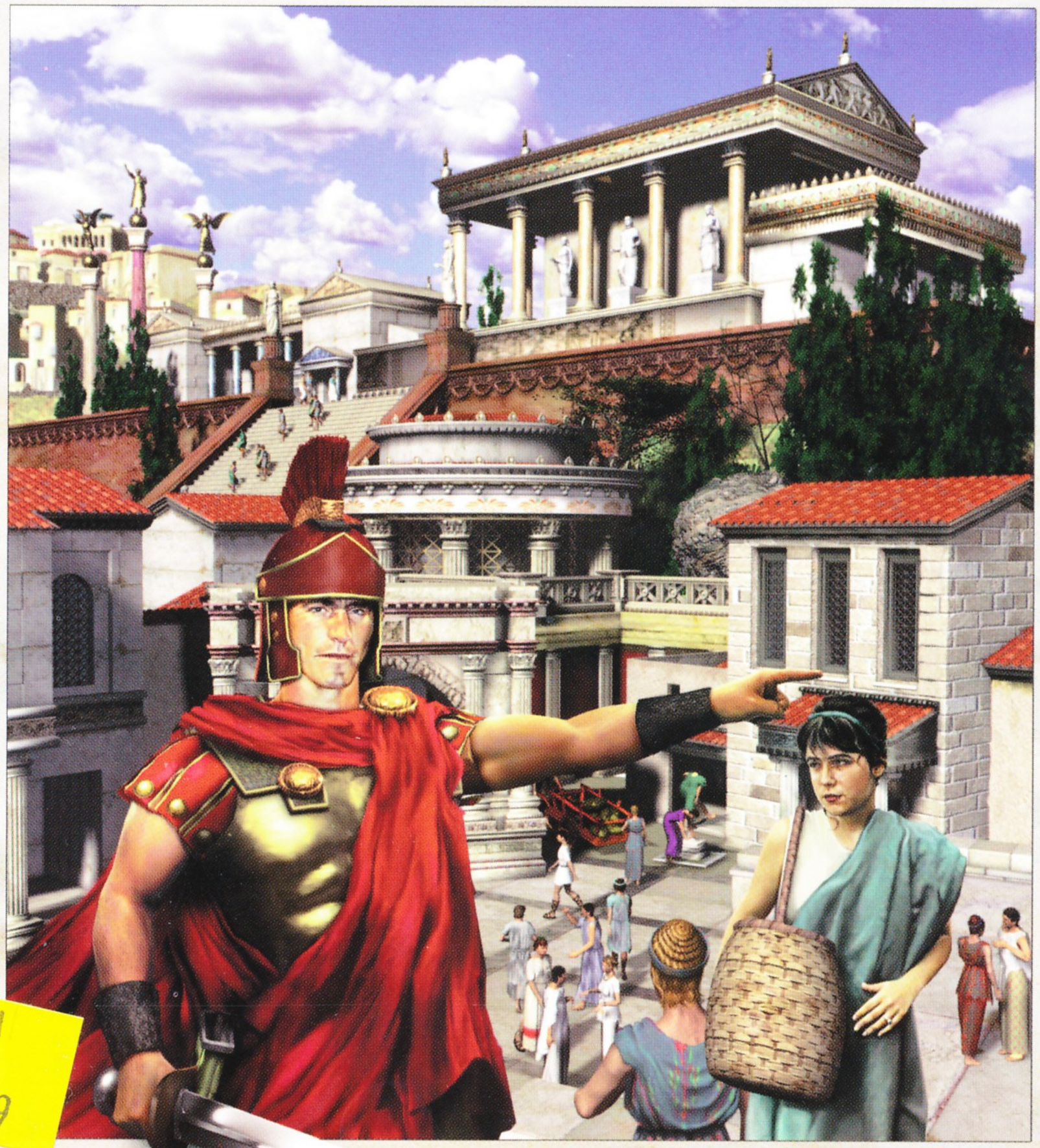
PRIMA'S OFFICIAL STRATEGY GUIDE

CAESAR™ III



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CAESAR™ III

PRIMA'S OFFICIAL STRATEGY GUIDE

SHANE MOONEY

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Much thanks to Impressions for yet another great game!

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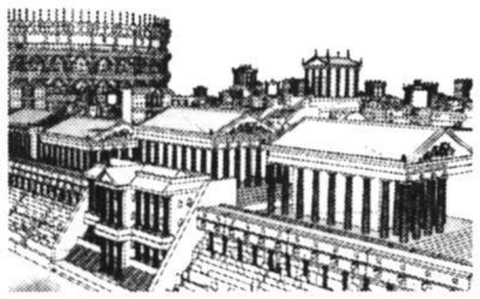
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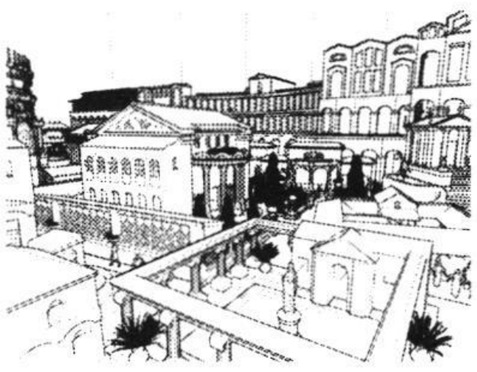
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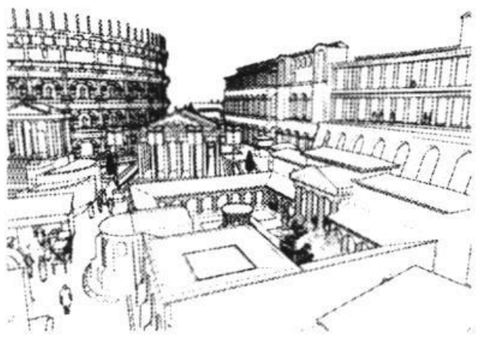
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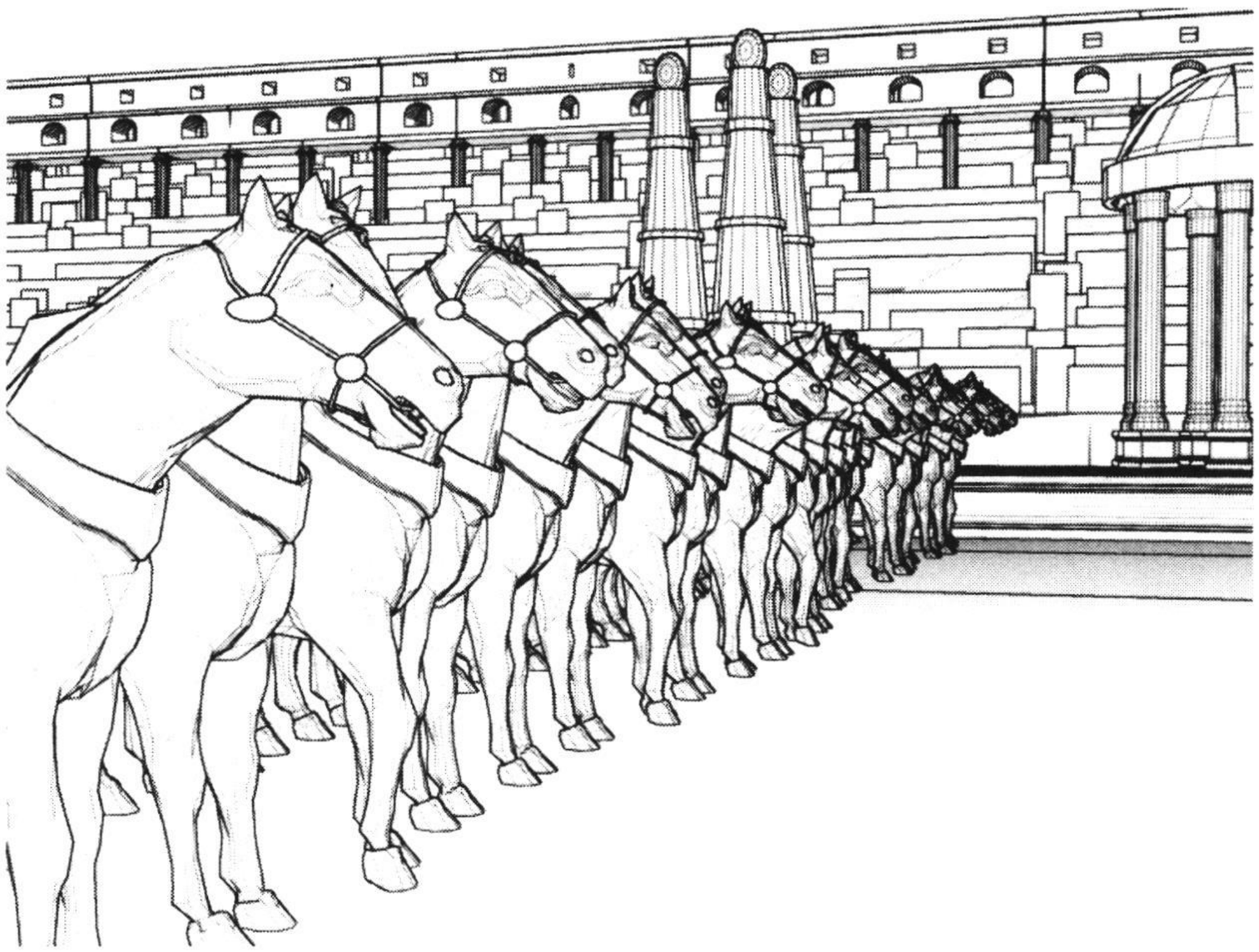
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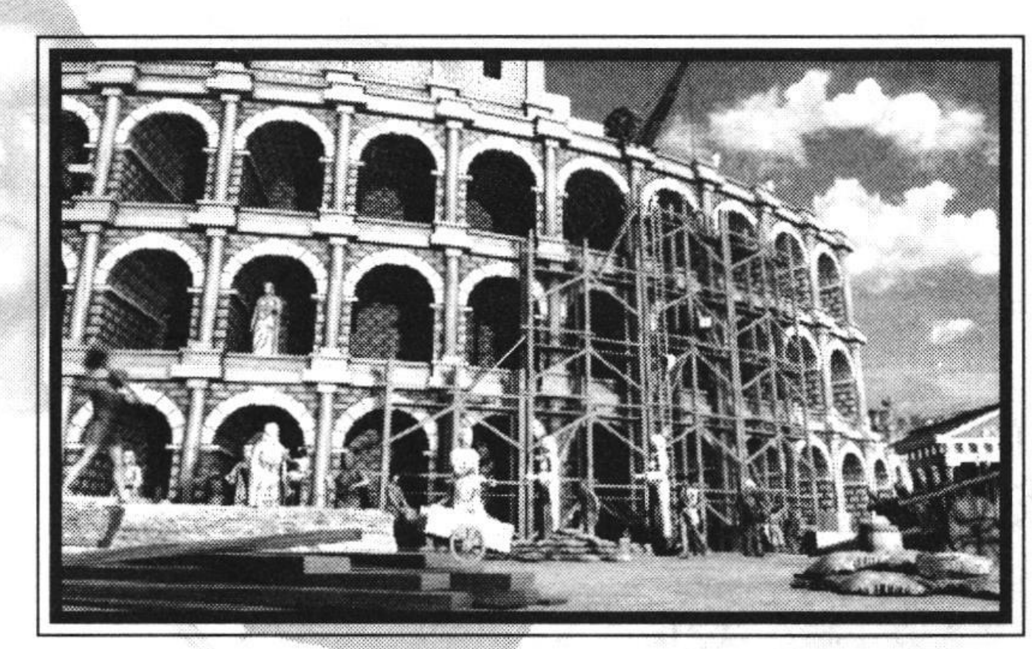
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INTRODUCTION

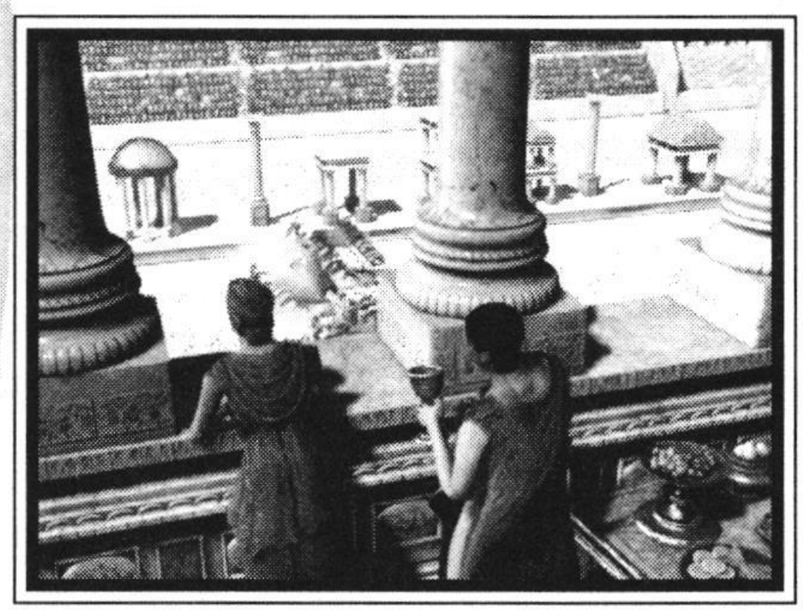
Hail, Caesar! Greetings, Roman citizen! It is truly a pleasure to meet someone who is as ambitious in governing as you are. You no doubt count it truly a blessing and an extreme privilege that I have chosen you for this monumental task. While the Roman Empire is still in its infancy, I have grand plans for it: to expand it far and wide. With the help of able Governors, I shall build a dynasty that will last a thousand years and will stretch to all corners of the earth.



It would be rather callow of me to expect anyone to master the fine subtleties of building up a complex city immediately, which is why I've given you essentially two aides. First, I'm going to start you out small, with minimal responsibility. As you prove that you're able to handle the lesser tasks ably, I'll give you bigger and grander assignments that I entrust to only my most astute Governors.

Second, I give you this scroll, which details everything you need to know to become a successful Governor. It's gleaned from Rome's many wise men, those successful Governors before you, and even myself.

The first chapter in this scroll details the many assignments that I'll give you throughout the course of building our Empire, my master plan. It's essentially a walkthrough of each and every assignment, detailing the dangers and obstacles you'll face along the way and how best to handle them. Naturally, in the early assignments, it goes into greater detail, explaining every little facet you need to concern yourself with. But as you succeed, as you grasp the basics and master the intricacies, you will need less and less advice. After all, if by the tenth assignment you still don't understand roadbuilding, no amount of instruction can save your career. Instead, toward the later assignments, I'll only give you a brief overview of things you need to watch out for.



I will always be evaluating your performance, as I do with all my Governors. In the second chapter, I'll detail how I go about calculating your progress, showing you the things you need to concern yourself with if you want to gain my Favor.

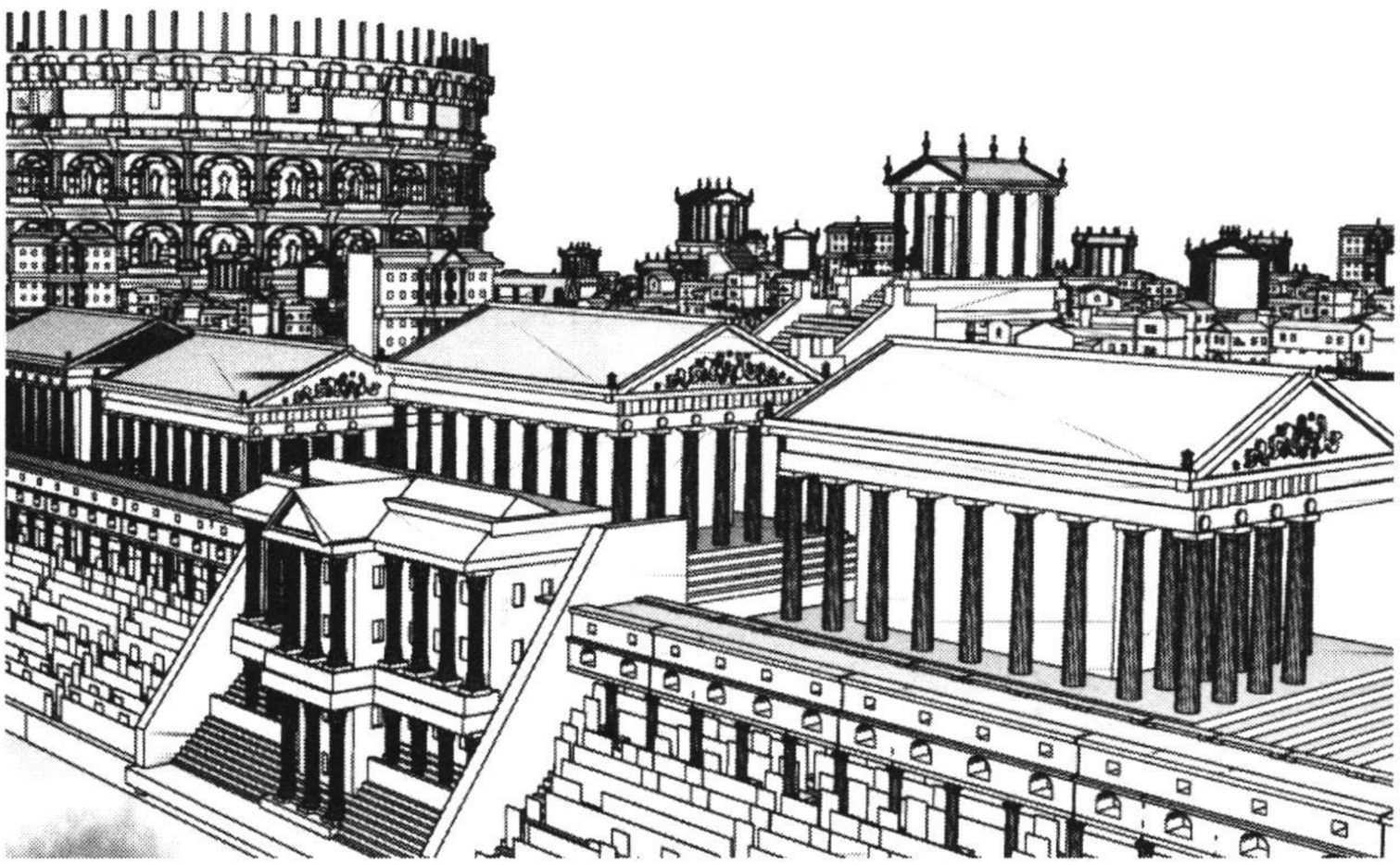
The third chapter is the heart of this guide. Here you'll learn about all the tools you have at your disposal and how to use them. Each structure is detailed, with information on what it does and on how to take advantage of its strengths and to avoid its weaknesses. If you read nothing else in this scroll, read this chapter. It will give you nearly all you need to know to succeed.

You are setting off into wild frontiers, and you will face more than your fair share of combat. Is there a Roman citizen who isn't already familiar with the workings of the military? I can think of none, but in any case, the final chapter will discuss how to build an army and defeat your opponents. I will also introduce you to the enemies you'll face, so you can identify the weak from the strong.

With this scroll, you will no doubt master the tasks you have before you. Heed the words you read, follow the advice, and success is virtually guaranteed. Who knows? If you prove yourself worthy and succeed in all these assignments, there may be a far grander prize waiting for you than mere titles and monetary compensation.

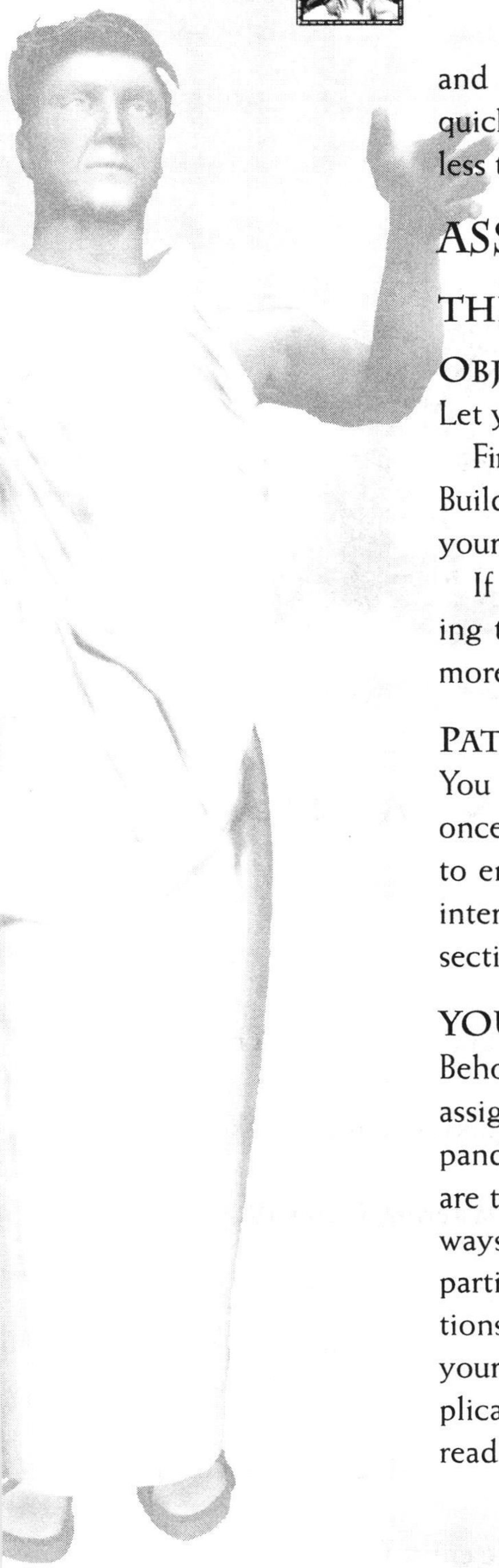


ONE



BUILDING ROME IN A DAY

As the old saying goes, "Rome wasn't built in a day," which essentially means that you can't expect dramatic changes to take place overnight. And when it comes to mastering *Caesar III*, such a Herculean task seems to fit that old adage nicely. But you didn't buy this guide to be told how tough *Caesar III* is; you want to learn how to master it in as little time as possible. This first chapter is devoted to seeing you through the entire *Caesar III* campaign,



and going over each assignment thoroughly so that you can quickly build your city without having to suffer through needless trial and error.

ASSIGNMENT 1: AVENTINE

THE BIRTH OF A CITY

OBJECTIVES: POPULATION OF 150

Let your Governorial training begin!

First, you must learn the basics of constructing Roman settlements. Build areas of housing, and you'll soon see people move in to your city. Right-click on them, and they'll talk to you.

If you right-click on any building, you'll see a panel describing that building, with a Help button you can use to find out more about how the structure works.

PATHS

You can click and drag the mouse to build lengths of path at once. Plan paths carefully, with as few intersections as possible, to ensure people will walk where you want them to. At every intersection, walkers must choose which way to go. Each intersection lessens your control over their actual routes.

YOUR FIRST CITY

Behold! A fresh plot of land ripe for industrializing! Your first assignment is relatively simple: you merely have to start and expand a city until it reaches a population of 150. Reprinted above are the game's instructions for this scenario, and you should always read these first: they will detail your objectives for each particular map, and they will often give you hints and suggestions for how to succeed. They are quite short and sweet for your first assignment, but they will grow to become quite complicated. Therefore, before jumping into any assignment, always read the instructions that *Caesar III* itself gives you.



This scenario requires a bit more than just throwing up a half-dozen Shacks and calling it a subdivision. First, not all the buttons are available to you. In fact, for starters all you can build are Shacks and Wells, not exactly the stuff thriving metropolises are made of. You will need to begin developing your pioneer spirit and a willingness to blaze trails, since a whole town of lean-tos is not exactly appealing.

The first thing you need to do is start building houses. Ideally you should start building houses in double rows with a road within at least 2 tiles of each house. The reason for this is pretty straightforward. All the walkers who provide service access to housing have a range of 2 tiles, such as Engineers (who keep buildings from falling down) and Prefects (who keep houses from catching on fire).

Also make sure that each house has road access. If housing is built and there are no roads within 2 tiles of it, the houses will



disappear within two months for lack of road access. Similarly, any housing that immigrants can't get to (like putting up houses on an island with no bridge to it) will also disappear within a few months, even if there is a road next to it.

Obviously, don't expect your early citizens to band together and start building mansions and four-story high-rises. These people don't even have indoor plumbing for goodness sakes. What exactly is going to motivate them to build further?

The only other structure you can build at this time is a Well. However, before you start setting up Wells every few houses, also remember that these take away from the neighborhood, having a very minor negative effect on the desirability of the area (though at this stage, the effect is minimal). The important things to remember with Wells is that they have a range of 2 tiles. So if you build a double row of houses 10 tiles long along a road, you will need a Well behind the third and eighth house to provide water access to every house.



Now you're cruising along, setting up houses. People are flocking to your city, and your land is beginning to look like a little KOA campground. But you'll also notice that there are those who've decided to pack up their belongings and head for greener pastures. Well, don't worry about them. People won't actually emigrate until you reach 250 people. You can get vagrants though. The important thing right now is to build up your town for those who do want to come in.

As time marches on, disaster will strike, namely fire. It's your first crisis as Governor, but thankfully you're given plenty of help in figuring out what to do. Namely, build a fire station, or in this case a Prefecture. Once the fire has started, you should slow the game down (select Game Speed) to 10 percent so that you can build the necessary Prefectures (2 at the most at this point in the game). Once that's done, speed the game back up and watch the Prefects put your fire out.

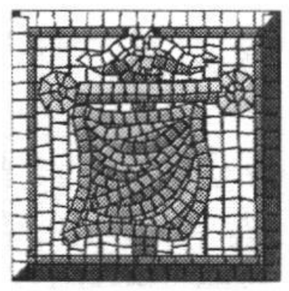
When the fire is out, you'll be left with a pile of its effects, namely, rubble. Nobody likes to live next to a burned-down building, so you're going to have to grab a shovel and clear the rubble, which has a detrimental effect on the surrounding area.

Also it's important to keep in mind that houses built right next to a Prefecture won't evolve as quickly or as far as other housing, since having one right next to you is detrimental (for up to 2 tiles). While everyone likes to have ample Prefectures in their neighborhood, no one wants to live right next to one. So try to lay out your town so that a Prefecture (when it becomes available) is at the end of a row of houses instead of right in the midst of them.

MORE DISASTER

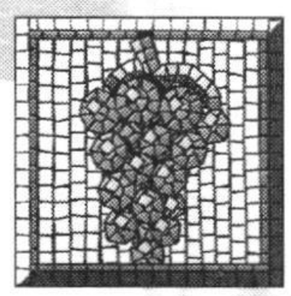
Soon disaster will strike again, this time in the form of your Shacks collapsing. Now would be a good time to build an Engineer Post. These help keep the buildings from collapsing, and the residents from moving out, and subsequently there is less general rubble, which lowers the status of the buildings around it. You should have at least one placed strategically in the town for easy and

TIP



Right-click on rubble and it'll tell you what building it used to be. This is very useful for rebuilding after a fire/collapse/attack so you don't have to remember what was there before.

NOTE



When you have a fire to put out, place the Prefecture "below" where the fire is, that is, from where the population streams. When you build a Prefecture, the troops don't necessarily make a beeline for the disaster: they start patrolling in the same direction the immigrants flow (in this assignment), which could be in the opposite direction you need them to go.



NOTE



"Damage" risk doesn't increase as quickly as "Fire" risk does, so you can get away with fewer Engineers than Prefects. Also, you will need the Prefects for the higher fire risk on desert maps.



maximum coverage. Don't worry about building them too close to houses, as they have no effect on desirability, for or against.

With the ability to build an Engineer Post comes the ability to build a Senate as well, which you're going to have to do in order to progress through this mission. They take up considerably more room than your little shanties, so start clearing a plot of land just outside the city on which to build one—and only one.

THE STRAIGHT DOPE ON SENATES

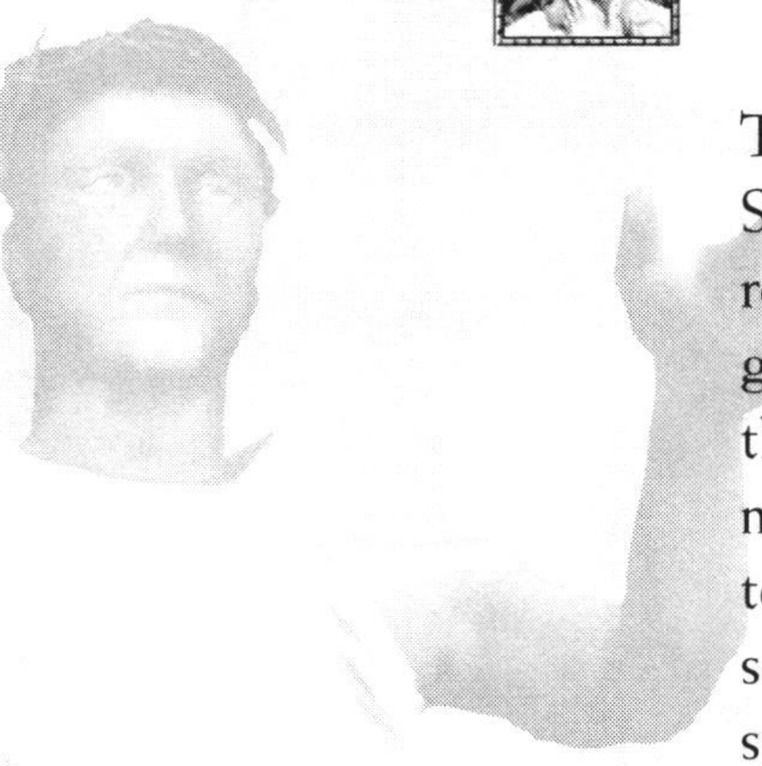
As you progress through *Caesar III*, you may wonder how important a Senate really is since they are expensive and take up a lot of space. Make no mistake, they have many good points: 1) good desirability, which extends to a range of as much as 6 tiles; 2) they show the ratings you have achieved without having to visit the Ratings Advisor; and 3) they show an approximation of your unemployment rating without having to visit your Labor Advisor. Last, and most important, they are necessary at first to collect taxes.



Once you've built a Senate, you'll probably notice townspeople loitering on the steps outside. These people represent your city's unemployment level, and each person on the steps represents 5 percent of the population. So if you see three people on the Senate steps, you have unemployment of anywhere from 11 to 15 percent. If you have four or five people on the steps, you have 20 percent or more unemployment, and this is a sure sign of unhappiness and upcoming thefts/riots unless taxes are drastically reduced. However, there will never be more than five citizens visible, even if you have an unemployment rate higher than 25 percent.

If you don't have any people just hanging out at the Senate, then you're quite the Governor and have assured plenty of work for your citizens. However, if you're facing an unemployment problem, it's time to create jobs. Namely, by building Prefectures and Engineer Posts, all of which need people to run them. Don't worry about hiring slackers though, as all your citizens are adequately qualified for any of those positions.





TIME TO GET RELIGION

Soon you'll get a message reminding you that your citizens are a religious people, and you'll now have the ability to build 5 religious Temples, each dedicated to a particular god. Unfortunately, they are all jealous gods, so you can't build one Temple without making all the others mad. Ideally, always strive to build a Temple to each god. Temples have a desirable effect on the community, so don't worry about putting them right next to housing, just space them out so each little neighborhood has one. For this particular assignment, it's very unlikely that you'll need to build more than one of each. For populations under 500, the gods don't pay too much attention to that town's particular devotion.

VAGRANTS

You may have noticed by now these homeless men dragging their belongings in a sack behind them, affectionately labeled "Vagrants." They appear whenever the house they're living in devolves to a lower state and the lower house's population limit is less than the number of people currently living there. But don't worry, they don't make trouble. They just take their stuff and drag it to any house/vacant lot on the map that still has room for them and they move in.

HOW 'BOUT THAT PROMOTION

If you've built enough housing, the immigrants should really be streaming to your little patch of paradise now, and you'll soon reach your goal of 150 citizens without so much as breaking a sweat. And to think you did it all without any indoor plumbing! You're ready to tackle the next assignment by simply accepting the promotion.



ASSIGNMENT 2: BRUNDISIUM

FEEDING THE POPULACE

OBJECTIVES:

Population of 650

Immediate Goal: Build a Granary and fill it with Wheat

Now that you know the basics of building and maintaining a settlement, it's time to move on to a real town. Your priorities should be water, fire prevention, engineering, food, and industry, in that order. Without housing and food, new immigrants will not move in to your city.

Rome now wishes your city to grow food.

Build a farm on fertile land. Look for the yellow tufts that indicate this on the map. Connect it to housing with a path. If the housing is too far away, the farm will not have access to labor.

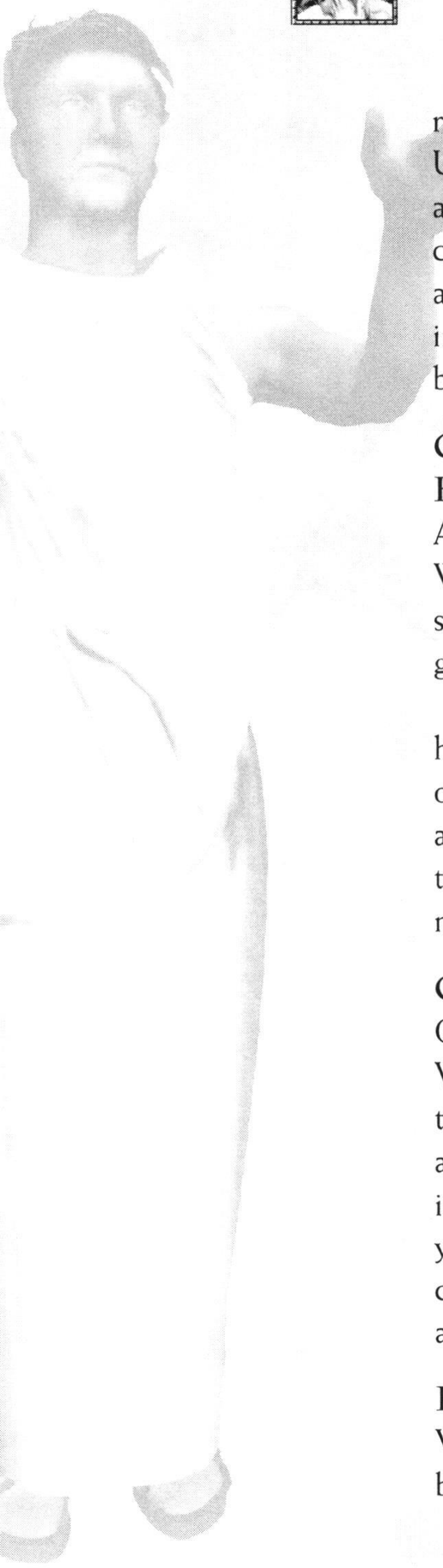
Also build a Granary near to the farm, and make sure it has access to labor. Don't forget to build a Prefecture and Engineer Post.

When the Wheat is ripe, you will see a cart carry it to the Granary. Gradually, you will see the Granary fill up. The fewer empty windows you can see, the fuller the Granary is.

About this time you should have the ability to place a Market in your town, which no town should be without. Again, be careful where you put it, as everyone loves to shop, but nobody wants to live right next to the shopping center.

EXPANDING TO SUCCESS

Okay, you've mastered the bare basics of running a town, but you haven't had to worry about setting up your own little self-contained city. In the first assignment, you didn't have to worry about little things like feeding your hungry masses. Now Rome's tired of hand-holding and is setting you out on your own to grow your own food.



As your population grows, the game's tutorial will pop up periodically to tell you how to handle your next phase of growth. Unbeknownst to the player, assignment one and two in *Caesar III* are broken down into subgoals that must be achieved before you can progress to the next phase of the assignment. Before we look at each facet of this particular and groundbreaking assignment in depth, we'll give a brief overview of how the assignment is broken down.

GOAL 1: BUILD A GRANARY AND FILL IT WITH WHEAT

Actually, you don't need to completely fill your Granary with Wheat, especially considering that your population is probably still in the double digits at the start. However, you do need to get at least 500 units of Wheat to satisfy this objective.

The time it takes to do this will be greatly extended if you have Market Buyers taking food out of the Granary. So one way of quickly filling your Granary is to simply hold off on building any Markets, letting your citizens suffer briefly in their tents until the goal is reached. Not exactly the most humane way of running a city, but in this case, the end justifies the means.

GOAL 2: GET 250 PEOPLE

Once you've reached the first goal, you no longer have to rely on Well water; now you can build Reservoirs, Aqueducts, and Fountains. Without these, you're population will be stuck living in Shacks and will never evolve past a few residents per household. But this is one of the trickier aspects of building, since you need to have your Reservoir and Aqueducts built close enough to your housing complex to provide piped-in water, but they need to be far enough away not to detract from the neighborhood.

RESERVOIR BASICS

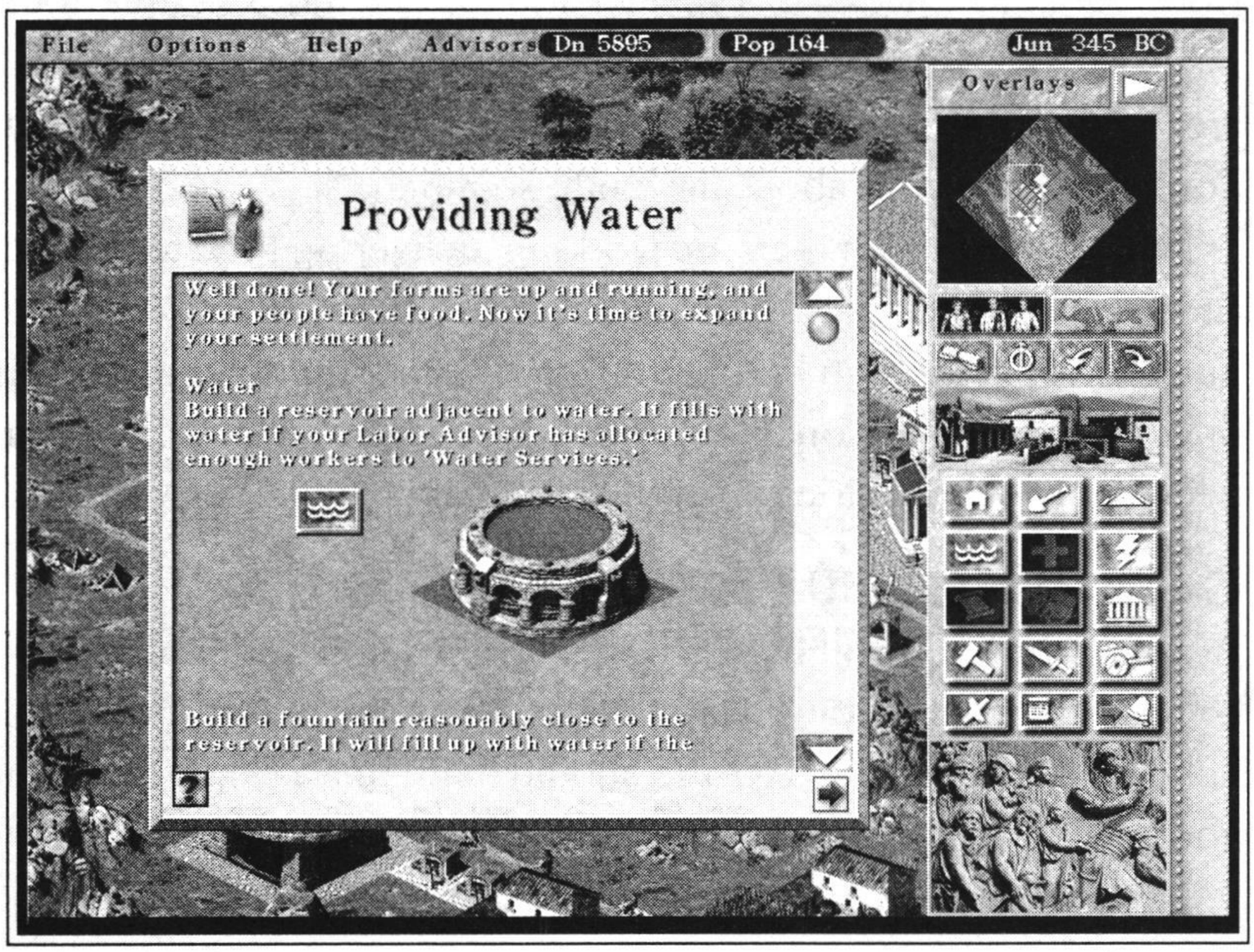
When placing a Reservoir—when it's still attached to your mouse, but before it's actually placed—it's a "green" graphic that indicates

two states: empty and full, depending on whether or not it's close enough to water to fill up automatically. Likewise, Fountains will appear empty or full before they are placed, and while still green, depending on whether or not they are in pipe access range of a full Reservoir (range is 10 tiles). Fountain range is 4 tiles.

Remember, Reservoirs have a medium undesirability to a range of 3, and Fountains have no desirability effect but, rather, are themselves affected by desirability, as they have four stages of evolution.

You will quickly become very familiar with the Water Overlay, which shows you how well your Reservoir is covering your city. Ideally, you should build one Reservoir near the water and run an Aqueduct to a second one within range of where you will place Fountains, which supply water directly to housing.

Naturally, at this point, run the Aqueduct on the outskirts of the city as opposed to down the middle to affect as few housing complexes as possible.



TIP

Build one Reservoir, then click again on the exact same location, hold the mouse button down, and drag. When the mouse button is released, a second Reservoir is built and so is an Aqueduct connecting the two.

FOUNTAINS

Fountains require 4 labor each, and there's never any reason to build more Fountains than you absolutely have to. The trick is to place Fountains and then place housing around them to get the most houses within range of each Fountain that you can. Maximize your house-to-Fountain ratio; don't just build a horde of Fountains to supply every house you've thrown up. The important things to note are that Fountains have a radius of 4 tiles, and that housing must be within 2 tiles of a road.

Obviously, now that you have access to Fountains, there's no reason for you to have to rely on Wells. Go ahead and put Fountains where Wells were (making sure from your Water Overlay that you can hook them up to a Reservoir). But follow the information above and don't just put a Fountain any old place.

BUILDING UP

Now that you've got your houses evolving, make sure to build them up as high as they can go. Ideally you want them to go from Tents to Shacks to Hovels. You can fit more people into nicer surroundings, they pay higher taxes, and generally they are happy they aren't living in slums. Plus, with fewer Tents, you don't have to worry about fire quite so much.

TIP

If immigration stops due to unhappiness, and if raising desirability through Gardens/Statues/Temples doesn't restore immigration, the quickest way to boost happiness is by reducing taxes.

Make sure your Markets are working, delivering food to people (if you haven't done so already). Concentrate on making sure housing is pretty high before you start expanding too much. But once you've got reasonable growth, go ahead and start building a few more subdivisions, as well as a Farm or two.

GOAL 3: GET 450 PEOPLE

At this point, you will have a host of things now suddenly available for your expansionist ways: Baths, Theaters, Actors' Colonies, Schools, and Gardens. You also should build one Temple for each god, if you haven't done so already. Access to religion is very important for a house to evolve to the next stage.



When you begin building Theaters, be sure to build an Actors' Colony at the same time. You only have to worry about building one Colony right now, no matter how many Theaters you build in the future. As time goes on, check with your advisors (on the advisor panel) to see how well your Entertainment is covering your city.

To boost the desirability of your housing quickly, start placing Gardens nearby; you will soon attract more immigrants to this newly higher level of housing.

The advisor panel should become active by now, though it hasn't been officially introduced. This can be useful if you've found that you've overbuilt and need to visit the Labor Advisor to readjust your priorities. It's also good to check out if immigration ever stops.

Remember: Small Hovels require entertainment to evolve, and Large Hovels require Schools. Building some of each around your housing will allow you to evolve to Small Casas (of course, you also need the earlier requirements of Fountains, food, and religion). The Small Casa is an important level of housing as its the highest level of housing that doesn't require any goods to maintain.

Baths are needed for evolution to a Large Casa, but these also require Pottery, which can't be made quite yet. However, build a Bath as soon as possible to lower the risk of disease and pestilence.

GOAL 4: GET ONE POTTERY UNIT INTO A WAREHOUSE

You can now build Forums, Warehouses, Clay Pits, Weapons Workshops, and Pottery Workshops. You're going to need to build a Forum or two if your Senate Tax Collector isn't reaching everyone (check the Commerce-Tax Income Overlay to see where he's not going).

Build a Clay Pit or two near the water, and then build twice as many Pottery Workshops as Clay Pits. All workshops take twice



NOTE



The Large Casa is the highest level of housing achievable in this scenario.

as long to complete their production cycle as the raw materials and Farms that supply them. Now build a Warehouse on the original road to Rome to house the finished Pottery.

THE EMPIRE MAP

Now the Empire Map is available, though it won't be introduced until the next goal is reached. Go to the Empire Map and open up the trade route, then go to the Trade Advisor and set "Iron" to "Import" and Wheat and Weapons to "Export over 0." Set Pottery to "Export over 5." This not only allows you to reach your next goal but ensures that there is always some Pottery in the Warehouse for Market Buyers to buy. You want to export Pottery, but you also need to distribute it to your people so that they'll evolve to a higher level of housing. Now build two to





four Weapons Workshops. None of these buildings should be within 2 spaces of any house (3 for a Warehouse).

As a result, you'll soon see the caravans a'comin. Now your excess Wheat production will be exported, and your Denarii will increase. Clay will be made, transported automatically by the Clay Pits' cart pushers to the Pottery Workshops and turned into Pottery, then brought to the Warehouse. Some will be exported, some will be distributed to your population, and your next goal will soon be reached. Iron will be imported, transported by the Warehouse cart pusher to the Weapons Workshop, turned to Weapons and transported back by the workshop cart pushers for export.

MONEY PROBLEMS

Don't be surprised if you run out of money at this point; you'll soon be quite profitable once your exports kick in. In any case, Caesar will give you more the first time you run out (in later scenarios, he gives you less). If you go into debt a second time, you have two years to get out of debt. Caesar is less forgiving for third and subsequent debts. In later assignments you need to get in the black within 24 months or Caesar will send an army against you.

GOAL 5 (FINAL GOAL): 650 PEOPLE

This game briefing introduces trading in the empire, which will already be running if the above advice is followed.

FOOD, GLORIOUS FOOD

Food is the most important facet of Roman life. Everything hinges on having a steady food supply—without it, your town won't grow. In fact, it'll devolve as scores of starving townsfolk flee for more nourishing cityscapes. So you always have to make sure that your people have plenty to eat as well as enough of a workforce to distribute the food. Otherwise the food will just sit in a Granary and go to waste, while your city goes to Hades in a proverbial handbasket.

NOTE

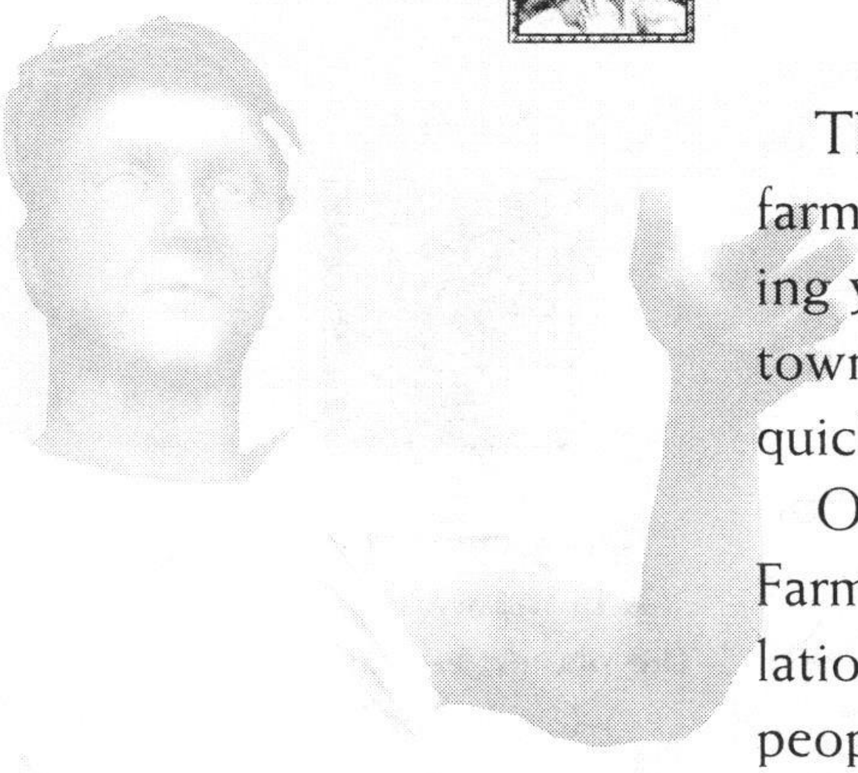


Once one pottery is in the warehouse the player will advance when his or her population reaches 650.

TIP



For every scenario, when you first start building, always slow the game down to its slowest (10 percent) and build without worrying about too much time passing.



The first thing that you need to do on the map is to find the farmland represented by the yellow tufts of foliage. Start building your city here, as it is indeed food that's going to get your town going. If you start building residences first, people will quickly complain that there's no food and will leave.

Once you've found fertile soil, get to work building your first Farm; in fact, build three Farms for starters. Then, as your population grows, add more Farms (1 Wheat Farm feeds about 200 people). At some point you'll need to feed a population of at least 650, and it would be good to have a Wheat surplus, so you can trade with needy nearby cities. Try to build so that your Farms lie just on the edge of the yellow tuft field.

Next, build a Granary within a reasonable distance, but make sure it's on nonfertile soil; you don't want to waste farmland. Then build roads connecting the Farm to the Granary and the Granary to the already established main road.

Now, ideally, build your houses fairly close to the Farm so as to provide it with an employment pool but not so close that the housing is negatively affected by the Farm itself and its related industries.

Next make sure that you have a Prefecture, an Engineer Post, and a Well nearby. Then check the Water option and make sure that all the houses have Well water access.

ROADBUILDING

As you know by now, Prefects and Engineers will wander a road whether it has housing on it or not. This unfortunately means they'll probably spend far too much time on the preexisting road to the northeast, which probably will have no housing on it whatsoever for the entire game (if you're following this guide's advice anyway). To make sure they stay within a helpful distance, merely erase a couple of squares of that northeast road, cutting off access

to it. There's no need to eliminate all of it now. One, you'll simply be throwing good Denarii down the drain by doing more work than necessary, and two, you may need that road in the future and you don't want to waste more money rebuilding it.

When roadbuilding, make as few intersections as possible, and never make a completed box or grid area of roads: walkers have an algorithm that helps them change their route each time they're out, but it isn't context sensitive. They'll happily walk in a circle or, faced with multiple choices at intersections, head back the way they came. The best thing to do is to build a single row of housing squares along a single road, with a fountain in the center of each housing square. Then, build dead-end roads radiating off this housing road that contain service providers. When these walkers emerge from their buildings, they will then have only one way to go: toward the housing.

NOTE



Standard procedure with Engineer Posts and Prefectures is to build one of each at the end of every road. Or, if you're building city blocks rather than dead-ends, one of each per city block.

HOW MARKETS WORK

Understanding exactly how Markets work is crucial to your success in *Caesar III*. Markets put out two types of walkers that use the same graphic. By right-clicking on them, you can identify them as either "Market Trader" or "Market Buyer." Market Traders walk around and distribute the food and goods from their parent Market to any houses that they pass. They will only distribute goods to houses that either require them now or require them to advance to the next level of evolution. Market Buyers go to Granaries and return with food (carried by Delivery Boys), or they go to Warehouses and return with goods (also carried by Delivery Boys).

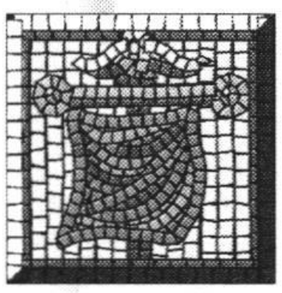
It's important to note that Market Buyers don't wander. They go straight to the source Warehouse/Granary to buy the item that their Market needs most, and then they return directly to their Market followed by one Delivery Boy for every cartload of stuff they bought. Market Buyers will also only walk so far to a

source. If the source is too far, they won't even attempt to make the journey. Even if the source is just barely in range, it's not good to have them walk too far because the Market Trader will distribute everything in the market long before the Market Buyer can return from his trip (and, for higher levels of housing, he may need to make seven or eight different trips to the various sources for all the food types and for the four types of goods consumed by housing).

To get around this problem, the best thing to do is to build a set of Granaries/Warehouses near your housing for Market Buyers to go to. These buildings should be set to "Getting" the food/goods that you want them to contain. Build other Granaries/Warehouses near the Farms and industrial complexes in the city so that the cart pushers associated with these production facilities don't have to walk too far to get to their destination and back to their home. This is important because each building only has one cart pusher, and even if the building is done with its production cycle (Farms, raw materials, Fishing Wharves, or workshops), it cannot begin its next production cycle until its cart pusher returns to collect its produce and truck it off.

Markets have a unique desirability effect: it gets better the farther away you are (-2, -1, 0, 1, 2, 3). Being 1 or 2 tiles away is bad, 3 has no effect, and being 4 to 6 tiles away is actually good. The usual building progression therefore is the following: housing, road, 2 blank tiles (space for a Theater or Forum), then the Market.

TIP



One good rule of thumb for Small Temples: one for each god for each 750 people in your city.

DON'T FORGET THE TEMPLES

At this point, you don't have too many types of structures you can build, so you're going to have to make due with the ones you have. One thing that you do have are Temples, and your townspeople are nothing if not religious. You should be sure to place one Temple for each god in your neighborhood. Just make sure everything has road access.

SPEED KILLS

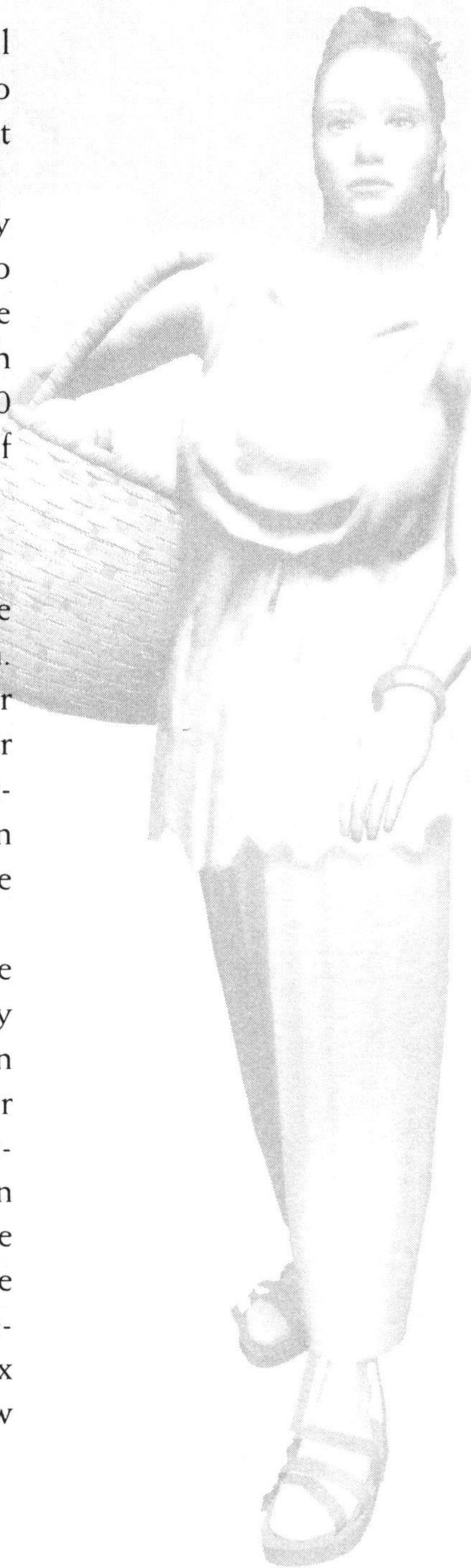
Don't be afraid to change the speed options for the game: go full bore for a while at 100 percent, then bring everything almost to a standstill at 10 percent during a rough patch, or take it easy at 50 percent. Going slow doesn't make you any less of a ruler.

If you're finding that even at 100 percent it's just too slow, try playing in a lower display resolution. *Caesar III* was designed to be played at 800x600; 1024x768 is much slower but you can see more of the map. If you want a quick speed boost to blow through a couple of years once your city is stable, pop down to 640x480 for a while, then change back when you need to make a lot of changes or if you just want to see more.

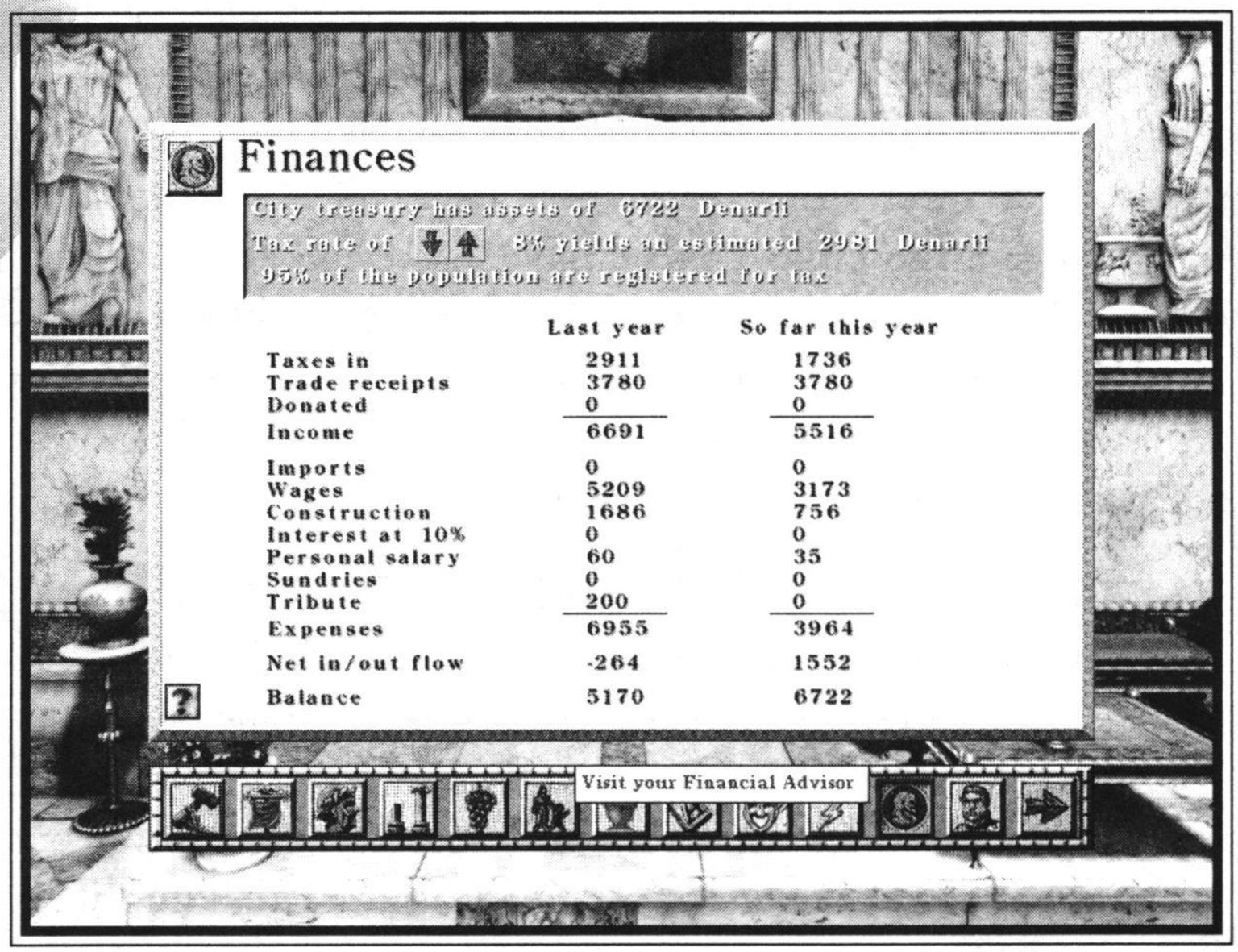
TAXATION WITHOUT REPRESENTATION

Your population will soon have the opportunity for explosive growth, and naturally, with explosive growth comes taxation. You should be able to build a Senate by now, so start filling your city treasury by doing just that, somewhere a bit away from your housing project. A Senate serves two purposes: first and foremost, to tax your citizens and, second, to serve as an information source. Simply run your cursor over it, and it'll tell you how you're doing as far as unemployment, Favor, and so on.

Soon, you'll be able to build Forums, which are a far more efficient way of collecting taxes (and, in any case, you can only have one Senate in a city). You can see whether a house has been visited by a Tax Collector, and how much it is paying, by either right-clicking on the house or by using the Commerce-Tax Income Overlay (columns on the overlay have heights in proportion to amount of tax paid, and balloon help appears if the mouse hovers over any house to state how much it is paying). Once the advisors panel becomes accessible, the Finance Advisor will report on what percentage of the population is covered by Tax Collectors, what the expected annual tax income is, and how



much has actually been collected in taxes so far in the current year and the total for the previous year.



PROFITABILITY

In every scenario, the first thing you should do to get profitable is to establish at least one trade route and an industry to produce an export for it. Don't grow population any faster than is necessary to supply labor for industries making exports and for Farms to support the population. Higher population means higher labor costs, and this is your biggest expense. Every Denarii spent on labor wages is a Denarii that isn't spent on construction. Develop all exports first, including imports of raw materials if they can be turned into finished goods for export. Use the profitability from this to build things requiring no labor, or very little.

THE IMPORTANCE OF GARDENS

While they may not seem like much, Gardens are essential to the rapid growth and development of your city. This can't be overstated. As soon as you are able to build them, start placing Gardens essentially anywhere near housing. Ideally, if you have $, there should be a Garden behind every house. You should put a Garden wherever you see an empty plot of land near your structures—they have a tremendous impact on surrounding communities. If you put enough Gardens about, you should begin to see growth almost instantly.

It should be noted that Gardens and Small Statues have identical costs and desirability effects. Place them interchangeably for aesthetic reasons, but also use Statues to control housing growth at higher levels.

IMPROVING THE NEIGHBORHOOD

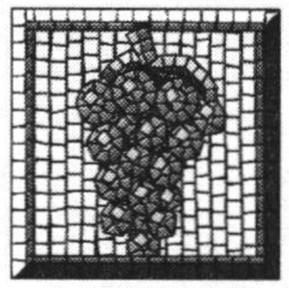
Are you finding that one particular house just simply refuses to evolve? If Gardens don't do the trick, Plazas should. Both Gardens and Small Statues are effective to a range of 3 tiles, Plazas to a range of 2. Beyond that, all religious structures are effective to a range of 6.

FOOD MANAGEMENT

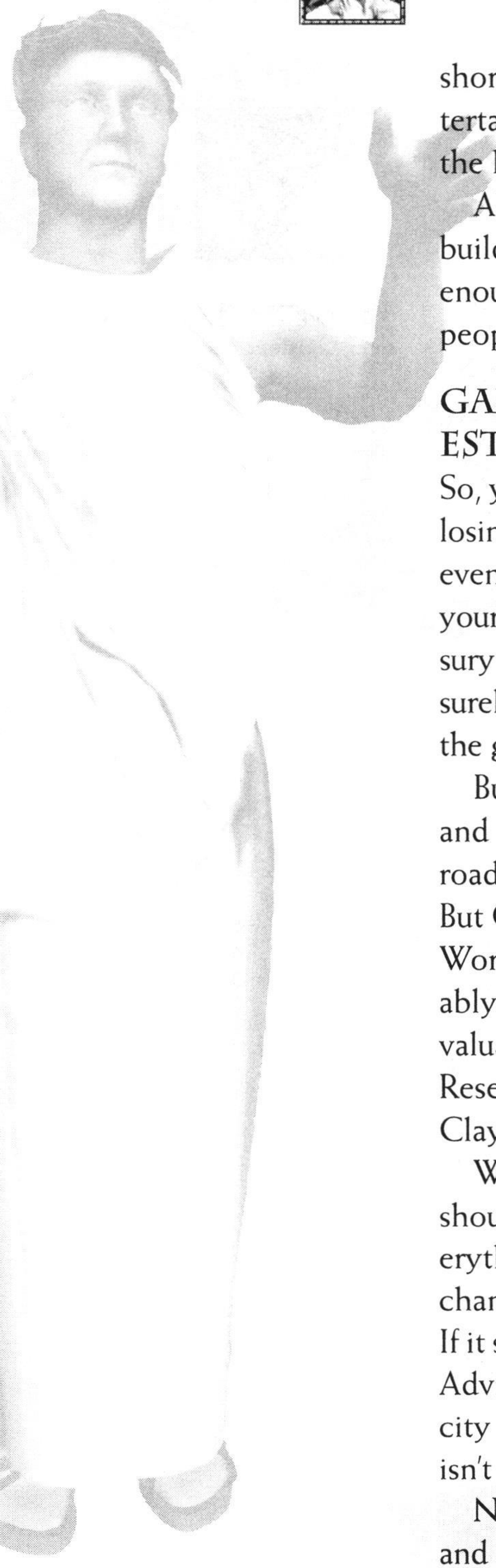
As your city grows, always think about food. While you have to make sure you have enough Farms to meet the growing demand, you shouldn't build too many Farms. It's a balancing act. If you have too many Farms, you won't have enough people to employ for these jobs, and one of the first areas that suffers is the Granary. If a Granary is short-handed, it won't take in any more food, and even worse, it won't give any out. It's at this point you'll see your city devolve.

You can avoid the Granary problem by going to your Labor Advisor and prioritizing food above industry. You should let any

NOTE



Housing can expand over Gardens but not over Statues.



shortage in labor be absorbed by religion, education, health, entertainment, and/or government, where the shortage will have the least effect.

Also, in this scenario it's highly unlikely that you'll need to build a second Granary, as a full Granary is usually more than enough to feed your population, even if it gets as high as 1,200 people (which it won't at this stage of the game).

GAINFUL EMPLOYMENT: ESTABLISHING AN INDUSTRY

So, you've taxed your populace as much as you can and you're still losing Denarii hand over fist. Theoretically you could raise taxes even more, but you'd have to raise them pretty high to take care of your money problems, and having a bit more money in the treasury just isn't worth the riots and mass emigrations that would surely ensue. What you need is to establish an industry. As soon as the game makes it available, it's time to start turning out Pottery.

Build your Clay Pit near the closest accessible body of water, and put it pretty close to where you already have established roads, so you don't have to build a whole new highway system. But Clay itself really won't do you any good. You need to have a Workshop to turn it into Pottery. So set up a Workshop reasonably close to the pit, but not next to the water. Don't waste valuable Clay Pit real estate with anything but Clay Pits and Reservoirs. Essentially, you can build two Workshops for every Clay Pit, so set up two if you haven't done so already.

While your Workshops are cranking out Pottery, your houses should really start evolving—so long as you're giving them everything else that they want. If you find that the houses haven't changed much, right-click on them to find out what they need. If it says they need more entertainment, go to the Entertainment Advisor and find out what sort of particular entertainment your city is lacking, then build one nearby. If they say the area just isn't desirable enough, start putting in Gardens or Small Temples.

Now that you've got the Pottery going, you can start to store and trade what your city isn't using. Build a Warehouse nearby to

store excess Pottery, Clay, and even Wheat. If you have the population for it, you should see the Warehouse operating and putting excesses in it. Do as the game advises and set up a trade route with a friendly city and then start cranking out the goods. If you manage to reign in your spending ways and abstain from any unnecessary construction, you should soon begin to see a profit.

NOTE



To sustain all these new structures, such as Schools, Workshops, and Clay Pits, you're going to have to encourage immigration by building additional suitable housing.

ASSIGNMENT 3: CAPUA

From here on out, for each assignment, you're given a choice of one of two cities to manage. The first has higher ratings requirements. The Alternate Assignment has more invasions. For the rest of this chapter, we'll take a look at each assignment and the two maps they have, giving a walkthrough for the harder one first.

YOUR FIRST COLONY

OBJECTIVES:

Population of 2,500

Prosperity Rating of 10

Favor Rating of 60

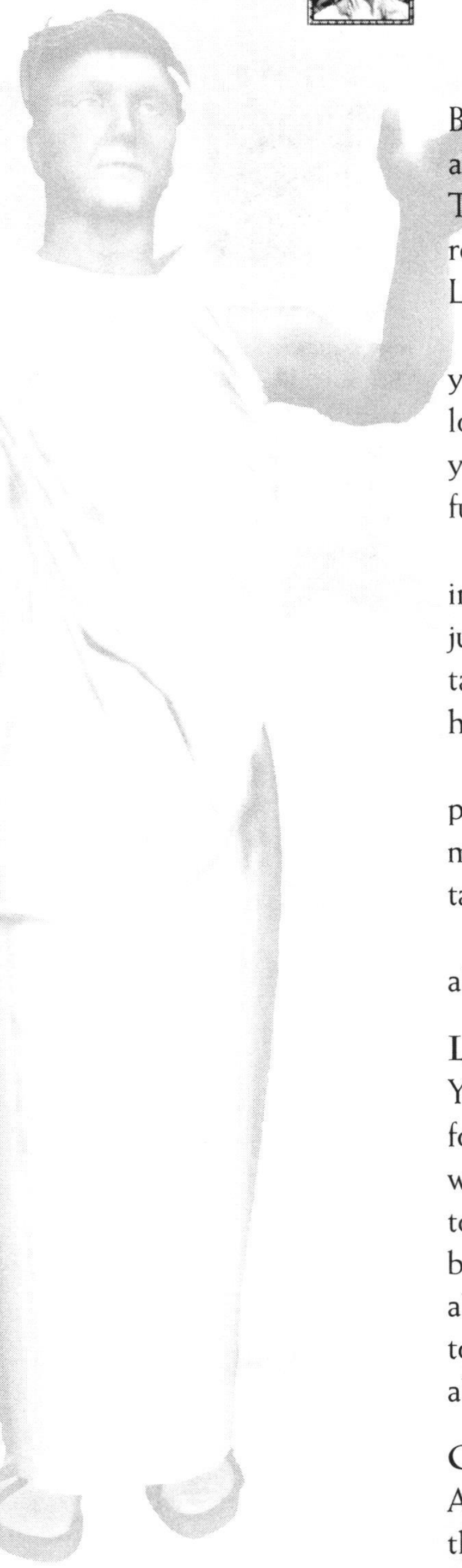
Culture Rating of 35

Peace Rating of 20

Caesar is at today's gladiator tournament, and is unable to see you himself. He asked me, his proconsul for Roma, to brief you on your next assignment. Now that you have proven your skills, I want you to found a small city just south of Rome.

To build the city up to a modest level, you must provide more goods and services than you have achieved thus far. Plan carefully. Rome's Senate expects a good return on the starting money it entrusts to you.

Your new province is rich in resources. Set up industries and trade routes, and export goods to earn the extra funds that you will need. Make sure your citizens pay their taxes, too.



You should construct a Dock, so that you can trade overseas. Build the Dock on the river with the flotsam and make sure it has a Warehouse nearby to store exports and accept any imports. Trade ships will approach your Dock when you open a sea trade route and tell your Trade Advisor which goods to buy and sell. Like most buildings, the Dock needs road access to labor.

Caesar's expectations for you are not excessive. He will rate your performance, but the goals he has set for you are rather low. Anything else that he ask of you should easily be within your power to provide. He will be particularly pleased if you fulfill my requests promptly.

Oh, a word of caution: Heed carefully any reports of a worsening mood among your citizens. Your people will not forgive much just because of your newness to governing. If your city has high taxes, low wages, little food or lots of unemployment, it will be hard to attract immigrants, and citizens might turn to crime.

Your advisors are always available with help and advice. A large part of the secret to good governance lies in using all of the information at your disposal. Whenever things aren't going as expected, take the time to find out why, and learn how to correct the problem.

Capua is under no military threat, so your management skills alone will ensure success.

LET THE GAMES BEGIN

Your training is officially complete, or at least complete enough for you to tackle a real city. If you thought handling a thriving city with 650 people was tough, try tackling 2,500. Here you're going to have to muster all that you've learned so far in order to build a booming metropolis. But thankfully, you'll have little else to worry about: no wolves to eat your immigrants, no invading barbarians to decimate all your hard work. You just have to attract a reasonably large population, feed it, and create a working industry.

GETTING STARTED

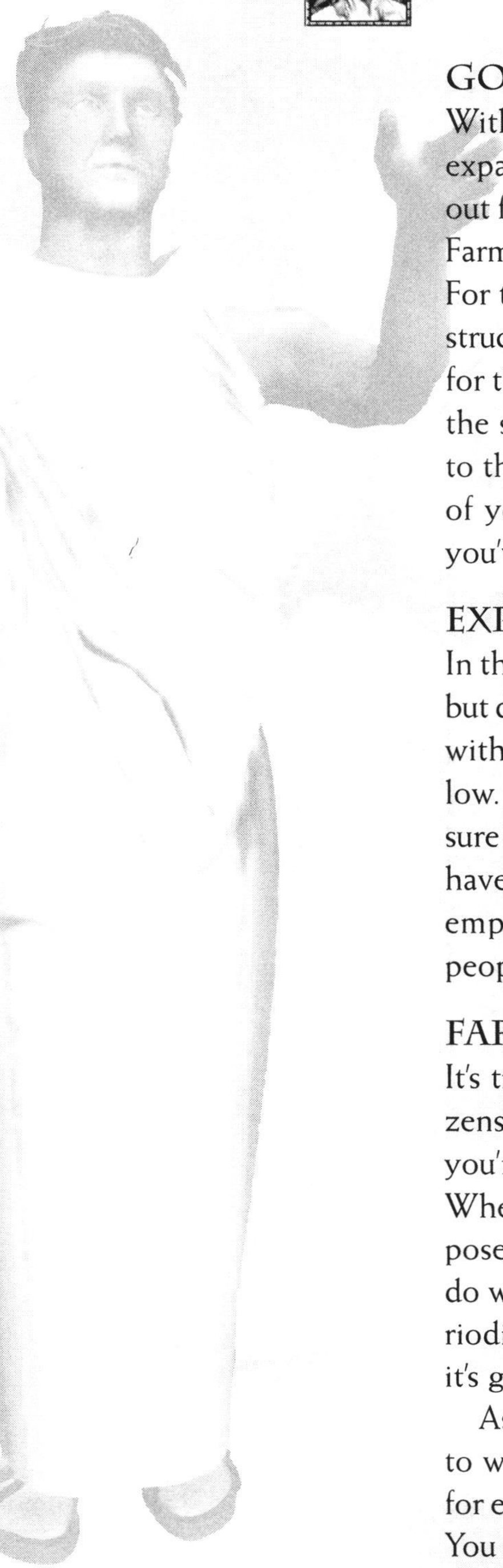
As with the last assignment, first locate the fertile farmland. On this particular map, there are two spots that'll do nicely.

Now, plan ahead a bit. You know that your city is going to need water to evolve, so think about where you're going to put a Reservoir before you start plunking Farms down.

Begin near the center of the map, though this means you have to clear plenty of forest in order to make the necessary road back to the main path from the Farm. Slow the game speed and set up at least one Farm, a Granary, a nearby Reservoir, housing, Fountains, and your Prefecture and Engineer Post.



Now speed up the game and watch as the immigrants come streaming into your promising suburb. Your experience from the previous assignments can guide you here: build Temples, entertainment, and education as necessary. Your best advice will come from the game itself. Right-clicking on a particular house will tell you exactly what you need to build next, whether it's a nearby Market, religious facilities, or Gardens and Statues to beautify the surroundings.



GO EAST, YOUNG MAN

With so much land in every direction, deciding which way to expand your little empire is not a simple task. You could expand out from the center evenly in all directions, or starting with your Farms at one end, move construction north, south, east, or west. For this particular map, you're going to want to move your construction toward the direction of the original path. The reason for this is simple, and it's contained in the game's introduction to the scenario: eventually, you need to build a Dock on the river to the east to establish a trade route. You're going to want most of your town at least in the general vicinity when you decide you've reached that particular stage in your development.

EXPANDING YOUR CITY

In the interim, you need to concentrate on building up your city, but do so slowly. Make sure that you carefully balance new growth with plenty of jobs; you need to keep unemployment relatively low. Don't throw up a huge number of houses without making sure that you have plenty of food for people to eat. It's better to have more jobs than people than the other way around, as unemployment will affect your Performance ratings, increase people's discontent, and lead to riots and other unpleasantness.

FARMING

It's true that humans cannot live on bread alone, and your citizens are no exception. While Wheat is going to be your staple, you're going to want to offer them Fruit as well. For every two Wheat Farms plant one Fruit Farm. This serves a double purpose: one, it gives your people a second type of food, which will do wonders for their disposition, and two, the Emperor will periodically request so many units of Fruit later on in the game, so it's good to start producing it now instead of later.

As you lay out your Farms, keep in mind that while you want to worry about maximizing your space, you also want to allow for expansion. Build your first Farm at the very edge of farmland. You can find exactly where that is by selecting your Farm and



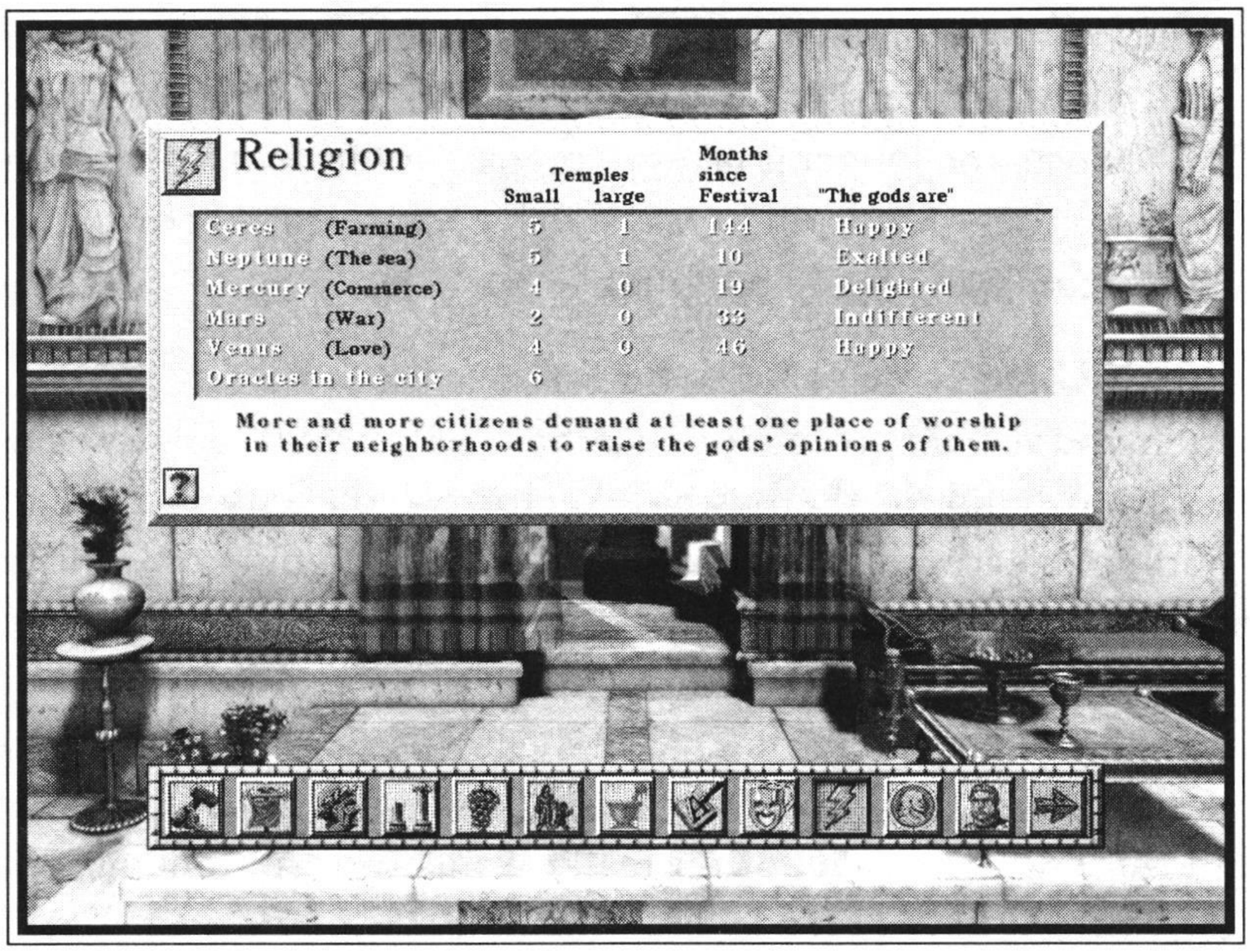
moving the mouse around: wherever the icon shows a farm, that's where you can build one. Now go to the edge of the yellow tufts and find the spot where the farm art flashes on and off: this is where the farmland ends and plain old ordinary land begins.

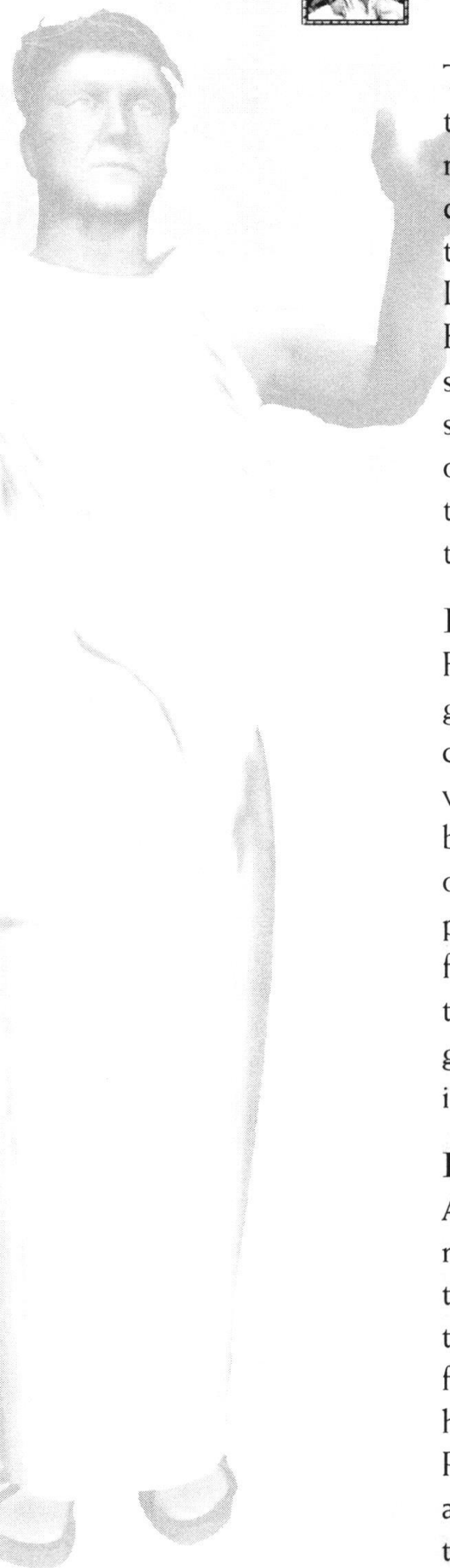
Once you've built one Farm, do likewise with the next one, but separate them by at least 1 tile, so you can build roads if necessary between them. While this might not seem like a factor when you only have two or three farms, when you're dealing with five, six, or even more, it becomes quite important.

LOSING YOUR RELIGION

It's very important that you always keep an eye on whether the gods are happy or not. Early on in this particular assignment, make sure you build one Temple to each god. This is the best way to keep them all happy, and you'll avoid jealousy.

As this assignment progresses, you'll be able to build Oracles from imported Marble, which is vital for keeping all the gods equally happy (or at least for keeping any one from becoming frightfully upset). This doesn't mean that you can stop building





Temples, however, as citizens still like to have those nearby for their own religious needs. Small Temples are the least effective religious building, with Oracles being much better, though they don't make a walker for religion access (which means you need to build a Temple as well to boost nearby housing's evolution). Large Temples are the best but require more space and labor. Both Large Temples and Oracles require Marble for their construction. If everything is going well otherwise for the city, be sure to check the Religion Advisor screen very frequently to check on the status of all the gods. If you're finding that everyone seems to be happy save one or two, along with building another Temple to them, feel free to throw a festival in their honor.

FESTIVALS

Festivals are very important to your citizens. They affect the general mood of your population as well as make the festival's chosen god happy. As mentioned earlier, before holding a festival, go to your Religion screen and find out which god seems to be the most unhappy and hold a festival for him or her. You're only going to be able to choose small or large festivals at this point (until you import some Wine), so pick one based on your funds or how upset a particular god is. Remember that the larger the festival, the longer it takes to prepare for it, so if a particular god is furious, don't wait for a festival; appease quickly by building a Temple in his or her honor.

ESTABLISHING INDUSTRY

After you've built up your population a bit (say 500 souls), you're ready to build up the business sector of your city and begin trading in earnest. The first thing that you're going to want to tackle is the Pottery-making business, as Pottery is necessary for your housing to evolve from Hovels to actual fire-retardant housing, like Small Insulae. As in the last assignment, build two Pottery Workshops for every Clay Pit in order to keep up with all the raw materials. If you really want to start cranking out the Pottery, have two Clay Pits and at least four Pottery Work-

shops, which should provide your booming city with plenty of Pottery as well as give you enough surplus to trade. When you establish this little industry, try and keep it a reasonable distance away from your housing, as Workshops and raw material setups have a negative effect on desirability (-2 or -3, depending on the building).

Next, build a Warehouse in which to store all this stuff. Be sure to build it somewhat close to your industry but not too close to housing. Soon you should see Pottery stacking up in the Warehouse.

If you haven't already done so, go to the Empire Map screen and open up a trade route with a city that needs Pottery. Soon, you'll be trading, and your city (as well as your bank account) should be growing.

Look at the rest of the cities that are trading to find out about other money-making opportunities. Some may want Furniture, others may want Olives and Oil. You should set up industries for these as well.

For Furniture, you need to set up a Timber Yard. These need to be placed next to trees. If you're unsure where to place it, select Timber Yard from Raw Materials, and scroll the mouse around until you find a plot of trees that'll bring up the icon. From there, you need a Furniture Workshop; again create two for every Timber Yard you have.

For Oil, you'll need to set up an Olive Farm, then an Oil Workshop (or two) to turn the Olives into Oil.

NOTE



Be sure to have enough Warehouses for all your goods. If you see people with carts full of product just standing around, it means you need another working Warehouse.

SEAFARING TRADE

No doubt one of the other cities you'll want to trade with can only arrive by boat. Now, no matter how many goods you have that this city needs, they're never going to come unless you build a Dock for them to get the goods from. This is why you needed to build your city outward toward the main path (near the river that the ships will come from). When you build a Dock, you're going to need to have workers to run it, and if there's no nearby

housing, it's not going to ever get up and operational. If you find that your city still is not close enough when the time comes, you can always start a little subdivision reasonably near the Dock, but you're going to have to make sure that they eventually have everything else they need, such as water, food, and the like.



Wells

If you have to build a little subdivision to run your Dock, the easiest and simplest way to provide water is with a Well, especially if you're pressed for time or cash. The main thing with Wells is that they're useful if you're just popping up 1 to 4 tiles of housing "slums" to provide labor access to industry or Farms, and you don't intend to ever get a Reservoir near enough to provide pipe access for Fountains, or to ever see these houses evolve beyond Large Shacks. Alternatively, you could use Wells early in a scenario to provide cheap water that requires 0 labor (Fountains require 4 labor each), with the intention of replacing the Well with a Fountain once the city gets off the ground. In either case,



the negative desirability effect of Wells may occasionally prevent a little evolution, but nothing truly meaningful; the houses that it can support all generate worse desirability effects themselves than the Well does.

FORUMS

As you are no doubt very well aware, a significant portion of your income comes from taxes, so it's important to make sure that all your citizens are rendering unto Caesar, you know, all the cash that's his (and yours). There are three ways to tell if everyone's paying their fair share. One is to right click on an individual house and see if it pays tax. A second way is to go to the Financial Advisor screen and see what percentage of your population is paying taxes. A third, most effective, way is to use the Commercial Taxes overlay. If it's less than 100 percent, then you need to build more Forums to make sure Tax Collectors get around enough to cover everybody.

Do this on a pretty regular basis, especially if you're building new subdivisions rapidly. Try to put one Forum in every neighborhood, but even so, check your Financial Advisor screen regularly to ensure full coverage.

ROMAN REQUESTS

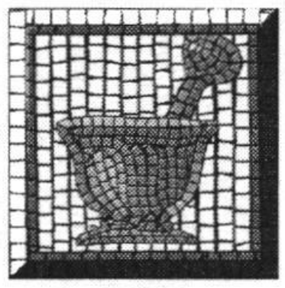
Eventually you'll get a notice from Rome that you must send them so many units of one thing or another by a certain time. Immediately set up the necessary workshops to handle this and start cranking on them. If it's something like Weapons, you'll need to start importing Iron to build them, but this shouldn't be a problem; simply click on the appropriate area in the Trade Advisor screen and you're good to go.

For other things like Fruit or Oil, go to the Advisor screen and select to "stockpile" them. For Fruit, go to the Granaries and select "Special Orders," and then choose to refuse to accept the goods, that way everything goes to the Warehouses (so long as you have enough Warehouses and space to hold them). Keep careful tabs on how many you have at all times and dispatch the





CAUTION



While you may have the ability to increase your pay, don't do it. Rome has a tendency to frown on those who give themselves big pay raises.

goods as soon as you can. The Emperor likes a speedy response. If you miss your deadline, you get another chance, but it affects your Favor rating. Even after he scolds you for being late, however, don't give up, since you can positively affect you Favor rating by completing the request as soon as possible.

GIFTS

Don't be afraid to send the Emperor a gift every now and then as well. While you won't want to send something every month, especially considering your salary, it's good to send a gift at least once a year. Gifts should be sent once a year for maximum efficency in raising Favor. Additional gifts sent in the same year will cause a much smaller boost to Favor.

OPERATING IN THE RED

You should avoid, as much as is humanly possible, allowing your treasury to go into the negative. If you do, it'll adversely affect your Prosperity rating for the entire year. However, there may be a time when, despite warnings to the contrary, you still have to do it. It's at this point where Rome will bail you out and give you a fairly harsh warning (which isn't as severe as the tongue-lashing you'll receive if you let it happen again). You'll need to either cut back on your over-running construction costs or raise taxes a percentage point or two. Just don't raise them higher than 12 for any length of time, and try to keep them under 10 for the long term (eight being ideal). Tax coverage is unrelated to the sustainable tax rate.

The effect of debt on the Prosperity rating, however, isn't nearly as important as its effect on the Favor rating. If the city is in debt at the end of the year, it cannot send tribute to Rome. If the city loses money in a year but doesn't go into debt, a reduced tribute payment is made. Caesar doesn't like it when you stiff him on his tribute, and Favor will drop quickly. If it drops low enough (to



10 or below), Caesar will send an army after you. The only reliable way (fulfilling Emperor requests are dependent on Caesar's whim in making such requests) to get your Favor rating up quickly is to send him a gift from your personal cash fund(go to the Emperor panel).

Your exports should bring you back till you have a sizable wad of cash, but you should discipline yourself not to spend it. By the end of the year, your trade quotas will be met and caravans/ships will stop buying. Your cash surplus will be reduced by labor wages, and you should retain at least 1,000 Denarii by the end of December for the tribute payment.

TIP



You can check your Finance Advisor to see what was paid the previous year for an estimate on current tribute levels.

WORK ON WHAT YOU HAVE

Once you hit a population of 1,250, don't think that you're halfway to your goal and simply start building block after block of housing, especially if you have a lot of housing that's stuck in the Hovel stage. The most important thing to concentrate on (once you've got a steady cash flow from taxes and industry) is to evolve your present housing as far as you can. The reason for this is simple: your city will have nicer housing, with more people living in that nice housing, thereby increasing your population along with a general feeling of contentedness. By evolving the housing, you'll be able to avoid taking up every square inch of tile with Shacks and Tents just to meet your population goal.

To do this you need to be sure to provide the things that people want and need, namely, pleasant surroundings, plenty of entertainment, and access to desirable goods, like Furniture, Oil, and Pottery.

Click on each of the houses and find out what's holding it back, and then do your best to address those concerns. If it requires you to clear away some land, to tear down a particular Temple, or to relocate something, do it (just as long as you replace that Temple somewhere else in the city).

PLAZAS AND GARDENS

The easiest and simplest way to boost a location's appeal is with plenty of Gardens and Plazas. Gardens are tricky in that depending on how you've laid out your city, you may not have a whole lot of room for them. However, whenever you're constructing a new subdivision, keep in mind where you could put a Garden or a Statue, especially if it's going to be near a building that has a detrimental effect on housing. If there's a free space, put a Garden there. It's far better to have a Garden than an empty plot of land.

Plazas are more expensive, but they are a bit more versatile, as you can literally have a road made up of nothing but Plazas. In fact, if that's what the main complaint a particular house has (the surrounding area is just not nice enough) go ahead and put plenty of plazas on the street everywhere around it (granted, if you have the funds).





ALTERNATE ASSIGNMENT 3: TARENTUM

YOUR FIRST COLONY

OBJECTIVES:

Population of 2,500

Prosperity Rating of 10

Favor Rating of 40

Culture Rating of 30

Peace Rating of 10

Caesar is at today's gladiator tournament, and is unable to see you himself. He asked me, his proconsul for Roma, to brief you on your next assignment.

Now that you have proven your skills, you are to find a small city far south of Rome.

To build the city up to the desired size, you must provide more goods and services than you have achieved thus far. Plan carefully. Rome's Senate expects a good return on the starting money it has voted to give you.

Your new province is rich in resources, but you will need to establish trade routes and export goods to earn all the funds that you will need. Make sure your citizens pay their taxes, too.

Your colony should include a Dock, so that it can trade overseas. Build the Dock on the river with the flotsam, and make sure it has a Warehouse nearby to store your exports and accept any imports. Trade ships will approach your Dock when you open a seaborne trade route and tell your Trade Advisor which goods to buy and sell. Like most buildings, the Dock needs road access to labor.

Caesar's expectations for you are not excessive. He will rate your performance in five categories: Peace, Prosperity, Culture, Favor and overall population size, but the goals he has set for you are rather low. Anything else that I ask of you should easily be within your power to provide. I will be particularly pleased when you fulfill my requests promptly.



Your new province is in lands that do not yet entirely respect Roman rule. Our old rivals, the Etruscans, might be a nuisance. Build the security features at your disposal to prevent these barbarians from becoming a real threat. You can build defensive structures, and create a legion to fight the enemy.

Walls will slow an enemy's advance, although they can be breached. Build Walls the same way you build roads—click on the Wall's starting point, and, holding down your left mouse button, drag the Wall to its end. Make the Walls at least double thick if you want guards to patrol them.

Build Towers into your Wall to defend them. Tower Guards throw javelins at an enemy that comes within range. Each Tower comes with a Ballista—a heavy missile launcher—that can do considerable damage.

To train guards for the Towers, and soldiers for your Forts, your city needs a Barracks. The Barracks alone can train Tower Guards, Horse Auxiliaries, and Javelin Auxiliaries. If it has a supply of weapons, it can also provide Legionnaires—the best fighters you can have.

You cannot train Auxiliaries or Legionnaires until you build a Fort for each legion. Build Forts well away from your residential districts. New soldiers walk from the Barracks to the Fort without needing roads.

You cannot Wall your province off from the rest of the world. Citizens and Traders need the freedom to come and go. Be sure you include Gatehouses at your city's entry and exit points. And if those Etruscans do cause trouble, make them feel the pain of daring to challenge Rome!

THE SAME, ONLY DIFFERENT

You may notice that the overall objectives and instructions for Tarentum are very similar to the previous map, Capua. You have to achieve a population of 2,500, and your overall objectives are just slightly less than Capua's. The biggest difference is that this



will be your first stab at combat, which adds yet one more headache (albeit, a fairly large one) to your already daunting task.

If this is your first time through the campaign of *Caesar III*, it goes without saying that you have decided to skip playing Capua and have decided to tackle Tarentum. If so, you are indeed a brave soul. However, much of the basic information for founding and developing a mini-metropolis is discussed in depth in the Capua section above. If you want to learn the finer points of farming, industry, land development, trade, and the like, back up a bit and read the instructions for Capua. The same principles apply, with the only differences being the types of industry you have. Instead of making Pottery, you're going to need to import Pottery, for example. The rest of this section will focus on those things that make Tarentum unique: namely, preparing your city for combat.







CAUTION



Don't build military complexes near housing; they're devastating to the surrounding land value.

GETTING STARTED

As you'd expect by now, you need to find out where your fertile farmland is, and on this particular map, you have two spots to choose from. However, one is separated from the rest of the map by a river. While this may come in handy later within the assignment, make life easier on yourself and go with the more centrally located farmland.

As in Capua, clear a path to the area, construct your farmland, and start building houses and services. Nearly everything that was covered with Capua's map applies equally here, including the need to build reasonably close to the river so that, eventually, you can set up a Dock and engage in some seafaring trade. At first, concentrate on simply expanding your city, but again, not too fast. It's better to evolve the housing you already have than to build 2,500 Tents.

PREPARING FOR COMBAT

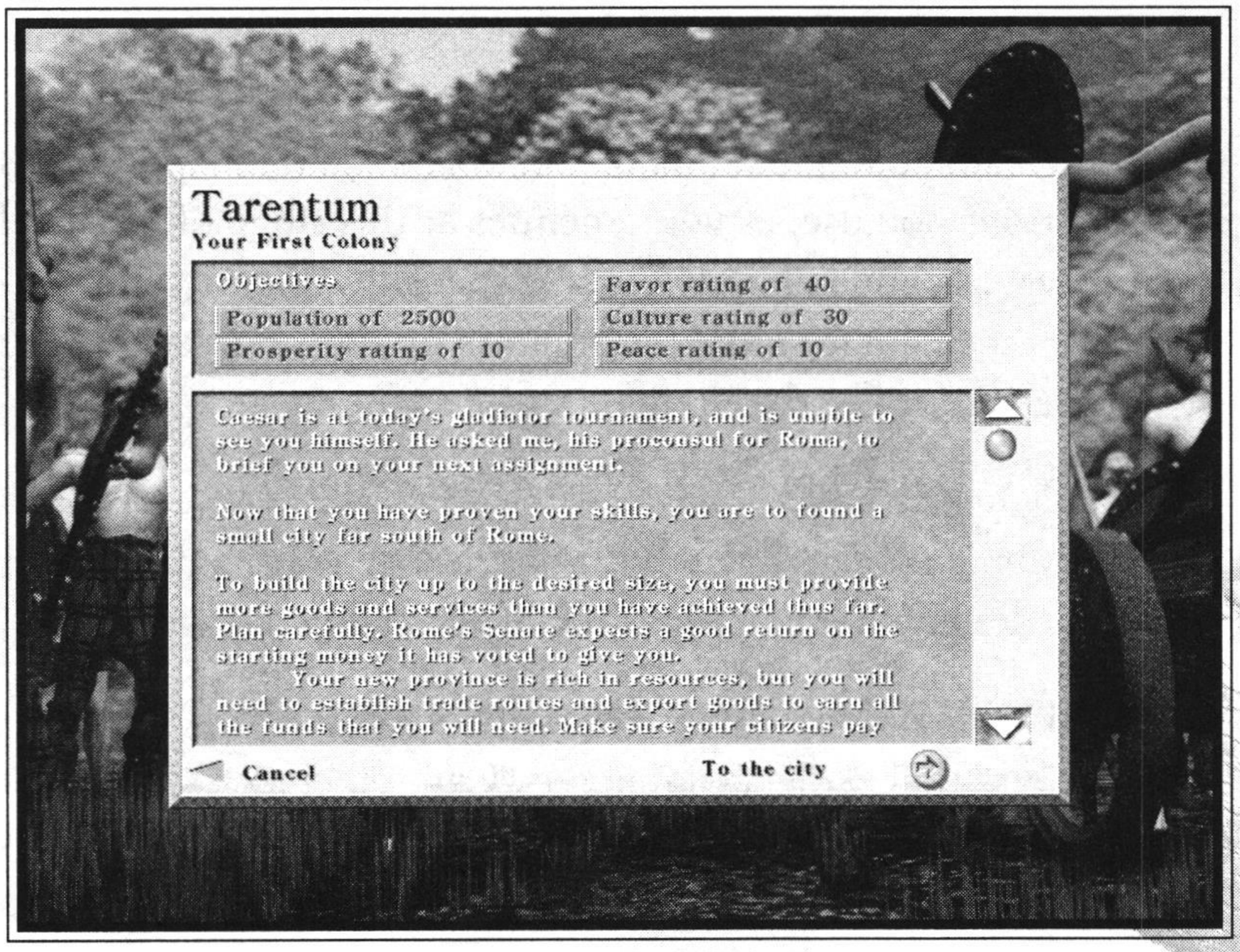
Once you've got your little city going, start establishing an army. While it may be too early to build a Military Academy (they do cost 1,000 Denarii), build a Barracks and Fort as soon as you can; you're going to be dealing with plenty of threatening enemies for this assignment. Once you've gotten your industry going and have a steady stream of income, you can set up a Military Academy and a couple more Forts.

Also consider setting up Walls and Towers to help defend against the enemy later on. Don't do it too soon, though, because you should give your new city enough time and room to grow.

While your troops are being trained, refocus on building up your city, getting the housing to evolve, concentrating on industry, and all the other necessary steps (discussed above with the Capua map) to build up your populace.

You can learn about the enemy's whereabouts from messages you receive, as well as by periodically checking the Empire Map.





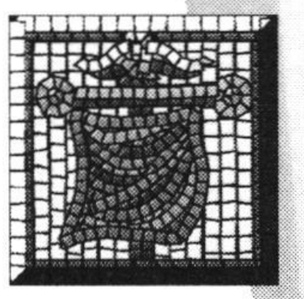
As the enemy nears, you're going to need to build a couple more Forts to ensure maximum effectiveness.

As you're training more and more troops, it's a good idea to follow the rest of the game's instructions: start securing your city with defensive measures, such as Walls and Towers, which will serve as your first line of defense against the enemy. Walls and Towers can defeat an enemy by themselves. The key is to place sufficient numbers of them in strategic locations.

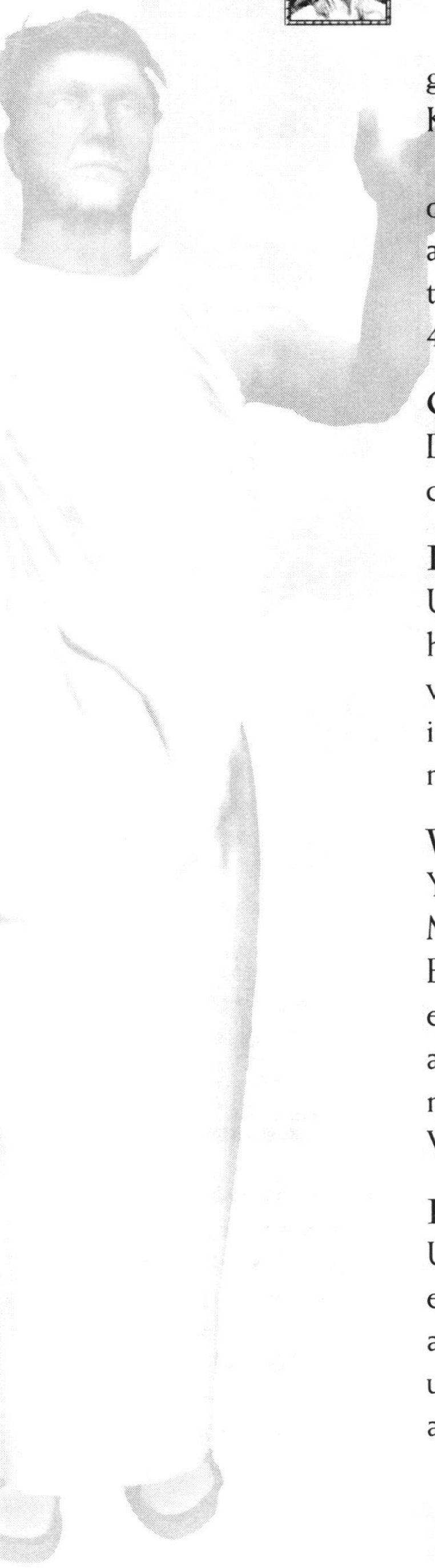
ACTUAL BATTLE

Once the enemy is upon you, you'll get a message (along with a short video clip) letting you know. At this point, slow the game down and scroll around the outskirts of the map, looking for the intruders. After you've spotted them, select one of your Forts by clicking on it and then click again near the enemy. Speed the

TIP



Ideally, you should be saving your game frequently so if a battle turns sour or you're caught unprepared, you can try to do better by starting again with a saved game.



game back up and watch as your soldiers hurry to the location. Keep doing this for all your Forts.

For your first battles, it isn't too terribly important what types of formations you use, as your enemies at this stage of *Caesar III* are pretty weak and fall fairly easily (especially against your well-trained forces). But for more information on fighting, see chapter 4, "To the Victor Go the Spoils."

CITY CONCERNS

Don't become so caught up with battle that you neglect other concerns. Remember to keep track of the following areas.

POTTERY

Unlike your other earlier assignments (Capua included), you don't have the ability to get your own Clay to make Pottery, which is vital to the evolution of your housing. You're going to have to import it. So be sure that you go to the Trade Advisor screen and make the necessary preparations to import Pottery or Clay.

WEAPONS

Your Legionnaires will need Weapons. You need to build Iron Mines and Weapons Workshops in order to provide for your troops. But it doesn't stop there. You will also want to export Weapons to eager buyers, so make sure that you have at least two Iron Mines and four Weapons Workshops to meet demand. You may even need to build a fifth workshop if you see lots of Iron stacking up in Warehouses. Your Auxiliaries and Towers need no Weapons.

RELIGION

Unlike the Capua map, you don't have the ability to make an all-encompassing Oracle to please all the gods equally. So paying attention to their mood swings is key here, as they can easily get upset. Constantly monitor their temperaments and build Temples accordingly.



TO THE VICTOR, THE SPOILS

If you've followed the aforementioned advice, you should soon find that you're population is growing, your troops are defending, and your ratings are improving. By the time you reach your population goal, all your objectives should have been met and you'll be ready for your next promotion.

ASSIGNMENT 4: TARRACO

In Assignment 4, you have a choice of two different cities, Tarraco ("a peaceful province") and Syracusae ("a somewhat dangerous province").

FAMINE IN THE EMPIRE

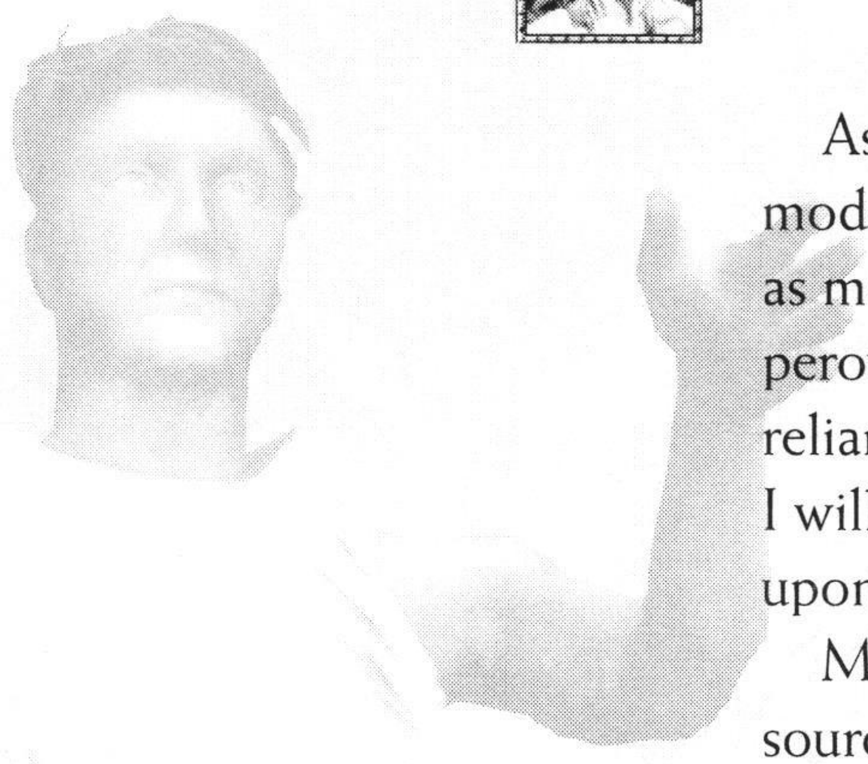
OBJECTIVES:

- Population of 2,500
- Prosperity Rating of 25
- Favor Rating of 70
- Culture Rating of 45
- Peace Rating of 30

Once again, I want you to found a new city. But the criteria for success are a little different this time.

The Roman Empire is in crisis. Whether because of Ceres' anger, or due to human incompetence, famine stalks the Empire. You have governed long enough now to understand the dire results of a lack of food.

Thus, I am speeding up our colonization of the new province of Hispania. Imperial surveyors report finding a valley with ample farmland and good river access for seaborne trade. Build a farming colony there, and be prepared to ship food back to Italia.



As always, I will rate your performance, and this time I have modest expectations for you. Although your city need not house as many people as the last one you built, it should be more prosperous, and should achieve a better culture. To reflect my increased reliance on you, I expect you to earn more Favor with me as well. I will require frequent shipments of food, and will look favorably upon you if you fulfill these requests in a timely fashion.

Many lives depend on your success at opening this new food source for the Empire. There is no military threat in Tarraco. You need only manage your city well to end the famine and restore people's confidence in their government.

FOOD FOR THE MASSES

Now that you've no doubt mastered all the finer points of building up a city, you're going to have to handle more specific tasks in *Caesar III*. In Tarraco, your citizens are gripped in a famine, and you have the most fertile bit of land in the area. Your objective is relatively simple: create an industry heavy in food production so that you can supply Rome and the rest of the country with food. To make this task a bit more difficult, the fertile land is not right out in the open for easy access. The only land available is either on an island or surrounded fairly thoroughly by rocky hills, so it's going to take a bit of creativity on your part to access it. You also have to worry about higher expectations in every objective category, which means you can't slack off on those Culture Ratings anymore by skimping on the Theaters.

SETTING UP CAMP

At first appearance, the best bit of land to start building farms seems to be on that island. Just build a bridge, a Farm, and a mini-subdivision, and you're good to go. The only problem is that this is earthquake country. There's nothing worse than populating that little patch of land with Farms only to watch half of them get swallowed up by the ground.

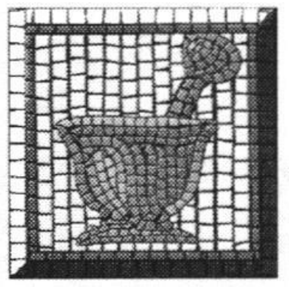
This does not mean, however, that the island is entirely off-limits. Just be careful where you put your Farms. Ideally, to start, build just two to three Farms on the fertile area, along with two bridges.

EARTHQUAKE COUNTRY

Before much time has passed, an earthquake will strike. Most of its damaging effects will be limited to that fertile farmland Rome was so optimistic about. Hopefully, you didn't build too many farms along the fault lines, but if you followed the advice above, you should survive relatively unscathed.

The area will suffer quite extensive damage, but all is not lost. You just have to get creative in accessing that farmland. While the main section is pretty split, the farmland on the right side of the map will have survived unharmed. After that initial quake

CAUTION



It's vitally important that in addition to a Hospital, you must have enough Doctors to prevent diseases. If there aren't enough Doctors, the Prefects will start burning houses in order to destroy the disease, not a good thing.



there's no need to worry about additional aftershocks; the damage has been done, and you can go about setting up your city without worry.

CONTINUED EXPANSION

From here on out, simply use the same principles you employed during your last assignments in regards to building up. You don't have to worry about military threats, so save your Denarii for non-military things, such as building Prefectures. Obviously, focus on building up your farming industry, and concentrate on that over everything else at first. The Emperor is going to be making plenty of requests for Fruit and such, so it's good to be cranking out a lot of foodstuffs. Build a Dock on the U-shaped river toward the bottom of the map and open up those trade routes.

Once you've got your farming activities going, go ahead and start setting up a couple of Clay Pits and Marble Quarries, since a lot of your income is going to come from trading in Pottery and Marble. However, avoid building more than two of each as you may find yourself with more Pottery than you have Warehouse space for. Once those industries are established, go ahead and set up a trade route with the city that needs those things.

RELIGION IS IMPORTANT

It's easy to get caught up in the day-to-day activities of life, and neglect your city's religious needs. This is one of the worst mistakes you can make. For example, if you manage to ignore the warnings you receive regarding Mars, he will get upset and will send a group of nearby natives to attack your city. I can tell you from personal experience that they will quite literally devastate it, wrecking anywhere from 50 to 80 percent of all the structures. It's vitally important that you keep all the gods happy at all times (or at least indifferent). Failure to do so will result in plenty of unpleasant Acts of God. Be sure to have a few Oracles and a few Large Temples to help keep them appeased.



ALTERNATE ASSIGNMENT 4: SYRACUSAE

STRENGTHEN THE EMPIRE

OBJECTIVES:

Population of 4,000

Prosperity Rating of 20

Favor Rating of 20

Culture Rating of 40

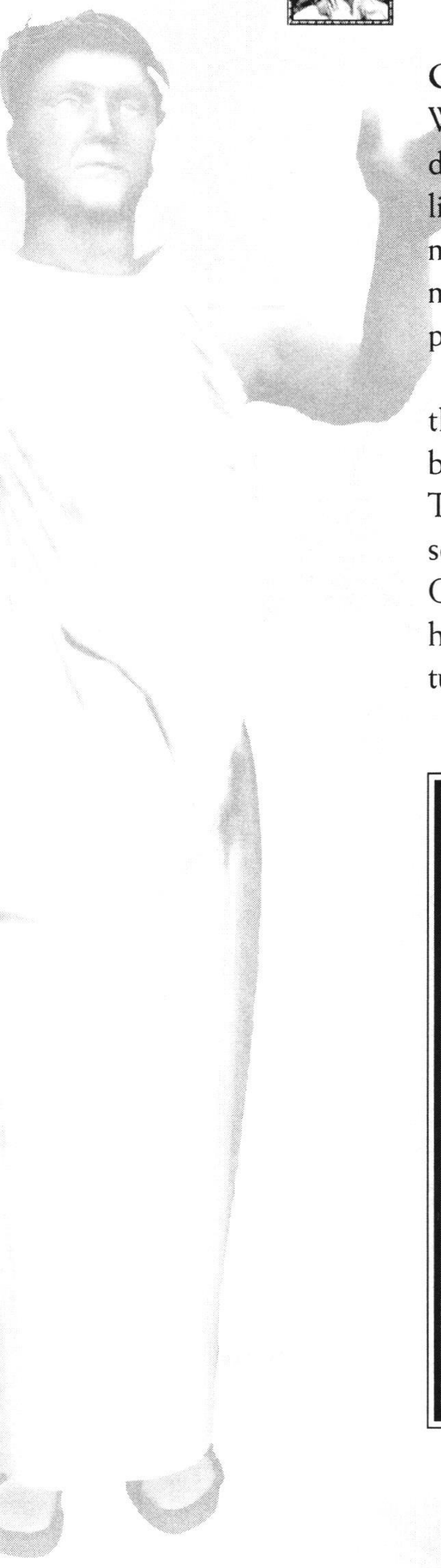
Peace Rating of 25

Syracusae is an important site for a new colony. A glance at the map will show you why. If we are to expand the Empire much beyond the shores of Italia, we must control these waters.

Others have reached the same conclusion. We have been unable to reliably establish a permanent city of any size at Syracusae. The challenge before you—and a serious challenge it is!—is to found a new city 4,000, and defend it against the enemies of Rome. Expect trouble from the Graeci.

To make matters more...interesting, shall we say?...Syracusae has precious little farmland. Although the climate is ideal for Olives, you will probably have to commit much of your farming to Wheat, just to feed your people. Perhaps you can alleviate food shortages with imports, but I have not studied all the small details of this assignment. That is why I hire Governors. I do hope that you can grow at least some Olives. The Empire has a voracious appetite for Oil.

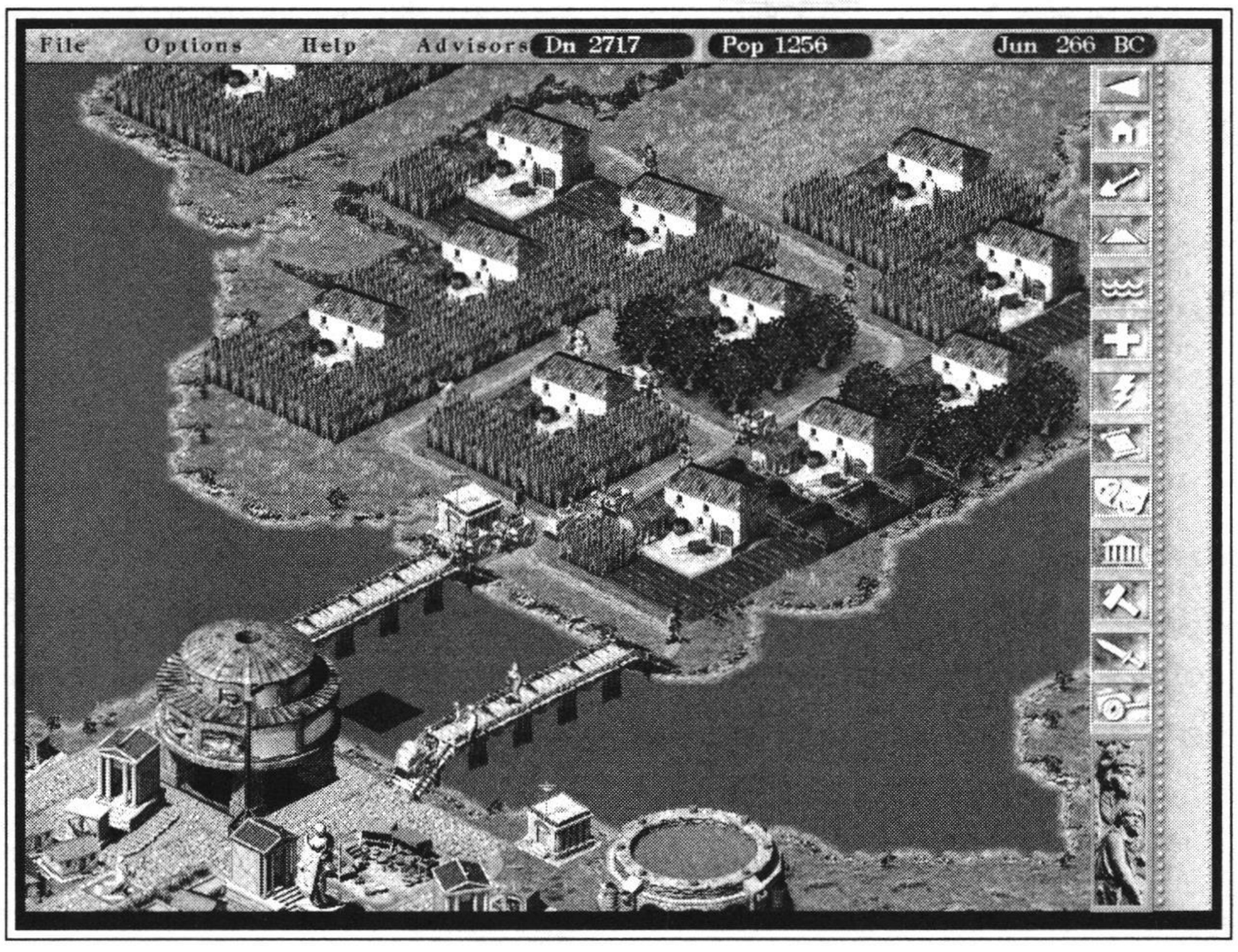
Knowing the difficulties in this assignment, I have set only modest goals for you to achieve. I trust you to overcome the obstacles and succeed at least as well as you did last time.



GETTING STARTED

While on the surface this assignment doesn't appear too terribly difficult, you'll find that it has its share of problems. There's very little farmland, so you have to be very careful in your Farm placement. Also, the layout of the map with its rocky patches can make it difficult to expand easily, so you'll find that you're depending on Aqueducts more than you have in the past.

The few scant pieces of farmland are toward the bottom of the map, and instead of being in one clump of fertile soil, it's broken up, so your placement is going to be very important here. Think ahead as to how you're going to place roads, housing, and so on, so that you can maximize the farmland and not waste it. Once you've decided on where you will start, you're going to have to pipe in water and then begin setting up houses, Prefectures, Granaries, and so on.



SETTING UP YOUR INDUSTRY

On your Empire Map, you'll see that traders are looking for Weapons, Oil, and Vegetables. But considering your limited farmland (and seemingly unlimited rocky terrain), you should focus on exporting Weapons. This tactic also works well in that your armies are also going to need Weapons. While it's relatively easy to set up Iron Mines near your farmland, the trick is in getting a Dock set up with employees to run it, especially considering how stretched that will make your community. Ideally, you should set up some housing near the shore, and set up a Warehouse in between for maximum management.

Another commodity that's in demand is Oil. While you won't want to use up all your farmland with Olive Farms, you should have two of them so that you have a second lucrative trade to increase your bank account.

TIP



While it's true that you could also trade Vegetables, considering your city's food needs, it's not a good idea to build only Vegetable Farms in hopes of having a surplus trade. Just concentrate on balancing your Vegetable and Wheat Farms.



TIP

With one Warehouse set as the Trading Center, don't let it get too full with Weapons (only half full). Fill the other half with Oil. To do this, set all your other Warehouses to refuse Oil. This greatly speeds up your trade.

Once you're well established, you may want to consider importing some Meat for your citizens. As the saying goes, variety is the spice of life.

TAKING CARE OF RELIGION

In this particular scenario, you aren't going to be able to build Large Temples or Oracles, so you need to pay particular attention to your city's religious needs. The gods can get angry extremely quickly, so it pays to keep them at least indifferent. You need to constantly check their status and build temples accordingly.

ASSIGNMENT 5: MILETUS

In Assignment 5, you have a choice of two different cities, Miletus ("largely peaceful province") and Mediolanum ("very dangerous province").

FISH OR CUT BAIT

OBJECTIVES:

Population of 5,000

Prosperity Rating of 35

Favor Rating of 40

Culture Rating of 60

Peace Rating of 40

Our recent expansion in the east must continue, now that the Greeks have reluctantly joined our Empire. You are to establish Miletus as a great new city. Miletus is key to bringing Asia under Roman rule, as well as being the gateway to many other beckoning lands, from Aegyptus to Syria.

Create a city of no fewer than 5,000 souls on the Lycian coast. I expect you to achieve levels of Culture and Prosperity beyond



what you've done so far. The peoples of the East must clearly see the benefits of Roman rule.

One small obstacle is the lack of farmland in this province. You cannot possibly grow enough food for 5,000 citizens. However, Miletus affords Roman citizens a new way to make a living. At Miletus, you will pioneer fishing.

Romans have always been hesitant mariners. Although we do set sail to conquer overseas enemies and spread our Empire to far shores, we Romans prefer to keep our feet dry. No Roman city has ever fished for its food on a large scale.

You will change that. Miletus has abundant fishing grounds. You can spot them by the sea birds circling overhead.

Build a Shipyard to construct Fishing Boats. Fishing Boats do not work out of a Shipyard. To provide crews and to process their cargoes, build Wharves. One Wharf can serve only one Fishing Boat, so you must build a new Wharf for every new fishing vessel that your Shipyard builds. Wharf workers will take Fish to the Granary, where it can be distributed just like any other food.

Oh, by the way: I said that this is a peaceful province, but "peaceful" is a relative term when you get this far away from Rome. You should be ready for some minor trouble. Pay attention to any reports of enemy activity, and be ready to defend your city. Walls and Towers, backed up by a Legion or two, ought to be quite sufficient.

TIP



If Mars incites the local natives to violence, simply send your armies over to meet them and put them in their place.

YOUR FIRST DESERT MAP

When you first look at the Miletus map, you'll notice that it's quite different from the others. Namely, it's gray with very little vegetation, and what fertile farmland there is is relatively small. With this particular assignment, you'll be fishing instead of farming to provide most of your city's dietary needs. So instead of lots of Farms, you're going to be building lots of Wharves.



CAUTION



It's very important that you build more than your usual number of Prefectures. This is not your typical terrain, and fires are going to be more of a problem.

GETTING STARTED

Like your previous assignments, the first thing you need to look for is the fertile farmland. While at first it doesn't look like there's any to be found, trust me, it's there—over near the small lake.

But don't build any Farms just yet. Start fishing first. The reason to locate the farmland initially is so that you don't start building Docks, and especially your residences, too far away from it. Now, carefully decide where to set up and build a Shipyard and a couple of Docks, and then start building a fishing industry the same way you have built farming industries in previous assignments. Build a Granary, nearby housing, a Reservoir, Prefectures, and Engineer Posts. Once they're completed, set your city to running.

While it's true that you're going to rely mostly on Fish to feed your citizens, take full advantage of your available farmland to grow Fruit and Olives once your fishing fleet is underway. The Fruit will





add a second source of food for your population, which will make them happy, and the Olives can be used to make Oil for trade.

GETTING YOUR INDUSTRY UP TO SPEED

Your biggest industry in this particular assignment is exporting Weapons, so set up a couple of Iron Mines nearby along with twice as many Weapons Workshops. Go to the Empire Map and select the city that'll trade you for your Weapons (Corinthus). Soon you should also start importing Marble, so you can build Oracles to keep the gods happy (so you have one less thing to worry about). But if you are hurting for funds, hold off a bit until your Weapons trade takes off.

It's important to make plenty of Weapons so that you can supply your army as well, so be sure that you have at least four Weapons Workshops going at all times.

EXPORTING OIL

Once your Weapons trade is earning a decent return, start exporting Oil as well. This is where your little patch of farmland really becomes useful. If you haven't already done so, set up 2 Olive Farms and at least as many Oil Workshops (3 to 4 is better). This will open up a second city (Athenae) for you to trade with. While they also trade Fish as well, at this stage of the game it's highly unlikely that you're pulling in more Fish than your Granary can handle.

PREPARING FOR COMBAT

This is going to be your most difficult assignment to date (if you've only been playing the first city in every assignment), not only because you have to deal with a whole new food source, but because you have to prepare for combat. Once your industry is established, build a Barracks and a Fort (ideally you want to have a Military Academy as well, but if you're strapped for Denarii, wait a while). Do this fairly early in your assignment so you have time to train troops adequately for combat. Once the

NOTE



Depending on how much Iron is stacking up in your Warehouses, you may want additional Weapons Workshops as necessary.

TIP

You can only place a Wharf on certain, straight parts of the shore, so maximize what straight parts there are. For the non-Wharf real estate, build Reservoirs.

necessary buildings are set up, return your concentration to other pressing matters in your city.

Also, later in the assignment, you're going to have to build some additional protection, such as Walls and Towers as well as additional Fort types.

EXPANDING YOUR CITY

If you began your city near the farmland, add a few more Wharves to your right, spreading down the shore. Place the Wharves so that you get as many as you possibly can in the limited space you have to work with.

RELIGION

This is a busy assignment, especially considering that the Emperor has such high expectations for you. But once you've got





your food and industry working like a well-oiled machine, your primary concern is religion. Make sure the gods are at least indifferent to you. This is where importing Marble is so important. Go to your Trade Advisor and import Marble, then build several Oracles around your city. While you still need to have religious access by constructing a Temple or two, the Oracles can greatly eliminate the worry of incurring the wrath of one or more gods.

When you've built your Oracles, stop importing Marble, unless you're expanding so fast and so wide that you need it for Large Temples. There's no sense wasting valuable money and Warehouse space with something you aren't going to use immediately.

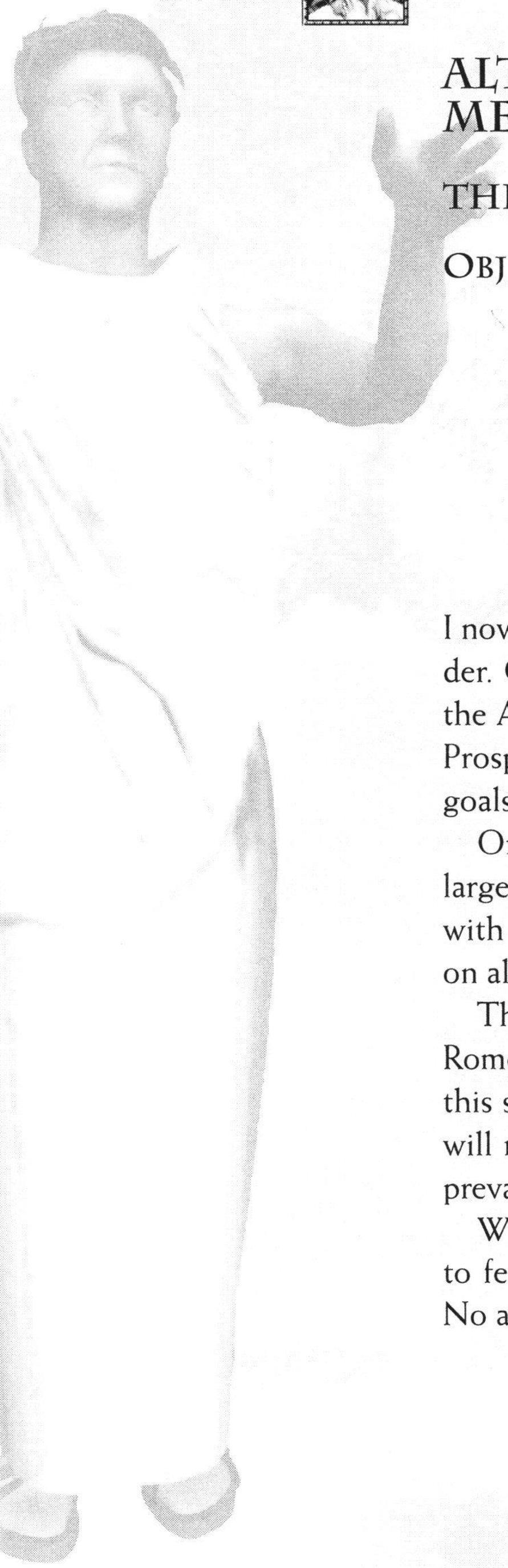
Pottery

In this assignment, you don't have the ability to make Clay, so you're going to need to import Clay or Pottery. Unless you have a high unemployment rate, it's easier just to import the Pottery, however expensive. It's very important that you do so continuously (unlike with Marble), since your housing needs a steady supply of it to maintain a high level of evolution.

Worrying about Everything Else

As you expand, don't forget everything else: Entertainment, education, medical care, and so on. Slacking off in any of these areas will not only affect the growth of your city, but more importantly, will seriously damage your ratings in all areas. Make sure your citizens are getting adequate education as well.

Stick close to the shoreline as you expand; your main source of food will continue to be Fish. And once you've maximized every bit of shoreline that you can, build a ship bridge to one of the islands (preferably, the one with the most nearby fishing spots) to maximize your food production.



ALTERNATE ASSIGNMENT 5: MEDIOLANUM

THE PUNIC WARS

OBJECTIVES:

Population of 7,000

Prosperity Rating of 25

Favor Rating of 30

Culture Rating of 40

Peace Rating of 40

I now require a major Roman city on the Empire's northern border. Create a city of no fewer than 7,000 souls, within sight of the Alps. Furthermore, I expect you to achieve higher levels of Prosperity and Culture than you have done so far, although your goals are still only moderately high.

Ordinarily, I would expect more of you from a province as large as Mediolanum. But the rugged terrain will provide you with a new challenge, and this time of rampant warfare is hard on all of my Governors.

The great Carthaginian general Hannibal is on the march, and Rome is locked in the greatest struggle in her long history. When this so-called Punic War finally ends, either Rome or Carthage will rule the Mediterranean for all time. Of course Rome shall prevail, but I've yet to find a general who can crush this Hannibal.

With the Alps guarding your province, you probably have less to fear from Hannibal than do most other Roman Governors. No army could cross such a barrier!



Nonetheless, Rome's enemies are bolder than ever. Prepare strong defenses, just in case. The Carthaginians are formidable warriors.

A FIGHT TO THE FINISH

Unlike the combat assignments that you've handled so far, this is going to be your toughest one yet. While the Emperor may scoff at the idea of Hannibal crossing the Alps, history proves otherwise. So you're going to have to concentrate very heavily on well-trained troops, and a lot of them.

If Hannibal weren't enough of a worry, you're also going to have to deal with Wolves attacking your immigrants, putting a serious damper on increasing your population.

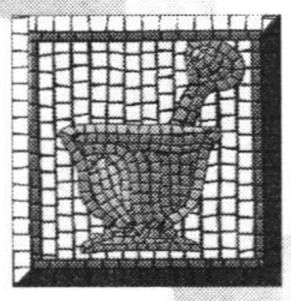
WOLVES

You've probably seen Sheep and Zebras in your previous assignments, but now you have to deal with more than passive wildlife. Wolves, once they get close, will pretty much attack anything that moves, especially immigrants.

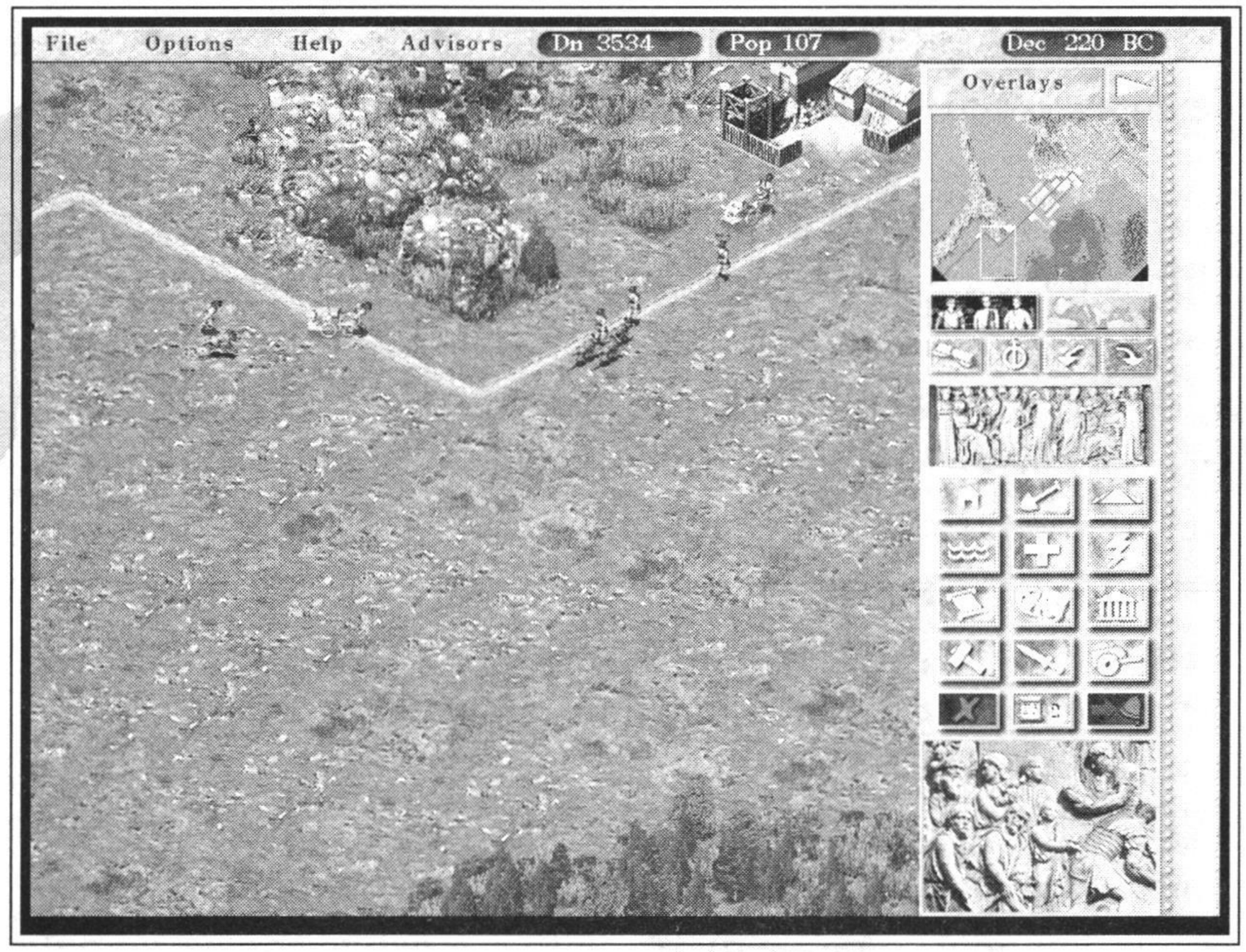
After you've set up your city's basic necessities, you need to immediately set up a Barracks and a Fort. It's unlikely that you'll want to spend the money on a Military Academy just yet, as they're indeed expensive.

At the same time that you're hiring and training soldiers, begin making Weapons. The auxiliary cohorts (Javelins and Cavalry) do not require Weapons. The player should use the revenue gained from trading Weapons in order to expand the industry. You need to immediately build a couple of Iron Mines and a few Weapons Workshops (as well as a Warehouse). It's vital that you do all these things at the same time, so that everything your army needs is produced in conjunction with each other.

CAUTION



If you don't want to expend the energy building up your military so early on, you can concentrate on extra Prefectures. It takes two Prefects to kill one Wolf, if you're lucky, so you're going to need at least a dozen.



Once the Wolves start attacking, send your soldiers over to their general location. Your troops should be able to make short work of them. After that's done, it's time to focus on two things: your industry and continued military expansion.

RESPAWNING

Unless you kill all the Wolves at once, the Wolves that are killed will respawn. That is, a Wolf may be killed, but he'll reappear somewhere else on the map and return to do damage, though it'll take him a while to join his buddies. Prepare for this by building up your Cohorts enough so that they can take out a whole pack. Or, at the very least, have enough so you can send some over to the respawning area and kill the Wolves as they come.

WALLING IN THE WOLVES

A cheesy but nonetheless effective means of dealing with Wolves is to merely slow the game down and build a Wall around them. Wolf problem solved.



GETTING YOUR INDUSTRY UP TO SPEED

One of the nice features of this particular assignment is that you can trade raw Iron, not just Weapons. So it actually pays to have a surplus that gets stacked up in your Warehouses. Obviously, open up a trade route as soon as possible to get the Denarii rolling in.

MILITARY MIGHT

Once you've got some extra capital to work with, build a Military Academy so you can have some well-trained troops. In addition, build several more Forts so you can have some advantage in numbers.

You need to focus on getting as many well-trained troops as you can; the enemy's going to be coming at you with Elephants!

CAUTION



The first couple of battles are small potatoes. But don't worry, they aren't all that easy.



TIP



If you're going to give any god more than the usual attention, make it Mars, as he'll likely wipe out an attacking enemy for you if he decides to bless you for your attention.

WALLED PROTECTION

While your city is probably not very big at this point, you may want to consider a wall to at least slow the enemy down. Just be sure to build it double thick, have a Tower, and depending on the location, you're going to want a Gatehouse as well. Towers and Walls are the key military strategy.

ATTENDING TO YOUR OTHER NEEDS

It goes without saying that along with all this, you still need to concentrate on building a city, complete with Theaters, Hospitals, and of course, religious Temples.

RELIGION

Thankfully, in this assignment you can build a Marble Quarry to supply your Oracles. Unfortunately, you can't trade Marble, so it's best to stick with only one Quarry. This should supply you with all the Marble you need.

ASSIGNMENT 6: LUGDUNUM

In Assignment 6, you have a choice of two different cities: Lugdunum ("a peaceful province") and Carthago ("a dangerous province").

BEYOND THE ALPS

OBJECTIVES:

Population of 5,000

Prosperity Rating of 50

Favor Rating of 45

Culture Rating of 65

Peace Rating of 50

It is time for the Empire to grow northward, beyond our traditional Alpine boundary. Create a medium-sized city in Gaul, and meet the more ambitious ratings I have defined for you.



You will not encounter any armed resistance, and won't need to build defensive works. However, a small tribe of natives already lives in your new province. These barbarians will not trouble you if you stay away from their village. (Use the "Risks" Overlay to see the area they claim as their own).

At some point, build a mission post on the natives' land. Your missionaries will teach them some rudiments of civilized conduct. Eventually they might even trade with you. If you see carts moving between the native village and your city's Warehouses, the natives have accepted your presence and you can safely build on their land.

If you handle them properly, the natives will be no more than a minor nuisance to your city's growth. The rugged terrain is probably your true challenge. Some Roman philosophers believe that the very wildness of the northern lands explains why the people there have remained so primitive through the ages. The local Gauls will be awed when Lugdunum achieves the levels of Culture, Prosperity, and Peace that I have set.

GOING NATIVE

Lugdunum may be peaceful, but that hardly means that the task before you will be an easy one. First, almost all of the fertile soil is on native soil, and you'll have to win them over before you can even think about building on it. Second, you have to deal with our old friends, the Wolves, again. Depending on how you approach your building, you may find yourself facing the Wolves even before you can get a single resident into your village, so careful planning is of the utmost importance.

GETTING STARTED

As noted, nearly all of the fertile land is on native soil, or at least, you have to go through native soil to get to it, which is highly unlikely at this stage of the game. You need to win the trust of the natives first.

The only other area of farmland is down in the lower left of the map. To use this you have to build a few Bridges so that your immigrants can get there. However, you may find that as your immigrants are heading toward your little town, Wolves catch up to them and start doing their thing. The best way to avoid this problem is to simply not build bridges to where the wolves are.

WALLS

Walls can be used a number of ways here. In dealing with Wolves, you can simply choose to wall them in. Slow the game down, build a square Wall around them (there are usually 2 packs), and you won't have to worry about it.

Another tactic is to build a Wall guarding the path that your immigrants take, keeping it up until you at least develop enough of a population to have some Prefects or Cohorts to take care of the Wolf problem. The disadvantage to this particular strategy is pretty apparent in that we're talking about erecting a lot of Wall here. And again, it's unlikely that ancient Romans would have done such a thing.

NOTE

Sometimes, going in the red isn't so bad. Sure, it'll set you back a bit, but the Emperor will give you another, much-needed advance—with which you should be able to get your industry up and running at full steam. Still, it's generally best to avoid operating in the negative.

WAIT TO FARM

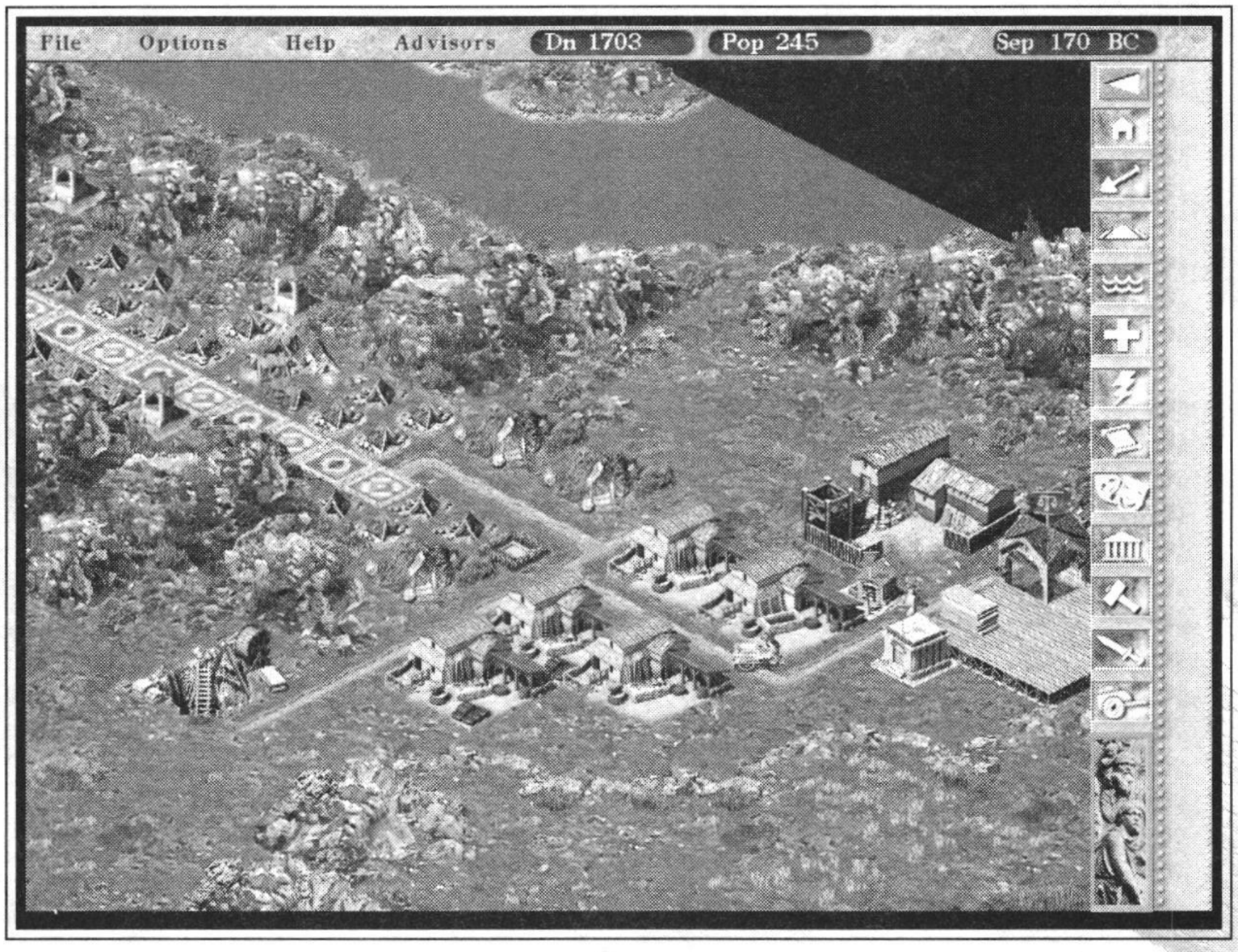
Another strategy is to merely not build on farmland, at least not yet anyway. As you know, Tent Dwellers forage for food and don't need to have a Market or a Granary to feed themselves. In the upper right-hand corner of the map, where the Road to Rome is, you can start erecting Tents. Build a few Wells (you can't get Reservoir access), then work on Iron Mines, Weapons Workshops, and a Fort.

Once you've built up some Cohorts, go ahead and start building a Farm, some houses, and the necessary Bridges to shuffle your immigrants to where you want to go. If they encounter Wolves, send your Cohorts to take care of the matter.

Be sure to set up a trade route so that the Denarii starts coming in soon. Otherwise, you're going to go broke fairly quickly.

Make sure to accomplish all this as soon as possible. You don't want to waste so much time that you suddenly get a request from





the Emperor for 10 units of Meat and you haven't even built your first Pig Farm.

RELIGION

Along with your early Iron Mines, you should set up one Marble Quarry. It's important to build an Oracle early on so as not to get the gods angry. While it won't offer you important religious access, it'll keep Ceres from wiping out your crops.

Later in the game, you'll be able to sell Marble, so don't delete the Quarry even after you think you've gotten enough Marble. Just mothball it until you want to begin trading.

DEALING WITH THE NATIVES

It's actually relatively easy to establish good relations with the natives. Once you've got your Farm going on your little plot of land, build a Bridge over to the native area. Go to the Overlay menu and select "Native Risks" to see what parcels are public domain and which are considered native soil. Go to Education

and select "Mission Post." Several mission posts will be required. Place them at opposite ends of the native land.

The Missionaries passify the natives by walking past the nateve buildings. If your city expands into native areas, you may need more mission posts, since the layout of native roads will be complicated by your own buildings.



ALTERNATE ASSIGNMENT 6: CARTHAGO

TAMING AN OLD FOE

OBJECTIVES:

Population of 6,000

Prosperity Rating of 30

Favor Rating of 30

Culture Rating of 45

Peace Rating of 40



Caesar is presently returning from a trip to Carthago, where he met with that province's Governor. A messenger from the Emperor arrived just this morning. Caesar commands me, his proconsul for Roma, to present you with the following instructions:

The Carthaginians were not gracious after Hannibal's defeat ended the Punic War. As much as it pained us, we had to raze their city and bring its residents to Rome—in chains. I ordered one of my other Governors to build a new city near the former site of Carthago, to demonstrate that it is truly a Roman possession, now and forever.

Despite the totality of our victory, some remnants of Carthaginian army still operate in the area. Their presence encourages the natives there to resist Rome's rule, and the province is severely unsettled. The Carthaginians remain fierce fighters, and they have not been idle while we built our new city.

The Governor to whom I entrusted this assignment was not capable of meeting the challenge. With a heavy heart, I have removed him from power. I now call upon you to come to Carthago and set matters right.

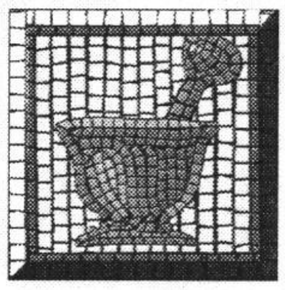
Take over this city, in which we have already invested so much money and labor. The Governor was a capable builder and you have a good colony to start with. Your main challenge is to defend it from a seemingly endless series of desperate raids. The ratings that I defined for Carthago, although only moderate, eluded its former Governor so persistently that he fell entirely out of my Favor. Those ratings are reasonable and they remain important to me. I have not relaxed them.

Carthago is a large province, but its fertility is low. Native tribes control what little farmland exists. These local barbarians are quite wild and uncontrolled. Your first task should be to subdue them, or win their cooperation.

To avoid antagonizing them any further, do not build anything (except mission posts) on the land that they consider to be theirs. (Use the "Risks" Overlay to see the area they claim as their own).



CAUTION



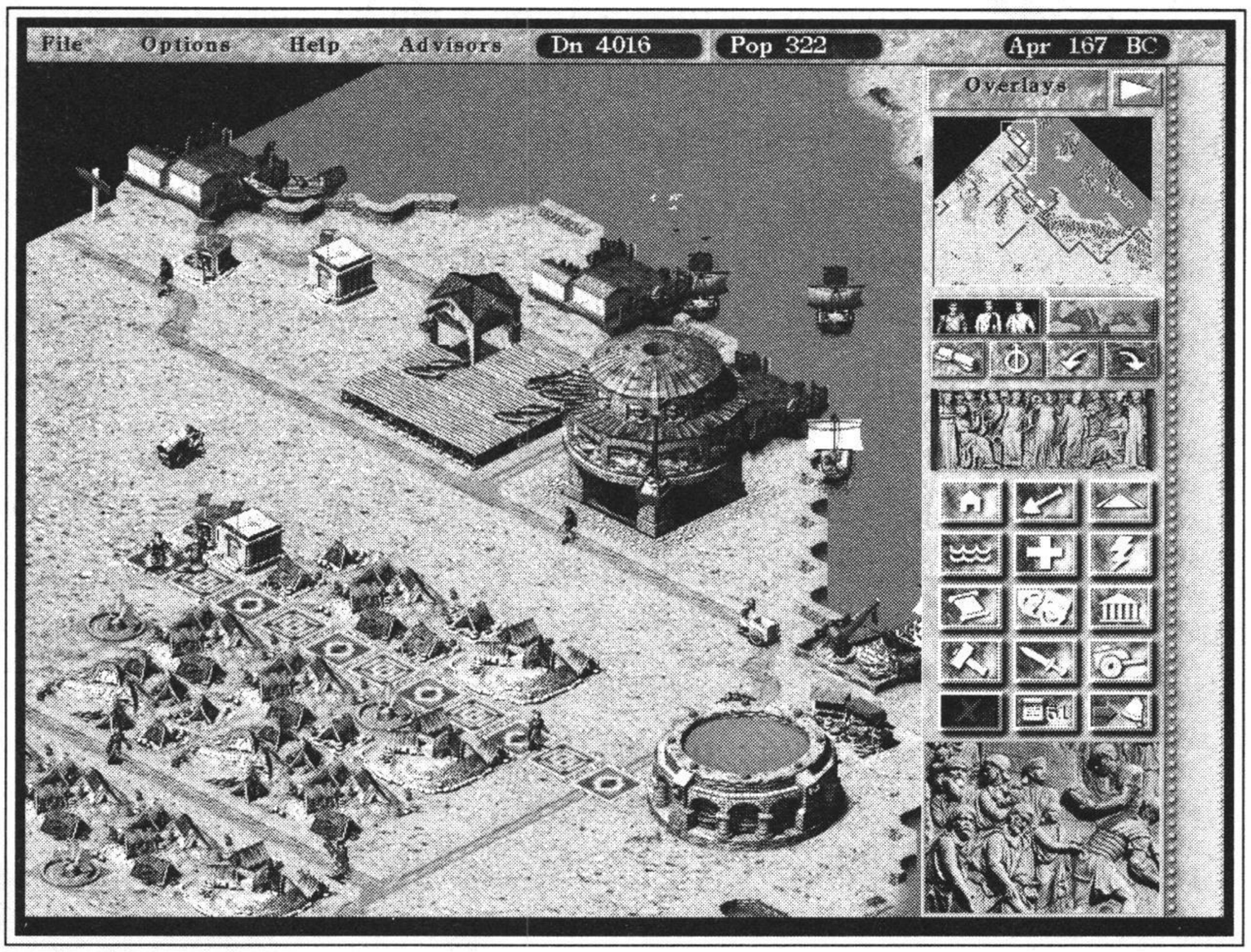
Don't start building until the natives have finished their handiwork. They'll only destroy whatever you build.

Some Governors report satisfactory results from building Mission Posts on the natives' land. Missionaries can teach them some rudiments of civilized conduct.

Eventually, they might even trade with you. Roman goods are a powerful lure for peaceful conduct. If you see carts moving between the native village and your city's Warehouses, the natives have accepted your presence and you can safely build on their land. They will give you no further problems after they begin trading.

PICKING UP THE PIECES

With what's left of Cathargo, it's no wonder the previous Governor was removed from this assignment. No, it's not your imagination, the natives are indeed restless—and they won't rest until everything is destroyed. The previous Governor obviously didn't take to heart the warning about gently approaching the natives and then build from there. And look at his poor road





design: Four-way intersections! Get your buildings off of their land and build Mission 5.

GETTING STARTED

After the natives have pretty much finished off the previous Governor's work, it's time for you to start rebuilding. And in that sense, there's nothing here that you haven't seen before, except not altogether. You need to concentrate on getting your fishing industry up and running, so build a Shipyard, a couple of Wharves, and all the other necessities.

MARBLE

Also set up a Marble Quarry as soon as you can: You need Marble for trade and to build an oracle to keep the gods happy (the last thing you want is for Neptune to sink all your ships). This is going to take some planning because you don't want to build a Dock right where you need to build a Bridge.

DEALING WITH THE NATIVES

You deal with natives the same way here as at Lugdunum. Find out what land they consider theirs, and then build at least two Posts on it. You may decide to streamline the native road to increase the efficiency of your Missionaries. Once you start seeing a native cart moving back and forth between your village and theirs, you know you're in the clear and can build on their land.

MILITARY MIGHT

Build up your military fairly quickly, since this is definitely a combat assignment. Don't waste time dilly-dallying; you need to set up a Barracks and a Fort immediately, and construct an Academy as soon as possible. We aren't dealing with simple assignments anymore. The opponents you meet from here on out are going to be a bit tougher than your previous foes.

FARMING

Make no mistake: fishing is going to be your primary source of food. Yes, there's farmland on the native soil, but that needs to be



reserved for Olive Farms for making Oil. The main reason is that the Emperor is going to request plenty of units, and you'd better be able to respond to his demands or suffer the consequences. Second, you can use Oil to trade and bring in some cash.

ASSIGNMENT 7: TARSUS

In Assignment 7, you have a choice of two different cities, Tarsus ("a largely peaceful province") and Tingus ("a dangerous province").

TRADE TO SURVIVE

OBJECTIVES:

Population of 6,000

Prosperity Rating of 60

Favor Rating of 80

Culture Rating of 65

Peace Rating of 60

Syria and Judaea recently joined our Empire, but I question the depth of their loyalty. We require a major new trading port in the reliable border state of Cilicia. Build a city of 6,000 at Tarsus, to project Rome's power near our new clients in the East.

You will be pleased to know that you need not grow food in Tarsus. This desert province has no farmland whatsoever. You must import all the food that you need.

Many of Rome's Eastern provinces chafe under our rule, and our Legions are needed on other frontiers. You might face some military threats in the region. Although we have no sworn enemies there, neither do our allies waste any love on us. Defend the city, and raise a Legion or two of our own.

Unlike Hispania or Gaul, where the natives are easily impressed, this region of the world has known civilization since ancient times. Your city of Tarsus must therefore achieve high ratings if it is to demonstrate Roman superiority. Show them how profitable trade can be in the Roman Empire.

GETTING STARTED

There's little here that you haven't seen before; in fact, you've seen it all before.

You should start reasonably close to the main entrance to the map simply because that's where all the good fishing is. However, plan your city placement carefully, since your main industries are going to be Marble and Weapons (from Iron), and the only place you can mine those particular raw materials is on the island a bit farther into the map.

FISHING

As you can see, there's plenty of room to build a lot of docks, but be careful about overdoing it, especially early on. You don't want to have to build Warehouse after Warehouse just to hold all of your Fish.

MINES AND QUARRIES

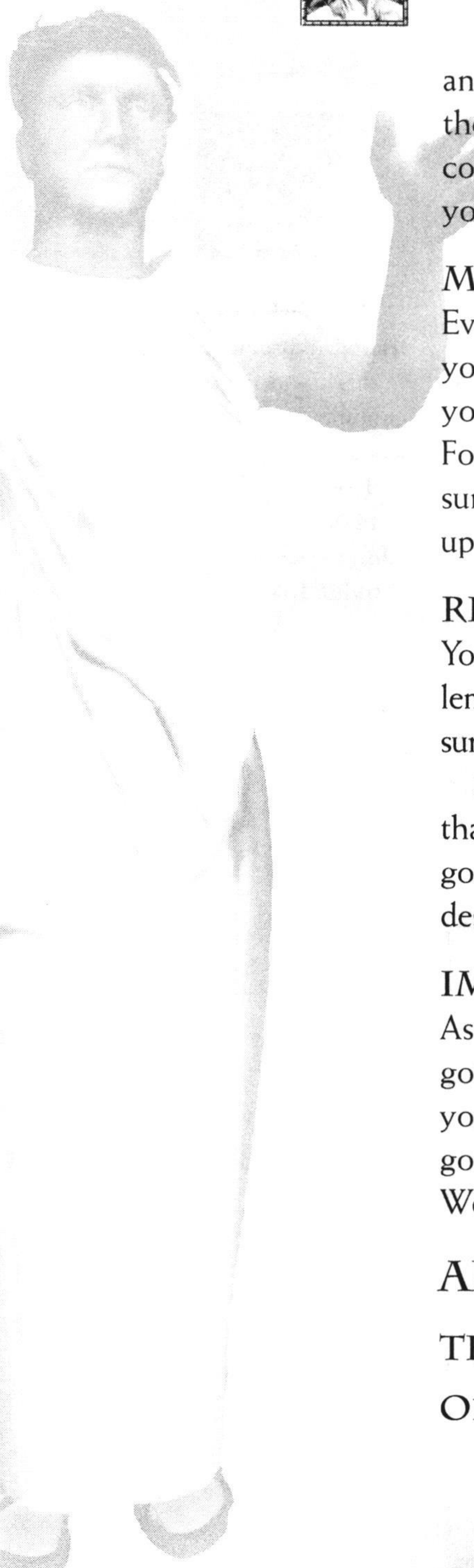
On the island where you set up your Iron Mines and Marble Quarries, plan carefully. You also need housing there to provide

TIP



Yes, Fish can be traded, but considering the low price they command per unit (36) as compared to Marble and Weapons (140 and 180, respectively), don't waste resources trying to develop a surplus. Fish only for what you need.





an employee pool for the raw material sites. When you build them, be sure to set up a Reservoir (try to set it along a jagged coastal edge and not where you could put Wharves later on if you decide to), make the road a Plaza, and put up some Gardens.

MILITARY PROBLEMS

Even though it's a relatively peaceful map, you have to fight for your patch of paradise. Early on, set up a Barracks and a Fort. As your industry gets off the ground, you'll need at least 2 other Forts. But don't worry too much or too soon, as the enemies are surprisingly weak, especially early on. You don't need to build up any true military muscle until well into this scenario.

RELIGION

You have access to a Marble Quarry, so most of your religious problems are solved thanks to your ability to build an Oracle. Just be sure to build Small Temples for religious access for your citizens.

Also, it pays to throw Festivals for Mars as well as to build more than the usual Temples for him. Anytime you have fighting, it's a good idea to get his spirit to watch over your city and possibly destroy any enemy attack even before you have to raise a sword.

IMPORTING GOODS

As you can see, there isn't much in the way of farmland. You're going to have to import additional foodstuffs if you want to keep your citizens happy with something else besides Fish. You're also going to have to import Clay (being sure that you set up Pottery Workshops).

ALTERNATE ASSIGNMENT 7: TINGUS

THE EDGE OF THE WORLD

OBJECTIVES:

Population of 8,000

Prosperity Rating of 45



Favor Rating of 55

Culture Rating of 40

Peace Rating of 50

Our expansion West has ended at the edge of the world. I want a major Roman city built at Tingus, to anchor our western border and to guard the approach to Hispania.

Various forces throughout Africa and Mauretania resent our presence, and will object strongly when they realize that you are blocking their passage north. Expect steady raids by nomadic tribes, and possibly more coordinated attacks by the wild Numidians.

Tingus has no Iron Mines. You must trade for Weapons. I have commanded Carthago Nova to sell you all that they can spare. Open a route to them as soon as you are ready to establish Legions—which will be early in your city's history, if you are wise.

Because I expect your attention to be adequately occupied in building a large city and fending off frequent attacks, your ratings requirements are modest.

GETTING STARTED

Farmland is fairly limited on this map, and there are no Iron Mines (or Marble Quarries), so you're going to have to import Weapons and Marble. And be prepared for plenty of battle, as this territory can be quite hostile.

There are two areas of farmland; one near the Road to Rome, the other near the bottom of the map (which is considerably larger than the former farmland). However, it's a good idea to build near the farmland closest to the road for a couple of reasons. First and foremost, you want to be near the water for your seafaring trade. It also makes it a bit easier to get started right away on your Clay Pits and Pottery-making. So build a Ship Bridge to cross the water and set up your little community.

Once that's set, this scenario is similar to what you've experienced before. Build up your city, concentrating on developing





troops early, and work at meeting the objectives that the Emperor has set before you.

It's important to build up your military forces right away. There will be plenty of fighting, so you need to be adequately prepared.

TIP



Once you've imported 2 units of Marble, stop importing. Building one Oracle will be sufficient for quite a while. There's no sense in wasting precious money and Warehouse space with surplus Marble.

IMPORTS

Unlike most of your other assignments, you need to import your Weapons. And considering the nature of this scenario, you should do so right away. You also need to import Marble so that you can build an Oracle to please the gods.

Once you've got your city thriving and protected, you can start your expansion toward the other farmland near the bottom of the map.

ASSIGNMENT 8: VALENTIA

In Assignment 8, you again have two different cities to choose from: Valentia ("a fairly peaceful province") and Lutetia ("a dangerous province").



CIVILIZE HISPANIA

OBJECTIVES:

Population of 10,000

Prosperity Rating of 65

Favor Rating of 60

Culture Rating of 70

Peace Rating of 60

For many generations, we have recognized Toletum as the capital of Hispania. As part of my consolidation of the western provinces, I command that a new capital be built on the coast, where it may be more tightly integrated with the rest of the Empire. Toletum has long struck me as too independent.

To leave no question in citizens' minds about which city is Hispania's true capital, build Valentia into a major city, unsurpassed in Culture, Prosperity, and Peace. I grant you a huge, rich province in which to accomplish this.

The Peace requirement might give you some minor difficulty. Rome subjugated the Etruscans in Italia ages ago, but some seem to have emigrated to Hispania. At least, some barbarians calling themselves Etruscans have been active in the area. If you take the usual defensive precautions, they will be no more than a distraction.

FOUNDING A CAPITAL

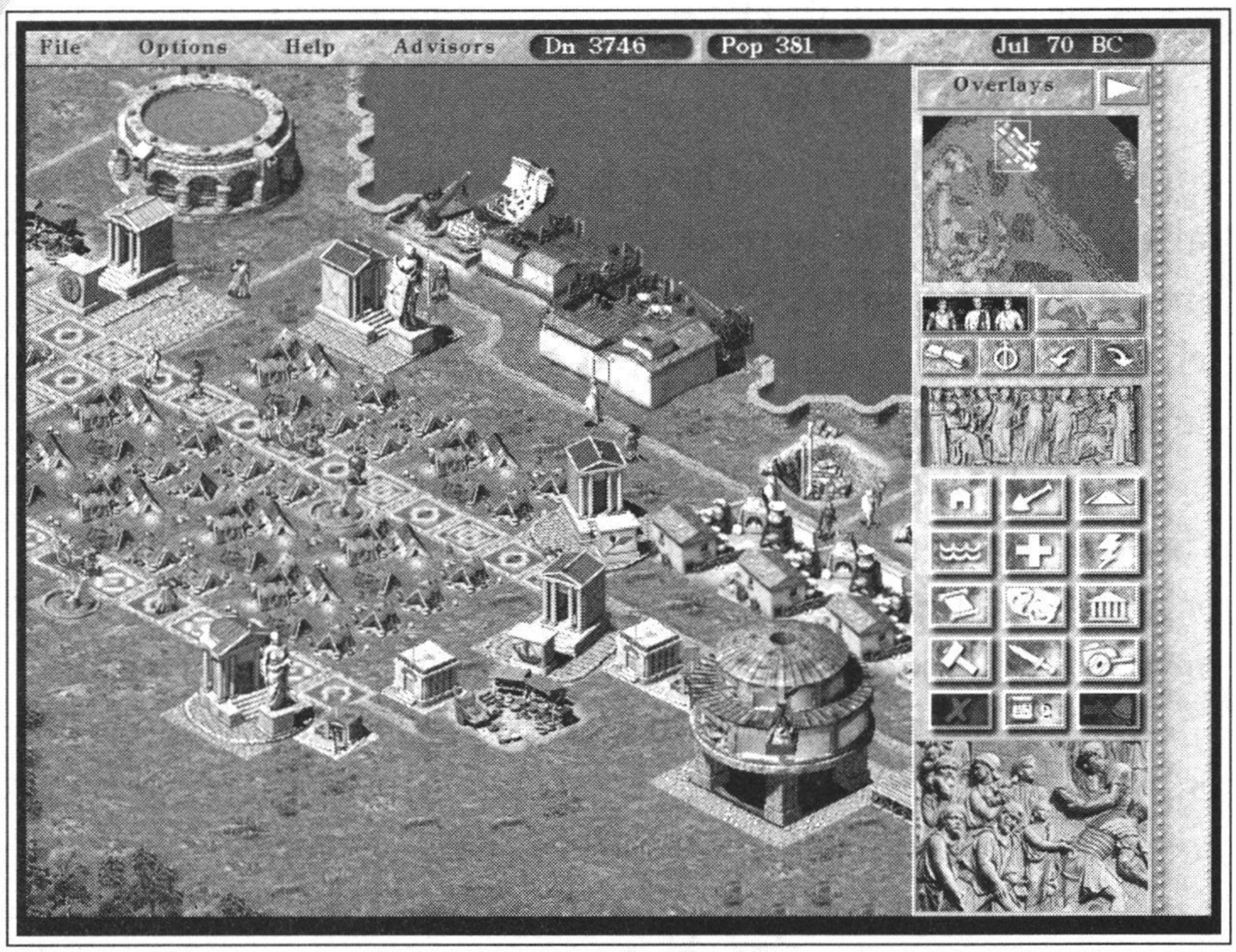
This is one of the biggest tasks you have faced yet in a basically nonmilitary mission (there is some combat). You have to build a city of 10,000 with high objectives as well. Still, if you take it nice and slow, it shouldn't be too much of a problem.

GETTING STARTED

Yes, there's lots of fertile farmland tucked away on this map, but it's better to concentrate immediately on feeding your citizens with Fish first. Near the start of the road, set up your fishing operation

along with the rest of the necessities that go with building a town. Also start trading Pottery right away to get some income coming in; build a couple of Clay Pits and a few Pottery Workshops.

For other necessities, you have to import Marble to be able to build an Oracle, and you need to import Weapons to satisfy your small army.



MILITARY PRIORITIES

This is a reasonably peaceful mission, so don't worry about building up an army immediately, but don't put it off too long either. If it comes down to worrying about your industry or concentrating on your army, you should focus on making money.

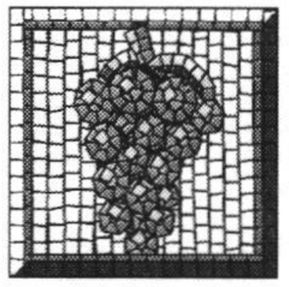
GETTING YOUR INDUSTRY UP TO SPEED

Focus heavily on developing your industry. Thankfully, you have plenty of trading partners and plenty of stuff you can trade with, so long as you plan accordingly. Pottery is nice and necessary,

but you also need to get your Oil industry going as soon as you can. This is going to involve some creativity on your part because most of the fertile farmland is quite a ways off from any nearby bodies of water. In order to have enough housing (and thereby, an adequate labor pool), you need access to Reservoirs, which will take some work to pull off. While Tents will do, you don't want your city having too many citizens living in low-income housing.

Once you've got all that in place, it's a relatively straightforward assignment. Simply use the same principles and strategies you've developed during your previous assignments, and 10,000 citizens later, you'll get your promotion.

NOTE



Remember that your Prosperity rating is partially calculated according to what percentage of your citizens are living in quality housing. That's why you want to avoid having too many Tents or Hovels.

ALTERNATE ASSIGNMENT 8: LUTETIA

CIVILIZE GAUL

OBJECTIVES:

Population of 10,000

Prosperity Rating of 50

Favor Rating of 40

Culture Rating of 45

Peace Rating of 50

As part of my plan to consolidate the western provinces, I command that a new capital be built deep in the heart of wildest Gaul.

Caesar Augustus once predicted that the Gauls would become model Roman citizens. It is time that the great Augustus' vision was realized. In the midst of this savage land, you are to build Lutetia into a major Roman city, unsurpassed in Culture, Prosperity, and Peace. I grant you a huge, rich province in which to accomplish this.

The Peace requirement might cause you some difficulty. Far from verging on Roman citizenship, many Gallic tribes remain

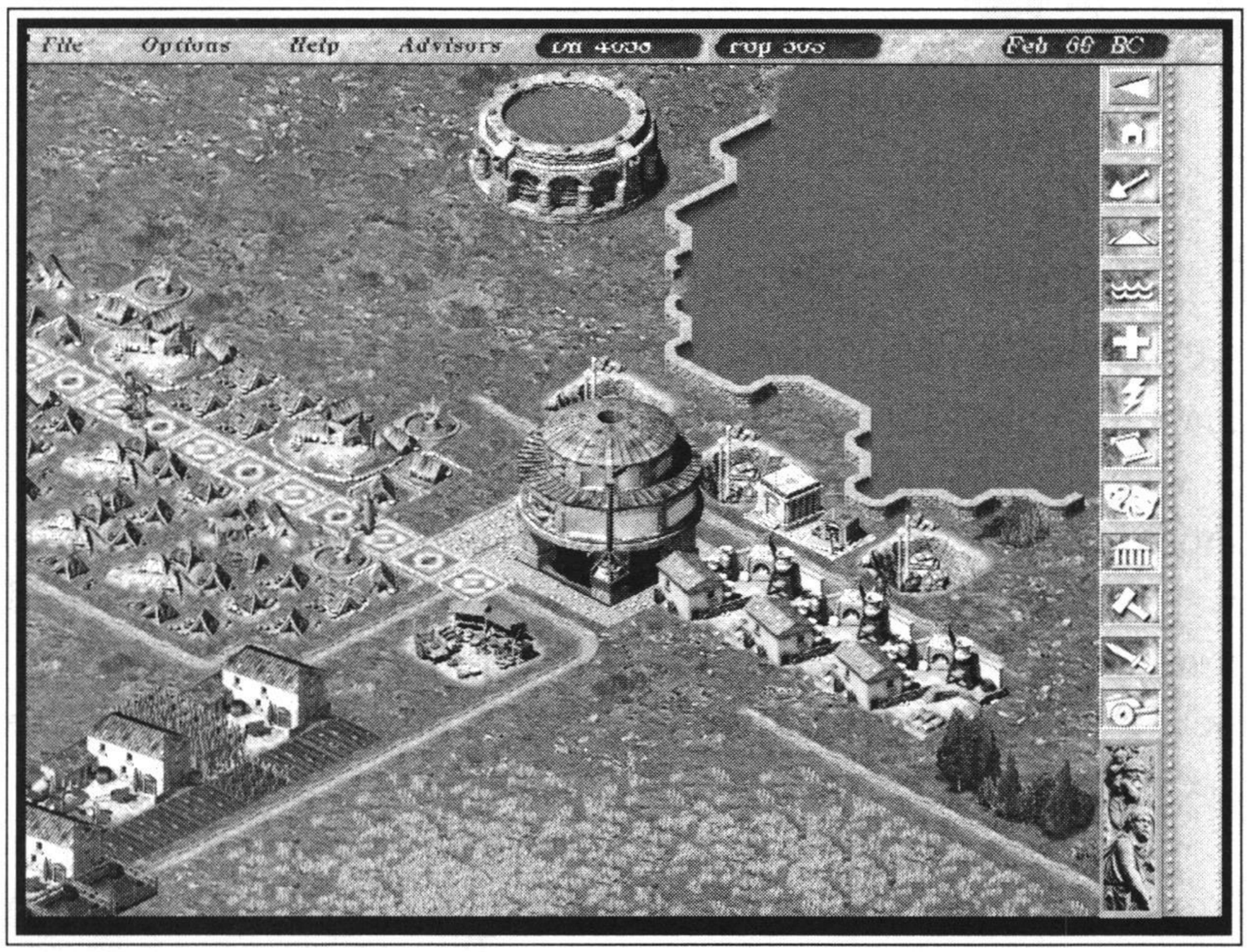
mired in the most primitive barbarism. They will not peacefully watch Rome civilize their ancestral lands. You have a large city to raise to high standards, and a hostile land in which to do it.

FOUNDING A CAPITAL IN HOSTILE LANDS

This assignment is very similar to Valentia in that you need to establish a city of 10,000 citizens, though your ratings objectives are a little less stringent. Of course, that's with good reason. Not only do you have to contend with Wolves in this map, but you have to contend with far more hostile Gallic tribes, who are not so happy with your little city (not to mention the hostile natives who'll get riled up if you incur Mars' ire).

GETTING STARTED

Tread cautiously, you're in Wolf territory! Auxiliary units (Cavalry and Javelin) don't need Weapons. Build a Barrack for one and a Fort for the other. Then build at least one Tower. Use the auxiliaries to drqw the Wolves into range of the Tower. You can

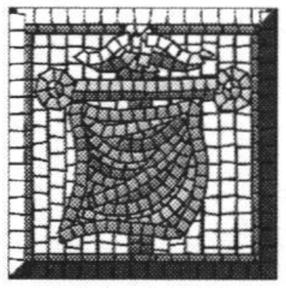


go ahead and begin setting up your first Farm on the yellow tuft tiles near the top of the map. From here you can also begin your Pottery trade.

MINING FOR IRON

Setting up your mining operation is going to be a bit trickier, especially considering the Wolf problem. However, it's vitally important, as there is plenty of conflict in this particular assignment. Basically, you have to set up what amounts to two separate cities: one where you're mining your ore, and the other where you're growing food. Establishing a stable and robust mining operation is also important because your main exports are going to be Iron and Weapons.

TIP



You shouldn't worry too much about upsetting Neptune. You aren't going to be doing any fishing or seafaring trade, so you can afford to let him get mad if it'll save you a few Denarii.

RELIGION

Again, the importance of religion can't be emphasized enough. You need to import Marble if you expect to build an Oracle, but be sure to build other Temples as well so that everyone gets important religious access.

ASSIGNMENT 9: CAESAREA

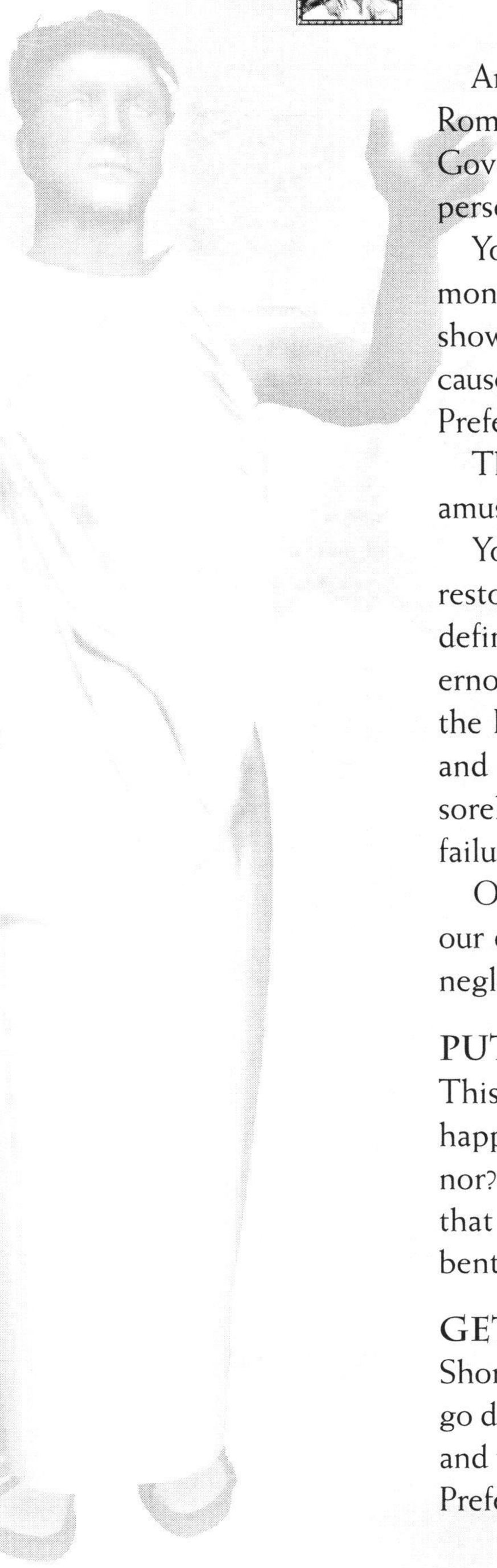
In Assignment 9, your choice of cities is either Caesarea ("somewhat peaceful province") or Damascus ("somewhat dangerous province").

GOVERNOR FIRED!

OBJECTIVES:

- Population of 7,000
- Prosperity Rating of 70
- Favor Rating of 90
- Culture Rating of 60
- Peace Rating of 60

How I wish that all my Governors were as successful as you are!



Are you surprised that I would say that? We do not advertise Rome's failures, preferring to handle them quietly. Sadly, some Governors abuse the trust that I have placed in them. I take this personally.

Your colleague in Caesarea proved to be little more than a common thief. The fool pocketed all of the Denarii that his account showed being spent on Prefectures and Prefect salaries. His fraud caused exactly the problems you would expect of a city without Prefects. He was hardly as clever as he thought himself!

This former Governor now rots in the Mamertine Prison. It amuses me to tie his fate to that of Caesarea.

You, my most promising Governor, will take over Caesarea, restore the city to its former glory, and achieve the ratings I've defined for you. If you can undo the harm that its previous Governor caused, I will show him mercy, and merely exile him from the Empire. If you cannot save Caesarea, he will die as slowly and painfully as did his former city. Needless to say, I will be sorely disappointed in you if you stumble. I take my Governors' failures personally, too.

Oh, besides the problems stemming from mismanagement, our old foes the Numidians are still active in the region. Don't neglect the city's defense.

PUTTING OUT FIRES

This assignment is trouble right from the start. Remember what happened the last time you took over a city from a failed Governor? Well, it's pretty much the same thing here: sheer chaos. If that weren't bad enough, you also have to contend with armies bent on deterring your progress.

GETTING STARTED

Shortly after you're introduced to this poorly designed city, things go downhill quickly. There are no Prefects, so fires start in earnest and then buildings start collapsing. No sooner do you build a few Prefectures when you're told that Mars, none too happy with the



former Governor's neglect, has decided to have the locals take out their transgressions on you. To make things even more difficult, you don't have a full cache of funds with which to work with. Needless to say, it isn't an auspicious start to your new territory.

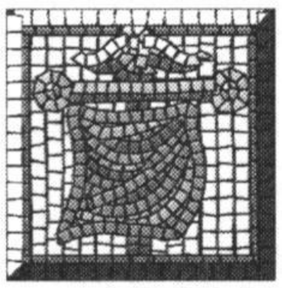
Mars is upset and there's nothing you can do about it. Even if you slow the game down to 10 percent and build a couple of Temples to him, it's too late. He's already made up his mind, and the natives are going to have their way with the city. It was just as well, the city was in pretty bad shape to begin with.



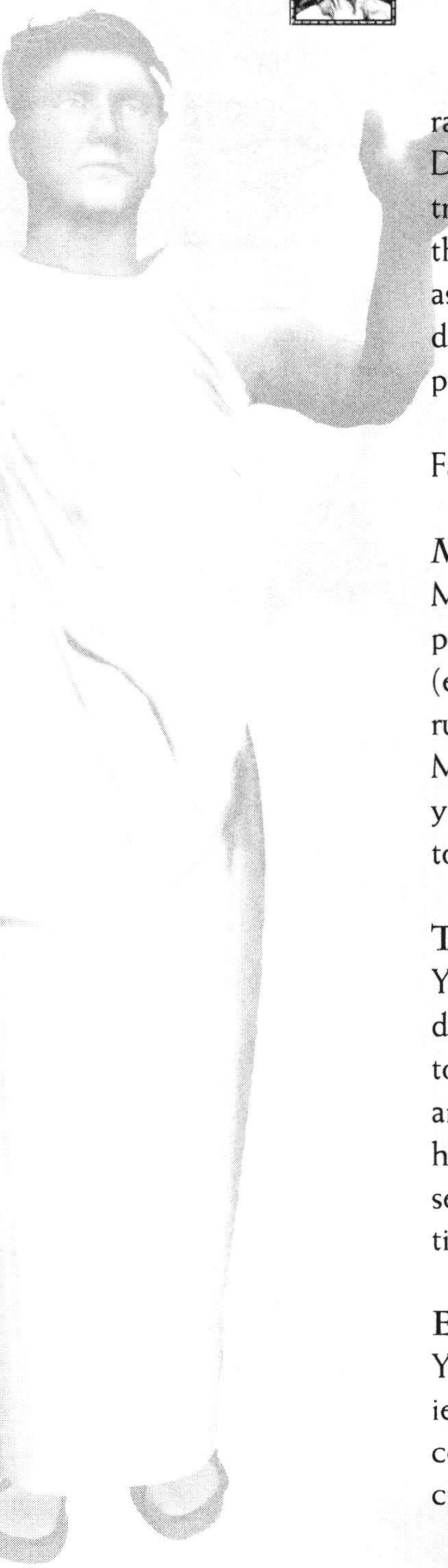
Once the natives have finished their dirty work, you have two options. You can rebuild this city, or at least bring it back up on its feet, or you can start fresh over at the nearby lake.

If you decide to rebuild, don't try and bring everything back to its former "glory." It was a very poor design, and it doesn't lend itself to the kind of growth you're going to need. Use the construction skills you've learned so far to bring it back up to speed.

TIP



Don't bother wasting your funds on Prefectures at this point; any good they manage to do in the first few minutes will be countered by the natives.



If you don't want to rebuild, don't automatically dismiss this razed town. It has one thing going for it: an established trade. Despite the havoc the natives have wrought, you still have a trade route open for Oil, so it's a good idea to at least cultivate that to get your Denarii count up. The Emperor is also going to ask you for Oil later in this particular assignment, so even if you don't rebuild the city at all, remember to concentrate on Oil production in your new town.

If you decide to start fresh, go with the nearby lake, build a Farm and Olive plantations, and start trading Oil right away.

MILITARY CONCERNS

Make no mistake, things happen fast in this scenario, so it's important that before you start expanding all over the map (especially for your sea trade), you must get your army up and running as soon as possible. Time is not on your side. Build Iron Mines and Weapons Workshops immediately to get Weapons in your soldiers' hands, though you probably won't have the money to get them trained.

THE GODS ARE ANGRY

Your other immediate concern is appeasing the gods—which no doubt became obvious when Mars essentially destroyed your town. Build a Temple for everyone save Neptune. You don't have any ocean trade yet, so there's no need to worry about getting him upset. However, eventually you're going to want to open sea trade routes, so you will need to appease Neptune when the time comes.

EXPANDING

You only have trade opened up with one of three potential cities, the other two coming by sea. Once you've got all your other concerns taken care of (namely, an army), start expanding your city toward the ocean end of the map (top right-hand corner).



ALTERNATE ASSIGNMENT 9: DAMASCUS

PACIFY THE EAST

OBJECTIVES:

Population of 6,000

Prosperity Rating of 55

Favor Rating of 40

Culture Rating of 55

Peace Rating of 50

The Empire's western provinces are bustling since my consolidation program succeeded so well. Now I want to apply the same policies to our eastern borders.

Damascus is a good place to start. Build a medium city there, and absorb the natives already living in the province. Nameless nomadic raiders have long plagued the province, and Egyptians have given us trouble over the years, too, despite Alexandria's inclusion in the Empire.

The land there is not especially good for building or for farming. I am confident that you won't let that stop you. Your success will go far toward calming the East.

GETTING STARTED

This particular assignment is actually not that complicated considering the resources you have at your disposal. While it's true that you're going to be dealing with natives as well as hostile Egyptians, you should be familiar enough with what you need to do to succeed.

You'll find that the Road to Rome is actually quite small compared to others that run through other maps. To the north of the road is a lake with plenty of fertile soil as well as a place for Iron Mines. That's where you should set up camp.

CAUTION

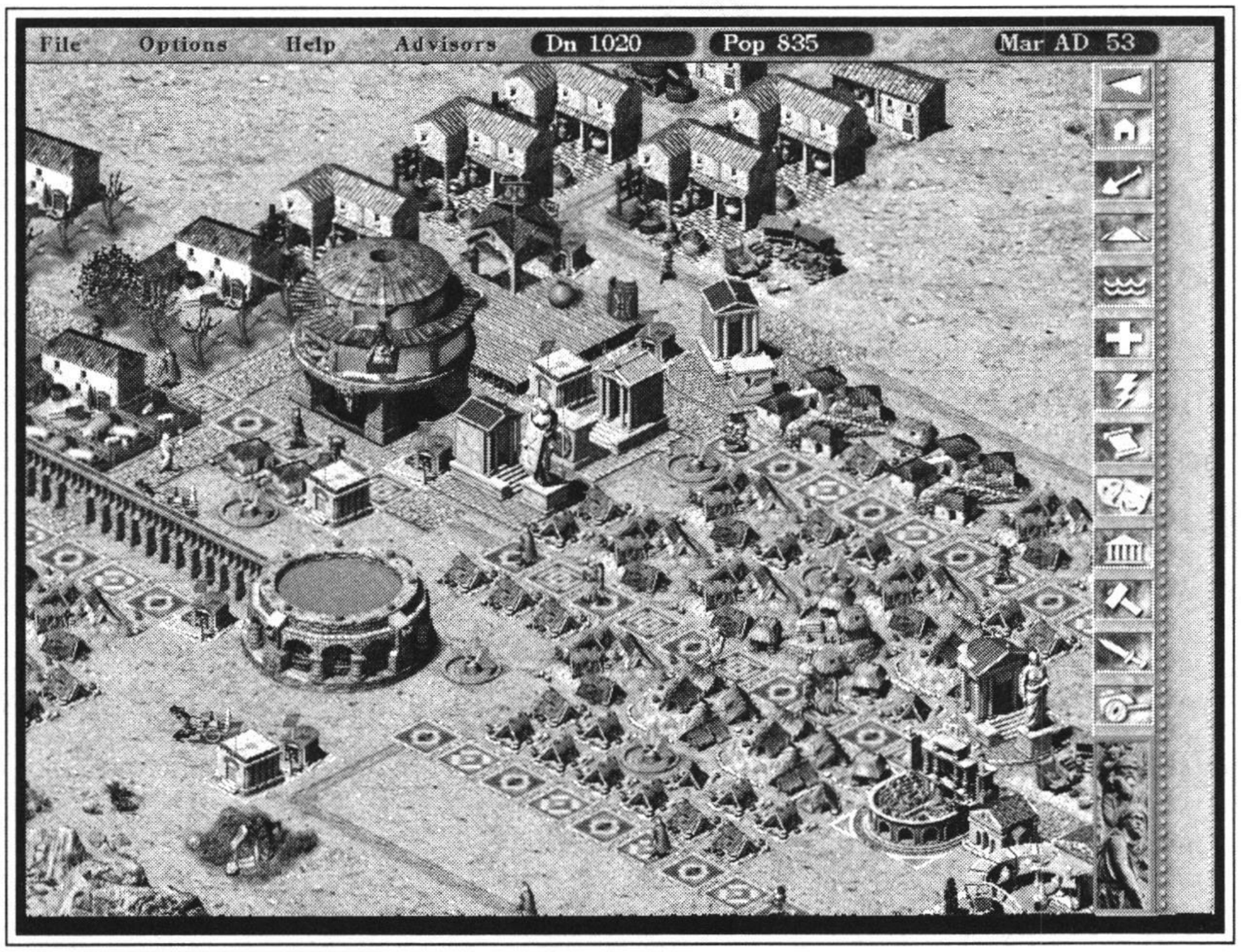


Be sure to check the Native Risk Overlay map to make sure that you don't inadvertently build on native soil without setting up a Mission Post first.

GETTING YOUR INDUSTRY UP AND RUNNING

A quick look at the Empire Map shows that the things you'll be trading are Olives, Oil, Wine, and Furniture. To begin, focus on Oil and Wine. While it's true that you can trade Olives as well, it's far more profitable to make the Olives into Oil.

You should also set up a couple of Grape Farms because Wine pays very nicely indeed.



TIP



In every mission, it's a good idea to check the prices that things are selling for in the Trade Advisor screen to see what you should focus your attentions on.

Considering that Damascus is a "somewhat dangerous province," it's very important that you begin making Weapons (from your Iron Mine) and establishing your troops early. While you no doubt can't afford a Military Academy right away, you definitely should set one up as soon as you can. You aren't going to be dealing with wimpy natives.



GETTING RELIGION

Of course it's important that you take care of your citizens' religious needs. But since you won't be doing any sea trade or fishing, you can go ahead and ignore Neptune, saving you a few Denarii here and there. Still, you're going to have to make sure everyone else is happy.

Again, focus your Festivals on Mars (perhaps even build an extra Temple to him), and continue to pay attention to him until he sends a spirit to watch over your city. At that point (as long as you don't make him angry), the next army that comes to attack you will bite the dust.

ASSIGNMENT 10: LONDINIUM

In Assignment 10, your choice of cities is either Londinium ("a peaceful province") or Sarmizegetusa ("a very dangerous province").

EXPANDING NORTH

OBJECTIVES:

- Population of 10,000
- Prosperity Rating of 75
- Favor Rating of 75
- Culture Rating of 75
- Peace Rating of 60

You will enjoy this assignment. It is the most constructive that I've awarded in quite some time.

With Gaul finally integrated into the Empire, we are free to expand our northern boundary to its logical extreme: Britannia. Yes, Romans have gone there in the past, but never before with the intention of establishing a permanent presence.

I grant you a huge, fertile province in which to build a major port city, to be called Londinium. In keeping with the richness of this new province, I expect you to achieve very high ratings.





The barbarians who live on Britannia thought that their island would always keep them safe from the Roman Empire. They are likely to be very upset when they see the magnificence of Londinium. Be sure you prepare for armed resistance. Most of the tribes there are laughably weak, but the Celts might give you some trouble.

A FOGGY DAY IN LONDINIUM

While the Emperor remarks that "you will enjoy this assignment," that could all be a matter of opinion, considering the dangers that await. You won't have too many problems dealing with the barbarians that attack later on, but getting your city up and running without being overrun by Wolves is an entirely different matter.

GETTING STARTED

Give the map a once over and you'll see plenty of Wolf packs eager to munch on some immigrant flesh. You obviously can't take the easy route and simply start your city next to the most fertile soil and a water supply. Here, it's best to set up your town almost at the very beginning of the map, that is, where the immigrants enter along the bottom. Set up a housing complex and a Ship Bridge going across to fertile farmland, along with the usual city amenities, such as a Reservoir, Market, and so on.

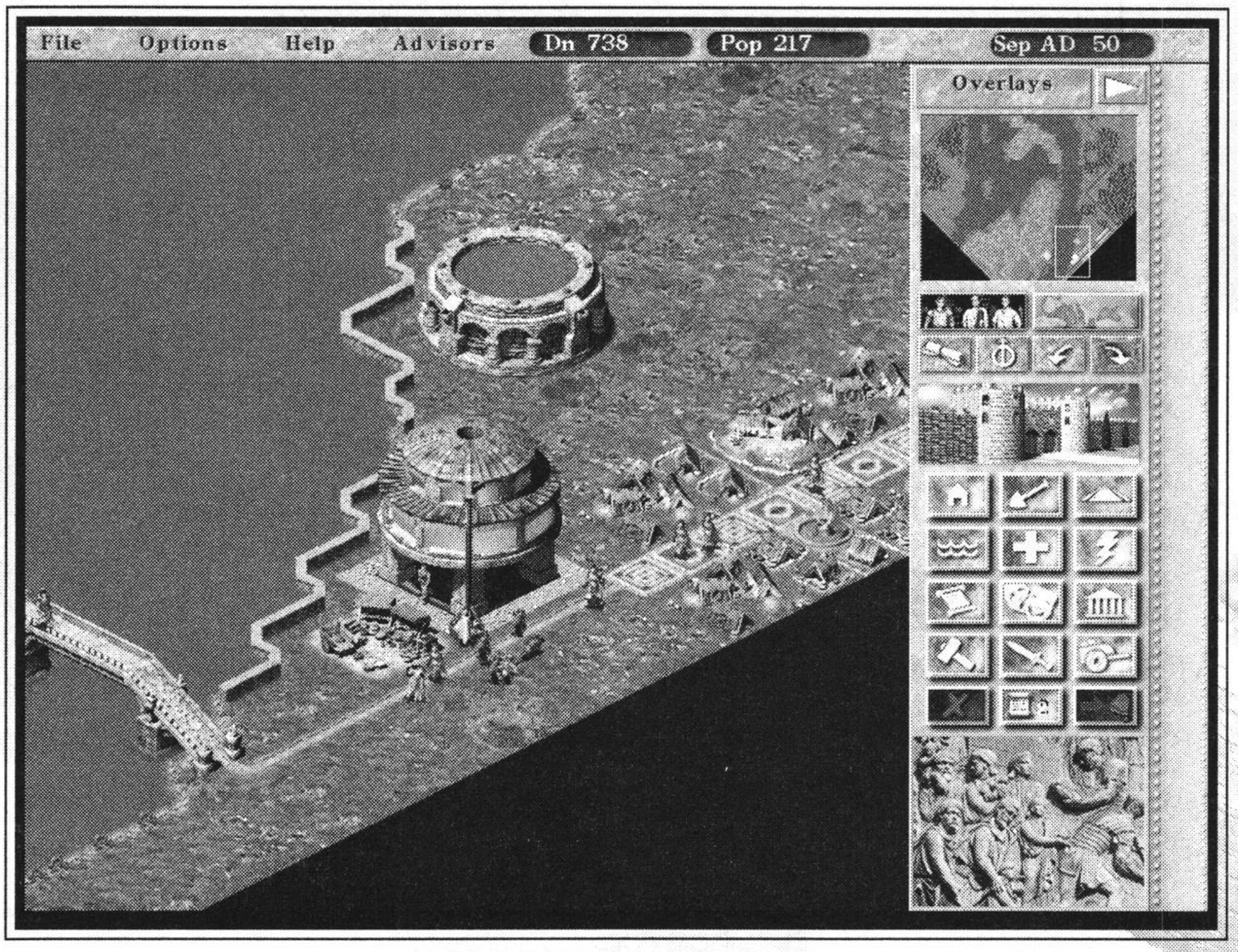
YOUR FIRST FARM

It's key that you avoid building your first Farm too far into the center of the island of farmland; you want to avoid the Wolves as much as possible. Just put it right on the other side of the Ship Bridge, with only a tile of roadwork to connect it to civilization.

A WORD ON WOLVES

The biggest problem that you have with Wolves is that they impede immigration. If you can get the immigrants to take a sharp turn immediately upon entering the map, you won't have that problem. That's why you should set up your city along the





bottom of the map. Build a cohort of auxiliaries and strategically place a Tower to suppress the Wolves.

GETTING INDUSTRY SET UP

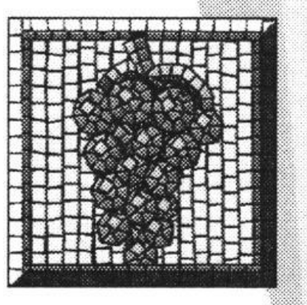
Another kink in this scenario is that you have to import your Weapons. Therefore, it's better to import Iron. Weapons art too expensive. Open a trade route fairly early in the assignment in order to export Pottery and import Iron in order to make your own Weapons.

Be sure that you note, when you set up your trade route, whether the traders are coming by land or by sea. If they're coming by sea, you'd better have your Dock set up. (Gladiators and Lion Tamers will also easily kill any Wolves they come across.)

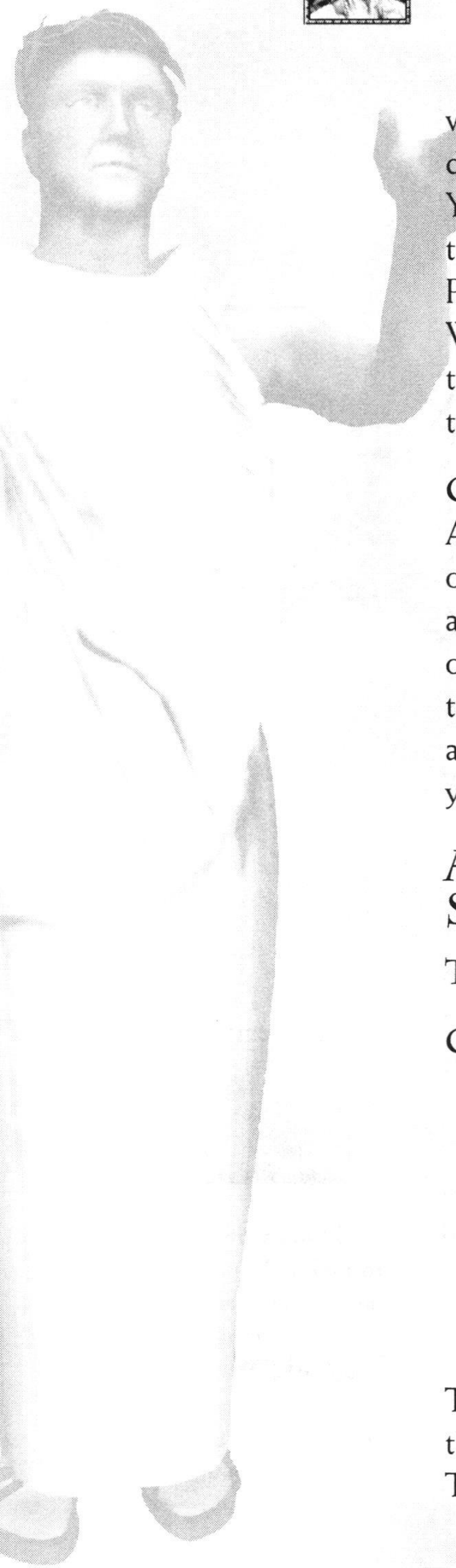
PREFECTS TO THE RESCUE

It's very possible that the Wolves will attack before you even have a chance to build a cohort of auxiliaries and Towers. In this case, you'll have to rely on Prefects to save you.

NOTE



Don't worry too much about going into the red, as you only start out with 5,000 Denarii. There'll be plenty of time to win back the Emperor's Favor.



While it might not be the most logical way of building a city, when the Wolves come, start building Prefectures—at least a dozen, and a Barracks, a Tower or two, and an Auxiliary Fort. Your city probably isn't too big at this point, and if you've kept to the philosophy of having as few intersections as possible, the Prefects will quickly start attacking the Wolves. Though the Wolves will win a few battles, you should have enough people to take the place of those you lose, especially with immigrants free to enter the map unmolested.

ONCE THE WOLVES ARE OUT OF YOUR HAIR

After the Wolves are dead, a task which should be especially easy once you get an army underway, things will progress pretty much as normal. Because of the high ratings expected of you, don't slack off on any of the things that are so easy to slack off on, like entertainment. You have plenty of farmland to feed all of your populace and access to three different types of Farms, so simply apply what you've learned so far and you'll have no problems.

ALTERNATE ASSIGNMENT 10: SARMIZEGETUSA

THE HINTERLAND

OBJECTIVES:

Population of 6,000

Prosperity Rating of 50

Favor Rating of 50

Culture Rating of 60

Peace Rating of 55

The Roman Empire now includes nearly every habitable land in the world—except for the dark forests of Germania and Dacia. That is where you're going next.



Build a medium city in the enemy's heartland. You will meet stiff resistance from local tribes, the most noteworthy being the Goths. Build the appropriate defenses, to defeat them time after time until they learn to leave you alone, or extinguish themselves trying to harm your city.

In the meantime, we are taking the fight to them. They have crossed our border and terrorized our citizens for the last time.

The province itself is large and reasonably rich in resources. Native villages already occupy some of the best land, but you know how to deal with them. Your Legions will have plenty of chances to exercise their sword arms, but there is nothing that should prevent your success at Sarmizegetusa.

NATIVES AND WOLVES AND BARBARIANS, OH MY!

Like Londinium, Sarmizegetusa has the twin problems of Wolves and barbarians. But you also have to deal with natives, and the threat of rival armies is far worse here than in Londinium.

GETTING STARTED

Your immediate threat is with the Wolves, and it's going to take a bit of creativity to deal with them.

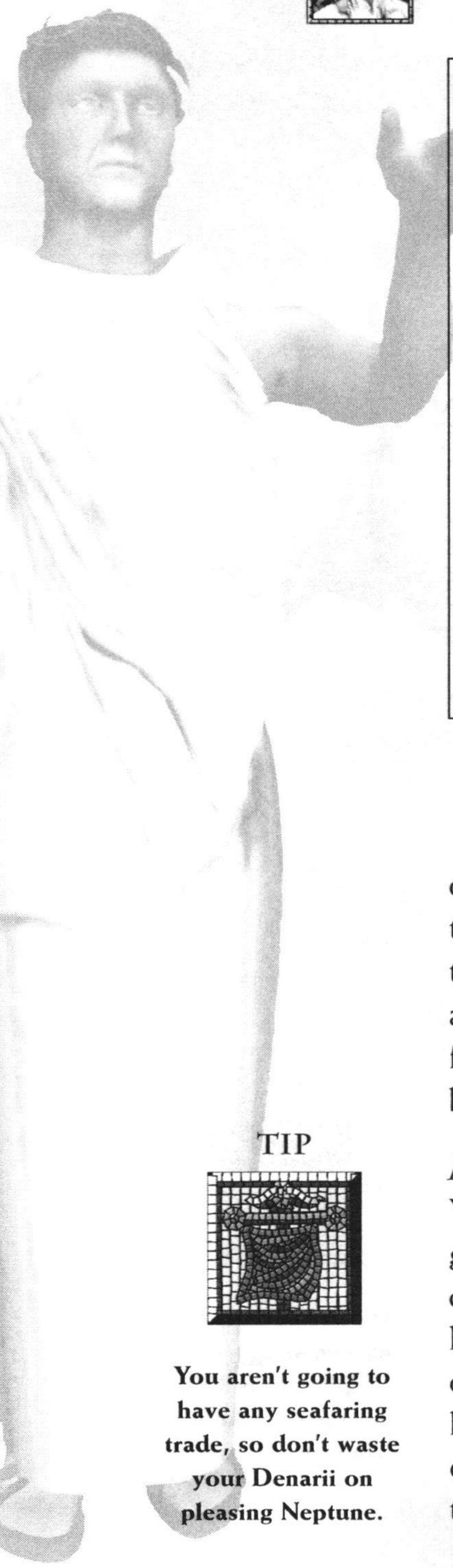
Like Londinium, start your town near the beginning of the map, where immigrants enter. Set up several rows of housing and such, and then build a dozen Barracks, Towers, and Prefectures in case the Wolves decide to attack early.

Once you have plenty of Prefects, build a route to the nearest farmland. You have to build some housing nearby to supply labor to the Farms, and you could build some in the free corners that are available on the plateau. However, once you have a dozen or so Prefects, you should be able to relax a tad and build more traditional subdivisions. Naturally, from this point, also build everything else that goes with a city.

TIP



You aren't short on Denarii, so go ahead and pipe water from the nearby lake to your new housing complex.





Thankfully, you can build Iron Mines, so get to making Weapons as well as constructing a Barracks and Fort. Not only are these troops far better at beating Wolves, you're going to need them to beat the barbarians. You should also set up Timber Yards and Furniture Workshops. Also, considering how hard it is to farm surplus Wheat and Vegetables, your first trade routes should be with those wanting Weapons and Furniture.

TIP

You aren't going to have any seafaring trade, so don't waste your Denarii on pleasing Neptune.

A SOLID DEFENSE

You also need to work on building a strong defense. Once you've gotten your troops underway, start constructing a Wall, especially near the beginning of the map (it's okay to take down some housing to do it). Don't forget to have a Gatehouse. You're not only going to have to deal with enemy armies but the occasional local uprising as well, and having a Wall will help slow them down, at least long enough for your Cohorts to hot-foot it over to the trouble.



BALANCE YOUR INDUSTRY

While it's true that there's a demand for Weapons and Furniture, don't go overboard and have Weapons piling up in your Warehouse just because your traders have already bought their annual allotment. If that happens, go ahead and turn off production for an industry via the Trade Advisor. Do the same thing with your Furniture business if you find it's stacking up faster than you can trade it (or use it).

ASSIGNMENT 11: MASSILIA

In Assignment 11, you have a choice of either Massilia ("a peaceful province") or Lindum ("an extremely dangerous province").

FINAL GLORY

OBJECTIVES:

Population of 8,000

Prosperity Rating of 85

Favor Rating of 85

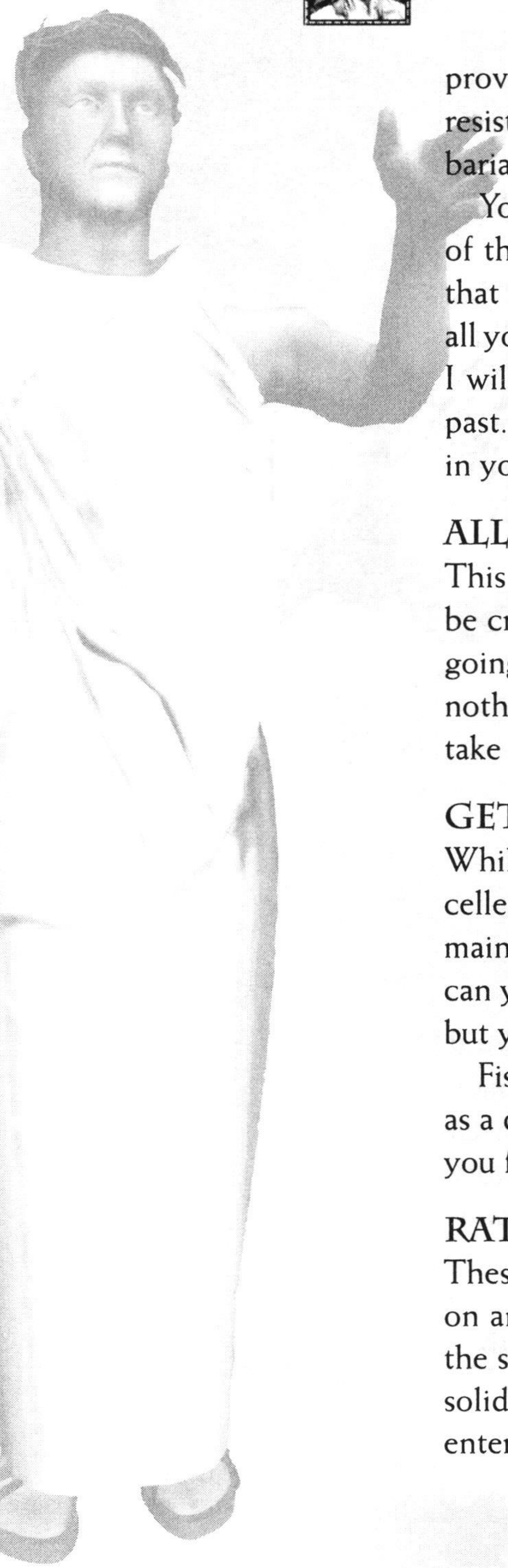
Culture Rating of 80

Peace Rating of 70

Against my better judgment, I shall tell you a secret: All the world hails me as Emperor and god, but I still wear the flesh of a man. I am getting on in years, and supreme power weighs heavier each day. I wish to be one of the few Emperors in Rome's long history to enter a peaceful and voluntary retirement. The lack of a natural-born heir is the only barrier to my plan.

Every Patrician in Rome would quickly offer himself as my successor, but the more avidly they want it, the less suited they are for such power. You alone have shown the ability and devotion to govern in my place.

I have one last assignment for you—the ultimate test of your governing skills. You will build a glorious city in Massilia, a



province with little farmland, meager resources, and some armed resistance. Local Gauls are again fighting Roman rule. Some barbarians never learn!

You must achieve very high ratings to show yourself worthy of the ultimate promotion. Build an extremely prosperous city that rivals Rome in Culture, and earn high Favor with me. Use all your talent to make Massilia your crowning achievement, and I will overlook the differences that you and I have had in the past. I am weary. Do not disappoint me now, with the final prize in your sight!

ALL THE MARBLES

This is it. Succeed during this particular assignment and you'll be crowned as a deity. Naturally, being the last assignment, it's going to be as tough as they come. But also remember that there's nothing here that you haven't handled before. It's just going to take a little longer to reach your goals.

GETTING STARTED

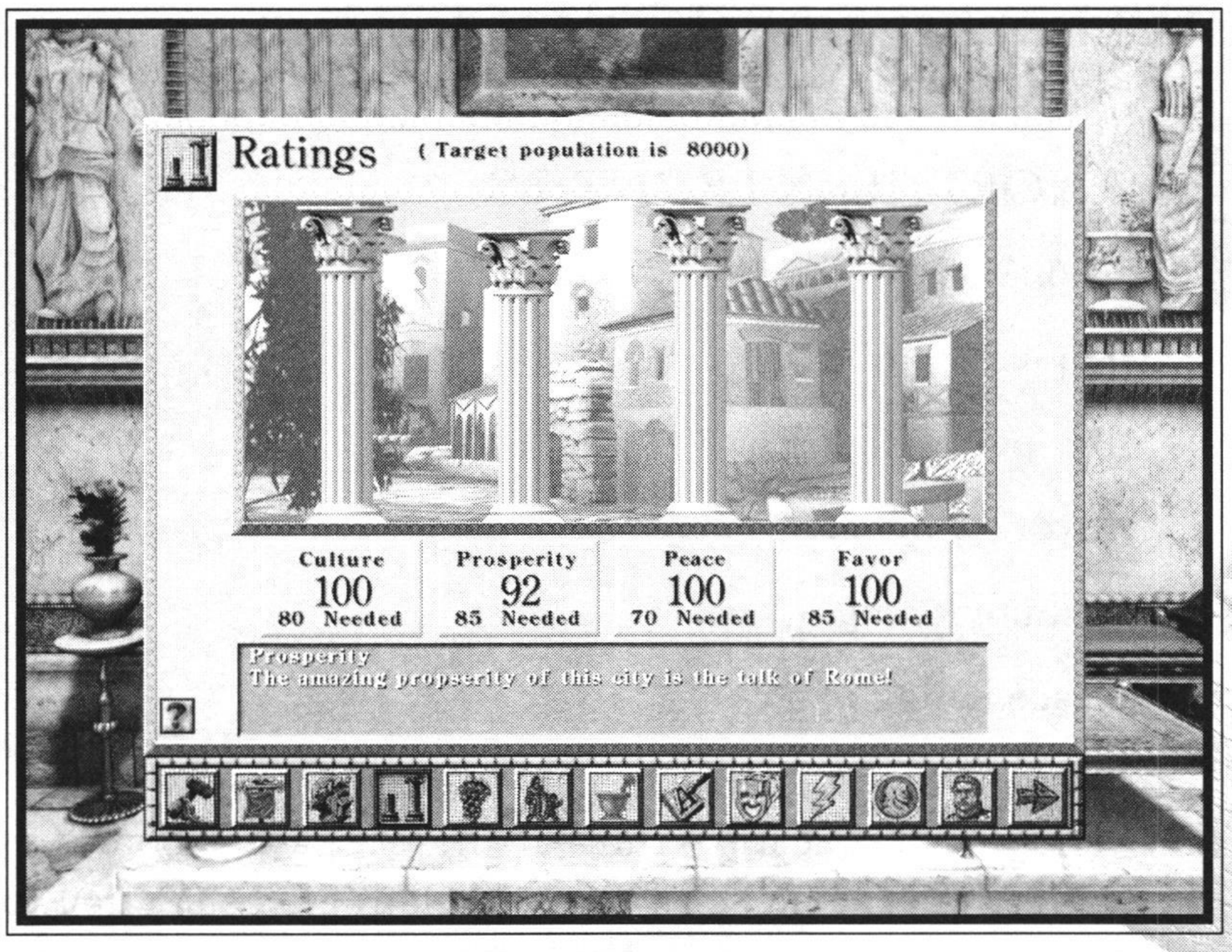
While you could pretty much start anywhere you want, an excellent location is down toward the bottom of the map on the mainland near the island with fertile farmland. Here, not only can you get your people up and running with land-based foods, but you can set up your fishing Wharves as well.

Fish are going to play a big part in your city because it serves as a different food type and there are two cities willing to trade you for it. Build plenty of Wharves to handle the demand.

RATINGS

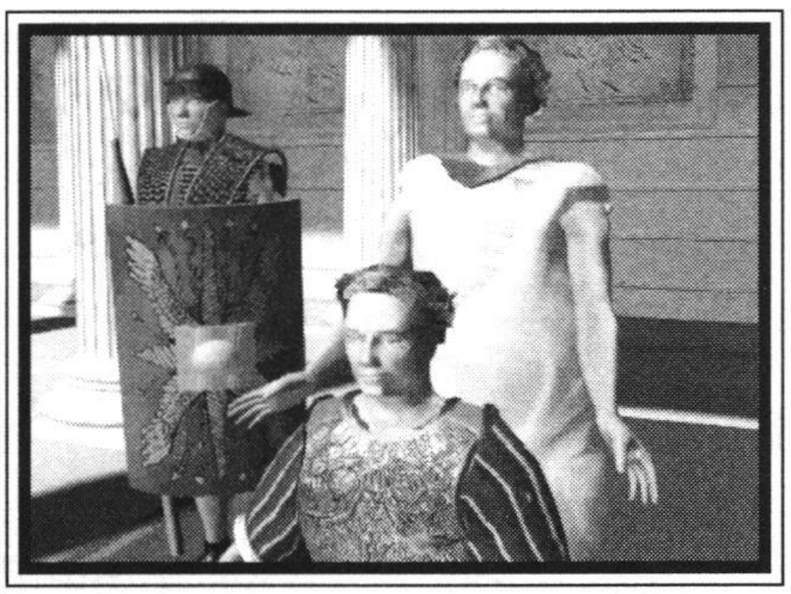
These ratings are going to be tough to attain, so you can't skimp on any aspect of city-building as you expand. Just focus on all the same things that you have before, making sure that you get solid coverage across your entire city for things like Schools, entertainment, and health.

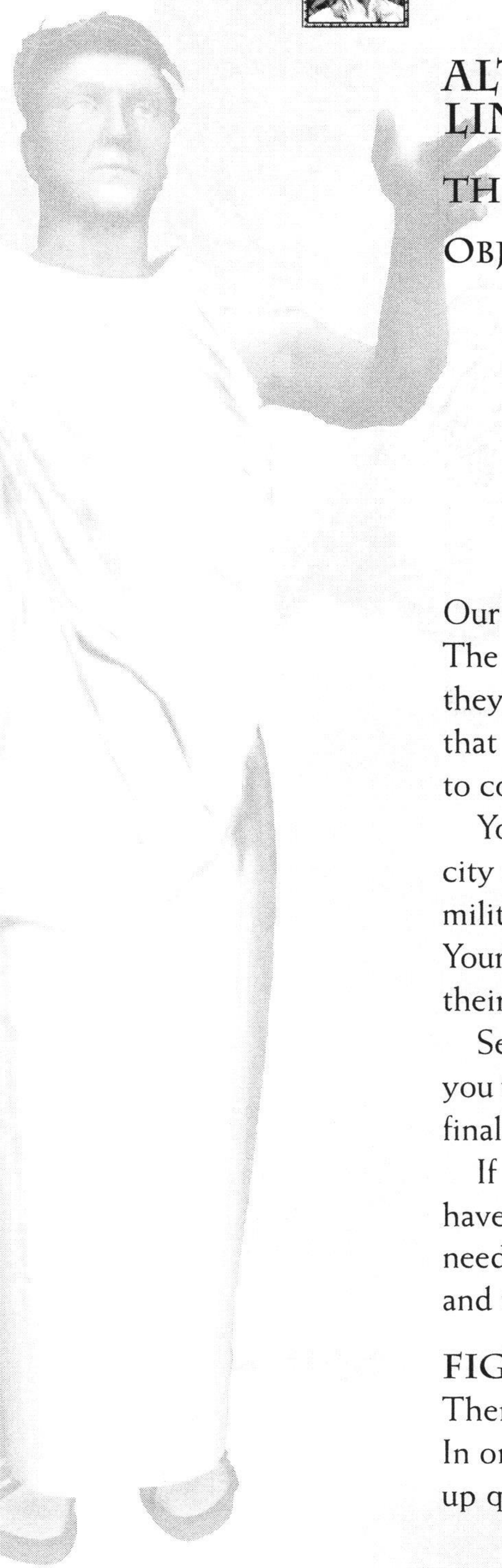




DEFENSES

While it's a fairly peaceful province, that doesn't mean you're not going to have your share of problems. Naturally, you want to build some Walls to protect the vulnerable parts of your city. Also build a handful of Forts to ensure the safety of your citizens.





ALTERNATE ASSIGNMENT 11: LINDUM

THE NORTHERN FRONTIER

OBJECTIVES:

Population of 6,000

Prosperity Rating of 50

Favor Rating of 85

Culture Rating of 60

Peace Rating of 55

Our borders to the Far East, the South, and the West are secure. The various Germanic tribes threaten the near eastern border, as they have always done, and Rome's Legions are committed to that frontier. I have no troops left for the far North, or generals to command them.

You will secure Britannia, once and for all. Build a medium city far to the north, in the province called Lindum. Here, your military prowess will be as important as your governing skills. Your assignment is to build a wall that will keep the Celts and their brethren out of Britannia.

Security is your main concern in Lindum, but I also challenge you to achieve high ratings to prove yourself worthy of the next, final promotion.

If you can do it, I shall turn the Empire itself over to you. I have wanted to retire for some years now, but lacking an heir, I need to find a worthy successor. Prove yourself this one last time, and the ultimate prize is yours!

FIGHT TO THE FINISH

There's no question about it—Lindum is a military campaign. In order to prove you're a worthy successor, you have to build up quite a military or your city-building hard work will be for



nothing as enemy armies lay it to waste. But that's not your immediate concern. Your first threat is with Wolves, and lots of them.

GETTING STARTED

Yes, there are at least four packs of Wolves on this particular map. But thankfully, the Road to Rome doesn't go right through the middle of them. Focus on building your city near the bottom of the map, where there's also plenty of fertile soil. Your immediate goal is to build a defensive force to tackle the Wolves should they come calling.

However, your overall focus is building up a strong military as quickly as possible, and the closest Iron Mine is a considerable ways off from your starting location. This is the most serious aspect of the Wolf problem. You either have to take your chances that continued immigration will take care of your losses to Wolves, hope that you have enough Prefects to protect Iron Mine workers and their cart pushers, or build a Wall protecting the path from hungry lupines.

MILITARY PREPAREDNESS

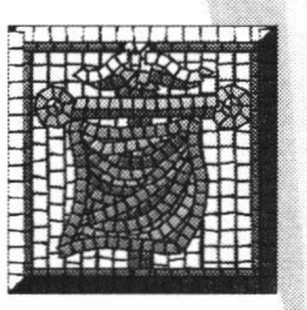
While it's important to build up a city of considerable desirability, the main thrust of this assignment is defending the city repeatedly. You need to focus on building up your military more than anything else—save, perhaps, making sure that your Emperor Favor Rating doesn't fall too low. While you don't want to take up the entire map with Forts, you want to have an abundance of Academy-trained soldiers for defense.

Of course, you also need Walls and Towers surrounding key points of your city. If you haven't done so, brush up on the Wall-building advice in Chapter 3 to ensure maximum coverage.

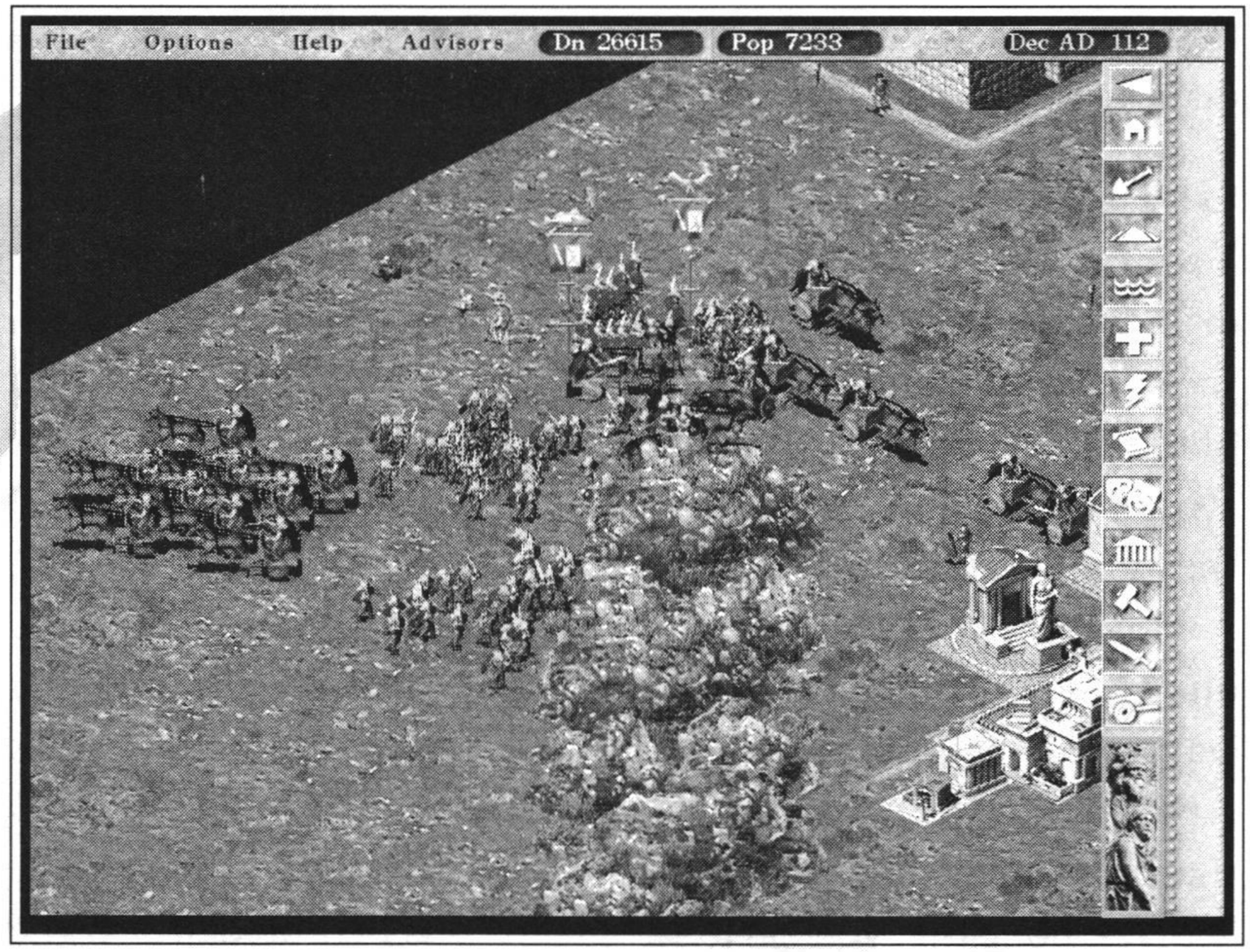
DON'T NEGLECT THE BASICS

Of course, military muscle isn't your sole concern. Once you've mustered a bit of an army, keep track of all the other things as well. After all, you need to get fairly high ratings if you're going

TIP



Again, while you want to keep most of the gods at least indifferent to you, you want to pay special attention to Mars, who'll aid you in your military conflicts.



to prove you deserve to be the next Caesar. You need to build up your Entertainment ratings, making sure you have plenty of Amphitheaters, Coliseums, and a Hippodrome. You need to make sure that you have plenty of food to feed everybody as well as a thriving, prosperous industry.



TWO



THE RATINGS GAME

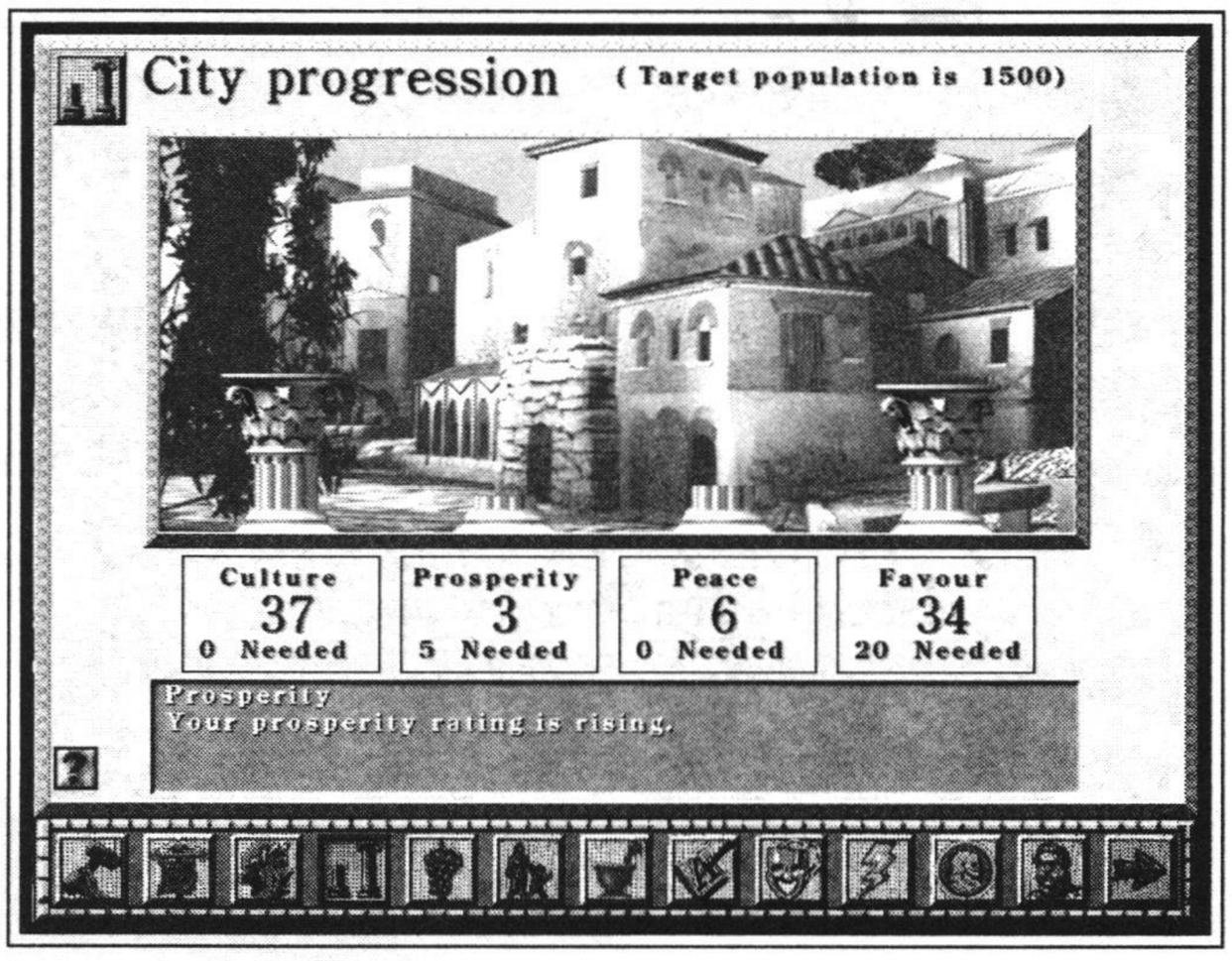
In *Caesar II* there were four ratings: Peace, Culture, Prosperity, and Empire. But things have changed a little bit in *Caesar III*. The Peace, Culture, and Prosperity ratings are still here, but they're calculated a bit differently, and the Empire rating has been replaced with a Favor rating.

Before you can be promoted, you usually need to achieve a certain rating in one or several of the categories. If you really perform poorly, you will eventually lose the game.

FAVOR

In *Caesar II* the Empire rating rose if you built roads or connections beyond the empire. Now, its replacement, the Favor rating, rises or falls depending upon your success at making the Emperor happy—and trust me, spoiled preteens are less fickle. The Emperor will set specific tasks to be accomplished at a province, with milestones of what ought to have happened by certain times. Achieving these milestones will naturally boost the rating, and failure, obviously, will reduce it. There will also be special requests from time to time, such as having you dispatch eight units of weapons; fulfilling these will help your rating tremendously, while ignoring or failing them will incur the Emperor's wrath.

Unlike the other ratings, Favor starts out as 50 percent, being neutral, and can go up or down from there. However, the Favor rating will have a tendency to fall unless something positive happens to change that within that year. If you do nothing, it won't stay the same, it'll go down; so the Favor rating takes some effort just to maintain, much less improve.



If your Favor rating ever falls as low as 10 percent, rest assured that the Emperor won't let you squander what could be a thriving city. An army will be dispatched from Rome to reclaim the city and have you arrested. If you manage to get the Favor rating back up to 22 percent by the time the army arrives, it'll wait for one year to see how things develop. If during that year the Favor rating falls below 22 percent, the army moves in, taking out your palace (if you have one) or destroying your Senate. Once your Senate is gone, game over. However, if you can get the Favor rating back up to 35 percent or better during that year, the army heads back to Rome.

FAVOR CALCULATIONS

If you ever wonder what the Emperor thinks of you, you need look no further than the Favor rating.

Because of the way it builds up, the Favor points you acquire in one assignment can be much lower while still permitting promotion than for any of the other ratings.

The following affect Favor:

Payment of a salary:

Below one's status: -1 per year

Equal to one's status: -2 per year

Above one's status: -1 per rank above, per year

Timely fulfillment of an Emperor's request:

+X (X is set in the scenario generator)

Late fulfillment of an Emperor's request:

-3 when the deadline passes unfulfilled

-5 if still unfulfilled three years later

+ half of X when completed

Sending of gifts to the Emperor (the first, second, and third time a gift is sent within two years, starting from the date of the first gift):



Gift #:	1	2	3	4
Small:	+3	+1	0	0
Generous:	+5	+3	+1	0
Lavish:	+10	+5	+3	+1

Failure to pay a Tribute:

-3 first time

-5 second time

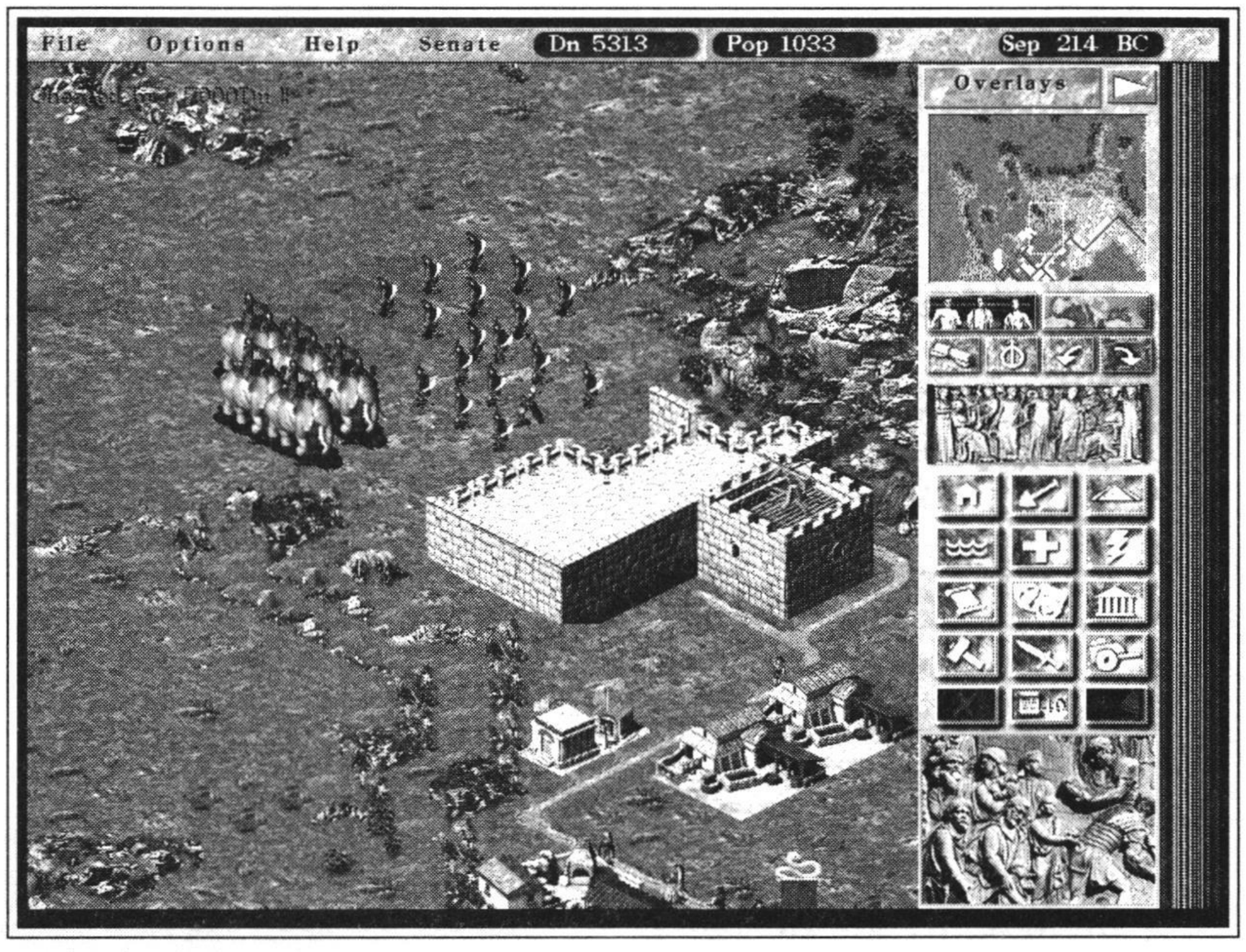
-8 third time

Complete 25 percent of your assignment on or before your 25-percent milestone: +5

Fail to complete 25 percent of your assignment by your 25-percent milestone: -2

PEACE

In *Caesar II*, the Peace rating went up every year that no barbarians reached the borders of the city area. In *Caesar III*, the city borders cover a larger area, so it's impossible to keep those pesky savages



away. Now, the Peace rating rises every year that there are no riots, and no destruction of property by people hostile to Rome.

PEACE CALCULATIONS

Peace rises steadily two percent year by year, unless there's been a disturbance. After two consecutive years of peace, the growth rate in the peace rating jumps to five percent (which applies, therefore, to the third and subsequent years of peace). A disturbance will reduce the feeling of peace in the community, and hence, its Peace rating reduces. Disturbances have the following effects:

Some crime: -1

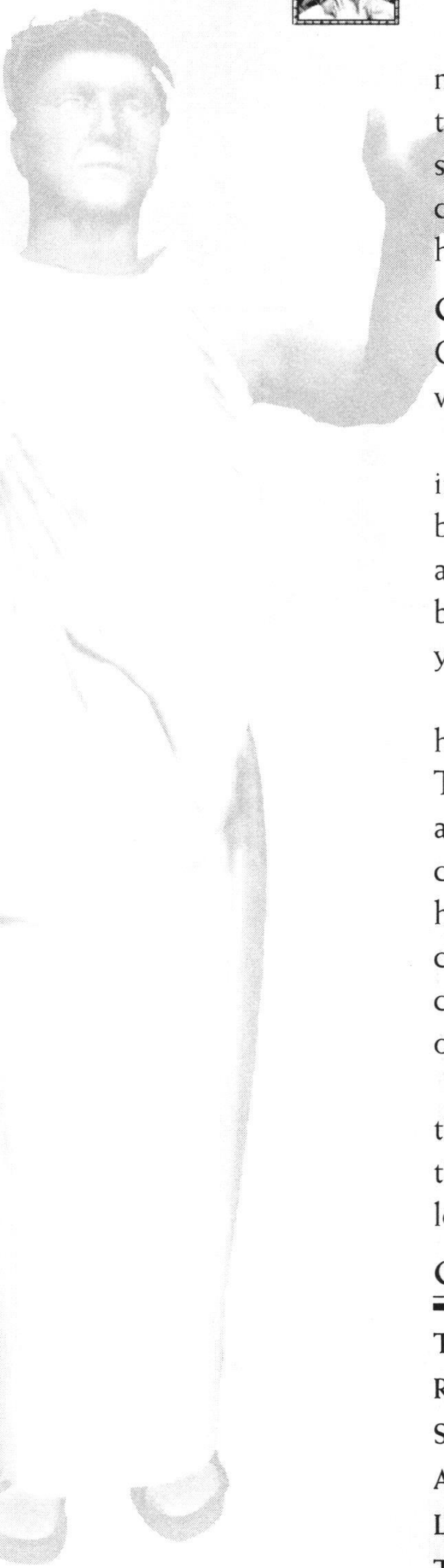
Riots: -5

Lose 1 point for every building destroyed, up to 12 points per year with the following exceptions (Tents, Prefectures, Engineering Posts, Wells, Gatehouses, and Towers).

CULTURE

Rome was known, perhaps above all else, for its culture, which has had an everlasting effect on the world. Roman culture consisted of





many things, including philosophical and political debate, education, religion, and entertainment. So if you're going to have a successful city, you must make all these activities available to its citizens in order to achieve a good Culture rating. Make sure you have plenty of schools, temples, and of course, entertainment.

CULTURE CALCULATIONS

Culture is probably the most important rating in the game, as well as the most complex.

Culture is affected by the number of culture-providing buildings in a city relative to its population. The more people per building, the less effectively that building serves each person, and hence the less cultured the city is. However, if there's lots of buildings to cover a proportionately smaller population, then your city's culture rating will be better.

Within the game, there are "coverage" variables that measure how well served a city is in various services, such as Theaters, Temples, and educational buildings. Each of these coverage variables is calculated (careful, this gets tricky) as the sum of the capacities of all operating structures of the relevant type (that is, how many people one particular structure, such as a Temple, can cover), divided by the relevant population. So, for Schools, the capacity of all working Schools would be divided by the number of school-age children in the city.

Each coverage variable generates a Culture rating component; the sum of all these equal the city's Culture rating. For example, the following table lists the Culture rating generated by various levels of coverage:

COVERAGE	100 %	85 %	70 %	50 %	30 %
Theaters	25 %	18 %	12 %	8 %	3 %
Religion	30 %	22 %	14 %	9 %	3 %
Schools	15 %	10 %	6 %	4 %	1 %
Academies	10 %	7 %	4 %	2 %	1 %
Libraries	20 %	14 %	8 %	4 %	2 %
TOTAL	100 %	71 %	44 %	27 %	10 %



PROSPERITY

Prosperity in Roman times was truly a measure of the quality of life, and so it is in *Caesar III*. Unemployment will have a negative effect on prosperity, while varied diet, good tax income for the city (relative to expenditures), and prosperous businesses will all improve the Prosperity rating.

PROSPERITY CALCULATIONS

Prosperity is essentially the measure of the wealth of a city. So be sure to study the below chart, as it quickly shows you your goals, namely to keep unemployment below 15 percent, have no more than 30 percent of your population living in shacks, and so on.

The Prosperity rating changes as follows:

Every year the city makes a profit (not counting construction costs): +2

Every year the city has 10 percent or more of its people living in villas: +1

Every year the city has 30 percent or fewer of its people living in tents or shacks: +1

Every year the city has an active Hippodrome: +1

If a city has unemployment below 5 percent at year end: +1

If citizens other than those that need it eat a diet consisting of 2+ food types: +1

If a city pays its citizens 2Dn or more above Rome's wage: +1

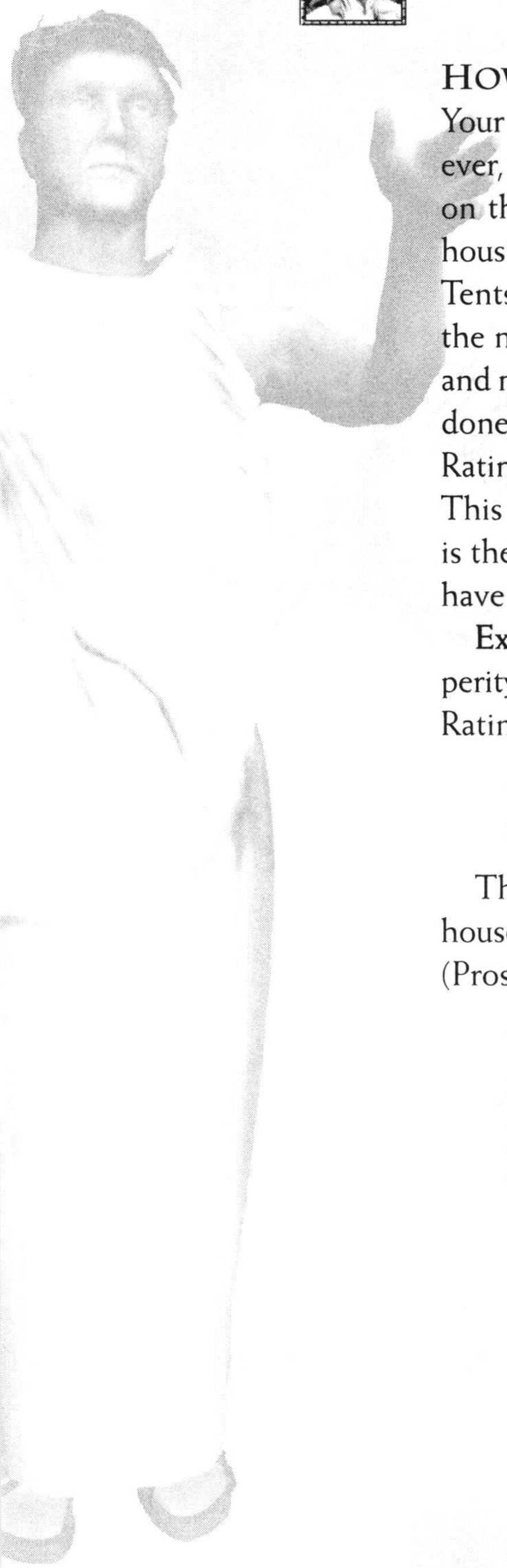
When a city loses money in a year: -1

If a city needs to receive a monetary gift from Rome: -3

If a city has unemployment greater than 15 percent at year end: -1

Failure to pay a tribute: -3

If a city pays its citizens below Rome's wage: -1



How the Prosperity Cap Works

Your prosperity rises when your economy is doing well. However, your prosperity cannot get beyond a certain cap, depending on the overall evolution level of the houses in your city. Each housing level has a certain prosperity associated with it: Small Tents have a Prosperity Rating of 5, for instance. The game takes the number of people you have living in a certain housing level and multiplies this by the Prosperity Rating of the house. This is done for each level of housing. The population and Prosperity Rating products are added up using all of the houses in your city. This final sum is divided by your total population. This number is the maximum Prosperity Rating of your city. Patrician houses have a weighted affect on prosperity.

Example: Your city has 20 people living in Small Tents (Prosperity Rating of 5) and 80 people living in Small Casas (Prosperity Rating of 35). The prosperity cap for this city is:

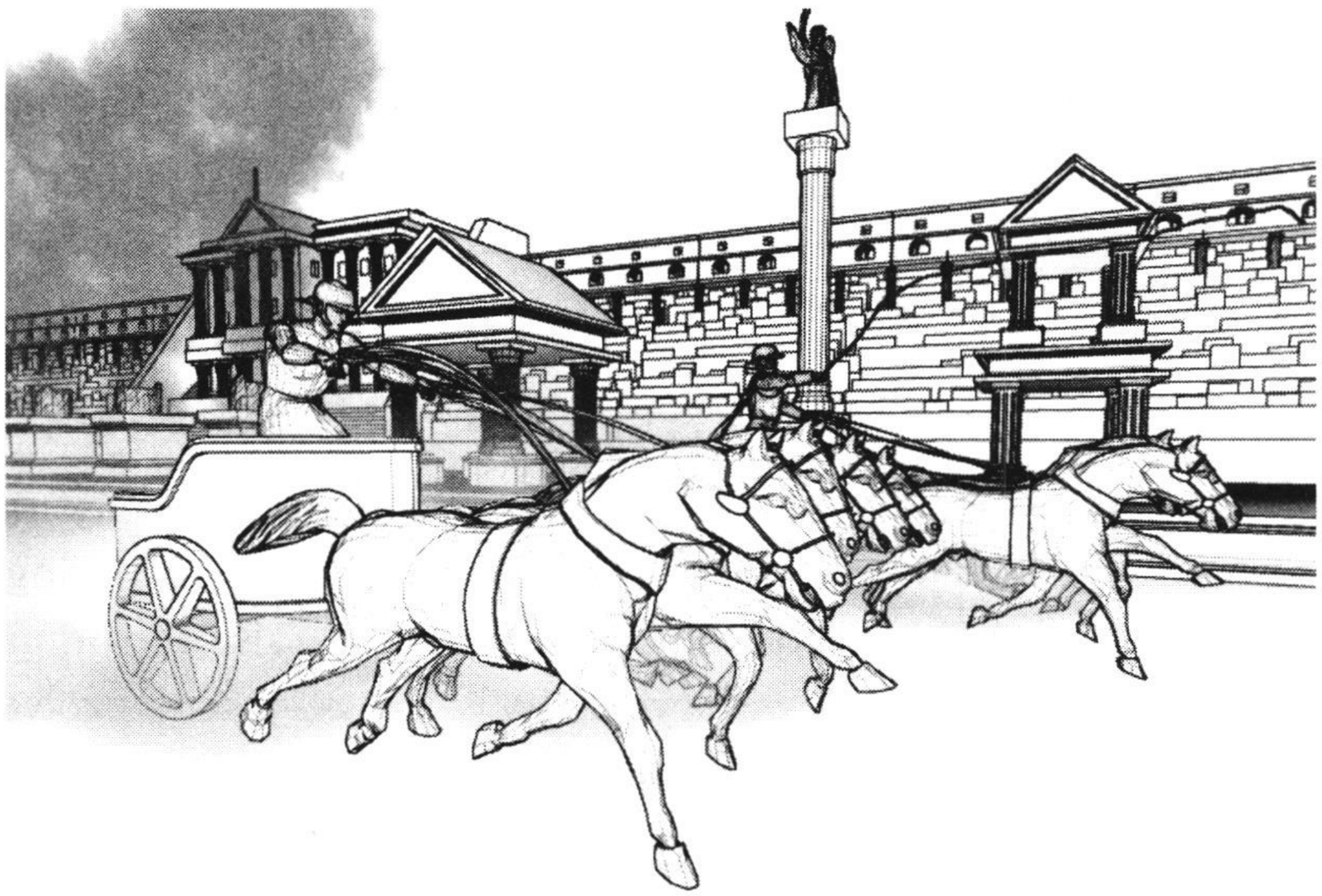
(20x5)+(80x35)=2900; 2900/100=29=Maximum prosperity of the city.

The next equation demonstrates the weighted effect patrician houses have. We will add five patricians living in Large Villas (Prosperity Rating of 400) to the previous calculation:

(20x5)+(80x35)+(5x400)=4900; 4900/105=47=Maximum prosperity for the city.

For housing levels 1–20 the corresponding prosperity values are: 5, 10, 15, 20, 25, 30, 35, 45, 50, 58, 65, 80, 150, 180, 400, 600, 700, 900, 1500, 1750

THREE



CITY-SCAPING

A wise man once said that good judgment comes from experience, but one can only get experience by exercising bad judgment. Believe me, there are plenty of ways to gain experience in *Caesar III*, which can lead to a lot of frustration, hair pulling, and keyboard banging. This chapter is for those most interested in developing "good judgment" without having to exercise bad judgment first. Another wise man (though it could have been the

same one) also said, "Give a man a fish and you feed him for a day. Teach a man to fish and you feed him for a lifetime." While we could simply tell you how to win a game, in essence giving you a fish, we're going to tell you how the game itself thinks and why it does what it does, thereby teaching you how to fish.

HOUSING AND DESIRABILITY

At the heart of *Caesar III* is housing; after all, a city isn't much of a city if people have no place to call home. Housing is not only essential for your city's citizens, but it's also the primary visual indication of how well your city is doing—as tents evolve into shacks, and houses into Villas, etc. You can also watch housing devolve just as rapidly, going from villa to empty parcel as food shortages or plundering barbarians drive otherwise happy citizens to greener pastures. All told, housing evolves through 20 stages—from humble tents all the way to Luxury Palaces—and it will evolve automati-





cally if certain conditions are achieved, principally in terms of the goods and services that the house has access to.

As you probably know, you can right-click on a house at any time to bring up a panel that indicates what is needed for the house to evolve to the next level. It is vital to remember to do this, as this may be the only way you can tell what's keeping your house from evolving to the next step.

The following table shows how housing evolves and devolves, listing exactly what a house needs nearby to move it up to the next stage in its evolution. The following is a key explaining the table categories.

Devolves At: This number is the Desirability level at which the house devolves into the next lowest house type.

Evolves At: This number is the Desirability level at which the house evolves into the next highest house type.

Entertainment: Each of the Entertainment structures that you have (suching as a working Theater, etc.) adds to the Entertainment value. When you have a value equal or above what the following housing chart asks for, your housing evolves. (See the section on Entertainment Ratings for more information.)

Water: Number 1 means it needs a Well to evolve to the next level, and number 2 means it needs a Fountain.

Religion: This is the number of the temple types people must walk past.

Education: To evolve, a house must be near: 1) a School or Library; 2) a School and Library; 3) a School, Library, and Academy.

Market, Barber, Bath: These Yes/No categories state whether or not a house needs access to these services to evolve.



Health: Number 1 means it needs a Doctor or Hospital nearby; Number 2 means it needs a Doctor and Hospital.

Food Types: Gives number of food types that need to be available for house type to evolve to next level. It should be noted that each house must be individually supplied with multiple food types to satisfy these requirements. The number of food types eaten, reported on the Population Advisor panel, is city-wide, and is a factor only used to modify City Sentiment (the all important City Sentiment Rating for your city which affects Immigration/Emigration and Crime).

Pottery, Oil, Furniture: These Yes/No categories state whether or not these goods are needed for house type to evolve.

Wine: Number 1 means Wine is necessary for the house type to evolve; number 2 means that two types of Wine must be available.

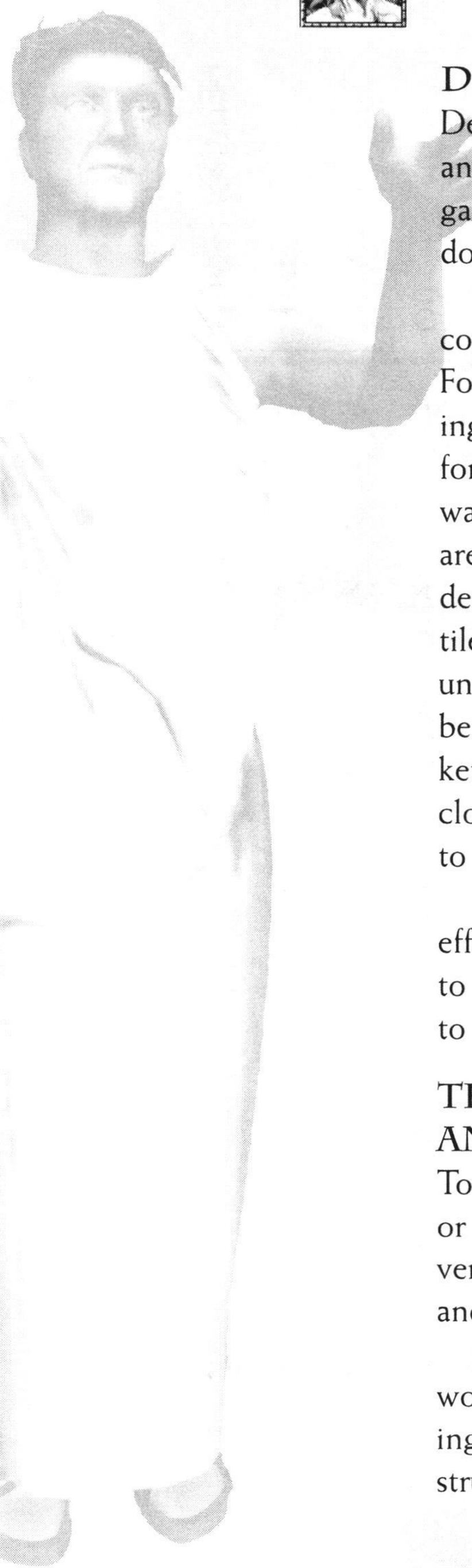
Two types of Wine really means two sources: either importing Wine from two different trade cities or importing from one trade city while producing Wine in workshops in the city from vines (which may or may not have been imported).

Crime Increment: This is the amount the Crime level rises each week. When the City Sentiment is high, it's a guaranteed riot.

Basically, this tells you how quickly the "City Sentiment" Risk overlay columns grow by house type.



	Devolves At	Evolves At	Entertainment	Water	Religion	Education	Market	Barber	Bath	Health	Food Types	Pottery	Oil	Furniture	Wine	Crime Increment	Prosperity Rating
Small Tent	-99	-10	0	0	0	0	N	N	N	0	0	N	N	N	0	3	5
Large Tent	-12	-5	0	1	0	0	N	N	N	0	0	N	N	N	0	3	10
Small Shack	-7	0	0	1	0	0	Y	N	N	0	1	N	N	N	0	3	15
Large Shack	-2	4	0	1	1	0	Y	N	N	0	1	N	N	N	0	3	20
Small Hovel	2	8	0	2	1	0	Y	N	N	0	1	N	N	N	0	3	25
Large Hovel	6	12	10	2	1	0	Y	N	N	0	1	N	N	N	0	3	30
Small Casa	10	16	10	2	1	1	Y	N	N	0	1	N	N	N	0	2	35
Large Casa	14	20	10	2	1	1	Y	N	Y	0	1	Y	N	N	0	2	45
Small Insula	18	25	25	2	1	1	Y	N	Y	0	1	Y	N	N	0	2	50
Medium Insula	22	32	25	2	1	1	Y	N	Y	1	1	Y	N	Y	0	2	58
Large Insula	29	40	25	2	1	2	Y	Y	Y	1	1	Y	Y	Y	0	2	65
Grand Insula	37	48	35	2	1	2	Y	Y	Y	1	2	Y	Y	Y	0	2	80
Small Villa	45	53	35	2	2	2	Y	Y	Y	1	2	Y	Y	Y	1	1	150
Medium Villa	50	58	40	2	2	2	Y	Y	Y	2	2	Y	Y	Y	1	1	180
Large Villa	55	63	45	2	2	3	Y	Y	Y	2	2	Y	Y	Y	1	1	400
Grand Villa	60	68	50	2	3	3	Y	Y	Y	2	3	Y	Y	Y	1	1	600
Small Palace	65	74	55	2	3	3	Y	Y	Y	2	3	Y	Y	Y	2	1	700
Medium Palace	70	80	60	2	4	3	Y	Y	Y	2	3	Y	Y	Y	2	1	900
Large Palace	76	90	70	2	4	3	Y	Y	Y	2	3	Y	Y	Y	2	1	1500
Luxury Palace	85	100	80	2	4	3	Y	Y	Y	2	3	Y	Y	Y	2	1	1750



DESIRABILITY

Desirability is a measure of how nice the area immediately around any house is from a purely aesthetic point of view, with no regard whatsoever to the provision of any service. Such as, how does the place smell? Is it noisy? What is the view like?

Every structure has its own desirability effect, and this effect covers an area that differs in size depending upon the building. For example, a Barracks (full of noisy, brawling soldiers marching and shouting and generally raising hell) has a negative effect for quite a large area, whereas a Well (the cheapest source of water in the game) has a negative effect for only a very small area. Some structures even have mixed effects. Markets have a desirability of (-2,-1,0,1,2,3) with -2 at adjacent tiles, and +3 at tiles 6 spaces away. So, it's desirable to be 4-6 tiles away, but undesirable to be within 2 tiles of a Market. So, it's desirable to be 4-6 tiles away, but undesirable to be within 2 tiles of a Market. So you need to carefully balance between having a Market close enough to serve the local community but far enough away to positively affect the housing.

But if you're worried about what buildings have what kind of effect, just rely on your intuition. Naturally, the closer a house is to a factory, the less desirable it's going to be, whereas if it's close to enjoyable Gardens, the value will rise considerably.

THE GOOD, THE BAD, AND THE NOT SO GOOD OR BAD

To make a neighborhood more desirable, you need to tear down or move the unpleasant structures and replace them with some very nice ones close by. Here's a quick breakdown of the good and the bad.

Keep Your Distance: Any industrial or large military structure won't do anything but lower the property value of nearby housing. These include Farms, Mines, Workshops, and any other structure that produces more than its fair share of noise, dirt, and

traffic. While not so noisy or dirty, Reservoirs don't do your neighborhood any good. If you can, try to save areas along an Aqueduct for religious temples or businesses while building your communities slightly away.

Markets are unique in that they have good and bad effects. If you are 3 tiles away from them, they have a good effect. If you get any closer, they have a bad effect. Prefectures just have a bad effect. All in all, Markets and Prefectures are both vital to the community, but houses built right next to them are going to freeze in the evolutionary chain. However, if you must put housing near any of these, you can offset some of the negative effects with plenty of good structures and lots of Gardens.

The primo real estate can be found next to the Senate, Temples, Baths, Forums, Plazas, and of course, Gardens and Statues.

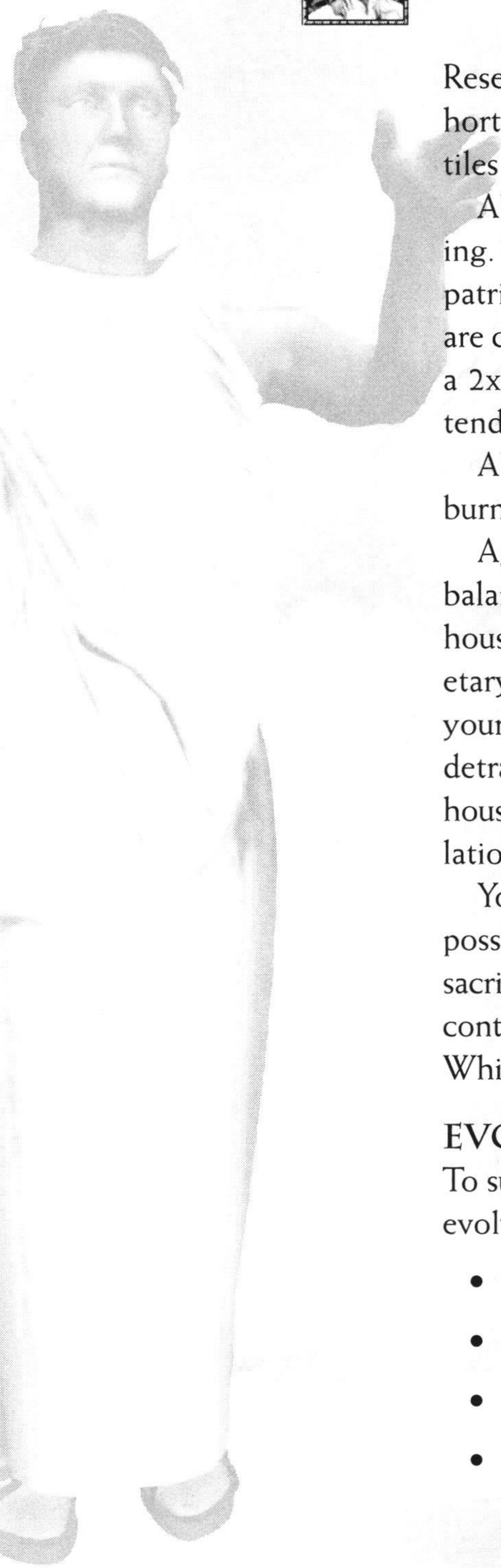
DESIRABILITY IN DEPTH

There are two ways a building can have good desirability:

1. **From a distance**: It is rare for good desirability to have a range of more than 3, so it's good to know which buildings can be built a bit farther away and still have a good effect. Buildings in this category are: Large Temples, Oracles, Small Temples (in that order), Markets (though not much of an effect, you need them nearby anyway for walker access), Medium and Large Statues, Senate, Governor's residences (a range of 3, 4 and 5 respectively), and don't forget the best one of all: the Triumphal arch.

2. **Very high desirability numbers.** Though Small Temples and Markets can extend their desirability to a range of 6, the actual amount of desirability they impart is not very much.

Likewise, though most production buildings are bad, they are only bad to a range of 2 or 3 tiles (2 mainly, 3 for Warehouses,



Reservoirs, etc). The only truly horrendous buildings are Cohort Forts. These are massively bad, and extend their effect to 6 tiles away.

Also, housing itself exerts desirability effects on other housing. The first 8 houses are bad, the 4 insulae are neutral, and all patrician level housing is good. The effects of single tile housing are cumulative, so its much worse to have 4 single tile tents than a 2x2 tent. The good effects of the best 4 houses, palaces, extends for 6 tiles.

Also note that rubble and vacant lots have bad effects, as do burning buildings.

Again, it must be said that laying out your city is a careful balancing act. While you can't have Markets right next to your housing, you need to have them close enough to serve the dietary needs of your inhabitants. While you might want to put your Farms and other industry on the other side of town to avoid detracting from your suburban scenery, you need to have some housing reasonably close, otherwise the Farms won't have a population to pull their employees from.

You'll want to encourage houses to evolve to be as dense as possible so you can get maximum tax dollar at minimum space sacrifices. However, you should also strive to get some of them to continue evolving into Patrician Villas (which require more space). While they aren't as densely populated, they pay the highest taxes.

EVOLUTION

To summarize the table here, this is what your housing needs to evolve to the highest level:

- Fountain water
- Three food types
- School, Academy, and Library access
- Bathhouse

- Barbers, Hospital, and Doctors' Clinics access
- Temples for multiple gods (all 4 for a luxury palace)
- Nearby Market to deliver food and goods, Prefects and Engineers to keep everything standing
- Local Theater, Amphitheater, Colloseum, and Hippodrome
- City must provide Pottery, Oil, Wine, and Furniture

BUILDING YOUR CITY

There are plenty of structures at your disposal in *Caesar III*, and learning how each of them works is all-important in building your city. To help simplify things, this section lists all the structures that can affect the growth of your city, especially as they directly affect property values.

Here is a key to each of the six categories by which a structure is evaluated:

Cost of Structure: This tells you how much Denarii building a structure costs. In the case of roads/plaza/Gardens/aqueduct/bridges, it's the cost of a single tile.

Initial Desirability Value (IDV): This value represents how much of a boost or detriment the structure has, on each tile immediately surrounding it. For example, an Amphitheater will raise the value of every tile immediately around it by 4.

Desirability Step (DS): In conjunction with Desirability Step Size (see following entry), this tells you how many tiles to count outward from the structure when calculating the structure's effect.

Desirability Step Size (DSS): This tells you by how many points the property value goes up or down the

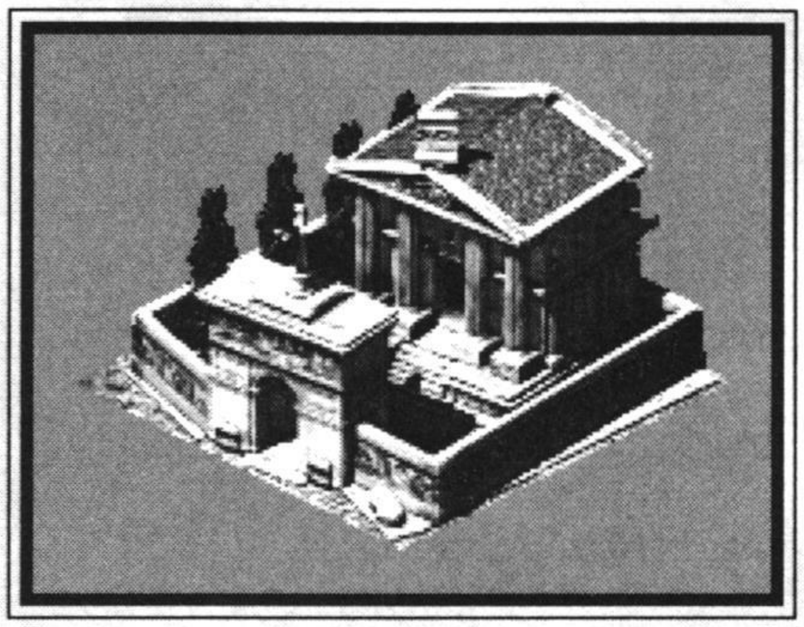


farther away you get from a structure. For example, with the above-mentioned Amphitheater, the DS is 1 and the DSS is –1. This means that for every tile away from the Amphitheater's immediate surroundings, the property value goes down by 1. The tiles immediately surrounding the Amphitheater get a value boost of 4. Go one tile farther and the value is only 3, and so on. The same principle applies to structures that have a negative impact on property value. A Legionnaires Fort has an IDV of -20, a DS of 2, and a DSS of 2. That means that for every 2 tiles you get away from the Fort, the value goes up by 2, from -20 to -18.

Maximum Desirability Range (MDR): This tells you how many tiles away the above three categories apply. Our Amphitheater has an MDR of 4, which means that the positive attributes continue to diminish up to 4 tiles away. And the same can be said of the buildings with negative impacts, such as the Fort mentioned in the previous entry. While it starts out at -20, its MDR only goes out 6 tiles, so only those houses within a 6-tile radius will be negatively impacted.

Number of Employees: This is the maximum number of employees needed to make sure that the structure is operating at peak efficiency. It's a good idea to make sure you have enough citizens to satisfy a given structure's employment needs.

ACADEMY



Cost of Structure: 100

Initial Desirability Value: 4

Desirability Step (in Tiles): 1

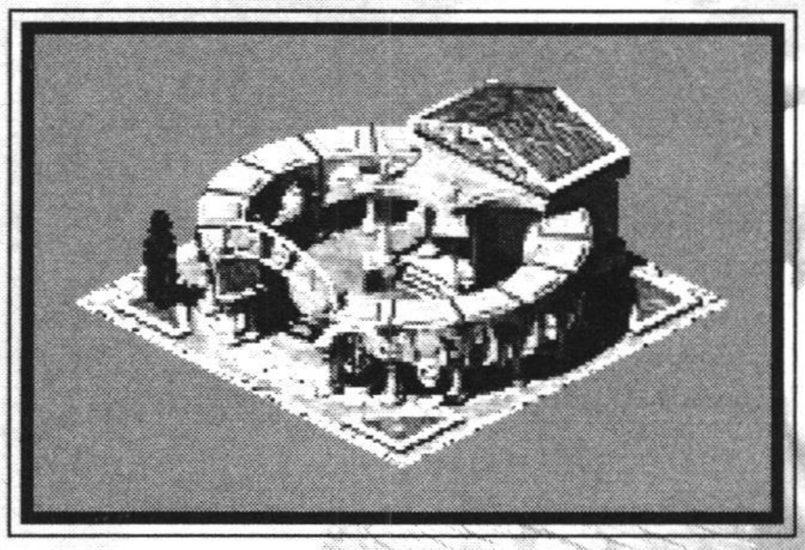
Desirability Step Size: 1

Maximum Desirability Range: 4

Number of Employees: 30

Very few of these are needed because for housing access only the top six buildings need them (Large Villas on up). At 30 labor a piece, you won't want more than you need. You'll find you sometimes have to build more than are needed for housing evolution to gain the required city-wide coverage for culture. Depending on the age distribution of your population, which will change over time, you may need very few Academies. Alternatively, you may end up with more than you want to achieve perfect coverage. Unlike Schools, Academies are desirable to live near (for 3x3 structures, Academies/Amphitheaters/Large Temples are the best to build near high-level housing. They provide both desirability and needed walker access).

ACTOR COLONY



Cost of Structure: 50

Initial Desirability Value: 2

Desirability Step (in Tiles): 1

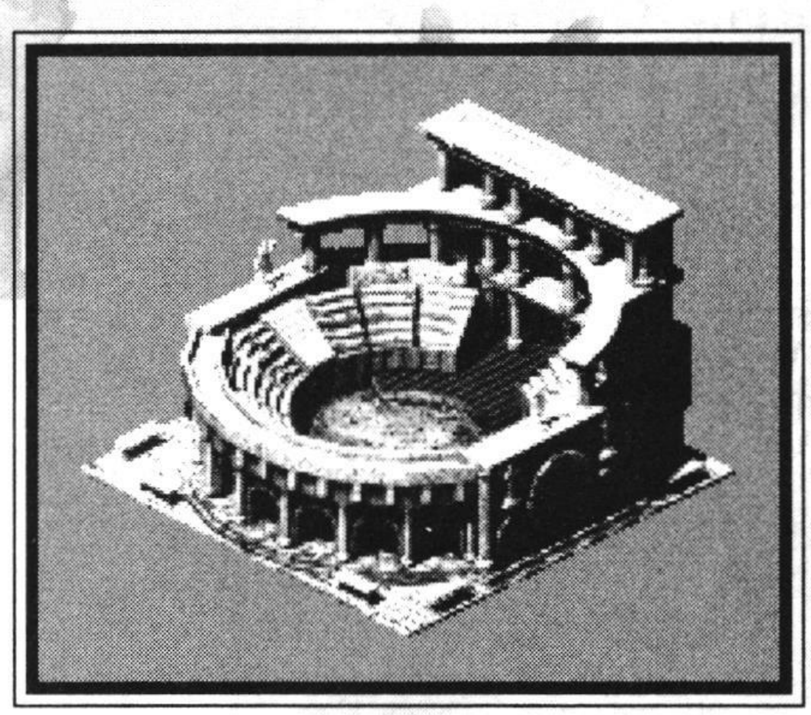
Desirability Step Size: -1

Maximum Desirability Range: 2

Number of Employees: 5

Puts out enough Actor's to supply four venues. Build one for every four Theaters and Amphitheaters. The walkers will go quite far if need be, so there's no need to have this building close to housing despite the good desirability effect. There are plenty of other buildings needed near housing for access coverage which also have good desirability, so don't be tempted to put Actor's Colonies too close to your housing (it's better to have access to coverage and desirability than just desirability).

AMPHITHEATER



Cost of Structure: 100

Initial Desirability Value: 4

Desirability Step (in Tiles): 1

Desirability Step Size: -1

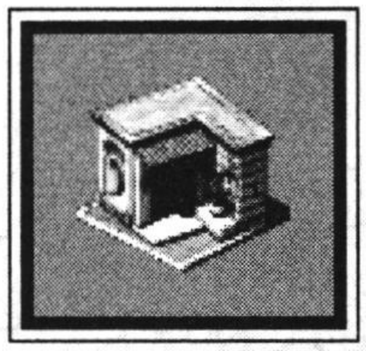
Maximum Desirability Range: 4

Number of Employees: 12

This takes Actors and Gladiators. As with Theaters, this can be placed very close to housing, but be sure to have two shows playing in every Amphitheater. You'll get a much better effect on your entertainment requirement and also twice as many walkers to spread access. Amphitheaters are the key to Insulae and beyond. Note: Gladiators will actually attack Wolves/rioters/enemy military units if they happen to bump into one (unlike Prefects, they don't actually seek out combat). They fight pretty well too.

You can entertain 800 people for each Amphitheater.

BARBER



Cost of Structure: 25

Initial Desirability Value: 2

Desirability Step (in Tiles): 1

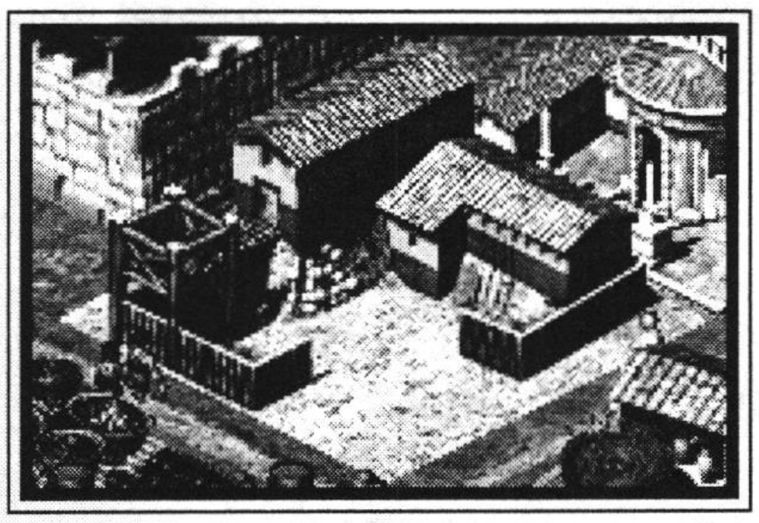
Desirability Step Size: -1

Maximum Desirability Range: 2

Number of Employees: 2

Small and cheap, requiring only two employees, Barbers are easy to afford and easy to find space for. Though their desirability effect is positive, it's not as good as Small Statues or Gardens. When developing palaces, it may be necessary to move these farther away and replace them with Gardens or Statues. Though necessary for providing access to housing (Large Insulae on up), they have very little effect on city-wide health (reported by the chief advisor, and the main determinant of disease/pestilence risk). Don't build more than you need for walker access.

BARRACKS



Cost of Structure: 150

Initial Desirability Value: -6

Desirability Step (in Tiles): 1

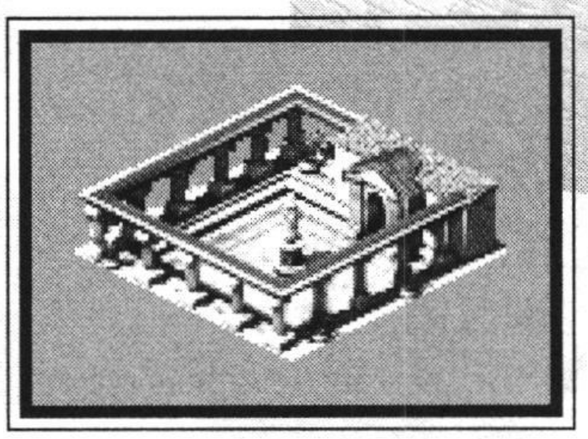
Desirability Step Size: 1

Maximum Desirability Range: 3

Number of Employees: 10

Barracks provide sentries/ballistae for towers and soldiers for cohorts. However, only one Barracks can exist in any city at a time, and the speed at which a Barracks produces soldiers/sentries limits the speed at which a military unit can be created, or more importantly, repaired after a loss. Be careful not to make this worse through poor placement; Barracks should be placed very close to the main Warehouse that receives Weapons from workshops/trade. Otherwise, its production of Legionnaires may be reduced to the time it takes the Warehouse cart pusher to make a round-trip journey from the Warehouse to the Barracks carrying Weapons. Cohort Forts do not require any road access, but towers need road access to a labor source (housing) and also a road that connects all the way back to the Barracks, otherwise they get no sentry and no ballista. Note that Barracks will produce sentries first if any towers need them, then Legionnaires, then auxiliaries. So, if your cohorts need troops badly, either don't build new towers until you get your soldiers, or disconnect roads to existing towers that are in need of sentries.

BATHS



Cost of Structure: 50

Initial Desirability Value: 4

Desirability Step (in Tiles): 1

Desirability Step Size: -1

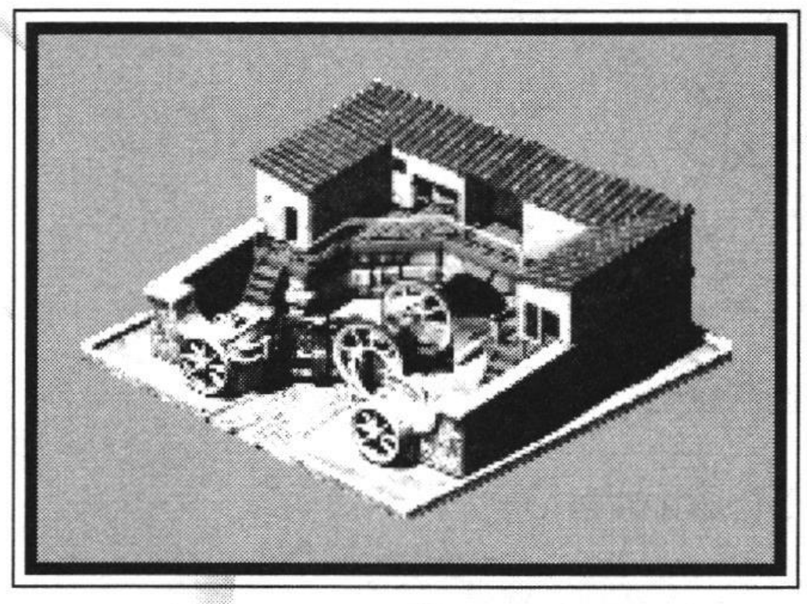
Maximum Desirability Range: 4

Number of Employees: 10

Baths provide much needed walker access, but they can be quite difficult to place since they must be built within pipe access (though only 1 tile within pipe access is sufficient for them to

function). If you've taken our advice, you won't have any more Reservoirs than you actually require, so locations for Baths tend to be limited. It may be necessary to create a separate Reservoir/aqueduct system on each side of a Palace complex: one for Baths and Fountains, the other for Baths on the other side of your housing for more walker access. At 10 employees per Bath, don't build any more than you require to get the walker access to your housing.

CHARIOT MAKER



Cost of Structure: 75

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

Desirability Step Size: 1

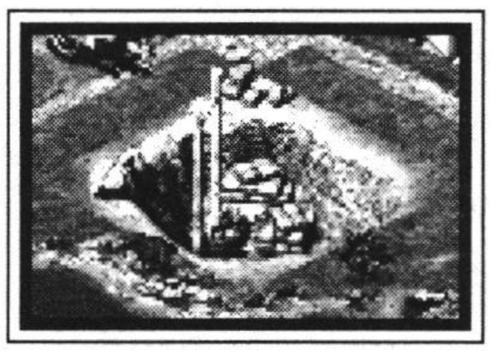
Maximum Desirability Range: 3

Number of Employees: 10

With only one Hippodrome, and the Chariot Maker producing enough for four of them, you'd think you only need one of these. However, since the Hippodrome only puts out one walker, and you don't have much control over where he goes, use the "Entertainment, Hippodrome" overlay to see which housing areas need, but don't have, Hippodrome access. Build chariot makers so that the charioteers will walk past these housing areas on their way to the Hippodrome. You'll notice that their route is quite predictable, and, with practice, you can get more coverage (and more reliable coverage) from the chariot makers than the Hippodrome itself.

You probably noticed that this applies to Colloseum's and their training centers as well, lower entertainment is cheap enough that this isn't worthwhile and, in any case, both Colloseum's and Amphitheaters each have two walkers and two associated training centers due to having two different shows.

CLAY PIT



Cost of Structure: 40

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 2

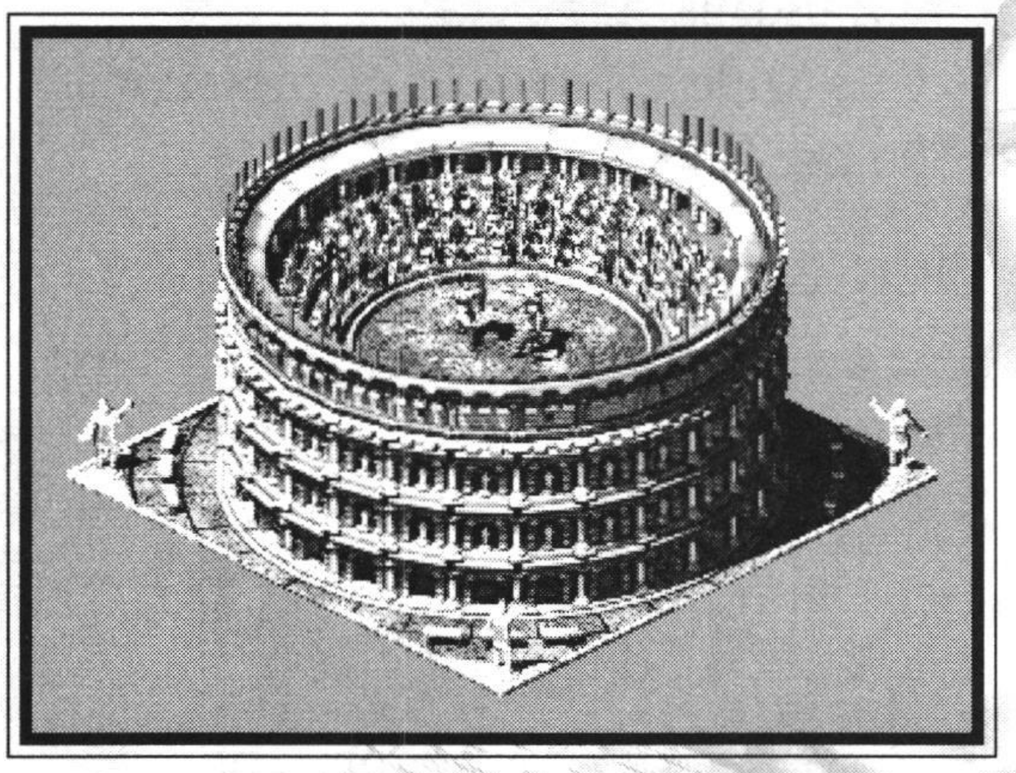
Number of Employees: 10

In some scenarios, access to water is as easy as access to trees. In others, you'll find valuable Farmland surrounding the water, or will need most available sites near water for Docks/Wharves/Shipyards/Reservoirs. If this is the case, you'll need to rely on:

1. The fact that Clay Pits, unlike Mines/Quarries/Timber Yards can be built within a few tiles of water rather than only directly adjacent to it.
2. Using the clay pit Cart Pushers to transport their clay a reasonable distance to Pottery workshops who, in turn, transport their wares twice as far to a Warehouse
3. If all else fails, transporting goods from Warehouse to Warehouse using Warehousemen on "getting goods" orders for transport of the finished Pottery.

Depending on the circumstances of the terrain in the city, Pottery industries may resemble either Iron/Weapons or Timber/Furniture, as described above.

COLOSSEUM



Cost of Structure: 500

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 3

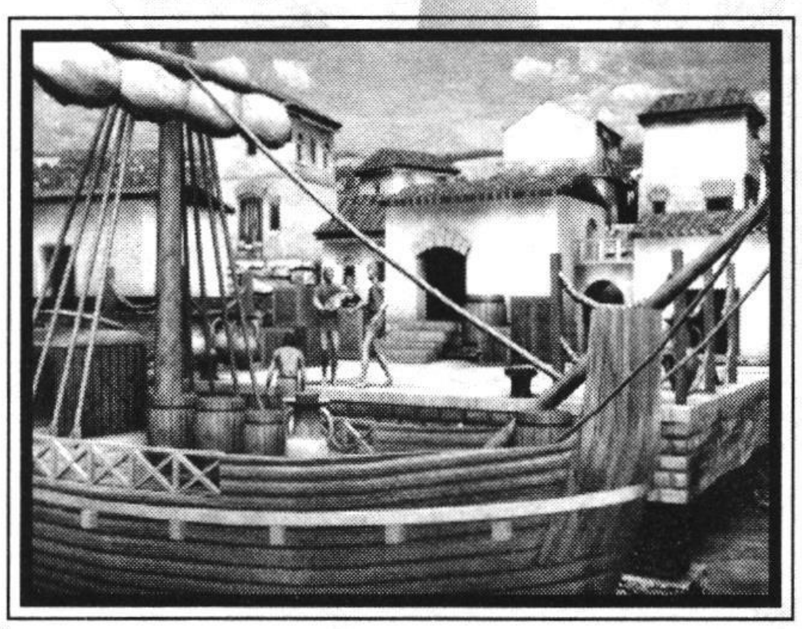
Number of Employees: 25

You need to build this at least 4 tiles away from the nearest housing (Colosseum, 2 tile intervening building, road, then housing). It takes both Gladiators and Lions. Both will fight Wolves/rioters/attackers they happen to bump into. You don't need very many Colosseum's ever, they are needed for villas, and possibly for Grand Insulae (though you can have Grand Insulae and Small Villas with no Colosseums if your city-wide coverage of Theaters and Amphitheaters are both at "perfect"). Colosseums are big and

require 25 labor, two to four of them per city is usually sufficient.

City-wide coverage for Colosseums: 1500 per Colosseum.

DOCK



Cost of Structure: 100

Initial Desirability Value: -8

Desirability Step (in Tiles): 2

Desirability Step Size: 2

Maximum Desirability Range: 3

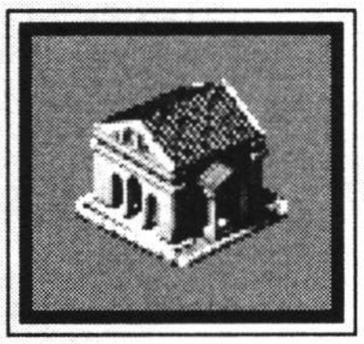
Number of Employees: 12

Cities, both modern and ancient, generally have one place in their harbor for commercial Docks. Depending on the volume of trade conducted, you may need up to four Docks in your city, but they should all be placed as close together as possible. This is because the time spent by a Trade Ship at a Dock is highly dependent on the amount of time the Dock workers take in loading/unloading the ship to/from nearby Warehouses. Trade Ships will dock at the closest available Dock to their entrance point, which is not servicing another ship. Since you can't consistently control which Dock the ships will use, there's no point in attempting to build separate Docks/Warehouse complexes for different commodities. If you do, you'll find that as often as not, the ships will go to the wrong Dock and stay there forever, while the Dockworkers make long trips to Warehouses in another part of the city. The sooner the trade ship leaves, the sooner it can return for more commerce. Building an inefficient Dock/Warehouse complex can result in ships spending too much time loading/unloading rather than journeying back and forth from the trade city. Therefore, you will have fewer ships visit your city each year and may not be able to take full advantage of the supply/demand potential of your trading partners.

Docks employ three Cart Pushers each, and they're pretty efficient workers. When a ship docks, they'll each take a load from the ship to a nearby Warehouse, then pick up a load for export (possibly from a different Warehouse) before returning to the ship. Again, it is essential to keep the necessary Warehouses close to the Docks to make the Dockers' job easier. Build one to four Docks close together, with a road connecting them and a set of Warehouses

(one Warehouse per commodity imported or exported).

DOCTOR



Cost of Structure: 30

Initial Desirability Value: 0

Desirability Step (in Tiles): 0

Desirability Step Size: 0

Maximum Desirability Range: 0

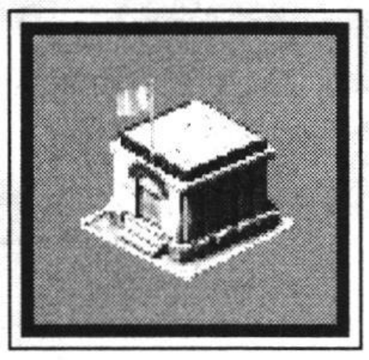
Number of Employees: 5

These are naturally very useful for preventing disease and pestilence. Always build at least one at the beginning of a scenario and use the Labor advisor to ensure that it has workers. Try not to build more than you actually need for walker coverage. Though small and cheap, at five employees each, the labor costs add up quickly.

EMPLOYEES AND STRUCTURES

Some buildings require a full staff before they'll do anything at all. These buildings are: Warehouses, Granaries and Docks. All other buildings will function at reduced efficiency when less than fully staffed. Farms, workshops, raw materials, Barracks and Shipyards produce at a reduced rate when less than fully employed. Other buildings which put out walkers providing access(health, education, religion, entertainment, Markets, Prefects, Engineers, all entertainment training centers) will put out their walkers less frequently when less than fully employed.

ENGINEERS' POST



Cost of Structure: 30

Initial Desirability Value: 0

Desirability Step (in Tiles): 1

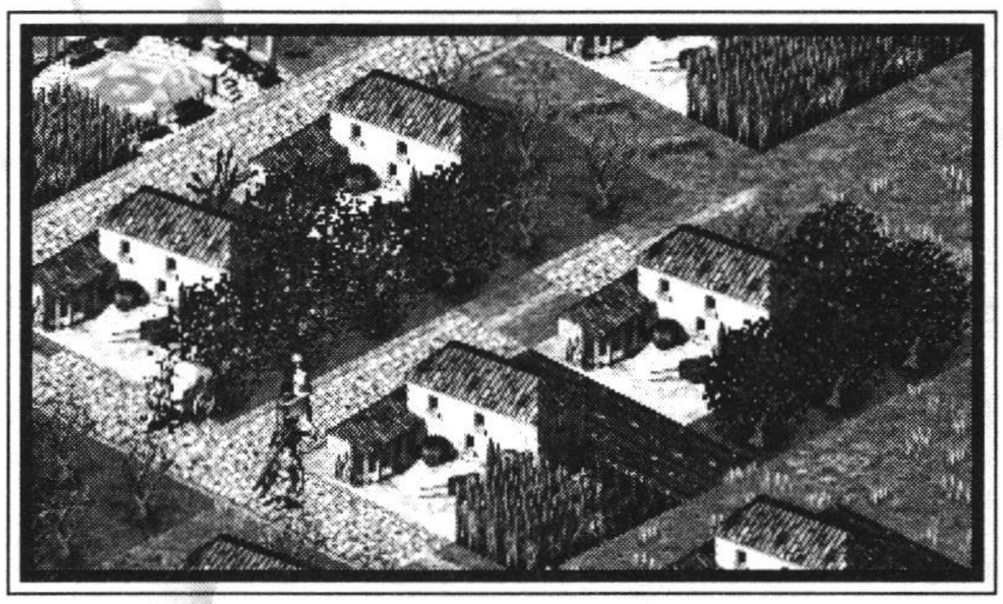
Desirability Step Size: 1

Maximum Desirability Range: 1

Number of Employees: 5

You're going to need plenty of these on every map to prevent your city from collapsing. You don't need as many as Prefects because damage risk grows slower than fire risk and, in any case, damage doesn't ever spread the way flames do. Note that, for its desirability effect, the initial desirability of 0 combined with a range of 1 means that it has a 0 desirability effect at all times, the step and step size are really not to be worried about.

FARMS (WHEAT, VEGETABLE, FRUIT, OLIVE, VINEYARD, MEAT)



Cost of Structure: 40

Initial Desirability Value: (Meat, Wheat, Vegetable) -2, (Fruit, Olive, Vineyard) 2

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 10

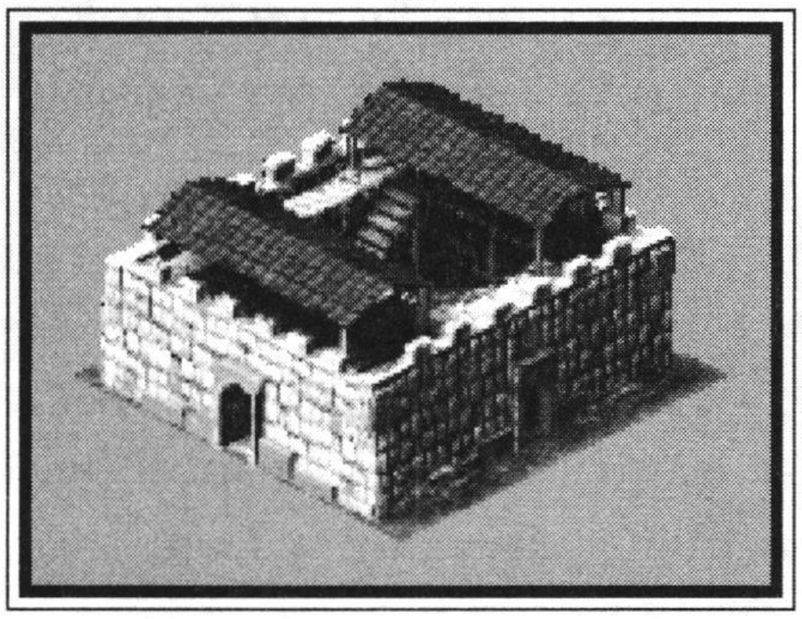
There are four Farms that grow food and two "Farms" that produce raw materials. Olives and Vineyards are "Farms" in that they must be built on Farmland and they look like Farms, but their produce goes to either a workshop or a Warehouse and isn't a food.

What you need to know about Farms:

1. Wheat Farms produce at double the rate of Pig/Fruit/Vegetable Farms.
2. Eating multiple types of food is necessary for evolution but is also useful because it gives a boost to City Sentiment (not feeding everyone is a negative modifier to City Sentiment, feeding your city multiple food types (number of food types eaten is displayed on the population panel) is a positive City Sentiment modifier. Reduce crime by feeding your people, lower it more by feeding them more variety.
3. Farm production cycles will stop at 100 percent and wait until its cart pusher has returned from the Granary trip it made carrying the previous harvest. Keeping Granaries near Farms will therefore ensure that you don't waste production potential.
4. Farmland is often very limited. Don't build anything on it but Farms, and put Small Tents at both ends of every road for labor access. Prefects/Engineers are, as always needed, too.

5. When it comes down to it, there's no difference at all between fruit/pigs/vegetables. Save yourself a bit of space by treating them as a group.

FORT



Cost of Structure: 1000

Initial Desirability Value: -20

Desirability Step (in Tiles): 2

Desirability Step Size: 2

Maximum Desirability Range: 6

Number of Employees: 0

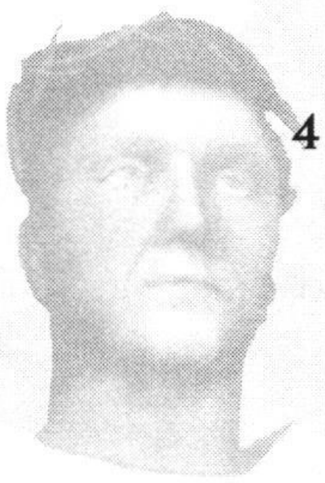
Though expensive to build, they require no maintenance: no fire/damage risk, no labor, no wages for troops, so build them as soon as you can afford them.

Here are some general tips to keep in mind:

1. If exporting Weapons early in a scenario, build auxiliary Forts instead of Legionnaires. Otherwise, 16 Weapons will be used for each Legion Cohort. All of these are potential, much needed, trade profits. Note that the Barracks will not begin taking Weapons until the first Legion Cohort is built. This allows you to get a Barracks and some auxiliaries built without disrupting your weapon exports.

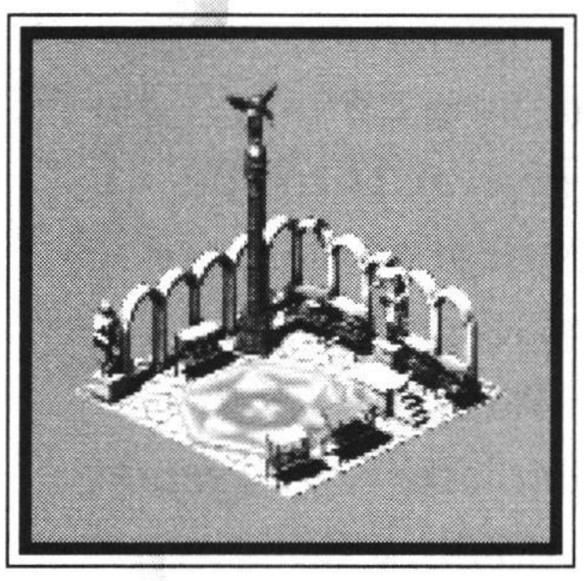
2. Javelineers are quite useful to have as well. Your first cohort should always be Javelineers. Plan on having 1/3 to 1/2 of all cohorts Javelins. Their ranged attack is quite nice, and they have good movement speed. They are, however, quite vulnerable in melee combat. Always put them behind a Legion or Cavalry Cohort in combat.

3. Cavalry should only be built in scenarios where weak attacks are the norm, particularly on maps where Weapons must be imported. Their primary purpose is to provide cheap, fast moving cannon fodder to block for Javelin Throwers. If you do build them on dangerous maps to provide early blockers that don't require Weapons, plan on replacing them later with Legionnaires. Their combat abilities are not impressive, though they can be useful in performing an end-run on an enemy to take out his missile units.



4. Legionnaires are the backbone of your army. Their weakness is their speed: placement of their Forts is very important as it can take them a very long time to cross a large map (Javelin and Cavalry Forts can be placed anywhere: they move fast enough to react to anything). Also, pay attention to your warning messages: attacks will always come 12-14 months after an "Enemies at the door" message (really, its always 13 months, 12 months for Emperor Legion attacks). But be warned: local uprisings have no warning messages. The only enemy troops in the game of equal fighting ability to Academy trained Legionnaires are the Carthaginians and the Emperor's own legions.

FORUM



Cost of Structure: 75

Initial Desirability Value: 3

Desirability Step (in Tiles): 2

Desirability Step Size: -1

Maximum Desirability Range: 2

Number of Employees: 6

Forums make the tax collectors. They make sure your population pays taxes. They are not necessary for housing evolution, though since Luxury Palaces will each pay over 1300 Dn per year at a 7 percent tax rate, you will want to ensure that you have complete tax coverage. However, since the lowest levels of housing pays the least amount of taxes, it is usually best to finance the early growth of a city entirely from trade. Set your tax rate to zero to keep crime nonexistent and immigrants flooding in as fast as possible. Only when your city has enough employees to staff the initial Farms/industries/Prefects/Engineers and water should you consider building Forums. Even then, Schools and Theaters for evolution to the "Insula" level are often more important. When Forums are built, only then should taxes be increased.

FOUNTAIN



Cost of Structure: 15

Initial Desirability Value: 0

Desirability Step (in Tiles): 0

Desirability Step Size: 0

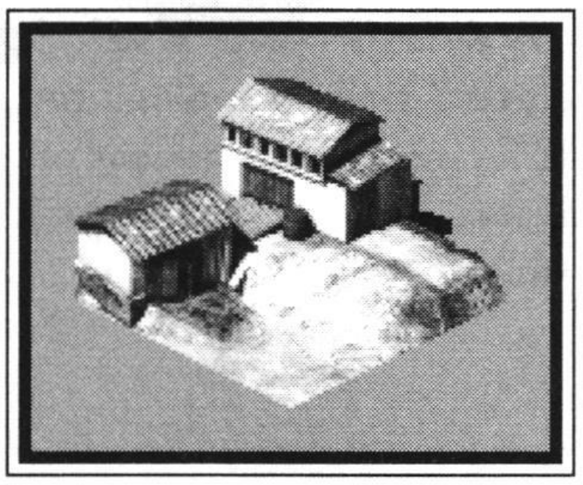
Maximum Desirability Range: 0

Number of Employees: 4

The best way to build water structures efficiently is to do the reverse of what may seem natural: figure out where you want your housing first, then place Fountains appropriately. Then place a Reservoir to feed the Fountains, and finally an aqueduct and "source" Reservoir to fill up the first Reservoir.

Fountain water is very important for early housing evolution. Also, partial employment of Fountains has the unfortunate effect of having the Fountains function in sequence, turning on and off repeatedly. It's almost always best to set water as the number one priority on the Labor Advisor's panel.

FURNITURE WORKSHOP



Cost of Structure: 40

Initial Desirability Value: -4

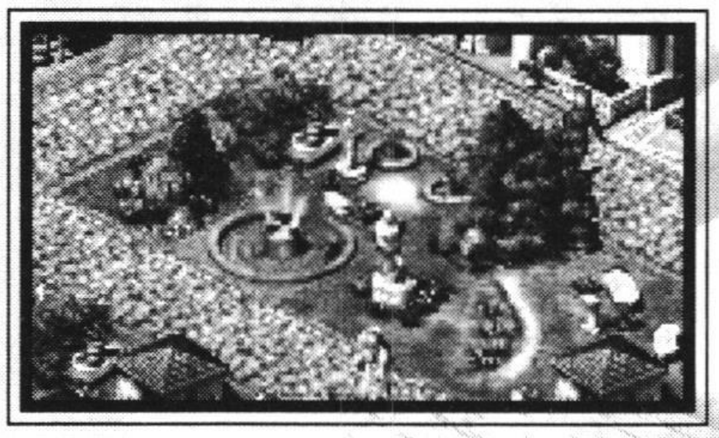
Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 10

GARDENS



Cost of Structure: 12

Initial Desirability Value: 3

Desirability Step (in Tiles): 1

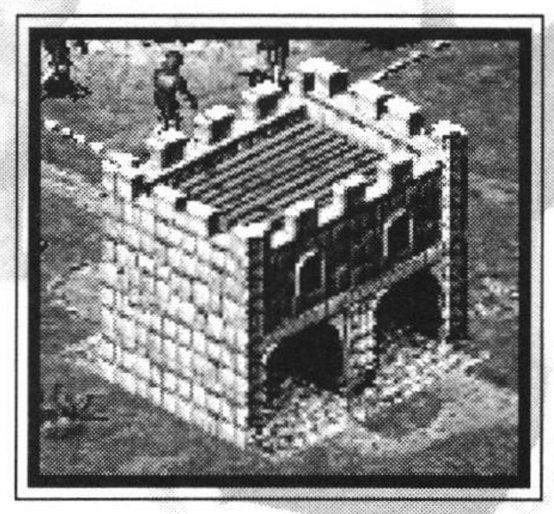
Desirability Step Size: -1

Maximum Desirability Range: 3

Number of Employees: 0

Any space within 3 tiles of a house that is clear should have a Garden placed on it (except for 2x2 or 3x3 areas that are better off with Medium/Large Statues). More importantly, Gardens are the key to the highest levels of housing. If you have a Medium Villa or Medium Palace that has everything necessary to evolve except a few points of desirability, clear out the housing tiles around them and replace them with Gardens. The house will evolve and also expand to a larger size, covering the Gardens that you just placed.

GATEHOUSE



Cost of Structure: 100

Initial Desirability Value: -4

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 3

Number of Employees: 0

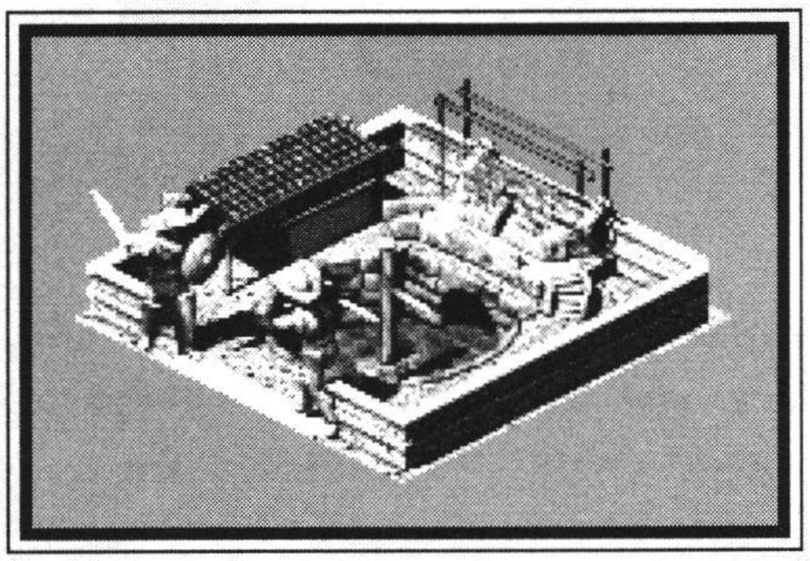
Gatehouses, though stronger than Walls, are a necessary weakness in your defenses. Guard them well, and don't place them where you don't have to. Never place one in an outer Wall, except to let caravans in or out of your city. You don't want to fight in front of your Walls anyway: the best place to meet an attack is directly behind a narrow breach in a Wall (with a few Legion Cohorts, and Javelins in the rear pouring in their missiles, and nearby towers raining death upon your foes). Other than for caravan entrances, gates are needed in secondary and tertiary lines of Walls so that a road can pass through your backup defenses to your front lines of defense. You need road and housing access for your front line towers (and Prefects and Engineers to keep the housing intact). (Note: your Peace Rating will fall if enemies destroy non-security type buildings, with the exception of the Prefects, Engineers, Wells and Small/Large Tents needed to support front-line towers. Be aware that walkers will not pass through gates. The only exeptions are soldiers/sentries/immigrants/emigrants/caravans and Prefects on a mission (ie. not on normal patrol, but out to douse a fire or attack an enemy soldier). If multiple lines of defense are constructed, each section will need its own housing/Prefects/Engineers to support the towers.

TIP



Don't place towers directly adjacent to Gatehouses; their "citizen" walkers looking for housing to provide labor access may appear on the wrong side of the gate, and the walker won't go through it.

GLADIATOR SCHOOL



Cost of Structure: 75

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

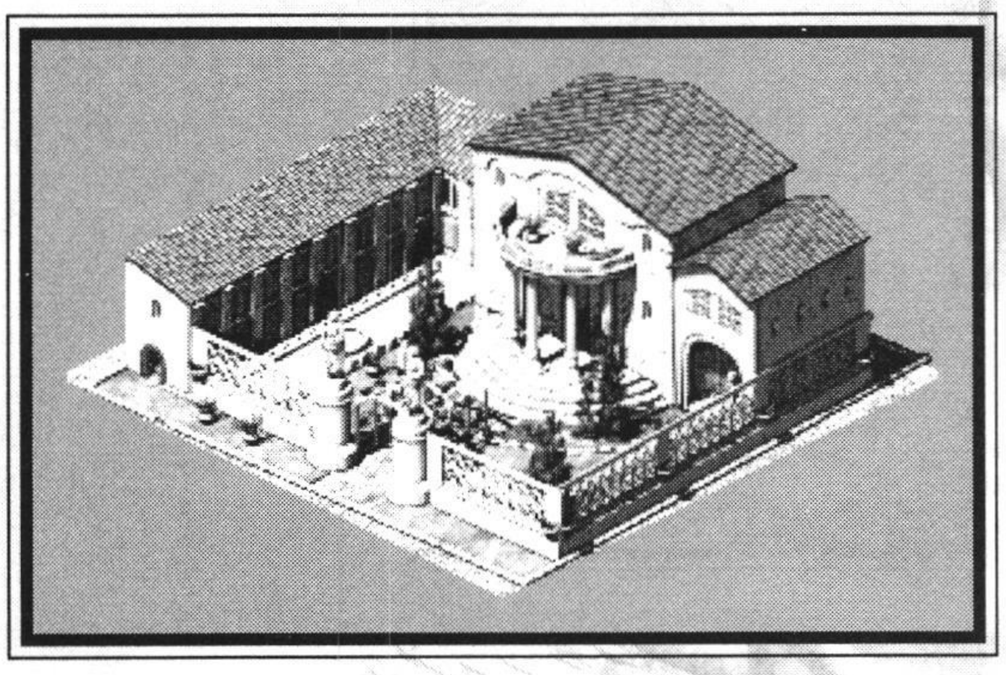
Desirability Step Size: 1

Maximum Desirability Range: 3

Number of Employees: 8

You need one of these for every four Amphitheaters and Colloseums. As with chariot makers, strategically placing these can increase Colloseum coverage to include housing passed by the Gladiator on his way to the Colloseum is an inexpensive way to increase the coverage provided by the venue.

GOVERNOR HOUSE, VILLA, PALACE



Cost of Structure: 150, 400, 700

Initial Desirability Value: 12, 20, 28

Desirability Step (in Tiles): 2, 2, 2

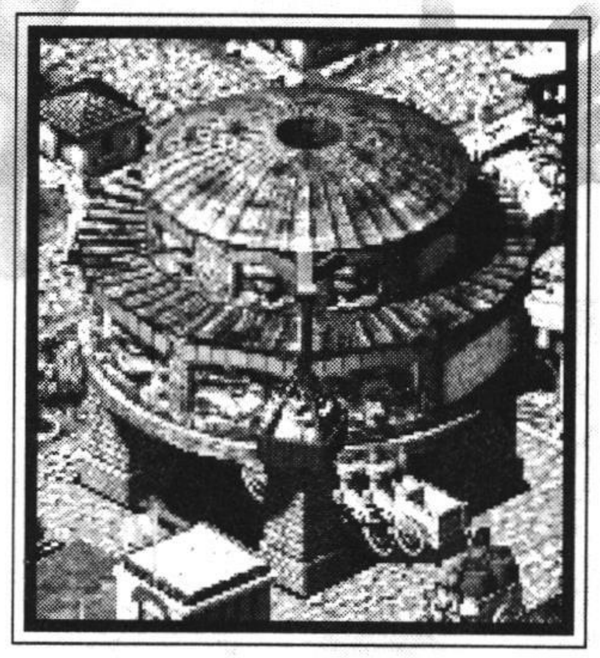
Desirability Step Size: -2, -3, -4

Maximum Desirability Range: 3, 4, 5

Number of Employees: 0, 0, 0

Originally designed to limit prosperity and require labor, they do neither in the final game. However, they do look pretty and provide very nice desirability effects. It can be fun to create your own estate somewhere in the city just for the heck of it. Otherwise, when hard pressed for desirability for palaces, you can build a Governor's Palace 4 or 5 tiles away from your housing because of the very impressive desirability effect it has.

GRANARY



Cost of Structure: 100

Initial Desirability Value: -4

Desirability Step (in Tiles): 1

Desirability Step Size: 2

Maximum Desirability Range: 2

Number of Employees: 6

Again, build Granaries near Farms/Wharves to make sure the Cart Pushers get back to their homes before the next harvest/ship comes in. Build other Granaries near housing and set them to "request food". They'll send out their own Cart Pushers and return with single, quadruple or even eight times the load (you can see these "mega-carts" graphically when they are loaded).

TIP

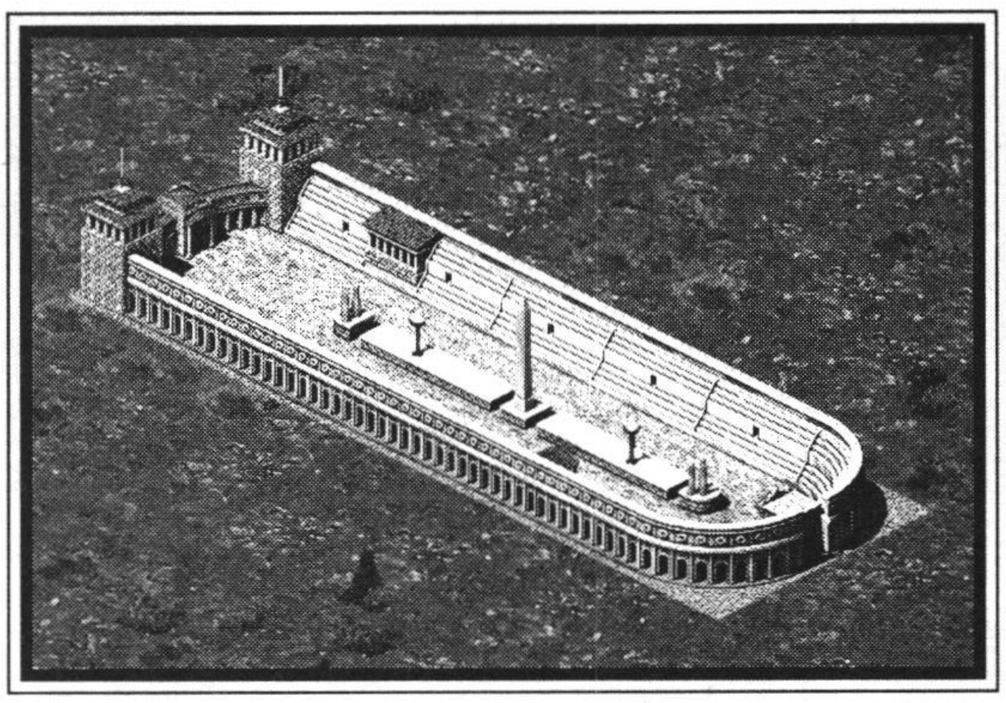


Use granaries as intersections. Walkers go into them and wander around anyway. It's better to have real roads passing right through.

Market buyers will only purchase food from Granaries, but imported food always arrives in a Warehouse. There's only one way to get this food into Granaries. Warehousemen will automatically bring food from their Warehouse to a Granary that is less than half full. So, build a Granary next to the Warehouse receiving the imported food and set it to "refuse" all other food types (you don't want it to fill up with other types and thereby prevent the Warehouseman from moving the imported food to it). Then, have other Granaries across the map set to "request" this food item and they'll come and get it. It's far more efficient to get the food into a Granary first, then request from other Granaries, than it is to request other Warehouses to transport food across the map and into the Granary. In the first case, one Warehouseman moves it into the Granary and several Granary Cart Pushers come to take it away, carrying up to 8 times the load. In the second case, one Warehouseman comes to get the food,

(carrying up to four times the load) but then the same Warehouseman must move it into a nearby Granary.

HIPPODROME



Cost of Structure: 2,500 per 5x5 section

Desirability per 5x5 section:

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

Desirability Step Size: 1

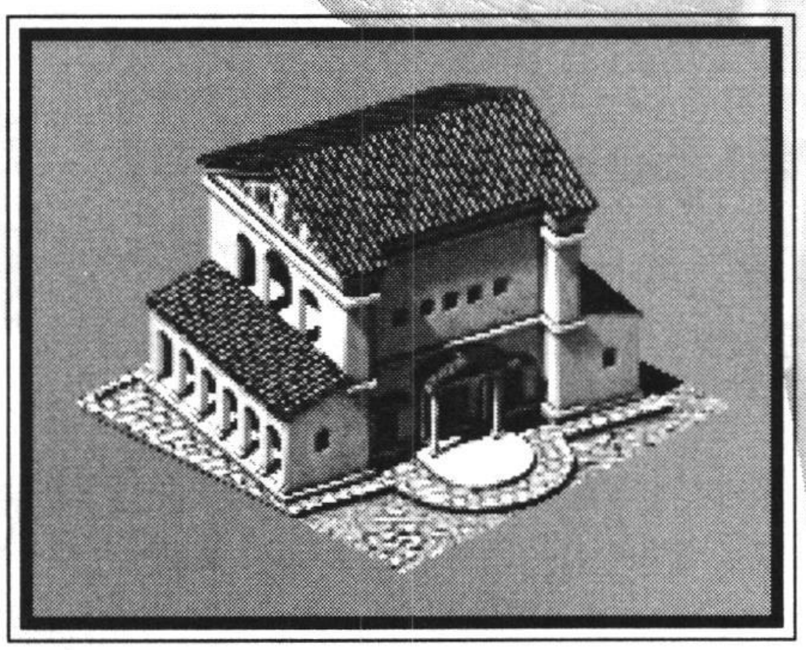
Maximum Desirability Range: 3

Number of Employees: 150

You can only build one. The chariots inside really do race: its entirely random which one will win (though the reds seem to have an edge at the starting line). The access walker from the Hippodrome (a Charioteer) moves quickly and stays out for a long time, but there's only one at a time. To get the best coverage, place Chariot Makers strategically, because walkers from training centers on their way to their venue spread access in the same way as the walker from the venue. You really only need these for the highest levels of housing (Palaces). However, since building one gives "Perfect" coverage in one of the four entertainment types, every house on the map gets a 5 point boost to their Entertainment Rating as soon as the Hippodrome is operational.

You need road access to all three Hippodrome sections to have a working Hippodrome.

HOSPITAL



Cost of Structure: 300

Initial Desirability Value: -1

Desirability Step (in Tiles): 2

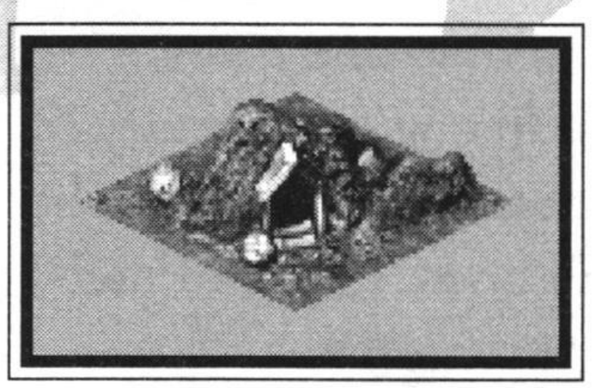
Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 30

These provide city-wide coverage of 1000 people per Hospital.

IRON MINE



Cost of Structure: 50

Initial Desirability Value: -6

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 4

Number of Employees: 10

Mines, like Quarries, must be built near rocks. Be aware when scoping out a new map that "rocks" are not the same thing as the edges of plateaus, though they do look similar and many plateaus are additionally edged by rock. Mines and Quarries cannot be placed next to a plateau alone.

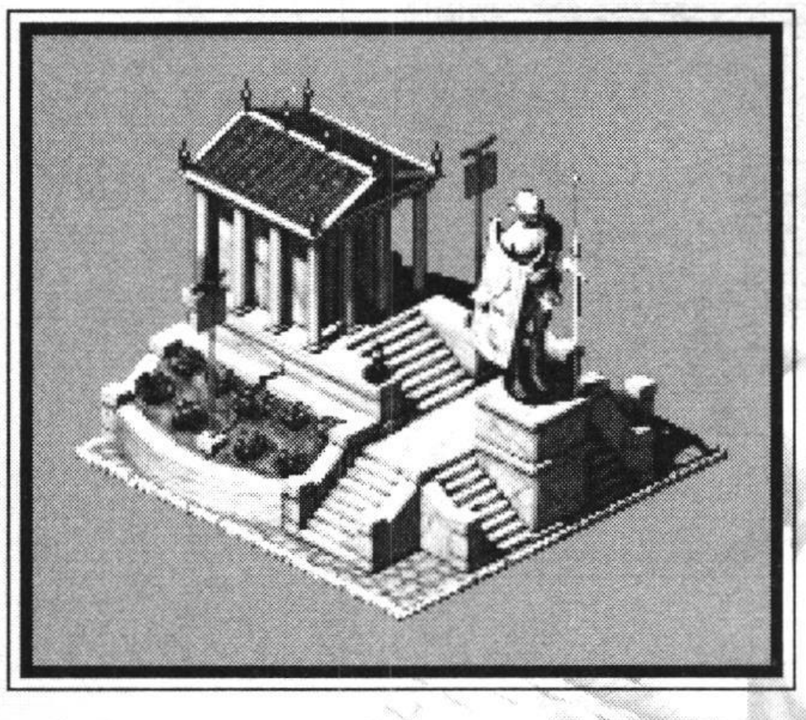
When choosing a site for your mining industries, consider what you will be doing with your Weapons. If exporting the Weapons, you will be sending the Weapons from the workshop to the warehouse to the dock. It is more important to have the warehouse near the dock than it is to have the workshop near the warehouse. This is because the production cycle of workshops is slow and their Cart Pushers therefore have extra time on their hands for making the round trip journey. Also consider that your Barracks should be placed very close to the primary Warehouse that will receive your Weapons. Your Iron Mines should be placed fairly close to where your weapon workshops will be. Remember, raw material industries have production cycles half as long as workshops. The distance you can place raw material industries from workshops is half the distance you can have between the workshops and the Warehouse they deliver their goods to). As with building water structures, think in advance and calculate the distances from the destination back to the source: Docks/caravan routes/Barracks locations will need a Warehouse containing Weapons close at hand. Weapon workshops should be placed ⅔ of the way between this Warehouse and the source Iron Mines. These Iron Mines, then, should be within a certain distance of the Warehouse where the Weapons will go. The distance should be that of a Raw Material-Cart Pusher's round one-way journey plus the Workshop-Cart Pusher's one-way journey so that the

Cart Pushers can make it back in time to pick up their next load.

Of course, if you can export the Iron itself, you'll want your Mines much closer to your Docks/caravan route (depending on whether they are exported by land or sea).

This applies equally to Iron, Timber, Clay, Vines and Olives. Raw Materials-Cart Pushers prefer to take their produce directly to their parent workshop rather than to a Warehouse. Unless you are exporting raw materials, there is no reason to allow them into any Warehouses at all. If you do, they will flood an unneeded Warehouse with their excess production. In any case, it is more efficient to have multiple Cart Pushers from raw material industries truck their own produce to workshops rather than have them drop it off in a Warehouse and make the Warehouseman try to keep all the workshops supplied. The only exception to this is the brief interruption caused by an Emperor request. In this case, set the raw material to "stockpile" and allow a Warehouse with excess space to "accept" it. When the request is fulfilled, turn "stockpiling" off and don't forget to set the Warehouse to "Refuse" again.

LARGE TEMPLE (ALL)



Cost of Structure: 150+2 Marble

Initial Desirability Value: 8

Desirability Step (in Tiles): 2

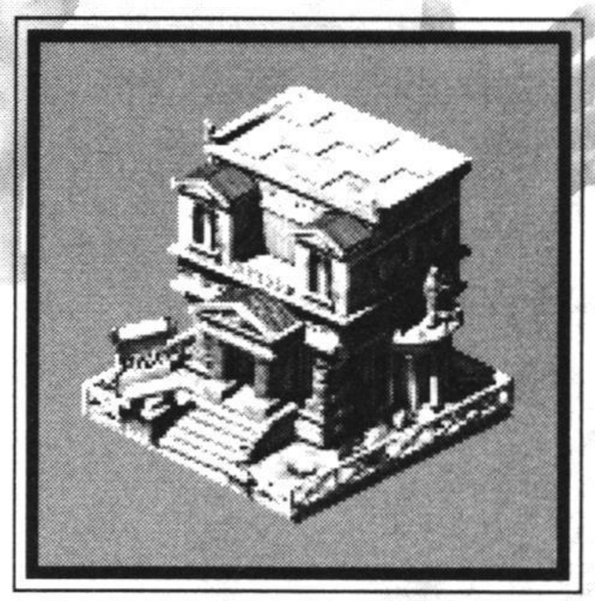
Desirability Step Size: -1

Maximum Desirability Range: 6

Number of Employees: 5

Large temples provide twice the city-wide coverage as Small Temples for appeasing the gods (1500 people per Large Temple for one god). So, if you have a city of 4500 people, two large and two Small Temples to each god will keep them indifferent. But, as mentioned above, Small Temples are a cheaper way to provide religion access and Oracles are a cheaper way to appease the gods. So why build Large Temples? Simple: there are times when you need the combination of excellent desirability and walker access, and 3x3 spaces are available to build on.

LIBRARY



Cost of Structure: 75

Initial Desirability Value: 4

Desirability Step (in Tiles): 1

Desirability Step Size: -1

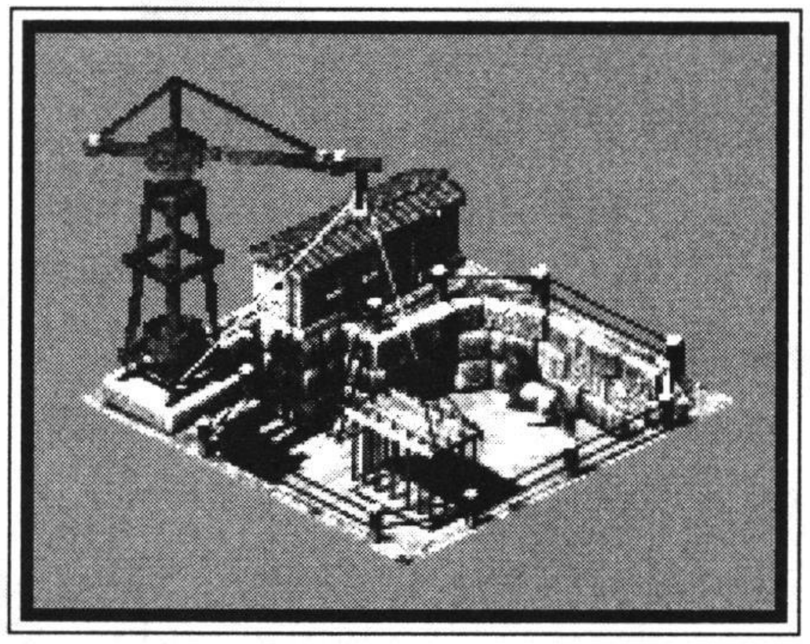
Maximum Desirability Range: 4

Number of Employees: 20

Libraries are required both for walker access (Large Insulae and above) and for the Culture Rating. However, they require large amounts of labor (20 per, and you'll need lots of them for walker access). The good news is that each Library covers 800 people. The bad news is that you must provide this coverage for your entire population (unlike Schools and Academies that are only needed for specific age groups). Also the desirability effect and small size of the Libraries themselves is good. They can be placed almost anywhere, and their walkers stay out for quite awhile.

Between them, the three education structures require significant labor. Added to health, with Hospitals taking 30, Baths 10 and doctor's 5 labor, the "Health and Education" category of the Labor Advisor can account for a full one-fourth of your workers. For this reason alone, it is important to place these structures sparingly and in locations where they can be most effective.

LION HOUSE



Cost of Structure: 75

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

Desirability Step Size: 1

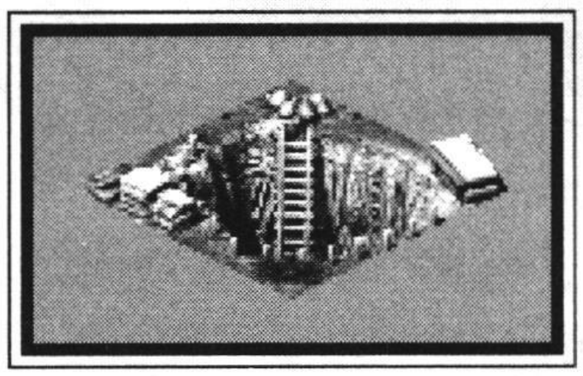
Maximum Desirability Range: 3

Number of Employees: 8

Needed only by Colosseums, and only one for every four Colosseums, so you won't need many of these. They're

definitely undesirable to live by. As noted above, the lions will fight enemies they bump into, and placement of the training center can give added coverage to housing. However, you need to keep in mind that as with all training centers, the duration of the performance in the venue is reduced by the amount of time it takes the entertainer to walk to work.

MARBLE QUARRY



Cost of Structure: 50

Initial Desirability Value: -6

Desirability Step (in Tiles): 1

Desirability Step Size: 1

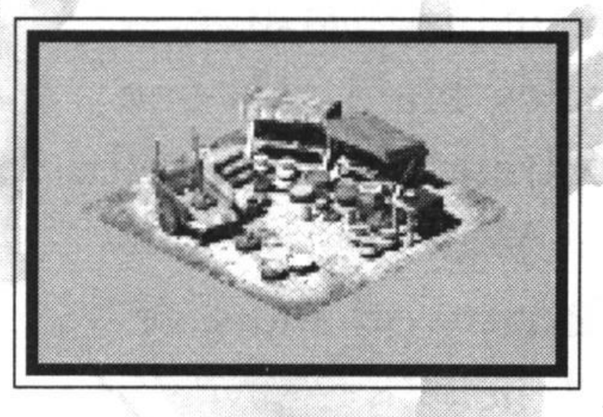
Maximum Desirability Range: 4

Number of Employees: 10

When Marble can be exported to a trade city, it should always be your first export. It sells for about as much as a finished good produced in a workshop, but comes directly out of a raw materials structure without having to go through a second process. Build one quarry for every four cartloads you can export per year.

If you can't export the Marble, but want to have it available for Large Temples and Oracles, build only one quarry and one Warehouse to store the Marble. When the Warehouse is full, you can turn the quarry off and save yourself 10 labor (click on the Marble on the Trade Advisor's panel and then click the "Industry is ON" button to toggle it to the "off" position). Later, if you need more Marble, or if you have high unemployment, you can turn it back on again.

MARKET



Cost of Structure: 40

Initial Desirability Value: -2

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 6

Number of Employees: 5

Markets are an extremely important building in the game and should be understood thoroughly. While it's discussed in far more detail in the first chapter (especially as they pertain to assignment 3), here are the basics.

They make 2 walkers, well 3 really. Market Trader delivers food and goods to housing, the Market buyer goes to Granaries to buy food and to Warehouses to buy goods. Though they go directly to the source for a purchase, they will only walk so far. Granary Boys appear whenever a buyer makes a purchase. They each carry one cart load of food or goods from the Granary or Warehouse back to the Market. Market buyers will only buy up to eight cart loads (800 units) of food in one trip, two of goods.

TIP



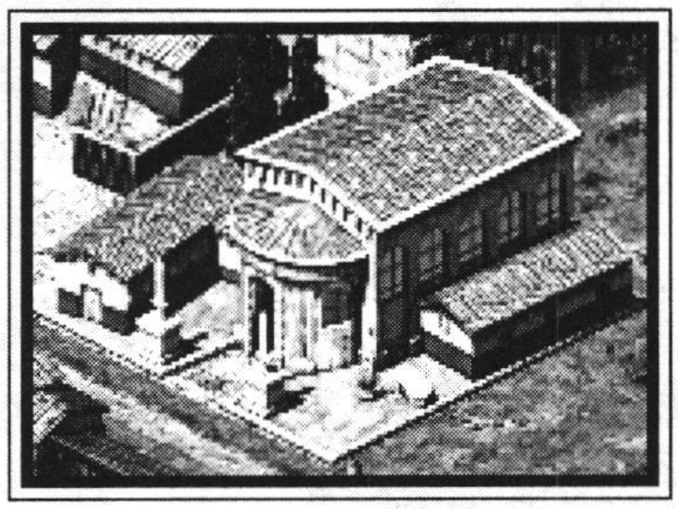
Keep your Markets close, but not too close to your housing. Bring food and goods to Granaries and Warehouses close to where your Markets are, using "request food" and "request goods" special orders to transport stuff from Granary to Granary or Warehouse to Warehouse.

It's just as important to have Granary Warehouses near trade routes/production facilities to keep the Cart Pushers/caravans from having to walk too far (Farms/workshops/Wharves can't start their next production cycle till their Cart Pusher returns) as it is to keep Granaries/Warehouses near Markets so that Market buyers don't have to spend too much time walking. Transportation of food and goods across the map should be done with "request food/goods" special orders.

Once housing evolves to the point where four goods and three food types are needed to keep them happy (or at least when three or four goods and one or two food types are needed), double up on your Markets. If you don't, your Market traders may be hampered by lack of commodities to distribute. The problem? Market buyers get overburdened having to make too many round trips to different places to purchase all the things

they need to buy. You may see your traders distributing far faster than your buyers can replenish stocks.

MILITARY ACADEMY



Cost of Structure: 1000

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

Desirability Step Size: 1

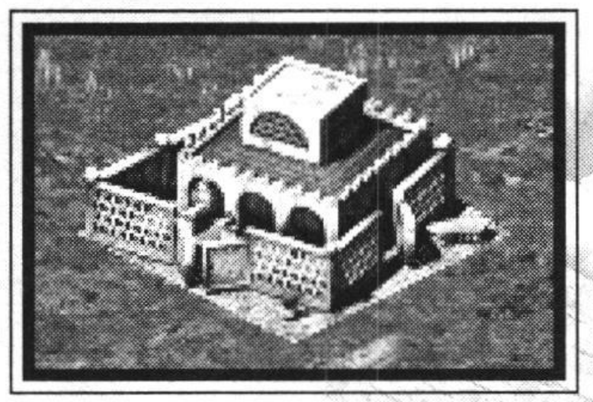
Maximum Desirability Range: 3

Number of Employees: 20

These provide additional training to cohort soldiers, both Auxiliaries and Legionnaires. The extra training provides a significant improvement in fighting ability. Keep in mind that only one Academy is ever needed. Soldiers are produced by the Barracks, they go to the Academy, then head for their cohort Fort.

At 1000 Dn, you will have to decide just how important it really is to have your first few cohorts Academy trained. For dangerous city locations in later assignments, plan on spending this money at the same time as the first Cohort Fort is placed. For odd-numbered maps (the "a" side of the campaign), it's often best to wait a few years before placing the Academy.

MISSION



Cost of Structure: 100

Initial Desirability Value: -3

Desirability Step (in Tiles): 1

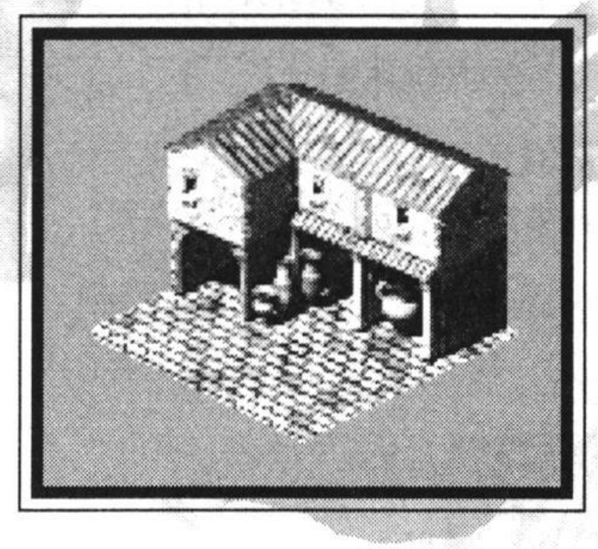
Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 20

The walker produced by a mission post eliminates "native risk" for any native structure (house or meeting hall) that it passes within 3 tiles. Each native structure has a radius of effect, the mission walker must pass within the source's range of these effects to eliminate them.

OIL WORKSHOP



Cost of Structure: 50

Initial Desirability Value: -4

Desirability Step (in Tiles): 1

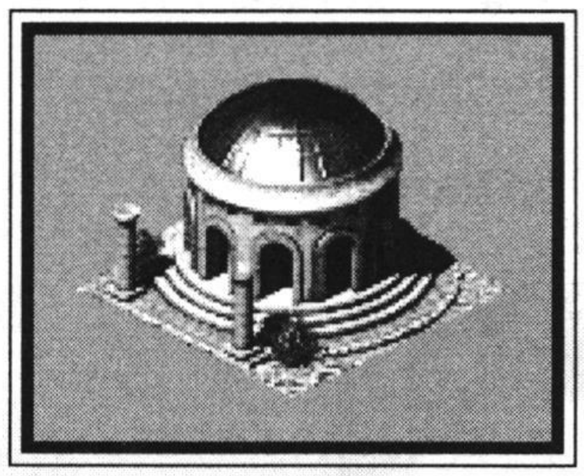
Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 10

This is very similar to Wine. However, Oil is needed earlier than Wine and therefore gets consumed in greater quantities, since more housing in your city will be using it. In some scenarios where Olives are imported and Oil exported, it can eventually become necessary to abandon the export of the finished product so that it can be distributed to your housing. This applies equally to Wine, Furniture, and Pottery if the raw material is imported and the finished product is exported.

ORACLE



Cost of Structure: 200+2 Marble

Initial Desirability Value: 8

Desirability Step (in Tiles): 2

Desirability Step Size: -1

Maximum Desirability Range: 6

Number of Employees: 0

Oracles, when you can get them, are an excellent buy. They are five times as effective as Small Temples and ⅔ more effective than Large Temples at appeasing the gods. An Oracle for every 500 people in your city will keep all five gods "indifferent"

TIP

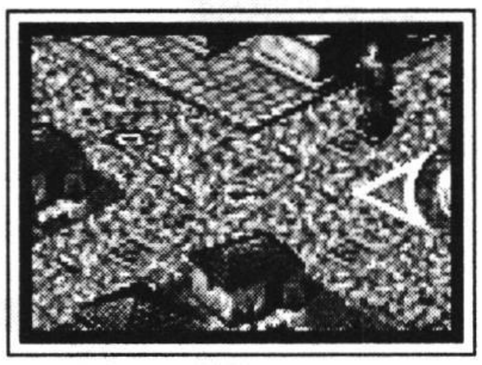


If a city of 4000 with two large and 2 Small Temples to each god were to grow to 5500, three Oracles would be needed to keep the gods appeased (as opposed to five Large Temples, one to each god, or 15 small ones).

Oracles also have the same outstanding desirability effect as Large Temples and, for about the same cost (Marble being the primary cost) they take up less than half the space and require no labor. So, why not satisfy the gods entirely with Oracles? Simple, Oracles produce no walkers and therefore provide no religion access to your housing.

Since Oracles don't make walkers and don't require labor access, you can ignore the warning that they need road access and place some single tile buildings between them and a road: they need to be within two tiles of a road for Prefects and Engineers to keep them standing, but they don't need to be adjacent in order to function.

PLAZA



Cost of Structure: 15

Initial Desirability Value: 4

Desirability Step (in Tiles): 1

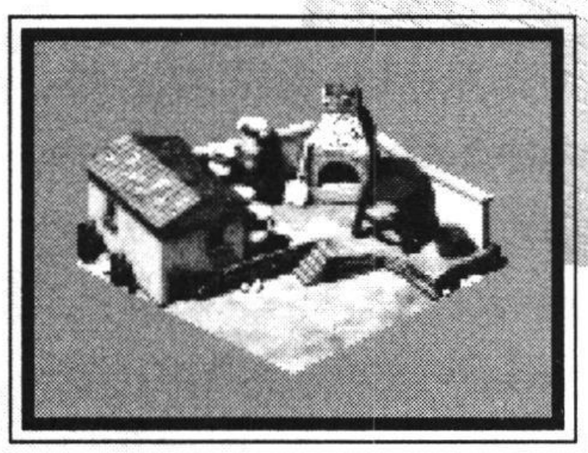
Desirability Step Size: -2

Maximum Desirability Range: 2

Number of Employees: 0

These are relatively expensive, but very necessary near housing (even early on). There's only so many places you can place a Garden, then you have to put expensive plazas within 2 spaces of any house you want to evolve. Later, when laying out additional blocks of housing, it helps to build roads and pay for the plazas on them, then wait a year for more cash to actually build the housing and their supporting buildings.

POTTERY WORKSHOP



Cost of Structure: 40

Initial Desirability Value: -4

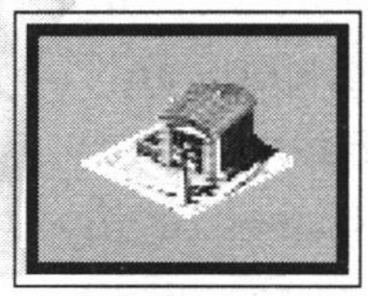
Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 10

PREFECTURE



Cost of Structure: 30

Initial Desirability Value: -2

Desirability Step (in Tiles): 1

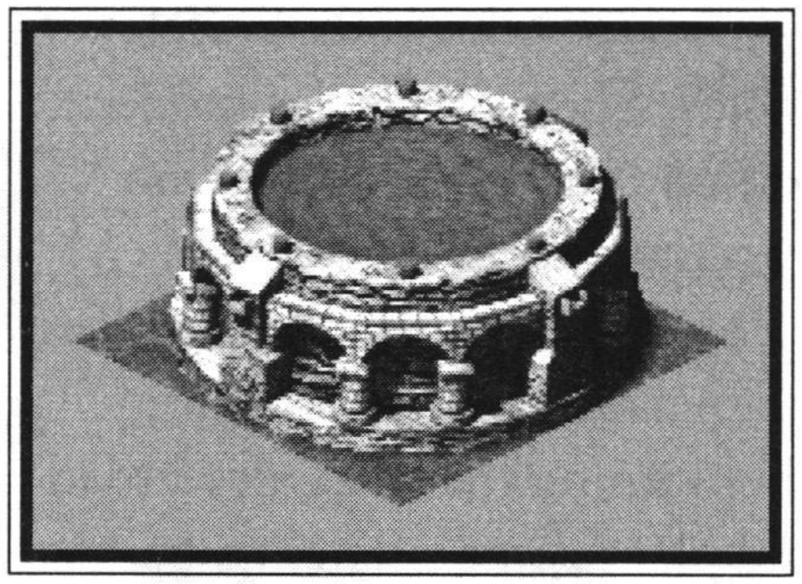
Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 6

Prefects are an extremely useful and an essential part of any city. They are a combination police station/fire station. Build one at the end of every dead-end road, and at each end of a city block. Most buildings have a fire risk (towers & Forts being the rare exceptions), and low-level housing is particularly at risk. Worse, fire will spread quickly once it begins. On desert maps, build twice as many Prefects to deal with the greatly increased risk of fire. Although there is no fire risk on Northern maps, you'll still need your Prefects to deal with rioters and to keep your city safe from marauding Wolves. Contrary to popular belief, and contrary to how they functioned in Caesar II, Prefects have no preventative effect on crime. All they can do is kill the rioters and douse the flames after they occur. To prevent crime from occurring, keep your City Sentiment at least at Indifferent.

RESERVOIR



Cost of Structure: 80

Initial Desirability Value: -6

Desirability Step (in Tiles): 1

Desirability Step Size: 2

Maximum Desirability Range: 3

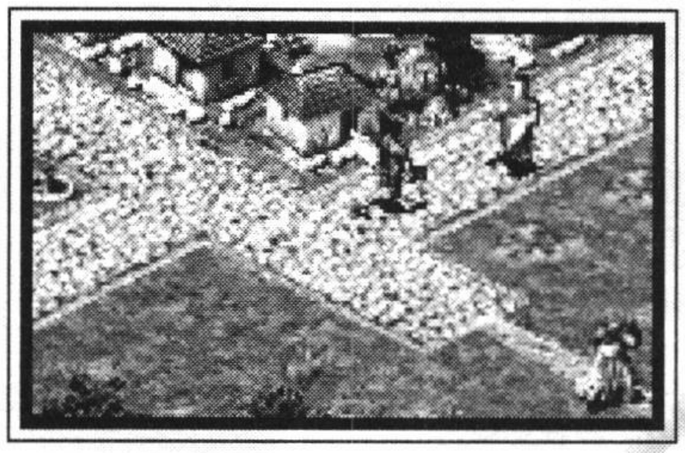
Number of Employees: 0

Reservoirs are cheap to build and require no labor. Place one next to water and another within 10 tiles of your Fountains. Connect the Reservoirs with aqueducts. Reservoirs have a negative desirability effect, so don't build housing within 3 tiles of a Reservoir. There is no limit to the number of Reservoirs that can be supplied with water from a single "source" Reservoir. With no labor requirement for the Reservoirs, building

more isn't really a problem. Usually, the construction problems with Reservoirs are due to competition for the land. For example, valuable Farmland is often near water. It's usually not very difficult, however, to place Reservoirs where they will not block construction of bridges, Docks, Wharves, and Shipyards. The main thing is to keep your aqueduct network from seriously messing up your city design. Placement of distribution Reservoirs should be determined by where your Fountains are placed, not the other way around. The Reservoir source placement should be determined by where the aqueducts need to run to get from the distribution Reservoirs.

It may be necessary to build housing very close to where enemy attacks appear. If this is the case, try to build Reservoirs/aqueducts opposite the housing from the map edge. Nothing is worse than watching a small attack get lucky and knock down a Reservoir/aqueduct right after they break through your Walls. You can't rebuild until they're defeated and, in the meantime, your housing will very rapidly devolve to tents due to lack of water. This causes a population drop, which results in a labor shortage, which causes all kinds of structures to cease functioning. The next thing you know, your whole city is falling apart.

ROADS



Cost of Structure: 4

Initial Desirability Value: 0

Desirability Step (in Tiles): 0

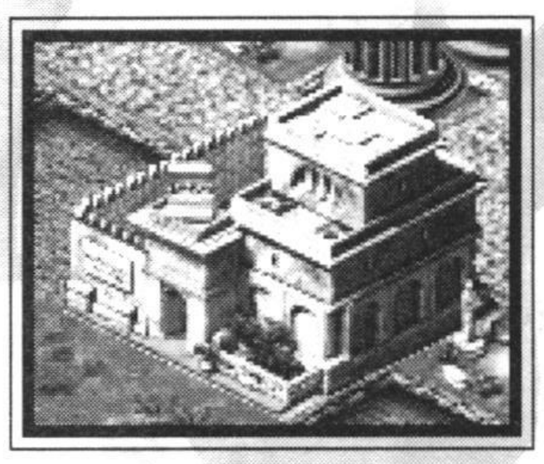
Desirability Step Size: 0

Maximum Desirability Range: 0

Number of Employees: 0

When building roads you need to have as few intersections as possible so that Prefects, Engineers, and other providers will have as direct a route as possible. When you start to construct your roads, they'll be little more than paths, but will evolve into roads when desirability hits 5. You can also build plazas on paths or roads. Note that, though walkers can move diagonally, road "access" of buildings never works diagonally, you must have a road directly adjacent to a structure. It's often wise to remove a tile or two of the starting road on either side of your city to keep walkers from wandering off down these long roads.

SCHOOL



Cost of Structure: 50

Initial Desirability Value: -2

Desirability Step (in Tiles): 1

Desirability Step Size: 1

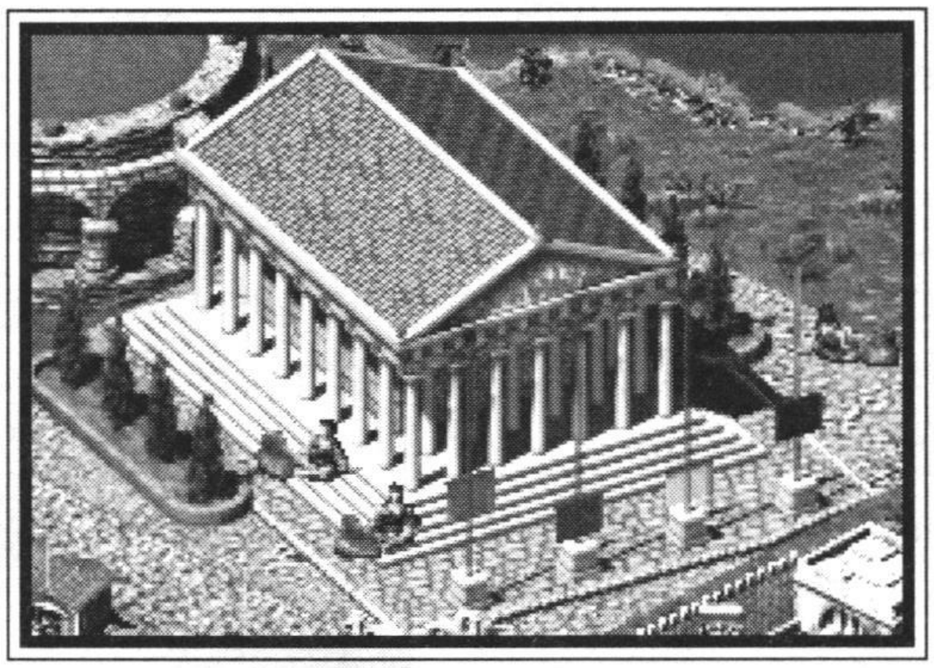
Maximum Desirability Range: 2

Number of Employees: 10

Schools are necessary near all population centers since they are required for a Small Insula. Read the School or Library requirement as School because you don't want to build Libraries early. They take double the labor of Schools and a lack of Schools will stop your culture from rising before lack of Libraries does. The good news is that Schools produce four School children at a time. They split up at intersections to improve coverage.

Each School can educate 75 School-age children. This Coverage Rating appears on the Education advisors panel and is used for the Culture Rating.

SENATE



Cost of Structure: 400

Initial Desirability Value: 8

Desirability Step (in Tiles): 2

Desirability Step Size: -1

Maximum Desirability Range: 6

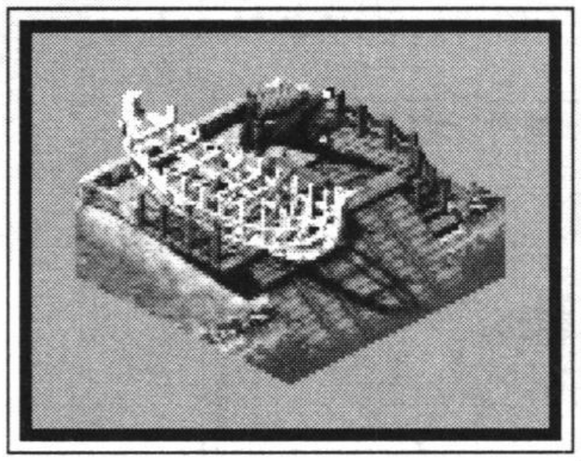
Number of Employees: 30

Senates produce Tax Collectors at the same rate as Forums, so Forums are a much better buy. The only scenario in the game in which you actually must build a senate to complete the scenario is for the first one. Senates are useful for:

1. Nice desirability effect.
2. Sucking up excess labor (30 employees are needed).
3. Making your life easier by graphically showing your current Ratings and the current unemployment level. Up to 5 unemployed citizens, each representing five percent

unemployment, or a fraction of it, sit on the steps. If you see five citizens lounging on the Senate steps, you're unemployment level is at least 21 percent and is doing significant damage to your City Sentiment Rating.

SHIPYARD



Cost of Structure: 100

Initial Desirability Value: -8

Desirability Step (in Tiles): 2

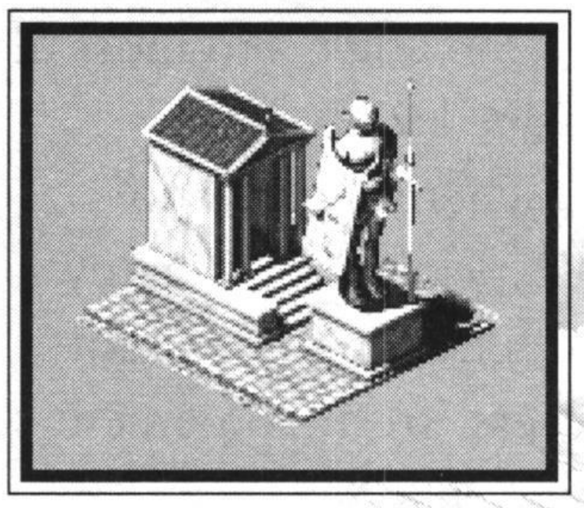
Desirability Step Size: 2

Maximum Desirability Range: 3

Number of Employees: 10

These are essential in fishing scenarios since they create the fishing boats. You only need one, but if Neptune sinks your fishing fleet, it helps to put up a few extra to rebuild it quickly. Early on, though, you probably won't have any labor to spare for extra Shipyards, and Shipyards operating with partial employment take longer to build a ship. Shipyards always make an extra ship in anticipation of another wharf being constructed (unfortunately, Neptune will sink this one too).

SMALL TEMPLES (ALL)



Cost of Structure: 50

Initial Desirability Value: 4

Desirability Step (in Tiles): 2

Desirability Step Size: -1

Maximum Desirability Range: 6

Number of Employees: 2

With less than half the labor requirement and less than half the required space to build, Small Temples are the most economical way to provide religion access to housing. Their desirability effect, while the worst of the religion structures, is still one of the best in the game, and one of the few buildings with a range of 6. However, when it comes to keeping the gods happy, Small Temples are the worst of the religion structures. One Small Temple for every 750 people

in your city will keep its god indifferent. This means you will need five temples, one to each god, for every 750 people in your city. Luckily, Small Temples, Large Temples, and Oracles have a cumulative effect in appeasing the gods, and most of the work will be done by the latter. However, in cities where there is no Marble available, expect to build many more Small Temples than you need for religion walker access (from 50 percent to 100 percent more than you want).

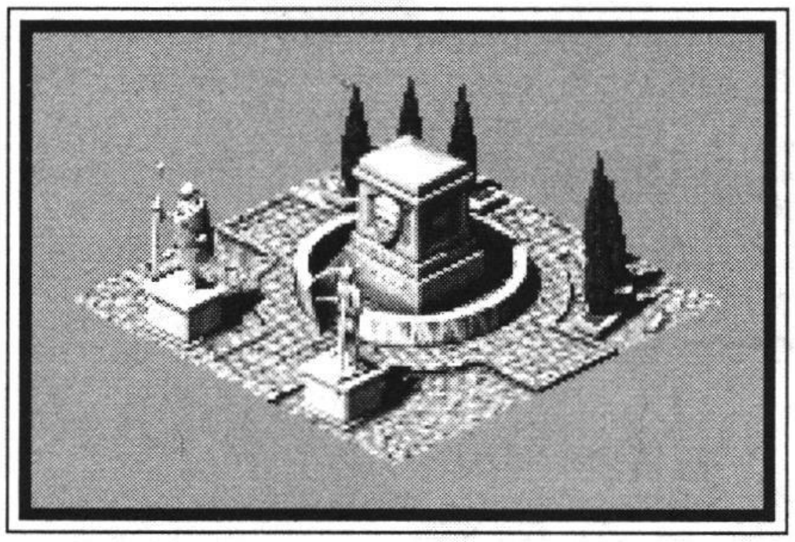
Although, you generally should build temples to each god in equal numbers, the main thing is to not build less temples to one or two gods than you do for the majority (otherwise, he feels neglected and gets angry). However, building equal numbers of temples to 4 gods, and a few extra to the fifth can result in a much needed favor granted by your chosen deity (especially if you throw a timely festival in his honor). Mercury and Neptune represent commerce and naval trade respectively. Mars has been known to level an incoming enemy attack. Venus usually isn't particularly dangerous or helpful (though when very upset, she'll destroy housing). Ceres can destroy your crops and may occasionally prevent them from growing for awhile. Her blessing will allow all Farms to immediately harvest their crops.

TIP



You can safely ignore Neptune on maps where there is no fishing or naval trade.

STATUE (SMALL, MEDIUM, LARGE)



Cost of Structure: 12, 60, 150

Initial Desirability Value: 3, 10, 14

Desirability Step (in Tiles): 1, 1, 2

Desirability Step Size: -1, -2, -2

Maximum Desirability Range: 3, 4, 5

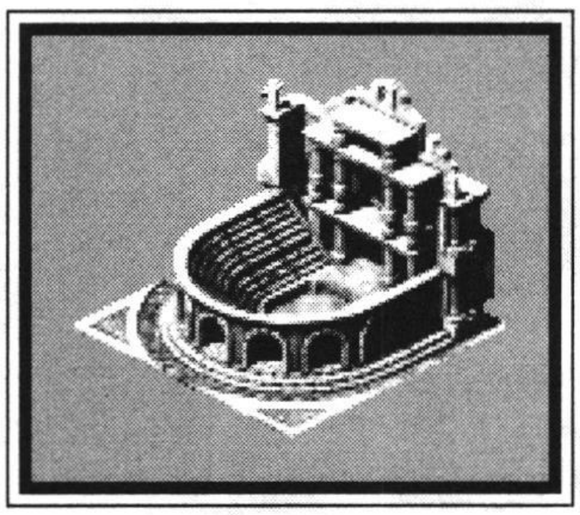
Number of Employees: 0, 0, 0

Small Statues have the same cost and desirability effect as Gardens, so you can use them interchangeably. However, Statues are useful for preventing housing from expanding in directions you don't want it to, while Gardens are useful for providing desirability for housing while still letting housing expand.

Nothing beats a Medium Statue for adding desirability to a 2x2 building at ranges up to 4 (though Small Temples have a range of 6, they don't provide as much desirability).

Large Statues are a huge bargain for the desirability effects they have. Of course, there are usually more pressing needs for 3x3 spaces near your housing, but if you've got a vacant lot, Statues will give you a sweet desirability boost.

THEATER



Cost of Structure: 50

Initial Desirability Value: 2

Desirability Step (in Tiles): 1

Desirability Step Size: -1

Maximum Desirability Range: 2

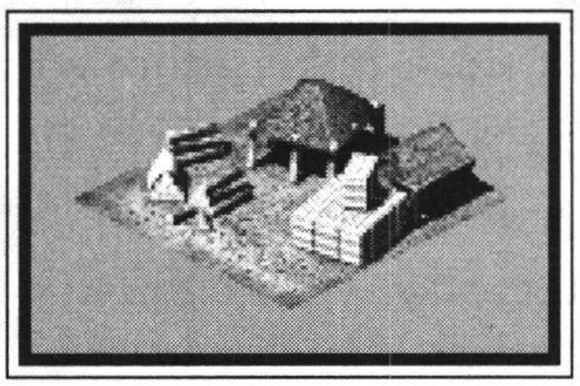
Number of Employees: 8

These require Actors from an Actor's colony to put on shows. You're going to want to place these very close to housing, since they only have one walker, and he doesn't stay out very long. Theaters are useful near all housing to get beyond Hovels.

Each Theater can entertain 500 people. This city-wide coverage number is important for two things:

1. The percentage of city-wide coverage for each building type with a city-wide coverage rating has an effect on your Culture Rating.
2. For entertainment, the city-wide Coverage Rating for each entertainment type provides a bonus to the Entertainment Rating (needed for evolution) for every house on the map.

TIMBER YARD



Cost of Structure: 40

Initial Desirability Value: -4

Desirability Step (in Tiles): 1

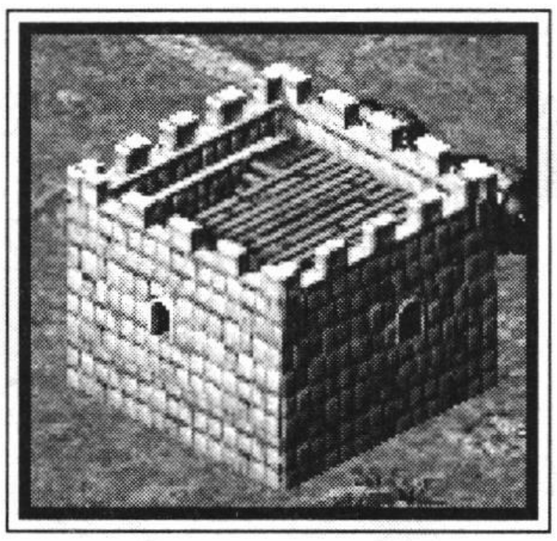
Desirability Step Size: 1

Maximum Desirability Range: 3

Number of Employees: 10

Timber industries require nearby trees, but they don't "harvest" the trees nearby. A single tile of trees is sufficient. Place a Timber Yard on either side of a tree so that the tree is 2 spaces from the road, and put a Prefect or Engineer in front of the tree and adjacent to the road. Furniture Workshops can be placed nearby or at a distance up to the range the Timber Yard's cart pusher can walk to and return before the next production cycle is completed. If you can build Timber Yards, there usually isn't much of a problem in finding places to build them. In fact, its usually best to build small industrial complexes for Furniture in various parts of your city (at least, in large cities). First, build enough Timber Yards and Furniture Workshops to fully supply your export trade in Furniture and Timber, if any. This should, of course, be placed near Docks or near where the caravans pass. Later, once your city is running well, and you want to evolve your housing beyond the Small Insulae level, build one Timber Yard and two Furniture workshops near each population center that you want to evolve to higher levels. You'll need the Timber Yard, workshops and a Warehouse for Furniture near this population center anyway, and you're better off ensuring a local supply of Furniture rather than hoping that the Warehouseman, set to "Getting Goods" can satisfy local demand without the need of additional Warehouses also set to "Get" it.

TOWER



Cost of Structure: 150

Initial Desirability Value: -8

Desirability Step (in Tiles): 1

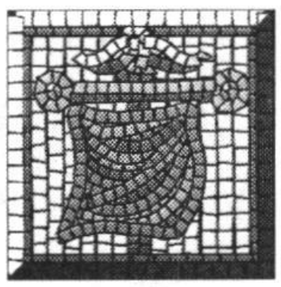
Desirability Step Size: 2

Maximum Desirability Range: 3

Number of Employees: 6

At 6 labor apiece, towers can be expensive to maintain. They also take up valuable Barracks time producing sentries or Ballista, that could otherwise be spent making cohort soldiers. That said, Ballista will kill any infantry attacker with a single shot, and only elephants take more than two hits to kill. Sentries are pretty decent with their Javelins too. Be careful not to place your towers too close together since sentries will not appear on Walls unless the Walls are at least 2 tiles thick and 2 tiles long. At a minimum, towers should be placed with two intervening Wall tiles of double thickness.

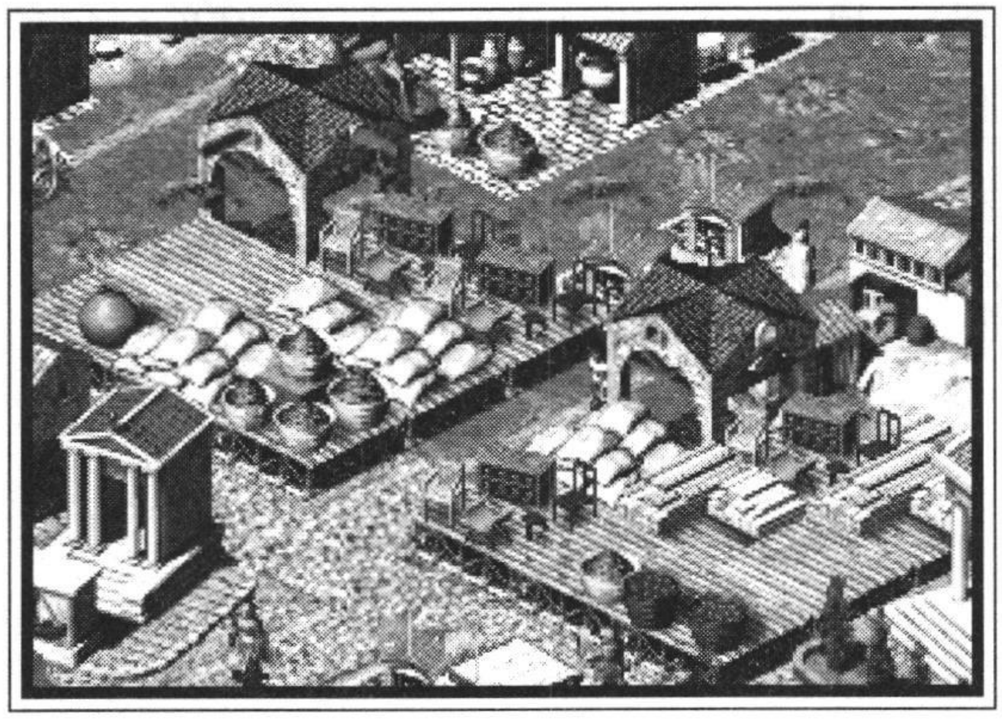
TIP



Don't build Walls too thick; Ballista will only fire over one intervening Wall tile. So, build Walls three thick: one row directly in front of your towers to make attackers spend more time hacking down the Wall, and the back two rows for your towers and the spaces between them.

It's much more economical to Wall off choke points where attacks are likely to come than it is to surround your city with a solid ring of Walls. Be sure to allow at least two rows of clear land at map edges for arriving armies. If they find their way completely blocked at their entrance, whatever is blocking is immediately destroyed anyway, so there's no point in building directly adjacent to a map edge.

WAREHOUSE



Cost of Structure: 70

Initial Desirability Value: -5

Desirability Step (in Tiles): 2

Desirability Step Size: 2

Maximum Desirability Range: 3

Number of Employees: 6

Each Warehouse has only one cart pusher, and he will only do certain things:

1. Carry raw materials from the Warehouse to a workshop.
2. Carry Weapons from the Warehouse to the Barracks.
3. Carry food from the Warehouse to a Granary that is less than half full.
4. Go to another Warehouse and bring back commodities that you have set to "Request Goods" for that Warehouse. This item is unique in that it happens only if the player uses the "request goods" special order, and is also unique in that the cart pusher can return with a quadruple load.

Everything else is brought to the Warehouse by Farm-, Wharf-, Raw Materials-, Workshop-, and Dock-Cart Pushers, or caravans. Commodities exported by trade ship are taken from the Warehouse by Docks Cart Pushers.

Here's some additional tips that relate to the Warehouse:

1. If a raw material is produced in the city, and not exported, set all Warehouses to "refuse" it. Cart Pushers from Iron, Clay, Timber, Olives and Vines will bring their produce directly to their associated workshops. There's no reason to waste any Warehouse space for these items and no reason to make a single Warehouse Cart Pusher do what multiple raw materials Cart Pushers can do.

2. Each Warehouse should be set to hold only one commodity. Early in a game, this isn't very important, but by mid-game, Warehouses dealing in multiple commodities tend to get filled to capacity, therefore preventing other commodities from being brought in. Also, once commodities start getting transported around the map, the limitation of 1 Warehouse cart pusher becomes very apparent; overworking him by making him move multiple commodities around will create a bottleneck.

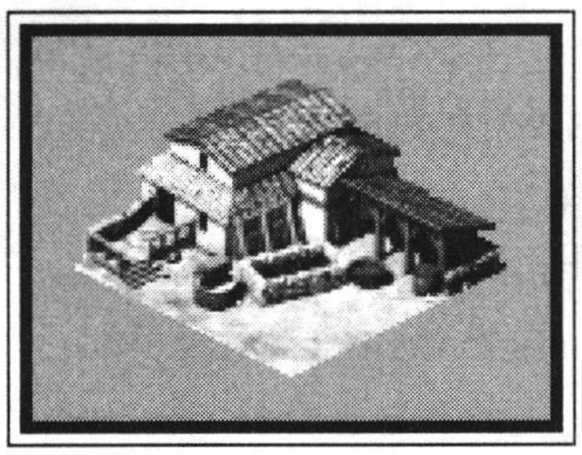
3. Build a group of Warehouses near Docks, 1 Warehouse for each commodity being imported or exported by sea. Though Docks put out three Cart Pushers, it really pays to make sure their trip to Warehouses is as short as possible. The quicker they can load/unload a ship, the sooner it leaves and the sooner it can return for more. If this group of Warehouses is too far from where the caravans travel, build another complex of Warehouses for trading with the caravans. Again, the less time a caravan spends on the map, the sooner it will return again.

4. Each housing complex should have a Warehouse for each commodity that is being supplied to the local housing. These Warehouses should be set to "request" the item they are meant to supply.

5. Note that it is not really important to have Warehouses near industry. As mentioned, Raw Material-Cart Pushers will take their stuff directly to workshops. Workshop-Cart Pushers will take their produce to the Warehouse, but the production cycle for workshops is long and these Cart Pushers can go quite a distance and still return before the production cycle is finished. The big exception to this is when raw materials are imported and distributed to workshops. The lone Warehouseman must do all the

distributing and it is essential to have the Warehouse right near the workshops. If there are more than six workshops being supplied in this way, it can help to have two Warehouses nearby dealing in the imported raw material.

WEAPONS WORKSHOP



Cost of Structure: 50

Initial Desirability Value: -4

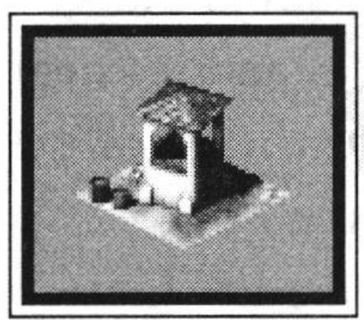
Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 2

Number of Employees: 10

WELL



Cost of Structure: 5

Initial Desirability Value: -1

Desirability Step (in Tiles): 1

Desirability Step Size: 2

Maximum Desirability Range: 1

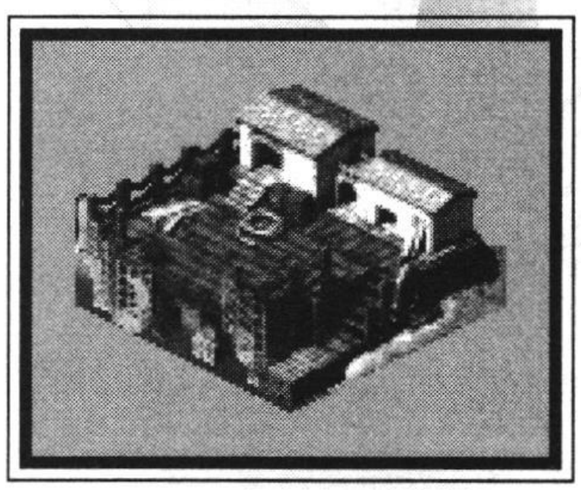
Number of Employees: 0

Wells are cheap and require no labor. They would seem to be a good buy, but they aren't. Wells will get you beyond Small Tents, but only as far as large shacks. After that, you need Fountain water. Wells do, however, get placed very often. Towers/industrial areas/Farming/fishing require labor access to function. This is often inconvenient as you can't always place a housing block, with all of its related services, next to every building that requires labor. The solution is to place a single tile of housing, usually at an intersection, to ensure at least minimal housing access for the labor needs of industry/towers. Place a Well near each of these houses and they may be able to evolve to large shacks if Market access and a temple are handy, if not they'll at least evolve into Large Tents. Getting this extra evolution is important for your "average housing level" rating, which is the main limiting factor in the growth of the prosperity rating.

Another useful, though temporary, use of Wells is to place them in lieu of Fountains at the beginning of a scenario. This will save you the labor cost of the Fountains, and the expense of Reservoirs/

aqueducts, until you have surplus labor. Then you can use the Fountains, Reservoirs, and aqueducts while replacing the Wells with Gardens or Small Statues.

WHARF



Cost of Structure: 60

Initial Desirability Value: -8

Desirability Step (in Tiles): 2

Desirability Step Size: 2

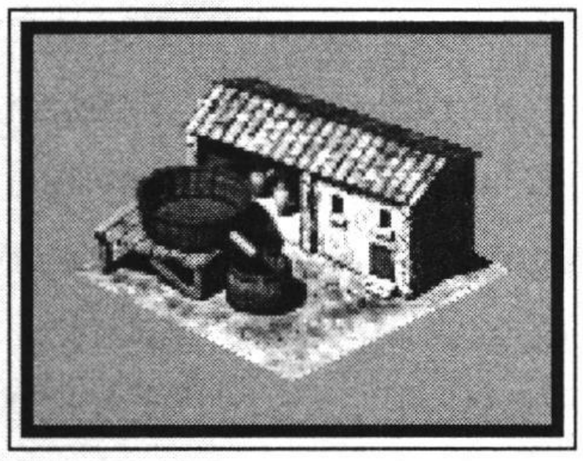
Maximum Desirability Range: 3

Number of Employees: 6

Fishing can be an efficient or inefficient way to get food. First, remember to build a shipyard (and get labor to man it)in order to build the necessary fishing boats. Then, build your first set of Wharves in places where they are very close to the seagulls off-shore. The seagulls mark the fishing grounds. The shorter the trip between the wharf and the fishing grounds, the more cart-loads of fish each wharf can produce each year (production cycle is: time to catch the fish + time to travel back and forth between the wharf and the fishing grounds). Eventually, you may find yourself building Wharves in every available location. Docks get the priority of placement, but plan bridge building so that you don't destroy any more wharf locations than you need to.

Finally, be sure to place Granaries near your Wharves. As with Farms, the production cycle of a wharf cannot begin until the wharf's cart pusher can take the load of fish from the boat. If you notice a lot of fishing boats sitting idly at their Wharves, the problem is that their Cart Pushers are having to travel too far and aren't returning in time to meet the boats returning with their next catch. Often, the problem is that the nearby Granary is full and the cart pusher goes to a different Granary instead. This can be solved by placing more Granaries near faraway population centers, and setting them to "Getting Food" for fish. You can also solve the problem by creating more Granaries near the Wharves (to ensure that there will be a better chance for a "Getting Food" Granary Cart Pusher to find a full Granary rather than a Granary recently emptied.

WINE WORKSHOP



Cost of Structure: 45

Initial Desirability Value: -1

Desirability Step (in Tiles): 1

Desirability Step Size: 1

Maximum Desirability Range: 1

Number of Employees: 10

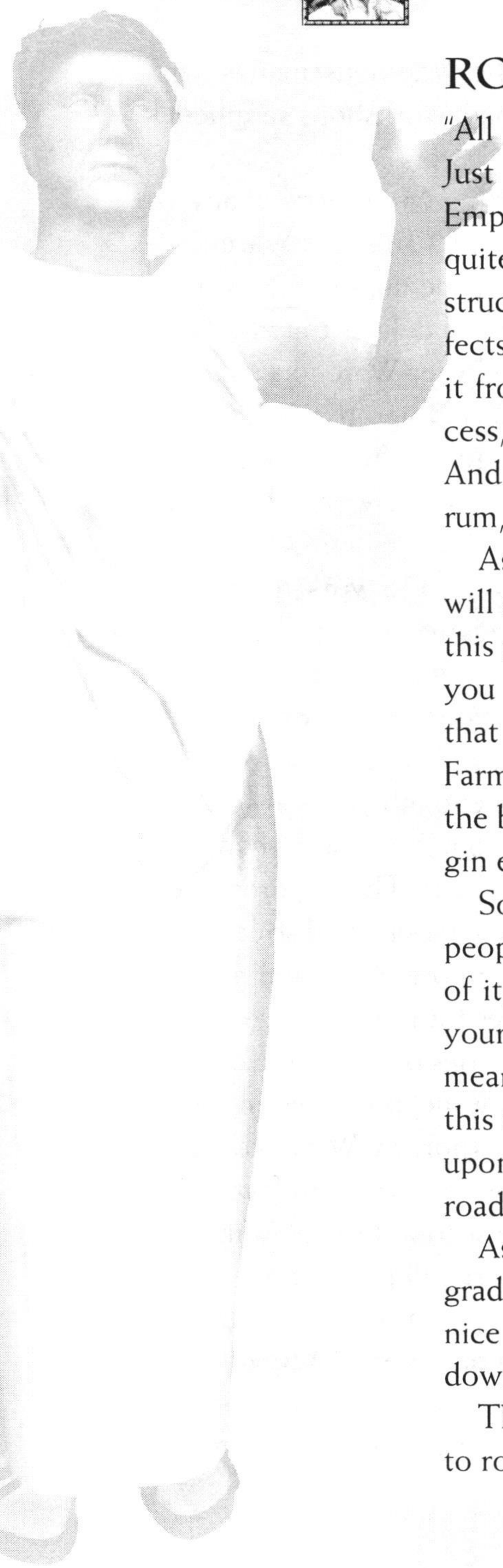
Two of these should be placed for every vineyard, reasonably close to the vineyard but not occupying valuable Farmland. Wine is a good early export because it's expensive and none of it will be consumed by your populace until your housing reaches the "Grand Insula" level. If you can make Wine, but can't export it, don't bother making any at all until you begin preparing to evolve your housing to the patrician level (Small Villas and above), or until the emperor asks for some (there's plenty of time after a request to produce the Wine, so there's no need to fill a Warehouse in advance).

If importing vines, be sure to place your Wine workshops as close as possible to the Warehouse the vines are delivered to. The Warehouseman is hard pressed to keep all workshops supplied with vines.

When importing 25 or more of any raw material, build 2 adjacent Warehouses to receive the import. Caravans/Docks-workers will deliver the raw material to whichever Warehouse has the lowest supply. Doing this will get a second Warehouseman to help distribute the raw materials to the workshops, and will ensure that all raw materials imported get converted to workshops.

All palaces require two types of Wine. If you can make Wine yourself, you'll still need to set your Trade Advisor to "Import" the second type. However, it is best to produce enough yourself so that you don't have to import more than you have to (if any at all). The requirement for two types will be satisfied so long as you are set to "import" Wine and have at least two sources for it: either two different trade cities or one trade city and "domestic" Wine, produced in your city. If you are exporting Wine, you'll have to abandon the export in favor of "importing" the second type of Wine. Losing the export will prove more costly than paying for the import if you are already making one type of Wine.

All notes above about getting goods to Warehouses for export apply here as well.



ROADS

"All Roads Lead to Rome" isn't just an expression in *Caesar III*. Just as road-building played a big part in making the Roman Empire, roads are essential to the progress of your city. They are quite literally the arteries that deliver important goods to all your structures and citizens. Without road access, Engineers and Prefects won't be able to patrol each and every structure, preventing it from collapsing or burning to the ground. Without road access, Marketers can't get to everyone in order to sell their wares. And most importantly, if houses don't have easy access to a Forum, then taxes won't be collected on them.

As you begin any given Assignment, your little plot of land will no doubt have a path beaten through it. While you can use this path as your Main Street, thereby saving you some Denarii, you can also ignore it altogether. There are many cases when that path just doesn't go where you want it to, such as near some Farmland. In that case, you'll want to build your Farm or town in the best spot and then run a road back to where immigrants begin entering the picture.

Sometimes if you locate your town off the beaten path, townspeople may end up wandering pointlessly down long stretches of it, following the uninhabited dirt path that was there when your Assignment started. Instead of wasting valuable citizens meandering all over the place, you should delete a few tiles of this initial road to keep them from choosing it when they come upon that fork. But don't waste all your funds deleting the entire road—you may want to use it later.

As time goes on, your city's population will automatically upgrade from dirt paths to full-blown paved roads if an area becomes nice enough. But just like everything else, roads can devolve back down to paths if the desirability of an area falls again.

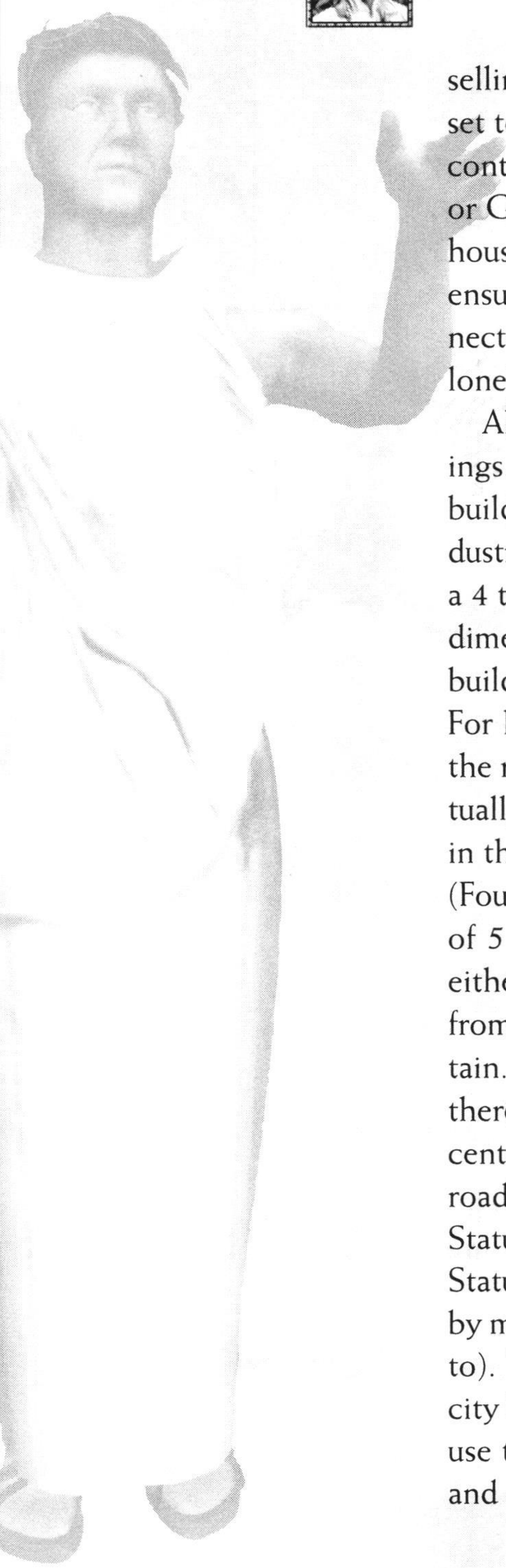
There are a few points you should keep in mind with regard to roads:

1. All walkers provide access to everything within two tiles of the road they walk on. Therefore build houses in double rows.

2. All buildings that produce a walker must be adjacent to a road. The above will lead to a lot of roads. However, walkers must make a decision at every intersection, so build as few intersections as possible. A population center should consist of several city blocks of housing, each with a Fountain in the center and surrounded by a square or rectangle of roads. Roads radiating from these city blocks will contain the necessary support services and will be dead ends. This will force the walkers to move toward the housing.

3. 2x2 Plazas look pretty but you should never, ever, build a 2x2 intersection. They serve only to confuse walkers. Note that ramps leading to higher elevations are essentially 2x2 roads; build one road to them and another away from them. Don't make it necessary for any access type walkers (including Engineers/Prefects) to successfully navigate these ramps. They are as likely to return the way they came as they are to pass straight through the ramps. Cart Pushers, on the other hand, have definite destinations to get to and, rather than wandering around like access walkers, will navigate straight through the most complex road structures with ease.

It can be useful at times to build certain sectors of your city completely away from other parts of your city. This not only keeps walkers in isolated sectors but also allows new possibilities to open up regarding commerce: You can, for instance, have an isolated sector produce a food type for export; at the same time, other sectors are producing the same food type for consumption while avoiding the usual difficulties relating to both eating and



selling the same food type. (In a segmented city, Warehousemen set to "Getting Goods" will travel off-road to other Warehouses containing that good. Note that, as always, no Warehouseman or Granary cart will ever "Get" anything from a Granary/Warehouse that is also set to "Get" that item). However, Walls tend to ensure that most, if not all, of your city will eventually be connected. All towers must trace a road connection back to your lone Barracks in order to receive ballistae and sentries.

Always think in terms of city blocks, rather than strips, of buildings. A convenient width for a block of buildings is 5 tiles; many buildings are 3 tiles wide, while others are 2 tiles wide. For industry, since both workshops and raw materials buildings are 2x2, a 4 tile width is often best. However, for Colosseum blocks the dimensions of the block tends to be 7x8 (Colosseum plus 2x2 buildings in one dimension; Colosseum plus 3x3's in the other). For housing, the dimensions of a city block are determined by the radius of Fountains and whether or not the block is to eventually contain palaces. In Middle class housing (with a Fountain in the center), supporting 2x2 structures will have a length of 9 (Fountain, plus 4 tiles of coverage in either direction) and a width of 5 (Fountain in the center, with a double row of housing to either side). In the desert, though, this housing block shrinks from 5x9 to 5x7 on account of the reduced radius of the Fountain. Palaces require up to 4x4 tiles each. A Palace block would therefore be 8x9 to support 4 palaces with Fountains in their centers. Initially, only the outer two rows of tiles adjacent to the roads in this block can support housing. The inside will contain Statues to control the expansion of these houses (remove the Statues to let the houses expand, placing Gardens if necessary, by making sure the expansion doesn't go where you don't want it to). The housing will expand inward, toward the center of the city block. With creative use of Fountains on the inside, you can use this same block in a desert (using more Fountains early on, and only one per block in the end, taking advantage of the fact



that only 1 tile in a building needs water access and all the buildings will be fine.

For 8x9 Palace blocks, the central strip (containing the Fountain, Gardens, Statues, and perhaps some single-tile support buildings) should be placed so that it's perpendicular to any rows of religious structures on the outside of the block. All religious structures have desirability ranges of 6. One tile of desirability will disappear under a road, 4 under the nearest palace. The sixth row of tiles receiving this desirability will either be more housing, or the strip containing your Fountain. Don't waste it on the Fountain.

Building long strips of housing limits the access of service walkers and tends to waste land behind the housing. Eventually, you find yourself having to tear something down to place a cross-street to allow access to this space behind the houses. Better to plan on having these cross-streets right from the beginning.

PLAZAS

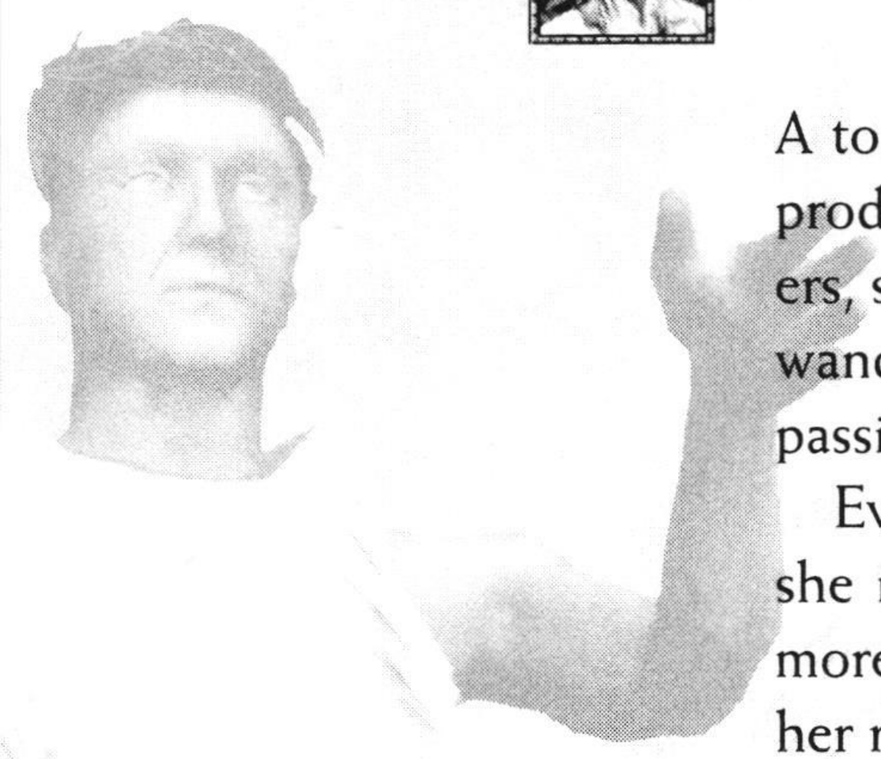
Plazas can only be placed on roads. They are the only way to get a desirability effect to radiate from tiles used by walkers. The desirability effect of plazas is quite nice, so don't let the (4, 2) effect fool you. Every single plaza tile radiates and the effect is cumulative: a house next to an intersection will get 14 points of desirability from plazas alone.

WANDERING CITIZENS

Caesar III has lots of assorted townsfolk wandering about your city, demonstrating just how rich the settlement is that you've created.

These townsfolk, far from being mere decoration offer goods, services, or access to structures. For example, an Engineer will repair every building that he walks by; a Market Trader will distribute supplies to houses that demand them.

This next point is key when considering road design and building placements. Some people will want to go directly from place



A to place B; Cart Pushers, for example, may take their cart of produce from a Farm straight to a Warehouse or Granary. Others, such as Engineers, Prefects, and Market Traders, will simply wander around on patrol, covering much of their local area and passing on their services.

Every time a "wanderer" comes to a road intersection, he or she must decide which direction to take; this means that the more intersections a wanderer passes, the less predictable his or her route will be. To make sure they walk by the structures you want them to pass, you should build straight roads and place structures in such a way as to predict the route.

POPULATION

There are two types of people in *Caesar III*: Patricians and Plebeians.

Patricians are those who have "Villa" housing status or better. They are the aristocracy of Rome, and they are wealthy enough not to need to work. Therefore, they simply wander around, seeing friends and discussing the meaning of life or the latest Chariot Racing results. This means that as a city evolves upward, and Villas are reached, the inhabitants of the Villas leave the workforce (although they do not leave the population).

Patricians are actually quite an important topic. Having a significant part of your population suddenly leave the workforce can dramatically affect your city. To sustain a large patrician class, you must know why you need Patricians, when you need them, and what their drawbacks are. You should also consider related issues such as growing 3x3 and 4x4 size houses, which require a different size city block.

Specifically, you must have a patrician class in scenarios that require high prosperity ratings. You'll need to get your "average level of housing" up, and this means evolving some housing to villas and even palaces.

You may want to evolve Patricians simply for the taxes they pay, which are considerable. Early cities must depend on trade

to make a profit. But trade is limited by the supply and demand levels of the trade cities. As your city grows, profits from trading will begin to decline and demand for higher levels of housing will increase. To compensate for this effect, once you have Patricians, be sure to evolve to the highest level of housing you can. Make sure that these houses receive enough access to needed services, food, and goods to keep them stable so that their occupancy limits will be reached

Finally, make sure these houses are visited by tax collectors, and push your tax rates as high as possible. If unemployment is kept below 5 percent; your Plebs are housed primarily in insulas or better; your populace is fed two to four food types; and wages are slightly higher than Rome's, you can consistently collect 11-13 percent taxes while still keeping your people happy enough to prevent crime and actually encourage immigration. Annual Tax Income can easily surpass 20,000 Dn with a decent sized Patrician class, and a Tax Income in excess of 40,000 Dn is quite possible. The difficulty is converting a trade-dependent economy to a tax-dependent one. Prepare well; don't distribute any Wine until you're ready for Patricians. Build up reserves of the other three goods and at least three food types in Warehouses and Granaries surrounding your palace block (which, at this point, should contain Grand Insulae). Check to make sure that the housing within the palace block is receiving walker access for every service: four to five religion, four health, four entertainment, and three education (be sure to include Tax Collectors, Engineers, and Prefects). Also, build up a cash reserve to sustain you in the period of time when trade is reduced but taxes haven't yet made up for the loss—10 to 20,000 Dn should be plenty. When ready, let loose the Wine and get your housing to evolve as quickly as possible from Grand Insulae to Luxury Palaces. If necessary, destroy some houses and replace them with Gardens to ensure that other houses nearby will evolve. Make sure that your palace block is stable. If it's continually evolving and then devolving again,

NOTE



It is often wise to double the number of Markets near housing centers, since the Market buyers need to make many more trips to keep three types of food and four types of goods in stock. If one Market fails to keep certain items in stock, an additional Market may succeed by filling in the gaps.



NOTE



Baths, if effectively placed, are worth the labor cost to get from Small to Large Casa. They provide much more labor than they require.

you'll never get enough people living in it to provide substantial tax income.

The main trouble with Patricians is that they remove themselves from the workforce, while creating greater demand for goods and services. Their demands thus require far more labor than they could provide if they stayed in the workforce. To sustain them, therefore, the remainder of your city should be optimized to provide as much excess labor as possible. This means that other city sections should remain, at most, at the Large Casa level (which holds a lot of people but doesn't require labor intensive Libraries, Academies, Amphitheaters, Coliseums, Large Temples, or Hospitals).

These houses need to be at the level where the added population gained by their evolution produces more labor than the supporting structures required to get that evolution.

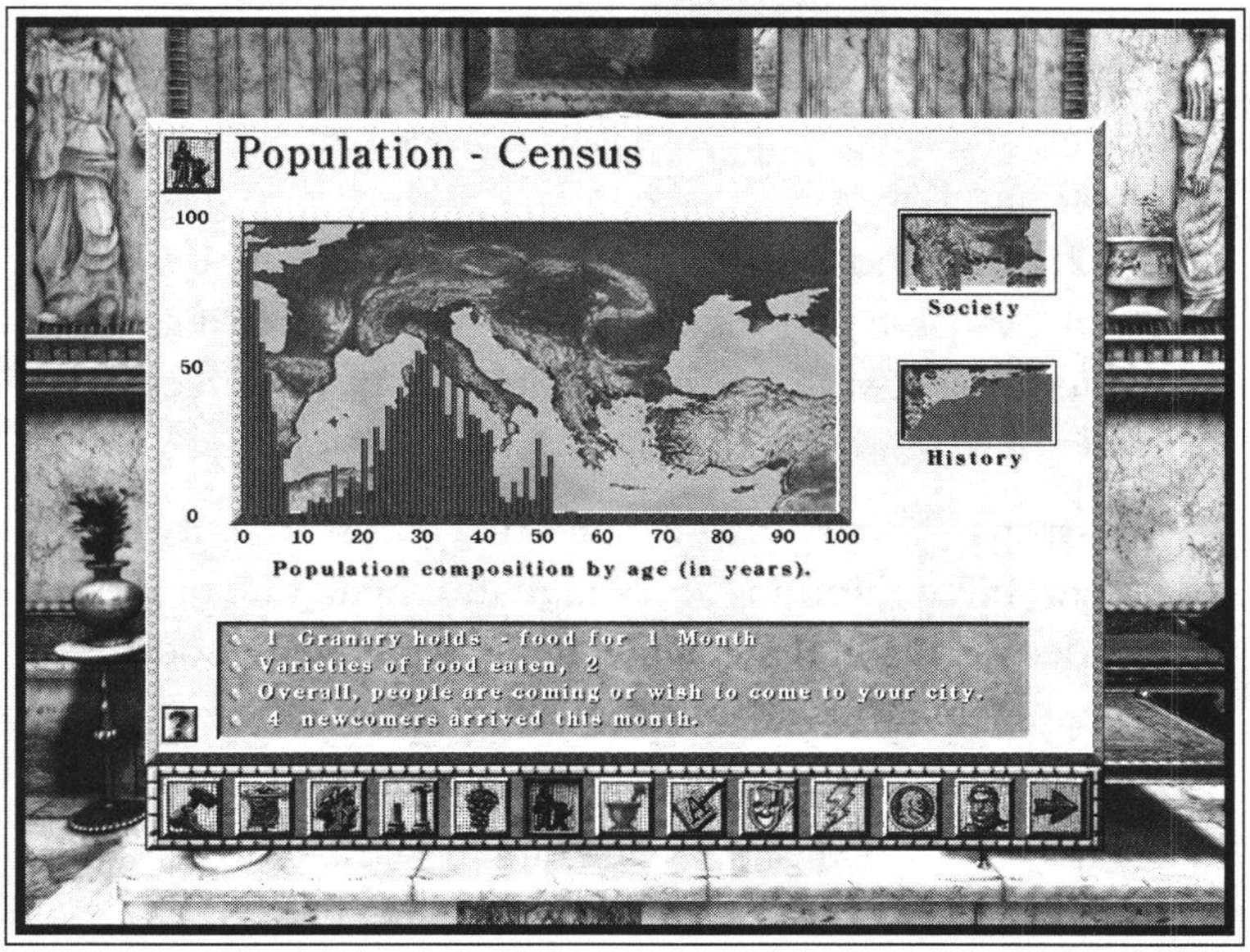
Prior to actually evolving the palaces and losing labor due to Plebs becoming Patricians, you'll find yourself with an excess of labor because these middle-class houses are being optimized for labor. Most of this can be absorbed by building all of the support structures for the palace block before they are actually needed: 30 per hospital and 150 for the Hippodrome will certainly reduce unemployment. In the meantime, placing a bunch of unnecessary Academies and Hospitals can absorb the rest of the unemployed. When you evolve your housing to the patrician level and are faced with a labor shortage, just demolish these additional buildings to free up more labor.

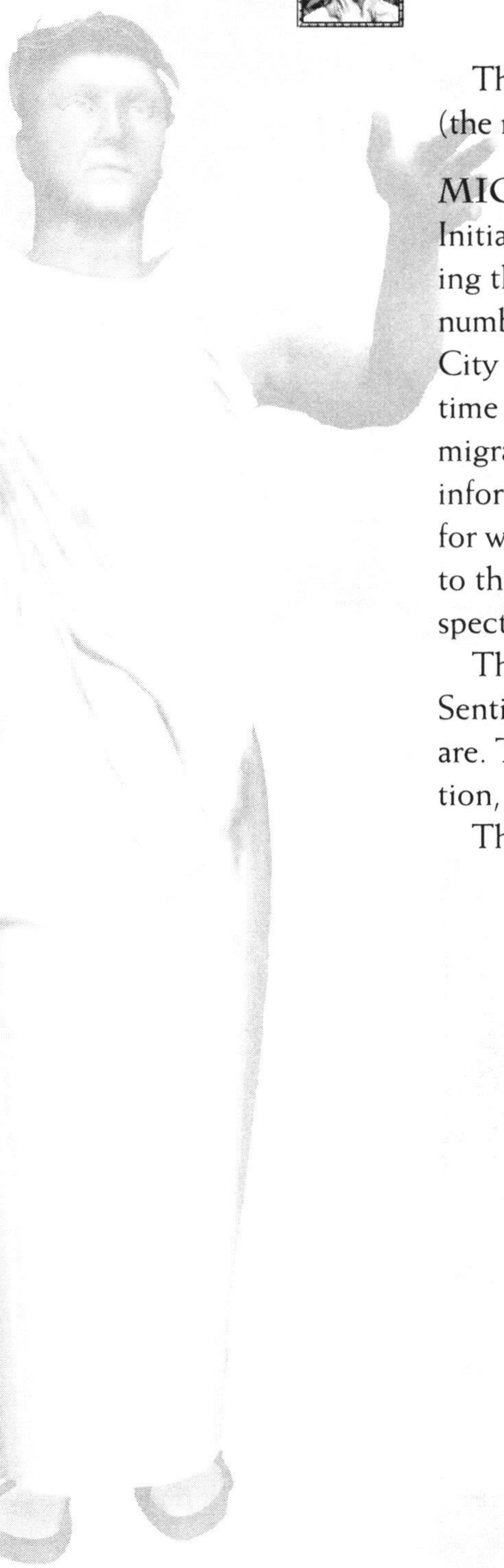
Why go through all the trouble? A single palace complex containing only 8 houses at the Luxury Palace level will net you about 16,000 Dn per year in taxes. These palaces will account for 10-20 percent of your population, all of which will also be paying taxes. You can easily break 20,000 Dn in taxes per year. If the remainder of your housing can be brought up to the Insulae level (easiest to do in northern cities, where there is no fire risk and Prefectures can be entirely deprived of labor), you can eas-

ily break 30k/year in taxes. Meanwhile, your average housing level will go through the roof. Only by building patrician level housing can you hope to surpass the 85 prosperity requirement in Massilia. And yes, it is entirely possible to achieve ratings of 100,100,100,100 in any city which contains all of the food types and goods types needed for patrician level housing.

Plebeians (or "Plebs" for short) are the normal guys in town; they have Roman Citizen status, which is of enormous value, but they have to work for a living.

The game keeps track of all population changes—births, deaths, immigrants, and emigrants. It also tracks the age of the population on bar charts available in the Senate screen. The bar charts are useful as estimates of what is to come. For example, younger people are less likely to die and more likely to give birth. Therefore a majority population of between 20 and 40 years of age is likely to lead to population growth. By following the charts, you can tell if you're going to need to build more Schools, and so on.





The workforce consists of 60 percent of all Plebs aged 20 to 50 (the rest are considered to be looking after children and homes).

MIGRATION

Initially, with an empty city, all people will be immigrants, making their way into the city from outside the province. Later, the number of people wishing to immigrate will be affected by the City Sentiment of the people within a city. Although, it takes time for information about a city to filter back to potential immigrants. There is a degree of inertia created by this spread of information. That is when things are going bad, it'll take awhile for word to reach those who are busily trying to make their way to the city. And you'll have to be patient for word to reach prospective immigrants when things are starting to go really well.

There is a city-wide City Sentiment variable, also called "City Sentiment" which measures how generally content your citizens are. This is important to follow as it effects things like immigration, crime and general prosperity in your city.

Things that effect "City Sentiment":

Tax Rate: The best and quickest way to raise City Sentiment, and keep it up, is to lower taxes. Get a "theft" message? Lower your taxes a bit or you'll soon have more thefts and a riot. Also watch your immigration; if you have available housing and food and aren't getting immigrants, lower your taxes a bit. Be patient, the effects take a bit of time to kick in.

Festivals: These provide a one-time boost to "City Sentiment" but do nothing to change its overall rate of growth or decline. Still, they can be useful for quickly boosting "Sentiment" when you're in a tough spot.

Wages: Modifications are based on the number of Dn above or below Rome's wage rate. It's usually worthwhile to pay at least one Dn more than Rome, despite labor being your largest and most consistent expense.

Food: If your people are starving, they aren't likely to be happy. The Chief Advisor will comment on starvation, as will a lot of walker types, particularly Cart Pushers who don't like pushing heavy carts on an empty stomach. When feeding your people more than one type of food, you get a bonus to City Sentiment.

Unemployment: Unemployment less than 5 percent will give you a bonus to City Sentiment, even a labor shortage will help. Unemployment higher than 5 percent becomes increasingly worse for City Sentiment, and unemployment over 20 percent will certainly lead to crime unless taxes are substantially reduced.

Venus: Her good event and Minor Wrath event affect City Sentiment.

Things that are affected by City Sentiment:

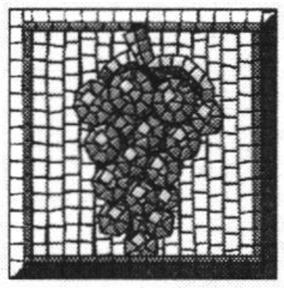
Immigration and Emigration: See below.

Crime: The chance of a theft or riot occurring is primarily dependent on "City Sentiment". The secondary (distinctly secondary) chance of it occurring, and the determination of where it occurs, is based on the height of the columns on the Unhappiness, Risk overlay. This explains why it is possible to have full-height bright red unhappiness risk columns forever with no crime: City Sentiment is high enough to prevent it. If City Sentiment drops low enough, these columns become meaningful: these are the places where thieves are born and where riots will break out first.

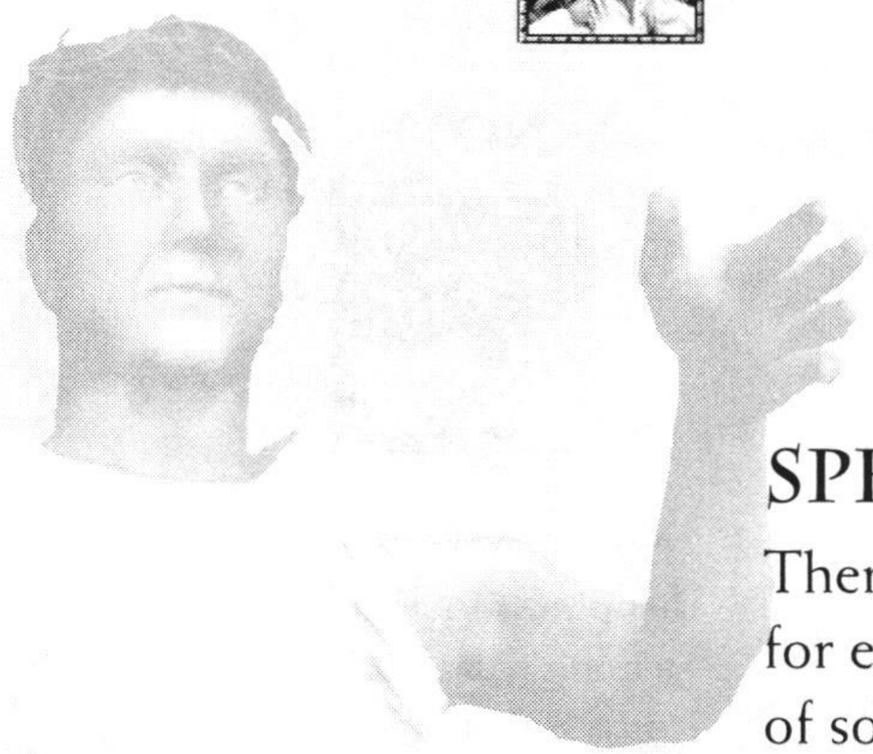
CITY SENTIMENT

>70%	Full immigration; no emigration
>60%	75% immigration; no emigration
>50%	50% immigration; no emigration

NOTE



Note that the level of happiness in a city has a minimum (either 50 or 60) so long as the population in the city is less than 300 people. Also, the gods stay indifferent and Health stays "Average" until the population breaks 300. This ensures that you have a chance to get your city off the ground and get labor into support structures before immigration stops due to unhappiness, or disease strikes before health structures can be manned, or the gods destroy everything before priests can occupy the temples. However, once you break 300 people, be sure to have Health and Religion structures built and have labor for them prioritized. Likewise, if you see the immigration rate begin to slow, drop your tax rate (better yet, get in the habit of dropping taxes to 0 at the start of each scenario, then bumping them up once Forums are built).



>40% 50% emigration; no immigration

>30% 75% emigration; no immigration

30% or below 100% emigration; no immigration

SPECIAL EVENTS

There will be some occasions when population will be depleted, for example a bout of severe sickness, an angry god, or deaths of soldiers.

Population drops outside of emigration:

1. When housing devolves, or you take a shovel to it, a homeless walker appears. He'll try to find another house to move into, but if none exists he'll walk out of the city.

2. If a house is destroyed for whatever reason, its occupants die. Destruction types: Fire, Collapse, Disease/Pestilence, Venus' Major Wrath event, riots, housing destroyed by enemy attacks. Enemy attacks include barbarians, enemy army, native uprising, and the natives living on the map.

EMIGRATION

People will emigrate should conditions not meet their requirements. Specifically, emigration will start when people have no work or the Peace Rating falls.

Additionally, when there is no available housing for the homeless they will automatically emigrate. Unfortunately, they do so as homeless walkers, rather than as emigrants. When clicked on, emigrants will tell you why they're leaving—crime, famine, homeless, and so on.

As with immigration, emigration is based on the City Sentiment level. In practice, you almost never see emigrant walkers. If you do, you're in deep trouble: expect a lot of crime. Thefts will quickly deplete your treasury and rioters will burn down your city. If you see any emigrants, go quickly to your advisors and drop your tax rate dramatically and spend what cash you have

NOTE



A falling Peace Rating triggers emigration. However, a steady, low Peace Rating has no effect on emigration.

on a festival. Then, check your Labor Advisor to see the current unemployment level: if its above 10% or so, build something quickly to absorb the extra workers. Finally, check your food levels and make sure everyone has enough to eat.

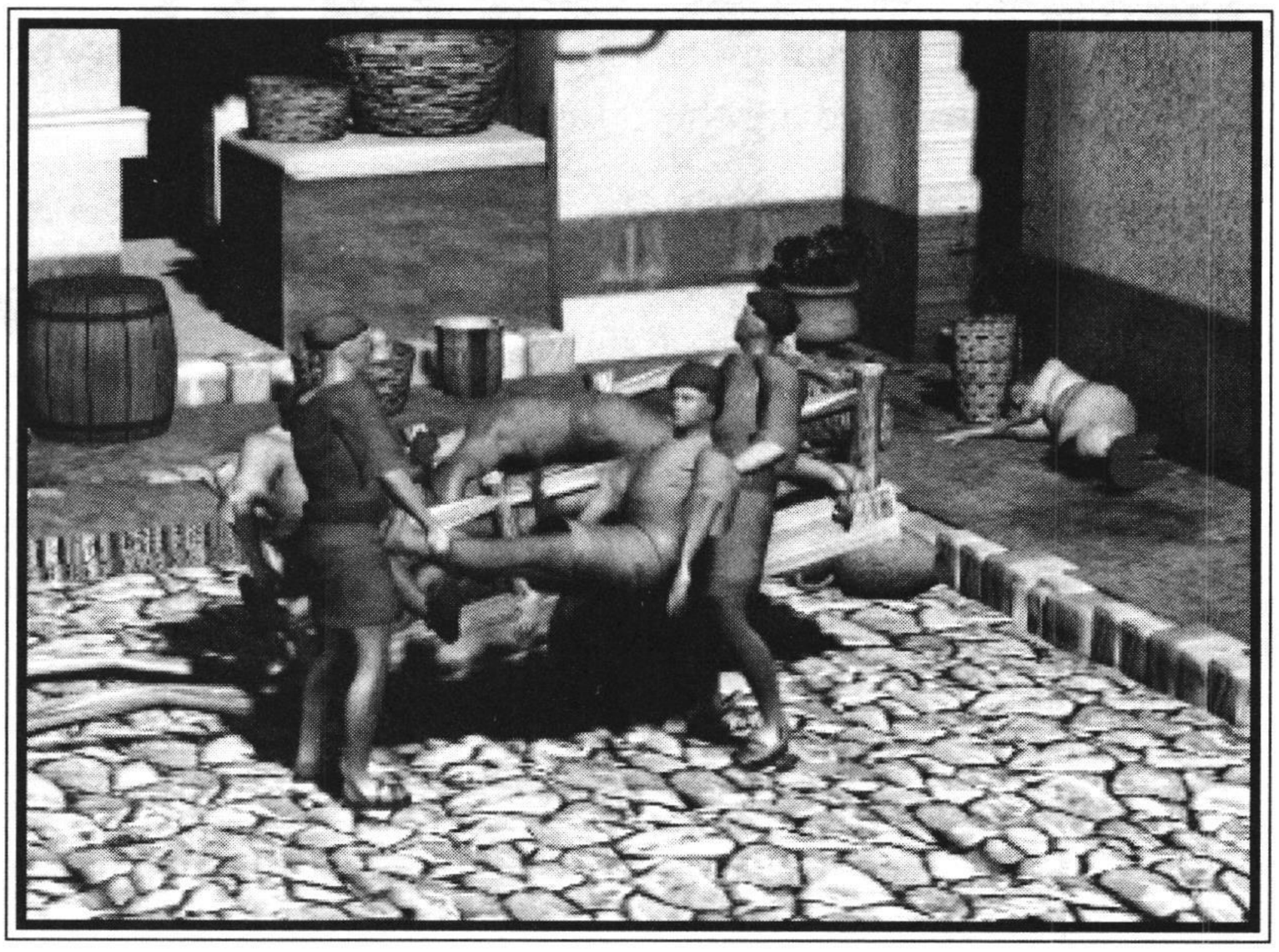
HEALTH

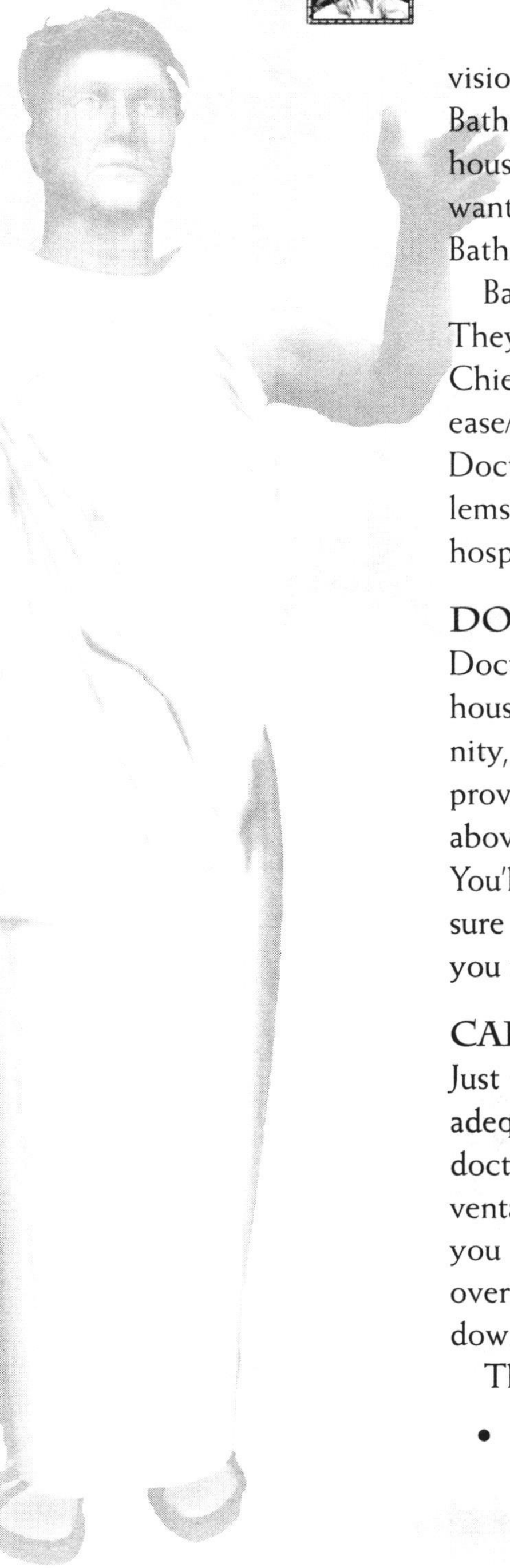
Health was a major concern in Roman times, and the Roman love of Bathhouses and shaving are legendary. So its only natural that you'll need to have these things in your city.

BATHS AND BARBERS

Like its predecessor, *Caesar III* features Baths, where most citizens will wish to go regularly to get clean, and Barbers to provide hair cuts and shaving for local citizens.

In order for the Baths to work, they must be within pipe access of a Reservoir, which supplies them with water. It must also have access to employees, which means you're going to need a road leading to it. Your citizens will want Baths to be fairly close to their housing for easy access, so build Baths near your subdi-





visions. As you can see from the table in the previous section, Baths have quite the desirability effect, so don't be afraid to build housing right next to them. Each housing section is going to want their own, so don't think you can get away with only one Bath for the entire city.

Baths are needed for walker access for Large Casa and above. They also have some effect on City Health (as reported by the Chief Advisor's panel, which Determines the likelihood of Disease/Pestilence). The most important health items, in order are: Doctors, Hospitals, Baths and Barbers. To avoid health problems all you need to do is build a few clinics, along with the hospital, and all your health problems are solved.

DOCTORS AND HOSPITALS

Doctors work in Small Clinics, which can be sited close to many housing districts, because they aren't a detriment to the community, and they perform everyday care. Hospitals can be built to provide more serious care for the very ill. Medium villas and above require a Surgeon to pass by and provide hospital access. You'll need to check your City Health screen in the Senate to be sure that you're adequately covering the entire city, otherwise you may need to build another Hospital.

CALCULATING HEALTH

Just like in real life, health in *Caesar III* is affected by diet and adequate doctor coverage. It's figured that the various clinics and doctor's offices you put around the city are there to provide preventative care, while Hospitals provide corrective care. Whenever you begin a new assignment, you'll find that each city has an overall health rating which starts out at Average and goes up or down from there.

The health rating rises if:

- There is adequate doctor coverage for your housing. This is defined as all housing greater than hovels having access to a doctor.

- Everyone in the city eats full rations.

Conversely, the health rating falls if:

- There is inadequate doctor coverage.
- Some houses don't get enough food; the worse the lack of food is, the greater the effect on the health rating.

Random events will also affect the health rating or the number of ill citizens. An example of this is a Contaminated Water event. This event only occurs in certain scenarios, but if it can occur it does so fairly regularly. It will dramatically lower city health. If health was high to begin with, this won't result in a disease/pestilence outbreak. But, needless to say, as soon as you see your first contaminated water event, build a few more doctors/Hospitals than usual.

If the health rating falls much below average, you should worry. The risk of illness breaking out will rise. When illness breaks out, a random percentage of the population falls ill, which usually means that a whole block goes up in flames.

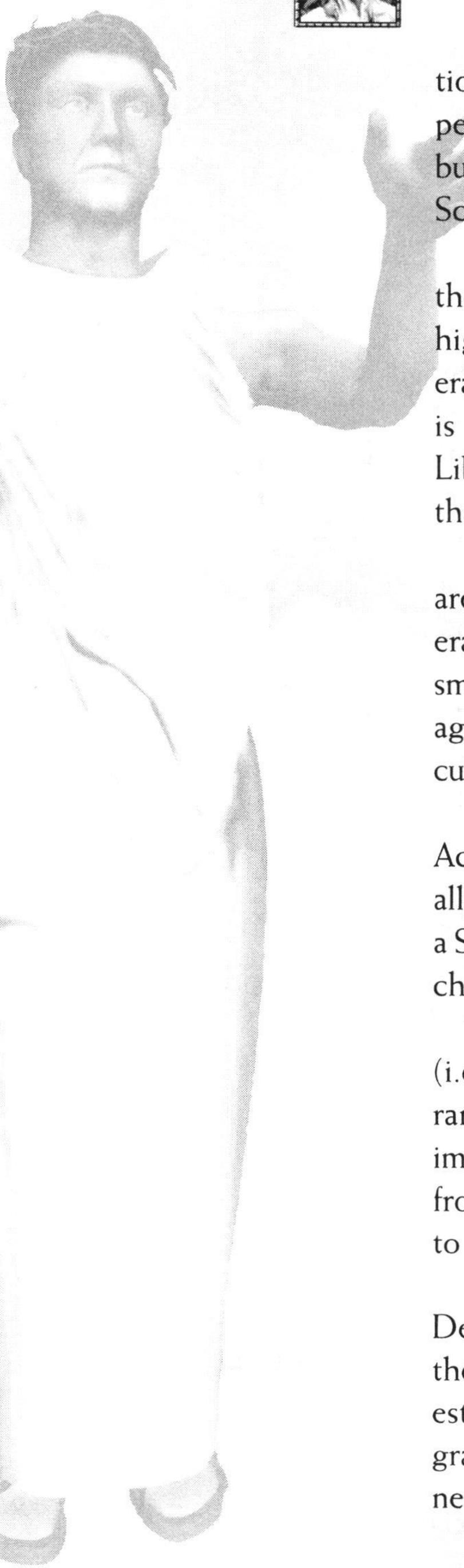
There are two types of illness: Disease and Pestilence. Both do the same thing, though one affects more housing than the other. The flames of the fumigated housing aren't put out by Prefects, since they supposedly set them in the first place. However, they are controlled fires: they will never spread to nearby buildings.

EDUCATION

There are three types of educational structures in *Caesar III*: Schools, Libraries, and Academies.

Schools are the basic educational buildings for children under the age of 14. Those who are 14 to 19 years old enroll in an Academy, if there is one, prior to joining the workforce. The more people in these age brackets in a city, the more Schools (or Academies) are needed.

In practice, a great many Schools are needed: both to provide walker access for early evolution, and to satisfy city-wide educa-



tional needs for Culture purposes. For very high culture ratings, perfect coverage by Schools is needed. It may be necessary to build a few more than are needed for walker access, since each School can educate only 75 children.

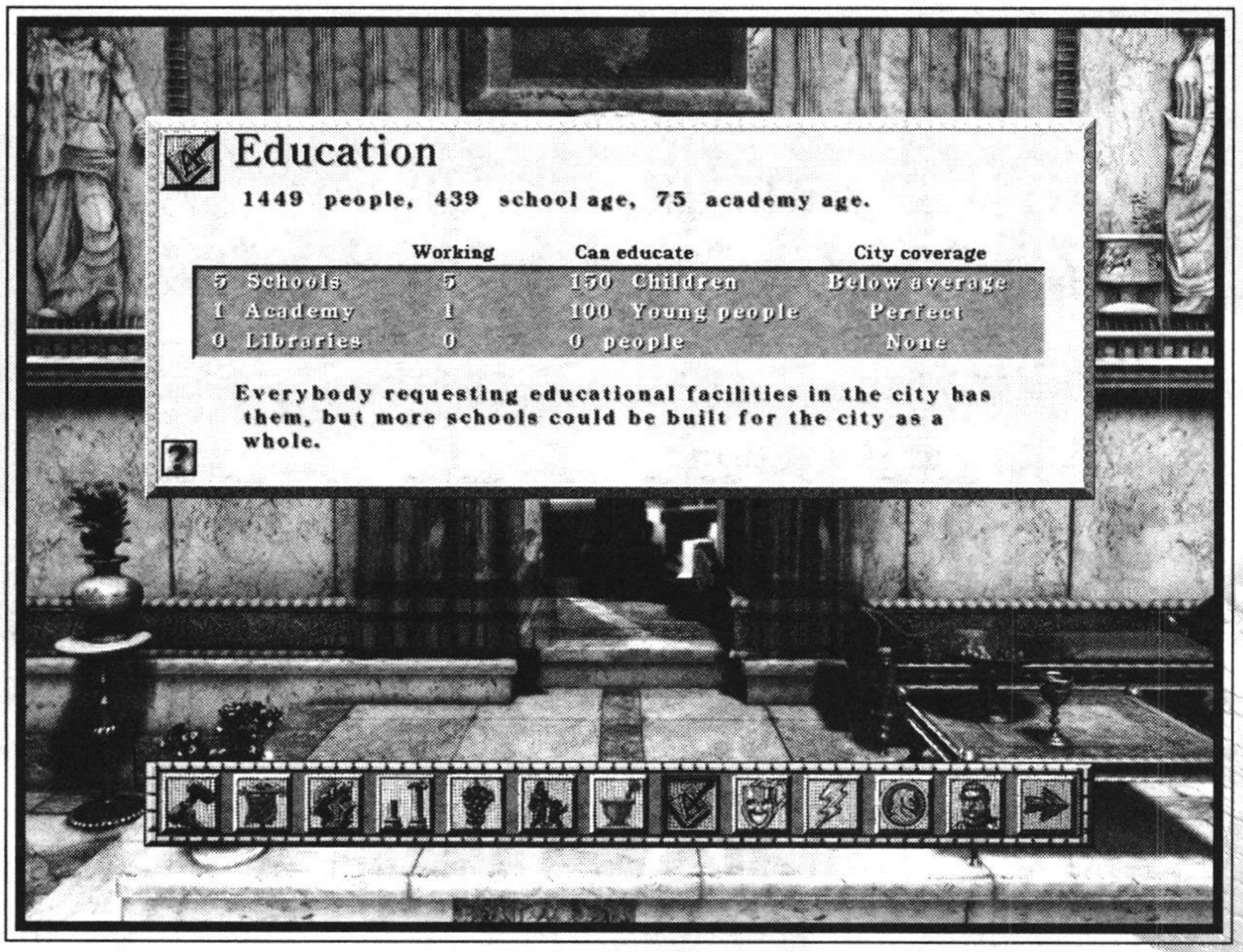
Do not substitute Libraries for Schools. Libraries require double the labor of Schools. For medium to high culture requirements, higher levels of Library coverage are required (with perfect coverage for the highest levels). Although city-wide Library coverage is based on the entire population, at 800 people covered per Library the likelihood of needing more Libraries for coverage than are needed for walker access is low.

Academies are only needed for the top six housing levels. They are needed for the culture rating, though, including perfect coverage for the highest levels of culture. The 14-19 age group is small, and the vagaries of the census tend under-represent this age group. Four to six Academies should suffice for any city or culture level.

Schools are mildly bad for desirability (to a range of 2), but Academies and Libraries are good. They are desirable and culturally uplifting. Schoolchildren will race out of School at the end of a School day, scattering in four directions at once. These skipping children will provide School access to every house they pass.

While it's important for a community to have a nearby School (i.e., they need the walkers whose the desirability is bad to a range of 2), keep in mind that they have a negative affect on the immediate area, so avoid placing them directly next to or across from a housing section. Houses need to be at least 2 tiles away to enjoy all of the benefits and suffer none of the negatives.

However, Academies are just the opposite, with an Initial Desirability Value of 4—meaning that the closer the housing, the more it'll benefit from the Academy. Academies are the highest educational establishments in *Caesar III*. They educate the graduates of Schools, and the finest housing levels require the nearby presence nearby of an operational Academy.



Libraries work very much the same way, storing scrolls of famous literary works. Higher levels of housing will need access to a Library as well as a School. Think about placing Libraries before Academies: Libraries are required sooner.

All these structures employ people, without whom they are unable to operate, so be sure you have enough citizens to supply the necessary workers. The Academies will generate Teachers who will walk around the streets near their base, while the Libraries will issue Librarians. Both these people types will pass on access to their structures to every house that they pass.

EMPLOYMENT

You can allocate plebes (remember that Patricians do not work) to various tasks:

Engineering: For construction and structural maintenance

Entertainment: For gladiators, artist-colony-inhabitants, lion tamers, and so on



Food Production

Fire Prevention (Prefectures)

Government and Religion

Industry & Commerce: For markets, docks, and warehousing

Military

Health and Education

Water Services

You need to keep in mind that the computer automatically calculates how many plebes are needed for each category, based on the current state of the city. If there are sufficient plebes to go round, the computer will allocate them to their needed tasks; the remainder will be unemployed. Clearly, no involvement from you is needed to maintain this situation. When there are insufficient plebes, however, the computer allocates them to its own set priority—which may not coincide with yours. Be sure to set that as your priority in the Senate screen.

The effect of insufficient workers at Markets, Docks, or Warehouses is that those operations slip to half-speed (assuming they have at least half the workforce needed) or stop altogether. When they stop work altogether, things start to back up: Docks can no longer load or unload ships' goods, so ships have to wait; Markets are no longer functional, so citizens wait at the markets until they collect their goods, and carts must queue up at Warehouses until they can once again deliver their contents. The problems of insufficient labor will soon be very apparent to you.

The problems that you face are threefold. First, you need to make sure you have enough Farms to keep everyone well fed, but you can't just build another Farm without having enough workers, and at the same time you have to be careful of immigration, especially if you don't have enough Farms to feed everyone. The trick is carefully balancing everything out. Believe it or not, it's better to have some unemployment than to have zero unemployment. That

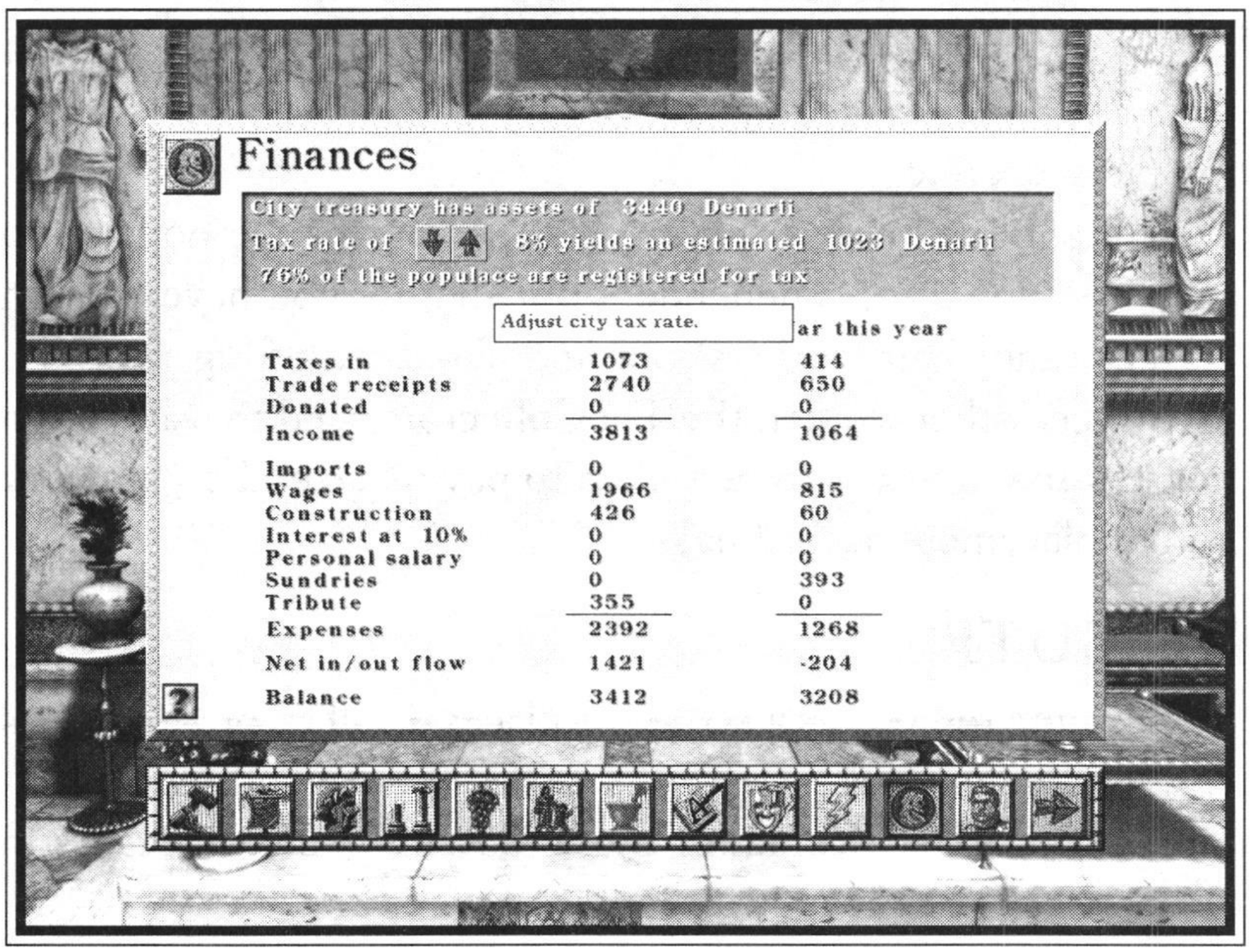
way, you'll always have workers to fill the new positions you create as you increase the culture and status of your city.

WAGES

Your cities will be charged wages; the wage level is set as a percentage of Rome's. A higher percentage than 100 means that your city will pay better than the rest of the Empire; this will encourage immigration, and obviously if you pay less than 100 percent, then people will leave the city. Be sure to note that players could ultimately be faced with a large wage bill; as the population rises and the computer automatically allocates them to tasks, the wages owed by the city will also grow.

TAXES

In *Caesar II*, all the money players needed was raised from taxes—both on industry and on people. In *Caesar III*, there are no taxes on industry, and taxes represent a smaller portion of total income,



since exports directly generate quite a bit of cash in the game. This doesn't mean, however, that taxes should be forgotten, as you definitely want to make sure nearly 100 percent of your population is registered for the tax at all times. Be sure to check out the Money screen in the Senate to see whether you need to build more Forums or not.

TAXES ON PLEBS

Plebs constitute the majority of the population, and they will obviously pay taxes. You can set taxes as any percentage that you want; however, 15 percent is the highest tax rate that you can get away with, and then only for a short time. Eight percent is the highest comfortably sustainable tax rate—that is, the rate at which immigration is neutral (a few people leave, but they are balanced out by people coming in).

PATRICIAN TAXATION

Patricians are wealthier than plebs, and though you can only charge them the same rate, the percentage of the Patricians' wealth figures to be substantially higher than the plebs. There's a graduated tax system, so that different housing levels have a different assumed income, and so pay different amounts of tax for every tax rate.

As mentioned above, having 100 percent of the population registered for taxes is dependent on whether you have enough Forums (and their workers) out and about gathering taxes. As with every other worker, the Tax Collectors need to walk past a house if that house is to be forced to pay its taxes. So plan your Forum placement accordingly.

TRIBUTE

The Tribute represents a tax Rome places on all its provinces; it's designed to cover the costs of "security" (or expanding the Empire) and to repay Rome for the initial investment it makes in



each new province. Rome is understanding and supportive of new, growing cities, and therefore it has a scale of payments that changes depending on the stage of each city and its ability to pay. The tribute is paid to Rome once a year.

The Tribute is calculated as follows:

LOSS-MAKING CITIES

POPULATION	TRIBUTE
0-500	Nil
501-1,000	Nil
1,001-2,000	100
2,001+	200

PROFIT-MAKING CITIES

POPULATION	TRIBUTE
0-500	50
501-1,000	150
1,001-2,000	225
2,001-3,000	300
3,001-5,000	400
5,001+	500

Profit-making cities will always pay either 25 percent of their profits or the above amounts, whichever is higher.

CITY SENTIMENT

Your city as a whole has a "City Sentiment" Rating. It's reported verbally on the Chief Advisor's panel, which is modified by a variety of factors and affects your population. The following factors modify your City Sentiment:



UNEMPLOYMENT

>25%: -3

18% to 25%: -2

11% to 17%: -1

5% to 10%: No effect

Less than 5%: +1

FESTIVALS	1ST	2ND
Small Festival	+7	+2
Medium Festival	+9	+3
Large Festival	+12	+5

No more than two Festivals per year (12 months starting from the date of the first Festival) can be effective. The second Festival held should add the second number to City Sentiment.

TAX

RATES	EFFECT
0	+3
1-3	+2
4-6	+1
7-8	0
9	-1
10-11	-2
12-14	-3
15-18	-5
19 or higher	-6

WAGES

(Your wage rate minus Roma's wage rate divided by 2.)

1 above Rome: +1

2-4 above Rome: +2

5-7 above Rome: +3

>8 above Rome: +4

Tax and wage effects are calculated just once each month; the Festival effects take place every time a Festival is held.

FOOD

(Ration's amount is city average.)

If rations met this month:+1

If rations met from 2 food sources this month: +2

First month of some but not full rations: -1

Second month of some but not full rations: -2

Third and higher month of some but not full rations: -3

SOCIAL INEQUALITY (TENT EQUATIONS)

Social inequality is the measure of both the disparity in levels of housing and the percentage of population that inhavit the average level of housing. Populations living in housing that is below average will lower the City Sentiment. Where a city has no Villas or Grand Insulae, City Sentiment falls as follows:

TENTS	EFFECT
<10%	-3
10-25%	-2
26-39%	-1
>40%	no effect



Where a city has no Villas but 1 or more large Insulae, City Sentiment falls as follows:

TENTS	EFFECT
<10%	-5
10-25%	-4
26-39%	-3
40-56%	-2
>56%	no effect

Where a city has 1 or more Villa, City Sentiment falls as follows:

TENTS	EFFECT
<10%	-6
10-25%	-5
26-39%	-4
40-55%	-3
>56%	no effect

City Sentiment level affects immigration/emigration and Crime. For Crime, you'll be sent messages to warn you if it slips below satisfactory levels. The messages will warn you of the dangers you'll face if you allow your citizens to become even more unhappy and will also explain the reason for the current unhappiness. Crime will only have a chance of occuring if City Sentiment drops below a certain level. The lower City Sentiment falls, the more frequent and severe crimes become. Where Crime occurs depends on he Crime level of individual houses, shown graphically through the "Risk" and "Crime" Overlay.

Immigration and Emigration are also highly dependent on City Sentiment. If City Sentiment is above 50, Immigrants will enter your city, if there is available housing. The higher the Sentiment

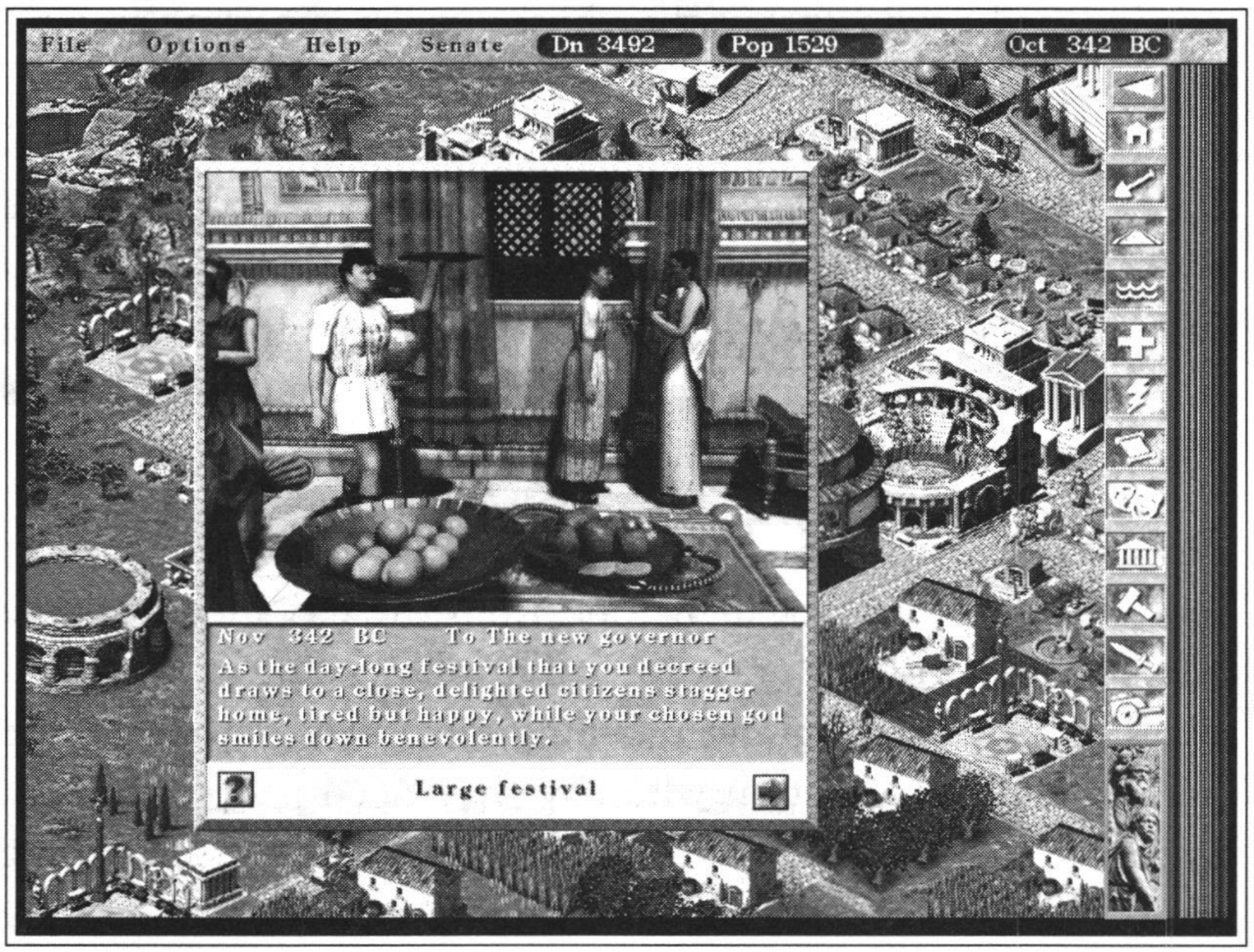
Rating, the faster the immigrants will arrive. If sentiment drops particularly low, emigrants will leave your houses and walk out of the city. Take heart, you can recover from even serious unhappiness (which is likely to lead to serious riots) if you're determined and go about it sensibly.

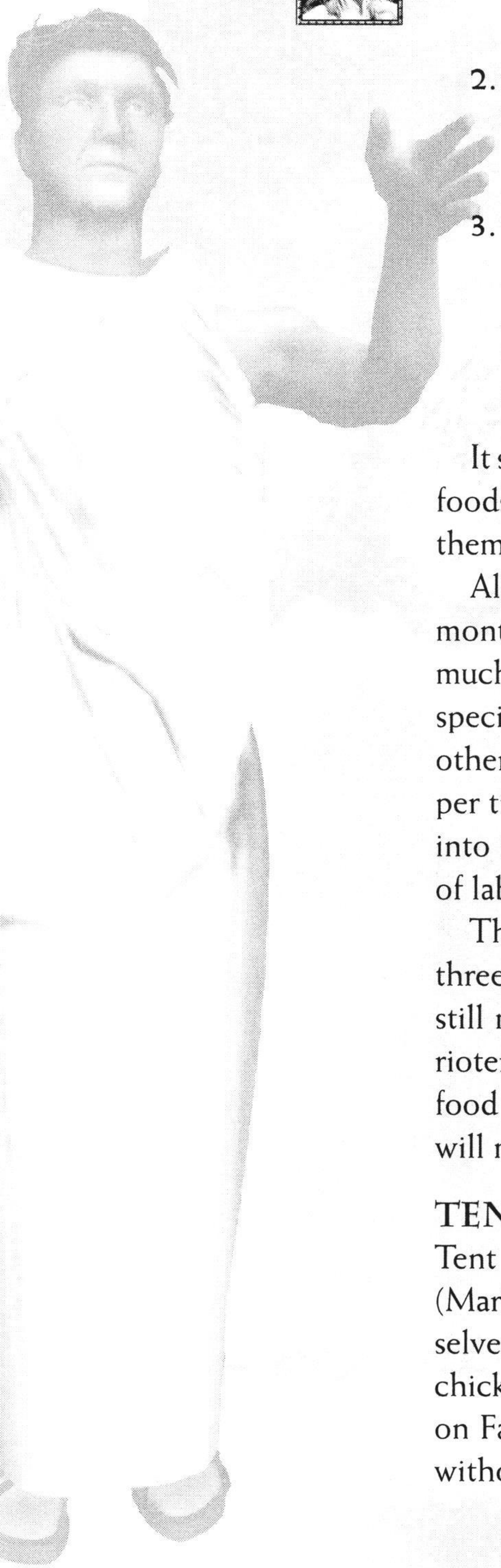
FOOD

Everybody needs to eat and your citizens are no exception. The core food is wheat, but like everyone, Romans are happiest when they have a variety of different foods to choose from such as meat, olives, zucchini, and figs. Each of the non-wheat foods may represent up to 15 percent of their diet, with the balance always made up by wheat.

Rome sets one of three criteria for its provinces:

1. Rome will provide all food for a province; the province must simply pay a fee per person per time period for this. Mainly this will be in the early Assignments.





2. Rome expects a province to feed itself, but in the event that there is a shortfall, Rome will supply all food necessary, for the same fee. This will be quite rare.
3. Rome expects not only that a province will feed itself, but also that the province will export food to the rest of the Empire. Rome will *not* supply food to the province, and it will be angry if food exports are not made. This is the way things will usually work in *Caesar III*.

It should be noted that Rome will only supply wheat; any other foods must be grown or specifically imported by the province themselves.

All people eat 1 unit (100 Food units = 1 cart load) of food per month; Farms generate food at rates that vary according to how much labor they have. Typically, twice as much wheat as more specialized crops will be produced. Note that Farms (as well as other raw material generators) will create twice as much output per time period as the Workshops that turn those raw materials into finished products, but they both require the same amount of labor; the Workshop work is far more labor-intensive.

The maximum effective number of food types is wheat plus three other types. However, it's a good idea to offer your people still more choices. Should stores of one of the types be hit by rioters, barbarians, or some random event, then there are spare food choices to make up the difference, and the top buildings will not need to reduce in quality as a result.

TENT DWELLERS

Tent dwellers don't get their food from the city's main source (Markets), but instead forage for it. This allows cities to set themselves up by attracting and retaining a population without the chicken-and-egg situation whereby they need people to work on Farms, Granaries, and Markets, but can't attract the people without the food. Everyone else in the city will eat food only

from Markets (unless Rome is providing the food). Even when food production is up and running, Tent dwellers remain foragers. You don't want to support thousands of tent cities, though, since Tent dwellers pay minimal taxes, and tents take up a large amount of physical space for the number of people they house. Tents are also more likely to catch fire, and Crime is more rampant in such poor areas.

FISHING

Fishing is a rare process that *Caesar III*'s citizens can use to obtain food.

A Fishing Wharf can service one fishing boat. The boats must be built by a Shipyard. Each Wharf needs employees. Fishing boats automatically sail off to fish in waters where fish are known to be. There should probably be some animation (seagulls) or other graphic indication showing where there may be fish.

The fishing boat takes a short while to catch a full load, and then it returns to its base. At that point, a cart carries the fish off to the nearest Granary or Warehouse, as with other goods. A full load of fish is equal to 1 cart load, and 1 cart of fish feeds the same number of people as 1 cart of meat.

WINE

Despite certain opinions to the contrary, wine is not essential for life to continue. It is, therefore, not part of the needed food chain in *Caesar III*, but rather a luxury.

For a Grand Festival to be successful, you'll need to be sure to have plenty of wine.

Availability of wine is essential for housing to evolve into Villas; Palaces require two types of wine (either from two separate import sources, or one imported and one grown).

Wine will be distributed by the Market Traders as with other goods and, the best part, it never goes bad.

FIRE, THE LAW, AND CRIME

While every city needs an army to prevent those blood-thirsty barbarians from robbing and pillaging innocent citizens, nobody wants to live next to a Fort. It must have something to do with all that noise and dirt caused by their nonstop training and late-night revelry. By looking at the Initial Desirability Value, you can see that you'll want to keep your housing a safe distance away from any of the Forts that you build. However, before you relegate them to the nether regions of your city, keep in mind that, ideally, you want soldiers to be able to quickly get to any part of the city at a moment's notice. So you must keep them away from housing while also positioning them somewhat centrally—so they can reach any of the city's outlying areas (where the brutal hordes approach) in short order.

FIRE PREVENTION

Roman streets had buildings very close together, and fire was a frequent hazard. *Caesar III* simulates this, and fires break out if you



don't protect against them. Once a fire has broken out, it's liable to spread to neighboring buildings unless put out. Of course, you can build Prefectures (fire/police stations); when they have employees, these will send out Prefects on patrol. These Prefects perform both a preventative and a remedial role, stamping out any sparks or dangerous cooking fires they see on their rounds, and carrying buckets of water to fires, then throwing them over the fire to put them out, should a fire actually break out.

In practice, every building in the game has a likelihood of catching fire; tents have a higher likelihood (their risk rises faster) than other buildings. As time goes by, this likelihood gradually grows. As the Prefect walks by a structure, he reduces its likelihood of catching fire to zero; once he's gone, the likelihood will begin to rise again. Fires break out when the chance of their doing so reaches high levels.

Keep in mind that Prefects protect all structures within 2 tiles of the road they walk on. This means that you'll want to place many Prefectures throughout your city, ensuring that all buildings are patrolled by a Prefect. But at the same time you'll want to be careful to not put Prefectures too close to housing, as they have a detrimental effect on their evolution.

To be sure to catch any fires or find out where the problem areas are, check out the fire risk on the Overlay reports.

As with all people walking around the city in this "providing" manner, Prefects follow four different attempted "patrols": initially North, then West, South, and East, in an attempt to cover all the area near them.

RIOTS

As the people in a city become unhappy, the likelihood of Crime increases. When people are very unhappy, the likelihood of Crime rises faster. This means that a Crime is likely to be committed.

As City Sentiment descends toward levels where Crime is likely, you'll be sent messages telling you what is happening, and why. It's very important that you take whatever steps are neces-



sary to stop the problem early. A city running rampant on Crime can be wiped out. Farms can be crushed, Granaries demolished, and whole thriving housing complexes gone in a second.

CRIME

Crime was as much a fact of life in ancient Roman times as it is for us today, something which is reflected in the *Caesar III* city model. The likelihood of Crimes being committed in *Caesar* are directly related to the City Sentiment of housing in the city: the lower the City Sentiment, the more likely it is that a Crime will occur.

As City Sentiment descends towards levels where Crime is likely, you'll be will be sent messages telling you what's happening, and why. It's very important that you do whatever you can to correct the problems early before they develop into riots.

There are three levels of Crime in *Caesar III*: muggings, thefts, and riots. Thefts and riots are visible in the game, muggings are not.

Muggings are minor Crimes that are fairly mild. They involve no loss to the city itself, and they have no negative effect on a city's Peace Rating. There is no graphic depiction of them; however, the Prefects will tell you "some Crime in this area" or something similar in an area known for muggings.

A theft is more serious, and is accompanied by an animated cut-scene and a loss of money. The theft will steal money from one of the Forums or the Senate building, depending on which is closest to the building that "generated" the criminal. Thefts will decrease the Peace Rating a little (one percent).

Riots are very bad news indeed. Before a riot happens, you'll see warnings—a pleb on the streets, holding a torch. If the Crime risk is not dealt with rapidly, this pleb may be joined by others, who will set fire to buildings, and then move on to another. Riots will decrease the Peace Rating a lot (five percent).

Every house has some likelihood that its inhabitants will commit a Crime. With a City Sentiment of 50 or greater, that likelihood is zero; below that, the likelihood increases as the City Sentiment drops:

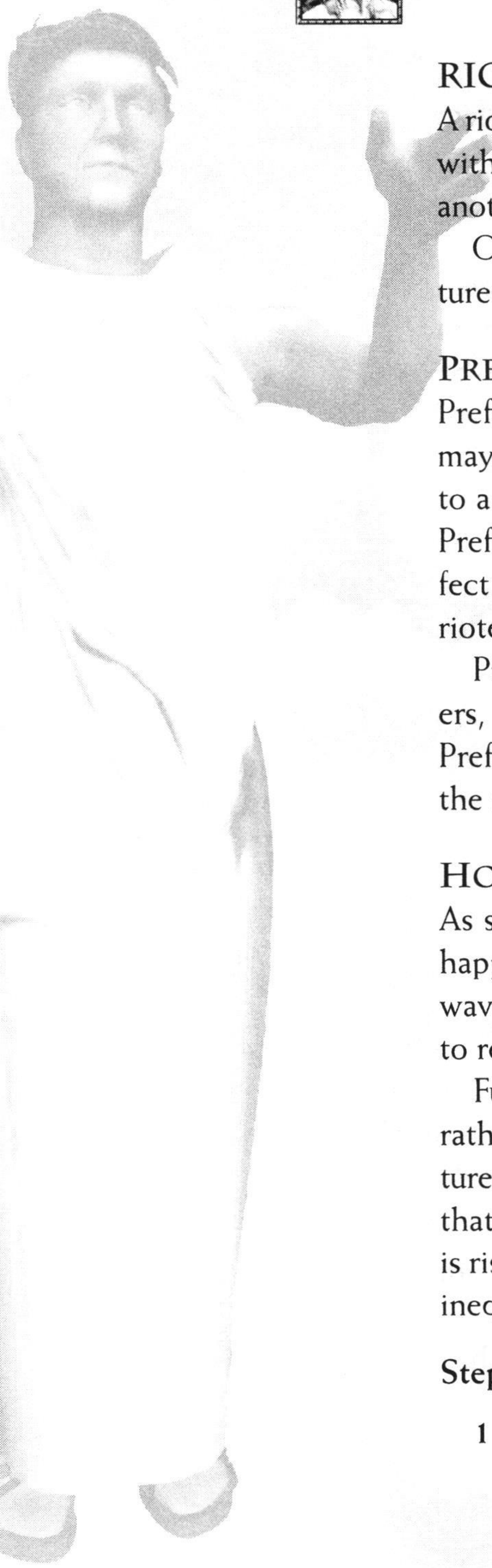
49-40: Small likelihood

39-30: Likely to commit medium Crimes (thefts)

29-20: Quite likely to riot, angry citizens demonstrate outside their homes

less: Riots!! Groups of angry citizens move away from their homes to damage other parts of the city as a form of protest.

The likelihood of a house committing a Crime is shown visually using the Crime Overlay. The overlay is at zero height wherever City Sentiment is at 50% or greater. Where City Sentiment is below 50%, the height of the overlay column is higher. The usual color coding rules apply here. The color red indicates that any height at all is bad, and the intensity of the color indicates how serious the risk is.



RIOTS

A riot consists of a small band of three to five angry citizens armed with torches. These citizens assemble in a street, then walk off to another part of the city where they set fire to buildings.

Once a riot has occurred, the City Sentiment of all the structures in the city is lifted by 20%, a result of the tension easing.

PREFECTS

Prefects cure rather than prevent, however a group of Prefects may prove sufficient to prevent a band of rioters causing damage to a city. Every Prefect can apprehend one rioter at a time; the Prefect's superior armament and training will ensure that the Prefect will always win. This means that a 1 for 1 ratio of Prefects to rioters, in a given location, should maintain the peace.

Prefects will automatically come over and deal with the rioters, but by that time, much of the city could be in flames. The Prefects will deal first with the rioters, and then after that with the fire they've caused.

HOW TO DEAL WITH RIOTS

As soon as you receive a message that the people are very unhappy and are considering riots (and you see plebs on the streets, waving their torches), you need to take action, if at all possible, to resolve this situation. Various actions can help.

Fundamentally, you should address the root cause of the Crime, rather than just try to smother the city with additional Prefectures. This will usually mean boosting City Sentiment. Remember that the core causes of unhappiness are high unemployment that is rising or static, lack of food, high taxes, low wages, and social inequality (strong polarization between very rich and very poor).

Steps to Rapidly Boost City Sentiment

1. Reduce taxes as low as possible, certainly to less than five percent.

2. Plan a Large Festival (the Grand is expensive and takes longer to prepare).
3. Boost Employment. This can be done by deleting the poorest sections of housing, generating Homelessness, and ultimately Emigration. Or build new structures rapidly (such as food-producing units or Prefectures).
4. Ensure people are eating enough; importing food can be a faster way of getting rapidly needed supplies than starting to grow it from scratch. Ensure that all parts of the food chain are operational—Farms, Granaries, and Markets.
5. Raise wages.

If it looks as though you can't boost City Sentiment fast enough (say, for lack of funds, or because you simply can't feed enough people fast enough), there are three actions you can take:

1. Place lots more Prefectures in the highest risk areas; place clumps of three or four of them together.
2. Ensure that security is your top priority for labor allocation, followed by food production.
3. Delete the highest risk housing. This will also reduce unemployment and the amount of food that is needed. However, if unemployment is not high, it could have other devastating effects.

RELIGION

The Romans were a religious people, given to worshiping a multitude of gods and goddesses, and religion is extremely important in *Caesar III*, as it not only keeps your citizens happy but keeps the gods happy as well. The last thing you want is an angry god, and there are five in the game:

Ceres: Goddess of farming

Mars: God of war

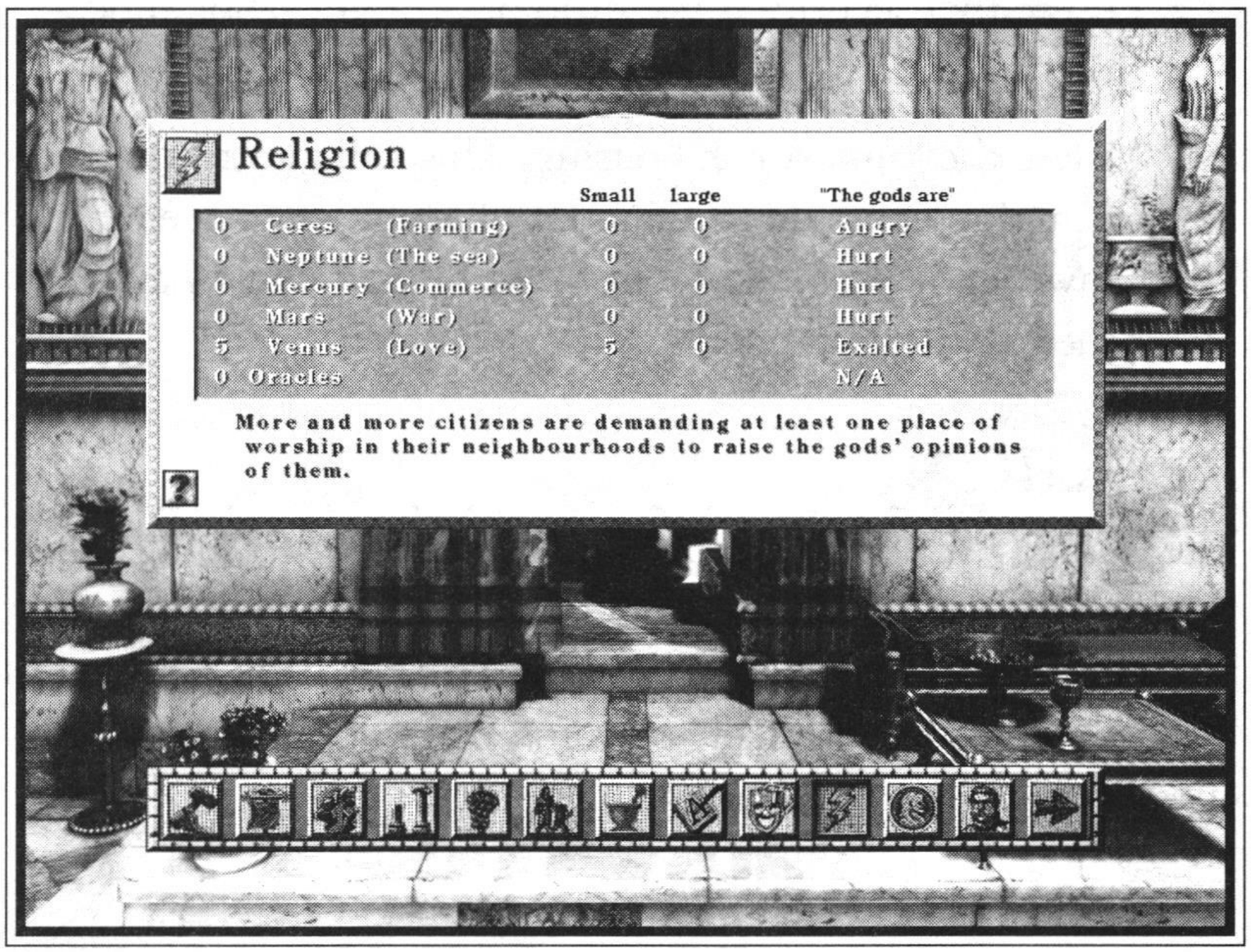
Mercury: God of commerce

Neptune: God of the sea

Venus: Goddess of love

These gods play a very real and active role in *Caesar III*. They are given quite easily to jealousy, and it doesn't take too much to tick them off. They love to be worshiped, and the more temples dedicated to them, the happier they are.

The population guideline is such that for every 750 people each god expects a temple dedicated to him or her. This, of course, can get rather expensive, since for every 750 people, you should ideally build five temples, one to each god, so that they can all stay happy. To counteract the price, you can build Oracles. An Oracle is expensive, and requires imported marble for its construction. But it will be treated by each god as if it were dedicated to him or her solely, hence saving you money and space.



The god with the least temples, however many that is, is likely to be displeased, while the god with the most temples, regardless of how many that is, will be pleased. When a god becomes really unhappy with your city, the god will act on its wrath: Ceres, for example, might send a plague of locusts, while Neptune might sink a ship. Conversely, if a god becomes exalted (very happy), the god will mark his or her pleasure with a bonus to help the city. This means that you're going to have to become a sort of spiritual juggler, as it's hard to keep them all happy, all the time. But thankfully, there'll be times when one god's displeasure is no big deal, such as having Mars, the god of war, upset during peacetime.

MARBLE, TEMPLES, AND ORACLES

Marble can be mined or imported, but unlike other raw materials, there is no Workshop that turns it into something else. Instead, it's used in the construction of Large Temples and Oracles. Two cart loads are needed per Large Temple and per Oracle, in addition to the financial cost of the structures.

WHAT AN UNHAPPY GOD WILL DO

Neptune: Sinks all ships. If he sinks a trade ship full of goods just purchased from you, they're now frightened, and won't send any more ships for three months.

Sometimes if he's not too terribly PO'ed he only sinks a fishing boat (if any) or a trading ship overseas, though it doesn't frighten the sailors.

Mercury: Burns down a Granary. Mercury likes to wait until it's full to do it. If he's not quite so upset, he'll only make the contents of one Granary (or Warehouse if no Granary) go bad, and get lost.

Ceres: Sends a plague of locusts. This destroys all growing crops and prevents new growth for three months. If however, she's only a little upset, she'll destroy all your crops, but there will be no waiting period before they grow again.



Mars: Curses your strongest Fort. All its soldiers will run away and it will take three months before anyone will return as a recruit to the Fort again. For those who haven't incurred Mars' full wrath you'll only get an extra attack from barbarians, who believe that Mars's anger has weakened Rome's forces.

Upset: Reduces citywide Sentiment and Health.

Wrath: Larger drop in citywide Sentiment and will trigger disease.

WHAT AN EXALTED GOD WILL DO

Neptune: Gives the merchants such a smooth journey that they pay you double for the next batch of exports they buy from you.

Mercury: You are given a Warehouse full of many foods.

Ceres: All Farms immediately jump to fully ripened crops ready to be harvested.

Mars: Lightning bolt strikes down some of the next army that tries to attack the city.

Venus: Boosts City Sentiment by 10 for everyone.

INDUSTRY

Industry is the production of raw materials, the processing of them into finished goods, and the selling of either raw materials or finished goods to either the inhabitants of a player's own city or to the Empire at large.

Farms can only be built on farmland, shown visibly on the map. Timber Yards may only be built adjacent to trees, Clay Pits close to water sources, and Marble and Iron adjacent to mountains. Not all raw materials will be present in each province, and the relevant building isn't available to be built if the raw material isn't present.

Therefore, it's very important that you do some careful planning before you start setting up your thriving industries. Go to the Trading screen and see what sort of goods you'll be able to export for that particular Assignment. It's those that you'll want to concentrate on. After all, if you're not going to be exporting any olives or oil, you don't want to set up five Olive Farms and 10 oil Workshops; you'd be content with just one Olive Farm and a Workshop or two so as to help in your city's evolution. The same can be said of Furniture or Wood. You have to be careful that you don't cut down all the lumber trees to make room for Clay Pits if your prime export is going to be Furniture.

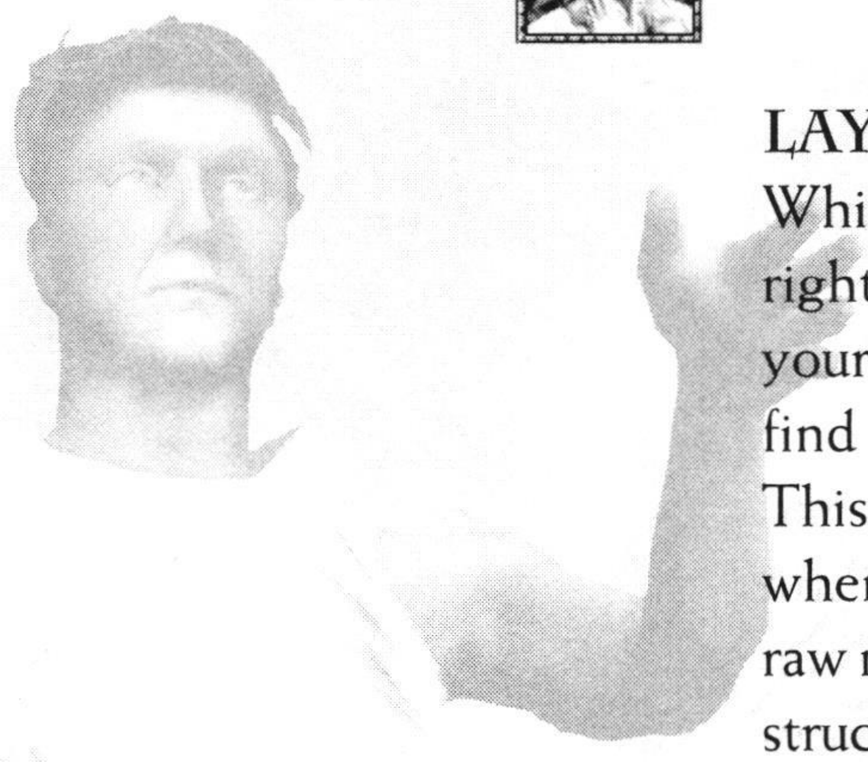
The raw materials and associated finished goods are as follows:

RAW	GOOD	NEEDED FOR
Iron	Weaponry	Armed Troops
Wood	Furniture	Medium Insula
Clay	Pottery	Large Casa and Oracle
Marble	none	Large Temples

Each Large Temple needs a certain quantity of marble, and marble is really expensive to buy, when you can buy it at all (which is rare). So if at all possible, you want to mine it yourself.

FARM PRODUCE

RAW	GOOD	NEEDED FOR
Pigs	—	—
Vines	Wine	2 types required for Palace
Olives	Oil	Large Insula
Fruit	—	—
Vegetables	—	—
Wheat	—	—



LAYING OUT YOUR INDUSTRY

While it may seem like a good idea at first to set your Farms right next to each other, as the game progresses and you find yourself trying to get everybody where they need to go, you'll find that a better strategy is to separate everything by a road. This allows you an easier time when you go to expand, as well as when patrolling and gathering crops. The same can be said of raw material areas and Workshops, or at least make sure that two structures of this sort share the same road.

THE MECHANICS OF INDUSTRY

The graphics within the game are actually an excellent way to visually tell how well your city is doing without necessarily having to go to the Senate screen. Factories and other business structures will animate when operating, and Farms will show how close they are to harvesting their current crop. Carts show their content, and then visibly take output from the generating source to its destination.

Once a raw material generating facility (RMGF for short) has been placed, it will operate if it is connected by road to a labor supply, and if enough labor has been allocated to industry for some plebs to turn up to work at the new facility. Its output level is simply determined by the number of workers.

Whenever a unit of the material has been produced, a worker will emerge from the RMGF, pushing a cart full of the material. He will automatically push that to a sensible destination—either a Workshop that needs the material, or a Granary (the first priority), or a Warehouse. Thus the quantity of cart-pushing plebs moving around will be a visible indicator of the level of output of a city's industry.

Should a full cart find that there is no room for its content at a suitable destination, it will wait there until room becomes available. So if you see someone just standing there with a full cart

but not going anywhere, you can be sure that you need to make more room (and right-clicking on the figure will tell you as much).

Empty carts are normally pushed back to the facility whence they came, and a facility will cease output if its full carts are all stuck in the above manner. However, when these industries cease output, they will not stop employing labor—which thankfully spares you from having to deal with complex micromanagement.

GRANARIES, WAREHOUSES, AND MARKETS: DISTRIBUTION

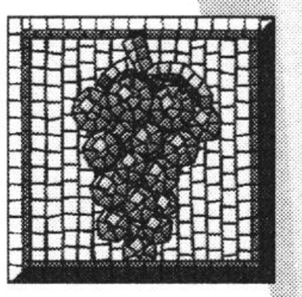
As mentioned above, Farms will always try to take their produce first to a Granary, and then, if there is no Granary with space, to a Warehouse. Both structures show visually how full they are; Warehouses can go one better, and even show what is stored there. Both summarize that information when right-clicked.

A Warehouse with food always generates a cart to take that food to a Granary if a Granary is less than half full. The Warehouse has only one cart, and must wait until it returns from one trip before sending it out with new produce. Note that Dockers will come to deliver imports or collect goods for export from Warehouses, not requiring the services of the Warehouse cart.

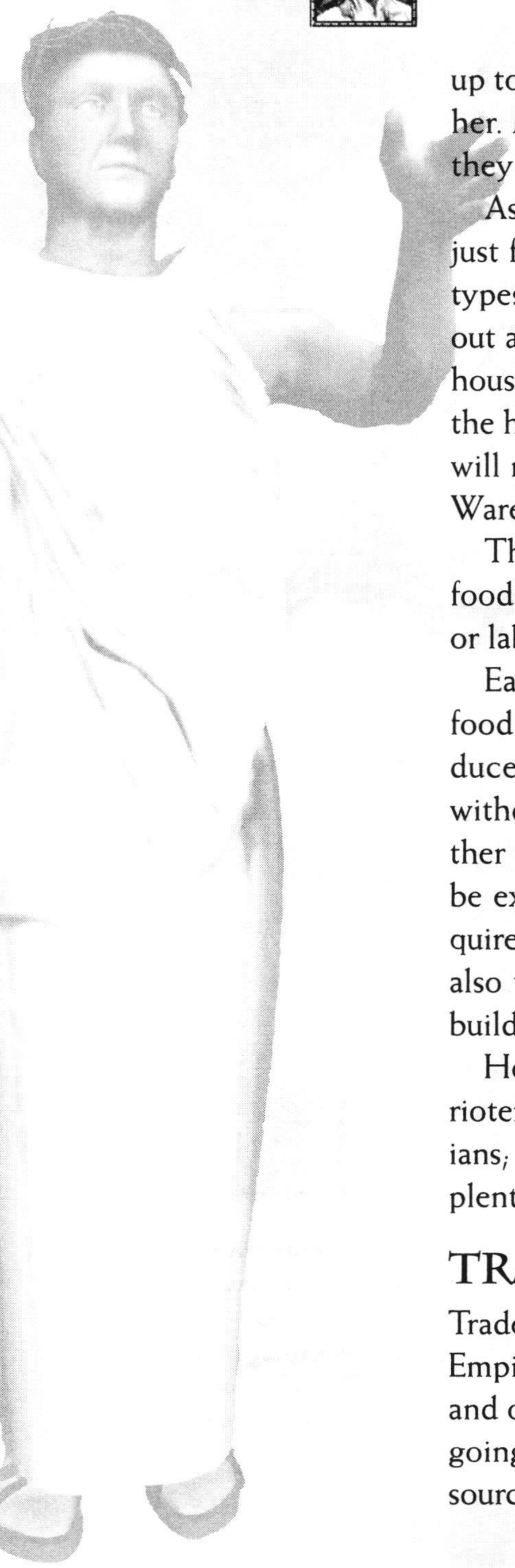
Goods are distributed to consumers by Markets. Market Traders go out walking from their Markets, providing Market access to every house that they pass. As with all people walking around the city in this "providing" manner, they will follow four different attempted "patrols": initially North, then West, South, and East, in an attempt to cover all the area near them.

Most housing requires food from Markets whenever Rome is not supplying the city with food. Tents will scavenge their own food, not requiring any from the city. Market Buyers will travel regularly to a nearby Granary to collect food. The Market Buyer will collect more food if she has more people to serve. She can collect up to 8 cart loads of food at once, using the services of

NOTE



If you only have half the labor, you can only receive goods. If you have a full labor supply, then you can ship and receive goods.



up to 8 "Delivery Boys" to carry the rest back to her Market for her. Market Traders will then pass out food to each house that they pass.

As housing evolves, it will demand additional goods—initially just food, followed by Pottery, Furniture, Oil, a variety of food types, and Wine. As this demand is created, the Market will send out a buyer specifically to find these goods from nearby Warehouses. If the goods are not at a Warehouse sufficiently close, the housing will be unable to gain access to those goods, and so will not evolve further. To solve this problem, you can instruct Warehouses to obtain specific goods.

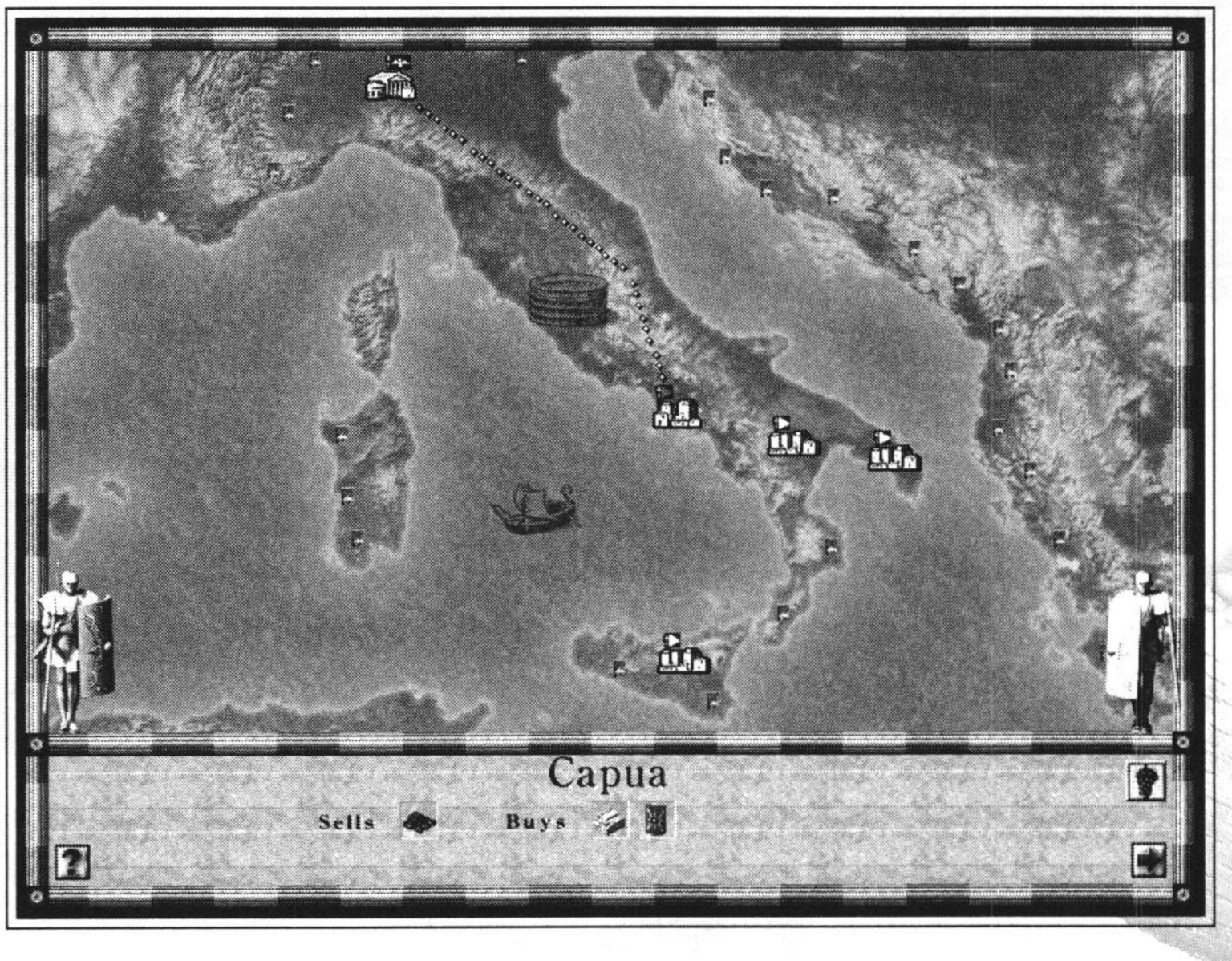
Thus building more Granaries is a way you can store extra food supplies for their people, in case of agricultural difficulties or labor shortages in the future.

Each Granary and Warehouse has a precise physical capacity; food consumed has a precise quantity, as does the output of produce. Food output is stored in Granaries, and food eaten withdrawn from Granaries. When all the Granaries are full, further production is delivered to Warehouses, from where it may be exported. As the population grows, and with it its food requirement, so you'll need to build additional Granaries; you may also want to build excess Granaries, in which food stocks will build up for protection against possible famine.

However, keep in mind that Granaries are a favorite target of rioters (especially if they're rioting for lack of food) and barbarians; so you'll want to take strong measures to protect them. Have plenty of nearby Prefectures, Barracks, or wall protection.

TRADE

Trade was a large part of the Roman economy throughout the Empire. For inland provinces, trade routes are primarily by land and occasionally by river. For coastal provinces, trade with seagoing boats becomes another option. Exports represent a major source of income for many cities. However, imports will also be

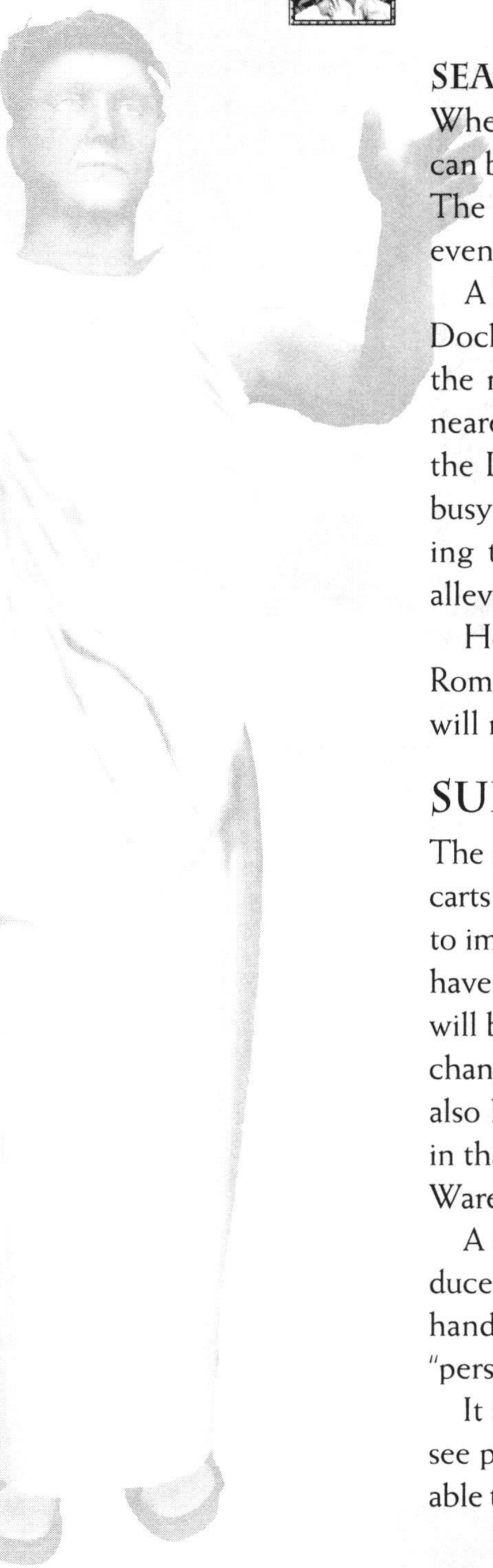


essential for you to build the cities you want, such as getting Marble to build the Large Temples.

LAND TRADE

Once a land trade route has been established, Merchants will pass through the city; if there are goods to be exchanged, the Merchants will stop off at the relevant Warehouses, and the trade will take place. You'll see the goods sold disappearing from their Warehouse, and extra cash coming into their bank balance, and vice versa for imports. Sometimes the Merchants will be camel trains, and other times pack mules, depending on where the Merchant originated from.

Traders will make their way along the paths that already exist within every province until they arrive at the city. This means that you thankfully don't have to do six things at once in order to start simple trade (this saves you from needing to build a road out to the edges of the map).



SEA TRADE

Where a river runs through a province, or on the coast, Docks can be built within the city to be able to receive merchant ships. The ships will start to appear as soon as the trade route is open, even if no trade has been set up by you.

A Dock will employ up to six people. At full employment, the Dock will have 3 cart pushers, who will take imported goods to the nearest Warehouse and collect goods for export from the nearest Warehouse with necessary supplies. Other workers at the Dock will operate primitive cranes to unload the ships. A busy city with lots of trade may well have queues of ships waiting to unload their wares. Additional Docks can be built to alleviate this problem.

However, you should keep in mind that wheat imported from Rome (when Rome is automatically providing food for the city) will not be shown visibly on the map.

SUPPLY AND DEMAND

The supply of a good will be limited—all merchants, boats, and carts will carry set amounts of each substance. This applies as much to imports as it does to internal supply. Furthermore, imports will have a set amount of each good available each year; this number will be told to you when you set up a trade route, but it also may change from time to time. The receiving facilities may in practice also limit how much of a substance is made available—although in that instance, all you need to do to expand supply is add more Warehouses, Docks, or whatever.

A donkey or camel train will carry (up to) 8 handcarts of produce. A ship will also carry 12 handcarts worth of produce. One handcart represents one bulk unit, or 100 "personal units." One "personal unit" of food will last one person two months.

It is key that you watch to see how things are going. You can see problems graphically, such as with carts that are full but unable to unload (where they wait at the Warehouse, Granary, Dock,

or Workshop, which is unable to accept their goods). This will happen if there are too few storage places, which may well be due to a lack of labor allocated to Warehouses, which have empty space available. Right-clicking on the relevant structure/cart will tell you exactly what's wrong and hopefully from there you can come up with a solution.

The demand for each imported raw material is set by Workshops, with enough being stored at Warehouses equal to 1 bulk unit per Workshop for that good.

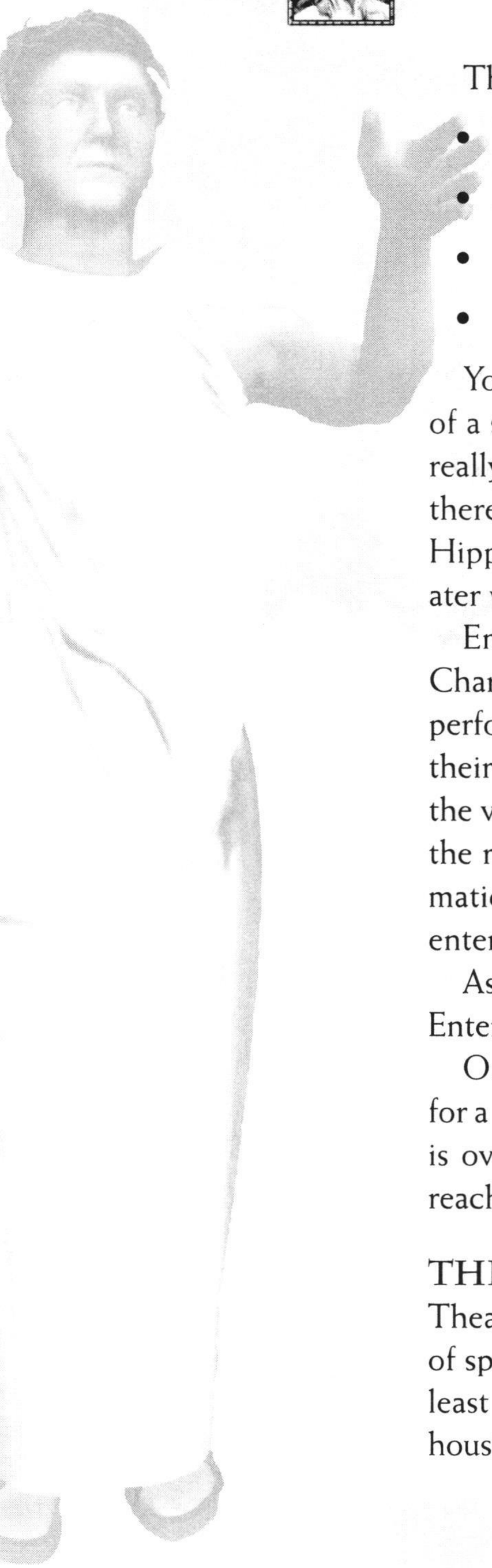
Marble is unique, and Merchants will simply sell a city a small, fixed amount of Marble. Obviously you must have all the Marble needed for a Temple before it can be built.

The demand for imported food is set by the population and housing level. The computer sets an amount to be kept in Warehouses of each imported item, and as the Workshops or Granaries use this up, so merchants will replenish this amount. As the demand for that food item grows (say the number of people in nice housing demanding a third food type, for example), so the limit to be stored in Warehouses will also rise. You should only very rarely need to think about import quantities—and then only when the supply of an item is limited.

Demand for finished goods is determined by the quantity and type of the city's population. The wealthier houses in a city will consume more of some items than poorer houses.

ENTERTAINMENT

The Romans liked to be entertained, especially being that they pretty much didn't have a say in their local government. To pacify their rebellious tendencies, the Emperor would have plenty of festivities to keep them from remembering that they lived under a dictatorship. While Festivals don't feed directly into the Entertainment rating, the way Theaters and other venues do, a lack of a Festival every three years or so will reduce Immigration and boost Emigration.



There are numerous types of entertainment in the game:

- Actors put on plays in Theaters (standard and Amphitheater)
- Gladiators fight at Coliseums or Amphitheaters
- Lions fight in Coliseums (against each other or gladiators)
- Chariots race against each other in the Hippodrome

Your citizens will derive a little satisfaction from the presence of a structure in which entertainment can be performed. But to really get the full benefit, it helps if you actually have performers there to entertain the crowds at the various venues, too. So a Hippodrome with no Chariot School is of little use, as is a Theater with no Actors' Colony.

Entertainment training structures such as Actor Colonies, Chariot Makers, Gladiator Schools, and Lion Tamers generate performers, who walk around in search of a suitable venue for their particular style of entertainment. Once they arrive there, the venue structure updates to let you know that it has access to the relevant performers, and then plays the corresponding animation from time to time thereafter to inform you that your entertainment is up and running.

As the performers walk the streets, they open access to their Entertainment type to the houses they pass.

Once a performer reaches a venue, he or she puts on a show for a length of time, about three to four months. Once that show is over, the venue will have no performers unless others have reached it in the meantime and are also putting on shows.

THEATER

Theaters are relatively inexpensive and don't take up a whole lot of space, so you should make sure that every community has at least one. They also don't have a detrimental effect on nearby housing, so don't worry about citizens living too close to one.

It's key that you constantly check the Entertainment screen in the Senate to see just how good your Theater coverage is. Anything less than Perfect means you need to build another Theater. Go to the Entertainment Overlay to get a good idea as to where it should go.

AMPHITHEATER

An Amphitheater will set you back quite a bit more than a Theater, but you get a bigger boost in Initial Desirability. These can hold both typical plays as well as Gladiatorial goings-on, so you may want to consider building a Gladiator School to maximize your building.

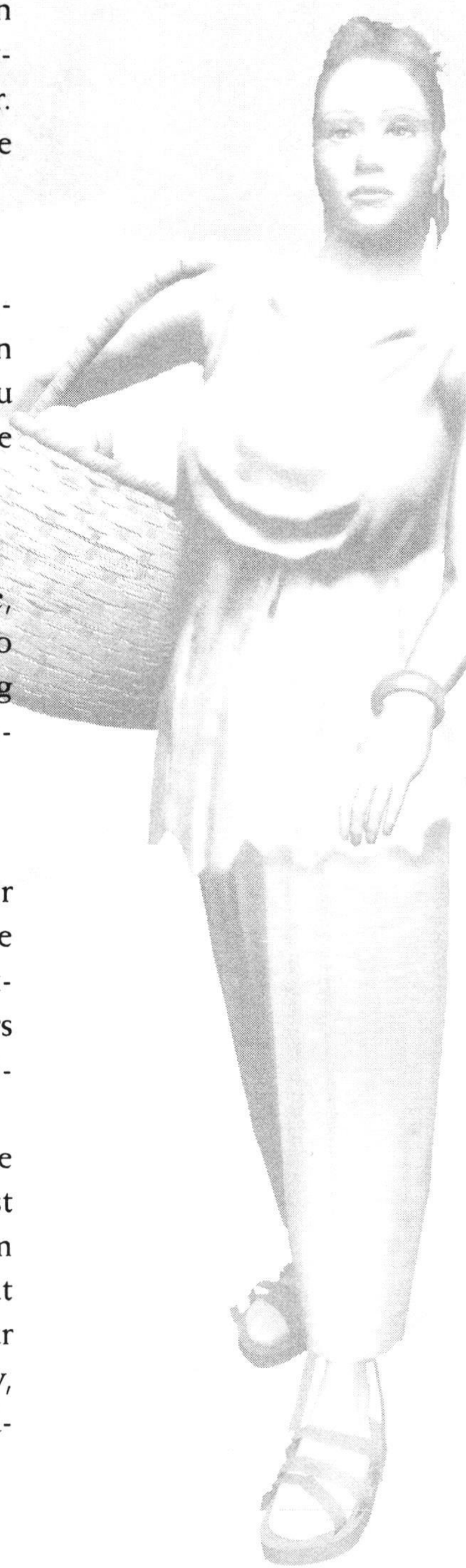
COLLOSEUM AND HIPPODROME

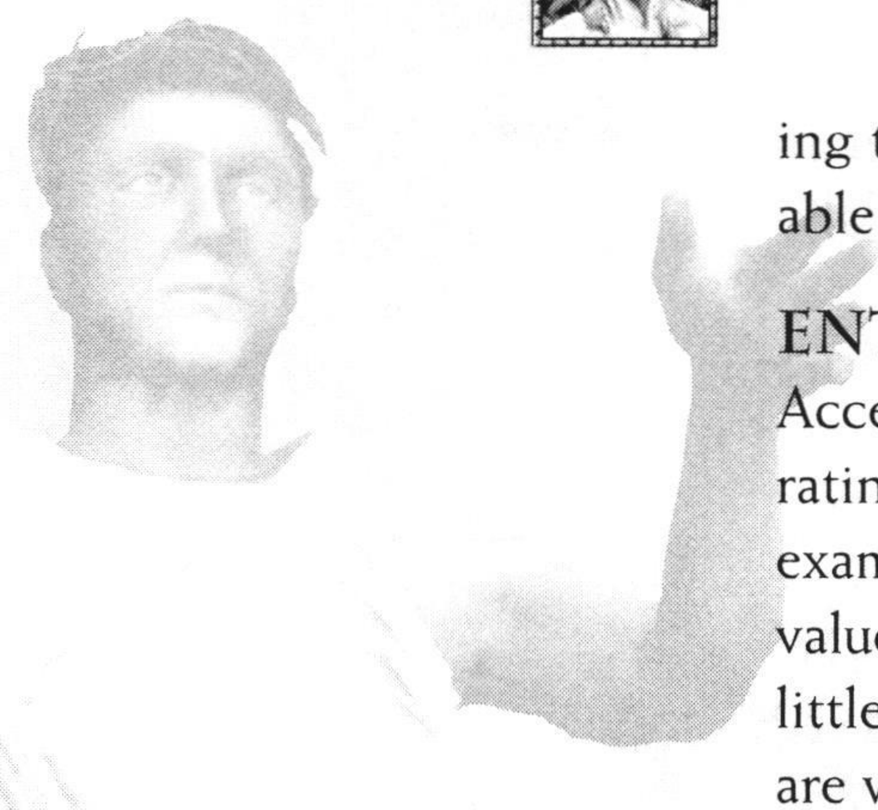
Costing considerably more are the Colloseum and Hippodrome, but it's not just the cost where you'll feel the pinch. They also have a –3 IDV. This means that you'll want to keep your housing at least 3 tiles away from either of them. However, they do employ quite a few people.

ENTERTAINMENT EMPLOYEES

You can't have a Theater or Amphitheater without an Actor Colony, and one should be enough initially. If, however, you're finding that a Theater way on the other end of town is not exactly staying busy year round, it could be because the actors have to walk too far. In that case you'll want to build an additional colony to help give your city better coverage.

Just like the Actors' Colony, you need the coverage to ensure that your Colloseum and Hippodrome are used to their fullest potential. However, unlike the Actors' Colony, the Colloseum and Hippodrome have a negative Initial Desirability Value that reaches out over 3 tiles. While you'll want to have these in your city, ideally near the venues they'll play (like the Actors' Colony, you don't need one for every venue), you'll want to avoid build-





ing them right next to desirable housing, as it won't stay desirable for very long.

ENTERTAINMENT RATING

Access to each structure type adds to a house's Entertainment rating, but a variety of types of Entertainment is key. Multiple examples of the same style of Entertainment will also add a little value, though comparatively little. A venue alone is worth very little; "working" venues, which have employees and performers, are what is really needed.

STRUCTURE	VALUE OF FIRST	SUBSEQUENT	MAX. USEFUL
Empty Theater	5%	1%	1
Working Theater	12%	3%	2 (incl. Empty)
Empty Amphitheater	5%	1%	1
Working Amphitheater	15%	3%	2
Empty Colloseum	5%	1%	1
Working Colloseum	20%	4%	1
Empty Hippodrome	10%	N/A	1
Working Hippodrome	30%	N/A	1

Also note that more than one type of performer per working structure adds 5 percent to the Entertainment value it generates.

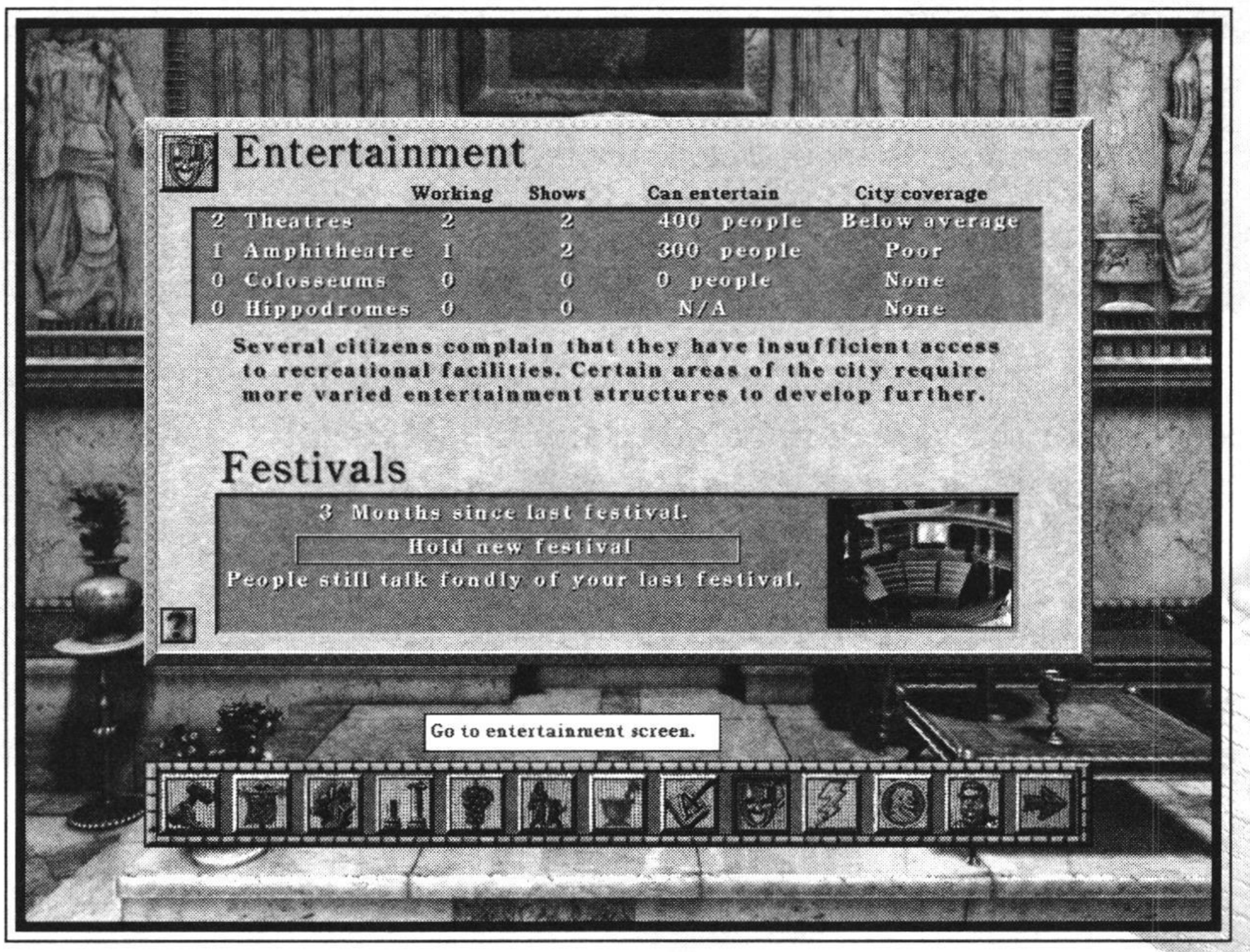
The population capacities of structures are as follows:

Theater: 500

Amphitheater: 800

Colloseum: 1,500

Hippodrome: N/A (only one allowed per city)



WATER

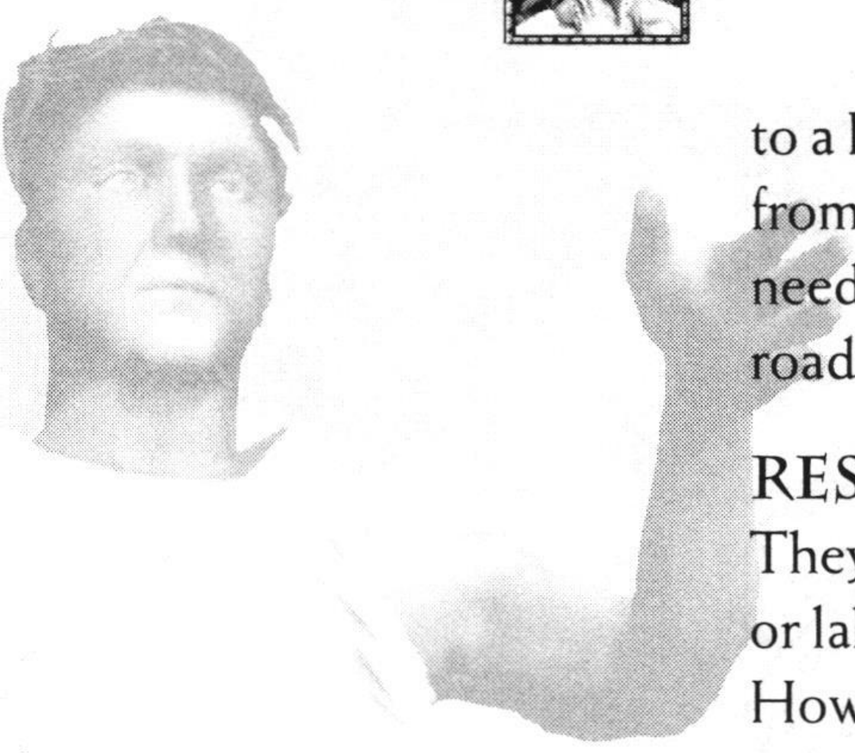
Water is essential for all people, no less the citizens of *Caesar III*. In the game, citizens may obtain their water from various sources.

WELLS

These dig down deep into the ground, and allow citizens to haul water up in buckets. They can be built anywhere, but are hard work, and will only be good enough for fairly lowly housing. Housing will only use a well if it's very close to them. The area covered by a Well can be seen from the Water Overlay report. To make matters worse, Wells have a mild negative desirability effect on nearby housing.

FOUNTAINS

These are the preferred water source for all civilized people. Fountains derive their water from underground pipes connected



to a Reservoir. The area covered by both Fountains and the pipes from Reservoirs can be seen from the Water Overlay. Fountains need labor access to operate, though that labor does not need road access to the Fountain.

RESERVOIRS

They are either adjacent to a natural water source, such as a river or lake, or they are connected to any full Reservoir by Aqueduct. However, Reservoirs are bad things to be near.

ENGINEERING AND BEAUTIFYING CITIES

It's important for your city to be not only good-looking but structurally sound, and that's where Engineer Posts and Gardens come in.

ENGINEER POSTS

These send out Engineers who patrol the streets, repairing all structures they pass. The risk of a building collapsing rises over time, and is reset to zero as the Engineer passes. Clearly, it's important for the Engineer to pass sufficiently frequently for the risk of collapse never to get too high. This means that players will need to place sufficient Engineer Posts in the right places. Engineer Posts employ people, and they issue less-frequent patrols if understaffed.

GARDENS AND PLAZAS

Plazas and Gardens are easily the best bargains in *Caesar III*. For only a few Denarii, they quickly boost property values and can go almost anywhere. Whenever you find that a particular area just isn't having the growth you'd like, simply fill every otherwise wasted tile with a Garden; you'll be pleasantly surprised at the result. If you find that a Fountain or a Reservoir or any other structure is having a negative effect on some housing, a liberal



use of Gardens can usually be enough to counteract it, at least enough to take it up one or two steps in the evolutionary cycle. Similar sentiments can be said of Plazas; place them in your burgeoning neighborhoods, and watch them grow.

THE GARDEN METHOD

While designing a city is almost as personal a philosophy as whether you're a Republican or a Democrat, one method that works for many is the Garden Method. With this, instead of building row upon row of housing, you separate each row with property-value increasing Gardens. If you design right, you should be able to have two rows of housing share the same row of Gardens, thereby killing two proverbial birds with one stone. It also can't be overstated enough how simple a solution Gardens are. They take up little space and have a surprising impact on not only the houses they're adjacent to but those neighboring them as well.

STATUES

If you get tired of merely having Gardens everywhere and have the Denarii, you may want to consider using Statues. They're fixed-size decorative elements that serve no other purpose than to make an area look nicer, and therefore boost its desirability. With three to choose from, you can boost the land value proportionately, depending on how much you want to spend.

GOVERNMENT STRUCTURES

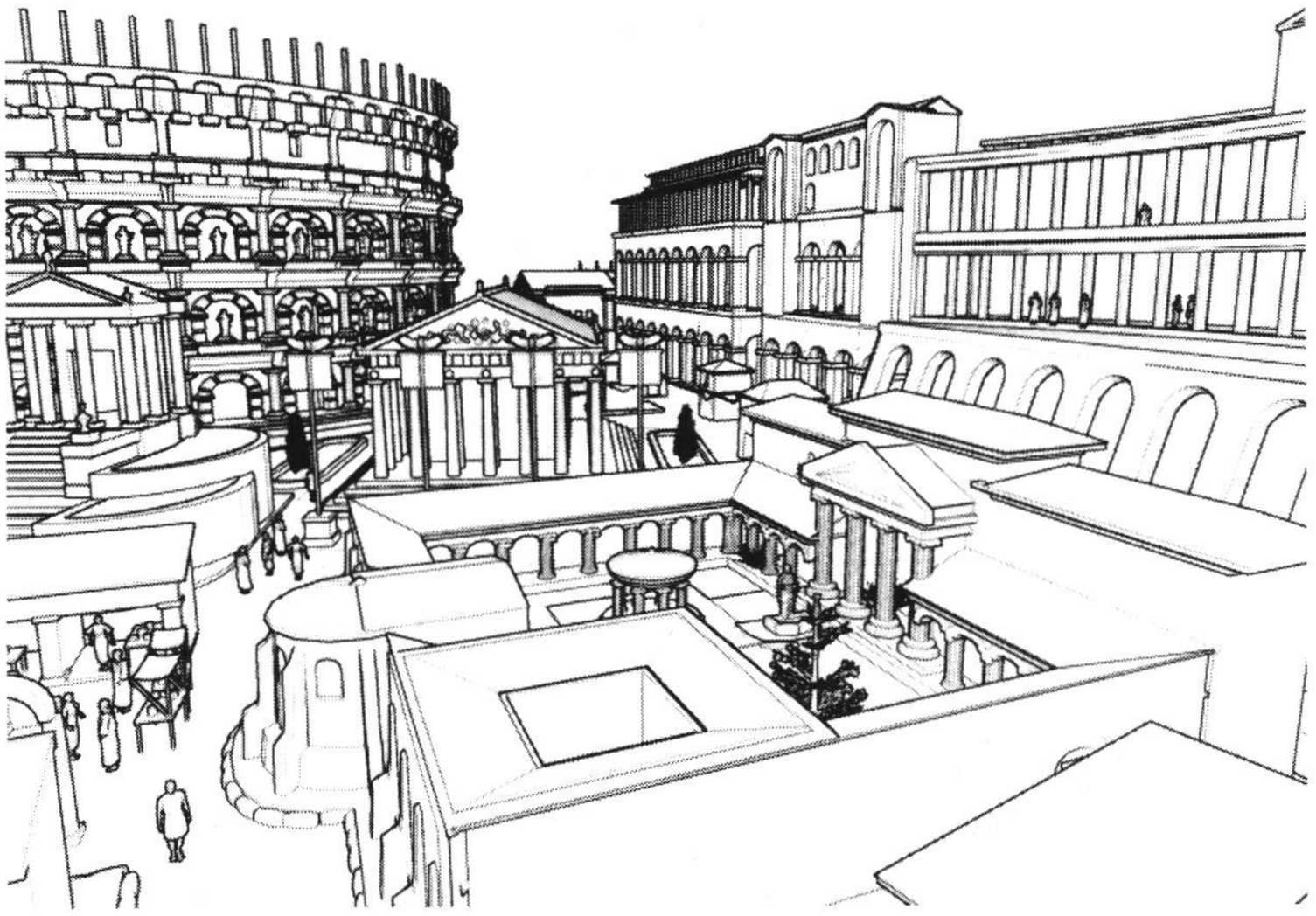
The central government structure for every city in *Caesar III* is the Senate. There can only be one Senate in a city.

The Senate will show visually two key bits of data: unemployed people will gather there, so that the more figures sitting on the Senate, the higher unemployment in the city is; each figure represents up to 5 percent unemployment. The second info is the ratings, which are shown by flags flying outside the Senate House.



Forums can also be built. These boost the local desirability a little, and they also send out Tax Collectors, thereby enabling players to extend the area that pays its taxes.

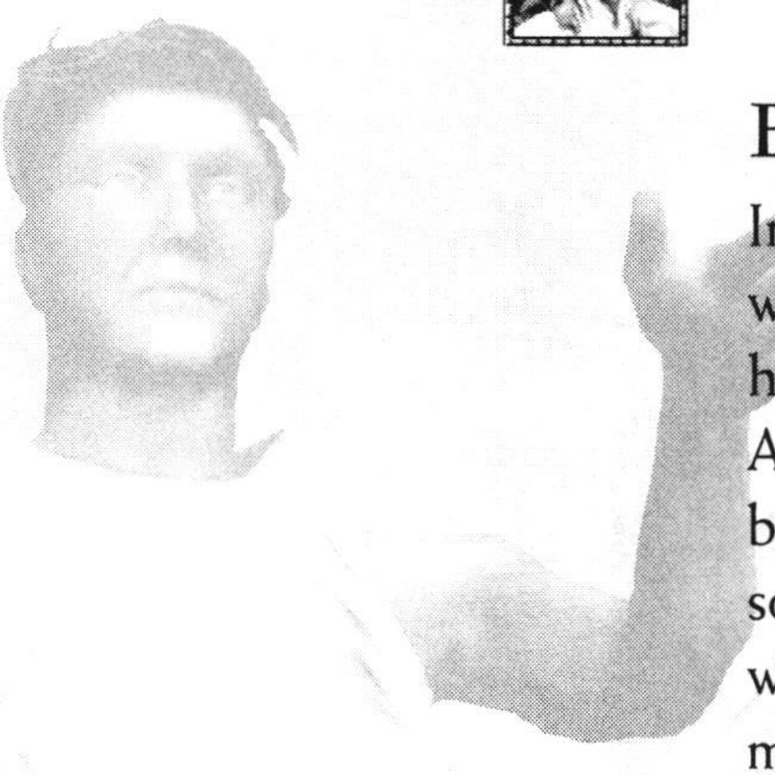
FOUR



TO THE VICTOR GO THE SPOILS

In *Caesar II* you had your fair share of combat. But these are violent times we live in (that is, used to live in), and to better reflect just how difficult life in the Roman Empire was, *Caesar III* has considerably more combat to concern yourself with.

You should have little to worry about though, especially if you train your troops properly and follow the information in this chapter regarding how to fight.



EMPIRE LEVEL COMBAT

In Empire Level Combat, you get an Emperor request, just like when he asks for commodities, but he asks to borrow some Cohorts instead. When you get the request, you go to the Military Advisor panel and pick which Cohorts to send by toggling the button for "Empire service." Then you go to the Imperial Advisor panel and click to dispatch the Cohorts exactly the same way you ship off commodities to the Emperor. The Cohorts then march from their Forts to the exit road leaving your city.

You can watch their progress across the Empire Map as they move to intercept the attack. The combat is "fought" automatically: you are simply told if you won or lost. There is a big effect on the Favor rating either way, +25 for winning and a sizable negative for losing. Your Cohorts take casualties either way, though obviously they take much higher casualties if you lose. If you win, you get to build a Triumphal Arch as soon as the battle is won. Then your army marches back to your city. When they reach it on the Empire Map, they enter the city using the same road they left on.

This whole process takes quite a bit of time: 18 to 24 months for the army to get to the battle, and about the same amount of time (12 months minimum, but up to 24 months) for the army to return. During this entire time, your city's defenses are very weak because your army is gone. It's usually best to keep at least two strong Cohorts at home, just in case. The first few times the Emperor borrows your army, you won't get attacked before your troops get back. But in later scenarios you need to be prepared to defend your city against attacks that come while half to two-thirds of your mobile army is away on Empire service.

Another defensive line of Walls and Towers will help, and this is a good time to build a few extra Temples to Mars and throw him a festival. His "Blessing" event, if you can get it, has been known to wipe out small armies, and it will do significant damage to even the strongest attacks.





CITY LEVEL COMBAT

There will be plenty of times when your province is invaded, either by an army of a nation hostile to Rome (and there are plenty of those), or possibly by local barbarians angry at Rome's lingering presence. When this happens, you need to defend your cities or risk their complete destruction.

Thankfully, there are various strategies and defenses at your disposal in *Caesar III*.

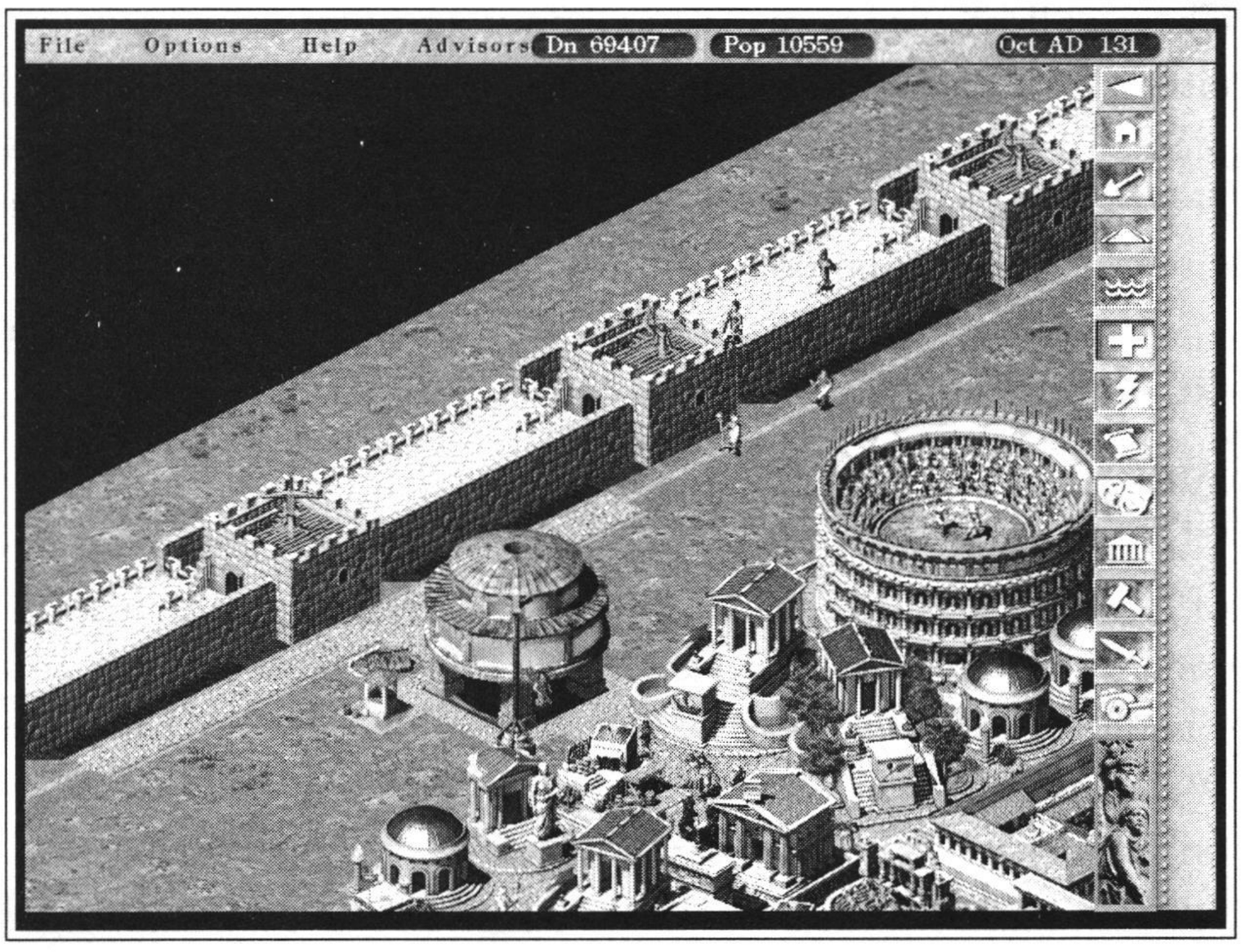
WALLS

Walls are the simplest defense; build them to block the passage of enemy forces. Walls can surround Gatehouses, which allow friendly people through, but provide some defense against foes (though they're a weaker defense than a solid wall). You can build Walls as thick as you like with a simple click of the mouse, your only limitation being cash and physical space. Enemies will naturally try to demolish your Walls, and in time, if left to pummel

away without interference, they'll get through. Obviously, building a wall isn't enough.

You also need to build Towers over the Walls. Towers employ Guards to patrol the Walls; but they can only patrol Walls that are at least 2 tiles thick. When enemy soldiers come within range, these guards automatically launch a volley of Javelins, hopefully killing off some or all of the attackers. In addition, each Tower has a Roman Ballista on top, which fires arrows at the enemy automatically.

If you don't put up Walls in time, or if you don't build them enough, the enemy will break through into your city and begin to rob and pillage. A devious design element in *Caesar III* allows the enemy to hit you where it hurts the most; they coordinate their damage to do the most harm in regards to your particular assignment. In times of famine, the enemy will be keen to attack your city's Granaries, while at other times they may seek out the money stored in the city's Forums and Senate. Sometimes they simply go for wanton destruction, which is never a good thing, no matter what your assignment.





ON THE OFFENSIVE

If your Walls become compromised, all is not lost once the enemy has broken through into your city. But the situation is certainly bad. Gladiators and Prefects, as one might expect, will not go down without a fight. They'll valiantly fight any enemy they meet, though they won't go out of their way to find enemy soldiers within the city Walls unless they're already close (and who can blame them?). In addition, the Lions will fight viciously, with their tamers helping them identify friends and foes. The Prefects, however, are no match for trained soldiers, and the stronger Gladiators are simply not equipped for pitched battles. They need to have strength of numbers if they are to beat enemy troops. Lions, though, are strong, and they can easily take out several enemy soldiers (depending on the type) before they meet their own deaths.

The rest of the city's citizens don't fight. Instead they turn away from signs of combat on their routes. If they're unable to escape the clutches of the enemy, they'll meet a quick and untimely demise.

FORTS AND LEGIONS

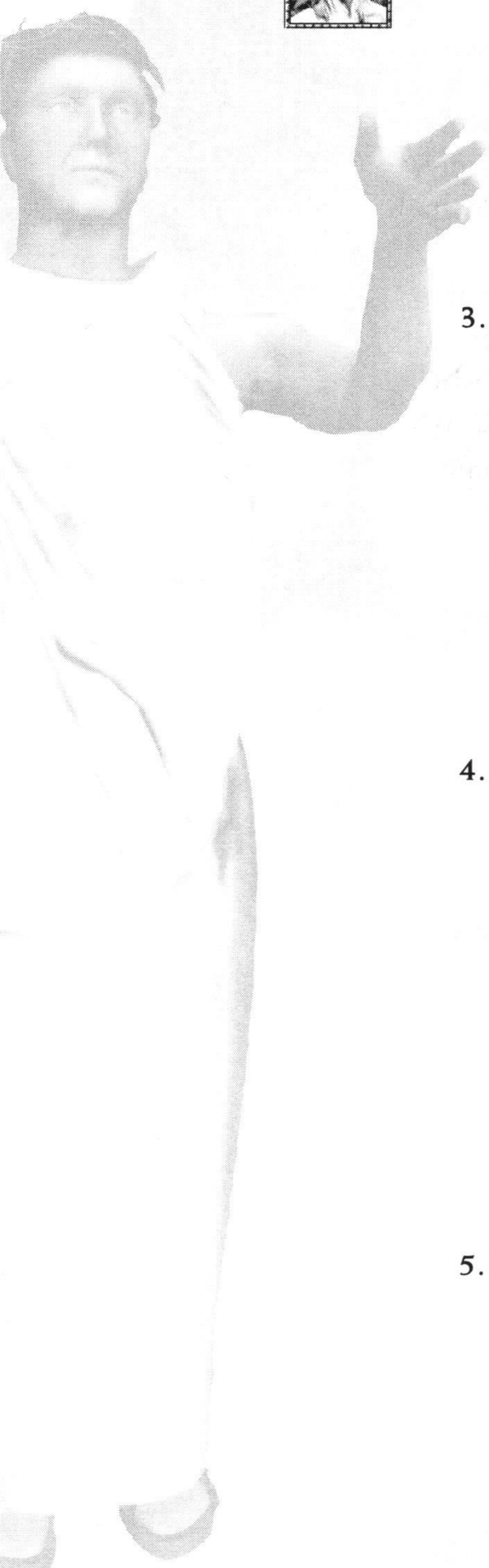
Maintaining a well-guarded, strong wall defense that completely surrounds an entire city becomes impractical as the city grows. Therefore, you're going to need an additional, mobile defense to help defend the city. This is where Forts come in.

Though expensive to build, they require no maintenance, so build them as soon as you can afford them.

Here are some general tips regarding Forts:

1. If you're exporting Weapons early in the assignment, be sure to build Auxiliary Forts instead of Legionnaires. Otherwise, 16 weapons will be used for each Legion Cohort, plus another 16 to restock the Barracks supply. All of these are potential, much-needed trade profits.

2. Javelineers are quite useful to have as well. Your first Cohorts should always be Javelineers, and you should



plan on having a significant number of them among your Cohorts. Their ranged attack is quite effective, and they have good movement speed. They are, however, quite vulnerable in melee combat, so always put them behind a Legion or Cavalry Cohort in combat.

3. A Cavalry should only be built for those assignments where weak attacks are the norm, particularly on maps where Weapons must be imported. Their primary purpose is to provide cheap, fast-moving cannon fodder to block for Javelin throwers. If you do build them on dangerous maps to provide early blockers who don't require Weapons, plan on replacing them later with Legionnaires. Their combat abilities are not impressive, though they can be useful in performing an end-run on an enemy to take out his missile units.

4. Legionnaires are the backbone of your army, though their weakness is their lack of speed. Placement of their Forts is very important, as it can take them a very long time to cross a large map. In comparison, Javelin and Cavalry Forts can be placed anywhere, as these Cohorts move fast enough to react to anything. Also, pay attention to your warning messages. Attacks will always come 12 to 14 months after an "Enemies at the door" message. The only enemy troops in the game of equal fighting ability to Academy-trained Legionnaires, are the Carthaginians and the Emperor's own Legions.

5. The role of Legions is to fight battles that prevent an enemy invader from reaching the city. Legions can enter a city if ordered to do so by the Governor, but usually they won't be able to find sufficient space to use their formations; therefore they will fight less effectively. It's also true that if the Legions are needed inside the city, they have already failed in their key role—to keep the invaders out!

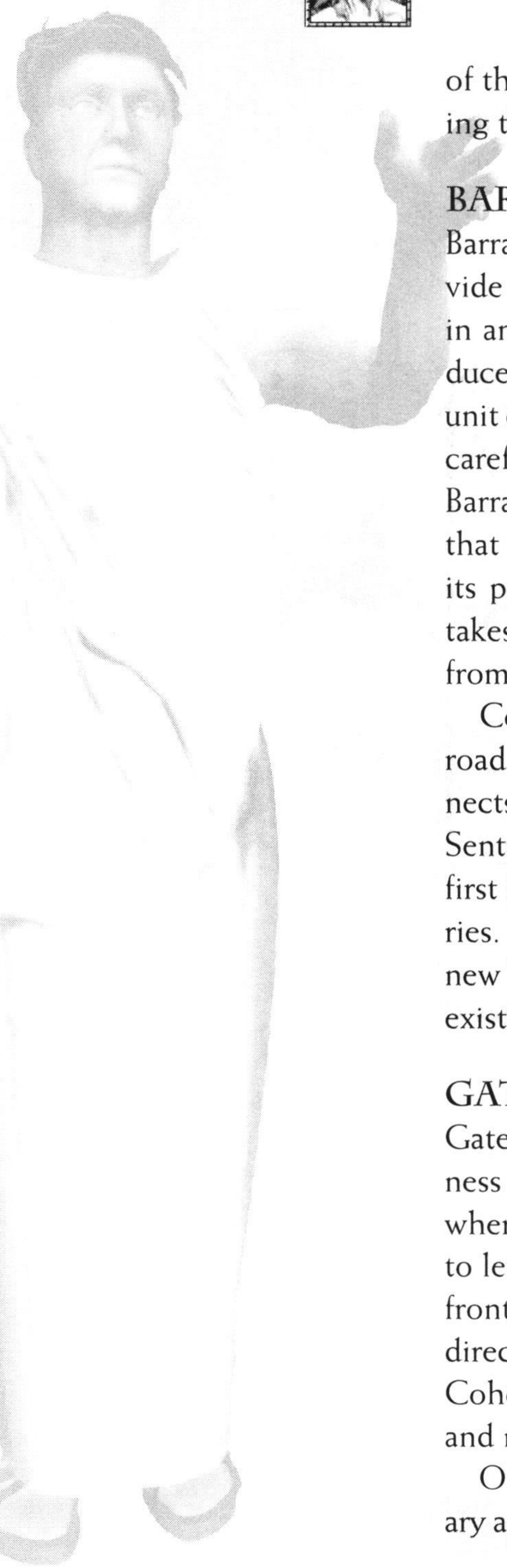
6. As a consequence, Forts do not need road access, and they have a very high and very wide negative desirability rating. They are by far the worst building in the game in terms of their desirability effect. This reflects the Roman people's distrust of military commanders—they feared the army trying to take control of the Empire.



MILITARY ACADEMIES

Military Academies provide additional training to Cohort Soldiers, both Auxiliaries and Legionnaires. The extra training provides a significant improvement in fighting ability, but keep in mind that only one Academy is ever needed.

At 1,000 Denarii, Academies are expensive, and you will have to decide just how important it really is to have your first few Cohorts Academy trained. For dangerous city locations in later assignments, plan on spending this money at the same time the first Cohort Fort is placed. For odd-numbered maps (the "a" side



of the campaign), it's often best to wait a few years before placing the Academy.

BARRACKS

Barracks provide Sentries and Ballistas for Towers, and they provide Soldiers for Cohorts. However, only one Barracks can exist in any city at a time. Also, the speed at which a Barracks produces Soldiers and Sentries limits the speed at which a military unit can be created, or more importantly, repaired after a loss. Be careful not to make this situation worse through poor placement: Barracks should be placed very close to the main Warehouse that receives Weapons from Workshops and trade. Otherwise, its production of Legionnaires may be reduced to the time it takes the Warehouse cart pusher to make a round-trip journey from the Warehouse to the Barracks while carrying weapons.

Cohort Forts do not require any road access, but Towers need road access to a labor source (housing) and also a road that connects all the way back to the Barracks. Otherwise, they get no Sentry and no Ballista. Note that Barracks will produce Sentries first if any Towers need them, then Legionnaires, then Auxiliaries. So, if your Cohorts need troops badly, either don't build new Towers until you get your Soldiers, or disconnect roads to existing Towers that are in need of Sentries.

GATEHOUSES

Gatehouses, though not as strong as Walls, are a necessary weakness in your defenses. Guard them well, and don't place them where you don't have to. Never place one in an outer wall except to let caravans in or out of your city. You don't want to fight in front of your Walls anyway: the best place to meet an attack is directly behind a narrow breach in a wall (with a few Legion Cohorts, and Javelineers in the rear pouring in their missiles, and nearby Towers raining death upon your foes).

Other than for caravan entrances, gates are needed in secondary and tertiary Walls so that a road can pass through your backup



defenses to your front lines. You need road and housing access for your front-line Towers (and Prefects and Engineers to keep the housing intact).

Note: Your Peace rating will fall if enemies destroy nonsecurity type buildings, with the exception of the Prefectures, Engineer Posts, Wells, and Small/Large Tents needed to support front-line Towers. Also be aware that walkers will not pass through gates. The only exceptions are soldiers, sentries, immigrants, emigrants, caravans, and Prefects on a mission (that is, not on normal patrol, but out to douse a fire or attack an enemy soldier). If multiple lines of defense are constructed, each section will need its own housing, Prefects, and Engineers to support the Towers.

TOWERS

At 6 labor apiece, Towers can be expensive to maintain. They also take up valuable Barracks time producing Sentries and Ballista that could otherwise be spent making Cohort Soldiers. That said, Ballista will kill any infantry attacker with a single shot, and only Elephants take more than 2 hits to kill. Sentries are pretty decent with their Javelins, too. Be careful not to place your Towers too close together, as Sentries will not appear on Walls unless the Walls are at least 2 tiles thick *and* 2 tiles long. At a minimum, Towers should be placed with 2 intervening wall tiles of double thickness.

Be sure not to build Walls too thick either, as Ballista will only fire over one intervening wall tile. So, at most, build Walls 3 tiles thick: one row directly in front of your Towers to make attackers spend more time hacking down the wall, and the back two rows for your towers and the spaces between them.

It's much more economical to wall off choke points where attacks are likely to come than it is to surround your city with a solid ring of Walls. Be sure to allow at least two rows of clear land at map edges for arriving armies: if they find their way completely blocked at the point of entrance, whatever is blocking them is immediately destroyed, so there's no point in building directly adjacent to a map edge.

MORALE AND FORMATIONS

It requires strong morale for a unit to maintain formation when in combat; if a unit's morale falls too low, it will scatter away from the front line. If morale falls very low, enemy troops will run off the field, back to their homes, while Romans will return to their Forts, shaken and unable to fight until morale has been restored. A few of the situations that affect morale follow.

Only organized enemy armies adopt formations; barbarians such as Gauls, Goths, and Celts will use a "rabble" formation. Roman discipline is strong, and when in formation, all units will stand their ground, regardless of what happens to their comrades. If morale falls too low, the formation will break, but other than that, they'll always stand their positions—not moving to attack another enemy even if the soldier in front of them (in the front line) falls dead.

Another thing to take note of is that Romans will fight enemy troops diagonally next to them, but enemy troops will not fight





Romans diagonally next to them: they'll move into holes left by dead comrades or Romans. Hence the enemy formations will fluctuate more, which usually provides a built-in advantage to the Romans.

Here are some other notable aspects of combat:

- Attacks from the side or rear benefit from a bonus, which reduces the Armor rating of the unit attacked.
- Missiles shot from higher up benefit from an attack bonus.
- Elephant charges at a Roman formation yield a significant morale hit, which is likely to cause the formation to collapse with weaker troops.
- Chariot, Camel, and Horse charges also cause a morale hit, though smaller than Elephants.
- Elephants are primarily used to try to break a hole in an enemy line, through which Infantry will rush in and try to attack the enemy from their now-vulnerable sides.
- You cannot build at all within 10 tiles, say, of an enemy soldier because the builders are too frightened to work there!

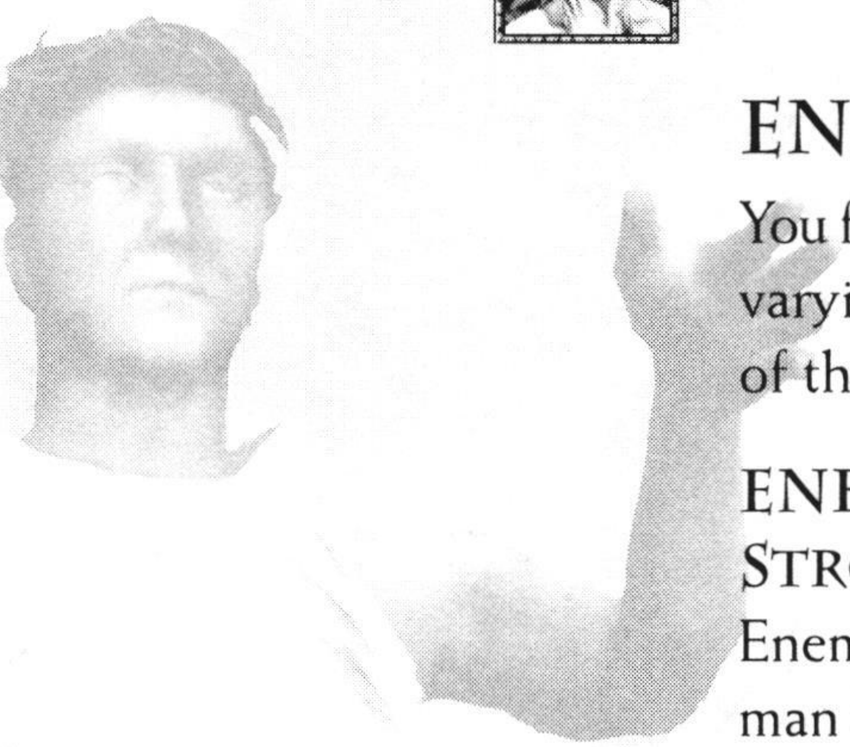
Here are the different formation types:

Column Formation: This is an excellent formation that gives you a strong defensive and offensive bonus for Legionnaires.

Tortoise Formation: Your troops will use this automatically when under missile attack. They will put their shields over their heads.

Mop Up Formation: This formation makes it easier to clean up remaining enemy troops.

Open Formation: This is a solid formation for you to use if your missile troops are fighting non-missile troops.



ENEMY ARMY TYPES

You face many different enemies in *Caesar III*, and they have many varying abilities, strengths, and weaknesses. Here's a breakdown of those you'll meet.

ENEMY ROMAN

STRONG

Enemy Roman troops are of the same quality as your own Roman troops, and they may consist of rebels or of the Emperor's Legions coming to get you. It's going to take all the military might you can muster to defeat these guys. If the Emperor is coming to get you because you've played badly, it is possible to beat them. You had better raise your Favor quickly though, because if the Emperor has to send a second army, it will be bigger.

CARTHAGINIAN

STRONG

This is the hardest army to beat, even more so than Roman troops. They're organized, use formations, and have strong soldiers.

PERSIAN

MEDIUM

While not as strong as some others, the Persians are organized and use formations, though less skillfully. They need a majority over the Romans soldiers if they are to win

GREEK

MEDIUM

The Greeks are very similar to the Persians in strength, and they always use a "Phalanx-like" formation.

ETRUSCAN

WEAK

These troops are somewhat organized, and they will usually get into a formation initially. However, the formation usually breaks



up completely, and considering the poor quality of the troops, they succumb to most trained armies.

CELT
STRONG
Though they're strong, they aren't organized at all. They'll simply charge straight at the enemy in a rabble.



GAUL
STRONG
Gaul troops are strong, but they're not at all structured.

GOTHS
STRONG
Like the Gaul troops, the Goths aren't structured either. They do, however, come in pretty large groups hoping to overpower you with sheer numbers.



EGYPTIANS

MEDIUM

The Egyptians are an organized army, though with weak discipline.

NORTH AFRICANS

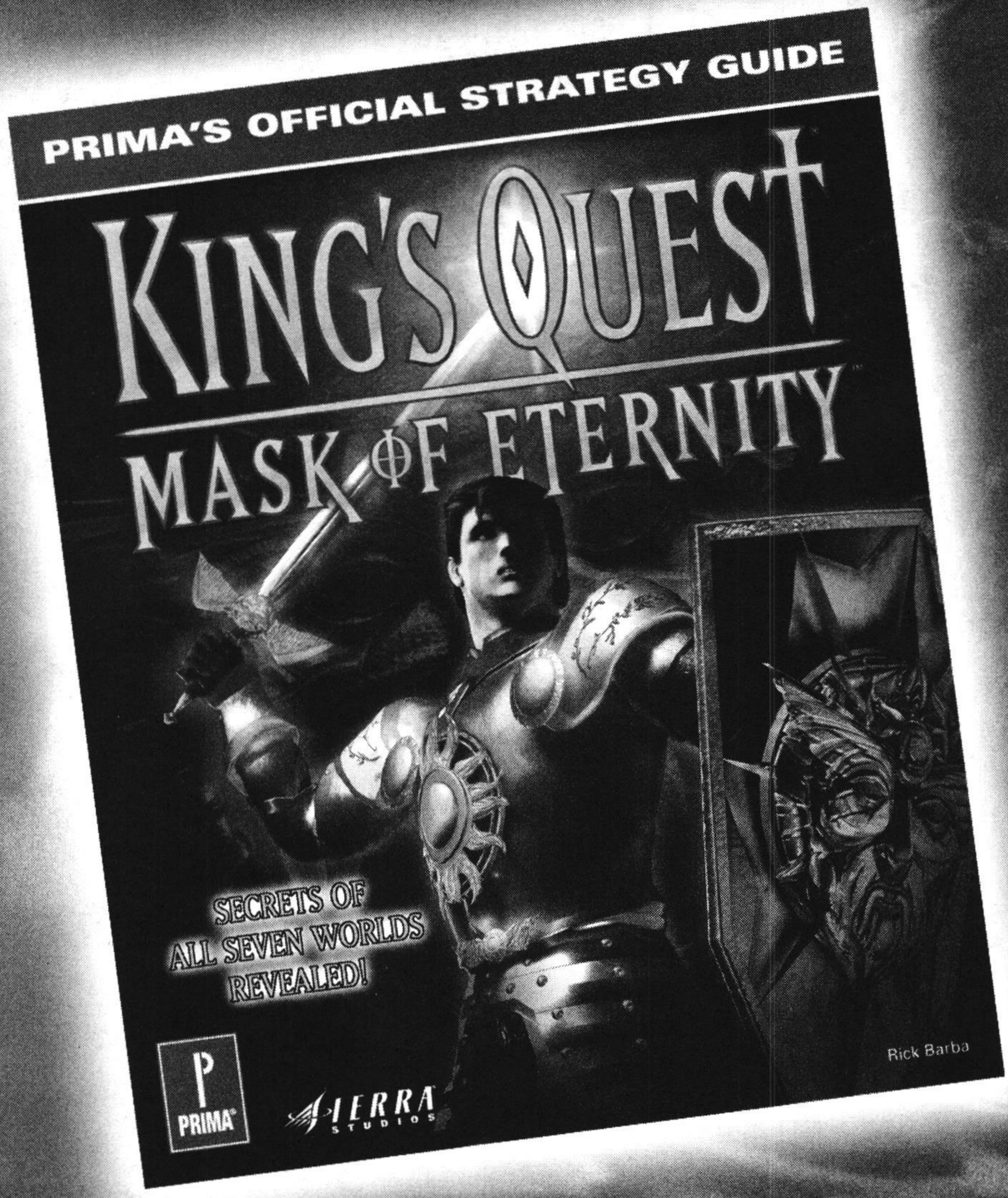
WEAK

The North Africans are disorganized, being more of a rabble army with pretty weak discipline.

PHOENICIANS

WEAK

The Phoenicians are an organized army with weak discipline and are not very good fighters.



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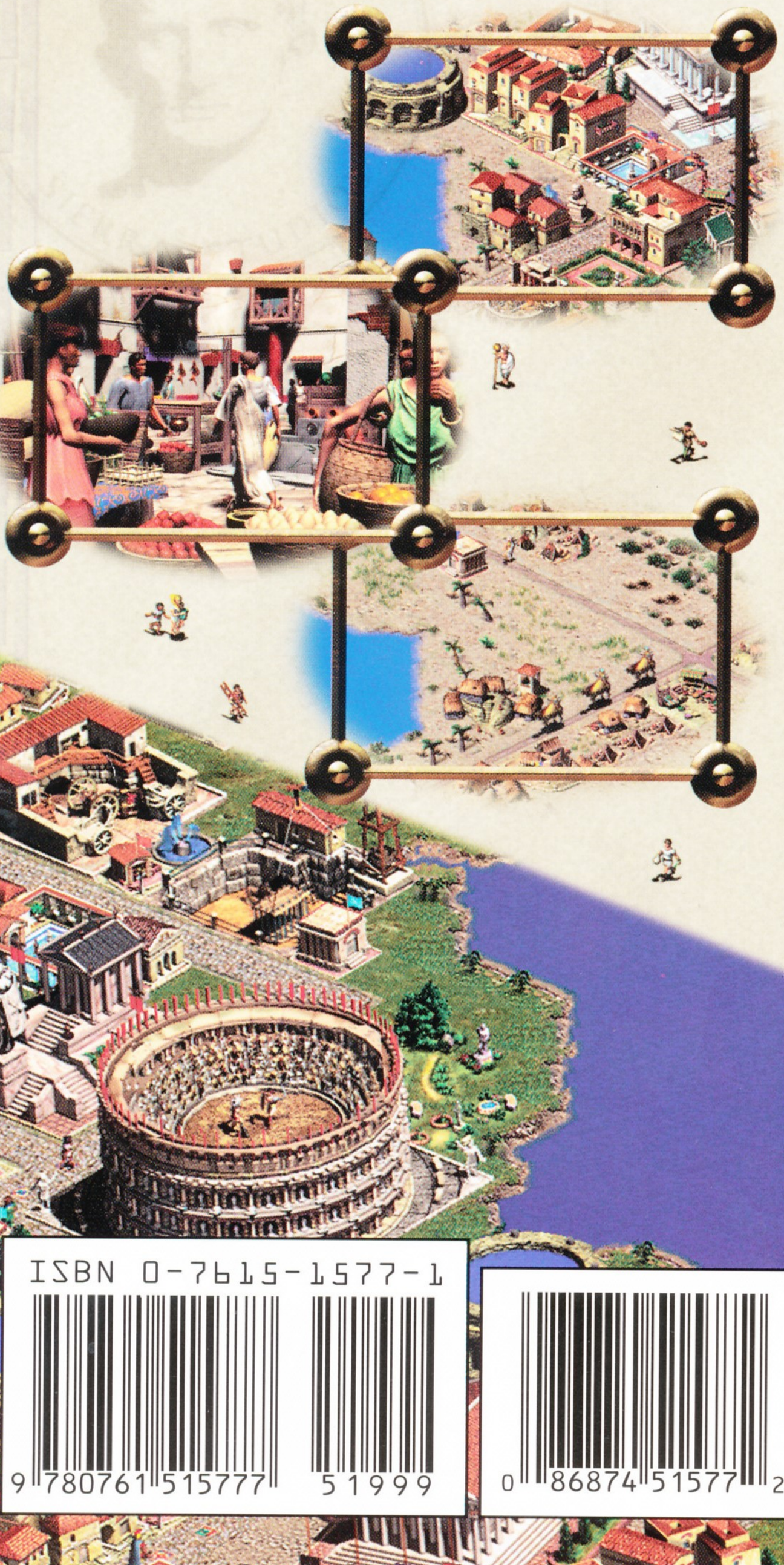
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