CAESAR III

BUILD A BETTER ROME!

EVERYONE

E

CONTENT RATED BY
ESRB

SIERRA®

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Special Thanks to Chris Beatrice and Doug Gonya.

Table of Contents

Table of Contents

Welcome to the Roman Empire

Congratulations, citizen! Caesar has approved your application to enter the Empire's government. The Emperor is eager to expand his settlements and reward citizens who can implement his will. The Roman Empire is so vast, and growing so rapidly, that even our divine Caesar cannot hope to rule it alone. He needs capable provincial governors, and that is where you come in.

Caesar appointed me, Pius Perplexus, to teach you the skills of governing. Your scribe, Clarus Lucidus, will add notes as we go along. My main interest is in teaching you what you should do, and why you should do it. When Clarus thinks you need information about how to do whatever I am discussing at the time, he adds his comments in obvious sections called "Scribe's Notes."

Your goal is to build a thriving Roman city. *Caesar III* has two "styles" of play: The Career Game and the City Construction Kit. In a Career, Caesar rewards success with promotions and more challenging assignments. All new governors begin their careers with the same sequence of two assignments. After you complete them, Caesar lets you choose between accepting a "peaceful" or a "dangerous" new assignment each time you earn a promotion. As long as you continue to meet Caesar's ever escalating expectations, you win by becoming Rome's next Emperor.

If the second style of play, the City Construction Kit, is more to your liking, you can ignore the

Emperor and set your own goals. There is no "winning" in the Construction Kit, beyond satisfying whatever objectives you set for yourself. You can lose either type of game if you fall very much out of Caesar's favor. The Favor rating, which measures Caesar's current opinion of you, is affected by your performance – especially your handling of your province's funds. Don't worry, though – Caesar may be a tough master, but he is fair, and will give you the chance to recover if you do fall far out of favor. Use the considerable information within the game to avoid this unfortunate outcome.

Caesar III is not a war game, although you might sometimes have to defend your city against Rome's enemies. It's not a historical reference or educational program, either. It is about building cities where people can live productive, happy lives, and having fun in the process. *Caesar III* gives you a strong feeling of what life might have been like in ancient Rome, but the game does sometimes depart from history. In some places, strict historical accuracy would have made the game complicated or restrictive. Wherever they faced such choices, *Caesar III*'s designers emphasized simplicity and fun.

IN-GAME INFORMATION

C*aesar III* has lots of information built right into the game. When you are in doubt about anything, click on it with your mouse's right button ("right-click"). Almost everything displays a small panel showing important information when you right-click on it.

For more detailed help, click on the button in the panel's lower left corner. These detail panels often include a few words in red type. Click on red words to read related help entries. You can also choose Help from the menu bar at the top of your game screen to view the Table of Contents for in-game Help.
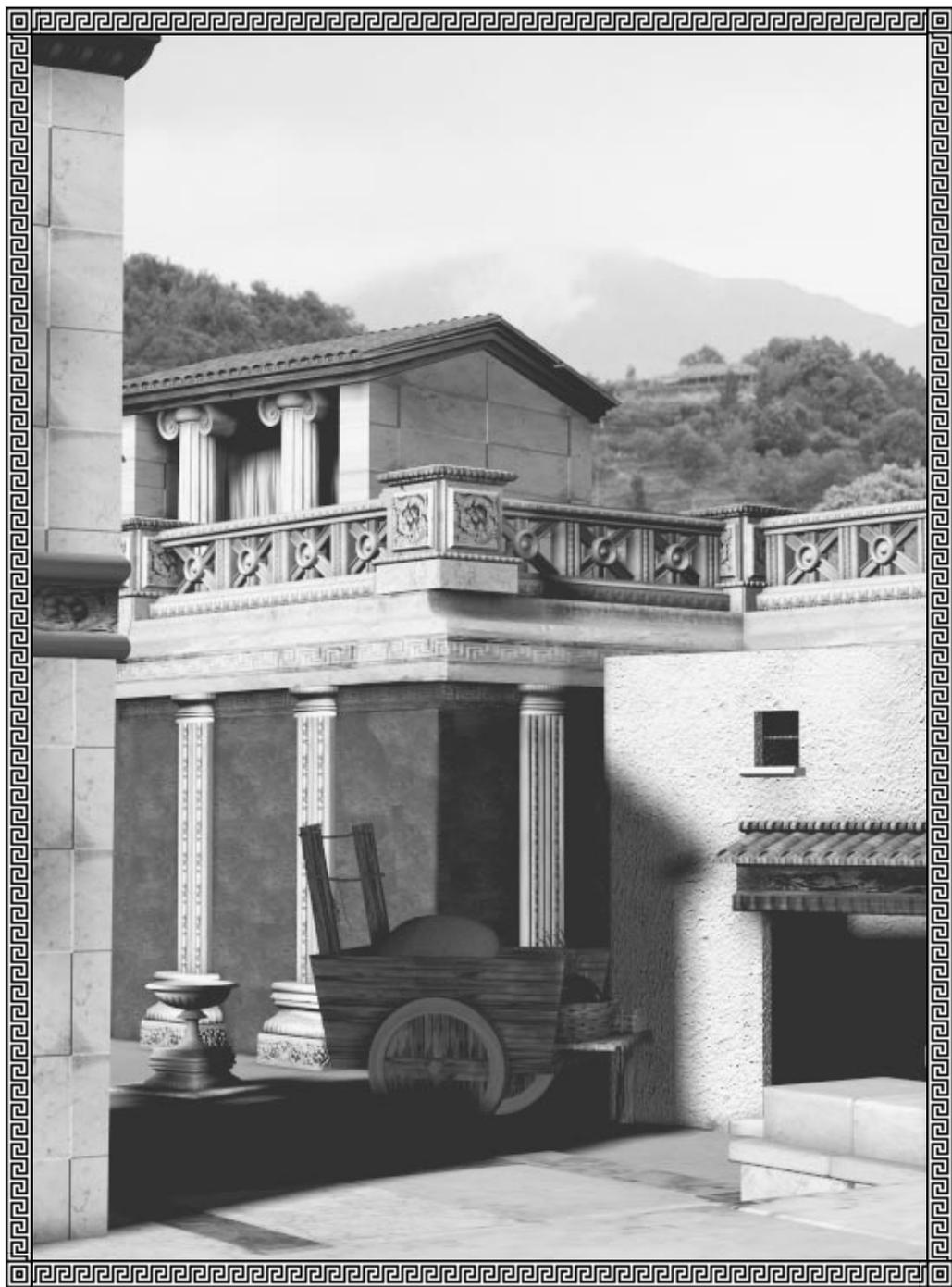
Getting started

INSTALLING CAESAR III

With Windows running on your computer, put the *Caesar III* CD into the CD-ROM drive. After a moment, Windows' AutoPlay feature displays a screen with four buttons marked Play, Install, Uninstall and Quit. Click Install to begin.

If AutoPlay doesn't work on your computer, put the *Caesar III* CD into the CD-ROM drive. Click twice quickly ("double-click") on the "My Computer" icon on your Windows desktop. In the window that opens, find the icon representing your CD-ROM drive. Click that icon with your right mouse button ("right-click"). Now click the word "Open" at the top of the menu that appeared when you right-clicked. Double-click the item called "Setup.exe."

The Install program performs a brief system test. Click the "Yes" button if you hear sound. Read the Welcome screen that appears next, then click the "Next" button. You are now prompted to choose an Install path for *Caesar III*. To change the game's location on your hard drive, click the Browse button and find the folder to which you'd like the game installed. Click Next when your choice is displayed, or to accept the path Install chose. If you're unsure where you should install the game, just use the location chosen by the Install program.

Caesar III's installation can take up to 10 minutes. When it finishes, you see a box describing the additions *Caesar III* made to your Start menu. Click "OK", then tell Install whether or not to add bookmarks to your Internet browser.

Install now asks whether you would like to view the game's "Readme" file. Click "Yes" if you'd like to read it now. This manual went to print several weeks before the game was finished, and late changes or additions are documented in Readme. Wherever Readme and this manual conflict, Readme is correct. (Readme doesn't display until the Install is complete).

Click the Finish button. Install checks some system components, and updates them if necessary. It might then restart your computer.

Use the Sierra AutoUpdate feature accessible from your Start button to check for any free enhancements or upgrades to the game.

STARTING THE GAME

The Install program placed a shortcut on your Windows desktop. Double-click on that icon to start the game. Or, insert the game CD and, when AutoPlay begins, click the Play button. Or, click the Start button on your Windows task bar and launch the game from the location to which you installed it.

You must have the *Caesar III* CD in your CD-ROM drive while playing.

After the game loads, a short movie depicting the rise of Rome plays, followed by credits and the *Caesar III* title screen. Click on it to proceed to the game set-up panel. Here, you choose whether to begin a new Career Game, load a previously saved game, play a City Construction Kit game or exit the program.

YOUR CAREER

The first two assignments are the same for all new governors. Each assignment in the Career Game has clear goals that you must achieve to earn a promotion and move on to the next province. At first, the Roman Empire is small, and your choices of cities to govern are slim. As the game goes on and the Empire grows (thanks, in part, to your own success), Caesar lets you choose among provinces to rule next. He usually lets you choose between a "peaceful" or a "dangerous" province.

When you have such a choice, you'll see a map of the Empire showing the cities available. Click on each city for a brief description of its characteristics. When you've made your decision, click the "OK" button. Some cities might need you to focus on trade,

others on industry; most blend the two. Some assignments might require you to rescue an existing city from a crisis. Some provinces are in dangerous areas. Every assignment is different. Remember, though, that Caesar wants you to succeed. He always makes his expectations clear, and gives you the resources you need to accomplish the task at hand.

You begin your career as a Citizen. As you successfully complete assignments, Caesar will promote you through the following ranks:

> Clerk
> Engineer
> Architect
> Decurion
> Apparitor
> Magistrate
> Quaestor
> Procurator
> Aedile
> Praetor
> Proconsul
> Consul
> Senator
> Caesar

CITY CONSTRUCTION KIT

Click this button if you'd rather forget about the Emperor and his assignments, and just build a city. All options from the Career Game are open to you, except for the career itself. There is no "winning" a Construction Kit game, apart from satisfying whatever goals you set yourself, but you can lose if you keep running out of money. Caesar is a reasonable ruler who will give you every opportunity to

succeed, but his patience has limits. When he has to find more money for your city, Caesar lowers your Favor rating (see page 36).

After choosing the Construction Kit, you see a map of the Roman Empire showing all its major cities. Click on any city for a description of its unique challenges and resources. When you decide which province to govern, click the "OK" button.

LOSING THE GAME

C*aesar III* is simple to learn and play, but difficult to master. It is nevertheless possible to lose the game. Should you fall far out of favor with the Emperor, he will send an army to come and reclaim your city from you. Continual poor management of city funds could lead to just such a problem, so be careful! This applies to both individual assignments within your Career, and to the City Construction Kit.

FOR PLAYERS OF CAESAR II

I f you have played *Caesar II*, enough has changed in *Caesar III* that your old playing styles will need to change. While you will find much that is familiar, you should know about some of the more significant areas that have changed before you plunge right into the game:

🔘 The "province level" and the "city level" have been combined into one larger map (though early assignments within the career are on fairly small maps). Should you encounter any barbarians or invaders, you will find that all combat now takes place on this same map, placing your city in considerable danger should your defenses fail.

Getting started

🔵 Unlike *Caesar II*, in *Caesar III* you designate areas for housing, rather than build housing directly. You must make your city attractive to immigrants if you expect people to move in, and every growing city needs plenty of new immigrants. Once people move in, they upgrade their housing of their own accord, should you provide a suitable environment.

🔵 In most assignments (and almost always in the City Construction Kit) you need to provide food for your citizens. This should always be your top priority, since it is very hard to attract new immigrants into a city without food, and hunger can quickly turn your population to crime.

🔵 Engineers are now needed to maintain your city's buildings. Build engineering posts to send out engineers on patrol. Buildings are liable to collapse if they don't receive regular

maintenance.

🔘 You will quickly see a large variety of people walking through your city. These all perform valuable tasks for your city, and you should think carefully about how and where you build roads. Whenever a road junction is reached, these little people must make a choice about which way to take; the fewer intersections you create, therefore, the more control you have over the routes your people will take.

🔘 Most services needed by houses are not "provided" simply if a building is nearby, as was the case with Caesar II. Instead, most buildings generate people, who need to walk past a house in order to offer that service to the house.

🔘 Most buildings which employ people must have road access to reasonably close housing. If housing is too far away from a structure which seeks employees, even though there is road access and unemployment in the city, the building will not find any workers.

🔘 The old "Empire rating" is gone, replaced by a Favor rating, which indicates Caesar's current opinion of you. Favor is important, since you will lose the game if it falls too low.

🔘 Terrain has become an important consideration in city design, with higher land and waterside plots being more desirable. You will come across islands, and need to bridge water at times to achieve your objectives. And different types of land hold different resources, from fertile land to areas rich in clay or iron ore.

🔘 Religion plays a larger role in citizens' lives. There are five gods to keep happy; ignore them at your peril.

🔘 Entertainment, too, has changed: building a theater or amphitheater is not enough to please your people, as it did before. Build actor colonies, gladiator schools and more to provide performers for these otherwise–pretty (but dull) venues.

🔘 Caesar is a more "hands-on" Emperor than he was in the old game, and will interact with you more often. He is worth looking after whenever you can.

🔘 Finally, you won't hear the phrase "Plebs are needed!" any more. The computer automatically allocates your workforce to jobs. This is all that you need most of the time. When there is a shortage of employees, you can assign priorities to categories of workers, ensuring that whichever tasks matter most to your city get first claim on the available plebes.
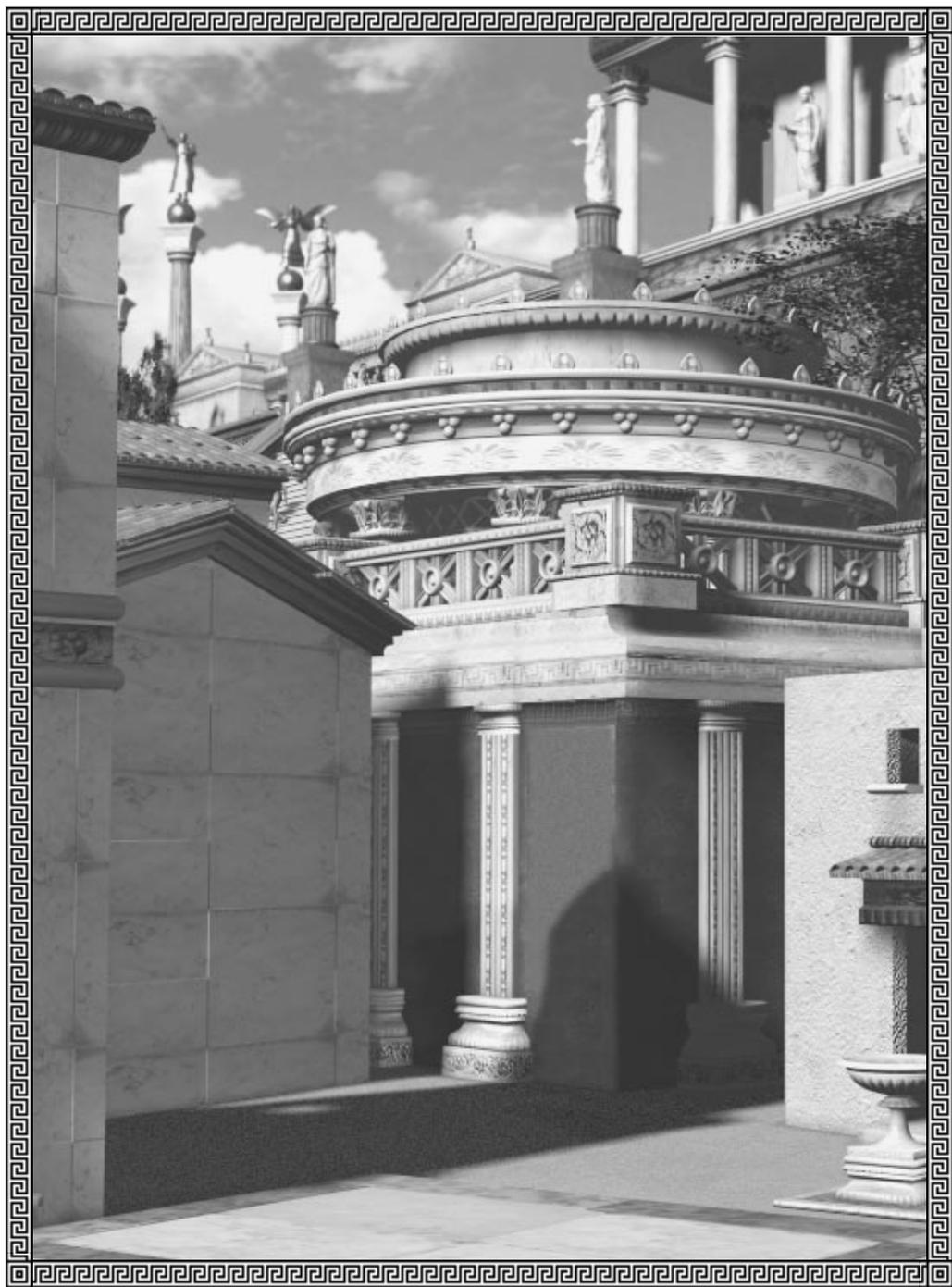
Roman Cities, and How to Build Them

Roman cities differed from modern cities in obvious ways: No skyscrapers, no motor vehicles, no subways, no electric lighting, and so on. But they were remarkably similar in some ways, too: Many Roman cities were large, busy places where hundreds of thousands of people lived (historians estimate that Rome itself housed one million residents). Cities used road networks, and had buildings several stories high.

People in ancient times had the same basic needs that we have today: food, water, clothing and other goods; a job to provide income to pay the bills; entertainment, education, religion and other services and diversions. For a Roman city, just as for a modern one, the wide variety in kinds of people and buildings, the hustle and bustle, the noise and dust all gave a city its character.

The center of a Roman city should be full of fine buildings. The Senate, the center of government for a Roman city, should be the center point around which other buildings are located. It will probably be surrounded by lavish plazas, a governor's palace, and some of the wealthiest villas imaginable. There will be numerous large, grand temples, and perhaps an oracle, providing religious service for the rich and powerful who live in and around the city center.

The bath house, of course, will be close by. This is where the wealthy come to wash away the dirt, and also to see and be seen, to talk and to plot. And after a bath, rich Romans

enjoy a stroll in one of the many gardens that are usually to be found in this part of the city, perhaps bordered by statues marking various triumphs of Rome's glorious expansion.

Other grand structures, too, will be close by: academies, schools, and libraries, where the young are educated in the ways of Rome. Theaters are there, and actor colonies to train the actors who perform the drama so popular with the wealthy of Rome.

Not far away from that, though hidden away so as not to upset the desirability of the very center, will be the bases for the essential services needed: barbers and doctors, police stations, markets and engineering stations; a reservoir and fountains to provide the enormous volumes of water needed by such a thriving metropolis; a granary to allow the market traders easy access to food stores.

Beyond the tidy central core of the city are the productive areas, where most of the work gets done, and where those who perform that work live. Here you'll find farming districts, mines and workshops, a thriving port, and warehouses close to the main road out of the province. These outer areas of a Roman city also house more popular, if noisier and dirtier, entertainment venues like amphitheaters, where gladiators fight to the death to the delight of cheering crowds, and the colosseum, where lions are brought to battle each other and the better gladiators. The finest cities of all have a hippodrome, like Rome's Circus Maximus – one of the largest buildings I've ever seen; the fiercely competitive chariot races held there are surely the finest entertainment anywhere in the Empire.

Some cities, it is true, also have areas they are less proud of. Dirty and dangerous, full of tents, hovels and shacks, these slums can house an amazing number of citizens. You would be well advised not to venture there alone. As you create your own city, keep a watchful eye on any such districts. They are often the source of crime, occasionally even riots! It's often not even worthwhile sending tax collectors round, since the people there are so poor there's precious little tax to collect.

No portrayal of Roman cities is complete without mentioning their lifeblood: The people. How can I describe the feeling of abundant, thriving life that I get just from watching the city center as all manner of people go about their busy lives? Of course, you expect to see the many plebes, priests, prefects and market traders, and maybe the cart pushers as well. But would you imagine gladiators, lion tamers, merchants from distant lands, engineers, barbers and doctors, too? It is quite a sight to behold.

HOW TO BUILD A ROMAN CITY

There are a few basic concepts you would be well advised to get straight before embarking too far on your journey to become the finest Governor in the Empire.

🔘 Housing: Designate an area for housing, after which people will move in and set up their own homes, which they will upgrade if you provide them with the facilities they seek. If there's not enough empty housing, no one can move into your city, however much they may wish to. You can find out more about housing on page 41.

🔘 Roads: Citizens can walk only on roads. Most buildings employ people, and need to be both adjacent to road and reasonably close to housing so that citizens can reach the building to start work. For more on roads, please turn to page 56.

🔘 Food: Not unreasonably, your citizens need to eat food. People who live in tents, the simplest housing, expect to forage for their own food, but everyone else expects you, as their governor, to provide it for them. Failure to do so could lead to unhappiness and possibly severe crime, as well as preventing immigration. You can read about food on page 111.

🔘 Unemployment: Providing jobs is nearly as important for luring immigrants as providing food. Unemployment quickly makes people unhappy, and unhappy people are likely to leave your city, talk other people into not moving in, or, worse still, turn to crime. Beware very high unemployment. There's more

information about employment on page 49.

● Desirability: In addition to needing goods and services, housing often requires its surrounding area to be made more pleasant before it evolves to higher values. This means prettying it up with gardens, plazas, statues and temples, or removing some of the more antisocial buildings nearby, such as workshops or military buildings. You can read up on desirability on page 43.

● Water access: Water is critical to all life, even that found in the slums of Rome's cities. Poorer areas expect to either get their own water directly from a river or lake, or to draw it up from deep wells. But better citizens want a nearby source of clean water, and they'll soon demand a fountain before they upgrade their housing. Of course, fountains won't please anyone unless they actually distribute water, for which they need access to a reservoir. Learn more about the city's

water supply on page 135.

⬤ Security: Prefectures help to suppress crime, and they guard against fires in the city. Engineers inspect your buildings for structural flaws and keep them in top repair. If you skimp on prefectures and engineer's posts, your city will not last for very long. Read more on page 66.

RECOMMENDED ORDER OF PRIORITIES

Many governors feel slightly overwhelmed when facing the stark emptiness of a new province, and don't know quite how to begin. It is tempting to rush in to a new city and build some of the finer structures first. Sadly, this can make citizens unhappy. They much prefer their governors to build carefully, starting with basic needs. In addition to some areas of housing, I recommend the following order of priorities as the key to solid, long-lasting cities:

🔘 Always make sure there is plenty of food around. Check how full your granaries are regularly; if they look empty, you are probably eating more than you are growing, which suggests that you should build more farms or import some more food. It is easy to forget about food once your city starts to take shape and grow rapidly, but your people won't let you forget it for long.

🔘 Security: Build plenty of prefectures as you expand; cities face all sorts of pressures with rapid growth, and most governors I know sleep much better knowing that there are plenty of prefects around to put out fires and take care of any signs of crime before they get out of hand.

🔘 Unemployment: Try not to let the unemployment rate rise much above 15 percent, and then only for a short time. In the early months of a new city, just a few workers can represent a large percentage of the workforce; if unemployment is high, add a new farm, and kill two birds with one stone.

🔘 Water: Since reservoirs and fountains do not need road access to their labor, it is easy to forget that they need workers to function. Think ahead about the routes your aqueducts will need to follow to carry water from its natural source (a river, or lake, say) to the expensive residential areas that will need it.

🔘 Religion: Try to keep the gods happy. Happy gods can be of help to you, while angry gods can do you more damage than you care to know about. Beware their wrath!

🔘 Money: Don't worry about how much money you're spending until your population nears 1,000. By then, your city should be

stable enough for you to consider raising taxes, making sure everyone is paying their taxes (use the tax Overlay to help you do this). And then you should start to consider setting up some trade to provide more income.

● **Defense:** In some of the more dangerous provinces, defense is an important consideration. You don't need to think about it much before you get the basics up and running, and in many provinces you won't need to worry about it at all. But in those dangerous provinces, scan the map first of all to see where you may want to build some defensive walls, or place some forts, taking into account where your farmland, water sources and other important locations are.

● **The Rest:** there are many other structures to build and issues to consider, but it is hard to go far wrong if you get the basics right first.

SCRIBE S NOTE:

Remember, if in doubt, right-click. If you right-click on the people wandering around, they'll usually give you valuable information about what they think the city needs, or what they're up to. If there are problems, you can be sure they'll let you know! Right-clicking on housing always tells you what that house needs if it is to evolve, while right-clicking on other buildings tells you if, and how well, they are operating.

Your Chief Advisor is a good fellow, too; he'll always tell you the truth about the state of your city. Check in with him regularly, too.
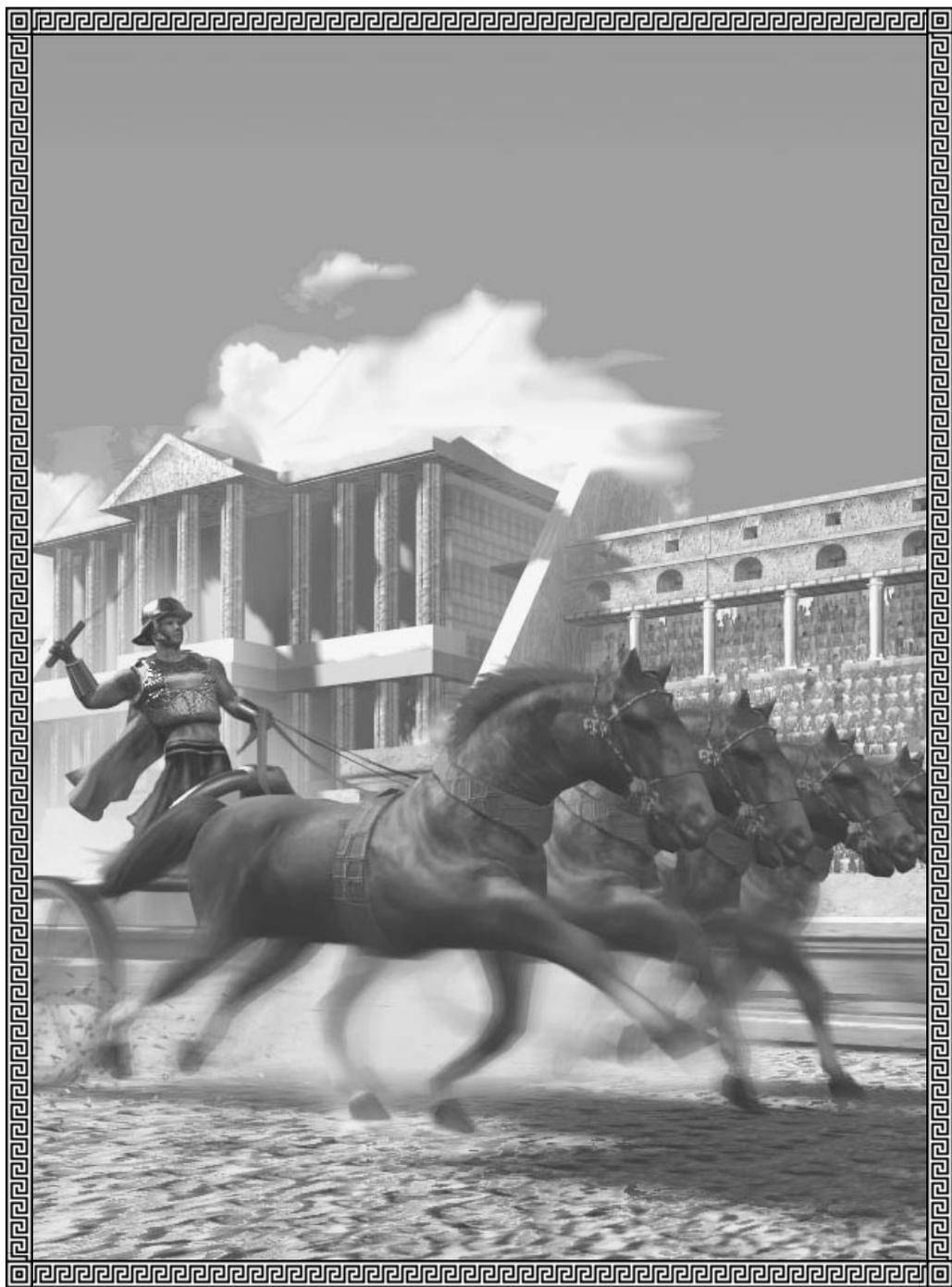
Game Ratings

There are several measures of your city's progress in *Caesar III*, which I call ratings. These are Peace, Prosperity, Culture and Favor. Caesar is not an arbitrary ruler. With every new assignment that you take, Caesar sets specific targets for you to reach for each of these ratings. You win a promotion to a new assignment when you achieve these goals (this does not apply to the City Construction Kit).

You can see your current ratings on the city map by looking at the Senate building; its flags represent the four ratings, and they move over time as your ratings change. Mouse help for the building gives you the precise rating numbers. Alternatively, you can consult your Ratings Advisor, who will show you the ratings and offer some advice on how to boost them.

CULTURE

Your Culture rating is a measure of the "culture" in your city. "Culture" comes from education, religion, and some entertainment. Culture was very important to ancient Rome; it sought to impose its culture throughout the Empire, which is why so many languages today are based on Latin, the ancient Romans' language.

The Culture rating is calculated by comparing the number of buildings your city has in these categories with the size of your population. As the city grows, it needs more and more buildings to offer the same level of culture to its larger population.

To raise your Culture rating, build additional temples, oracles, schools, libraries, academies or theaters (the only "cultured" entertainment form back then).

Note that all these buildings must be active to count towards the Culture rating – which means that they must all have the employees that they need, and the theater needs actors to perform plays.

SCRIBE S NOTE:

Click on your Culture rating, or any other rating for that matter, on the City Progression Panel in the Senate to see brief advice for improving it.

PROSPERITY

The Prosperity rating is a measure of the overall wealth of your city and its people.

Factors which affect Prosperity include:

⬤ Unemployment (very low levels boost the rating, high levels reduce it);

⬤ City profitability (excluding construction costs, if your city takes in more denarii than it spends, the Prosperity rating will rise, and if it takes in less than it spends, the rating will fall);

⬤ If the city needs additional funds from Rome, its Prosperity rating falls;

⬤ Should the city ever fail to pay tribute to Rome, its Prosperity falls;

⬤ Wage rate (paying more than Rome boosts Prosperity, while paying less reduces it);

⬤ Housing levels (having quite a few villas in your city boosts Prosperity, while a large proportion of your citizens living in tents and shacks reduces it);

⬤ If lots of people eat more than one type of food, Prosperity rises;

⬤ The presence of an active hippodrome in a city boosts Prosperity.

The easiest way to boost Prosperity is simply for your treasury to take in more money than it spends, not counting construction costs (which are, after all, enhancing the city).

The Ratings Advisor Panel

PEACE

The Peace rating is a measure of how secure your people feel. As time passes without any disturbance of the peace, the initial concern people naturally have about a brand new area begins to fall, and they feel much safer.

Disturbances of the peace reduce the rating, though. Theft and riots both reduce the Peace rating, as does any destruction of property by barbarians or invaders. The people understand that they live in a dangerous time, where such evils as barbarians and invaders exist, but they expect their governor to protect them from it. Any lapse will have a severe effect on a city's citizens, reducing the Peace rating significantly. Only prolonged periods of security can bring it back up.

FAVOR

Your Favor rating shows you what Caesar thinks of you.

With every new assignment you begin, your Favor rating starts at 50, which means that Caesar is neither pleased nor displeased with you. If you please him, the rating rises; if you displease him, the rating falls. It is important for you to understand that if you do not come to Caesar's attention at all in any year, the Favor rating falls slightly; out of sight, out of mind, out of Favor.

You can please Caesar in several ways:

⬤ Make strong progress towards achieving the overall objectives of the assignment.

⬤ Pander to Caesar's every desire. From time to time, you may receive a request from him. This may be for goods, or for cash, or even an army. He will always tell you when he wants this stuff, and getting it to him by then makes him much more pleased with you.

⬤ Send him gifts from your own personal savings. You can send a small, medium or large gift from your Emperor's Advisor. Beware excessive use of gifts, since Caesar has a tendency to take them for granted after a while. The first should be in proportion to your own personal wealth at the time.

Sadly, it is all too easy to displease Caesar. Try to avoid the following, which will cause him to think worse of you:

⬤ Poor progress towards the assignment objectives; Caesar does not like time to be wasted.

● Ignoring a request from him. If you can't meet his deadline, it's still worthwhile to fulfill the request, although less beneficial than fulfilling it on time. However, failure to ever fulfill it is likely to make him very angry toward you.

● Poor cash management. This is the single easiest way to anger Caesar. He respects sound use of the funds he has entrusted you with, but also expects you to make your cities contribute as soon as possible. Should he send you any specific instructions regarding your use of Rome's funds, try hard to follow that advice.

If you fall very far (a Favor rating of a meager 10 percent would be far enough, I fear) in Caesar's favor, he will remove you from office. He will send an army to enforce that, ordering the army to stay beside your city for up to one year. If you manage to please him enough in that time to raise Favor to 40, the army will return to Rome. Otherwise, the army will enter your city to claim back for Rome what belongs to her, and to place you under arrest. I would not recommend trying to fight the army, either; Caesar would not be amused.
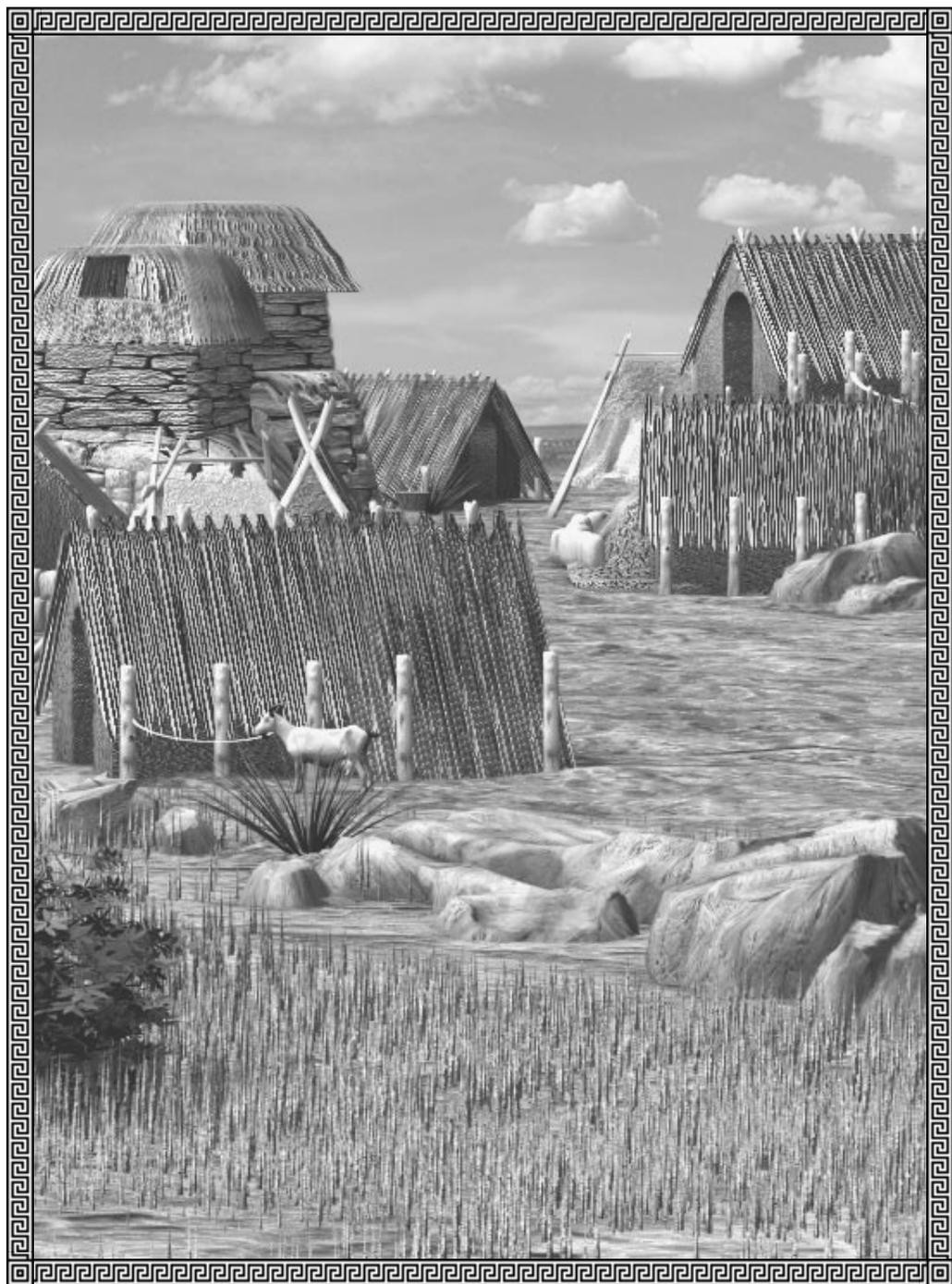
Housing and Desirability

Housing is probably the single most important type of building in your city. It is the source of labor, and also of crime. It is also one of the best visual indicators of the progress of your city: as you provide more of the goods and services that your citizens want, they upgrade their homes and enhance the area around them. This is clear right from the start: instead of building houses directly, you select an area and designate it "for sale," following which immigrants will move in and set up tents. These tents will hopefully develop into better housing over time.

The house that a citizen lives in determines his or her income: the better the house, the higher the income. Fires spread more rapidly among tents than among more permanent structures, and crime is more likely to occur within poorer areas than in wealthier ones. It is always a good idea, then, to help housing evolve from its initial tents into good quality.

As housing evolves into better structures, the number of people who live in the dwelling changes. Initially, most of the changes are upwards: more and more people can live in dwellings as they grow in size. This means that when you need more workers in your city, you will usually have two choices: designate some additional land to be used for housing, or provide the services or goods that some existing houses need in order to grow.

This creates space in the newly evolved houses. People living in cheaper housing elsewhere in the city automatically move to a better home when room becomes available, freeing up space in their former homes.

Tent

Shack

Housing and Desirability

Large Hovel

Small Villa

Immigrants usually move into the now-vacant cheaper dwellings, as long as they find your city attractive (for more details on Immigration, see page 49).

Eventually, some houses evolve into villas. This is a significant step. Villa dwellers are much wealthier people, and can have all sorts of positive effects on your city, from a higher Prosperity rating to higher tax income. But note that far fewer people live in a villa, so whenever a house evolves into a villa, quite a few citizens are made homeless; you will see them dragging their meager belongings behind them as they search for somewhere else in the city to live.

So, how do you foster the growth of a tent village into a neighborhood of expensive villas? The short answer is to right-click on a house, and it will tell you what it needs next in order to evolve.

The things that a house needs fall into two categories: goods and services, and the quality of the surrounding area. Goods and services are largely what you would expect: food, water, access to entertainment, education, religion, and so on. The needs change as citizens become wealthier: rich citizens want nicer water, a bath, different types of food, manufactured goods and possibly wine. They also want access to better education, more entertainment, more religion, and to have doctors and barbers close by.

When I say "access to" I mean that the citizens want these services within easy walking distance. Each of the services to which citizens need access is provided by a building. That building generates a worker, who wanders the streets near his or her place

of work, providing services to all the houses he or she passes.

If you right-click on a house and are told that it needs access to a bath-house, for example, place a bath-house nearby on a road that's likely to lead the bather to walk by the house in question. The overlay reports (for more information see page 160) are often an easy way to see precisely which route different workers follow, and hence where you may need to place another building.

DESIRABILITY

D esirability is a measure of how nice, aesthetically, the area immediately around a house is.

A neighborhood can provide food, water and manufactured goods, and have good access to a variety of services, yet still suffer a lack of desirability. People simply don't like to live too close to structures that cause noise, dirt, danger or traffic. Let common sense be your guide. Would you rather live next to a garden or a pig farm?

Different buildings have substantially different effects on the desirability of the area surrounding them. As you might expect, the larger the building is, the stronger and farther reaching its effect is likely to be. Industries, military buildings and noisier entertainment structures are all highly undesirable neighbors, as you might expect.

Markets are more unusual: they are bad to be right next to, yet they have a positive effect on houses a little further away. Nobody wants to live right next to a noisy, smelly place which gets going at the crack of dawn every day, yet

they do want to live close enough that they can just nip round a corner to pick up some more wheat when they run out. Wells also have a mild negative effect on desirability.

Gardens, temples, oracles, educational institutions, government buildings, governor's residences, baths, statues and similar buildings all improve a neighborhood's character. To some extent, you can offset negative influences on desirability by providing positive ones, but blocks near commercial buildings are unlikely to get much beyond medium values. If a neighborhood stops improving, and its residents complain about its desirability, give them a new garden, plaza or statue. If they still aren't happy, look for unpleasant structures nearby and consider relocating them elsewhere.

Oh, I nearly forgot: housing that is high up, and waterfront property are both somewhat

more desirable in and of themselves. People like living near lakes, rivers and beaches, and they love the views to be had from higher ground. Bear this in mind as you think about your city's master plan.

Give people good jobs, a varied diet, manufactured goods, access to services and pleasant homes. They will do the rest.

SCRIBE S NOTE:

To reach its highest level, housing needs access to a nearby market supplied with four different foods, pottery, oil, furniture and two varieties of wine. Regular visits by workers from a bath-house, a doctor's clinic, a barber's shop, a priest of each god's temple, and representatives of a school, academy, library, theater, amphitheater, colosseum and hippodrome are also required. If you can supply all of these goods, and access to all of these buildings, then reaching the highest values is simply a matter of enhancing desirability. Right-click on housing to discover why its growth is stagnant. The panel that appears shows what the house lacks, or the nearest negative influence on its desirability.

Plebes will only commute a certain distance to work. They travel farther on straight roads than on winding ones, but will not walk great distances. If you create a farm colony or industrial park far from your urban center, provide cheap, nearby housing for workers.

GARDENS AND PLAZAS

Gardens and plazas share a simple purpose: They make their surrounding neighborhood nicer. Of all the many things you could live next too, wouldn't gardens be a top choice? Gardens don't need road access, a water supply, laborers or maintenance. They cannot catch fire or collapse.

Garden
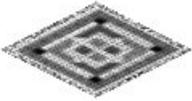
You can build gardens by placing them one at a time, or by clicking and dragging a larger area.

Plaza

Plazas work the same way, except that they can only be built over paved roads. Even paved roads are utilitarian, meant purely for moving traffic as efficiently as possible. When you replace a road with a plaza, you cover the plain flat paving stones with mosaic tiles, adding beauty and instilling civic pride in what was, before, nothing but a busy thoroughfare. Plazas will not actually reduce traffic or make the former road any less functional. They merely make a statement about the value of the properties by which they pass.

Both gardens and plaza are extremely valuable tools for governors to make their cities nicer. Both have valuable desirability effects, and are all the more useful since they can be placed as a single small plot, or used to fill a larger area.

STATUES

Statues enhance a neighborhood's desirability. Monuments to prominent citizens or noteworthy events show residents that their government cares about their property values, and provide a pleasing focus or reference point to a neighborhood. Statues' effect on desirability increases with their size.

Large Statue
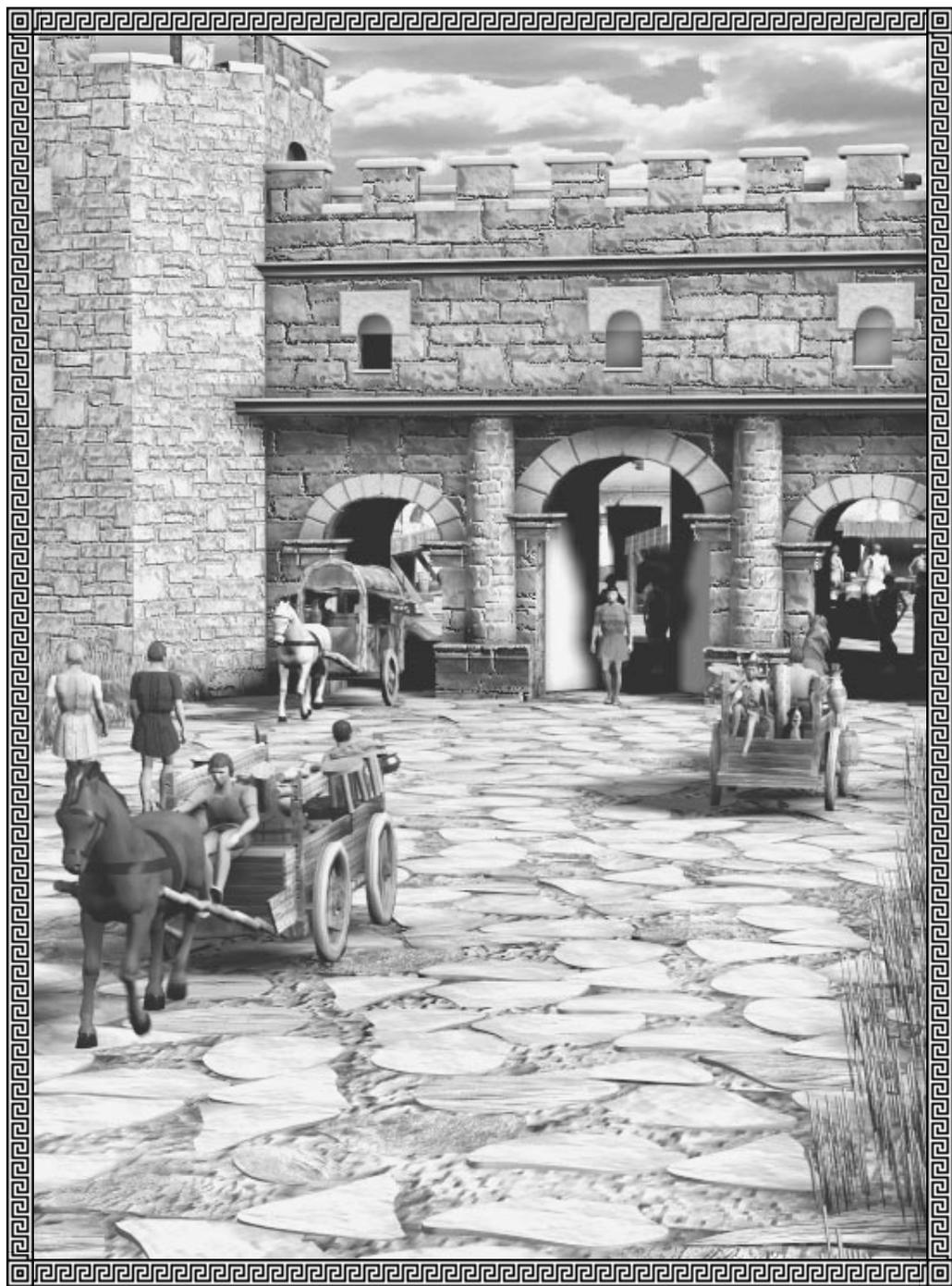
People, Employment and Migration

While buildings cover most of the physical space of any city, the people who live and work within these buildings, and who you can see scurrying about the streets, are the life and soul of a city. In a thriving city, you'll see all kinds of different types of people wandering around, from school children to leisurely patricians and busy workers.

When there are no people in a city, it looks dead – and it really is dead. People give life to a city. When you first start to build a new city somewhere, you start by placing some buildings or housing area; it is only when you see people moving in and setting about their lives that you know the city is beginning to work. For this reason, as you construct more buildings, be sure to keep a fresh supply of people coming into your city, to provide workers to operate those new buildings.

Clearly, these people are absolutely crucial to the success of your city. You would do well to look after them. And they love to talk. I humbly suggest that you talk to them regularly (by right-clicking on them); they often have important messages about the state of a city.

MIGRATION: ATTRACTING PEOPLE TO YOUR CITY

When you first start a new city, it has no population at all. As soon as you designate an area of land to be used for housing, some carts should start to

move into your province and set up their homes in this area. They know very little about you and your style of governing, but are willing to give you a chance. But after a small initial group of people (probably up to 100 or so) have moved in, you need to attract others by the way you govern.

Word about the mood of people in your city spreads rapidly throughout the region. If your citizens are pleased with you, then more people will be keen to come in; if the existing population is upset, new citizens are likely to stay away, and (if they are really angry) you might even find some of your existing population moving out. See Page 59 for more information about the mood of your population.

Knowing what will make these people happy in your city is fairly easy: they need food, jobs, and a place to live. Note that people living in tents expect to find their own food from the land; if you need more people in your city but don't have enough food for them, create an area of cheap housing, with no facilities, and some immigrants should move in. If a city has unfilled jobs, food to eat and space in housing areas, immigrants will move in unless something else is wrong.

What could be wrong? Understandably, citizens dislike very high tax rates and low wages. If there has been a lot of sickness in the city, that, too, could make people think twice about moving in. Occasionally, you might find that an angry god has frightened others away.

Just remember to try to keep your people happy, with job vacancies and plenty of food being the two crucial ways of doing this. If

you talk to any of your people, they will be only too happy to tell you what they think of life; be careful, though, since they love to moan, and will usually tell you of any problem at all, even if it is minor, given half a chance. Your Chief Advisor can tell you very reliably what the overall mood of the people is at any time.

When immigrants arrive, they bring carts of their belongings with them, looking for available housing. They will move in to any housing which has space for them. Once they are settled, if space becomes vacant in a better house in the city, they automatically move into it, vacating their old home.
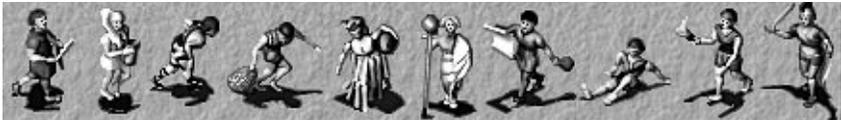
Some of the citzens of your city

Sometimes houses devolve back to a more primitive level than they were before. This can happen if some of their goods or services are cut off for some reason. This often means that fewer citizens can fit into the building, and so some of those who used to live there become homeless. You will see homeless people dragging a sack of their belongings forlornly behind them, trying to find somewhere else to live. If they cannot, they will be forced to leave your city.

SCRIBE S NOTE:

When you see people moving out of your city, right-click on them to find out why. They will not hesitate to voice their grievances.

POPULATION GROWTH

Immigration and emigration make the most dramatic changes in the size of your population, especially early in the life of a city. I should mention, though, that there will be some natural fluctuation in population size due to births and deaths. The number of births is determined by the number of people of child-bearing age in your city. People are more likely to die as they get older, and not many live past the age of 50. Newborn babies must be housed, of course, and sometimes this will make someone else homeless, to make way in his old building for the new baby.

Your Population Advisor can show you a useful graph with details of how many people of each age there are in your city. Note that immigrants of all ages will move into your city, not simply all young people.
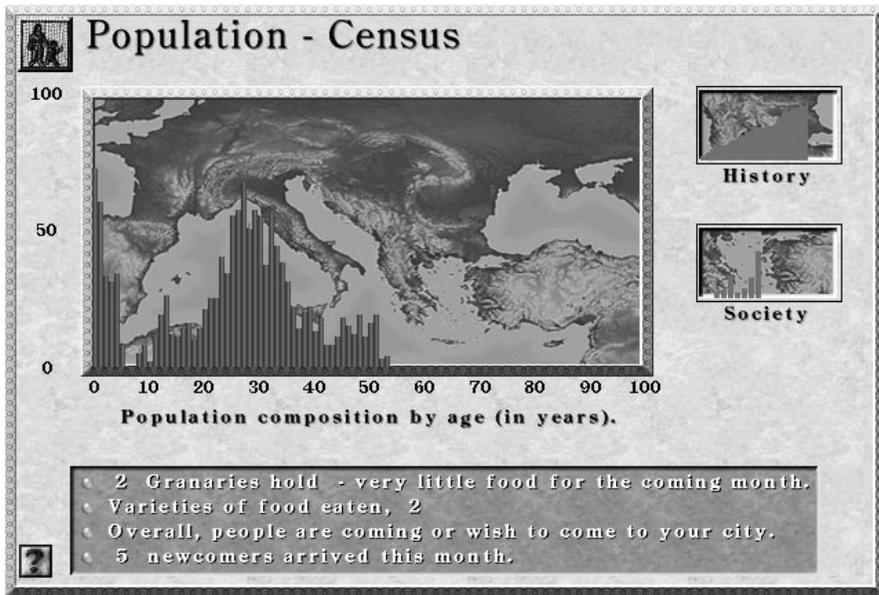
The Population Advisor Panel

The health of your people can also affect the natural changes in population; see Page 52 for more information.

PLEBEIANS, PATRICIANS, AND THE WORKFORCE

There are two classes of Roman citizens. Plebeians (plebes) are the common people whose daily efforts keep your city functioning. Patricians are wealthy aristocrats who don't work; instead, they spend their days visiting one another, lounging in the baths, attending the theaters and debating politics, philosophy and art.

In *Caesar III*, all the people who live in any house which is not a villa (which will often mean everyone in your city) are plebes; only those people living in villas are patricians.

Patricians are very rich, and so pay high taxes. Having a reasonable number of them in a city also raises its prosperity. As your city grows wealthier and more cultured, plebeian apartments eventually begin to evolve into villas. Note that this will decrease your workforce, without any reduction in the number of people you need to feed.

You will soon learn to recognize the various different people. All of them have a function, and you can learn about problems the city may have just by watching some of the people. If you see somebody standing still, for example, when usually he is active, right click on him to find out why he's not moving. Or if you see someone who seems a long way out of his or her normal area, try following that person, which may show you what is wrong.

Large Villa

Your "workforce" consists of approximately two thirds of the number of plebeian citizens between the ages of 22 and 50. Younger people are studying, (in schools if you have provided them, otherwise on their own) while people over the age of 50 are retired.

EMPLOYMENT & LABOR ALLOCATION

Almost every building in your city needs to employ workers in order to operate. Even if there are lots of unemployed workers in your city, a building cannot employ anyone unless it has "access" to labor.

When you build a new structure that employs people, it sends a recruiter in plain brown clothing to look for a nearby source of labor. As soon as that recruiter walks past housing (which needs to be within two spaces of the road), he knows that his building has access to labor – in other words, that workers can walk along roads from their homes to reach his building. There is a limit as to how far people are prepared to commute to work, though. Sometimes a building won't achieve access to labor, even though it is on a road connected to some housing, if it is a long way away.

SCRIBE S NOTE:

You can see how much unemployment you have right on your city map. Any citizens sitting idly on the steps around your Senate building are unemployed. One or two people means that there is some, but not too much, unemployment. Three or more people sitting around is a sign of high unemployment, which you should try to avoid.

Labour Allocation

Priority		Sector	Need	Have
		Industry and commerce	92	92
🔒	4	Food production	82	82
🔒	2	Engineering	35	35
🔒	3	Water services	18	18
🔒	1	Fire prevention	54	54
		Military	0	0
		Entertainment	86	86
		Health and education	74	74
		Governance/religion	60	60

501 Employed workforce   40 Unemployed workforce (7%)

Wages   ⬇ ⬆   30 Denarii (Rome pays 30)

Estimated annual bill of 847 Dn

The Labour Advisor Panel

Once a building has access to labor, it asks the Labor Advisor for some workers. If there are enough unemployed workers in the city, they are immediately allocated to that building, and the building will commence operations. If there is a shortage of workers in the city, though, the Labor Advisor decides which buildings should receive labor, and which should not.

You might want to make different decisions about which structures should have the first claim to labor, based upon the particular situation in the city at that time. You can do this by visiting your Labor Advisor and setting some priorities for him, which he will always follow. If you set fire prevention as your first priority, for example, and food production as your second, he will always allocate all the workers he has initially to fire

prevention, and then to food production. Should there be any workers remaining after that, he will allocate them as he thinks best to the other categories.

SCRIBE S NOTE:

Right-click on any building to find out how many people currently work there, and whether the building has any other needs. Watch the activity at your industries and trade facilities. When you see workers moving at half speed or stopping work altogether . . . full or empty carts standing idle . . . ships moored at your docks with no one loading or unloading them - then you need to define some civic priorities.

There will be many occasions when you have too few workers, especially in the early days of a city. You can either attract new immigrants into your city (see above, Page 49) or set priorities so that only the work you would like to be done is done. You can also instruct your Trade Advisor to temporarily cease activity in any of the industrial or farming operations in your city, which would free up labor.

PEOPLE WALKING ALONG ROADS

Your city will soon have lots of different people wandering along its roads and paths. Citizens deliver their goods or services while walking the city's streets; understanding how that works is very important.

There are two types of journey. The first is a specific journey from point A to point B. For example, when a wheat farm harvests its crop, it sends a farm hand with a cart full of produce to a granary. The farmer tries to take the most direct route there, and also on his return journey with the empty cart.

The second type of journey is more like a patrol. An engineer's post, for example, sends out an engineer to walk for a certain distance, repairing any damage in the buildings he passes. Eventually, the engineer returns to his post. The next engineer sent out to repair buildings in the area tries to go in a different direction overall than the last patrol. This happens four times, with the first patrol trying to head North, the next East, the next South, and finally the last one West. This way, they try to visit all the buildings in their area.

But note that the more intersections there are along any one of those patrols, the less likely it is that the engineer will cover every building in his area. This means that you may need to provide more buildings to send out patrols in areas with complex road networks, to ensure that all buildings are covered.
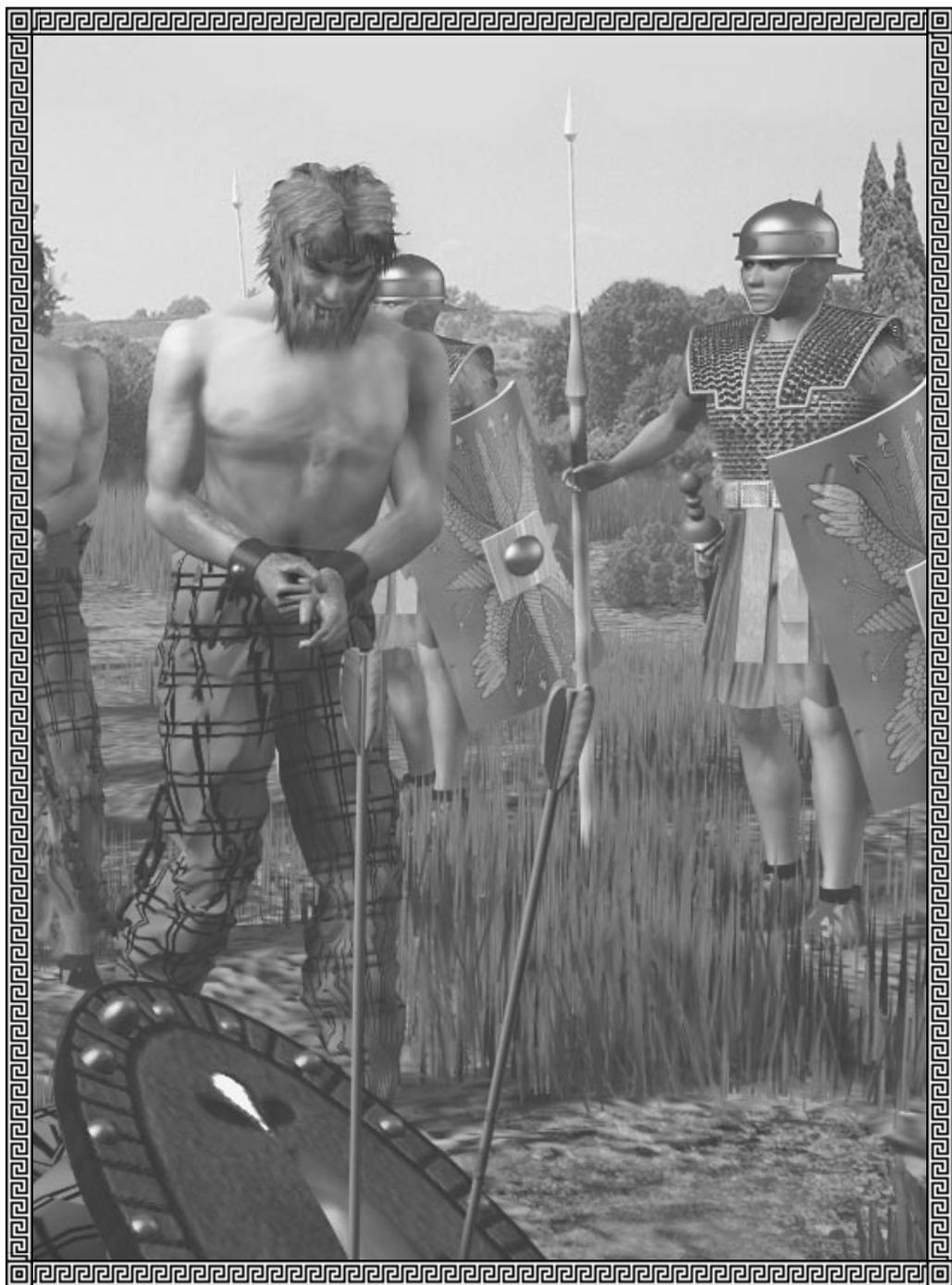
Mood and Crime

MOOD

Every governor should be concerned with the mood of his citizens. If they are happy, you can take actions that will benefit the city in the long run, but that might upset a few citizens in the immediate future. But taking the same actions when the population is already in a foul mood could lead to disaster.

Put simply, the mood of a city is a sense of how the average citizen is feeling. The mood of a city is calculated directly from the mood of each individual dwelling in a city. Your Chief Advisor will keep you informed about the overall mood of your citizens. Be warned: it is quite possible to have a few houses with unhappy citizens even when the overall mood is very good.

Mood affects two important mechanisms within Roman cities: migration and crime.

The overall mood of the city is known to people for miles around, and affects immigration. New immigrants will want to move to a city which is pleased with its governor, but they won't move into an unhappy city at all. See Immigration on Page 49 for more details on migration.

Both the overall mood of the city and the mood of each individual dwelling determine crime. As mood gets worse, the likelihood of committing a crime rises.

Crime and migration are very important to a city's success. For a city to thrive, you need to know how to improve the mood of your

city and its citizens. Let common sense guide you: People with jobs, with enough food, earning a reasonable wage and paying reasonable taxes are likely to be fairly happy. High unemployment, a lack of food, high taxes or low wages all upset people. The longer any of these conditions lasts, and the more extreme it is, the greater will be the effect. So, high taxes for one month worsen people's moods to a small degree, but the same tax rate for three or four months has a much worse effect.

Individual dwellings are easily angered if they frequently miss rations. This can easily happen to homes near the end of a market trader's delivery route. Solve this by placing a market closer to the troubled homes.

Throughout history, the poorer people of the world have suffered more than their wealthier neighbors. Roman cities are no exception to this sad rule, and the people know it. When a city first gets going, many of its citizens probably live in tents. Conditions there are not very good, but nobody complains because they all share the same conditions, hopes and goals.

As the city develops, though, some housing evolves into better dwellings, with better living conditions. Any people still living in tents expect their governor to provide for them, too, allowing them to upgrade their tents into nicer property. If that does not happen, despite lots of services being made available to a few now very wealthy houses, the tent dwellers become justifiably angry. Be fair, and your city will thrive. But if you leave some people in extremely poor

conditions while looking after the rest, you should expect anger as a result. You have been warned!

Governors can improve their citizens' mood by holding festivals. The larger the festival, the greater the benefit. For more information about festivals, see Page 93.

CRIME

Crime is a direct result of a really ugly mood in some parts of your city. When you are warned about crime, or about the worsening mood in your city, take it seriously, and try to cure the causes before crime breaks out.

Remember the distinction between the city's overall mood, and that of each individual house. People are influenced by their neighbors, so that the overall mood of a city limits the effects of even very extreme anger within individual houses. The crime overlay shows how likely any one house is to commit a crime; the angrier they are, the worse crime they want to commit.

When a house's inhabitants do grow angry enough to turn to crime, they plan their crime based on how angry they are – but they will adjust their crime based on their neighbors' mood. Specifically, if the city's overall mood is very good, the worst crime you will suffer in your city is a mugging, even if the individual house was angry enough to riot. If the overall city mood is merely average to good, you might also suffer some thefts. The overall mood of the city needs to be quite poor before riots actually break out.

Mood and Crime

The most minor crimes are personal assaults, or what the people call "muggings." Muggings are unfortunate, but they don't affect the city itself. If the occasional mugging is the worst that your people have to contend with, your city has no serious crime problem. Your advisors will not even notify you of these crimes, deeming them too petty and a waste of your precious time. You might notice a citizen standing on the street, waving a torch, angry and about to commit a mugging. Take this as a warning that the people's mood could be better, though there is no real damage caused directly to your city by these assaults. If a prefect is near one of these angry torch wavers, he will immediately approach the criminal, and persuade him – with force if need be – not to commit the crime.

If conditions don't improve, though, the mood of your people may worsen. Theft is the next step in a criminal career, and is a clear sign of greater anger at the poor quality of city life. Theft strikes right at your treasury, as thieves rob your tax collectors or break into the treasure vaults beneath your Senate and forums, stealing some or all of the money stored there. You will be told of any thefts that occur, and you should react swiftly to improve people's mood before things worsen.

Should you ignore the warnings, or your actions take too long to improve things, you may encounter riots. Riots are the worst kind of crime, and can be ugly. This is one of the worst threats a governor can face, and I will tell you momentarily how to deal with riots.

The best way to deal with crime, as I have said, is to improve the city's mood. A happy city is a crime-free city, as my Greek tutor used to say. But, even with the best intentions, governors sometimes must make difficult decisions which on occasion may allow a certain level of crime to arise. In these situations, the city's own watchmen, the prefects, are needed.

SCRIBE S NOTE:

Use the Risks Overlay to identify areas that are experiencing high crime rates. You'll notice that poor neighborhoods have the most crime. For more information about Overlays, please turn to page 160.

Muggings don't affect your Peace rating. Each theft, though, reduces Peace slightly. Riots, being almost complete breakdowns in law and order, lower your Peace rating by quite a lot.

RIOTS

A riot occurs when a group of very angry citizens decides to demonstrate their anger through violence. You will start to see groups of angry, torch-carrying citizens collecting on the streets in parts of the city where the mood is ugliest. When they work themselves into a frenzy, the mob moves from their own area toward a nicer part of your city, where they set fire to your buildings. Remember, too, that fire can spread, which can worsen the problems further.

If the mob is not dealt with, it continues to roam your city, setting fire to buildings. One of the most unfortunate aspects of riots is their natural tendency to increase: as some buildings are destroyed, vital services to the rest of your city can be cut off, which can anger more of your citizens, perhaps adding further to the mobs roaming the streets.

Prefects will fearlessly approach rioters, and their training is such that they will defeat any rioter in a one-to-one fight. However, if a lone prefect faces more than one rioter, he will struggle, and might himself be killed. In riot situations, try to gather groups of prefects together as a kind of "Riot Police." Remember that while some prefects deal with the rioters, fires are burning; ideally, therefore, you would have enough prefects to allow some to put out the flames while others apprehend the mob.

If riots do break out, it is a good idea to build six or eight prefectures close to the riot area, to provide the extra prefects you need to bring the situation under rapid control. Do not build the extra prefectures so close to the rioters that they are likely to burn the new structures down. You might also wish to instruct your Labor Advisor to set Security & Fire Prevention as the top priority for labor allocation.

Riots are very bad news. Here are some measures you can take to prevent them taking place at all. Use them as soon as you start to get warnings about worsening mood:

🌐 Reduce your tax rate to the lowest level you can get away with – even zero, if you can afford it, and certainly below 5 percent.

⬤ Plan a large festival. (Read about festivals on page 93). Grand festivals take too long to prepare, and small ones might not raise happiness enough to head off the riot.

⬤ Reduce unemployment quickly. The preferred way to do this is to build some new industries, farms or other large employers. If you lack the money for that, use a more drastic approach. Destroy some low-quality housing, to encourage emigration. It is a heartless thing to say, but it is better to eliminate poor housing than to let rioters burn other structures.

⬤ Make more food available, importing it from abroad if you have to. Read about food distribution starting on page 116 and Trade on page 129.

⬤ Raise the wages you pay.

Prefecture

PREFECTURES AND FIRE

Prefectures are small buildings which train employees to be prefects, or watchmen. These prefects are sent out to patrol the streets near the prefecture. As they pass a building, they put out any loose sparks or dangerous cooking fires they find, reducing the risk of that building catching fire. The longer a building goes without being passed by a prefect, the more likely it is to catch fire. The Risk of Fire overlay report shows this very clearly (see Page 160 for more information about Overlays.)

When buildings do catch fire, whether naturally or from a criminal's torch, nearby prefects spring into action. They grab the nearest buckets of water that they can find, then carry them to the burning structure and throw the water over the fire to put out the flames. A larger burning building needs more water, and takes longer to put out, than a smaller one.

Fires spread very easily, so it is important to put them out as soon as possible. The best way to do this is to have a good number of prefectures scattered throughout your city, which should ensure that whenever a fire does break out, a prefect will be close enough to put it out quickly.

Prefects can't prevent crime, but they do play a critical role in resolving crime when it does break out. If a prefect sees angry citizens protesting on the street, he approaches them and persuades them to cease their protests. If the prefect encounters rioters, he will attack and kill them.

Prefectures need road access and labor, but have a negative effect on the desirability of a small area around them.
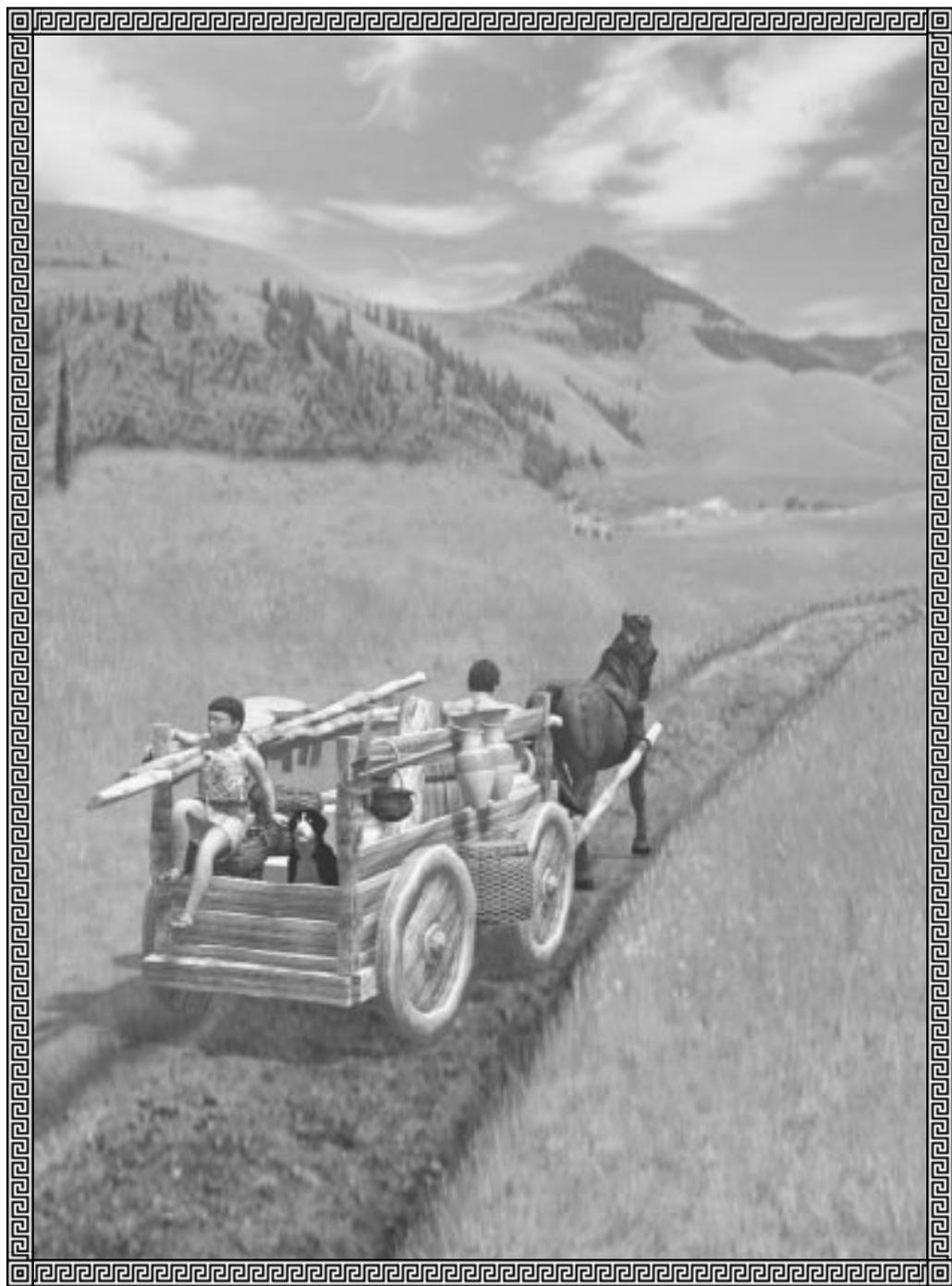
Engineering & Transport

ENGINEERING

Roman engineers are crucial to the success of our cities and Empire. Our roads are the finest anywhere in the world. Without the efforts of hard-working engineers, our civilization would be impossible.

As city governor, engineers are key for you, in that they will carry out repairs and maintenance work on your city's buildings. Without this work, your buildings will quite simply collapse.

Engineering posts are small structures that train people as engineers, then send them out to patrol the area nearby. As the engineers pass each building (actually, any building within two spaces of the road), they repair any faults they find there, preventing the building from collapsing.

Engineering Post

You should build engineer's posts throughout your city, scattered around to ensure that they cover all your buildings.
Some structures don't need maintenance by engineers. These are:

- Reservoirs, aqueducts, fountains and wells;

- Walls, towers and forts;

- Gardens and statues.

Engineering posts don't affect the desirability of nearby housing.

PATHS & ROADS

Long ago, Rome settled on straight streets and rectangular blocks as the most efficient urban layout, and you are encouraged to plan your city accordingly.

Roads and paths are essential to the smooth running of your city. Your citizens refuse to walk on anything else (although immigrants are less fussy).

New roads begin as dirt paths, just like the one crossing your province at the beginning of the assignment. As the desirability of the area around the path grows, your citizens will automatically widen and pave these paths into true roads.

You can further enhance a road by building plaza on top of it. Although this can be quite expensive, it is extremely sought after by your citizens; the desirability of an area rises significantly where you build plazas on top of roads.

Almost every structure you can build must connect to a road, which means having at least one piece of road adjacent to at least one piece of the building. Buildings without road access can neither recruit nor send out employees (wells, fountains, aqueducts, reservoirs and forts are the only exception to this rule, and do not need road access to receive their allocation of labor).

All people who deliver their services as they walk along roads can only deliver these services to buildings very close to the road. This applies to a wide variety of people, including prefects, engineers, market traders, bathers and entertainers. Structures placed too far from a road will not receive the benefits of other buildings' workers as they walk by.

Long, straight roads are better for traffic flow than are short ones with many intersections. Every time citizens reach an intersection, they must choose which direction to go in. This means that you have far more control over where people will walk when there are fewer intersections on your roads. If a citizen finds his path
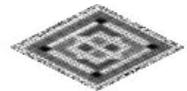
Plaza

blocked, he turns around and goes back the way he came.


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│                                                           │
│  SCRIBE S NOTE:                                           │
│                                                           │
│  Houses need to be within two squares of a road.  All     │
│  other buildings that require road access must actually   │
│  touch a road.                                            │
│                                                           │
│  You can build roads one segment at a time by clicking    │
│  individually on each square the road will run through,   │
│  or you can "drag" a road as far as you want.             │
│                                                           │
│  To drag a road, choose the road tool and click where     │
│  you want the road to begin with your left mouse button.  │
│  Holding the mouse button down, move your cursor across   │
│  the screen over the route your new road will take.  The  │
│  total cost of building that length of road follows the   │
│  cursor.  When you release the mouse button, the whole    │
│  road is built and your treasury pays the cost.           │
│                                                           │
│  If the whole road disappears while you're dragging it    │
│  across the map, some obstacle is blocking the road's     │
│  route.  Build the road up to that point, switch to the   │
│  "dig" tool, remove the obstruction, then resume laying   │
│  your road.                                               │
│                                                           │
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SCRIBE S NOTE:

Houses need to be within two squares of a road. All other buildings that require road access must actually touch a road.

You can build roads one segment at a time by clicking individually on each square the road will run through, or you can "drag" a road as far as you want.

To drag a road, choose the road tool and click where you want the road to begin with your left mouse button. Holding the mouse button down, move your cursor across the screen over the route your new road will take. The total cost of building that length of road follows the cursor. When you release the mouse button, the whole road is built and your treasury pays the cost.

If the whole road disappears while you're dragging it across the map, some obstacle is blocking the road's route. Build the road up to that point, switch to the "dig" tool, remove the obstruction, then resume laying your road.

BRIDGES & WATER TRANSPORT

All provinces have natural water sources, whether they be lakes or rivers. Many provinces feature a river which can be used for trade: you can spot this river from the flotsam which floats on the surface of the river, and is carried through your province by the river's current.

Low Bridge

Your engineers have designed two clever bridges, which are adaptable to different sizes of river. One is cheap and can be built in many places, but does not permit ships to pass underneath it, while the other is sturdier and taller, does allow ships to pass underneath, and is understandably more expensive. Pedestrians will walk happily over both types of bridge, even with carts.

Note that rivers may only be bridged at certain points, usually where there are two fairly straight, even river banks opposite one another, enabling your engineers' construction methods to hold.

Ship Bridge

SCRIBE S NOTE:

Bridges don't affect the desirability of nearby housing.

You can see from the Empire Map whether there are any cities with which you might want to trade by sea. If there are, don't build a low bridge over the river, or you'll block the passage of sea merchants. If your province has no sea-route trade partners, then it doesn't need docks, and this doesn't matter. Build either type of bridge wherever it suits you. Pius gets to trade on page 129.

DOCK

Docks allow trading by water, by providing a place for ships to offload their goods and stock up with new goods.

There are limits as to where docks can be built: they need waterfront along one side, which means you have to find a straight stretch of river wide enough to fit a dock. The building is placed half on land and half over the riverbank.

Docks employ workers. Some of these operate cranes to haul goods on and off each ship; others take those goods in a cart to a nearby warehouse, or collect goods for export from the warehouses where they are stored. These cart pushers will walk all over your province, if they must. As you can imagine, that would take a long time, and all the while the ship is sitting in your dock, idle. A dock really should have a warehouse nearby, therefore, to accept imports and to provide it with exports. (For more on warehouses, see page 116.)

Dock

SCRIBE S NOTE:

Once a ship moors at the dock, it remains tied up there until it has off-loaded all the goods it is selling to your city, and has received all the goods sitting in warehouses ready to be exported by sea. That can take a rather long time, especially if the warehouse with the goods for export is a long way from the dock. Building extra warehouses near the dock can speed this process up, and thereby allow you to do a lot more trade.

Only one ship at a time may moor at a dock. If you are planning to do a large volume of trade by sea, you may need to build several docks. Docks make highly undesirable residential neighbors.

SHIPYARD AND WHARF

A shipyard builds fishing boats. The fishing boats operate from a wharf.

If you see seagulls circling over a patch of water, then your province is blessed with fish. Fish take the place of animal meat in your people's diet. For more detail about food, see Page 111.

If your province contains fish, build a shipyard located on the same body of water that has the fishing grounds (the circling seagulls). The shipyard needs road access and employees to work, and each fishing boat requires three cart-loads of timber to build.

Shipyard

To run a fishing industry, you also need at least one wharf. Your fishermen work out of the wharf, not the shipyard. As soon as a boat is finished at the shipyard, it will sail over to a vacant wharf.

Each wharf can service one fishing boat. As long as the wharf has labor access and enough laborers, a fishing boat puts into the wharf to take on a crew, then sails to the fishing grounds. When its hold is full, the boat returns to the nearest wharf to unload its catch. As soon as it's unloaded, the boat returns to the fishing grounds. Wharf workers take the unloaded catch to the nearest granary, if there is one with space, or warehouse.

Wharf

SCRIBE S NOTE:

The shipyard and the wharf both need good road access, a labor supply, and regular maintenance by engineers and prefects. They are, as you would expect, highly undesirable neighbors.
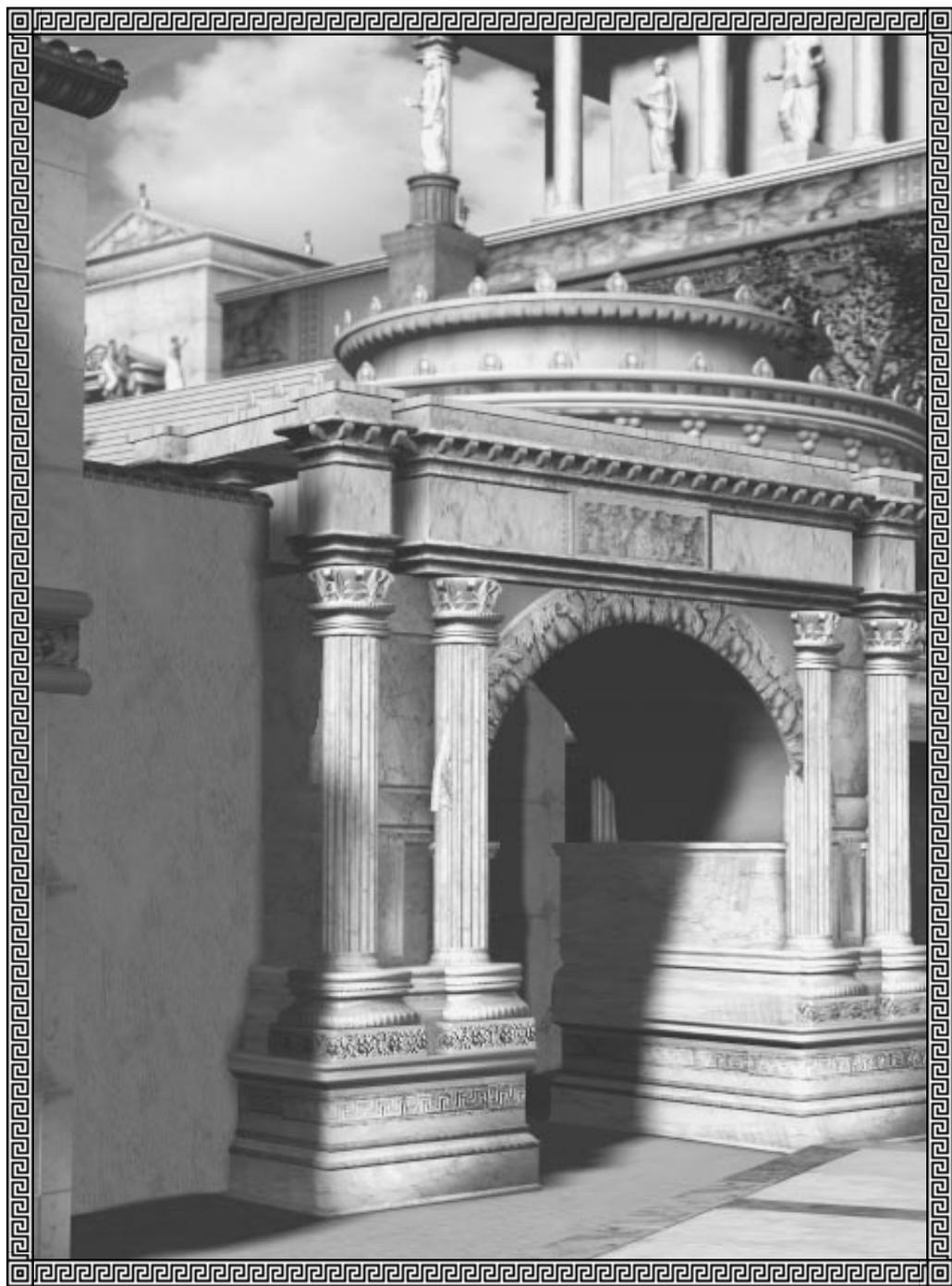
Education

Education is a large part of what separates Romans from barbarians, and passes our culture along to new generations.

SCHOOL, ACADEMY AND LIBRARY

Three educational establishments may be built in your cities: schools, academies, and libraries.

In order to evolve, even fairly basic houses need the services of a nearby educational establishment. The more evolved the house becomes, the greater its need for access to more education; very advanced housing requires access to all three educational buildings. For more on house evolution, see Page 41.

Besides giving individual houses access to education buildings, the city has a more general duty to educate young people. The total number of people of school age (up to 13 years' old) and academy age (14 to 21 years' old) in your population determines your overall demand for schools and academies. For fast-growing, newer cities, the number of educational establishments needed to allow housing to evolve is probably more than enough to educate all the children. Once the city grows substantially, though, your city probably has many more youths to educate than are served by the schools and academies you built just to provide access for housing. You might need to build additional educational establishments.

School

Academy

Education

The overall supply of education in your city affects your Culture rating. Classroom size is the key to raising the education component of your Culture rating: smaller classrooms (as calculated from the number of school- or academy-aged children and the number of working schools or academies in your city) yield a much higher Culture rating. Failure to educate all the people of relevant age hurts your city's Culture rating. One school can educate 50 pupils, while one academy can educate 100.

Adults want access to libraries throughout their lives; one library can serve 800 people.

Library

SCRIBE S NOTE:

Consult your Education Advisor at any time to see how many citizens fall into each school-age category, and how many students your educational facilities can handle. Use the Population Advisor's Census graph to view your city's age composition.

Due to the noise and antics of young children, schools slightly reduce the desirability of property next door to them. Academies and libraries exert a somewhat larger positive influence on desirability. All three buildings need labor and road access.
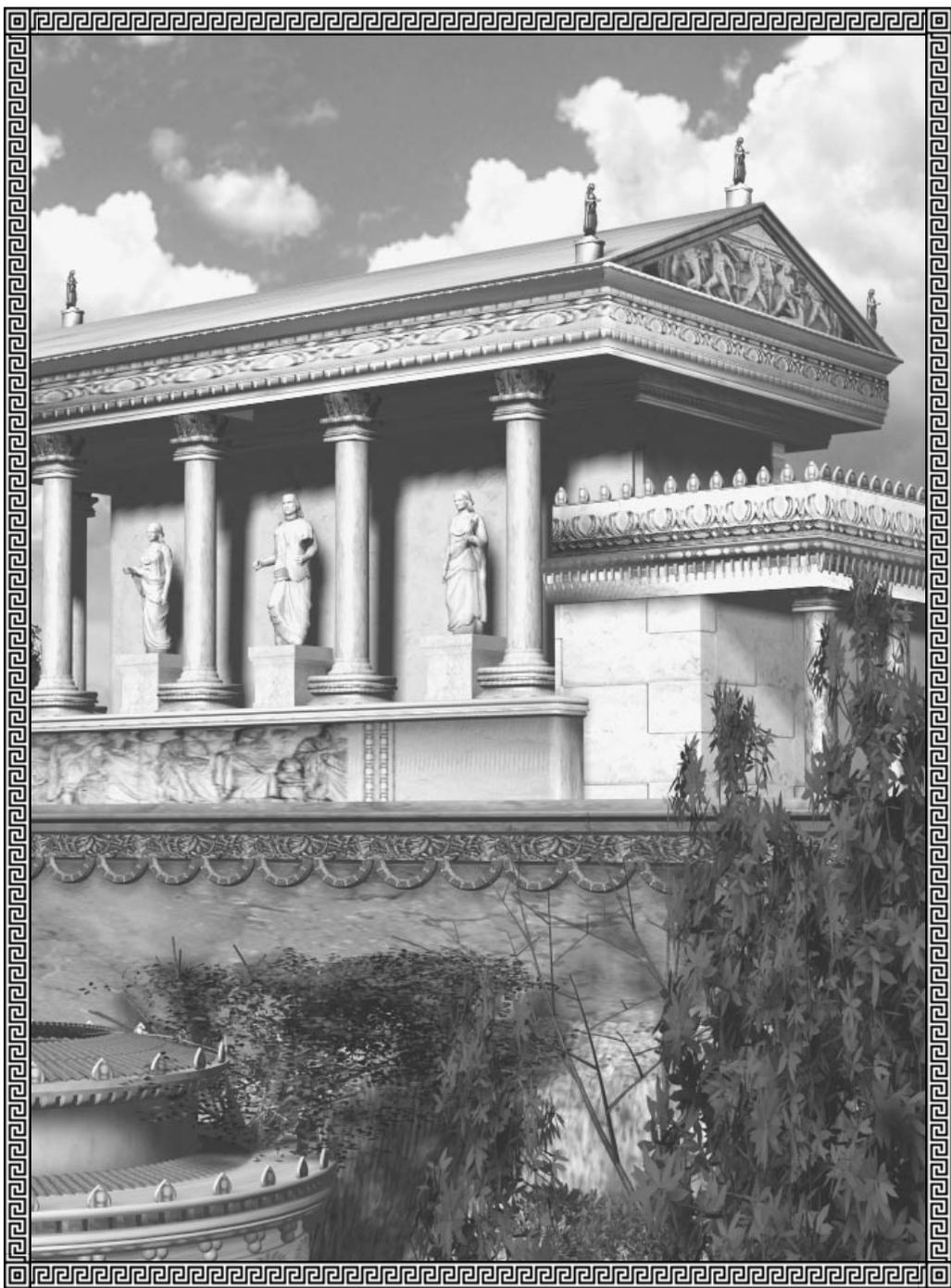
Religion

However wealthy we become, however ambitious our plans, however well-fed and happy our citizenry, we are but mortals. We ignore the gods at our peril. If anyone ever had the arrogance to found a city without religious structures, history has forgotten the attempt.

THE GODS

Five gods should concern you. Each has his or her own area of interest, and they all crave adoration from you and your people. Build temples to make them pleased with you. When you build a temple, you are asked to select a god to dedicate it to.

Roman gods are jealous, however, and grow angry if you build too few temples for the size of your city, or if you dedicate fewer temples to them than to the other gods. If you anger the gods, they will make you and your city suffer.

The gods will each send you a mild disaster if you upset them. Take this as a warning. If you continue to treat them without respect, they become truly wrathful, and send you a serious disaster. Each god can make you suffer in a unique way.

The gods are by no means all bad, though. Should you particularly please any of them, they might bestow signs of gratitude on you, again each in their own special way.

You can also dedicate a festival to one of the gods, which causes it to think better of you. See Page 93 for more information about festivals.

Religion

Ceres is the goddess of agriculture. Since everybody needs to eat, keeping her favor is a very good idea. Her moods can affect whether people eat abundantly, or starve.

Neptune, the god of the sea, watches over the province's sailors, both on trade ships and fishing boats. People say that Neptune's temper causes mighty storms.
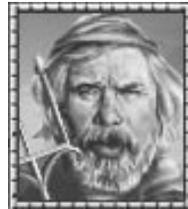
Mercury is the god of commerce. All citizens who engage in commerce or industry expect you to honor Mercury, especially if their produce is precious to you.

Mars, the god of war, watches over your soldiers. If they feel that Mars is withholding protection, your legions might be less reliable when you most need them.

Venus is the goddess of love. When Venus is unhappy, she is apt to share the feeling with your citizens, noticeably depressing the mood of your city. She has also been known to play with citizens' health.

How well you give your citizens access to places of worship affects your city's Culture rating. Each religious structure has a capacity. Your Culture rating suffers if more people

want to use each temple or oracle than its capacity allows. You have been warned!

Consult your Religion Advisor to find out what each god thinks of you. If you see lightning bolt symbols beside the word expressing a god's feeling towards you, it's time to act. The more lightning bolts there are, the more likely the god is to act out his or her anger. One or two bolts mean that you should have time to appease them. If four or five bolts are displayed, you might not be able to appease them in time to avert disaster. Of course, any action that you take to please them will serve you well in the future anyway.

TEMPLES

Each temple is dedicated to one specific god, who derives pleasure from seeing the temple devoted to him or her. Temples also improve a neighborhood's desirability and enhance your city's Culture rating. Temples employ priests, who bestow access to their patron god as they walk around their local area. The very best neighborhoods need visits from priests of at least four different gods.

Small Temple

You can build both large and small temples. Larger temples are more expensive, but satisfy their god to a greater extent than a small temple; they also have a much greater effect on desirability than do small temples.

THE ORACLE

Oracles are a special type of temple, dedicated to all the gods. They provide the same benefits as

Large Temple

Oracle

temples – enhanced desirability and a higher Culture rating – while pleasing all gods equally. It can get quite expensive, and take up a lot of land, to build all the temples you need in an area to keep the gods happy. Oracles solve that, by pleasing all the gods with far less physical space and less cash investment than an equivalent number of temples would take. This makes oracles especially powerful and useful.

As is usually the case when something sounds too good to be true, oracles do have a down side. To build an oracle, you need supplies of marble. Not every assignment will have marble available, and those that do might require you to import it at a fair price. Furthermore, oracles do not send out priests to minister to the population. The oracle's role is simply to honor the gods, and provide a place for citizens to come and worship their gods.

SCRIBE S NOTE

Consult your Religion Advisor to check your city's standing with the gods. If any are angry with you, build them more temples. If that's impractical, or you need to pacify a particular god quickly, hold a festival in that god's honor. Pius speaks more of festivals on page 93.

Each oracle or large temple that you build needs two tons of marble. Read about marble on page 124.
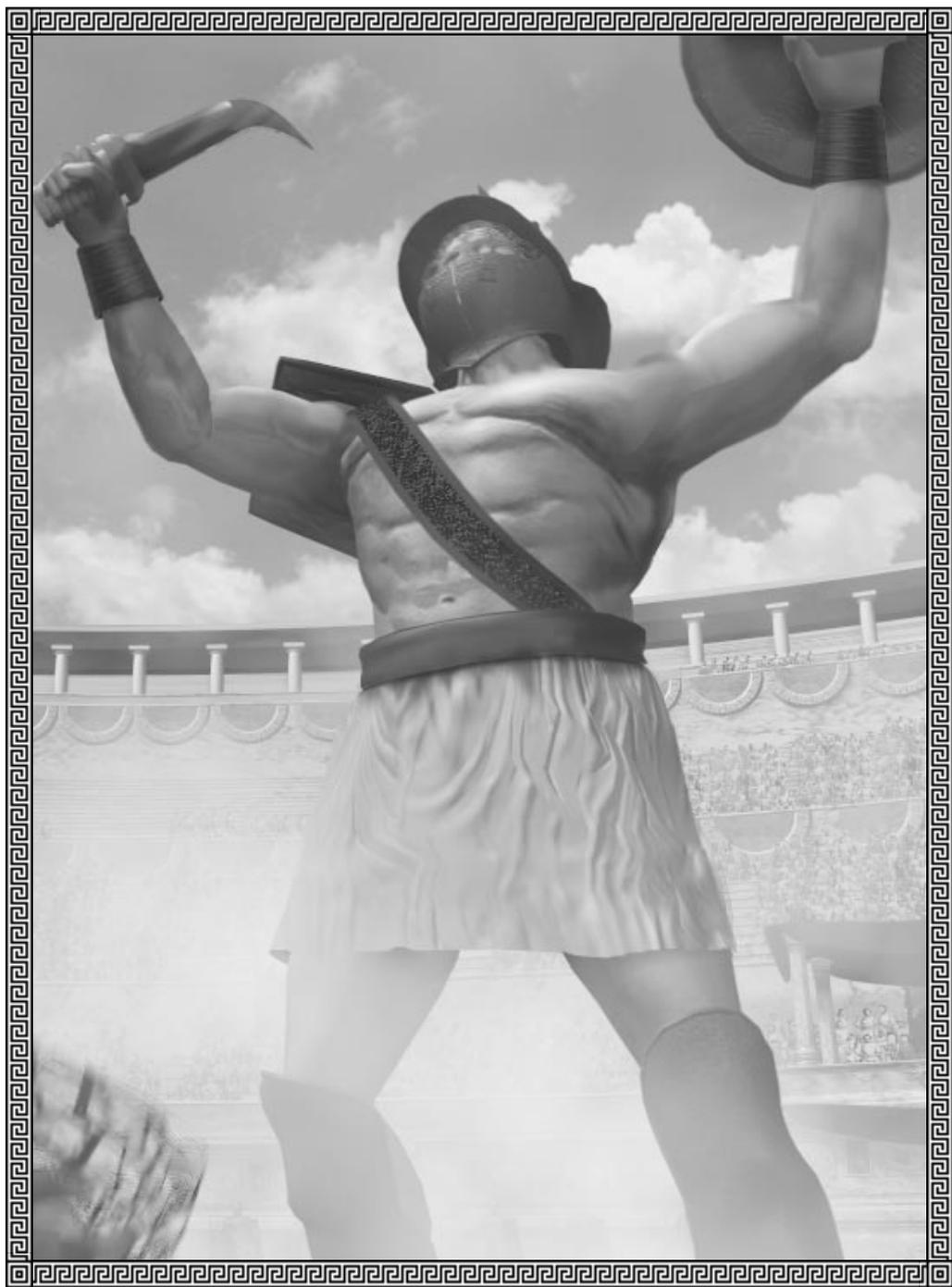
Entertainment

Life should never be all work, even for plebes. Again and again, Roman history has shown rulers the wisdom of providing diversions for their people.

VENUES AND PERFORMER SCHOOLS

You can provide various forms of entertainment in your cities. You must build both the venue where a show takes place, and a base for the entertainers who will perform there. Larger venues allow more spectators to watch. Venues, in order of increasing size, are the theater, the amphitheater, the colosseum and the hippodrome. Actors are trained at an actors' colony; gladiators learn their skills at a gladiator school; lions are tamed at a lion house; and charioteers are trained, and their chariots built, at a charioteer school.

Just building the venue alone has a very small benefit, as long as it has road access and employees. Without performers, the venue's staff becomes a little desperate, and tries to entertain people there themselves – though the results are barely better than nothing at all.

Each performer school trains specialists to entertain the crowds. Once trained, the performers walk to suitable venues, where they put on a show for a set period of time. After that time runs out, the show is over. Unless another performer has started a new show, the entertainment value given by that venue falls.
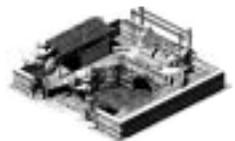
Gladiator School

Entertainment

Actor's Colony

Entertainers walking through the streets let houses know that they have access to entertainment. If a house is quite close to an active venue with lots of current shows, but no performer walks past it, the house gains no benefit.

Performers are often strange people who make undesirable neighbors. Actors are the only exception to this: their drama is considered to be of such a high level that their presence adds a mild boost to an area's desirability. Noise and danger, coupled with the stench of blood, make gladiator schools, lion houses and charioteer schools bad for an area's desirability.

SCRIBE S NOTE:

A performer school frequently supplies entertainers to more than one venue. Pay some attention to this, for it is easy to keep building new venues, thinking that the existing performers will be enough. Right click on venues for up-to-date information on what shows they are putting on, and check the entertainment overlays for each type of entertainment to see whether you need to build any more performer schools.

Try building performer schools some distance away from the venues, forcing performers to walk through some housing areas to get to the venues, to obtain maximum entertainment coverage.

THEATER

Romans find life unlivable without regular access to plays, concerts and recitations set in well-designed theaters and amphitheaters. Theaters tend to attract literate, cultured audiences, and are desirable neighbors. Theaters host only plays staged by actors.

AMPHITHEATER AND COLOSSEUM

Amphitheaters also host plays staged by actors. While some plebeians appreciate fine arts and the classics, they are more likely to prefer the arenas. Amphitheaters can also be used for gladiatorial fights, which help satisfy the people's love of dangerous entertainment. A fully-employed amphitheater should have both actors and gladiators.

The colosseum holds gladiatorial combats, just as the amphitheater does. Colosseums are also large enough to add animal shows to their repertoire. The Roman Empire's foreign expeditions often bring back fierce, exotic animals – lions being a prominent example. People have a lusty appreciation for fights between animals and gladiators. Fights between different animals are always a big draw; what better way to spend a relaxing afternoon than the exhilaration of watching lions and gladiators fight to the death?

HIPPODROME

Chariot racing is the only form of entertainment more popular than colosseum shows. A hippodrome, like Rome's Circus Maximus, is an enormous

Theater

Amphitheater

Colosseum

structure, and no city can support more than one. The structure requires more engineering talent than is available in early assignments. Chariot races have a long, distinguished history. The very fact that we use the old Greek word "hippodrome," which means "horse racetrack," reflects the ancient origins of this spectacle.

The hippodrome is highly prized by your citizens, since it is such a grand and expensive structure that very few cities have one. Your people will feel more prosperous if you build one for them.

Colosseums and the hippodrome are undesirable neighbors. Citizens enjoy the performances but dislike having all of that traffic through their neighborhoods, not to mention the noise and trash. Amphitheaters often get the newest and most popular plays, and make desirable neighbors despite their size.

Hippodrome

SCRIBE S NOTE:

Working theaters with active shows boost your Culture rating. No other form of entertainment affects the Culture rating.

The city has an "overall" need for entertainment, beyond that needed to provide access for individual houses. It is perfectly possible for more citizens to have access to a venue than could ever possibly fit inside it! Good overall coverage enhances the entertainment available to each individual neighborhood.

The Entertainment Advisor can show you how many of each type of amusement are working, how many total shows are available, how many citizens are served and the overall adequacy of entertainment. If any type of venue is rated "below average" or "poor," use the Entertainment overlay to decide where to erect new buildings.

FESTIVALS

Romans have always loved festivals. Even when a city has plenty of entertainment, there's usually precious little time to enjoy it. A festival provides more time for a city's hard-working citizens to enjoy the facilities offered, or simply to eat, drink and be merry. Festivals always improve citizens' mood, and more so for larger festivals. This means that people work harder, making up for any time lost during the festival itself.

You may plan a small, large, or grand festival; the larger ones cost more, and take longer to plan, but yield greater benefits. The grand festival also requires you to provide enough wine for all your people; if you do not have enough wine for this, you will not be able to hold a grand festival.

Festivals make citizens and gods alike happy. When you plan your celebration, you choose a god to honor, and that god is pleased when the festival occurs.

SCRIBE S NOTE:

Festivals take some time to prepare. Try to remember to hold one regularly, and don't wait for a crisis to remind you. A festival can avert divine anger and take people's minds off their grievances, it's true. But if you wait until one is desperately needed, the gods might strike, or the people take up torches, while you are still preparing the party.

You will not benefit as much from the second (or any subsequent) festival you hold within the same year.
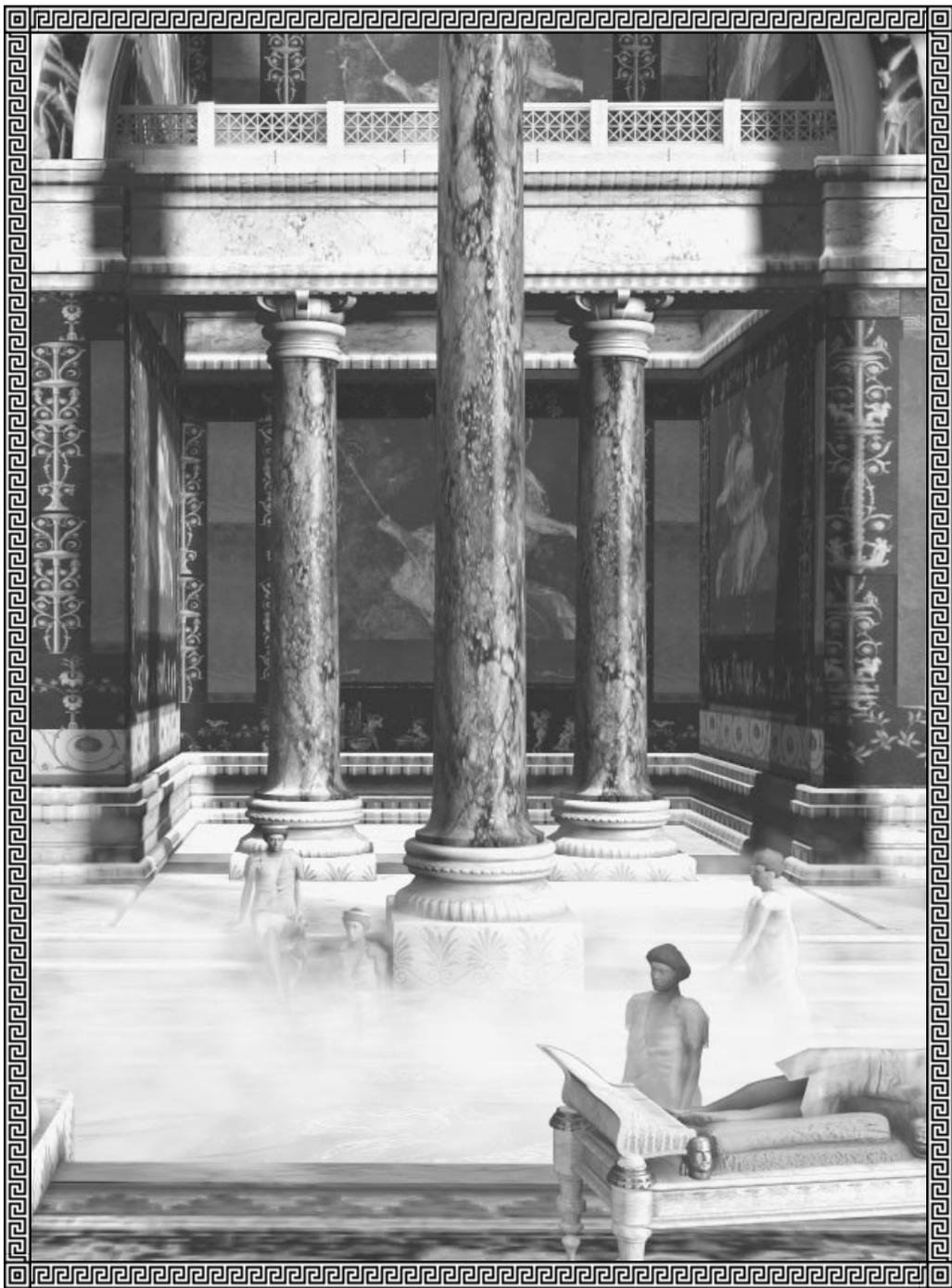
Health & Sanitation

Roman citizens usually enjoy good health, assuming that they have a varied diet and see a doctor regularly. They are also very paticular about keeping themselves clean. Your city can build some structures to help the public ward off disease.

If your people become unhealthy, they become more susceptible to disease. When they become diseased, they need treatment by a hospital. If there is no room in a hospital at that time, they will die.

SANITATION: BATH-HOUSE AND BARBER

Access to public baths and regular barbering matter greatly to Roman people, though they contribute more to their social well being than their health. Baths and barbers contribute to the desirability of any area, and their services are needed by better housing. Citizens like to spend as much time at the baths as they can, after all, and who wants a long walk home after being pleasantly cleansed and relaxed?

Bath-house

Both structures require road access and employees; the bath-house also needs supplies of water, via the underground pipes connected to a reservoir.

DOCTOR S CLINIC AND HOSPITAL

Doctor's clinics are small and employ few staff. They train doctors, and send them out to check up on the

Doctor's Clinc

Hospital

health of the people living nearby. Their role is completely preventative, and they are quite successful most of the time at keeping disease from breaking out.

Hospitals are larger than clinics, and employ more staff. They are needed if, despite your best health policies, disease does break out. One hospital cures a small number of people at a time, which should be ample for small city populations. Larger cities need more hospitals. Your Health Advisor will tell you if you need more hospitals.

If hospitals do not have their full allocation of staff, they can only cure a reduced number of patients. For every member of staff they are missing, they are able to cure one less patient.

Clinics do not affect the desirability of an area. Hospitals have a minor negative effect on the desirability of the immediate area, probably due to the smell and presence of diseased people.

DISEASE

I f people cannot eat full rations, their strength wanes, and they are more likely to fall ill. If they are not seen regularly by a doctor, their chance of getting sick rises further. Occasionally, travellers bring disease to your city despite your best preventative efforts. Venus has also been known to send plagues upon a city which has incurred her wrath.

When disease strikes, a certain number of people fall sick. If there is space for them in hospitals, they will be cured. Those who cannot be taken in by the hospital, unfortunately, will die.

Disease understandably sours the mood of your citizens somewhat.
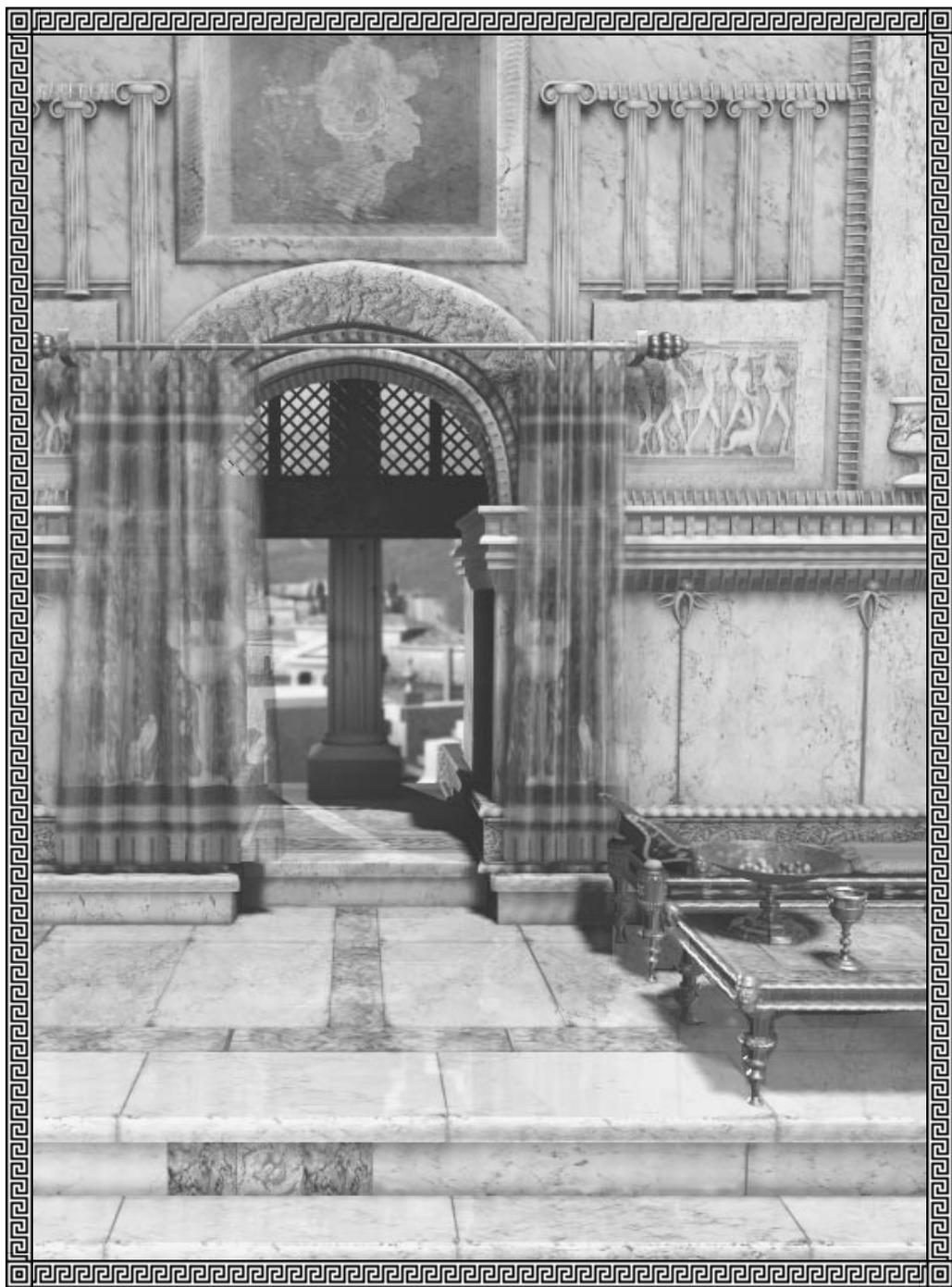
Government, Administration and Money

In your city, you are the government. Your role is to direct the construction of a city within your province, according to any guidelines and objectives given you by Caesar. Government is also expected to ensure a steady food supply, to provide watchmen (prefects) to protect against fire and crime, and to provide defense against any hostile barbarians. (A "barbarian" is anyone who is not Roman). You carry out these roles yourself – with the help, when you want it, of your various advisors.

All this government activity costs money, which must come from somewhere. Tax revenue is one of the two main sources of funds for any city (the other being trade). Tax collection is the ugly side of government; unpopular but necessary. No one enjoys paying taxes, although everyone appreciates the services that their taxes buy.

THE SENATE

The Senate building is the city's main administrative structure. It houses your advisors, who maintain banners outside indicating the city's main four ratings: Culture, Prosperity, Peace and Favor, in that order. As the city progresses, these flags rise or fall to reflect your performance, so you won't need to visit your Ratings Advisor to see how well you are faring.

Senate

Unemployed people like to sit around on the Senate's steps, where they know that they're more visible to their governor. When you see

people lounging on the steps of the Senate, your city has at least some unemployment. The more people there are, the more unemployment you have.

The Senate also employs tax collectors to walk through nearby neighborhoods collecting taxes due. (see Tax, below). The Senate's coffers store the money until it is transferred to your treasury at year's end. The Senate is a nicely maintained building and a center of wealth and power, and therefore a very desirable neighbor indeed.

Being such a grand building, the Senate is costly to build and requires many employees to function at capacity. It is nevertheless wise to build it fairly early in your city's life. Besides generating some tax revenue, it is often at the heart of the nicer district at the center of your city, and it gives you an easy view of information that's valuable to your city's progress right from its early days.

No city can ever have more than one Senate building.

FORUM

The forum is a satellite office of the government, usually found in outlying neighborhoods. Its particular task is to send out tax collectors, raising revenues from areas too far from the Senate's own collection routes.

There is no limit on the number of forums your city may build. Because forums make desirable neighbors, many governors include a new one whenever they expand the city's residential areas.

Forum

SCRIBE S NOTE:

Because the Senate and forums usually have money in their vaults, invaders, rioters and criminals often target these structures.

Each figure on the Senate steps represents 5 percent unemployment. When you hold your mouse cursor over the Senate building, a white text box shows some of your city's vital statistics.

To gauge the need for forums in the city, visit your Finances Advisor. If the proportion of citizens registered for taxes falls much below 100 percent, use the Commerce: Taxes overlay to find houses that aren't paying their fair share, and consider building a new forum somewhere nearby. Some very poor neighborhoods won't owe much in taxes anyway, and you will have to weigh whether or not they are worth building a forum. You might decide that 90 percent tax registration is high enough, if the 10 percent who aren't registered are mostly tent-dwellers.

TRIUMPHAL ARCH

Rome knows no greater splendor than the Triumph of a general returning from campaign, with his victorious troops escorting thousands of prisoners in chains and wagon after wagon of booty through the city. For generations, Romans have commemorated these Triumphs by building arches on the Via Sacra, Rome's greatest road.

Triumphal Arch

The triumphal arch is the most impressive monument that your city can build. These structures are dedicated to successful military campaigns, and so as governor you may order one built in your city only when one of your armies has returned victorious from a battle in some distant province. An arch dramatically boosts the desirability of the surrounding neighborhood.

MONEY

Money is strange stuff. With absolutely no intrinsic value, its sole purpose is to acquire other things. It is a means, not an end. And so it will be with your cities. Money is never a specific goal for city governors, and yet all must manage it wisely if they are to succeed at the goals they have been set.

The Emperor grants you a generous sum to found your colony, but that will run out all too soon. When it does, your city had better be generating a profit, or be very near to doing so. Caesar might sometimes come to your aid with supplemental funds, if your assignment is particularly important to the Empire. And he will often secure permission from Rome's senate for you to run a temporary deficit.

This is a lifeline, but one which can be dangerous to your future. The city pays interest of 10 percent on any negative balance, making it that much harder to earn a profit. And, if worse comes to worst and you still owe money when your credit line expires – well, hope that you do not. Your Favor rating falls whenever Caesar has to rescue you from financial trouble.

Apart from the initial sum you are given to invest in a new city, and possible additional investments if Rome thinks it appropriate, your city can raise money from two sources: taxing its people, and exporting its products. Provinces vary in their industrial resources, but export income is frequently extremely significant. Always make a point of seeing how to make some profits from exports (see "Trade," page 129).

COSTS, AND CONTROLLING THEM

Cities have all too many uses for money. Constructing new buildings is usually the biggest expense, especially in periods of growth for a city. It is very easy to simply build whatever you wish to build without considering its cost. Remember that some buildings cost significantly more to build than others. Wages are usually the next largest expense. Other costs include interest on any debt owed to Rome, your own salary, the cost of any goods your city imports, the tribute due to Rome, and sundry expenses like festivals or thefts..

SCRIBE S NOTE:

If your city finds itself in a poor financial state, you would be well advised to pay urgent attention to improving things. There are several ways to do this:

· Stop constructing new buildings, or build only structures that will boost your city's cash flow. One or two buildings (like forums, or a dock to allow exports, or something that will allow some housing to evolve to a higher level and hence pay more taxes) might actually bring in more money very quickly.

· Raise taxes. This has obvious negative effects on the mood of the city, but, especially for a short while, can bring in substantial additional funds.

· Reduce wages. Although it won't make you popular, this action can save money in one of your city's biggest expense categories and, for a short while, can prove extremely useful.

· Sell goods. While this is something you should normally do anyway, there may be times when you need to sell more than you perhaps would like to. Maybe your housing can wait a little longer for that pottery or furniture.

· Stop buying imported goods. Frequently, imports are used for luxuries, such as a more varied diet, or olive oil. Interrupting the flow of imported luxuries for brief periods can save you a good deal of money without unduly inconveniencing your citizens.

TAXES

Taxes are levied on citizens' income, which is measured by how nice their housing is. As a house evolves, its inhabitants pay more tax. Villa inhabitants (patricians) pay very large amounts of tax. But nobody pays any tax at all unless a tax collector walks past the house to register it and collect the tax. Tax collectors are trained and employed by your city's Senate, and by its forums. Your Financial Advisor can change the income tax rate upon your instructions.

Tax collectors take the money they gather back to the Senate or the forum that employs them. The money is stored in that building's vaults until the end of the year, when it is transferred to your main treasury. The money in these temporary vaults is included in your treasury's total and can be spent as if it were already in the treasury, but it is vulnerable to theft (see "Crime," page 59).

People are quite sensitive to the city's tax rate. High taxes might bring you more cash quickly, but they also put people in a bad mood and hence encourage them to emigrate. Low taxes, on the other hand, make people happy and can thereby help lure immigrants, although they can make it hard for your city to pay its bills each month.

In each assignment, you'll figure out the best tax rate for your governing style. Remember this, though: You will rarely raise enough funds for a truly great city just by taxing your citizens. You are going to have to master industrial production and trade before your city can generate real wealth.

TRIBUTE

T he tribute is a payment to Rome. Think of it as Rome's return on their investment in your new city.

I t will be a happy day for your province when Caesar begins to take tribute from you, for then you will know that you are contributing to the advancement of the Empire! All of Rome's provinces pay tribute, to contribute their share toward expanding and protecting the Empire, and to repay Rome's initial investment in opening up the new province.

Caesar understands that some provinces can afford to pay more tribute than others, and he takes many factors into account when calculating how much tribute is due. The more profitable and advanced your city is, the more tribute your Emperor expects it to pay.

You can't affect the amount of tribute that Caesar charges your treasury, nor can you refuse to pay it. Tribute is collected once a year, and the Emperor expects your treasury to have the denarii on hand when the bill comes due. Inability to pay tribute lowers your Favor rating.

YOUR RANK AND SALARY

Caesar permits governors to pay themselves a monthly salary from their province's revenues. Rome gives your province a sum of money to begin a new city, and sometimes offers cash bailouts or credits. It also automatically pays you a modest wage. This allows you to accumulate wealth outside of your city's treasury. Your personal savings travel with you from one assignment to the next.

You always hold a rank in the Empire. When you successfully complete an assignment, Caesar usually promotes you to a higher rank. Higher ranks merit higher salaries. You can pay yourself any salary that you think your city can afford, but you will automatically be paid the salary appropriate to your rank. Paying yourself a salary above your rank might anger important people in Rome.

Personal wealth can come in extremely handy.

Sometimes, you might want to donate money from your personal savings to your city's treasury. A couple of hundred denarii from your own pocket can be a wise investment in your city's future, if it prevents you from incurring Rome's wrath by needing more funds from them.

Additionally, Caesar always welcomes gifts from his governors. Any time you decide to send Caesar money from your private account, you will rise in his Favor.

SCRIBE S NOTE:

Gifts to the Emperor set a dangerous precedent. The more money you send Caesar, the more he grows to expect - and he might be insulted if your gifts don't grow in size. You can boost your Favor rating with gifts, sure. But unless you can sustain a pattern of giving, you might ultimately lose more Favor than you gain . . . not to mention the money!

GOVERNOR S RESIDENCE

It is fitting that the governor of a great city should live in an appropriate style. You are free to spend your own savings on a home, and there are several to choose from, depending on how much money you want to spend and how much space you want to take up.

Governor's House

Government, Administration and Money

Governor's Villa

Governor's Palace

The governor's residence differs from all other buildings in one way: Its cost comes directly out of your personal savings. (See "Money," page 99).

The governor's home is always one of the smartest areas of a city, popular with all manner of social climbers and other snobs. The larger and more expensive your governor's residence is, the more desirability it imparts to its surroundings.

Note, too, that the quality of the governor's residence affects the overall prosperity of a city. Your residence is in some sense a mark of how prosperous the city is; a very prosperous city is unlikely to have a governor living in some small shack, and a city with no governor's residence at all will never achieve much in the way of Prosperity. (See "Ratings," page 33).
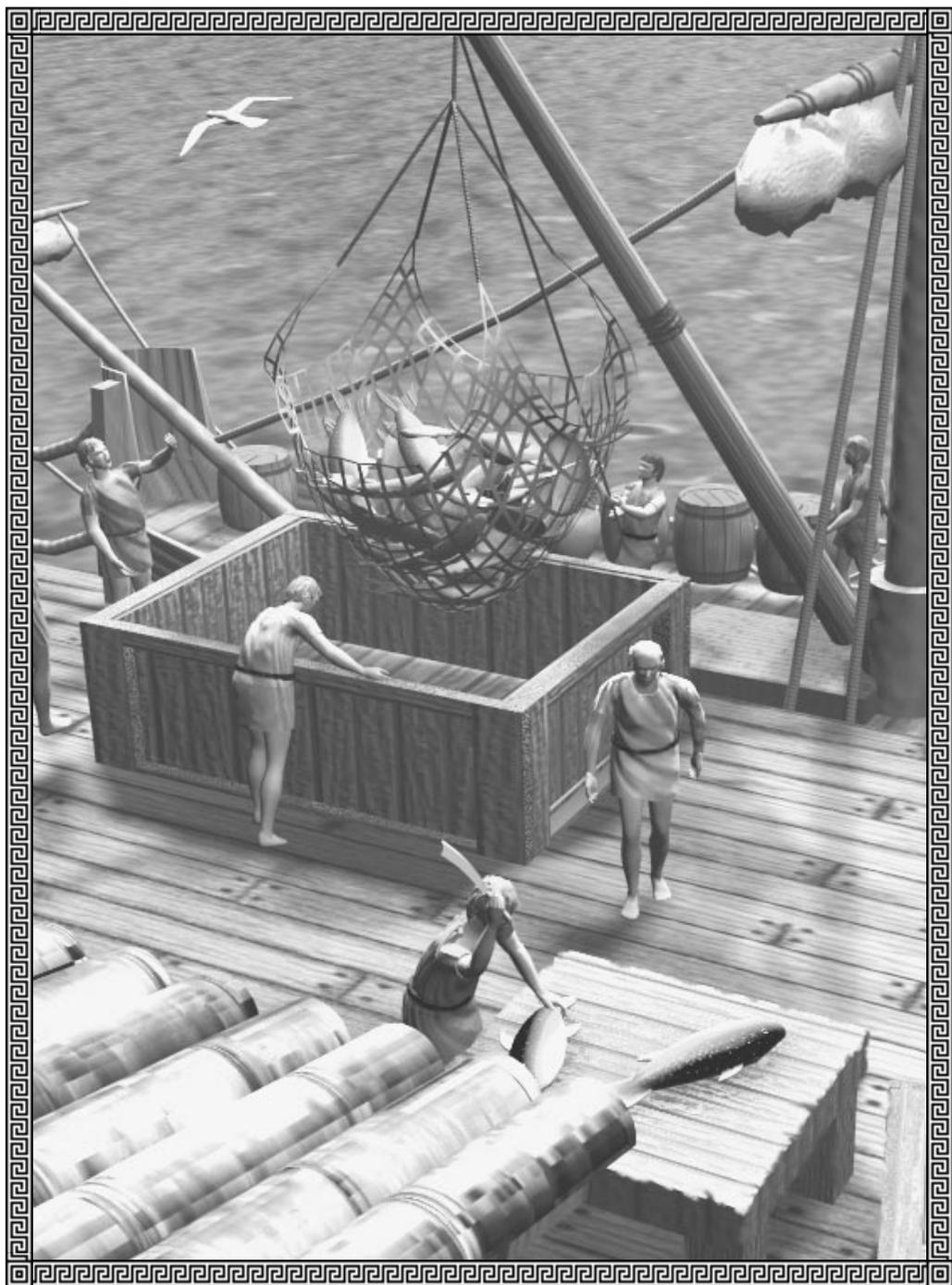
Food, Farming and Industry

FOOD

Food: Your people quite literally can't live without it. If you provide them with enough to live on, your citizens' mood will improve steadily. Should their rations fall short, though, and their mood will rapidly deteriorate. This can lead to emigration and crime.

Tent dwellers are the only people who do not rely on city granaries to survive. These poor people like to scrounge a living from the land. Everyone else, though, depends on you to feed them.

You will usually have several ways of providing food: growing food on farms, importing it from other provinces, or fishing. Each province has its own natural resources, which determine what you can produce there.

You need to obtain food (usually by farming or importing), store it, and then distribute it. For details of how to import any good, including food, please see the chapter on Trade, which starts on Page 129.

People will eat wheat, fruit, vegetables, meat and fish. Meat and fish are both cut up and stored as steaks. Wheat is by far the most common food type, and is the most efficient to grow: a wheat farm can feed twice as many people as any other food farm. (In practice, this means that a wheat farm will grow and harvest its crop twice as fast as other farms).

Most people are quite content with a simple diet of one food type. In order for housing to

evolve to some of its higher levels, though, inhabitants want more variety in their diet: initially a second food type, and then, for even higher levels of housing, a third type.

One standard cart full of food contains 100 "units," each of which feeds one person for one month. A cartload of food, then, feeds 100 people for a month. If your city has 1,000 residents, it consumes ten cartloads of food each month.

All food to be eaten is stored in granaries. As the granary fills up, its windows will fill up visually, so you can see at a glance how full each granary is. Your city can also store food in warehouses, but this will never be eaten directly. Any food at warehouses is deemed to be for export; farms only deliver their food to a warehouse if there is no working granary with space for the food.

Market traders make frequent trips to granaries to collect food. The market trader usually collects more food at the granary than she can carry herself, so a trail of granary boys helps her carry baskets of food back to the market.

Once a market has food, its traders go out delivering it to houses nearby. The market traders drop enough food to last each house several months, so long as their market has enough.

SCRIBE S NOTE:

In case Pius hasn't made the point clearly enough, let me remind you: food distribution is fundamental to a successful city. Full bellies will go a very long way to keeping your citizens on your side.

It is very possible for your city to have enough food overall, but for it not to reach all your houses.

· Use the food overlay to see if any houses are being missed by your market traders.

· If you have a residential area some way from your farming district, you may well need a new granary to store food closer by your housing. Use the granary's special instructions to ensure that it maintains its own supply of food.

· Remember that all food is distributed by markets; if some houses are requesting additional food types, make sure that a granary nearby has supplies of a second or third type of food. Again, use the granary's special instructions if you need to.

FARMING

Since you are unlikely to attract many people to your city without food, farming should be your top priority at the start of a new assignment (unless Rome is providing food for the province, which you will be told in the Assignment Briefing).

Not all land is fertile enough for farming. You can spot farmland by its yellow tufts in amongst more normal terrain; on the overview map (on your Control Panel) the fertile land is also yellow. You can build a farm anywhere there is space for it, so long as at least one square of it covers fertile land. This applies to all farms, including pig farms.

Some provinces have more farmland than others, but few have so much that you don't need to use it carefully. Treat farmland with respect, and don't build non-farm structures on it unless you really need to.

SCRIBE S NOTE:

Identify farmland by yellow tufts of vegetation on the map. If you're not sure whether a particular patch of land is fertile or not, choose a farm from the building buttons and move your cursor over the map. The cursor displays a red diamond when it moves over land that you cannot build upon, and changes to a ghostly green image of the farm when it passes over fertile land.

Four types of farm produce food: wheat, vegetable, fruit and pig. Some provinces can also support olive or vine farms; these crops are not suitable for eating, but instead are used for making olive oil and wine (see Industry, on page 122, for more information).

Wheat Farm

Wheat farms are twice as productive as the other food types. That is, a wheat farm will usually produce a cartload of food twice as quickly as any other farm. I say usually, since the cooler climate of some Northern provinces does not allow such generous yields.

Pig Farm

Farms need employees to work, and road access. They will operate less efficiently if they have less staff than they need, and they won't operate at all with no staff. Once a farm starts operating, you will see its fields growing crops or raising animals. Once the crop is fully grown and ripe, the farm harvests it and puts the produce into a cart, which carries it off to a granary or warehouse.

A farm cannot harvest its crops until the empty cart has returned from its last trip, since it has nowhere to store the harvested crops. This means that your farm production will fall if carts frequently have to make long journeys, and this could mean that you end up having to build more farms than you really need. Planning where to build warehouses and granaries becomes very important.

Food farms always send their produce to a granary, if they can. If there is no working granary with any space, though, the farm's cart takes the goods to a warehouse instead. If there is no working warehouse with space either, the full cart of fresh food waits outside the farm until destination for its produce opens up.

No province enjoys the ideal climate for raising all four food types, so you probably will not be able to grow all of your population's food needs. Citizens don't consider that to be a good excuse for restricting their diets. Therefore, you will very probably have to import one or more types of food if you are to enable your citizens to reach higher levels of housing.

SCRIBE S NOTE:

Farms need roads connecting them to their workforce and to their customers, and of course farms need maintenance by prefects and engineers.

Olive and vine farms deliver their crops to oil and wine workshops, respectively, if there are any, or to a warehouse if not.

Wheat, vegetable and pig farms are undesirable neighbors. Fruit, olive and vine farms, though, slightly increase the desirability of nearby housing.

Granary

Warehouse

STORAGE AND DISTRIBUTION: GRANARIES, WAREHOUSES & MARKETS

A granary is merely a large structure that centrally stores the output of all of your food farms and fishing boats for later distribution. Did I really say "merely"? I certainly don't mean to belittle the importance of granaries! Without at least one, no one can eat. Your enemies know this as well as you do. Invaders often try to destroy granaries if they get past your city defenses. Rioters might do the same, especially if they're rioting because of lack of food.

A warehouse is a large structure that stores any goods at all: food, raw materials or manufactured goods. All imports are delivered to a warehouse (see trade on page 129 for more information), and all goods produced by workshops are automatically taken to a warehouse. The citizens working at warehouses are usually quite intelligent, and will realize when a workshop needs materials which are being stored at the warehouse; they will automatically send their cart with the materials to the workshop.

Warehouses and granaries are quite similar, in that they are both used to store produce. Granaries only store food, though they will store any type of food, not just wheat. Market traders seeking food for their customers can only get it from granaries, never from warehouses. If you have no food in a granary, markets cannot distribute food to your city's people.

Farms and fishing wharves always try to take their food to a granary, even if this means a longer journey than to a warehouse.

Merchants from foreign provinces visit your city's warehouses to see if there are any goods there which they can buy. They normally assume that anything stored at a warehouse is for sale. This lets you select a level of food storage with which you are comfortable, just by building as many granaries as you feel your city needs. If a granary becomes less than half full, a warehouse holding food automatically sends a cart of food back to the granary.

One granary holds enough food to feed 2,400 people for one month. So a city with a population of 3,000 people would need four granaries to store enough food to last everyone for three months, with a little left over.

Market

SCRIBE S NOTE:

Granaries and warehouses are undesirable neighbors. They need good road access to the farms, industries or merchants that supply them, and to the markets that distribute their goods. Like most buildings, they also need laborers and regular visits from prefects and engineers.

If a granary or warehouse can hire only half or fewer of the workers it needs, it only distributes the goods already stored in it - it won't accept new deliveries. You can tell how full a granary or warehouse is at a glance, or right-click on it to discover exactly what it holds.

Both buildings are animated when they are operating, so if you don't see any activity, you know that there must be a problem; right-click on them to find out what the problem is.

SPECIAL ORDERS

Granaries and warehouses are set up to work with very little intervention from you, so that you can spend your time on more pressing matters.

However, there may be times when you wish to take more control of your goods. You might want to store a large quantity of one good in order to send it to the Emperor, for example, or you may wish to ensure that a granary near an important housing area receives a regular supply of food even though it is a long way from your farms.

You can issue special instructions to any warehouse or granary to give you this sort of control. Right-click on a granary or warehouse to access the Special Orders button, which lets you manage the flow of food and goods. Most of these special orders relate only to goods that you specify.

When you click this button, you see a list of the commodities that the structure trades in. After each item, there's a button that looks like a balance scale. Click the balance button to choose one of these three options:

"Accept goods" is the building's natural condition. When the word in front of the balance button says "Accepting," it means that the granary or warehouse is taking deliveries of that particular good normally. It also ships that commodity out normally. This effectively means that no special orders affect that good.

"Refuse goods" tells the warehouse or granary not to accept any future deliveries of that commodity. When you order the

building to refuse something, the words "Not accepting" appear in front of the balance button, along with a big "X". A structure with orders to refuse something still ships its inventory out normally. This lets you keep goods only in the places where you want them to be.

⬤ "Request food" (available only in granaries) tells farms, other warehouses or granaries to send the food type you have chosen to this granary. Use this to supply granaries far from farms with food. The building which sends the goods uses its own cart, which is often piled high with more than a normal cartload of goods. The words "Requesting Food" appear beside the balance button, along with a picture of a cart.

⬤ "Maintain Level" applies only to warehouses. The warehouse tries to maintain four cartloads of the good in stock. If its stocks fall below four, it requests more from all other warehouses, and from the supplier of that good (a workshop, usually). Suppliers send their goods to the "Maintaining" warehouse before they take it anywhere else.

If more than one building has "Request Food" or "Maintain Level" orders for the same commodity, sources will take their goods to the nearest one of the requesting buildings that is working and has space available.

The panel that appears when you right-click on a granary or warehouse also has a button marked "Empty." This orders the structure not to accept any more goods, and to try to send whatever is stored there elsewhere. Of course, your city will need empty space in other granaries or warehouses to accept the contents of the structure you ordered to empty.

Warehouses have another button marked "Make Trade Center." A warehouse designated as a trade center is the preferred destination for merchants to unload their imports. If your trade center is full or isn't working, merchants take their goods to the working warehouse with empty space that's closest to your trade center. The city can only have one trade center at a time, so telling a new warehouse to become the trade center automatically cancels the status of the warehouse that previously held that distinction. The first warehouse you build in a new city automatically becomes the trade center.

One last special instruction is at your disposal. You can tell your whole city to "Stockpile" a good, meaning that you will neither distribute it through your markets nor export it. This is especially useful when Caesar requests a shipment of some good. To issue this order, visit your Trade Advisor, click on the relevant good, then click the "Stockpile" button.

SCRIBE S NOTE:

It can take quite a long time for a worker to haul everything away from a structure with "Empty" orders, especially if the nearest storage facility with vacant space is on the other side of town. If the worker can't find any empty warehouse space to receive the goods, he will stand there with a full cart until some space opens up somewhere. A structure with orders to empty will sell or distribute its contents normally.

MARKET

Granaries bursting with food, and warehouses bulging with commodities, are useless without markets to distribute them throughout the neighborhoods. Only tent-dwellers can live without market access, because they forage for their food.

Housing never evolves very far without market access. Incorporate a market into any neighborhood that you expect to contain nicer homes. Beware of placing markets too near your best areas, because people have funny attitudes toward them. Everyone wants the services that a market renders, but no one wants to live next door to one. Traffic and noise make markets undesirable neighbors when they're too close by. Citizens want the convenience of nearby shopping without the annoyance of living in a commercial area.

Markets employ two types of worker: Buyers, who walk from the market to nearby warehouses and granaries to obtain goods for resale, and sellers, who peddle these same goods throughout the city. A market should be near the neighborhoods that will form its customers. Sellers can only carry so much with them before they run out of goods and need return to the market for more.

As your city's houses evolve, some will begin to request more products than just food. Initially, they will want pottery, then furniture, olive oil, a more varied diet, and wine. When a house is held back just by the lack of one of these items, it tells its market trader that it wants the good. The market then sends its buyer out to get it from a city warehouse, if possible. Once the buyer brings

supplies of the item back to her market, the seller can supply it to only those houses that need it.

SCRIBE S NOTE:

Market buyers and sellers look identical, and you need not distinguish between them. When you first build a new market, the buyer and the seller appear to walk randomly until they have something to do, but they soon sort out their roles and perform them without intervention from you.

The buyer looks for a nearby granary with food. Once she finds it, she will travel between the granary and her market to keep the market supplied. The seller walks through all the residential areas that she can reach, asking the customers on her route what they desire. She returns to the market and loads up on those goods that the buyer was able to obtain, and then walks a route to distribute them. When the seller's customers start requesting goods other than food, the buyer looks for a nearby warehouse that supplies them.

All of this buying and selling takes place as private transactions, with no effect on your treasury.

Markets distribute wheat, meat, fruit, vegetables, wine, oil and furniture, assuming that those are all available from a granary or warehouse. Busy markets evolve as time goes on.

INDUSTRY

Raw materials are resources which can be processed into something more valuable. You can export the raw material itself if you have an appropriate trade route open for it, but the raw material is not worth as much as the product that can be made from it.

Every industry has two steps: obtaining the raw materials, and processing them. Workers in raw materials plants produce large quantities of their resource. Turning raw materials into finished products is done at workshops, and is more labor-intensive. Each raw material facility produces enough to keep two workshops busy.

Each raw material can be processed into a product as follows:

Olives	Olive oil
Grapes	Wine
Clay	Pottery
Timber	Furniture
Iron ore	Weapons

No province can mine or generate all these raw materials, but all have some. Sometimes you will be able to import a raw material even if you cannot generate it within the province. Wherever you have access to a raw material, you will also be able to build the appropriate workshop to convert it into a product.

When a raw material facility has generated one cart load of material, it sends a worker with the cart to an appropriate workshop, if one exists, and if not, to the nearest operating warehouse with space.

Clay Pit

Iron Mine

Marble Quarry

CLAY PIT, IRON MINE AND TIMBER YARD

Clay pits must be established close to a body of water. Their work force digs clay for conversion to pottery. Iron mines can only be sunk near rock outcroppings; their workers mine iron to make into weapons. Timber yards need to be near a stand of trees, and their output is used to make furniture.

All of these raw material facilities need a nearby source of workers, and easy road access to the appropriate workshop. They are all undesirable neighbors for housing.

MARBLE

Marble is slightly different. Like iron mines, marble quarries must be adjacent to a rock outcropping. Unlike all other raw materials, though, marble does not go to a workshop. Its main use is in the construction of oracles and large temples: you cannot build these structures unless you have marble in your warehouses.

That doesn't mean that marble is useless apart from these buildings. Although it cannot be processed into anything else, architectural-grade marble is a valuable commodity. Few provinces can quarry marble, and it is widely demanded throughout the Empire. If your city is lucky enough to be able to extract marble from the rocks, you probably have an easy source of high export income.

WORKSHOPS

The work done in workshops is more skilled than that in raw material facilities, and requires a lot more time. Thus, a raw material generator working at full capacity will produce two carts full of materials in the time that a workshop produces just one cartload of finished goods.

You will always see some visual signs of activity at workshops that have both employees and raw materials. If workshops look idle, they lack one or the other.

Production of finished goods always works the same way. Raw materials are extracted or harvested, then taken to a waiting workshop. When the workshop finishes producing a load, a worker emerges and wheels the completed goods to the nearest warehouse that has space available.

SCRIBE S NOTE:

Workshops can store some extra raw materials on their grounds, which helps to even out their production. Like most industries, workshops make undesirable neighbors. They need good road access to their workforce, to the raw material producer that supplies them, and to the warehouse that takes their output.

OIL, POTTERY AND FURNITURE

When oil workshops receive olives from an olive farm, they make oil. Clay pits take clay to pottery workshops, which produce pottery. Timber yards send their output to

Oil Workshop

Pottery Workshop

Furniture Workshop

Vine Farm

Wine Workshop

furniture workshops, which of course make furniture.

Oil, pottery and furniture all have two uses. You can export them for a profit, or hold onto them for local distribution through a market.

Your own citizens need pottery, oil and furniture before they will build really nice housing. Neighborhoods just stop improving until their residents can obtain these commodities from a nearby market. If your province can't produce pottery, oil and furniture, you will have to import them before housing can evolve to its full potential.

WINE

Make wine like any other processed good. Farmers bring grapes from a vines farm to a wine workshop. Wine is a valuable export commodity and a good thing to have in one's warehouses. It has a special role for your own people, too.

Plebes are not allowed to drink wine as part of their normal diet. Wine is restricted to patricians, who consider it such a necessity that they will not establish villas in your city unless it is available.

To see the most expensive villas, you will need (amongst other things) to make at least two types of wine available. This simply means that there need to be two sources of grapes, perhaps one grown locally and the other imported, or both imported from different places. It is equally acceptable to import the wine itself from two sources if you prefer, rather than importing grapes and then making the wine locally.

SCRIBE S NOTE:

You don't have to keep track of types of wine. As long as you're getting wine from at least two different sources - only one of which can be local - your markets automatically balance the varieties. As long as a particular market has wine to sell, and your city has two different wine or grape sources, then that market sells both varieties.

Patricians can go for short periods without wine, but if your supplies run dry for more than three months they will leave, and their homes will revert to plebeian housing.

If wine were always forbidden to plebes, none would want to live in the provinces. They drink as much of it as they are allowed to have. When you hold a Grand Festival you must make wine available to everyone in the city; the wine is then removed automatically from your warehouses.

WEAPONS

Produce weapons the same way you make any other commodity. Open iron mines to get raw material for weapon workshops, which take their finished goods to warehouses.

Ordinary citizens don't demand weapons, nor would you want to supply them if they did! Weapons are often most valuable as exports.

If you wish to build a fort and train legionaries, you will need weapons: each soldier requires one cartload of weapons. The weapons are taken to barracks, where the recruits are trained how to use them. Auxiliary troops, though, do not require weapons; they make do with whatever they can find themselves.

Weapons Workshop
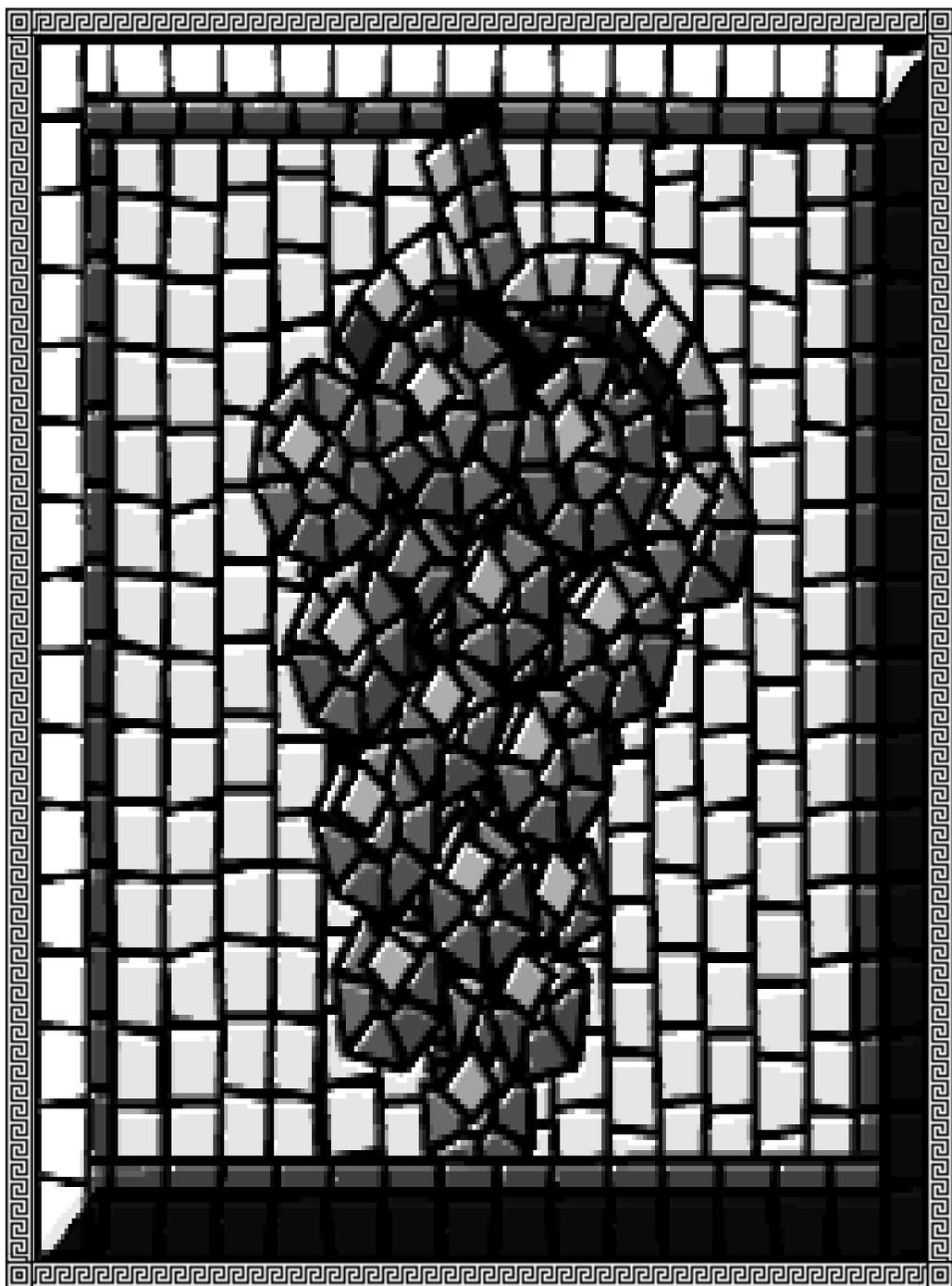
Trade

Trade is the main activity of the Roman Empire, and its profits are arguably the biggest reason for our many conquests.

Your province doesn't exist in isolation. Residents of other cities throughout the Empire have the same desires as do your own citizens. You can make a lot of money by selling them the goods that your farms and industries produce, and keep your own citizens happy by buying goods which they desire but which your own province does not produce itself.

To start trading, you first need to open a trade route. Go to your Empire Map, and click on one of the cities near your own. Those which are happy to trade with you will tell you what goods they would like to buy or sell. It costs some money to open any trade route. Some trade routes are over land, while others use the sea. The route appears on the Empire Map after you open it, and you will be able to see whether it crosses land or sea.

When you click a city on the Empire Map to see which goods a foreign city will trade with you, you also see a number of baskets next to each commodity. These indicate how much trade the city is willing to do in each good during any given year. One basket displayed above a good indicates a small supply (about 15 cartloads per year), two baskets mean medium (about 25 carts per year), and three signify a strong supply (40 carts annually). If a city has a large surplus of wine, but only a small surplus of pottery, for example, it will sell you more wine than pottery.

These amounts represent annual quantities. After you sell a city its limit of a good, it will not buy any more from you until the next calendar year. These levels of supply and demand remain fairly constant. A message will notify you if they change, which they do from time to time.

SCRIBE S NOTE:

Click the Empire Map button. Your city flies a golden eagle on a black background. Trading cities have red flags. Other cities are not interested in trading with you; ignore them.

Click on any city with a red trade flag. Under the city's name, you'll see what it will buy, and what you can import from it. Click on all available trading cities and study your options. You'd like to find a trading partner that will buy everything that you can produce, although you're not likely to be so lucky. Look for a city that will buy commodities that you're already producing.

When you've decided which city to trade with, click the button that shows the trade route's price. The cost of opening the route is deducted from your treasury.

Trade by sea is impossible without docks, which you should build on the coast of your active river (the one with the flotsam floating downstream). You don't have to build trade ships. Private merchants provide the transportation. All you need do is provide a dock, without any low bridges blocking ship passage downstream of it.

No trade actually takes place until you instruct your Trade Advisor which goods you are willing to buy or sell. If you don't do this, some merchants might leave your city without supplies of some basic essentials! You can instruct your Trade Advisor to simply allow any exports of a good, or if you prefer you may tell him only to sell any cartloads of

the good over a level you are comfortable with. This protects your own city's needs.

If you instruct your Trade Advisor to allow imports of a good, he looks after how much should be imported, without you needing to get involved.

All imported goods are dropped off at your trade center, if possible. A trade center is simply a warehouse which you designate as such (the first warehouse you build is automatically your trade center. To make a different warehouse the trade center, select the Trade Center special instruction from its right-click information panel). A city can only have one trade center, so appointing a new warehouse as trade center automatically changes the status of the previous one.

If your trade center is full, or if a merchant wants to deliver a good that your trade center has been given special instructions not to

accept, imports are taken to the warehouse with space closest to the trade center.

Once a trade route is open, merchant boats or caravans pass through your province. If you have goods for export stored in a warehouse, a land merchant stops at the warehouse to buy the goods. As the goods disappear from the warehouse, you can see your city's cash balance rise; very rewarding! Sea merchants work quite similarly, except that they land at your dock, then send the dock's cart pushers over to collect the goods from the relevant warehouse.

A boat can store twice as much as a land caravan. Each carries many cartloads of produce.

SCRIBE S NOTE:

Go to your Trade Advisor (you can visit him automatically when you open a new route). Click on the commodity you want to export. Its panel has a button that says "not trading." Click that button, and it says "Export goods over 0." That means your warehouses will sell their entire inventory. To keep some of that commodity for your own markets, use the arrow button to choose a quantity. If you change "0" to "2," then your warehouses try to keep two cart loads in stock for your market buyers.

Trade can move in two directions. The same caravans or trading ships that come to collect your city's exports also deliver imports. You might need to buy marble, for example, so that you can build oracles. If your city can't grow all four food types, you may want to

import the ones that you lack. Caesar might ask you to supply something you normally wouldn't produce; if he requests weapons, for instance, and your province has no iron mines, you'll want to import iron so that you can make weapons to satisfy the Emperor.

SCRIBE S NOTE:

To import goods, click the same button you used to set exports. If the commodity is available for import, the button text now reads "Importing." You can't simultaneously import and export the same commodity.

Your treasury pays for imports when they arrive at a warehouse, and receives payment for exports when they leave the warehouse. For seaborne routes, payments are made when goods arrive at or depart from the docks.
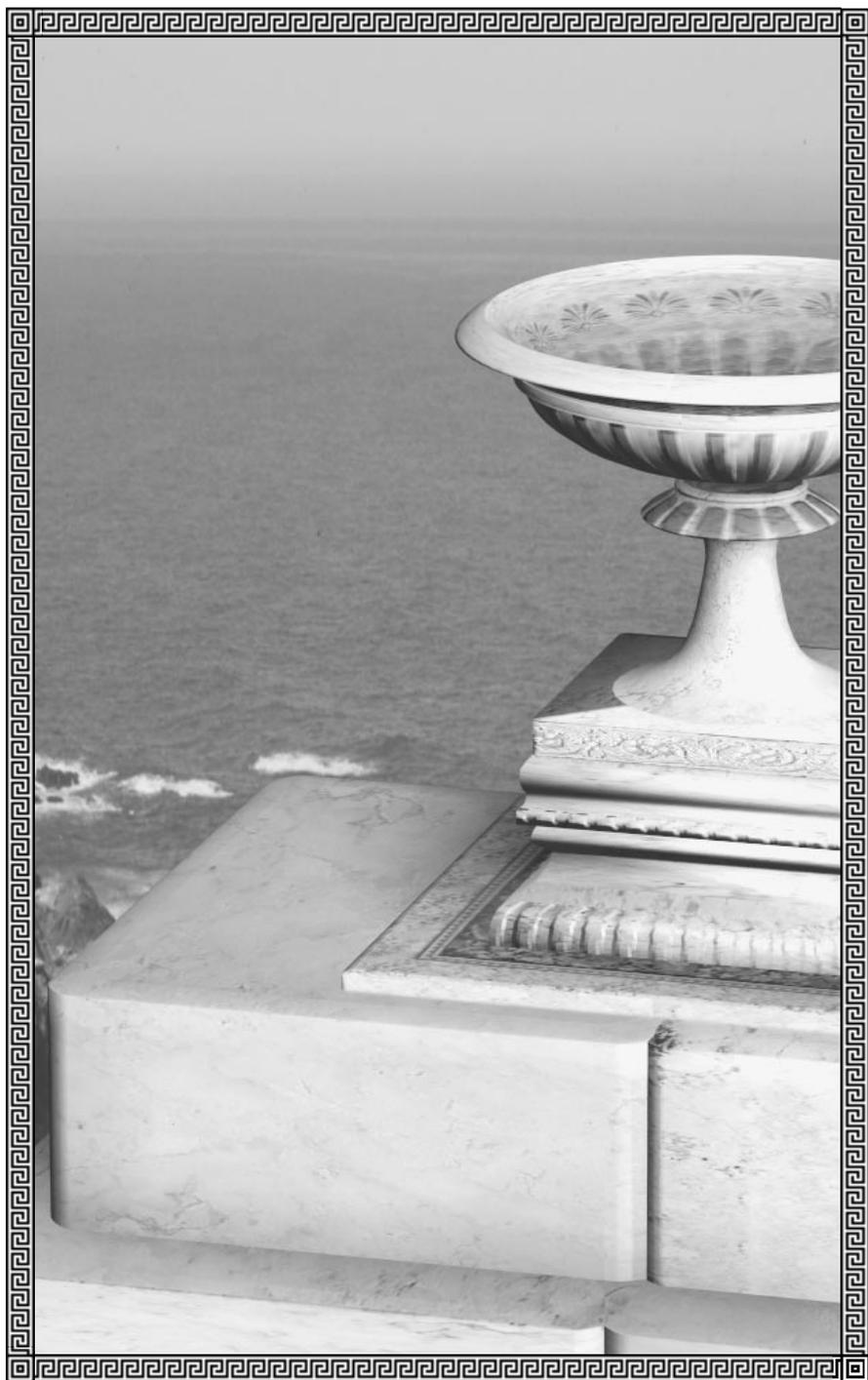
Water Supply

Rome's innovative distribution system for fresh drinking water is admired and copied throughout the civilized world. The only building in your city that actually needs water to function is the bath-house. People can survive by drawing water directly from nearby lakes and rivers. They will never build very nice homes, though, unless you supply clean drinking water to the city's nicer neighborhoods.

All water-related buildings and structures are unique in that, even where they require labor, they do not need road access. The water protects them from fire, and they are built well enough that they will not collapse due to a lack of engineering maintenance. Note that the bath-house, although it uses water, is not a water dispenser, and absolutely needs road access, and prefect and engineer maintenance.

WELL

A well provides access to the fresh water deep underground, which allows people to collect water much closer to their homes, thus avoiding the long journey to the river or lake. Wells thus please citizens enough to allow some small improvement to housing very nearby. Unfortunately, wells still involve quite a bit of hard work, hauling pails of water up from the bottom, so inhabitants of modest housing or better will not put up with just a well.

The advantages to wells are that they may be built anywhere, and they are quite cheap. If you are creating a housing area purely to provide nearby labor for a farming or

Well

Fountain

industrial outpost, well water is a generous gesture. It can also be a useful temporary measure where labor is short.

Wells have a small negative effect on the desirability of the area around them.

FOUNTAIN

Where you want citizens to upgrade their homes into rather nice dwellings, provide them with access to fresh water from a fountain.

Fountains receive their sweet water from reservoirs. Reservoirs automatically come with underground pipes surrounding them, and fountains have to be built within a reservoir's pipe area to be supplied with water.

Fountains supply a reasonably large area around them with their water. They don't affect the desirability of their surrounding area.

RESERVOIR AND AQUEDUCT

Reservoirs are large structures, which store water for use by cities.

Reservoir

A reservoir next to a water source, like a lake or a river, visibly fills with water so long as it has enough labor. New reservoirs come with a network of underground pipes that bathhouses and fountains both need. By themselves, reservoirs don't slake anyone's thirst; they merely feed water into the pipes that surround them.

When you build a reservoir, you will see its ghostly image attached to your mouse pointer. The image appears full if the site has access to water, or empty if not.

Especially in larger cities, you will often want to provide fountains and bath-houses far from the province's lake or river. To move water far inland, you can build an aqueduct, one of Rome's finest engineering achievements. Aqueducts are tall, open pipes which use gravity to carry water from a reservoir with a water supply to a second reservoir, which has no other source. You can link several reservoirs together with a chain of aqueducts if you need to. Aqueducts can twist and turn as much as necessary to follow the land's contours and fit your city plan, but they can't cross or intersect with each other. Roads can pass under them. There is no limit to an aqueduct's length.

Reservoirs require labor to operate, though aqueducts do not.

Reservoirs are huge, hulking structures that lower the desirability of surrounding homes. Aqueducts are comparatively graceful, and don't reduce housing's desirability as much. Neither structure needs road access.

Aquaduct

SCRIBE S NOTE:

Use the Water Overlay to see a reservoir's pipe access, which looks like a concrete grid. You can build fountains and bath-houses anywhere within this grid. A blue shaded area surrounds functioning wells and fountains. Housing built within the shaded area has access to that water type. Expect a slight delay between building a new water structure and seeing it on the Water Overlay. Your Labor Advisor has to recruit new water workers before the

Water Supply

structures can supply water.

Use either of these two methods to link a second reservoir to your first one:

· Choose "Aqueduct" from the water buildings button and actually build it one segment at a time, or click and drag as you would a road. Then build a reservoir at the end of your new aqueduct. The aqueduct has to attach to the points in the middle of one of the reservoir's sides.

· Or, choose reservoir from the water buildings button, then click on the original reservoir and drag your cursor to the spot where you'd like to build a second one. An aqueduct stretches between the first reservoir and the ghosted one attached to your cursor. This aqueduct tries to follow a straight line between the original and new reservoirs, curving around any obstacles. Release the mouse button to build the new reservoir and its connecting aqueduct.
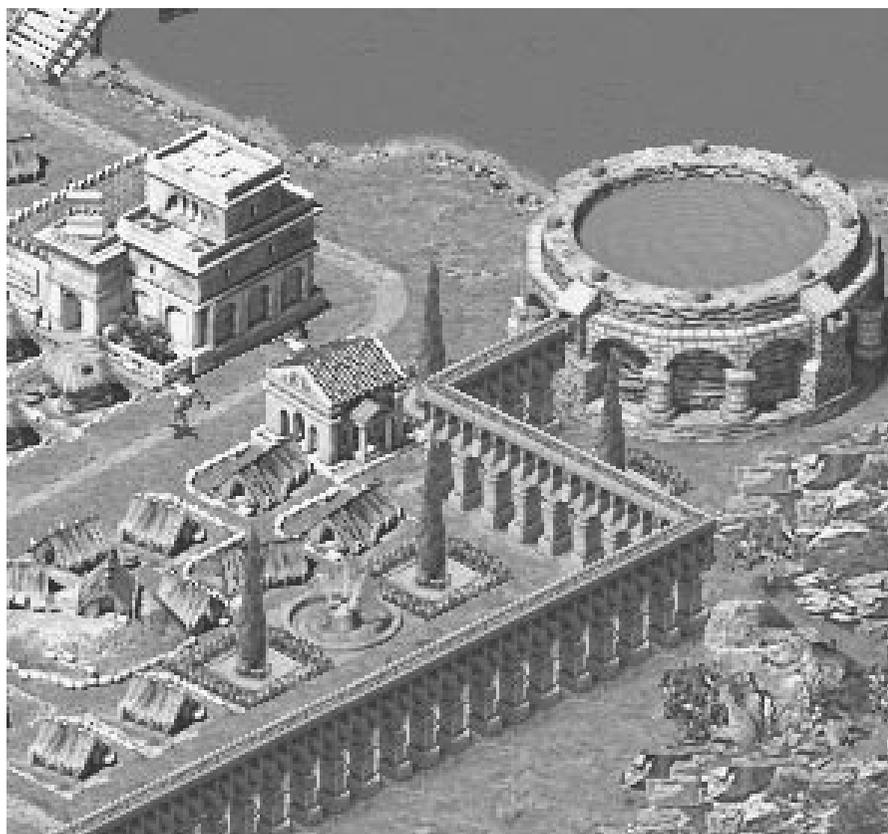
Military Activity

I noticed your look of disappointment when I told you that one of Caesar's measures of success is a Peace rating. Your family's long history of military genius is well known in Rome. Your father and grandfather both have triumphal arches on the Via Sacra, but you won't find any lavish monuments to capable governors there. How can you attain comparable glory, when your concerns revolve around such everyday things as roads and granaries?

You have chosen a career as a governor, not a general, so you will not embark on campaigns of conquest. Only the Emperor can make foreign policy. If you tried to order your legions into action outside your province, Caesar would consider that an act of civil war – if your centurions would even obey such an order. You have no authority to start wars.

However, Caesar knows only too well that you cannot avoid conflict entirely. Sometimes, your duty to protect your citizens from violence might require you to command legions of soldiers to defend your province. Your authority to defend yourself is quite broad.

You have some control over your level of military involvement when Caesar lets you choose assignments. Usually, you are offered a "more dangerous" or a "more peaceful" province. If you want to follow in your forebears' martial footsteps, choose the more dangerous option.

Wall

Tower

WALLS & TOWERS

The easiest way to keep enemies away is to enclose your city in walls. Not even fine Roman walls, built of earth and stone, are immune to attack. A determined enemy will eventually break through even the best wall. But walls can be built as thick as you have the money and space for, and thick walls can take a very long time to penetrate.

Even a thin wall, easily battered down by a determined enemy, delays invaders from swarming into your town, or persuades them to attack a different location, which might lead them to a less important part of your city.

But walls are rarely built alone. Most cities place towers at regular intervals along their walls. Each tower can employ guards to patrol the walls, launching a volley of javelins towards any enemy who dares come within range. The guards also man a "ballista," – a powerful catapult-like machine that fires heavy arrows – situated on top of each tower. A ballista is powerful, and extremely useful for taking out attacking elephants or chariots.

The guards must be trained at a barracks before they report for duty. Once they arrive at a tower, they man its ballista and patrol the walls, assuming that the walls are two (or more) segments thick. A single-thickness wall gives guards no space to walk along.

Tower guards won't abandon the city's defensive works even if invaders break through the walls.
Although walls need neither road access nor maintenance, towers do need road access so the guards can find their way there swiftly.

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SCRIBE S NOTE:

You can build walls one segment at a time, or create large sections of wall all at once. Click on the map where you want the wall to begin, then, holding down the left mouse button, "drag" the wall to its end, just as you would do with a road or aqueduct. Watch the cost: it can mount quite rapidly.

If an assignment is in a somewhat dangerous province, reserve space around the city's edge for walls, even if you don't actually build them right away. Land is seldom so scarce that you need to build right up to the border of your province.

Towers can never be free-standing; they must be built on top of walls.

You do not need to issue orders to tower guards, who are trained to fight automatically when needed.

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GATEHOUSE

Gatehouse

You can build a pretty impressive defense with walls and towers. Unfortunately, from the military viewpoint anyway, Roman citizens and traders expect freedom in their comings and goings. That means that you have to provide openings in your defenses.

Now, these doors can be as simple as leaving a gap in the wall. Of course, when invaders

see these openings, they will probably concentrate their attacks there. More commonly, governors build gatehouses at all of the city's entry and exit points.

Gatehouses are strong, protected by several sets of thick doors and walls, and are unlikely to be the subject of direct attacks themselves. Gatehouses confer one very useful benefit unrelated to their defensive role: Citizens don't like to venture outside the city itself unless they have to, so most stop and turn around when they reach a gatehouse. The only people who will venture into the wilds of your outer province are merchants, migrants, and friendly soldiers following orders.

SCRIBE S NOTE:

Your city must have at least one entrance, and one exit. Leave openings, ideally where the path through your province that was there when you first arrived runs through your city. This is the route merchants and immigrants like to use.

Gatehouses require road access; how else could people use them to enter and depart your province?

FORT

When an enemy force is small or primitive, walls and towers might be enough to repel the invasion. But it would be foolish to rely solely on walls and towers if you face a real threat of invasion. Build forts to station legions around the province, far outside the city; these legions can patrol the area, and fight battles to prevent the invaders ever coming near the

city itself. Remember that people grow extremely uneasy if barbarians penetrate the city and destroy even a single building.

Since the earliest days of Empire, Roman Emperors have been wary of their generals, and have frowned heavily on basing soldiers in Rome. In the outer provinces, this is natural anyway: Forts house legions to move around the map and fight where they are needed, and this is much better done outside a city than within. Additionally, citizens are frightened by the danger of forts, and strongly dislike living near soldiers, with their coarse behavior. Forts are best sited far outside the city walls.

A province may have up to six forts. Each fort houses one legion, consisting of a single unit type: Legionaries, the classic Roman heavy infantry; Auxiliaries, lightly armored troops armed with throwing pila (a deadly form of javelin); or Cavalry, lightly armored, mounted auxiliary troops armed with swords. You choose which unit type to base there when you build the fort.

Fort

When the legion is at its fort, it can receive new recruits to replace any losses or bring it up to full strength. All its troops gradually recuperate health and gain morale while at the fort. New soldiers are recruited from the non-working portion of a city's population, since the rigors of military life do not allow for the fluid allocation required by the Labor Advisor. This means that soldiers continue to maintain their homes in the city, and eat rations, even while away at their forts. Soldiers draw their pay from your treasury, but recruiting them doesn't reduce your labor force.

The legion remains in its fort until you order it to move elsewhere (see below, "Commanding Legions," for more information).

BARRACKS

The barracks is where new employees of both towers and military legions are trained to be soldiers. Each city can have just one barracks.

The barracks needs employees to work as trainers. Your Labor Advisor must assign labor to Military duty if guards are to man towers and walls, but soldiers will report to your forts regardless of his work orders. Barracks need road access and the usual maintenance services.

Barracks

As soon as the barracks has labor, it can train recruits. When a new tower has labor access, it requests guards from the barracks, which give priority to training wall guards over troops for your legions. Forts also request recruits as soon as they are built. Legionaries are the top-priority troop type to be delivered, followed by auxiliary infantry and then auxiliary cavalry.

Legionaries, but not either type of auxiliary, require one cart full of weapons per soldier to provide the heavy armor and weapons so critical to their power. When you build a legionary fort, the barracks orders weapons from your warehouses. A legion contains 16 soldiers, so the barracks tries to keep 16 carts of weapons on hand to rapidly equip new legionaries. Few soldiers anywhere in the world can match a trained Roman legionary. Experience has shown the value of being prepared!

It takes time to train new soldiers. When the barracks trains a new soldier, you will see him make his way through your city to his post. Soldiers are trained, and graduate, individually, rather than waiting for the rest of their unit.

MILITARY ACADEMY

A military academy puts ordinary soldiers through a grueling program of advanced training. All soldiers (but not wall guards) who graduate from the barracks attend the military academy, if one is operating in your city. This prolongs their training somewhat, but improves the quality of the soldiers who graduate. The training is so good that it has a 100 percent pass record.

One advanced troop formation is only available to legions who were trained in the military academy. (See below for more information).

If your city's enemies are just primitive barbarians or weaker formal armies, normal barracks-trained troops are probably all you'll need for victory. If there's a chance that you will face better equipped and organized enemies, give your soldiers the advantages of military academy training.

Military Academy

SCRIBE S NOTE:

Both the barracks and the military academy are normal city buildings, needing road access, labor and regular maintenance. Forts, on the other hand, are so undesirable as neighbors that you need to keep them well away from the rest of your city. They need neither road access nor labor.

COMMANDING ROMAN LEGIONS

You can raise an army of legions consisting of three types of soldier:

Legionaries: Slow because of their strong armor and heavy weapons, these men make the best hand-to-hand fighters.

Auxiliary cavalry: With little armor, light swords, and no stirrups (which have not been invented yet), these soldiers are highly mobile, if somewhat more vulnerable and less deadly. Use them to shock and weaken enemy formations, and perhaps take on hostile missile troops. Avoid enemy heavy infantry!

Auxiliary Infantry: With light armor and poor hand-to-hand combat skills, these troops rely on their speed and ability to strike from a distance. Their main use is throwing pila (deadly Roman javelins) at enemy lines, inflicting casualties and reducing morale before they meet Roman lines.

There are only two orders you need to command your legions: Move to somewhere, or change formation.

To order any legion to move, click on its standard. Your mouse pointer becomes a dagger. Click again on the destination you would like the legion to move to. Their standard jumps to that location, and the troops start marching there. Right-click directly on the legion to issue formation orders. You can also issue more strategic-level orders to your troops through your Military Advisor (see page 160).

All Roman soldiers are trained in line and column formations, and you may also order your men to "mop up" any enemy, which can be useful towards the end of a battle when there are just a few enemy stragglers left, scattered around.

Lines and columns can be either "close" or "open," which describes how compact the formation is. A close formation is much stronger, but covers less ground. An open formation disperses the same number of men over a larger area, reducing their strength somewhat.

Attacks on the flanks (sides), or especially the rear of a unit are much more deadly than head-on attacks, as you would expect. Wide lines of troops have considerable value, as it is harder for an enemy to move around their flanks.

Legionaries – the Roman heavy infantry – who graduate from the military academy learn to use a narrower, deeper "square" formation, four men deep by four wide. This is stronger than the shallower formations, although it obviously spans less width. Its real advantage comes when the legion is under missile attack. The legion automatically assumes the Roman "tortoise" formation. The men face all sides and hold their shields out, edge to edge, making them almost invulnerable to missiles.

Roman soldiers are highly disciplined. They maintain their formation and stand their ground as long as their morale remains high. If morale falls too low, a unit will scatter away from the front line. If its morale falls even further, the soldiers try to return to their fort, and will refuse to leave it until their morale recovers. Better-trained soldiers can keep their morale up longer, and nothing raises it quite like victory on the battlefield.

Strong discipline and formations are the historical key to the success of Rome's legions. Units in formation keep their standards taught and unmoving. As their morale falls and their formations weaken, their standard begins to flutter.

Our stronger enemies will try to break holes in our legions' lines, often using mounted charges to expose new flanks and our weaker rear. Beware larger animals and chariots: the sight of one bearing down at high speed is quite a shock to a soldier's morale, let me tell you! Only the strongest-willed stand their ground to resist such a charge.

WHAT TO EXPECT IN BATTLE

Almost all the battles you face will take place within your province. Occasionally, Caesar might request the help of your legions in defeating some far-off enemy of Rome; without such instructions from the Emperor, your legions stay within the borders of your province.

BATTLES IN YOUR PROVINCE

When invaders attack your province, they rapidly assess your military strength and devise a plan of attack. If you have legions, organized enemy armies draw their troops up into formations, then advance against your men. Rabble like Gauls, Celts or Goths just mass into a crowd and charge your legions. Form your defensive lines in the enemy's path quickly, preferably far from the city walls: Your legions exist to prevent enemies from reaching the city.

If you've garrisoned your forts with enough quality soldiers, and you use sensible tactics, you should win the day. Your legions will kill or drive away all the invaders, then return to their forts to replace their losses and restore their strength. Victory in battle improves their morale, making them that much stronger for the next fight.

Should you lose the battle, or some enemy invaders manage to sneak past your lines, your city's walls and towers are the next line of defense. The enemy has to break through

while tower guards try to defeat them with javelins and ballista missiles. You are helpless to affect the outcome of this conflict, aside from cheering on your guards.

Once the enemy enters your city, you can order your soldiers to pursue them there, but they will have trouble maneuvering in formation and will fight less effectively. If you have to order your legions into the city, they've failed in their primary role of keeping the invaders at bay. Remember that wall-guards are highly specialized soldiers, and have strict instructions not to leave their posts under any circumstances.

Even if the invaders defeat your legions and get past your walls, all is not quite lost. Prefects aren't soldiers, and won't meet the enemy in any organized fashion, but neither will they go down without a fight. If your legions and tower guards weakened the enemy enough, city prefects might be able to finish the job.

Some of your other citizens might surprise you, too. Although they have no official responsibility to defend the city, gladiators and lion tamers aren't likely to stand by helplessly while barbarians destroy their homes and businesses.

Everyone else is unarmed and defenseless. Most citizens try to get away from invaders. Those who can't – well, their best hope is to die quickly.

All invaders have their own objectives; it might be food, money, the death of your people, or simply wanton destruction. Granaries, warehouses and the senate building are frequently prime targets. The

destruction these enemies can inflict is horrible, possibly enough to level your city and maybe even spell the end of your career. Prevent street fighting at all costs!

Your builders are not keen to work during or close to a battle. When enemy soldiers are in your province, immigrants wisely avoid your city.

SCRIBE S NOTE:

If there's money in your city's treasury, you are not entirely helpless against invaders. If the treasury is empty, transfer your personal savings to the city. These are desperate times - don't be cheap now!

You cannot build new structures very near the fighting, but your hands are not entirely tied. Make sure towers have road access to labor. There is probably not time to build a new fort and recruit and train more soldiers. Instead, beef up the city's internal defenses. Build lots of new prefectures near where the enemy will gain access to the city. Make sure that they have road access to labor. Tell your Labor Advisor to make Military and Fire Prevention the top priorities.

FIGHTING FOR THE EMPIRE

Although your province occupies you fully during your time as governor, the Empire does not stand still. Others are fighting off invaders, or expanding the Empire's frontiers into new parts of the barbarian world. Messengers will keep you informed of any major changes.

Occasionally, Caesar might ask your help with military affairs outside your province. Typically, he will request that you dispatch some of your legions to destroy an enemy threatening some defenseless part of our Empire.

Military Activity

You are expected to meet with your Military Advisor and order a group of legions to go win this victory for Rome. Caesar will give you any known intelligence regarding the size of the enemy, and you are well advised to consider that when deciding how strong a force to send.

Your governance is much too important for you to leave your province, so you cannot accompany these troops on their travels. Once they leave your province, they are no longer under your direct control. You must trust the legions' own commanders. Messengers will, however, keep track of your army's progress. You can also follow their progress on the Empire Map.

Should your men achieve their task for the glory of Rome, they will return, and you can expect to benefit handsomely from Caesar's gratitude. Should they fail, you are unlikely to see them again.

More rarely, Caesar might ask you to contribute soldiers to an Imperial army in Rome. In that case, your cohorts march to Rome and report to the Emperor himself. You can watch their progress on the Empire Map, but because they no longer have any connection with your province after they arrive in Rome, they disappear from your consideration. They become part of Caesar's army.

I should warn you that Caesar does not look kindly upon failure. Should you fail to dispatch any legions, he will be forced to look elsewhere among his governors, and he will think quite badly of you. Withholding legions from the aid of another province simply isn't the Roman way. Should your legions lose the

battle (and their lives!) Caesar will be a little grateful, but will also think you a fool.

ENEMIES OF ROME

The barbarian mind is hard to understand. Why do they resist our civilizing influence? Even worse, why are they bent on destroying our glorious cities? Barbarians seem to have an innate need – whether because of their gods or their lack of education or their crude existences, we will never know – to destroy, to oppose that which is noble and good – that which is Roman.

NATIVE TRIBES

Not all barbarians are equally hostile to us. Some tribes can even be civilized.

Sometimes, you will be sent to a province where one such tribe already lives. No one can predict how a particular group of barbarians will react to finding a new Roman settlement in their vicinity, but Rome's long experience with native peoples has established some general principles that will help you.

Native Huts

MISSION POST

These natives usually get protective about the land around them. If you build on it, they might attack you. Your legions are best not bothered with such minor actions, and their commanders will not obey instructions to slaughter the innocent. Should you be attacked, though, your soldiers can be persuaded to fight these people.

Mission Post

To avoid provoking hostilities, sometimes all you need do is respect the boundaries of what the natives consider to be "their" land. One approach taken by some governors is to try to persuade them of our good intentions, and show them that working with us is better than fighting against us. These governors establish mission posts near the native villages. Such posts need labor and road access, as with other buildings, but once staffed, they send out missionaries to teach these barbarians of our ways.

Reports suggest that this can work wonders. Some even say that a thriving and profitable trade can be had with these people. But their trust is gained slowly, and is placed heavily in the missionaries they come to know. Should they leave their posts, and not be replaced, trouble could flare up.

SCRIBE S NOTE:

Use the Risks: Native Overlay to find the boundaries of a barbarian village.

OTHER ENEMIES OF ROME

I f isolated tribes of primitive natives were the only barbarians in the world, Rome would soon rule all. Unfortunately, native tribes are the least of your worries. Some barbarians have formed mighty nations that, although obviously inferior to the Roman Empire, nonetheless pose serious challenges to our supremacy.

You will face organized armies at times – some weak, to be sure, but some not. Hannibal's reputation goes before him, and his Carthaginians are to be feared, for they are fine soldiers. The more Northerly provinces usually present less organized forces, but don't let that deceive you: they have pride you would not believe, and some are excellent fighters.

It is a dangerous world, my friend, and Rome has plenty of enemies. Prepare well.
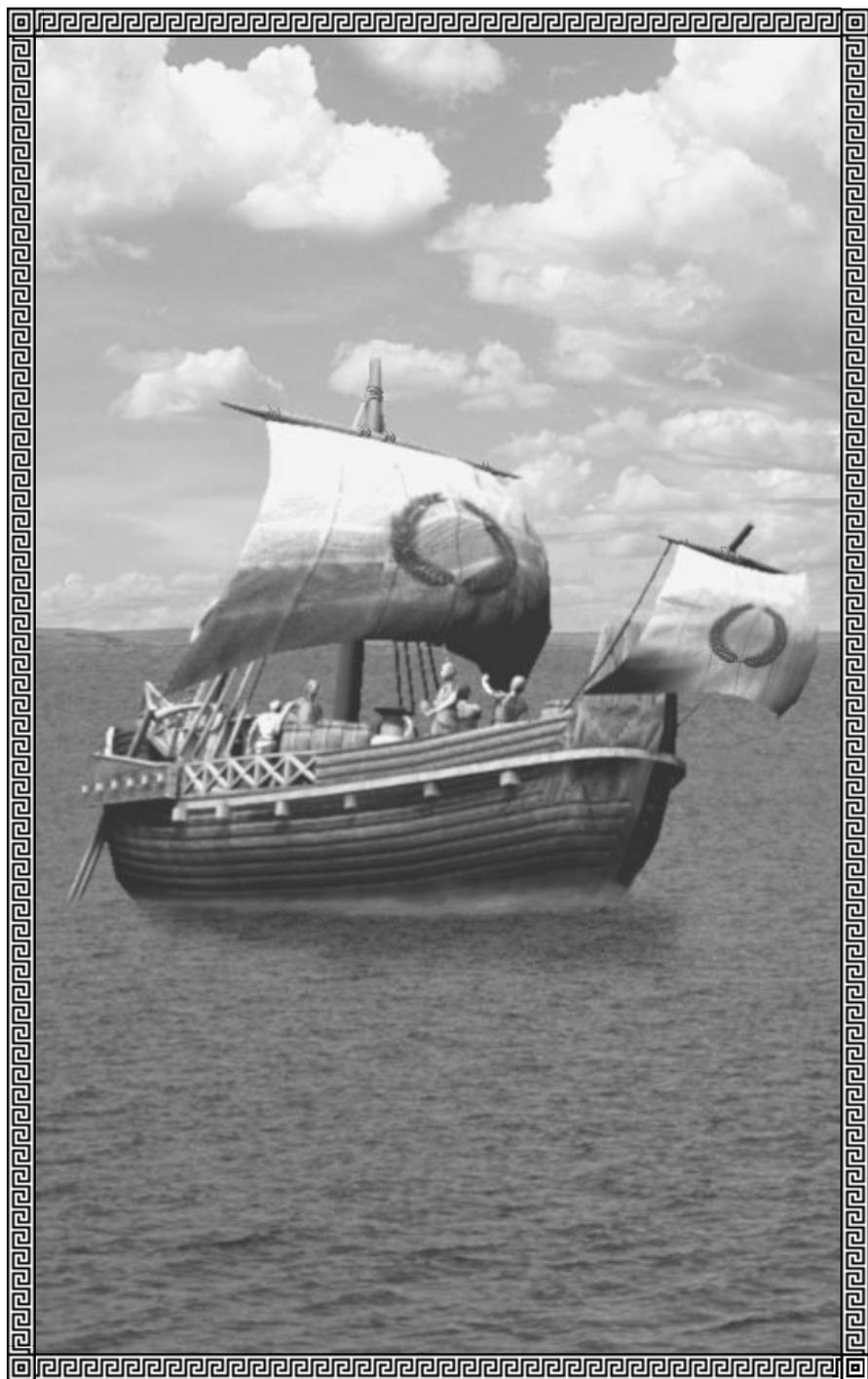
Information, Tools & Tips

MESSAGES

The middle button on the bottom of the control panel (the one with a scroll on it) lets you read messages sent to you. When the button is black, you have no messages.

A brief fanfare sound while playing indicates that a message has arrived. Important messages are signalled by a more urgent fanfare, indicating that you should try to read them whenever you next have the chance to do so. Normal messages are announced by a very simple fanfare.

When a message arrives, your message button lights up, and a small number appears beside the button's scroll showing how many messages you have. If you are busy with other duties, don't worry about pouncing on these messages the instant they arrive: they will wait until you can spare the attention. Click on the button whenever you wish to read a message, and you'll see a panel listing all of your messages. Those you haven't read yet have a rolled-up scroll before the message title. After you read them, the symbol changes to an open scroll. Important messages are listed in red

Some very urgent messages are displayed to you as soon as they arrive, without your clicking the message button. These messages also go into your message box, marked as having been read, in case you want to refer back to them later.

When a message alerts you to some crisis, like a fire or a riot, you can click on the alarm

bell button (directly to the right of the message button) to jump directly to the scene of the problem. If there are several problem areas, clicking on the button multiple times will cycle you through each trouble spot in turn. Many messages include a button right in the message itself that gives you that same option.

You can keep messages for as long as you'd like. To delete a message, click on it to select it, then click on the "delete message" button. Deleted messages are gone forever, so only delete one if you're sure you won't need to read it again.

OVERLAYS

An overlay is a special view of your city. *Caesar III*'s overlays let you watch a particular part of your city in action, and see how it interacts with its surroundings. Frequently they will flatten all buildings except for the ones you have chosen to look at, and will only show those buildings' people, to let you really see how the building or system is working.

Many overlays use color-coded pillars to indicate information: how likely is a building to catch fire or riot, for example. Dangerous or bad information will be colored in shades of red; the brighter the red, and the taller the pillar, the more serious the problem. Stone color is used for good or neutral information, such as how much tax a building pays.

All the information has mouse help to explain its meaning, so if in doubt hold your mouse pointer over the item in question until the mouse help appears. (If you have turned mouse help off, it will also be off for the

overlay reports; use the partial setting to let you see mouse help on overlays, but almost nowhere else.).

Access the overlays with the button at the top of your Control Panel. Whenever you are looking at an overlay, press the right mouse button to temporarily return to the Normal view. Use the Overlay button and select "Normal" to return permanently to the normal view.

Note that time in the game continues to pass while you have an overlay on.

WATER OVERLAY

The Water overlay shows you which areas have access to water from fountains (shown in navy blue) and the area that pipes from reservoirs covers, which is extremely useful for siting new fountains and additional reservoirs.

Water Overlay

Empty land that has pipe access is covered by a grid of grey stone channels. Buildings that have water appear as furrowed, pale blue squares; buildings that don't need water are plain tan squares. Fountain access appears as a blue tint radiating from the fountain.

RISKS OVERLAYS

Use the Risks overlays often to spot problems before they become crises. Red is bad; the more red you see on a pillar, the worse the risk is.

Select Fire to see the city's prefectures and all of the prefects walking their routes. Buildings with tall columns on them have a high risk of fire. As prefects walk by buildings, you can see the risk of fire column fall. Watch the progress of your prefects for a minute, and see if they eventually pass by the buildings with the highest risk. If not, either redesign your road network to allow better patrolling,

Taxes Overlay; typical of most overlays

or build a new prefecture near the danger zone. The Risks: Crime Overlay works similarly, except that prefects cannot lower the risk of crime - they are shown because of their important role in dealing with criminals and their handiwork.

The Damage Overlay works the same way, except that it shows engineers and engineer's posts instead of prefects and prefectures. Buildings with tall columns are unstable, and in imminent danger of collapse.

The Problem Overlay is one of the most useful of all. It shows only buildings that aren't presently working properly. Reasons for the problem can include lack of road access, lack of labor, lack of water, lack of raw materials or lack of space to send their cart full of produce. Scan this overlay once every few game-months, just to see if your street-level reviews have missed any problems.

If your province is home to any native peoples, the Risks overlay includes a report called Natives. With this overlay selected, you can see the land the barbarians consider to be theirs.

ENTERTAINMENT OVERLAYS

With the Entertainment overlays selected, tall columns indicate good access. The Overall display shows housing's combined access to theaters, amphitheaters, colosseums and the hippodrome. It also displays all of those buildings and their performer suppliers: actor colonies, gladiator schools and lion tamers, plus all citizens associated with those buildings.

If a particular neighborhood has a low overall entertainment rating, select overlays for individual types of entertainment to see which is holding it back. The theater overlay shows theaters and actor colonies, plus the proper workers, with columns showing access levels to theaters. The amphitheater overlay shows amphitheaters, actor colonies and gladiator schools and their workers, with columns showing access to amphitheaters. The colosseum overlay shows colosseums, plus gladiator schools and lion tamers, and the proper workers and columns. The hippodrome overlay shows your hippodrome (a city can have only one) and charioteer school. Check each of these overlays in turn and watch their walkers circulate to see which entertainment type is depressing the overall rating for a neighborhood.

EDUCATION OVERLAYS

The Education overlays work the same way as those for Entertainment. Overall shows the combined access level to all three forms of education. Schools displays schools and their schoolchildren; Library shows all of your libraries and their workers; Academy shows all academies and their workers. Use the individual overlays to determine why a neighborhood's Overall overlay is lower than it could be.

HEALTH OVERLAYS

The Health overlays work the same way as those for Education and Entertainment. Overall shows the combined access to all four components of Health. Barber, Baths, Clinics and Hospitals each show the relevant buildings and their

workers. The individual overlays can show you why a neighborhood's Overall overlay is depressed. Areas with poor access to health facilities are more likely to suffer outbreaks of disease.

COMMERCE OVERLAYS

Some of the Commerce overlays are slightly different than those described above.

Tax Income is similar to the overlays for other building types. Selecting this display shows your Senate building and forums, plus all of the tax collectors walking their routes. The column heights show how much money each housing lot has paid in taxes so far this year.

The Market overlay is also similar to those for other building types; it shows the locations of your markets, market workers walking their routes, and columns indicating level of market access for every housing unit.

The Desirability overlay looks quite different from other overlays. It rates each map square's overall attractiveness to anyone considering living there. Cooler colors, like blue and green, are raised slightly above ground level, and indicate highly desirable areas; warm colors like orange and red are sunken below ground level, and indicate undesirable property. You want to build your most valuable housing in the most desirable areas, but be careful: If you start razing other buildings to make way for housing, you will change the desirability calculations.

The Labor overlay looks just like a "normal" overlay, but it's different in one important

way: Most overlays show housing's access to other types of buildings, but the Labor overlay shows other buildings' access to housing. The columns in this display show how successful a building is at finding the laborers it needs to function at its fullest capacity. Buildings with short columns need either some housing built nearer to them, or a more direct road to some existing housing. If your city experiences a time of labor shortage, buildings with the worst access to labor are the first to lose their workforce.

RELIGION OVERLAY

There is only one overlay for Religion, and it works the same way as those for Entertainment, Education and Health. It shows all of your temples and oracles, plus all of their priests walking around your city. On the Religion Overlay, taller columns show access to more gods. High levels of housing need visits from the priests of several different gods.

ADVISORS

Governing can be a lonely profession; it seems that everyone wants something from you and no one appreciates the many conflicting priorities that you have to juggle. But you are not entirely on your own. Ultimate power and responsibility in your city are yours alone, but you do have advisors to help. Often, you implement your will by issuing orders to your advisors. Visit them by clicking the Advisors button on the Control Panel or by selecting them from the menu bar.

CHIEF ADVISOR

Your Chief Advisor looks at all the information gathered by the other advisors, and summarizes key information for you, highlighting any critical issues in red. When you see a report in red, it may be helpful to visit that specific advisor for more details.

Chief Advisor

Employment	The city has unemployment of 7%
Finances	This year assets have fallen by 180Dn
Migration	People are immigrating to the city
Food stocks	Our food levels are low
Food consumption	We eat a little more than we grow.
Military	
Crime	No problems reported
Health	Some citizens need bath houses
Education	No problems reported
Religion	Most demands are for basic access
Entertainment	Most demands are for better access
City sentiment	People are pleased with you.

The Chief Advisor Panel

It is usually a good idea to consult your Chief Advisor frequently (probably every month or two) to see if you have missed anything important.

LABOR ADVISOR

Your Labor Advisor assigns plebes to various sectors of your city's economy. As long as you have enough workers to fill all of the city's open jobs, the Labor Advisor doesn't need any instructions from you. In times of labor shortage, though, you can use this panel to tell your Labor Advisor which jobs he should fill first.

Your city's labor force is split up into several categories. These are shown, along with the number of workers currently assigned, and the number needed to operate at full capacity. At the bottom you can also see how many total workers are available.

Unless you tell him otherwise, the Labor Advisor assigns workers as he deems best. That won't always suit your priorities, especially if you have just received some requests from the Emperor or news of impending attack. You might find that your city is better off when some areas are working at full capacity, even if it means that other areas might barely function at all.

To change the priority of a category, click on the category name, and a small panel appears showing priority levels ranked from 1 to 9. Click on the number 1 to make it top priority, 2 to make it second priority, and so on. You cannot select third choice, say, unless you have already chosen a first and second choice. If you chose Engineering as your top priority, for example, you would see that Engineering now has a padlock symbol and the number 1 in front of it, showing that it is

locked in as your first priority.

Your Labor Advisor will always assign workers to your priorities in order, before assigning anyone left to the categories you have not given priorities as he thinks best.

The Labour Advisor Panel

To remove a category from the priority list, click on it and choose "No priority" from the priority panel.

Your Labor Advisor's other main responsibility is paying all of the city's workers. You will always start out paying the same wage as is offered in Rome, but you can instruct your Labor Advisor to change this by clicking on the arrow buttons next to the display of the current wage.

As you would expect, the Labor Advisor keeps track of how many plebes are employed and unemployed, what your city's unemployment rate is, and how much your annual cost for labor will be.

LEGION STATUS

Your Military Advisor has up-to-date information on all the legions in your army. Consult him to see which legions are strong and have high morale, and which are suffering. Your Military Advisor also implements your orders to dispatch legions in response to Caesar's requests.
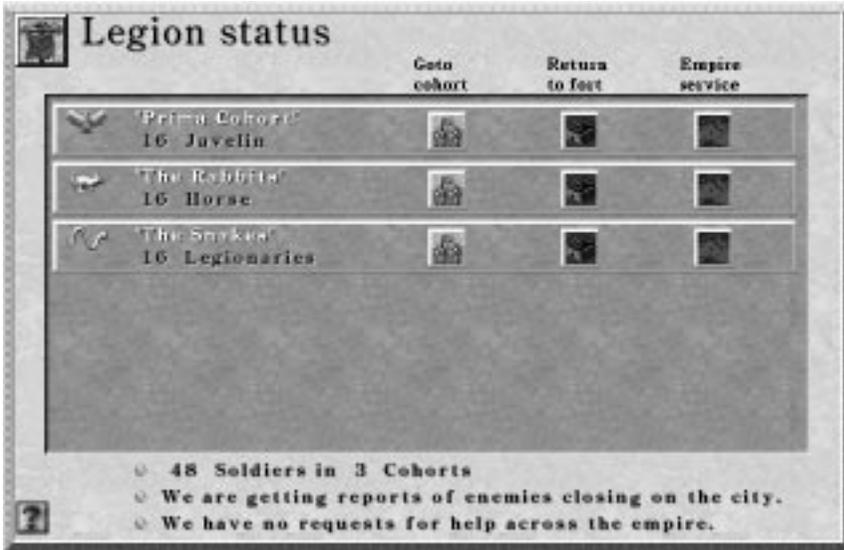
The Military Advisor Panel

IMPERIAL ADVISOR

Consult your Imperial Advisor to check your standing with Caesar, as expressed by your Favor rating.

Anything that the Emperor has requested of you is listed here, along with how much time remains for you to fulfil the request. When your warehouses hold enough of the desired commodity, a "dispatch" button appears to let you send the shipment to Rome.

Beneath that message window you see your rank in the Empire, along with the balance in your personal savings account. Caesar grudgingly allows you to pay yourself a salary equal to your rank, although no one will stop you from taking more or less than that. Click on the large button at the bottom of this window to set your salary level. Just be warned that salaries higher than your rank warrants will not be popular in Rome.
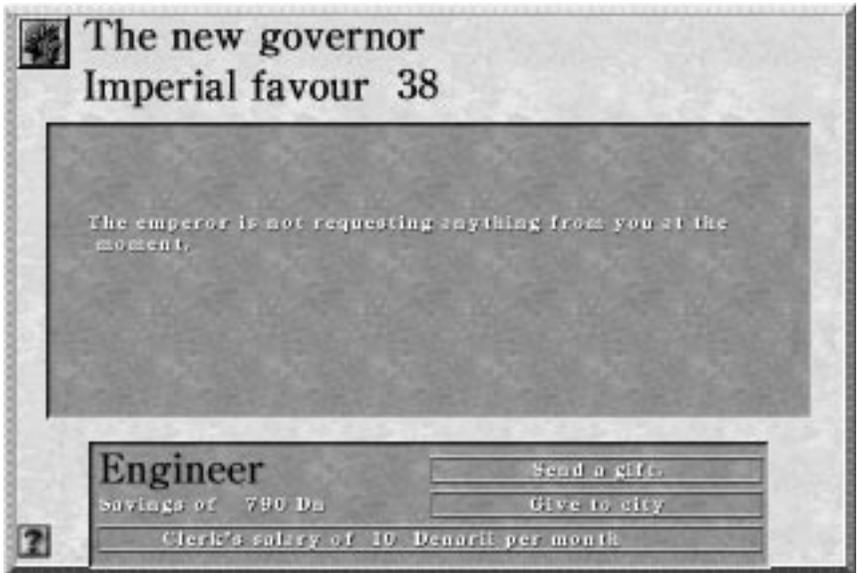
The Imperial Advisor Panel

The "Send a Gift" button lets you send Caesar a token of your esteem. You will pay for any gift that you decide to send the Emperor from your personal savings.

The "Give to City" button lets you transfer money from your personal savings to the city's treasury.

RATINGS ADVISOR

Visit this advisor to see how well you are meeting the goals of your present assignment. Rankings for Culture, Prosperity, Peace and Favor appear on this panel, shown as a pillar. The higher the pillar, the higher your rating. When a pillar has reached the level you have been set for that assignment, it will be capped.

You can also see the level you need for each rating, to complete your assignment. Click on any rating for brief advice on how you can improve it.

TRADE ADVISOR

Your Trade Advisor is one of your most important aides; he doesn't have a lot to tell you, but he carries
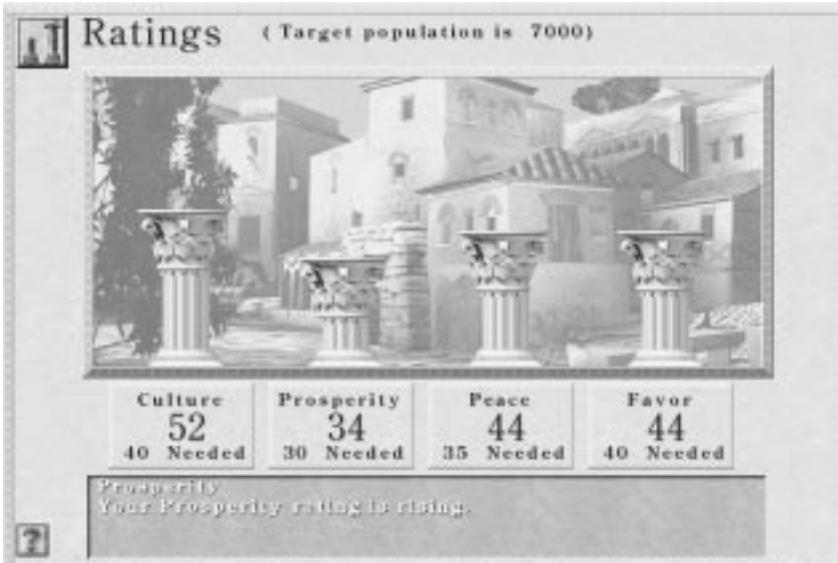
The Ratings Advisor Panel

out all of your trade orders. Visit him to decide how much, if any, of each commodity in your warehouses to export, whether or not to import goods, and to turn industries on and off.

Click on any commodity listed for more information about your city's activity relating to that good, or to change its trading status.

If you have an open trade route for a particular commodity, you'll see a button marked "Not trading" when you click on the good. Click that button repeatedly to cycle through all possible trading options. Sometimes, you can only export that commodity or import it, depending on your trading routes. Other times, again depending on your trading partners, you can choose to either import or export the commodity. You can never both import and export the same commodity.

If you have a trade route open which is keen to sell you a commodity, clicking on the button will show the word "Importing."

If you have a trade route open which is willing to buy a commodity from you, you will see a button marked "Export over", with arrows that let you set a quantity. Leave it at 0 to export your entire inventory of the good, or set an amount to keep in your warehouses, with anything above that then available for export.

Click this button repeatedly to cycle through all of your trade options for the particular commodity. You have to choose between importing and exporting any given good – you can never do both.

During times of labor shortage, you might want to temporarily shut down industries that have built up surpluses, or that produce items you can do without for a short while. The workers who were employed at the industries you turned off become available for your Labor Advisor to reassign elsewhere. Later, when more workers are available, you can quickly absorb surplus workers by telling your Trade Advisor to turn the idled industries back on.

Click on the button marked "Show Prices" to list how much you receive for each cart load of something that you export, or how much you pay for each cart that you import. Notice that it usually costs you more to import something than you make for exporting it. There is no profit in "playing the market" by importing goods from one province and exporting them to another.

Trade advisor.

Wheat	0			
Meat	0			
Iron	5		Importing	
Timber	0		Exports over 0	
Clay	2	OFF		
Weapons	5		Exports over 5	
Furniture	0			
Pottery	13	OFF		

Click on an item to trade.   Show prices

The Trade Advisor Panel

Prices are set by Rome, and influenced partly by supply and demand throughout the Empire. You cannot change prices, although market forces in the rest of the Empire will cause them to vary from time to time. You will be notified of any change via a message.

POPULATION ADVISOR

Your Population Advisor keeps track of your city's population over time, and presents his information on three graphs.
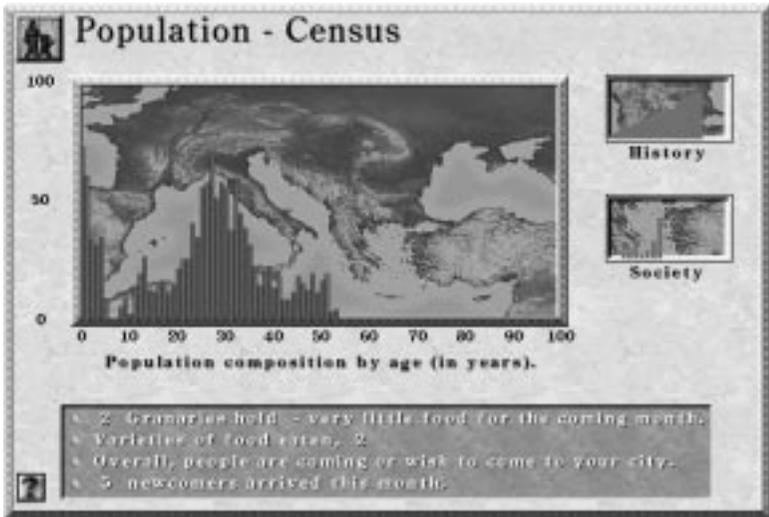
The Population Advisor Panel

The first graph that you see, labelled "Population – History," simply shows the total number of people in your city over time. Each bar represents the population at the end of a month. If your city is growing, the bars should rise pretty steadily from left to right.

Click the small window labelled "Society." The large graph changes to show your population's current composition by income.

Low-income citizens are on the left, and rich citizens are on the right. When your city is new, most of your people are tent dwellers, and the highest bar will be well to the left side of the graph. As time goes on and people's fortunes improve, the highest bar should shift gradually to the right. This is useful to try to ensure you are not creating an unequal society with a few very wealthy people and a mass of poor; such a social mix is bad for the city mood and could lead to crime. Try to have a more balanced social mix.

Click the window labelled "Census" to call up a graph showing your population's composition by age. This graph is useful for planning how many schools and academies you'll need, and seeing how many of your citizens are of working age. Also use it to predict how many citizens are about to retire, which can alter the economy of a city dramatically, since retired people no longer work, yet they continue to consume food and other goods and services.

Under the main graph you can see how much food is in the city granaries, how many food types your people are eating, whether people want to enter or leave your city and how many immigrated or emigrated last month.

CITY HEALTH ADVISOR

For each type of health building – bath-house, barber, doctor's clinic and hospital – you can see how many exist, how many are working, how many residents they serve, and the adequacy (poor, average or good) of that service.

If you need to build more buildings, your Overlays can help show you which areas might benefit the most.

Your Health Advisor also offers you his summary of the city's health. He will warn you of any trouble spots with a message here.
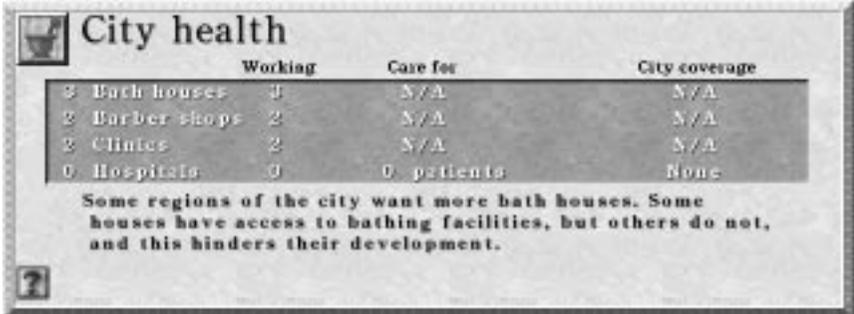
The City Health Advisor Panel

EDUCATION ADVISOR

U se the Education Advisor's panel to learn your city's overall educational needs. If the advisor convinces you to build more educational facilities, you can use the Education Overlays to decide where they would best be built.
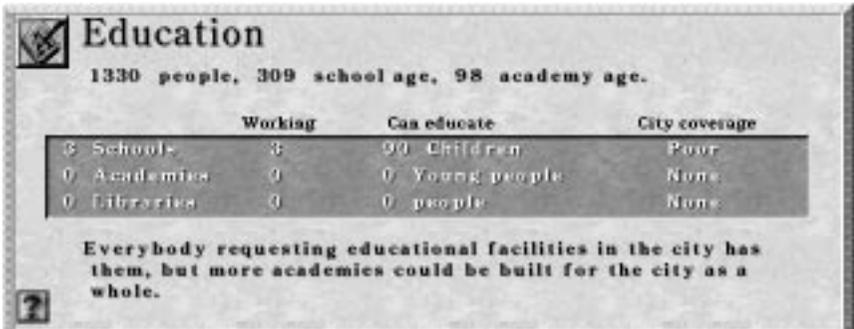
The Education Advisor Panel

The top line shows your total population, how many people are school-aged, and how many are of age to enter academies. Subsequent lines show, for each type of educational building, how many exist, how many are working, how many people they can serve, and how adequate that coverage is.

The bottom segment displays your advisor's summary of the city's education system, with comments about what future needs might be.

ENTERTAINMENT ADVISOR

Use the top portion of this advisor's panel to learn your city's entertainment needs. If the
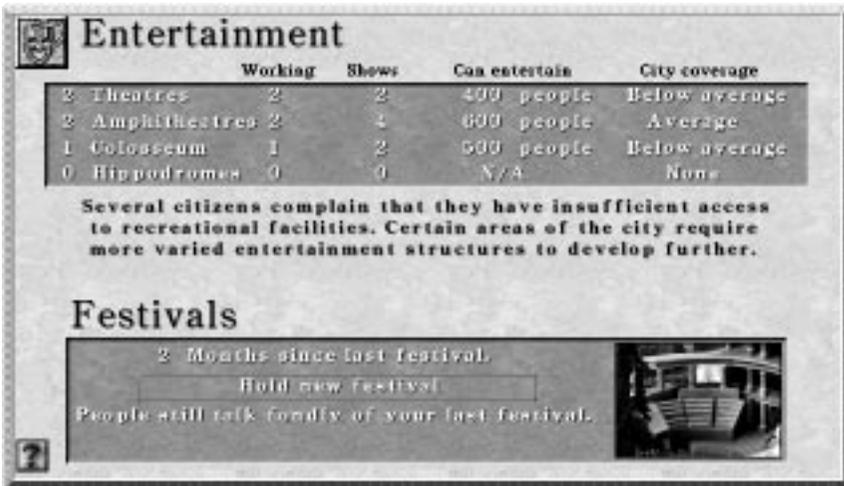
	Working	Shows	Can entertain	City coverage
2 Theatres	2	2	400 people	Below average
2 Amphitheatres	2	4	800 people	Average
1 Colosseum	1	2	800 people	Below average
0 Hippodromes	0	0	N/A	None

Several citizens complain that they have insufficient access to recreational facilities. Certain areas of the city require more varied entertainment structures to develop further.

Festivals

2 Months since last festival.

Hold new festival

People still talk fondly of your last festival.

The Entertainment Advisor Panel

Entertainment Advisor's report convinces you that more amusements are needed in the city, the Entertainment Overlays can help you decide where to build new structures.
Remember that amphitheaters and

colosseums can each stage two shows at the same time. If they aren't being used to capacity, you probably need to build more actor colonies or gladiator schools.

The lower part of the panel shows how long it's been since your city's last festival, and tells you how your people feel about it. When you decide it's time to treat them to a break in the routine, click the "Hold New Festival" button. From the new panel that appears, choose the size of the festival and which god it will honor.

RELIGION ADVISOR

Your Religion Advisor shows you, at a glance, how many temples you have erected to Ceres, Neptune, Mercury, Mars and Venus, both in total and by size. The last column shows each god's attitude toward you, ranging from "exalted" to "furious." Use this information to decide when to build new temples or oracles. Oracles aren't listed on this report because their effects are spread evenly among all the gods.

Religion

			Small	large	"The gods are"
2	Ceres	(Farming)	2	0	Exalted
1	Neptune	(The sea)	1	0	Displeased
1	Mercury	(Commerce)	1	0	Hurt
1	Mars	(War)	1	0	Hurt
1	Venus	(Love)	1	0	Hurt
0	Oracles				N/A

More and more citizens are demanding at least one place of worship in their neighbourhoods to raise the gods' opinions of them.

The Religion Advisor Panel

Your Religion Advisor points out, in a sentence at the bottom of the panel, which god is most in need of your attention.

FINANCES ADVISOR

Your Finances Advisor is one of your most informative aides. He analyzes all of your city's income and expenses so far this year, and, for comparison, shows the totals from last year. This report is especially valuable if you're having trouble raising your Prosperity rating or simply want to see how best to raise more money.

Finances		
City treasury has assets of 558 Denarii		
Tax rate of ⬇⬆ 7% yields an estimated 1201 Denarii		
98% of the populace are registered for tax		
	Last year	So far this year
Taxes in	1006	577
Trade receipts	306	1386
Donated	0	0
Income	1312	1963
Imports	660	240
Wages	1407	847
Construction	914	850
Interest at 10%	0	0
Personal salary	120	60
Sundries	0	146
Tribute	100	0
Expenses	3101	2143
Net in/out flow	-1789	-180
Balance	738	558

The Financial Advisor Panel

This is also the place to come if you want to change the tax rate. Change the rate using the arrow buttons. The line showing the percentage of your populace registered for taxes is important, too; you'll usually want to keep this number as close to 100 percent as you can. Use the Tax Overlay to see which

houses are not paying their taxes, and thus to decide where to build a new forum to start collecting what is due.

INCOME:

🔘 When your city is young, most of your income will probably be from taxes.

🔘 As you establish industries and open trade routes, the line showing "trade receipts" will probably grow steadily larger. Eventually, it should surpass tax income.

🔘 Donations are either from your personal savings, or from Caesar if your treasury ran out of money and Rome provided rescue funds.

EXPENSES:

🔘 Imports (from trade, including any wheat provided by Rome to feed your people);

🔘 Wages, usually the city's biggest expense;

🔘 Construction. Remember, money spent on construction doesn't count against your Prosperity rating;

🔘 Interest (if you've run your treasury into debt);

🔘 Your personal salary; and

🔘 "Sundries," a catch-all for expenses that don't fit any other category, like the cost of festivals or losses from theft.

The entry of greatest interest is probably the "Net in/out flow" line. This shows you, at a glance, how much your treasury is shrinking or growing.

GAME OPTIONS

I n addition to all of the game reports and controls that *Caesar III* puts at your command, the program includes some features that let you customize the game to your liking. These are all found on either the Menu Bar or the Control Panel.

SAVING THE GAME

T o store the game you are currently playing, click on the "Save" option under the File menu, then follow the on-screen instructions. Name the file whatever you like so that you will remember it easily. The "Load Game" option restarts a previously saved game. All saved games are stored on your hard drive in the same folder to which you installed the game.

It is a good idea to always save your game before exiting the program.

OPTIONS

"Display Settings" offers you four different views of *Caesar III*.

Caesar III starts as a "Full Screen" program, meaning that it takes up all of the display space on your monitor. If you click "Windowed," the game runs in a standard Windows display box. Use this option if you want access to Windows while the game is running. You can resize the game window, just like any other window, but *Caesar III's* graphics will not look their best if you do that.

Caesar III uses a lot of computing power, and we don't recommend that you run other programs while you're playing the game.

Doing so can cause conflicts that will make the game run improperly.

The other choices under "Display Settings" enable you to define the resolution in which *Caesar III* runs. At 640 by 480, everything will look bigger, but your screen will show a smaller section of the map; the game will probably run somewhat faster. At 1024 by 768, just the opposite is true: Everything looks smaller, your screen shows more of the map, and the game runs more slowly. The 800 by 600 option is midway between these extremes. *Caesar III*'s performance will change at different resolutions according to your computer's capabilities.

🔘 "Sound Settings" lets you control the relative volume of Music, Speech, Sound Effects and City Sounds. Adjust the mix of sound elements to your liking, or turn them off completely.

🔘 "Speed Settings" lets you control the rate at which time passes in *Caesar III*. Set any speed that you are comfortable playing.

🔘 Pressing the space bar on your keyboard pauses the game. You can still carry out many actions while time is paused, although nothing moves or evolves.

🔘 "Scroll speed" affects the pace at which the map moves when you sweep the cursor to the edge of the screen. You might prefer a slower scroll speed if you have an especially powerful computer.

🔘 *Caesar III* offers a lot of information about various aspects of the game on-line, for easy reference. Access some of it by right-clicking on most buildings, then clicking on the

information button. Alternatively, choose "Help" from the menu bar to see the Table of Contents for all of *Caesar III*'s in-game information.

⬤ Mouse help is the text that appears in a white box when your mouse pointer hovers over some part of the game. It is "ON" when you first play *Caesar III*. Turning it "OFF" makes it go away entirely. Choose "Partial" to enable mouse help for the Senate building and the Overlay maps, but nothing else. Adjust this setting from the Help menu.

⬤ "Warnings" appear at the top of your map, reminding you that a building needs road access, for example, or that the city needs more workers. You can turn them off from the Help menu

OTHER GAME CONTROLS

The Control Panel on the right side of your screen has a few buttons that we haven't mentioned yet. The reference card that came with your game shows a diagram of the whole Control Panel and labels all of these buttons.

⬤ The right-pointing arrow to the right of the Overlay button lets you hide the Control Panel to see more of the map. When the Control Panel is hidden, this button changes to a left-pointing arrow; click it again to bring back the Control Panel.

⬤ The four small buttons beneath the large Advisors and Empire Map buttons let you review your present assignment, or change the orientation of the province map. The curved arrows pointing left and right rotate the map by 90 degrees in the corresponding

direction. The circle with an arrow pointing straight up returns the view to "due North," which is the direction you started with.

🔘 The first button on the bottom row (with a big "X" on it) lets you undo the last thing that you did. You aren't allowed to undo every single action in the game, but you can usually un-build whatever you last built. This ability lasts just for a short while after you have built something – after that, the effects of building it have already changed the game so much that it would be very complex to unravel.

Use the undo feature immediately after you build something by accident. The button appears dark when you aren't allowed to undo anything, and "lights up" when you can undo your last act. If you build something in the wrong place, or accidentally build the wrong building, click "undo" to make the building go away and refund its cost to your treasury. Note that if you undo something while time is paused, it will not go away until you un-pause the game.

ANSWERS TO COMMON QUESTIONS

Why are some of my roads paved, while others aren't?

A: Citizens pave roads when surrounding property becomes sufficiently desirable.

Q: How can I make land more desirable for housing?

A: Approach this question from two directions: How can you make land more desirable, and how can you make it less undesirable? To make an area more

desirable, build pleasant things like gardens, plazas, temples, statues, baths and theaters nearby. To make it less undesirable, locate unpleasant structures like industrial and military buildings elsewhere.

Q: What do I need to make my city's housing evolve higher?

A: Housing needs three things to evolve: (1) Access to many different types of services; (2) Various commodities, provided by markets; and (3) Desirable location. Right-click on a house to find out what's holding it back at any given time.

Q: Why don't immigrants move into my vacant housing lots?

A: One or more conditions are probably depressing the mood in your city. High unemployment, high taxes, low wages and low food supplies all make people unhappy and discourage immigration.

Q: I can't attract immigrants because I don't have enough food, but I can't get enough food because I can't attract immigrants! How can I break this cycle?

A: Order your Labor Advisor to reassign the workers that you do have. Make Food Production your number 1 priority for awhile. Don't skew these priorities for too long, or you risk fires and riots as workers are diverted from Engineering and Fire Prevention. As soon as you see immigrants arriving, return your priorities to normal.

Q: Why won't my farms or mines produce anything?

A: Assuming that you haven't ordered your Trade Advisor to turn them off, they probably lack laborers. Try building housing closer to your industries, or tell your Labor Advisor to assign a higher priority to Industry and Commerce.

Q: Workers with full carts are just standing around. Why don't they get to work?

A: They would like to, but there is no place for them to deliver their goods. Make sure you have free space in your warehouses and granaries, and that they have enough employees to function properly.

Q: When I right-click on a granary, it says it can store 2400 food, but it doesn't hold anything like 2400 cartloads. What's going on with these numbers?

A: Most of the numbers you see for commodities are measured in cartloads. But each cartload contains 100 units of that commodity. You usually don't have to pay any attention to this, because trade deals only in whole cartloads. However, citizens don't consume entire cartloads of a commodity at a time. When items go to a granary, a market, or a home, they're converted into smaller units that people can use. Keep this rule in mind: When you're looking at industry and trade, you are dealing in full cartloads. When you're looking at granaries, markets or houses, you are dealing with units, and there are 100 units in a cartload. Your concern will be chiefly with cartloads, and you'll rarely (if ever) have to pay attention to units.

Q: How come all of my water supply buildings keep flashing on and off?

A: They need laborers. Consult your Labor Advisor. If the number of actual employees in Water Services is less than the number required, then your water workers are doing their best to spread water coverage throughout the city, but they can only do so sporadically. Assign a higher priority to Water Services or increase your overall workforce.

Q: I need money! How do I get trade working?

A: First, use the Empire Map to open a trade route. Second, make sure you have a commodity your trade partners want stocked in a warehouse. Third, tell your Trade Advisor to export the commodity. Finally, if the route you opened is a sea route, you must have functioning docks.

Q: My housing won't evolve because it can't get pottery, but there's pottery in my warehouse and the houses have market access. What am I missing here?

A: Make sure the market can get pottery from the warehouse. If there's another warehouse closer to the market that doesn't have pottery, the market won't have pottery. Use the Special Orders button on the warehouses to spread the pottery around. You can tell the closer warehouse to Maintain a Level of pottery, for instance, which will request pottery from the other warehouse.

Q: Do goods spoil if they're stored in granaries and warehouses for a long time?

A: No. Only divine anger or criminal acts can bring harm to your goods.

Q: Is the Emperor deliberately asking me for goods that he knows I can't supply? Is there any way to get him to ask me for things that I have?

A: Caesar asks for what he wants, when he wants it. He doesn't care how hard or easy it is for you to comply with his wishes, or how convenient it is for you to respond to his requests. He will, however, only ask you for items it is possible for you to get him-even if that means importing it.

Q: Are the commodities that trading cities on the Empire Map will deal in determined by set conditions, or does supply and demand play a role?

A: Every province in the Empire has a unique set of resources and capabilities, just as does your own province. Trading cities export goods that they can produce in quantity, and import goods that they lack, just as you must do. So, supply and demand play a role in that sense, but the commodities that cities want and have are predetermined by their climate and resources.

HINTS AND TIPS

You can see by now that there is no single "winning formula" for success in Caesar III. There are as many paths to victory as there are governors in the Roman Empire, and the one you take depends entirely on what you enjoy and are good at.

If you have trouble making money or pleasing the Emperor, some of these tips from other governors might make your job a little easier. Of course, if they do not fit with your playing style, by all means ignore them.

URBAN PLANNING

⚙ Avoid forcing people to use a single road in the densest parts of the city, or it will always be clogged with traffic. Create double-wide roads or provide alternate routes to alleviate traffic snarls.

⚙ Keep the number of road intersections in your city to a minimum, so that you can better predict the route that walking citizens will take.

⚙ Spend some time in the early assignments watching Overlay reports to learn how working citizens spread access to their buildings. Later assignments usually require your city layout to be very efficient, and you're more likely to succeed if you learn how citizens walk their routes in the earlier, more forgiving assignments.

⚙ Do not place bridges where workers need to cross them repeatedly in the course of their workday – placing farms on the far bank of a river and granaries on the near, or putting a clay pit on one side and workshops on the other, are bad ideas. If you put a raw materials industry on the far side of the river, put its workshops and warehouses there, too, so that only commuters and caravans have to cross the bridge. Better still, plan some housing near your industrial area so that workers need not commute across the bridge.

Information, Tools & Tips

🔘 Whenever you build a new bridge, remember that you are creating a breach in the natural defense that the river offers. Invaders will use the bridge to reach your city center. Do not build bridges that you cannot defend.

🔘 Turn fires and collapsed buildings into an opportunity for urban renewal. Instead of simply rebuilding whatever was destroyed, reevaluate the neighborhood that suffered damage. Would you be better off with a wider road or a new garden where that housing burned? Sometimes less density yields better quality.

🔘 Develop a habit of building prefectures, engineer's posts and other essential services at regular intervals between residential areas. Providing regular "service strips" like this ensures that your patrols will be evenly spaced, and that you won't forget to build some crucial structure.

🔘 Try to build reservoirs exactly the right distance apart so that their pipe networks just meet, without overlapping. To view a reservoir's coverage, choose the Water Overlay.

🔘 Only housing benefits from fountain access, so don't lay out a grid of fountains to provide blanket coverage. Just place fountains to supply residential areas. Overlapping coverage by multiple fountains gives no additional benefit to a particular house.

MANAGING PEOPLE

🔵 A city with too many patricians won't have enough workers. Don't devote all of your effort to encouraging patrician villas. If you're too successful, your labor force might shrink too quickly. Remember, patricians don't work. When you do see patrician villas replacing plebeian apartments, check in with your Labor Advisor. If you have a shortage of workers, create new low-income housing before lack of services makes the new villas devolve back to plebeian housing.

🔵 In times of labor shortage, tell your Trade Advisor to temporarily turn off any farms or industries that have built up surpluses. This frees up workers for other sectors with more immediate labor needs, and buys you some time to attract new immigrants. Don't forget to turn the industries back on when immigrants start to arrive!

FOOD, FARMING & INDUSTRY

🔵 Almost all provinces have at least some farmland, but some won't have enough to support a large population. After you've placed all fertile land under the plow, your populace might well outgrow local food production. If so, and your population is not too large, you're best off growing specialty foods locally, and importing wheat. That's because wheat is the cheapest commodity. Larger populations should grow their wheat, since they will need such a large quantity of it that to import it might clog up trade.

⚫ Make industry more efficient by centralizing your industrial sectors. First, build the same type of raw material producers (clay pits, for example) close together. Second, build the warehouse that will store the finished pottery fairly close, but on a main road. Third, build the pottery workshops between your cluster of clay pits and the warehouse. This minimizes the distance that cart pushers have to travel and improves the efficiency of your whole pottery industry. Apply the same principle when you establish other industries, and try to avoid having them share the same main roads.

⚫ A few buildings working at full capacity with a reliable labor supply will out-produce a larger number of buildings with unreliable labor. To ensure a steady supply of labor for your raw material producers, farms and other industrial buildings, create small housing communities near them. Don't worry about evolving these industrial tent cities very far or very quickly, but do be sure that you build plenty of prefectures near them, as their residents are likely to be in a perpetually bad mood.

⚫ Learn how to use the Special Orders button in your granaries and warehouses to spread goods evenly across your city.

TRADE

⚫ Trade is the key to profitability. Check the Empire Map early in your assignment to discover what your trading partners will buy, and develop that industry quickly. Once you're earning trade income, you can turn your attention to improving your ratings.

⬤ Opening a new trade route always costs denarii, but the "lowest cost" isn't always the cheapest trade route fee. If you need a customer for oil, for instance, and either Tarraco or Syracusae will buy oil, notice that Syracusae is a sea route, while Tarraco is probably a land route. If you haven't yet built docks, it might be cheaper to pay a couple of hundred extra denarii to trade with Tarraco than it would be to build docks, a new warehouse and roads to connect them so that you can open the "cheaper" route with Syracusae.

By the same reasoning, if you need to import food or commodities, it might be better to open one expensive trade route with a city that will both sell you imports and buy your exports, than to open separate (but cheaper) trade routes for exporting and importing.

⬤ When you build docks, always build a warehouse very close by to speed the loading and unloading of trade ships.

Designer's Notes
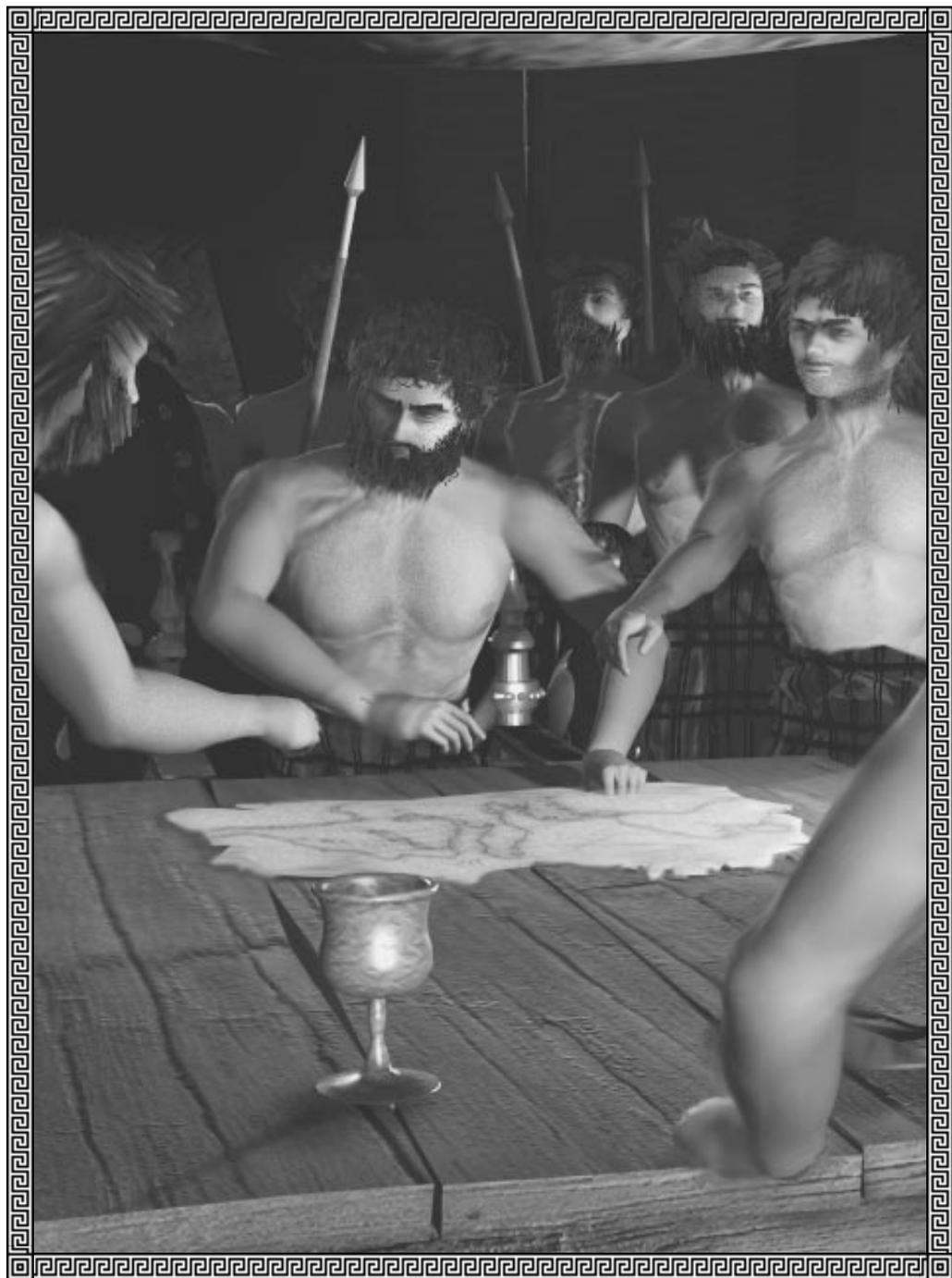
Ts I write, it's a wonderful Summer's day – a holiday, here in London. And, yet again, developing a game has come to consume the core team's life for the last few months. Has it been worthwhile?

It should be the case that every game I design is better than those that have gone before. Together with the rest of the team, I've had a chance to learn from feedback to previous products, and to play more games from other people also. But with *Caesar III*, I feel especially excited.

When we first began the project, we were somewhat nervous. Caesar II had been so well received that we didn't know quite where we could take it. To be sure, there were a host of sundry points that we had considered and discarded for Caesar II that we could add, but they certainly wouldn't amount to a new product.

So we began working on "Caesar in Space," where new technology would allow us freedom to take the game in whole new directions. Six months in, though, we returned to Rome. There is something special about the entire Roman period, something special about the congruence of elements which fit together beautifully to make a wonderfully compelling game. Elements such as the core color palette, simple and seemingly innocuous, but somehow warm and inviting; or the range of entertainments and the Roman pantheon of gods, or the way their Empire expansion took place, coupled with the nature of their enemies – the Goths and Hannibal, to name but two.

Designer's Notes

Our foray into space had developed several core systems which tranferred remarkably well to the Roman setting, and which, though they may seem minor to you as a player, have totally transformed the way the game works. I have read one magazine describing *Caesar III* in a preview as "more evolution than revolution," which is in some ways true: the core premise of the game remains identical. But the reality is that *Caesar III* is very much a revolution compared to its predecessors.

The way the farming and industry work, for example, is wonderfully simple for players, but completely accurate and real (there ought to be a better word for the opposite of abstract), and in fact allows the game enormous depth that Caesar II never came close to. The combat system is truly simple, yet recreates ancient battles far better than the system used before, and adds more to the game by allowing street-to-street fighting.

I love the representation the game now provides of a busy ancient city. At the time, I loved the way Caesar II brought ancient cities somehow to life. Yet to go back today and look at it, and compare it to a bustling city in Caesar III, shows just how big a leap we've made. The variety and pace of a city are what I hoped we might be able to capture, and we've exceeded the goals for that that I had hoped we'd meet. Again, I hope you'll agree.

Probably the most satisfying thing of all is the way that the game is on the surface wonderfully simple, yet under the surface, offers lots and lots of depth and replayability. I believe (and certainly hope you agree) that we have added enough elements to later stages of the game for it to continue to

provide surprise and changes in strategies right to the end.

Above all, though, I feel as though we've created a game which will provide you with hours of fun. I do hope you agree.

DAVID LESTER
31ST AUGUST, 1998
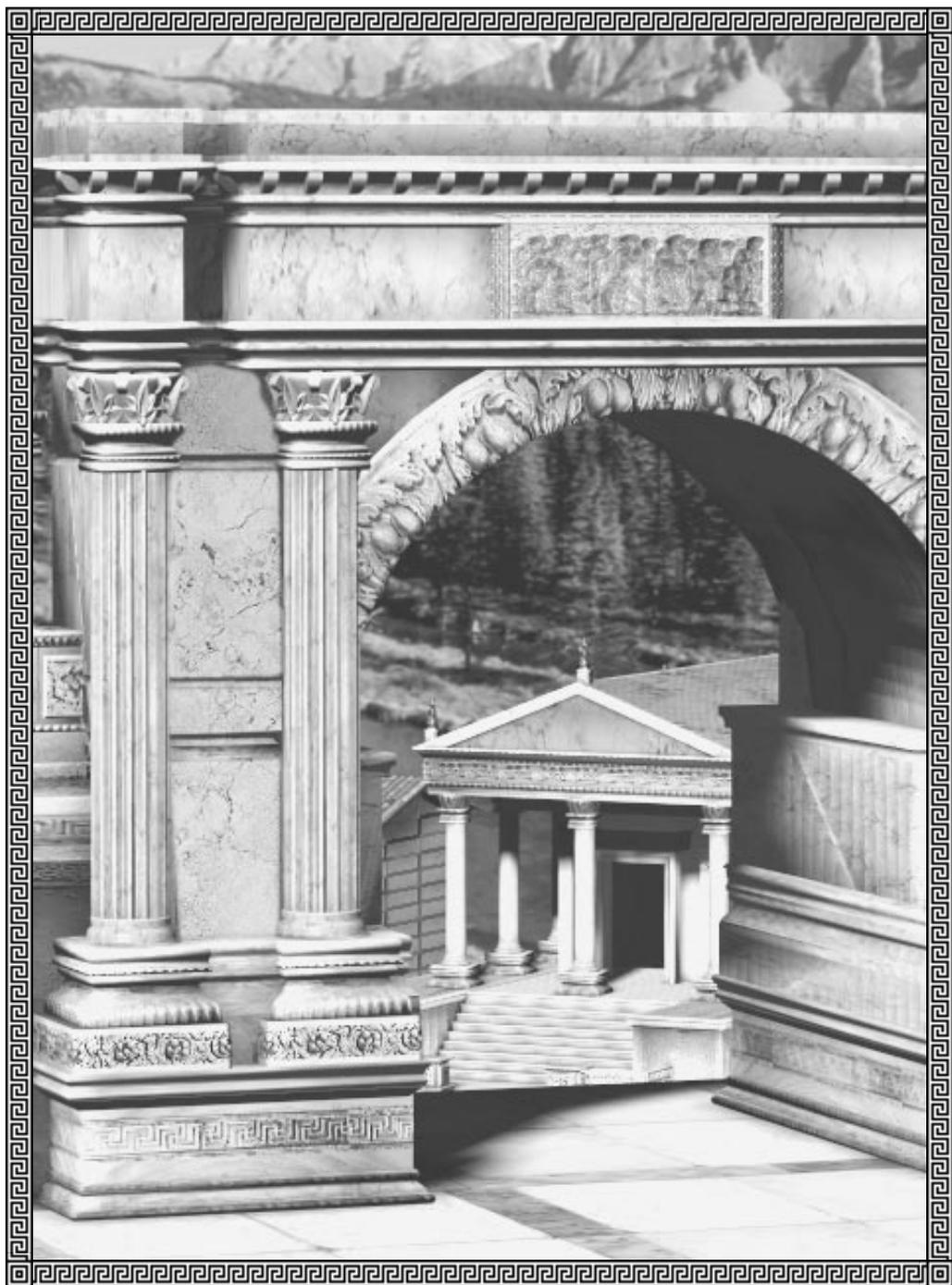
Appendix: Building Summary

For your convenience, all of Caesar III's structures are listed here alphabetically, with the information you're most likely to want. Remember that this manual went to press a few weeks before the game was finished. The game's designers probably changed some of these numbers and characteristics. Consult the Readme file in your Caesar3 folder for updated information.

HOW TO READ THE TABLE

The first column after the building's picture tells you whether or not the structure needs road access. Most buildings need to touch a road so that they can spread their influence, or receive the influence of other structures.

The second column shows how the building affects the desirability of nearby property. A single plus or minus sign indicates a small effect. Two plusses or minuses signify a moderate effect, three mean a strong effect and four indicate an extreme effect on desirability.

The third column shows how many plebeians the building needs to achieve full employment.

The fourth column lists the building's price, in denarii.

The final column tells you what type of building this is, and gives a very short description of the building's special effects or requirements.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Academy	Yes	++	30	50	Education; helps Culture rating.
Actor Colony	Yes	+	5	50	Entertainment; supplies theater and amphitheater.
Amphitheater	Yes	++	12	100	Entertainment; needs actors and gladiators.
Aqueduct	No	--	0	8	Water; link up to 4 reservoirs together.
Barber	Yes	++	2	25	Health
Barracks	Yes	---	10	150	Security; allows forts to recruit soldiers.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Bath-house	Yes	++	10	50	Health; needs pipe access to reservoir.
Bridge, Low	Yes	N/A	0	40	Engineering; blokcs ship passage.
Bridge, Ship	Yes	N/A	0	100	Engineering; allows ships to pass.
Clay Pit	Yes	––	10	40	Industry; raw material for pottery.
Chariot Maker	Yes	––	10	75	Entertainment; supplies hippodrome.
Colosseum	Yes	––	25	500	Entertaiment; needs gladiators and lion tamers.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Dock	Yes	---	12	100	Industry; allows trade by sea
Doctor's Clinic	Yes	N/A	5	30	Health; helps prevent disease.
Engineer's Post	Yes	N/A	5	30	Engineering; mantains buildings
Farm, Fruit	Yes	+	10	40	Industry; food source
Farm, Olive	Yes	+	10	40	Industry; raw material for oil.
Farm, Pig	Yes	–	10	40	Industry; food source.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Farm, Vegetable	Yes	–	10	40	Industry; food source.
Farm, Vine	Yes	+	10	40	Industry; raw material for wine.
Farm, Wheat	Yes	–	10	40	Industry; most efficient food souce.
Fort	No	––––	16	1000	Security; base for cohort.
Forum	Yes	++	6	75	Administration; collect taxes.
Fountain	No	N/A	*	15	Water; most desirable water for housing.

Adds to Water Services requirement

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Garden	No	+++	0	12	Engineering; improves area's desirability.
 Gatehouse	Yes	––	3	250	Security; provides passage through walls.
 Gladiator School	Yes	––	8	75	Entertainment; supplies amphitheater and colosseum.
 Governor's House	Yes	++++	5	150	Administration; Prosperity rating up to 50%.
 Governor's Villa	Yes	++++	10	400	Administration; Prosperity rating up to 75%.
 Governor's Palace	Yes	++++	15	700	Administration; Prosperity rating up to 100%.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Granary	Yes	--	6	--	Industry; stores food.
Hippodrome	Yes	--	50	2500	Entertainment; needs charioteers.
Hospital	Yes	–	30	75	Health; helps combat disease.
Iron Mine	Yes	---	10	50	Industry; raw material for weapons.
Library	Yes	++	20	75	Education; helps Culture rating.
Lion Pit	Yes	--	8	75	Entertainment; supplies colosseum.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Marble Quarry	Yes	---	10	50	Industry; marble allows oracles.
Market	Yes	–	5	40	Industry; distributes commodities to houses.
Military Academy	Yes	--	20	250	Security; improves soldier quality.
Mission Post	No	--	20	100	Security; peacefull contact with natives.
Oracle	Yes	+++	0	125	Religion; helps Culture rating; pacifies all gods.
Plaza	**	++	0	15	Engineering; improves nearby desirability.

**Built on roads.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Prefecture	Yes	–	6	30	Security; police and firefighting.
Reservoir	No	–––	*	80	Water; creates pipe network.
School	Yes	–	10	50	Education; improves Culture rating.
Senate	Yes	++++	30	400	Administration; collects taxes.
Shipyard	Yes	––––	10	100	Industry; builds fishing boats.
Statue, Small	No	++	0	12	Administration; improves nearby desirability.

*Adds to Water Services requirement

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Statue, Medium	No	++++	0	40	Administration; Prosperity rating up to 75%.
Statue, Large	No	++++	0	80	Administration; Prosperity rating up to 75%.
Temple, Small	Yes	++	2	50	Religion; helps Culture rating; placates one god.
Temple, Large	Yes	++++	5	85	Religion; helps Culture rating; placates one god.
Theater	Yes	+	8	50	Entertainment; needs actor; helps Culture rating.
Timber Yard	Yes	––	10	40	Industry; raw material for furniture.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Tower	Yes	----	6	150	Security; supplies guards and ballista.
Wall	No	N/A	0	12	Security; impedes invaders.
Warehouse	Yes	---	6	70	Industry; store goods for export and accepts imports.
Well	No	–	*	5	Water; mildly desirable water for housing.
Wharf	Yes	----	6	60	Industry; services fishing boats.
Workshop, Furniture	Yes	--	10	40	Industry; turns timber into furniture.

Adds to Water Services requirement

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Workshop, Oil	Yes	––	10	50	Industry; turns olives into oil.
Workshop, Pottery	Yes	––	10	40	Industry; turns clay into pottery.
Workshop, Weapons	Yes	––	10	50	Industry; turns iron into weapons.
Workshop, Wine	Yes	–	10	45	Industry; turns grapes from vine farms into wine.

Index

Index

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