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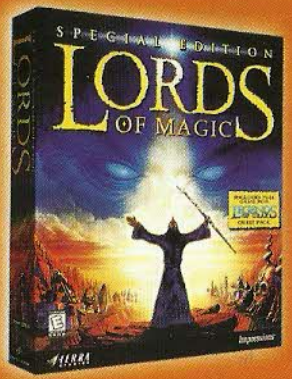

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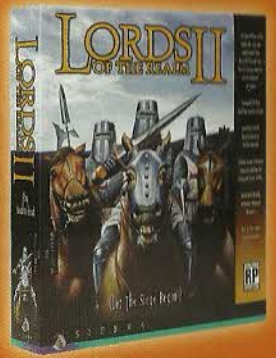

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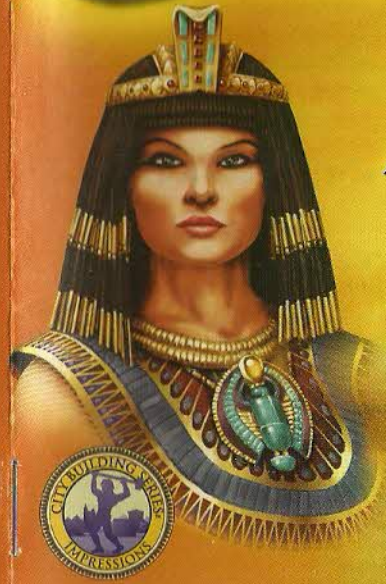

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Cleopatra Bids You Welcome

Cleopatra, the official Expansion Pack for *Pharaoh*, adds four new campaigns to *Pharaoh*, spanning from the late New Kingdom to the end of the Ptolemaic period when Cleopatra VII, Egypt's last pharaoh, reigned. *Cleopatra* adds several new features to all of the missions in *Pharaoh*, including more shortcut keys, faster Pyramid construction, more control over the number and type of messages you receive during play, and the ability to play any mission in *Pharaoh* in any order you choose. The gods have a new arsenal of plagues at their disposal to punish cities that displease them. And don't leave unguarded burial provisions in Pyramids, Mastabas, Mausoleums, or the new Royal Burial Tombs, for in *Cleopatra*, tomb robbers will strike!

Installing and Playing *Cleopatra*

First and foremost, you must have the retail version of *Pharaoh* installed on your computer before installing *Cleopatra*.

To install *Cleopatra*, insert the *Cleopatra* CD into your CD-ROM drive. Windows' AutoPlay function should start, and you'll see a screen with four buttons: Install, Uninstall, Play and Quit. Click on "Install" to get started. If AutoPlay does not work on your computer, find the icon for your CD-ROM drive, double click on it, and then double click on the file called "Setup.exe" to start the installation process.

You'll be presented with a choice of install sizes. Each size offers all the features of the game, but the largest size offers the best game performance. Take into consideration your computer's resources, and choose the install size that best suits your needs.

After you choose an install size, simply follow the on-screen directions to complete the installation. Installing *Cleopatra* should only take about five to ten minutes.

To play *Cleopatra*, click on Windows' Start button, find your Sierra directory and choose *Cleopatra*. Or, insert *Cleopatra* into your computer's CD-ROM drive and choose "Play." To play *Cleopatra*, **you must have the *Cleopatra* CD in your computer's CD-ROM drive.**

Shortcut Keys

The following shortcut keys, in addition to the ones listed in the *Pharaoh* manual, are available in all missions:

H	Hides (or displays) cliff terrain
X	Toggles Income Tax overlay
Y	Toggles the Malaria Risk overlay
Z	Toggles the Disease Risk overlay
Ctrl+F1	Creates F1 bookmark at current map location
Ctrl+F2	Creates F2 bookmark at current map location
Ctrl+F3	Creates F3 bookmark at current map location
F1	Goes to F1 bookmark map location
F2	Goes to F2 bookmark map location
F3	Goes to F3 bookmark map location

Choose a Mission

The "Choose a Mission" button replaces *Pharaoh*'s "Relive Family History" button. Selecting "Choose a Mission" displays a screen listing all the campaigns, and you can play any campaign you wish in any order. Alternatively, pressing the "Individual Missions" button displays a chronological list of all missions in the game, allowing

you to play any single mission. If the selected mission has been played, your score in that mission and the mission summary are displayed. If you are new to *Pharaoh*, it would be wise to begin with the Pre-Dynastic Period and Archaic Period campaigns. These campaigns contain valuable tutorials that will help you master *Pharaoh* and *Cleopatra*.

Notification Control

"Popup Messages" has been added to the Options Menu that gives you control over how you receive messages during play. The dialog box displays the following:

Flood Messages	Price Changes
Population Messages	Trade Level Changes
Compliance Now Possible	Wage Changes
Kingdom Standing Climbs	Disease Strikes
Festivals	Malaria
Minor Blessings	

When clicked, the name of the event turns yellow. A "yellow" event no longer displays a dialog box during play that has to be clicked shut. Instead, a passing message appears briefly along the top of the map. Don't be surprised by one of these selections: if you highlight the "Compliance Now Possible" event, goods are automatically removed from your Storage Yard and sent to the requesting city!

Beautification

Cleopatra offers four choices of each size of statue. You can choose among the statues and decide which direction the statue should face by pressing the "R" key.

Major Plagues

Four Major Plagues can strike your city: River of Blood, Plague of Frogs, Hailstorm, and Plague of Locusts. An angry god may send a Major Plague to your city, or they could happen for no reason at all. For more detailed information about Plague and the new Major Plagues, see the in-game help topic entitled "Plagues."

Faster Pyramid Construction

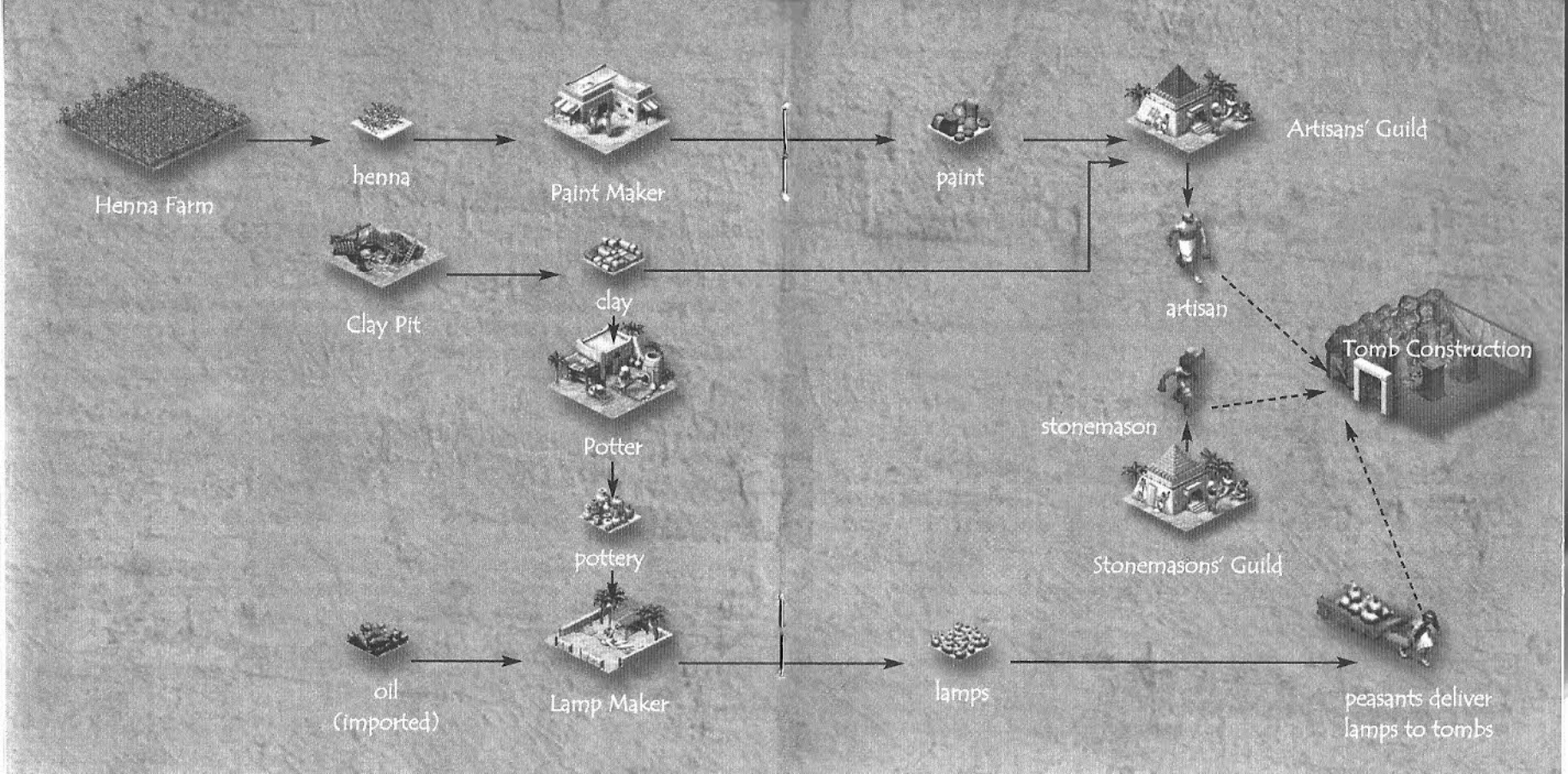
All types of Pyramid (brick, stepped, bent, and regular) and Mastabas can be built more rapidly if you pay devoted homage to the gods in a mission. In missions where Pyramids or Mastabas are present, any blessing from one of the five gods may be converted into a boost to the early stages of your monument construction project. Select whether or not you wish to play with this feature by using the "Pyramid Speedup" entry on the Options menu.

Monuments

The new monuments you can build in *Cleopatra* missions include four types of Royal Burial Tombs (small, medium, large and grand), the Temple of Abu Simbel, the Pharos Lighthouse, Alexandria's Great Library and the Caesareum.

Cliffs

The cliffs in the Valley of the Kings and at Abu Simbel provide good sites to build Royal Burial Tombs and the Temple of Abu Simbel. No other structure can be built on cliffs. People also cannot pass over this rugged terrain and must walk around it.


Henna Farm
henna
Paint Maker
paint
Artisans' Guild
Clay Pit
clay
artisan
Potter
Tomb Construction
stonemason
pottery
Stonemasons' Guild
oil
(imported)
Lamp Maker
lamps
peasants deliver
lamps to tombs

Enemies

Assyrians, Persians, Phoenicians and Romans will do their best to destroy your cities. The Romans, however, are occasional allies. In one mission, you play as Caesar's Romans – allied with Cleopatra – fighting her brother's rebellious Egyptian army.

Beasts

In the arid regions you will need to watch out for scorpions. In the normal climes you must be wary of roaming lions, and in the tropical regions look out for deadly asps!

Commodities

New commodities that you will see are henna, oil, lamps, paint and white marble.

Industries

New industries include the Paint Maker, Lamp Maker, Artisans' Guild, and Henna Farm – all necessary for putting the lavish finishing touches on a Royal Burial Tomb.

Please see the previous two pages for a detailed diagram showing the relationships between these new industries and commodities. Note that tomb construction requires paint and plaster at the Artisans' Guild, lamps in Storage Yards that laborers can haul to the tomb site, and a Stonemasons' Guild.

Survival & Time Limit Missions

Several missions included with *Cleopatra* have a time limit. There are two types of timed missions:

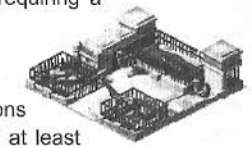
Survival Mission: Your city must still exist when the mission automatically ends at the end of the given time limit, *and* you must meet or exceed all required ratings. The survival missions are Migdol, Tanis, Maritis and Actium.

Time Limit Mission: You win immediately upon meeting or exceeding all required ratings. If you have not met the ratings requirements by the end of the time limit, you will have to restart the mission and try again. The time limit missions are Tut in the Valley, Qadesh and Alexandria.

The amount of time you have left, listed in months, is noted in red in the upper left corner of the screen.

Entertainment

Zoos provide a place for your citizens to view wild animals without the fear of being mauled by them! A Zoo needs game meat and straw for feeding the beasts and provides entertainment for 7,500 people. Any mission requiring a Culture Rating of 75 or more needs at least one Zoo.



Changes to Original Missions

The Zoo is now available in the original game missions Bubastis and Hetepsenusret. It is necessary to build at least one Zoo in each of these missions in order to attain the required Culture Rating.

Family Savings, Troop & Monument Carry-Over (campaigns only)

Some *Cleopatra* missions allow you to carry over your family savings, monuments and even troops! If troops are carried over, you will see a message at the start of the mission stating that some of your loyal soldiers have returned. The type(s) of soldiers (archer, infantry, or charioteer) will also be specified. If you immediately place the appropriate fort(s), your best troops of that type from the previous mission will enter and march toward their fort. Monuments will only be carried over into a subsequent

mission if the same map (Deir el Medina or Alexandria) is being used. Beware of tomb robbers who may plunder these ancient monuments and drive down your Kingdom Rating! The chart below shows which missions allow family savings, troops and/or monuments to be carried over.

Mission Name	Family Savings	Troops	Monuments
Thutmose in the Valley			Deir el Medina 1
Tut in the Valley			Deir el Medina 2
Seti in the Valley			Deir el Medina 3
Sumur			
Qadesh	Yes	Yes	
Abu Simbel	Yes	Yes	
Ramses in the Valley	Yes	Yes	Deir el Medina 4
Pi-Yer			
Migdol			
Tanis			
Alexandria			Alexandria 1
Ptolemy's Alexandria	Yes	Yes	Alexandria 2
Maritis			
Cleopatra's Alexandria	Yes	Yes	Alexandria 3
Actium	Yes	Yes	

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