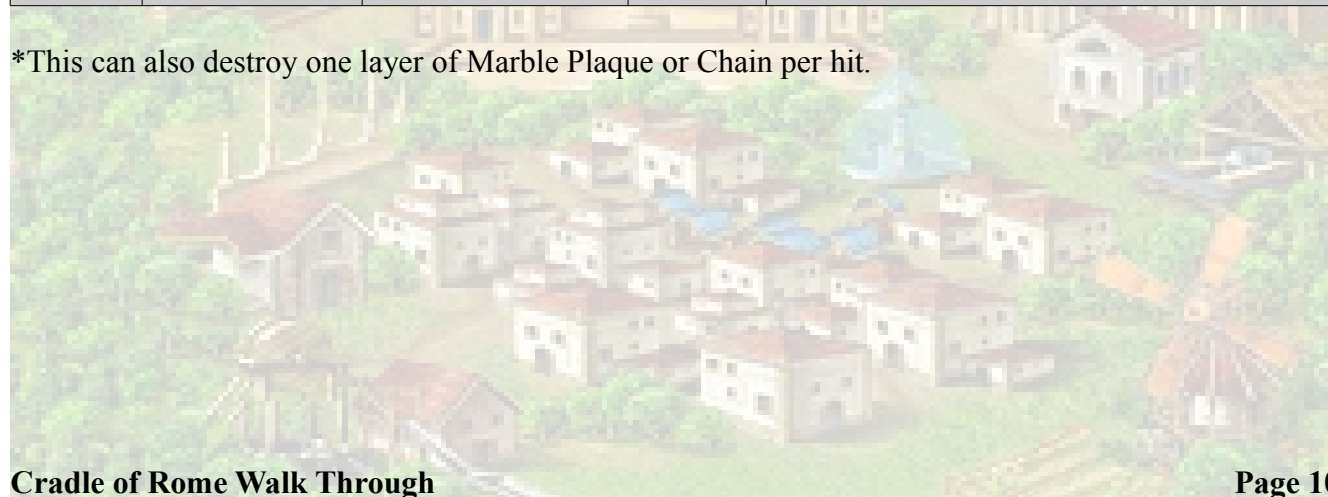


Bonus Items

Bonus Items are unlocked by constructing certain buildings within the different EPOCH periods. The Bonus Item will be available once the correct building is purchased. There will be only one type of Bonus Item tile per level. The next map after the purchase is guaranteed to have the new Bonus Item tile, but the levels afterward choose at random (once the player has more than one Bonus Item).

<i>Graphic</i>	<i>Bonus Item</i>	<i>Building needed</i>	<i>EPOCH</i>	<i>Effect</i>
	Hammer	Smithy	1	Destroys one selected tile *
	Lightning	Fountain	2	Destroys 20 random tiles *
	Bomb	Rostra	3	Destroys a 3x3 section of tiles *
	Hourglass	Pantheon	3	Pauses time
	Cross	Tabularium	3	Gives 1000 of selected resource and destroys tile *
	Star	Lighthouse	4	Breaks all tiles of the selected type *
	Shield	Colosseum	4	Destroys a selected row of tiles *
	Orb	Temple of Venus and Rome	5	Randomly changes tiles on the board to different types

*This can also destroy one layer of Marble Plaque or Chain per hit.



FAQ

Q: How much time does the Water Jug Timer actually have?

A: The levels range from 7 minutes at the earliest level and just over 10 minutes on the last level.

Q: How much of a time bonus does the Hourglass Bonus Item give?

A: 30 seconds.

Q: Can I use Bonus Items on tiles that have no resource tile on them (such as a tile with only a Marble Plaque)?

A: No.

Q: How many EPOCH periods are in the game?

A: There are 5.

Q: How many Bonus Items are in the game?

A: There are 8.

Pro-tips

- Use the first few levels to collect all of the Resources you can. This is a luxury that is rarely seen in later levels.
- Restarting the level can produce a different tile set (resources and Bonus Items). This can be helpful if you get an undesired Bonus Item.
- The Cross Bonus Item you acquire in EPOCH 3 is your best friend on easier levels. You can use the time to collect a lot of resources.
- Chains should be your first priority then Marble Plaques. Always attempt to clear Chains first for the most mobility.
- Buying Bonus Item Buildings first in each EPOCH can greatly help your ability to win levels.