

— Caesar III FAQ —

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Greetings New Governor, and welcome to the Frequently Asked Questions! This Q&A is divided into the following sections and is 26 pages long! **Sections** are in red, and **Questions** are in blue.

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I. Angel Draco’s Start-Up Tips

I’m having a little trouble getting started, any tips?

You betcha! Before I build, I plan my city in advance. First, pause your game by hitting the “P” key, and take a look around. Then ask yourself some questions. Is there a lot of water on this map? How much of the coastline do you think will support wharves or docks? How much farmland is there? What kind of farms can I build? What kind of raw material pits can I build? If so, where’s the best place to build iron/marble pits? You don’t want to have your best housing near those undesirable places.

Now, take a look at your menu’s. What raw materials can you gather, which kind of workshops can you build? What farms are available to you, is fishing available on this map? Take a look at the Empire Map. How many cities can you trade with? What can you trade with them? Then, set your game speed down to “10,” lower your taxes to 2%, and start your road network. I build the first road circle for my housing, and put down about 4 reservoirs w/aqueducts on the outskirts of my future city to make sure I am covered for fountains throughout the city.

Then, I delete any road contact that my first housing circle has with the initial “road to Rome” that appears on the map, b/c I do not want my walkers going down clear across the map. If you can build them, you may want to consider placing Gatehouses to keep your citizens from

wandering off. Your immigrants/land traders do not need the initial road to reach your city. The only roads you should have at this point should be near your housing, and the ones connecting to the farms. This ensures maximum walker coverage. They are basically walking in a big circle around your housing. I try and start out with one 7x7, or 9x9 tract of housing; 2 prefectures; 2 engineers; 2 doctor's clinics (if you have enough clinics, you don't need a hospital right away b/c your people will never get the plague); 4 farms, one granary near the farms; one granary somewhat farther away near my housing; one, maybe two, markets; and a temple to each god. Be sure to put at least one, maybe two prefectures, and one engineer's post over by your farms as well.

After you've put down your housing, I like to raise the speed to around "70" or "80." Next, prioritize your labor on the Labor Allocation screen. I usually assign the following priorities: 1) Fire Prevention (prefects); 2) Water Services; 3) Engineering; 4) Health and Education (doctors clinics) 5) Food Production; 6) Industry and Commerce; 7) Governance/Religion (keep those gods happy!). I do not assign priority numbers to Entertainment and Military, because if I'm short workers, my Labor Advisor will split my remaining workforce evenly between the two (If I'm raising an army later in the game, however, I will set a priority number to Military to ensure maximum output from my Barracks and Military Academy). I then build slowly, noting the subtle differences each new structure adds to my city, and having total control over the evolution of my housing. I add luxury/public buildings only as the people ask for them, and hold my housing at Lg Hovel and Sm Casa level (the highest your housing can evolve before needing pottery).

After farms, get your major trade industry going (usually weapons, marble, or oil). Start off with 3 pits, and 6 workshops. Marble doesn't need a workshop, so I make 4, even 5 pits of Marble. The ratio is 1 raw material pit for every 2 workshops. Likewise for vine/olive farms and wine/oil workshops. Then, I open a trade route, build 2 docks and 2 warehouses right next to them. I usually specialize one warehouse for receiving imports, and one for gathering exports from my city. Set the warehouse storing imports to "Accept" only the goods you are importing, and set the warehouse storing your exports to "Accept" only the stuff you'll be selling. Set all of the warehouses to "Not Accept" all other goods. Produce the most expensive product you can sell. Don't sell raw materials; sell finished products, like pottery, wine, furniture, or oil.

If you're a little short on housing to fulfill your workshop's labor needs, put down 4-6 housing tiles near the shops. Put a well or 2 near them (if they're w/in reservoir range, place a fountain). You don't need a market near them b/c tent dwellers "live off the land." That should provide the initial labor you need to man the shops. If not, lay some more. Then, once you upgrade your main housing later in the game, and have your first signs of unemployment, delete that rag-tag housing and kick those bums out of there! Eventually, they would hurt your prosperity rating, and the crime rate would be very high, leading to rioting.

Your goal is to become a tight, efficient, profit-producing machine. You will need the extra cash you have from not expanding too quickly and the cash from your exports, for those \$1000 Forts and a Military Academy if there is a military threat. Towers are cheaper than forts, build lots of them. Build a one-layer wall in front of your towers to protect them (any thicker than one layer and your ballistae's targeting malfunctions).

You should throw a large festival for Neptune right away to get him "exalted." If you can get a blessing from him, he will DOUBLE your trade receipts for the rest of the year (even if you're only trading by land!). Try to get the blessing January for maximum effect.

You also want to have Mars become “exalted” right away, because his blessing will give you a “protective spirit.” This spirit will help kill the invaders of your first attack, so you do not have to spend a lot of cash on military right away. If a festival doesn’t get the god exalted, build a 2nd temple to him. That should do it.

Once you’ve got a nice stash of cash, upgrade your housing by making pottery available to them, then rapidly expand w/more farms and housing. Add luxury buildings, i.e., schools, academies, hospitals, entertainment, etc, as your people request them. Constantly check your advisors and overlays. You don’t even have to build a Senate until you have a significant housing upgrade b/c the taxes are so low, it’s almost pointless to collect them. Lower your taxes to around 2% initially (it will make your citizens happy), and raise them to around 9-10% later. Even then, you don’t have to build a Senate if you don’t want to. Forums don’t need a Senate to collect taxes. You make your real money, however, from trade. A note about trade—trading partners buy more if you buy something from them in return. I don’t mean per trip, I mean their yearly total. Click on your trading partner’s cities (on the Empire map) to check periodically how much of something they have bought and sold for that year to date. After a few years of good trading, you may get a message that your trading partner will now buy even more of a selected good from you for now on (on the Miletus map, one of my sea trading partners was eventually buying 35 weapons from me each year! \$\$Cha-ching!) Try and make what you purchase from them something small and cheap, like meat, timber, or clay.

Congratulations! You’re well on your way to turning a huge profit, sprawling across the countryside, and walking all over your enemies! Hail Caesar!

II. Questions about Promotions and Building Limits

What are all of the levels of promotion, and the cities you build with that promotion?

The promotions differ somewhat from the manual, since the manual was finalized before the actual game was. Remember, just because you have a “peaceful” assignment, doesn’t mean that you won’t get attacked (the Miletus map, for example). The attacks will usually be so small, however, that multiple towers, or simply one, perhaps two, legions will be more than sufficient to deal with the threat. Caesar or his Proconsul will tell you during the assignment’s instructions whether to expect so trouble or not.

<u>Level</u>	<u>Promotion</u>	<u>Cities</u>
1	Citizen	Practice Map
2	Clerk	Brundisium
3	Engineer	Capua (P); Tarentum (M)
4	Architect	Tarraco (P); Syracusae (M)
5	Quaestor	Miletus (P); Mediolanum (M)
6	Procurator	Lugdunum (P); Carthago (M)
7	Aedile	Tarsus (P); Tingis (M)
8	Praetor	Valentia(P); Lutetia (M)

9	Consul	Caesarea (P); Damascus(M)
10	Proconsul	Londinium (P); Sarmizegetusa (M)
11	Caesar	Massilia (P); Lindum (M)

M = Military Assignment

P = Peaceful Assignment

I have a huge population of 18,000, but now I can't seem to place any more buildings or housing even though I have plenty of Denarii and free space to build. Moreover, the game is going screwy on me. What's going on?

There is a limit on what you can build. What you are encountering is this limit; you simply have too many buildings. If you delete some buildings, you should be able to build some more. There is also a limit on the number of walkers (Impressions calls them "sprites") that the game can handle; this is what caused your game to go "screwy" on you. If you have a lot of people walking around, the game runs out of room to create more people, which can cause all of the problems that you have seen.

Why is there a population limit?

There is a limit because computers are limited. A computer can only keep track of so many buildings and people before you start to have problems (depending on computer type of course). You can build cities well in excess on 10,000 people with the current limits. Impressions has told us that at cities above 11,000 citizens, the game functions differently under such conditions. In testing, Impressions has found that (depending on city design) the game would start to function differently in the 11k-18k range. Accordingly, Impressions set the population goals for the harder assignments at no higher than 10k. In testing, their emphasis was on ensuring that the player would be able to make his/her way through the campaign. In addition, that the experience would be both challenging and fun. The development team is aware, however, that many people like you want to build/manage enormous cities. Perhaps we'll see a remedy in a future patch.

III. Questions about Housing and Roads

What are all of the different levels of housing?

House #:

- 1,2 sm/lg Tents (single tile or 2x2)
- 3,4 sm/lg Shack (single tile or 2x2)
- 5,6 sm/lg Hovel (single tile or 2x2)
- 7,8 sm/lg Casa (single tile or 2x2)
- 9,10 sm/medium Insulae (single tile or 2x2)
- 11,12 lg/grand Insulae (2x2 only)
- 13,14 sm/medium Villa (2x2 only—Patricians from here on up)
- 15,16 large/luxury Villa (3x3)
- 17,18 sm/medium Palace (3x3)

19,20 large/luxury Palace (4x4, this is where your tax income really goes through the roof and your prosperity cap problems should go away too).

How can I control the evolution of my housing?

The conditions needed for each housing type are set out in the file C3_MODEL.TXT in your Caesar 3 root directory, and are configurable. Thus, if you want to be able to get to Grand Insulae without needing oil, all you have to do is edit the file. Be sure you make a back-up copy of the file before you alter it! As Outla (a Caesar III Heaven Forum visitor) has recently explained, every building type has an increasing desirability requirement, and most have an increasing population capacity. Keep in mind that from Villas on up, the population capacity of that house is much less than the Insulae. Moreover, those citizens are now patricians, and do not contribute to your work force. Here is what every level of housing requires to evolve:

- | | |
|--|---|
| 1. Sm Tent | 11. Lg Insulae — Both school and library, barber, oil |
| 2. Lg Tent — Water (at least a Well) | 12. Gd Insulae — 2 types of food, more entertainment |
| 3. Sm Shack — 1 type of food | 13. Sm Villa — Wine, access to 2 gods |
| 4. Lg Shack — Access to 1 type of god | 14. Md Villa — Both doctor and hospital |
| 5. Sm Hovel — Fountain | 15. Lg Villa — Academy |
| 6. Lg Hovel — Some entertainment | 16. Lxy Villa — 3 types of food, 3 gods |
| 7. Sm Casa — School or library | 17. Sm Palace — 2 types of wine |
| 8. Lg Casa — Bathhouse and pottery | 18. Md Palace — Access to 4 gods |
| 9. Sm Insulae — More entertainment | 19. Lg Palace — Hippodrome |
| 10. Md Insulae — Doctor or Hospital, and furniture | 20. Lxy Palace — Access to 5 gods |

Cherub EyeClaudius advises you to take careful note of the “breakpoints” in housing evolution, as Market Traders will distribute goods to housing **in anticipation** of its upcoming evolution. Take, for example, the small Casa-to-large Casa jump. You can see from the above listing that in order for a small Casa to evolve to a large Casa, it needs access to a bathhouse and pottery. If you do not have very much pottery stored in your warehouses yet, do not give the housing access to a bathhouse until the Market Trader has had a chance to stock all of the housing with a good supply of pottery! Doing so enables you to protect against constant evolution/de-evolution of your housing because it keeps running out of pottery. By waiting until all of the housing in the block has a good supply of pottery stored, you can ensure that once it gains access to a bathhouse, its evolution will not fluctuate and therefore not evict valuable workers. The same principle applies to furniture, oil, and wine.

What are the factors that attract immigrants to my city?

“City Sentiment,” as reported by the Chief Advisor. City Sentiment is modified by Tax Rate; Wage level vs. Rome's wage; Unemployment Rate; and Number of food types eaten. Instant modifiers to City Sentiment are god events; festivals; and, of course, immigrants won't come if they have no where to live.

I just had a major drop in available workers, but I did not see any mass emigration?

Check your housing, it probably upgraded to a large or luxury villa, which only house patricians. Patricians don't work (they just sit around and drink) but pay really high taxes! If you don't want your housing to upgrade to Patrician level, simply prohibit them from getting any wine. Without wine, the housing evolution will stop at the Grand Insulae level.

My housing was on fire, but several Prefects have walked past the building like nothing unusual was going on. Are they dumber than the Market Traders?

You are not alone in witnessing this complete lack of professionalism and courtesy from your law enforcement/fire fighters. One theory that has been offered, is that when a fire breaks out, the AI tells a number of prefects to drop their swords, grab a bucket, and proceed expeditiously to the fire. However, the AI will not later assign a closer prefect to put out a particular fire if another prefect has already been assigned. Thus, a prefect who has put out one fire in a 4 square blaze will not reload with water once his blaze is put out, as other prefects have already been assigned to it. Of course, those other prefects may be on the other side of the city, and the first may have been able to put all of the fires himself by the time the reinforcements arrived. It's an AI shortcut that cheats your cities. You will notice that settlers also have the same sort of psychology: they come onto the map with a destination in mind, and get confused if that destination is removed before they get there.

Is there a difference in the number of fires that will break out in desert maps, as opposed to forest maps?

Yes, there is a difference. On a desert (or tan colored) map, you need double the number of prefectures you would have on a forest (or green colored) map. The difference is the climate. On a desert map, the climate is drier, so there is a greater chance of fire. On the plus side, buildings don't deteriorate as quickly so there is a significantly less chance of building collapse. Thus, you only need 1/3 to 1/2 as many Engineers posts as you do prefectures on a desert map.

Conversely, on a forest map, the climate has more moisture in it, so there is a greater chance of building collapse, but a significantly less chance of fire breaking out. Thus, you may find that you only have to build about 1/3 to 1/2 as many prefectures as you would have to build on a desert map. All told, for a city of 10-12k population, you may have 50-60 prefectures: about 40 to serve housing complexes and the rest scattered about protecting industries or the small towns providing labor to towers. When in doubt, more is better than less. Better to be safe than sorry.

My housing evolved, but expanded into the gardens when it did. Then, it immediately devolved because the gardens were gone. Is this supposed to happen?

Any housing that expands to a larger size can expand over gardens if it needs to, whether going from single tile to 2x2, or later to 3x3 or 4x4. You can use statues and gardens interchangeably to have complete control over where housing expands to (they have identical cost and identical desirability effects but houses won't expand over statues whereas they will expand over gardens). There's nothing worse than having to take a shovel to that brand new palace because it expanded in the wrong direction from what you anticipated: use statues to ensure this doesn't happen. Use small statues (same desirability as gardens) to pin 2x2 housing to 2x2 areas until you are ready for it to evolve to 3x3 size (once everything else is in place and

needed supplies are stable). Take care to avoid the loss in desirability that can happen when housing expands over gardens (causing the housing to devolve again due to lack of desirability in the area). You can do this by similarly adorning the perimeter of the 3x3 villa to be. If you do this, there will be no loss in desirability when some gardens are lost as the housing evolves to a 3x3. Housing will always expand into empty land first, adjacent housing second, and gardens last.

All of a sudden my houses disappeared and my people with them! What's going on, is it a bug?

No. The reason your houses (or housing signs) disappeared was that immigrants lost access to your housing. Your housing will disappear if you cannot trace a path (by either road, clear land, or gardens) from the housing to the road from Rome on the map (where immigrants enter the map). Somehow you cut off, or placed a barrier between, the road and your housing. This could have happened a number of ways. (A) You built a wall around your city with no gatehouses. You must have an entrance and an exit to your city. (B) You built an aqueduct from a reservoir by a river, across to another reservoir at the other side of the map, but did not pave a road through the aqueduct to form an “arch-way” access through the aqueduct. In this case, the aqueduct functions like a wall that your immigrants cannot pass through unless you pave an access road under the aqueduct. Simply build 3 or 4 road tiles across the aqueduct. (C) You deleted a bridge connecting one island to the main land. (D) You’ve built housing out in the middle of the wilderness (which is fine), but it is not adjacent to a road. This road need not connect to another “major” road, but housing must always be built within two tiles of a road.

On what conditions will people walk on gardens?

If you have gardens on the corner of block, you may see walkers cutting across them. Some of the walkers will always use Gardens just like they do a road if it leads to somewhere. The only trick is to be aware of it, and make sure you don’t accidentally create a route you didn’t mean to. If your garden doesn’t go anywhere, no one will enter; only if it makes a route do people bother. If you must have a Garden adjacent to road, consider placing a statue instead.

Do all of my roads have to connect in some way to the initial “road to Rome” that appears on the map when I start a new assignment?

Absolutely not! In fact, I even encourage you to delete most of the road if it is very long, otherwise your walkers will follow it halfway across the map, instead of staying near the heart of the city! What **are** important are those two signposts. You cannot build anything too close to them or Caesar’s “engineers” will destroy the obstructing structure. You don’t need the road, but you do need a clear path. You can build a road anywhere you want, and housing next to it (provided the housing has a clear path from the signposts to enter and exit the map from). A good example of how this can work to your advantage is when building Mission Posts near native villages. By disconnecting any roads leading from the native village to your city, you can ensure maximum walker coverage because the missionaries will continuously walk past the huts as they follow the small “road ring” you have built around the natives.

The manual says that building doublewide roads will help relieve traffic congestion. Is this true?

Doublewide roads—and thus doublewide intersections—really confuse your walkers. Again, the manual and the READ ME file is in error when it says those doublewide roads relive “traffic congestion.” As with all other access walkers, too many intersections may result in traders not going down a particular road for a long time, resulting in periodic devolution of houses on that road (2x2 plaza tiles are pretty, but don’t build 2x2 intersections, i.e., doublewide roads). Remember how you can’t build housing more than two tiles away from a road? Walkers have no effect on housing farther than two tiles away from a road. Thus, a walker going down a doublewide road, with housing on both sides of it, will benefit the housing that is adjacent to the road he/she is one, but will not benefit housing across the street that is now 3 tiles away due to the doublewide road.

IV. Questions about Advisors

My advisor says that I do not have enough entertainment/schools/libraries/hospitals, but all of my housing has been visited by those building’s walkers. What is the problem?

There is a difference between LOCAL and OVERALL coverage. You have LOCAL coverage when a librarian is walking past all of your houses because you have spread out libraries all over the city. Once you have that, you are now going for OVERALL coverage. Your facilities provide an overall level of service to the whole city. You might have enough facilities to give access to all your neighborhoods, but you might not have enough to prevent, for example, large crowds in libraries. Look at your education advisor and check the overall rating for libraries: if it’s less than “Perfect” then your overall library coverage is slowing the growth of your city. The same applies for entertainment and health facilities. Your advisor will tell you, for example, that you have only 4 libraries serving 3500 people out of your city of 4000 citizens. Thus, you only have an “Above Average” rating. To counter this and get a “Perfect” rating, just place more libraries. It does not matter where. You could place them by your farms, provide they have access to labor there. You could even have four libraries built back-to-back, right next to each other in a 4x4 grid and still get a “Perfect” rating. You can do this for schools, hospitals, etc. Keep in mind, however, that your citizens will always want something! You may have a “Perfect” rating for libraries, yet your personal advisor is telling you that “some citizens want more libraries.” Don’t listen to him, for he is a bit of a worry-wart. As long as you have a “Perfect” rating, you’re golden.

How do I get a “Perfect” rating from my City Health, Entertainment, and Education Advisors?

You get a “perfect” rating when you have enough of each facility (theaters, schools, hospitals, etc.) to meet the needs of your people. Each building serves a limited number of people. As your overall population increases, you need to increase the number of service

buildings to meet this growing demand. Each building serves a specific number of people, as follows:

<u>Building</u>	<u>Number of People 1 Building Serves</u>
Theater.....	500
Amphitheater (w/2 shows).....	800
Colosseum (w/2 shows).....	1500
Hippodrome.....	Entire City (can only build one)
School.....	75 school age citizens
Academy.....	100 academy age citizens
Library.....	800

On my Financial Advisor, there is an entry for “Sundries” and “Interest at 10%.” What do they mean?

Sundries are expenses like festivals, or losses from theft. The Interest expense only occurs if you are in debt to Caesar. Think of it like the interest rate on your credit cards. When you have run out of money for the second time, Caesar charges you 10% on the credit you run-up with Rome’s vaults.

How much tribute do I have to give Rome?

Impressions has explained that tribute is collected at the beginning of January. If your city is not profitable that year, the amount is based on the size of your population. If your city *is* profitable that year, the amount is either 25% of your profit, or a fixed amount based on the size of your population (a greater amount than that for unprofitable cities), whichever is greater.

V. Questions about Markets, Granaries, and Warehouses

The housing at the far end of my city is starving! How do I transport goods across the map?

This is exactly what granary and warehouse special orders are for. The granary (or warehouse) that wants wheat (or say for example, oil, in the case of warehouses) should be set to “Get” the good through the special orders button on the granary’s right-click panel. The requesting granary then sends out a cart and gets a super mega-load of wheat from a granary that has a lot of wheat. If you have very long distances to travel, or need lots of different goods transported, you may need more than one granary requesting those goods. You can only do granary-granary or warehouse-warehouse transports in this manner. A granary will not, can not, “Get” goods from a warehouse, and vice-versa. If you are importing a food, that food will go directly to an “Accepting” warehouse from the dock. Then, the warehouse’s cart-pusher will transport the imported food from the warehouse, to a near by granary—one that is usually less than half full—set to “Accept” the good.

Is there a range limitation on granaries?

There is no range limitation for granaries; they just need road access to each other. You are only limited by the speed and capacity of the granary carts. In addition, if the requesting granary cart gets to a granary that has become low in food (due to market buyer or other granaries), you will not get as much food for the requesting granary. Each granary has only one cart, which can only get one food type at a time, so having multiple “Get” orders for the same granary does not really help much. Moreover, you should not have to daisy chain your granaries. You should have one or two granaries near your farms (“Accepting” food) and then granaries (“Getting” the food) near the markets for your houses. If the markets and houses are far from the farms, you probably need more than one granary (set to “Get”) to serve the market. This way, you have two cart-pushers (one from each granary) going to get food from the granaries near the farms.

I am still having difficulties understanding the special orders of granaries and warehouses, and how to use them efficiently.

You will find, on larger maps, that you need to transport large quantities of food/goods across vast distances. This problem is precisely the reason the “Get” orders were created: transporting goods/food across the map. Cart pushers from farms/workshops should deliver to a local granary/warehouse. These goods then are taken out of the granary/warehouse accumulating the goods by cart pushers on “Get” orders from granaries/warehouse spread across the map. Market Buyers buy from local granaries/warehouses that are receiving their supplies primarily from “Get” carts, not the granary/warehouse that initially receives the goods from farms/workshops.

Do not set the granaries near your farms, for example, to “Not Accept” food, so that the farm’s own cart pusher will take the food to a granary across the map which is “Accepting.” This is not very efficient. Moreover, you are losing significant production potential. Impressions has explained that farms, workshops, raw materials, and wharves will not begin a production cycle if the produce from their previous cycle has not been hauled away by their cart pusher. This is why you can see farms full of wheat just sitting there waiting to be harvested or fishing boats sitting by their docks. They are waiting for their cart pusher to return from delivering the last cartload of food to a granary.

“Get” orders are the most important thing that the warehouse/granary cart pushers can be doing, and they are by far the most efficient transport mechanism in the game. Granary “Get” carts, uniquely, can carry up to an 8x load in one trip. Warehouse “Get” carts max at 4x loads. It is far better not to let any raw materials ever enter a warehouse (unless you are importing or exporting it, or temporarily stockpiling it for Caesar’s requests). Let raw materials buildings deliver their wares directly to workshops, so that warehouses don’t waste their cart pushers doing this menial chore, when they could be performing a “Get” order for something more important.

What’s the deal with those Market Ladies? They never seem to go where they are supposed to!

The number one reason that you may be having problems supplying goods to your housing is simply lack of information—knowledge is power! If you know how they work with the system, you can work within the system. It’s all a part of the challenge of governing a powerful Roman city!

Designers at Impressions completed every scenario in the game prior to its release, have grown cities in excess of 18,000 population and have built city blocks of 8 luxury palaces in every scenario that contains the commodities to make this possible. They do not build long roads with no intersections, but build normal city blocks.

In a city of 10,000 people you may have 23 markets: 5 for each of 3 population centers of mid-level housing (200 tiles of housing per population center) and 8 for your Palace block of 8 luxury palaces (since palaces require more commodities, market buyers need to make more trips to more different granaries/warehouses). Apparently, they don't have any trouble with either "Market Buyers" or "Market Traders," because they know how the Market Ladies "work."

The source of the frustration seems to be due to a lack of understanding regarding how the market walkers function, leading to either misplacement of markets, or the granaries/warehouses where they get their supplies. Impressions has offered the following advice on how it is supposed to work:

Each market puts out 2 walkers, a "Market Buyer," and a "Market Trader." The "Buyer" goes from the market to a granary/warehouse and returns with goods (if you've seen the line of little boys following a Buyer, they are each carrying 100 units of a particular good). Market Buyers will only buy one commodity at a time. They will only buy commodities that the Market Trader from their particular market needs to distribute (based on the needs of the housing that the Trader has passed by). Market Buyers do not wander: they make specific trips to specific warehouses/granaries that have a supply of the commodity that they need to buy next. Market Buyers have the same graphic as market traders (you can tell the difference by right-clicking on them to see if they are a Buyer or a Trader). You can always spot a Buyer if she is followed by a line of boys carrying her purchase, or you can usually tell by their behavior.

Important things to remember with Market Buyers:

It is highly important to keep the warehouses/granaries that the Market Buyers must walk to within easy reach of the markets. Otherwise the Market Buyer will spend an inordinate amount of time walking across the map to a source of a particular good. By the time she returns, however, her market will have been completely emptied by the Market Trader distributing stuff to housing. In this case, the Market Trader is left spinning her wheels: she keeps walking around but her source market has no food/goods so she is not distributing anything to the houses she passes. Click on the various markets to see what they contain. If you need to transport food/goods across the map, do so by using warehouse/granary "Get" commands; do not make Market Buyers travel too far.

The "Pipeline" Theory. Since Market Buyers need to make a specific trip to buy each type of good needed by the housing its Trader passes, the higher the level of your housing, the more trips the Buyer must make. The quickest way to avoid trouble here is to use twice as many markets for Villas/Palaces as you use for Casa/Insulae level housing. This will help insure that if a particular market is currently lacking 1-3 commodities of the 7 needed, another nearby market will likely have those commodities. Since buyers buy what is most needed, this will not be a static situation. In addition, this problem is worse when housing first evolves: the houses have no supply of a particular good and therefore have a high demand for it. Once they are supplied with it, their demand decreases. Impressions refers to this as the "Filling Up The Pipeline" theory. To illustrate: when your housing first reaches Grand Insulae level, they have no wine. Likewise, the markets they are supplied from likely have little or no wine stored in their market.

It takes awhile for wine to be distributed to all of the houses, and you may see some devolution in the meantime. Once all of the housing has a good supply built-up though, it only needs to have replaced it uses. Thus, the Trader needs to deliver less, and eventually the Buyer will have bought enough to fill up both the houses and the markets with a large supply. Building luxury housing doesn't happen over night, it takes time!

Market Buyers choose their destination when they set out from their market based upon what they want to buy, and the quantity of that item in your warehouses/granaries. If multiple Market Buyers are drawing from the same source, it may happen that the source is dry, or nearly so, by the time the Buyer gets there. She will buy whatever's second on her "list" and return. There does not seem to be a specific limit to how much she will buy. She will return with at least up to 8 boys carrying one cartload apiece, and sometimes even 12 or 13 boys on occasion. There are a couple of things you can do here: (a) ensure a bountiful supply so that the warehouse/granary is more likely to be full when the Buyer gets there; and (b) if you are overproducing, pop up a few extra granaries/warehouses to receive your surplus. Some Buyers will draw from one, while others draw from another. This will make it more likely for the Buyer to find goods to buy when she arrives. If you have a large area of farmland supplying a granary that has either a large number of "Get" carts drawing from it, or a lot of Market Buyers drawing from it—or both—you may find it much more effective to build 2 or 3 such granaries instead. Since each "Get" cart or Market Buyer may take up to 800 units of a good, it is possible that the next to arrive will find an empty granary, even if you are overproducing. Ditto for warehouses.

Important things to remember with Market Traders:

Market Traders are like other access walkers: they do not have a set route and they do not have a specific destination. They use the same algorithm that other walkers use to randomize their route at every intersection (the algorithm makes it such that it is highly unlikely that they will repeatedly follow the same route). Market Traders distribute food/goods to housing that they pass by, as long as the housing needs that type of food, or that particular good for its current level of evolution or the next level above it. A house will be given what it needs to evolve, but not things needed several levels above its current evolution. This prevents waste of food/goods by housing that you do not want to evolve. For example, a large Hovel will not be given wine—even if you have a ton of it in your warehouses—until it needs it to evolve into a small Villa. Housing always evolves in stages; you will never see a Hovel jump to a Villa. But I digress. Traders report back to their markets the needs of the housing they pass, so that Buyers will know what to buy. Each Trader is associated with the specific market that created her: she can only deliver items that her market contains (the market contains things that have been brought to it by its Buyer). Unlike Buyers who buy one commodity at a time, a Trader can deliver up to 8 different types of goods to every house she passes (assuming her parent market has a supply, and the house has a demand).

Quick side note: double-wide roads—and thus double-wide intersections—really confuse your walkers. Again, the manual and the READ ME file is in error when it says that double-wide roads relieve "traffic congestion." As with all other access walkers, too many intersections may result in traders not going down a particular road for a long time, resulting in periodic devolution of houses on that road (2x2 plaza tiles are pretty, but don't build 2x2 intersections, i.e., double-wide roads).

When housing first evolves to a higher level, it can take awhile for the market ladies to supply all of the houses in their area with the higher levels of goods demanded/consumed. Here again is the “Filling the Pipeline” theory in action. At first, these houses will have a low supply and therefore the market trader will be delivering large quantities; quickly emptying her market, and then she walks around uselessly until the buyer can re-supply her market. You may notice that the first several houses she passes are supplied first and evolve, while ones passed later get fewer supplies and take longer to evolve. There are two things you can do: (a) Wait a bit. The houses supplied first won’t be given so much on later passes and eventually all houses passed will have a good stockpile of goods, and finally the market itself will have a stockpile. It takes a bit of time to fill the pipeline from the warehouse/granary to the market to the houses; (b) Build more markets. This will accelerate the process if you have plenty of food/goods in your warehouses by creating more Buyers to bring goods from the warehouse/granary to the markets. Eventually, these excess markets can be leveled. I prefer choice (a): if my Traders are going past all of my housing, and my granaries/warehouses are within easy walking distance for my Buyers, I know that my housing will evolve and stay stable once the pipeline is filled and the Traders have plenty of stuff to deliver when making their rounds. Have patience! Caesar III is not a game where you will see instant results from your actions. As with all “market economies,” it may take several “game months” to see the results of actions you took earlier in the “game year.”

Where should I place the Markets for maximum efficiency? Sometimes, the Market Lady walks right past a full granary to one that is clear across town!

Considering how a market buyer chooses where to get her goods is absolutely critical to neighborhood layout. Turns out that a Market Buyer chooses which granary or warehouse is closest to her, not by following the roads you’ve laid out, but rather by using an “as the crow flies” methodology. In most cases, the two are the same. Some people tend to design their cities very symmetrically. However, many would keep running into a problem with a market buyer who was going to a granary very far away rather than the one that seems, to the human mind, the closer one.

While a granary may appear closer by way of the road network they must follow, the Market Buyer figures the distance by drawing an imaginary line between her home market and the “closest” granary. This imaginary line will be the shortest distance between the two points, and will cross open land, buildings, aqueducts, mountains, water, or whatever. This is how the market buyer figures the distance. The fact that she may have to follow a complex road structure a very far distance, even walking past another granary, does not matter. To her, the one that was the shortest distance, “as the crow flies,” is the “closest” granary.

If two or more granaries are equidistant, no one is sure how a market buyer chooses which granary to use, but Impressions thinks it’s something like, “if two granaries are equidistant, then she’ll choose the one that’s to the north and west, and use that one.” If you have ever been driven crazy by a market buyer because it seems she is ignoring full granaries or warehouses, just remember that she’s not. She’s just chosen another granary or warehouse that, in her mind, is just as good as the ones you want her to go to. You can adjust this situation either as it happens, or you can consider this before ever building your city.

Special thanks goes out to Cherub EyeClaudius for designing a perfectly balanced map to demonstrate to Impressions just how frustrating this “as the crow flies” methodology is in relation to granary selection, and for making Impressions aware of the problem.

The manual mentions a “Maintain Level” order for warehouses, but there is not one in the game. Is the “Get Goods” command the same thing?

The manual is in error, but it is kind of the same thing. Impressions has explained that at the time the manual went to press, this was true. The final version, however, works differently but it was not included in the README file. The “Maintain Level” order was the precursor of the warehouse “Get goods” order. While the name may have changed, the function of the “Maintain” command, however, has not. Proconsul Conan has explained that a warehouse will still try and “Maintain” a certain level of goods for his warehouse. A warehouse set to “Get” a good, sends out a cart to fetch up to 4 units of that good, **only** when the “Getting” warehouse has run down to 4 or less of the good. So in a sense, it does try to “Maintain” 5-8 units of the good. "Here's the skinny:

“Get Food” and “Get Goods” were once called “Request food” and “Request Goods” up until the very last day before the game was shipped. The names were changed because it was felt that it would be more intuitive as to what the orders do with their new names. “Get Goods” for warehouses was a late addition to the game model. Having the cart pushers on “Get” orders carry extra-large loads was another late addition which greatly eased the problems of transporting food/goods across the map. These were very late additions and it is not at all surprising that the manual was not able to cover them all adequately.

Each granary/warehouse set to “Get” something generates its own cart pusher to go get it. **Remember:** a cart pusher set to “Get” something will not appear until the “Getting” warehouse has 4 or less of the good in question. Each building only has one cart pusher that can “Get” something. These carts can carry 1x, 4x or 8x loads for granaries, and 1x or 4x loads for warehouses (Impressions refers to them as “mega-carts” and “super mega-carts,” but will be happy if anyone can come up with better terms for them). At the time the manual went to press, the “Get” orders for granaries had just gone in and the carts were being generated at that time by the granary “sending”, if you will, the food. This was reversed for an obvious reason: you generally have multiple granaries set to “Get” food from the one, perhaps two, granaries set to “Accept” the produce of nearby farms. By having the granaries ordered to “Get” food provide the carts, you can—as a player—have complete control over how many “Get” carts are working for you, rather than being limited to just one. E.g., if a population center is particularly far from farmland, building multiple granaries, each set to “Get,” will greatly improve the food supply in that area. The way it was before, it wouldn't have helped at all because only the granary containing the food to be retrieved put out a cart, and it only put out one). This again greatly eased the problem of transport across the city map.

The warehouse cart pusher may deem the “Get” order a higher priority than delivering raw materials to workshops (sometimes the reverse happens, even Impressions is not exactly sure how these priorities work). There are a few things you can do here:

You don't need to ever let raw materials ever go to warehouses unless you are importing or exporting them (or temporarily stockpiling them to satisfy Caesar's request). Raw materials buildings, including olive and vine farms, will deliver directly to workshops in preference to warehouses. Make sure that all of your warehouses are set to “Not Accept” the raw materials, and you should be fine; each raw material pit has its own cart pusher who will take the raw materials to the workshops on their own. Make use of them instead of taxing your warehouseman with extra work.

Specialize your warehouses if you notice a bottleneck somewhere. Each warehouse has only one cart pusher, and he can have multiple duties (e.g., “Get” orders; automatic delivery of imported food to granaries; automatic deliver of weapons to the barracks; delivery of raw materials to workshops; “Empty” orders). If your warehouseman is too busy with one task to take care of another, its time to build a new warehouse and separate the tasks. When importing large amounts of even one raw material (this occasionally occurs in late scenarios, such as when you can import clay from 2 different cities in the final economic scenario), some find it can be useful to have 2 warehouses receiving only that commodity due to the time it takes them to deliver it to workshops (caravans will do a good job of spreading the import between multiple warehouses if they are built close together).

In regards to emptying a specific good, the “Empty” command employs only the cart pusher of the warehouse set to “Empty,” and he only uses a 1x load cart. This is not every efficient. Instead, have the warehouse you want emptied set to “Not Accepting” any goods at all. Then, set the other warehouses to “Get” the goods you want out of that warehouse. This will generate one cart pusher per warehouse set to “Get,” and each of them can carry either a single or a 4x load, depending on how much is in the warehouse they are pulling from.

VI. Questions about the Gods and Oracles

What does it matter if the gods are angry? Does it have any effect on game play?

Absolutely. (1) The people of your city will not be happy if the gods are displeased. (2) More importantly, the gods will either bless you, or curse you, depending on their disposition. Impressions has explained that each god has a major and a minor “wrath” event for when they’re upset, but each only has one “blessing.” Some are more dangerous/useful than others are. For example, if you are unprepared for a coming attack (either because of an early attack, or because you are recovering from a recent large battle) Mars’ blessing event may save you. If he’s “exalted,” he may send a “Spirit” to watch over your city that can wipe out an entire small invasion, or take a big chunk out of a larger one. Ceres may either boost your crops, or kill all of your growing crops. Mercury may either spirit some of your stored goods away, or allow you to find “extra” goods stored in your warehouse/granary. Neptune may either calm the seas/boost trade, or cause storms which can sink a trade ship while it’s at your dock (this is bad, but it is rather amusing to see the sunken ship in front of you dock). You get the idea.

What’s the point of building temples to a God if I don’t need their help? If I’m not going to be doing any sea-trading, for example, why do I have to appease Neptune?

While the favor of a particular god may not seem necessary on some maps, keep the following in mind: (1) As you progress, upper class citizens will want access to as many different gods as possible. Access to all 5 would be the best; (2) You may think, “who cares if Neptune is angry, there’s no water on this map!” Your citizens, however, will not share this sentiment. It will bring down the mood of the people in your city, and they will not like you as much. Right-click on them, and you’ll receive messages like, “the gods are angry with us!” or my favorite: “the governor is a heathen!” If the mood of your town goes down, you will begin getting messages like “one of your tax collectors was mugged—you lost \$340 Denarii!”; (3)

Neptune can give you a blessing that will increase your profit from the goods you trade. This will effect all trading, whether land or sea-based.

I have one small temple to each of the gods, and throw many festivals for them, but they're still not happy with me! What's wrong?

You probably do not have enough temples built. Temples are likes schools, or theaters: they can only serve so many people. Impressions recommends that you have at least 3 small temples to every god for a city of 2000. Build large temples if you can, plus several Oracles. Oracles do not employ labor, but they appease all of the gods (giving you that little extra "oomph"), and are very desirable to live by. Remember to build temples evenly because the gods will get jealous of one another. You should dedicate festivals to the gods evenly as well. In addition, make sure the temples you built have access to labor and that you do not have a labor shortage for Religion (check your Labor Advisor or right-click on a temple to see whether it is staffed). Set a priority number on your Labor Allocation screen to ensure this. Take every precaution to keep the gods from getting angry with you!

VII. Questions about Sheep, Zebras, and Wolves

Those sheep and zebras are so annoying! Can I kill them or eat them?

No, you can't kill the sheep or zebras. You can, however, get them to move (most of the time) by placing a 2x2 building right next to them. In most cases, they will move when you place it right near them. If the animals are in the way of invading forces, you can look on with grim satisfaction as they slaughter the annoying beasts!

Help! There are wolves ravaging the people of my city and terrorizing the countryside!

As soon as you hear the first howl of the wolves, slow your game down to speed "10" or "20." Identify where the wolves are, and build a wall around them so that they are surrounded. Later, you can use your Javelin throwers to finish the job when you are ready. If invading forces enter the map near your wolves pen, destroy a section of the wall and release your "pets" onto the unsuspecting legions of the enemy!

Sometimes when I try to "wall up" the wolves, they run straight through the walls while I'm building them. What's up with these "ghost wolves"?

What happens here is that the wolves have a movement path already programmed, so they are following that path when you place the wall right in front of them. You either have to put the wall far enough in front of them so that their movement paths will be updated before they get to the wall, or build the walls when the wolves are lying down. Be careful! If you place the wall too close to the wolves, you may see wolves seemingly appear out of nowhere; always near, but on the wrong side of where you have walled them up. Impressions has said (with a wink) that the wolves are "breeding." If a new wolf is "born," and the walls are too close to the wolves, the new wolf may very well appear on the other side of the wall. When you wall them

in, you need to create a small “buffer” zone. If all of the wolves on the map are dead, no new wolves will be “born.”

VIII. Questions about Docks, Industry, and Trading

What do “Trade Centers” actually do?

If you have multiple warehouses that can accept an import, or have a supply of an export, caravans/dock workers will go to the “Trade Center” in preference to other warehouses. If the Trade Center does not have the good the caravan/dock worker wants, he will go to the warehouse closest to the trade center.

What is the ratio for raw material pits and workshops?

For industry, you need 2 workshops for every 1 raw material pit. The same goes for olive/vine farms and oil/wine workshops. You don’t need a workshop for marble. In both cases, if walkers have to travel an excessive distance to their destination, the ratio will alter a bit.

How do I build a shipping dock for trading? I built one, and a ship will come, but then just turn around right away, never entering?

Sounds like one of two things: (a) Your dock doesn’t have road access; (b) it doesn’t have enough workers; (c) you’re not buying what they’re selling; (c) you don’t have anything to sell them. Check your trade advisor. After you’ve opened a trade route, click on the good, then select “Importing” or “Export.” See page 132 of the manual. Don’t forget to put a fully-staffed warehouse next to the dock and have it “Get” or “Accept” the goods you want to export.

I’m having trouble importing food. The trader drops it off, but it’s just sitting in the warehouse rotting, while my people starve. How do I get it into the granaries? If I’m trading by sea, will dock workers take it directly to the granaries?

Imported food, whether from land or sea trade routes, is always taken to a warehouse. The only way to get food from a warehouse to a granary is with the cart-pusher of the warehouse. The warehouse cart pusher will automatically move it to the nearest granary that is set to “Accept” that food type, provided that the granary is less than half full. Best to have it “Not Accept” any other food types so that it does not get flooded with something you are producing in bulk in your city. If the warehouse cart pusher is doing something else (getting requested goods or delivering raw materials), then the food will not be transferred to a granary.

Impressions has explained that a good way to import fruit, for example, is to put a granary set to “Accept” fruit right next to a warehouse that is accepting nothing but fruit (cuts down on walking time). The cart pusher from the warehouse will then deliver the food from the warehouse to the granary. Put up additional granaries that are “Getting” fruit where you want the fruit to go. The only way to get food to a market is with a market buyer. Market buyers will only get food from granaries. They will never get food from warehouses. If you have a granary right next to the warehouse with fruit, the warehouse can empty out quickly into the granary.

Remember: Set the granary by the warehouse receiving imports to “Accepting,” not “Getting.” The only way food leaves a warehouse is if the warehouse worker takes it away. The

“Get” order for a granary can only get food from other granaries.

How do I reliably export food?

Exporting food can indeed be difficult. In early scenarios, where you have only a few granaries, it is possible to flood your warehouses with food simply by overproducing. However, in larger cities with multiple granaries, even if you are massively overproducing, it is very likely that there will be at least one granary somewhere in the city that is not full when a farm cart pusher is generated and chooses his destination. In this case, little, if any, of that food type will reach a warehouse (particularly if it is the principal food type being eaten by your populace). Impressions has detailed 2 methods that they have used to successfully export food (though neither is entirely satisfactory).

The first method you can use is to export a food type that you don't really need to eat. For instance, if you are eating mostly fish, you can tell all of your granaries to “Not Accept” vegetables and they will accumulate in your warehouses for export. This, of course, must be abandoned when you reach the stage of housing evolution where you need to start eating this food source. This is usually a minor inconvenience, however, because food is not worth very much as an export anyway, and the taxes from the higher levels of housing will compensate. Another downside to this method is that your people will be eating, as a whole, less varieties of food (as reported on the Population Advisor). This removes a potential bonus from your overall “City Sentiment” modifiers (i.e., your people are happier when eating more types of food, and you can tax them more/pay them less/live with higher unemployment, etc).

The second method of exporting food is to segment your city. Create a bunch of farms, a warehouse or two, a little bit of housing, and some docks if necessary (plus engineer/prefect) and do not connect this to the rest of your city. The food produced here will be exclusively designated for export, while the food produced in the other part of your city will go for consumption. The benefit of this method is that you can export the same type of food you are eating. The downside is that, particularly if exporting over a naval route, you do not have complete control over the trade being conducted with you by other cities. That is, you cannot force the trade ships to go to one dock or the other. If a trade ship that buys food goes to the dock where you are accumulating weapons, that dock does not have road access to the warehouse accumulating food, so you will not be able to sell any to that city. If the trade ship buying weapons go to the docks by your segregated farms, it does not have road access to other warehouses in your city. Thus, you cannot sell the weapons you are storing in the warehouse by the other dock. Due to this alone, this method is often only a temporary solution used early in a city's development. The other downside, of course, is that it is an odd way of doing things and just does not feel right.

Impressions has stated that they were aware of this problem during development, and a number of suggestions were put forward and debated. Each of them had their merits, but were ultimately defeated for reasons of either interface complexity or ease of understanding. The scenarios were balanced with this in mind. It was assumed that you would not be able to get a return from a food export, whether you could or not, given the circumstances of the trade options on that map. Instead, you would need to depend on exports of raw materials/finished goods to get your city started.

One of my clay pits was flooded, but I the risk overlay said that it was in no danger of damage.

Impressions says that Engineers have no effect on whether or not a clay pit will become flooded. The same goes for iron mines collapsing. They are random events that only occur on some of the maps. You cannot do anything but rebuild if it happens.

I've started trading, and I'm rolling in cash, but then the city I was trading with stopped buying from me. Then, a few months later, they were buying again! What's going on?

What happened was that once your trading partner hit their quota for the year, they stop buying/selling. Note which month of the year you are in when you check the Empire map. At the beginning of January, it will always show 0 of x, later in the year, you may already have traded their full supply/demand. Your trading partner will not buy an unlimited quantity from you, only what they need for the year. Occasionally, you will get the message that your trading partner will begin buying more of a particular good from you from now on. Score!

Sometimes my sea-trading partner only sells 1 or 2 units of the good I'm importing. How am I supposed to keep my markets stocked with pottery, for example, if they only sell me 2 units of it?

What happened was that it took too long for the ship to load/unload. Impressions has explained that there is a time limit for ships at a dock. If it takes too long to load/unload, the ship sails away after only partially unloading. Keep a warehouse *right* next to the dock to minimize walking distance for cart-pushers. That way you should always get 4-8 units of a good when the ship comes in.

Is there any advantage to building more than one Dock?

Absolutely! I've had 3, even 4 docks going at once, because I had more two sea-trading partners. Count on 2 docks for every sea trading partner you have, otherwise there will be waiting ships. If you can't build more than 1 dock, don't worry! A waiting ship will not sail away simply because it had to wait. Having more than one dock simply speeds up the process. Be careful! If you have more than one dock, you must really be cranking out the export goods in droves. Otherwise, your warehouses will run out of goods to trade!

The manual says I need 3 cartloads of timber for every fishing boat I want to build. Is this true?

No. Again, the manual is in error. Your Shipyard will begin building boats as soon as it has access to labor, and you have operational wharves requesting boats.

I built a shipyard for my wharves, but the ships almost immediately disappeared upon completion. Now, I'm getting a message that my ships are being blocked by a low bridge, even though there isn't even one on the map. What's going on?

Basically, there are a few locations on the map where you can place a wharf on the main body of water, but a ship cannot get to the wharf for one reason or another. Fishing boats built for wharves that occupy obstructed coastline will disappear a second after they are built. If you

delete the one (or two) offending wharves, your problem should be solved. The offending wharf will not have a fishing boat associated with it. Impressions tells us that there are some locations (even on the correct body of water) that will cause the “low bridge warning”/“new ships disappearing” problem. Placing shipyards or wharves on coastline that is marred by adjacent small islands will cause newly built boats to disappear. On the Tarsus map, for example, look S/SW of the large island. On the mainland shore you will see some shoreline that is angled correctly (for wharves, shipyards) but that also has a small island near it that is separated from the shoreline by a very narrow channel. There is also a similar island-marred shoreline on the western side of the large island. If you have a wharf on any of these locations, delete it. Your ships will stop disappearing. Impressions assures us that they are looking into problems like these. In the interim, they suggest that you avoid placing naval buildings on shoreline that matches the parameters above.

Can you only trade goods with Natives that other Roman cites are willing to buy, or can you sell anything to the natives?

Check your trade advisor. You can only set goods to “export” if you have open trade routes for that good. Natives will only buy goods that you have set to “export.” Thus, you must have an open trade route with another Roman city for that good in order to trade it with the Natives. Impressions says that natives will buy just about any good that you are exporting, two cartloads at a time.

IX. Questions about Favor, Prosperity, and Entertainment Ratings

How can I raise my Favor rating?

There are several things you can do to raise your Favor in Caesar’s eyes:

Don’t pay yourself more than your rank and your favor won’t drop as much each year (paying yourself at a rate less than your rank will make a noticeable difference in your favor ranking).

Don’t pay yourself so much! In later scenarios, your personal salary adds up quickly (\$800-\$1000/year) and can send your city into debt quickly early on in game play if you do not have a steady trading or tax income. Pay yourself just enough at first that you can send small gifts to Caesar once a year, and increase your salary only after your city starts raking in the cash (say after 3 or 4 years have passed).

Don’t forget to send Caesar a gift every year to keep that favor up. Remember that if you start sending large gifts, he won’t care as much about the smaller ones. You can give multiple gifts within the same year, but multiple gifts within a short period have rapidly diminishing effects, and after a few gifts, they will have no effect at all. You have to wait a year before you can get the full effect again. If Caesar himself is attacking you, Impressions says that giving 2 or 3 of the largest sized gift in sequence will have a big enough effect to stop him from attacking you. It is, however, much more economical to give him one gift a year of small to moderate size (depending upon the size of your city, a “moderate” sized gift may be the smallest gift you can send to him).

Never forget to comply with a request for goods. These should all be easy to meet and you should view such requests as free favor points (it sure beats sending Caesar a cash gift from your personal funds). The larger the request, and the sooner you comply, the more Favor points you receive.

When Caesar asks you to send him an army, “don’t send a boy to do a man’s job” (please excuse this non-PC axiom ladies). Not only does he want the army, he wants you to win and win big! Don’t skimp on the Legionaries & Javelins (save your game before you deploy your army, so that if they are defeated, you can re-start and send more). A triumphant borrowed army can net you up to a whopping 25 Favor points if you win the battle. Plus, you get the opportunity to build a snazzy Triumphal Arch in your city, which have one of the highest desirability ratings in the game. If you do not have the means to send Caesar a huge army, send him one legion (any kind of troop will do) at the very least—even if you know they will be creamed. You might take a 5-point hit in your Favor, but Caesar will be even madder if you do not send any legions at all.

Don’t overbuild and get your trade going quickly—become a profit-making machine. Early on, you can become VERY profitable, very quickly, by keeping population to a minimum and exporting everything you possibly can. If you’re profitable, you’ll get out of your initial debt quickly and will have surplus cash to pay your salary and funnel cash to Caesar. Try to stay in this profitable state for an extended period: building all forts/walls and sometimes even your entire city’s road network (with plazas, gardens, statues and aqueducts too) before expanding my population. Then, with a big wad of cash and your infrastructure already paid for, you can rapidly expand. Labor is expensive (just ask GM).

How do I increase my Prosperity rating?

There are several things that influence your Prosperity:

- Annual Profit (defined by income, not counting construction costs)
- Unemployment (below 5%)
- Loans from Rome (avoid them)
- Failure to pay Tribute (again, avoid)
- Wage Rate (higher than Rome’s)
- Housing levels (lots of Tents are bad, and Villas and up are needed to reach high ratings)
- Food Variety (the more people eating a variety of food, the better)
- Active Hippodrome

Profit is the key to raising the prosperity of your city. You will not meet the goals Caesar has set for you simply by raising the tax rate. If you overtax your people, your prosperity rating will actually decline. The rating is based not only on your cash flow, but on also the general sense of well being within your city. At most, your taxes should cover the amount paid to city employees, with a few Denarii left over for the annual tribute to Rome. Increasing the wages you pay your citizens is also a sign of prosperity. Moreover, this will encourage immigration; people want to live where the taxes are low, and the wages are high. You probably want to pay your workers more than the thirty Denarii that they would ordinarily expect as wages in Rome. Consider a starting wage of \$35 Denarii. It is enough to encourage newcomers, but not so much that you should be forced to drop wages later. The real money for your city has to come from trade. If you have developed your trade into a booming enterprise, you will not have to raise your taxes above 7-8%.

When you begin a new map, pause the game and conduct an inventory of your buildings and the land. Is farmland abundant? Check which type of farms and workshops you can build. Then check which kind raw materials you can gather. Then check your Trade Advisor. You will probably see some neighbors who are willing to trade with you. Trade ships can hold 12 units of goods, and caravans can hold 8. Compare what they are buying to what you can make. The best thing to sell is marble; it does not need a workshop to make, and is the most expensive thing to sell. You may be able to sell raw materials, such clay or timber, but the real money comes from finished goods, like pottery or furniture. You could easily sell iron for \$600 Denarii, but finished weapons will fetch up to \$4,000.

Impressions has explained that your Prosperity is updated at the end of each year, but is capped by the overall housing in the city. See the next question on how to calculate your prosperity based on the level of housing in your city.

How can I calculate my Prosperity?

Your prosperity rises when your economy is doing well (making a profit, low unemployment, high wages, active hippodrome). However, your prosperity cannot get beyond a certain cap, depending upon the overall evolution level of the houses in your city. Impressions Designer, Conan, has recently revealed that each housing level has certain prosperity associated with it, e.g., small tents have a prosperity rating of 5. The game takes the number of people you have living in a certain housing level, multiplies this by the prosperity rating of the house, and averages this over your entire population. Patrician houses have a weighted affect on prosperity. Thus, a city full of Tents cannot achieve a very high prosperity at all. A city entirely of small Casas can achieve a prosperity of about 30, and a city with mostly Insula can reach a rating of about 50. Villas and Palaces have a huge effect on prosperity, so only a few Palaces are needed to achieve very high prosperity ratings.

Example: Your city has 20 people living in small tents (prosperity rating 5) and 80 people living in small Casas (prosperity rating 35). The prosperity cap for this city is (a “*” sign means multiply):

$$20*5 + 80*35 = 2900; 2900/100 = 29 = \text{Maximum prosperity of the city.}$$

The next equation demonstrates the weighted effect that patrician houses have. We will add 5 patricians living in large villas (prosperity rating 400) to the previous calculation:

$$20*5 + 80*35 + 5*400 = 4900; 4900/105 = 47 = \text{Maximum prosperity of the city.}$$

For housing levels 1-20, the corresponding prosperity values are (it's in the c3model.txt file):

Sm Tent - 5	Lg Hovel - 30	Lg Insulae - 65
Lg Tent - 10	Sm Casa - 35	Gd Insulae - 80
Sm Shack - 15	Lg Casa - 45	Sm Villa - 150
Lg Shack - 20	Sm Insulae - 50	Md Villa - 180
Sm Hovel - 25	Md Insulae - 58	Lg Villa - 400

Lxy Villa - 600
Sm Palace - 700

Md Palace - 900

Lg Palace - 1500
Lxy Palace - 1750

It is possible to achieve a prosperity rating of a 100 while still having dozens of tents in your city. Try evolving some housing to Patrician level (Villas and up). Run some calculations: notice how having just 5% of your population in Luxury Palaces will automatically give you a maximum Prosperity rating of 87.5, even if everyone else is wandering the streets.

What is the ratio for Entertainment Training Centers to Venues?

For Entertainment structures you generally need 1 training center per 4 venues, to ensure the maximum number of shows that venue can host. That means that 1 Actors Colony can supply 4 venues, be they any combination of Theaters or Amphitheaters. 1 Lion Pit can supply 4 Colosseums; 1 Gladiator School can supply 4 venues, be they any combination of Amphitheaters or Colosseums.

How can I raise my Entertainment rating?

Your housing needs several varieties of entertainment to evolve. Moreover, there is a boost for citywide levels of entertainment (i.e., overall coverage, as reported on the Entertainment advisor panel). Impressions has explained that it works like this:

Each house has an entertainment rating on a scale of 0-100; the level is based on the walkers that pass by and the city wide coverage levels. You get some points if a theater walker has passed by. You get points if an amphitheater walker passes by, and more points if the amphitheater is hosting 2 types of shows. Ditto for Coliseums (if you have lion shows and gladiator tournaments, lion tamers and gladiators DO NOT both have to pass by a house—only one of them has to pass by to get the effect. What matters is that you have 2 shows going). You also get points if a Hippodrome charioteer passes by. As you would think, you get more points for the more expensive structures than the cheaper ones, with a good boost to Amphitheaters/Coliseums if they have two shows. These points can add up to a total of 80, maximum. How recently a walker passes DOES have an effect; the points tick down with time. You can see it graphically by the height of the overlay columns that decrease with time after a walker passes and eventually go away if no additional walkers come by. The other 20 potential points come from the citywide coverage level of the various building types. So, if you have perfect (100%) coverage of three types of entertainment, but no Hippodrome at all, you would get 15 of the 20 possible bonus points in every house on the map. This can result in houses that have no entertainment walkers passing at all having a high enough entertainment level to make it to the small/large Casa level (which require 10 points of entertainment). This added bonus is quite useful if an area with plenty of theater/amphitheater walkers is not evolving to a uniform level of Insulae: building a Coliseum or two, or a Hippodrome, will give enough of a boost to get some more housing evolution in unexpected places. Hippodrome Chariots need to pass by housing for it to even have a chance of achieving the Luxury Palace. One hippodrome gives perfect coverage, so it's a quick 5 pt boost to every house in the city, even without walker coverage. Neat, huh?

I built a Hippodrome, and then a Chariot Maker next to it. I see races in the Hippodrome, but it tells me it can't stage any races because it has no Charioteers. What's the deal?

Check you Hippodrome's road access. Both entrances (one at each end) have to have road access. The charioteer you are seeing running races inside the Hippodrome is simply the visual cue that lets you know the Hippodrome has labor and is ready to stage races.

In addition, if you look at the fire/damage overlays, you'll notice that the Hippodrome is treated as 3 separate structures for engineer/prefect access, but if it burns or collapses, you lose the whole building. Be sure to have a road running the entire length of the Hippodrome (the long side) for engineer/prefect access.

X. Questions about Military

What's the purpose of the Military Academy? Do I need to build one?

Academies improve your soldier's initial moral and ultimately allow them to achieve a higher moral than had they not been academy trained. More importantly, if you have academy trained Legionaries (heavy infantry), they can form the Roman "Tortoise:" a narrower, deeper "square" formation, four men deep by four men wide. This is stronger than the shallower formations, although it obviously spans less width. When the legion is under missile attack, it will automatically form the "tortoise" formation. The men face all sides and hold their shields out, edge to edge, making them almost invulnerable to missiles.

How can I raise my legion's moral?

There are several things that can affect your legion's moral:

- Homesickness. The longer your troops are away from their fort, the more their moral drops. In fact, if they are away for too long, they will become "frightened" and run back to their fort on their own accord! As long as they remain at the Fort, their morale will increase over time.
- Their moral drops if any of their comrades are killed.
- Building a Military Academy will improve your soldier's initial moral and ultimately allow them to achieve a higher moral than had they not been academy trained.
- Above all else, make sure Mars is happy! If he isn't, well, he gets a tad upset with you. His wrath has been known to cause your troops to become immediately "frightened," or he will even kill some of the soldiers in your legion. If your troops become "frightened" during battle, they will retreat from the field!

Caesar sent his own legions to arrest me. I managed to fend off his first attack, but he sent another. I managed to defeat the second and third attacks as well. How long will he keep this up?

Impressions tells us that you can fend off Caesar's legions indefinitely; although he will eventually start sending up to six cohorts per attack. You can, however, get him to stop attacking you by raising your favor (see another section of the FAQ for tips on how to do this). Your biggest danger lies in not being able to recoup your cohort losses between attacks due to the time it takes to train new soldiers. If your wall/tower system is good enough to destroy most of the

attackers (with a little help from Mar's Protective Spirit), you can fight off Caesar indefinitely, though you may have trouble recouping ballistae/sentry losses as well. If you're really bored, and have a good army, you may even want to provoke Caesar deliberately just to get a decent sized attack to deal with (he is very predictable in the direction he attacks from, i.e., the road from Rome).

Why did Caesar come to arrest me?

There are two reasons why Caesar might be attacking you: Debt and Favor. If you have run up a huge Debt, simply get your city out of debt and the attacks will stop (though there is probably an army on the way that you will have to fight off first). If it is Favor (Caesar attacks when your favor drops to 10 or below), send gifts to Caesar to bump up your favor rating. Do this right after winning an attack from his troops (you get a favor boost from winning the assault, while Caesar is having second thoughts about the wisdom of attacking you). Impressions tells us that if you get your favor above 20 the attacks will stop. This should not be at all difficult to do (again though, you may have another legion already en route that you will have to fight off). Of course, these attacks are far more dangerous when you're first getting your city off the ground and are not yet prepared for them.

I'm having trouble preparing enough troops for war. I may defeat one attack, but I never seem to be ready for another.

If you have not made any defensive (walls) or offensive (legions) preparations for war once you receive the first warning (Distant Battle message), you had better get cracking! That message gives you 3 years warning. If you're short on cash, begin selling everything you can, raise taxes a little, lower the wage rate, and donate any personal savings you may have accumulated from your personal salary to the city. The second warning (Enemy at the Gates) tells you that you will be attacked within the year.

In the higher level Military assignments, you will be attacked many times, and it may be difficult to rebuild your troops. To protect against this, when you are ready to build your first barracks, make sure you have enough cash to build two or three of them. Depending on how hostile of a map you're playing, you may even want to build up to four. While you normally can't build more than one barrack once it's operational, you can build several at a time if you build them all at once, since a building does not "exist" to the computer until it has labor. Slow your game down to speed "10" and plan where you would like to build your barracks. Now you'll really be cranking out the troops! If you've built towers at the same time you've built forts, remember that the barracks will produce soldiers to staff the ballistae before it will produce legions for the forts. Make sure the Military sector on your Labor Allocation screen has a priority number set to it to ensure full staffing and maximum production of soldiers.

Try to get a blessing from Mars to receive a "protective spirit." This spirit will completely wipe out a small invasion, or take a good chunk out of a larger one. You usually receive a blessing from a god when they are "exalted." The protective spirit is a one-time shot: once you use it, it is gone. It is possible to receive another one later on though. Try to get another blessing in-between attacks. I have received up to 4 blessings over the course of playing one map. See questions on Religion for more on blessings. Never let Mars become upset with you (check his temperament with the Religion Advisor), or he may cause a local uprising to occur, decrease the moral of your troops, or even kill some of them off!

Is there a way to predict the direction the enemy will attack by looking at a map of the Empire?

Not really. You may get a general sense of where the enemy is going to attack from looking at their approach on the Empire map, but it is not 100% accurate. There are a few things you can do to make the enemy attack you where you want them to. The enemy never attacks from areas where there are trees/bushes on the map edges. They only attack from an area where there is a relatively large open space. The enemy also attacks from the same few directions. Thus, on the Lv. 6, Carthago map, the enemy attacks from the same 4 positions (I am not going to tell you which ones!). Assuming you have enough cash, you can easily direct enemy troops to where you want them to attack. All you need to do is completely surround your city with walls (don't forget to make two gatehouses if you do). Then, decide where you want the enemy to attack you by creating a breach in your walls. Do this by either deleting a small part of your wall, or a tree/bush that you had built your wall up against. The enemy will attack you at what it thinks is the least defended point. The AI interprets a break in your wall section as this point. No matter where the enemy appears on the map—provided they are not blocked by other rocks or forest, it will attempt to breach your walls at this point 100% of the time. Another good tactic is to lead the enemy in towards your towers using “hit-n-run” tactics with javelins. You can lure them anywhere you want to by striking, running, striking, running.

What's the point of having Cavalry in the army? Heavy Infantry and Javelins are so much better.

Cavalry are a real asset if used properly. Similar to the hit-and-run tactics described above, use them to lure the enemy back and forth along tower walls, while the ballistae do their work. You can also use cavalry to draw off part of the enemy forces, so that your legions don't have to face as many enemies at one time. You can also use the cavalry to flank the enemy once they're engaged in combat with your infantry and javelin's. In the same way, use cavalry to block enemy attempts to outflank your infantry to get at the javelin units stationed behind them. You can also use cavalry to quickly put down gladiator riots, or citizen riots. You really only need to build one unit of cavalry, and they are best used for luring, diverting, pursuing, reinforcing, distracting, and exploiting, more than for direct one-on-one combat.

Are there any cool things that people have done to stop the enemy if I can't afford to buy armies, but I can build towers?

Many people have had success with something called the “Corridor of Death.” This is a technique devised by Etherboy, a regular in Caesar III Heaven's Forum. It goes something like this:

Build a long, narrow access corridor to your town lined by towers and prefectures. Do not block off this corridor at either end with either a gatehouse or walls. The theory is that the prefectures, once activated by enemy troops, will continue streaming to the defense of the city. Even though they almost always lose (a prefect is no match for an enemy soldier, but 5 can take one down), they do tie-up the enemy, and if that long corridor is also lined with ballistae . . . well, you get the picture. If you do have armies, the prefects will delay the enemy long enough for them to arrive. The prefects then act like replaceable legionaries, holding the enemy soldiers

at bay while your javelins and ballistae slaughter the enemy. As the prefects are killed, new ones are almost instantly reborn; a far cry from that mangled legion who must then fight another battle halfway across town.

If you can afford to take a hit in the desirability levels of some parts of your city, Timotheus recommends placing towers at various points inside your city, but as far away from housing as possible. This is useful when violence hits your streets from either a citizen's riot, gladiator revolt, or if the enemy breaches your walls. Remember that you must place towers upon 4x4 section of walls.

I built a row of Towers, and then put several layers of walls in front of them for protection. But when the enemy came, they didn't fire! What happened?

For starters, make sure that your Towers are staffed and have access to a working Barracks. Impressions has explained that Ballistae can only fire over one thickness of wall placed immediately (that means "touching") in front of them (you'll notice that when you build rows of walls next to one another, they "morph" together). However, you can place another row of Towers in front of the first row you built, if the second row is at least one tile space apart from the first row. This space would presumably be a road so that the second row of Towers can be staffed. A final note about walls and towers. Remember that the enemy can NEVER breach forests, rivers, and rocks, unless (in the case of forests) you clear them away, or (in the case of rivers) provide bridge access across them. The enemy will never attack you by boat from the shoreline.

XI. Questions about Governor's Homes

The manual says that Governor's Mansions and larger statues boast prosperity. Do they work cumulatively? Do additional Governor's homes generate any benefits?

The manual is in error, and this was changed after the manual went to the printer. Governor's mansions and statues have no effect on prosperity. Governor's mansions only have a large desirability effect. The Governor's Palace has the best desirability effect (next to the Triumphal Arch) in the game.

I built a Governor's house/mansion/palace, but it is not employing anyone. It's right next to my houses, but says there is "Poor access to labor." Is this a bug?

No, but it is misleading, especially because the manual is in error as well. Governor's residences (like Oracles) do not require any employees. If you look, the right-click screen says, "no employees, 0 needed." Impressions has said the employee row on their right-click panel is superfluous: simply ignore it. Hopefully this will be removed in a future patch. Though they don't need labor, they do require engineer and prefect coverage.

If the Governor's homes do not employ any workers—and only effect desirability—what's the point of building them? I can build a large statue instead of a Governor's Palace for less than half the cost!

Originally, the Governor's homes were very expensive, and gave a Prosperity boost. This was changed after the manual was sent to the printers. This might be changed in the future. Impressions concedes the point that the governor's home is effectively nothing more than a big statute, with one important difference. Building a Governor's homes has a huge desirability effect—the larger the better. Only the Triumphant Arch has a greater effect on desirability, which will increase your chances of upgrading housing to Luxury Palace level, thus having a positive effect on prosperity. Moreover, they look pretty, don't they?

XII. Miscellaneous Questions

Some of my saved games don't show up in the Load Game dialog list? Have they been erased?

Impressions has said that there is 100 saved game limit. The games are still there, and if you type in the file name, it will load the save normally. You can also delete unwanted saves. You have to do this through Windows Explorer though. Just delete any .SAV files in the root Caesar III directory that you do not want anymore. You can also re-name files.

How do I take a "screen shot" of my game?

Press "Print Screen," This will save one image. If you do it again, you will overwrite it; (2) Open up Paint, PhotoShop, Deluxe Paint, etc.; (3) Click "New" to create a new document if isn't already on the screen; (4) Click on the "Edit" command, then "Paste," and voila! The screen when you pressed "Print Screen" will appear there. After that, you can cut it, resize it, modify it, or do whatever.

Where do I send a game file if I think Impressions should take a look at it because of a possible bug?

Send it—with a detailed description of what to look for and where—to Impressions staff designer Lancer27, whose e-mail address is jon.payne@sierra.com.

I have noticed that some of the actors are named after real actors. For instance, Iackus Nicholsonus: of course the letter "I" in the Latin alphabet, when followed by a vowel, would actually be a "J" making it Jack Nicholson. How many are there?

There are a whole lot others. I have also seen a lion tamer named Zeigfriedus Roius (Zigfreid and Roy), and a rioter named Biggus Dickus (needs no explanation). Anyway it is an amusing little extra to look for. Here are some more that various players have come across:

Insurrectus Prohibitus - A Prefect
Iamus Caerreuus - Jim Carey
Gregorius Peccus - Gregory Peck
Robinus Vilaemus - Robin Williams
Tomus Hancus - Tom Hanks
Burtus Renoldus - Burt Reynoldus
Humfraeus Bogartus - Humphrey Bogart

Silvestus Stalonius - Sly Stallone
Iamus Cagnius - James Cagney
Carletonus Hestonius - Charlton Heston
Antonius Banderus - Antonio Banderas
Iamus Daeanus - James Dean
Borus Caerlofus - Boris Karloff
Dustinian Hofmanlius - Dustin Hoffman

Circus Duglus - Kirk Douglas
Maelus Gibsonius - Mel Gibson
Patricus Stuartus - Patrick Stuart
Allus Pacinus - Al Pacino
Bradlius Pittus - Brad Pitt
Marlonius Brandonius - Marlon Brando

Ieremius Ironius - Jeremy Irons
Spartacus - a gladiator
Clintus Orientlignus - Clint Eastwood
Paulus Novahomus - Paul Newman
Robertus Rubervadus - Robert Redford

I'm having trouble getting the Game Hack cheat-program to work.

One user has offered the following example of editing something simple, like Population, just to understand how it works:

1. Activate Game Hack.
 2. Activate Caesar III.
 3. Start or load saved city.
 4. Notice what the population is right then.
 5. Bring up the Game Hack by pressing Ctrl. + Shift + G.
 6. There is a button on Game Hack in the upper left hand side of it that says, "Process." Push it and there will be a bunch of options. There is an option (probably the one on the very bottom) that has a bunch of letters and "C3." Click the one with "C3."
 7. Now, remember the population before? Click on the button that says, "First." On the line for "Data," put in the population number. Click "OK."
 8. It might take awhile, but eventually, it comes up with a list of addresses or offsets on the left. Ignore that for now, and go back to play Caesar III for awhile, until the population changes.
 9. After the population has changed to whatever number, go back to Game Hack by the way described before (Ctrl. + Shift + G). Click the button, "Next" Type in the population in the field that says, "Data." Click, "OK."
 10. It will narrow the field to a few addresses. Now, the address that you can edit for population is one of those.
 11. Repeat steps 8 and 9 until you narrow it down the max.
 12. Once you have figured out the address, click on it, and click on that arrow button in between the two big sections. That address will move over to the right section. That is our population culprit! Now, to change the population...
 13. Double-click on the address that you just moved. It will bring up a chart. The "Data" line will have your current population. Just change it! Go back to your game and watch! Your population SHOOTs up. (It might go back down again because not enough house space or food. Do not try to fit 15,000 people in one small neighborhood as I did! "Not a good idea!") Once you mastered that, you can edit your Denarii, and basically anything else you want. Do not get frustrated. It might take awhile. The best thing is about Game Hack, is that it can work for ANY game.
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Thank you for reading the FAQ's! I sincerely hope that you found the answers you were looking for! If not, please visit Caesar III Heaven's Forum at <http://caesar3.heavengames.com>, and post your question. If you think you see an error in the FAQs, post this to the Forum as well. Hail Caesar!

—Angel “Proconsul” Draco

“All Roads Lead To Caesar III Heaven.”

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