Changelog

Renica 2.6.2 (2026-01-16)

AI

AI will now stop sending generals for training when preparing for war for two reasons, to save up IMI for war declaration and to keep the generals at their armies.

New features

Added actions for the sovereign and advisors in the Imperial Court. The sovereign can now abdicate, assassinate the successor and hold gala dinners. Advisors can be retired, and if disloyal they can also overthrow the sovereign. All Imperial Court actions cost IMI, and the action buttons will only be shown when they are possible to execute.

Added the event “Breaking the empire!”. When loading old save games this event might fire as it’s introduced mid-game. I’m sorry for this!

Added support in Imperium: Aeternum Emperor for Google Play on PC.

Balance updates

None

Fixes

Fixed crash in expand when AI object in empire is null.

Fixed crash in EmpireActivity onCreate when empire object is null.

Fixed crash in Empire update when empire diplomacy is null.

Fixed crash in calculateAssetProjectTime when asset object is null.

Fixed crash in Settlement initialization when world object is null.

Fixed crash in getOwnerSettlement when world object is null.

Fixed crash in in MapView when removing an army movement order but the army don't have a movement order.

Fixed crash with haptic effects for devices without possibility for vibrations.

Fixed crash in GameActivity onClick when starting a festival project but there is no governor in the city.

Fixed crash in conquerSettlement when cancelling the move sequence of a victorious army but the army don't have a move sequence.

Fixed (again, better this time) the bug in buildFarmCheck when the project in the army is null.

Fixed crash in buildOutpostCheck when checking if any other army is building a marketplace but the army who initiated the check is null.

Fixed crash in executeCombat when storing the strategy used by one side of the combat but there is no empire diplomacy to store the object in.

Fixed crash in AssetMethods getIntelligenceUpdate when the no army exists in the AI object.

Fixed crash in updateEmpireDiplomacyLayout when the spinner hasn't been initialized.

Tried to fix a concurrent modification bug in GameActivity nextArmy.

In the starting screen changed the link to the new video tutorial describing the UI. It will jump into the video second 42, i.e. skip the introduction.

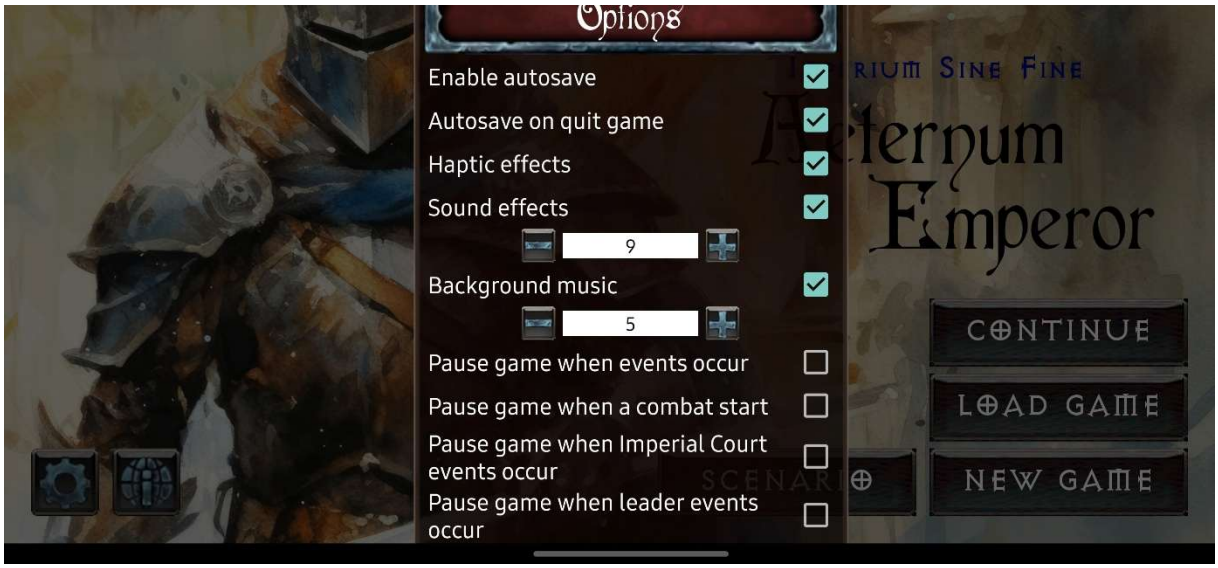
Editor

None

Other

Removed the SFXPlayer and AudioPlayer and replaced them with a MediaPlayer that also controls Haptic feedback. This media player also allows for volume changes for both SFX and the background

music. The volume settings are stored in the Settings file. Also updated the settings dialog for increasing and decreasing volume.



Added icons for Imperial Court actions Abdicate, Assassinate Heir, Gala Dinner, Overthrow Emperor and Replace Advisor.

Prepared code for implementation of Google Play Services which is needed for cloud saving of progress (i.e. save games on the cloud instead of locally).