



About RES PUBLICA

Res Publica - Citizens of Rome is an immersive, strategic simulation game set in the heart of ancient Rome. Players begin as humble plebeians and work their way up through the ranks of Roman society, building a legacy that spans generations. From managing your own villa and influencing political elections to hosting grand gladiator games, every decision shapes the growth of your city and your rise to power. With unique gameplay that combines city-building, social strategy, and interactive events, *Res Publica* offers players a deep and authentic experience of life in ancient Rome.

Features:

- Innovative mix of a board game, classic city-builder and life simulation.
- Build and design your town, based on a beautiful Hex-Tile Map.
- Unique 3D Interiors for all buildings.
- Over 50 resources and goods to produce and trade.
- Deep Population System with 5 social classes. Each with its own needs, demands and professions.
- Manage your workspace and workers. The historical roman "slave" trade is included.
- Day/Night and Season System with different effects on production and your population.
- Deep character system. Creating and managing your own Character. Unlocking new Traits and Actions.
- Tech-System (Research) based on an innovative Patron System (your personal gods you worship) to unlock new technologies, professions, buildings and more.
- Build and upgrade your personal home, assign servants, host events and explore your home in first person.

About myself

I'm Benjamin (aka Hinkel), a solo developer behind *Res Publica* from germany. With a deep passion for history and game design, I embarked on this journey to bring ancient Rome to life in a way that balances historical accuracy with engaging, strategic gameplay. As a solo developer, I'm involved in every aspect of the game.

Working independently gives me the creative freedom to build a game that truly reflects my vision, but it also comes with challenges.