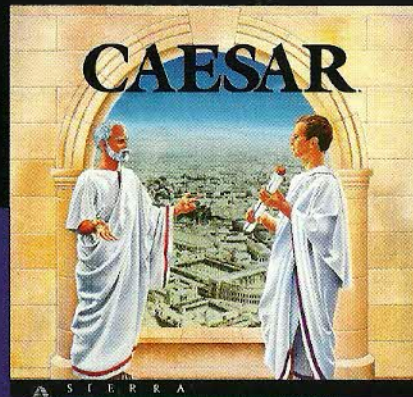# SierraOriginals

SierraOriginals

Sierra, the recognized leader in interactive entertainment, proudly presents
"SierraOriginals". Our most exciting titles are now available at an amazingly
low price. Each title offers outstanding value for money.
So Experience the Excitement, Enjoy the Challenge,
and Discover the Value.

CAESAR

SIMULATION/STRATEGY

IMPORTANT

THIS MANUAL CONTAINS YOUR WARRANTY CARD!

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA Customer Services

- Technical Support

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

- Free subscription to the Sierra group's very own magazine

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

- The free SierraOriginals catalogue

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)

2. Cut along the dotted lines.

3. Send you warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Customer Services
4 Brewery Court
Theale, Reading
Berks RG7 5AJ

Customer Services Hotline 01734 303 171
Customer Services Faxline   01734 303 362

Dear SierraOriginals Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR (ENTER)

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D: \PATCH*.*C: \SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard dive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this SierraOriginals product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Sierra Quality Assurance Department.

START UP PROCEDURE
WINDOWS INSTALLATION
----
1. Place the SierraOriginals CD into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by ":\Setup.exe". Click on OK or press [Enter]. For example, if the letter of your CD drive is "D", type "D:\Setup.exe" and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. To run your SierraOriginals software, double click on the game icone.
8. Be sure to check the "Readme" file for the latest information.

Windows is a trademark of Microsoft Corporation.

DOS INSTALLATION
----
1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].
3. Type "Install" and press [Enter].
4. Follow the on-screen installation instructions.
5. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game have been installed by typing **(C:\CAESAR)**, and then typing **(CD CAESAR)** then pressing **[ENTER].**
6. Be sure to check the "Readme" file for the latest information.

ATTENTION: YOU HAVE TO LOAD CAESAR THROUGH DOS.

COMMENTS:

A/ If you wish to change the configuration of the sound card of your PC all you have to do is to get into the directory , then load the game by typing SETUP and validate. A table allows you to change the configuration.
B/ If you don't have enough RAM (you will be informed of this on the screen).
- Please check if a driver for extended memory (HIMEM) is available in your computer.
- Check to see that the extended memory thus managed is not already being used for other programmes (e.g. SMARTDRIVE, PC-CACHE, etc.).
C/ To make the most of your machine's capacities, reorganize regularly your hard disk (e.g. by usinghe COMPRESS tool).
D/ In case of a problem, please check all the above-mentioned points, then set up the configuration of your sound card (channel DMA and IRQ number) using the advanced configuration option of the Set-up menu. Check with the instructions of your sound card, to adjust the mix of the different sound sources (e.g. ADLIB music, SOUNDBLASTER voices and noises or other sound programmes , and CDROM version : HIFI music).

CAESAR I

INTRODUCTION

Welcome to the grandeur and glory of Imperial Rome! It is the first century BC, and the republic has just fallen to the first Emperor, Caesar Augustus. Positions of power change hands as the would-be masters of the Empire rise and fall in the Emperor's favor.

You are one such ambitious public figure. Through patient skill and hard-nosed dealing, you have managed to secure the Governorship of a province of the Roman Empire. If you can turn the undeveloped backwater into a secure and prosperous home for its citizens, you will rise in rank, and in the Emperor's esteem. And if you can repeat that success throughout your career, anything is possible - perhaps even the title of Emperor itself - the title Caesar!

ABOUT CAESAR

In Caesar, your job is to govern your province as efficiently as possible. Much of your time will be spent in designing and building the capital city of your Province. Housing, water-supply, industry and many other factors will have to be balanced to produce a successful city. Here are some things you should know:

CITY LEVEL AND PROVINCIAL LEVEL

Your domain is represented in two ways. **At city level**, every building and structure of your city is viewable and controllable through a scrolling window. Here you design your capital city, choosing which buildings and structures to build and where to build them. **At provincial level**, the entire city is represented by a single symbol, located on the lands of the province. Here you watch and maintain the outer defense of your city, and create routes of trade between the capital city and the surrounding smaller towns.

An important aspect of Caesar is that the city level and provincial level can progress and change at the same time; you must keep a close eye on both of them.

MAINTENANCE AND ADMINISTRATION

As you develop the city, you must maintain it by assigning **Plebians** (or "Plebs") to various duties. Additionally, in order to make any financial gains from your city, you must set tax rates and consult often with your administrative advisors.

DEFENDING THE PROVINCE

Your citizens live in anything but an ideal, insulated world. Within the Imperial frontiers lie barbarians of many tribes, constantly trying the Empire's defenses. And if life under your rule is miserable or harsh, you could also have to face opposition from rioters within your city walls. You must keep your province and capital city well-defended, using a variety of active and passive defenses: at provincial level, the military power of forts; at city level, local peacekeepers based in barracks; and an array of walls and towers available at both levels.

MONEY

This is a key concern in Caesar. If you run out of money, you will not be able to build things, maintain them, support a workforce or keep a standing army. All expenditure is measured in Denarii - the Denarius being the basic unit of Imperial Roman currency.

OBJECTIVES

Your objective in Caesar is to govern your province sufficiently well that you receive a promotion. If promoted, you will be given control of a new region where standards must be higher. You start the game with the **title of Decurian**, one level above the citizens of your province. With enough successes, you could eventually rise to the rank of Emperor yourself.

Your performance as Governor is rated in four categories; **peace** (the security of the province and its capital city), **culture** (the quality of life in your capital city), **prosperity** (the size, quality and stability of your city) and **empire** (Imperial influence across the lands of the province). Your advisors in the **Forum** will keep you abreast of what your current ratings are, and what they must be to be promoted.

HOW THE GAME ENDS - If you govern well, the game continues through promotion after promotion, until you win the game with the rank of Caesar. If you govern poorly and miss three annual tributes to Rome in a row, you will be stripped of your titles and, quite possibly, executed. Needless to say, this ends the game!

START OPTIONS

Upon running the game, you are presented with a panel of options. The choices available here are:

Initial Funding - This limits the amount of money you have when starting your first province. The game becomes much harder when you are short on cash; when you cannot afford to destroy and rebuild after a mistake, each building and plan must be chosen with greater care. Click on the two arrow buttons to raise or lower your initial funding, which can be as high as 8,000 Denarii or as low as 500 Dn.

Skill Level - This sets the game's difficulty to one of three levels: **Easy**, **Medium** and **Hard**. A harder game increases the number of plebs you need to maintain the city, increases the frequency of barbarian attacks and shortens the number of years you have as "grace," before barbarians start to attack.

Choose Name - Your Governor can be personalized with this command. Clicking on this button displays a new panel; either click on the up and down arrows to change the letters in your name, or type in a new name with the keyboard. The cursor (a small line under one of the letters) can be moved by either using the left and right arrow keys, or by clicking the mouse on one of the letters. Simple text editing can be done with the **Backspace** and **Delete keys**. Click any where with the right button to exit the panel.

Load a Game - If you wish to resume a game you started earlier, you can use this option to load it immediately. Clicking on this button displays the **Load Game panel**; a filename can be selected by using the procedures explained in Choose Name, above, or by clicking on a filename in the directory window at the bottom of the panel. Once you have selected a filename, click on "OK" to load it or "Cancel Disk Operation" to cancel.

OK - Click here to begin a new game with the options chosen.

YOUR FIRST PROVINCE

When the game starts, you will be presented with a map of Europe. The Emperor chooses a Province for you to govern. Above it will be a standard, which is the Roman equivalent of a flag. Observe the shape of the province, as that will be represented on the Provincial level of the game. You will be able to view this map at any time from the Forum. After a few moments, you will be sent to the City level, where you can begin to build your capital city. Good luck!

KEYBOARD COMMANDS

Caesar can be controlled entirely through the keyboard; however, we recommend using a mouse. Most commands are reached through the keyboard by simulating the mouse; the cursor keys move the mouse pointer, while the semicolon (;) key acts the left mouse button and the <ENTER> key acts as the right button.

In addition to simulating the mouse, the following "hot-keys" have been added to speed gameplay for both mouse and keyboard users. These hot-keys are accessible from the City Level and Provincial Level displays. Note: Do not use the toolbar hot-keys while the mouse pointer is over the toolbar.

View Selection

F1	Map of Empire
F2	Province Level
F3	City Level

Toolbar Selection

1	Main City Level Toolbar (City Levelonly)
2	Infrastructure Toolbar (City Level only)
3	Construction Toolbar (City Level only)

Pausing the Game

T Enters scroll mode and pauses the game - right-click the mouse or <**ENTER**> to unpause

Other Commands

Space	Cycle through three City Level toolbars
F	Go to Forum
G	Maps Panel (Graphs)
P	Toggle Position Indicator on/off
R	Administrative Advisor (Ratings)
S	Tribune of the Plebs screen
Alt-X	Exit to DOS

-PROVINCIAL-
LEVEL

TOOLBAR

Go to City — Shifts game window to the Provincial Level.

Go to Forum — accesses the seven advisors of the Forum

Clear Area — Clears terrain and destroys structures — Base cost: 15 dn

Provincial Road — Provides routes of trade with provincial towns — Base cost: 30 dn

Imperial Highway — Connects your province with lands beyond the Empire — Base cost: 60 dn

Fort — The base for a new Cohort, an arm of your Roman army — Cost: 500 dn

Great Wall — spanning the entire province, great walls keep barbarian armies out of the city — Base cost: 40 dn

Great Tower — increases the defensive strength of Great Walls — Base cost: 90 dn

Cohort Patrol — commands a Cohort to Patrol between several XXX selected locations

Cohort Attack — commands a Cohort to attack a selected barbarian army

Cohort Go Home — Commands a Cohort to return to its Fort

Provincial Terrain	Construction Cost
Clear Ground	base cost
Forest	base cost times 2
Rocky Terrain	base cost times 4

CITY LEVEL

MAIN TOOLBAR

Go to Province — shifts game window to Provincial Level

Go to Forum — accesses the seven advisors of the Forum

Game Options — accesses panel for loading/saving games, configuring game settings

Maps — accesses six reports on the city, presented as maps

Clear Area — Clears terrain, destroys structures and removes rubble — Cost: 1 dn

Housing — Builds tents that evolve through sixteen grades of houses and villas — Cost: 2 dn

Bath House — Valued highly by housing as a place for socializing, and may grow into Great Baths; requires a functioning water supply — Cost: 40 dn

Infrastructure — Accesses toolbar for building the basic needs of the city

Construction — Accesses toolbar for building amenities, businesses and entertainment

CITY LEVEL

INFRASTRUCTURE TOOLBAR

Main Toolbar — Returns to City Level Main Toolbar

Road — Connects housing to forums, and workshops to markets — Cost: 3 dn

Plaza — Converts roads into plazas, raising land values — Cost: 10 dn

Reservoir/Pipe — Reservoirs, medium-sized water supplies, must be built on a river or edge of lake; Pipes connect reservoirs to fountains — Cost: 3 dn

Well — Small water sources that can be built (sunk) anywhere — Cost: 5 dn

Fountain — Large water supplies that *must* be connected to reservoirs by pipes — Cost: 10 dn

Wall — Built around a city, walls can protect it from barbarian invaders — Cost: 5 dn

Tower — Adds towers to walls to increase their defensive strength — Cost: 10 dn

Prefecture — Small buildings that collect taxes and keep the peace over a small area — Cost: 25 dn

Barracks — Produces soldiers to patrol city for barbarians and rioters, and keeps the peace over small area — Cost: 80 dn

Forum — Builds one of eight styles of social center for your citizens; connects to housing via roads, and keeps the peace and collects taxes over a large area — Cost: 60 to 350 dn

CITY LEVEL

CONSTRUCTION TOOLBAR

Main Toolbar — Returns to City Level Main Toolbar

Temple — Places of worship that will grow and expand as the city does — Cost: 20 dn

Hospital — Valuable to nearby housing as a source of medical care — Cost: 60 dn

School — Valuable to nearby housing as a source of education — Cost: 60 dn

Oracle — Large religious sights which can attract citizens over a great distance — Cost: 200 dn

Heavy Industry — Factories which provide raw materials for nearby Workshops — Cost: 300 dn

Market — Places which take goods from workshops, and sell them to the populace — Cost: 20 dn

Workshop — Converts raw materials from Industry into one of eight kinds of products to be sold in Markets — Cost: 50 dn

Theater — A small-sized source of entertainment for nearby citizens — Cost: 100 dn

Coliseum — A medium-sized source of entertainment for your citizens — Cost: 200 dn

Hippodrome — A large-sized source of entertainment for your citizens — Cost: 300 dn

NOTES

CUSTOMER SERVICE

SERVICES	NUMBERS	HOURS AVAILABLE
Customer/ Technical Support	(01734) 303 171	9 a.m. to 5 p.m. Monday - Friday
Customer Service Fax	(01734) 303 362	24 hrs.
Bulletin Board Service	(01734) 304 227	24 hrs Requires a modem.
Hintline (Older Games)	(01734) 304 004	24 hrs. Requires a touch tone phone Automated Service
New Hintline - UK only	0891 660 660*	24 hrs. Available in the UK only. Automated Service

* Costs 39p min. cheap rate, 49p at other times. Max. call length 7.5 mins, max. charge cheap rate £2.93, max. charge at other times £3.68 (UK only).

* Charges correct at time of printing.

For further information, please write to:

SIERRA

Attention: Customer Service, 4 Brewery Court, Theale, Reading, Berkshire RG7 5AJ - U.K.

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1_____ 2_____	1_____ 2_____
3_____ 4_____	3_____ 4_____

**Please send your warranty card
in a stamped envelope to the following address:**

Sierra on-Line Ltd
Customer Services
4 Brewery Court
Theale, Reading
Berks RG7 5AJ