

Caesar 3 Map Editor
Version 1.0.0
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This readme file is for the Caesar 3 map editor. It provides instruction in the use of the editor and information about the cost of opening trade routes in the forty empire states prepared by the development team.

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INTRODUCING THE CAESAR III EDITOR

Thank you for taking the time to download the Caesar III Editor. We look forward to playing your maps!

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USING THE CAESAR III EDITOR

The instructions that follow are adapted almost verbatim from the online help. Access this information from the Editor's Help menu, or from this file, whichever you find easier to use.

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- I. Creating a map

A. Learn the controls

1. The menu bar

- Use File to start a New map and choose its size; Load an existing map; Save your work or Exit the Editor.
- Options: Display lets you choose a screen resolution to work in. Use Sound settings to set music volume, and Speed to adjust your scrolling speed.
- Use the Resets to quickly clear all of the Herds, Fish or Invasion points. If you just want to move one or two points, simply re-place them using the proper placement tool; use Resets only to clear all of them.
- The Help menu lets you access this document within the Editor. The text of the online help is nearly identical to the file you're reading now, with a few changes in wording and organization.
- Empire: Choose one of 40 possible Empire states for your map. This should be your first step.

2. The control panel

The right side of the screen has a Control Panel similar to the one found in the game. The top window is a radar map that shows you the big picture.

Beneath the radar map are two buttons. The one on the left closes an open dialog box (works the same as a right-click). The one on the right opens a panel from which to set attributes.

The text window under these buttons shows what tool you have selected.

The 15 buttons under the text window are the map builder's main controls. From left to right, and top to bottom, these are:

- Grass: This is the default 'blank' terrain. Use it to remove any other terrain type (except height changes).
- Trees: Place trees as obstacles or resources for timber.
- Water: Create coastline or rivers. Besides being a crucial terrain feature, water is needed for drinking, for seaborne trade, and as a resource for clay pits. See section III B for tips on water placement.
- Elevation: Choose to Raise or Lower the land, or place an Access ramp. Your map can have multiple levels, which you build one at a time. Hold down the left mouse button and drag the cursor to raise or lower large areas. Read section III C for tips on terrain elevation.
- Scrub: Just like trees, but provides some graphical variety.
- Rocks: Place rocks as obstacles or resources for iron and marble.
- Meadow: This is farmland. Go to section III D for further instruction.
- Road: You don't technically need a road across your province. Merely designating entry and exit points is enough to create a 'road to Rome.' We recommend that you join these points with a road, to help players see the road to Rome, give them a starting point for their city and add definition to your map. Roads can only be built on grass or meadow.

- **Brush size:** This controls how much turf your cursor affects at once. Use large brushes to alter whole swaths of land, and small ones for detailed editing.
- **Earthquake:** If your province will have an earthquake, this sets where it will occur. No province may have more than one quake. Earthquakes can block the road to Rome, so don't place the marker within about 20 tiles of the road. Be sure you read section II A, about setting entry, exit and way points, for more about quakes.
- **Invasion points:** Set the entry points for enemy armies. These must be on clear, level land.
- **Entry/Exit:** This determines where the 'road to Rome' starts and ends. Migrants and caravans enter and exit the map at these points.
- **River Entry/Exit:** If your province will include seaborne trade, define where ships enter and exit the map.
- **Natives:** Place native huts, centers and fields for provinces that will include them.
- **Fishing/Herd points:** If your province will include fishing, this sets where the boats will go to haul in their catch. If you want to include wild animals, set their locations here. Fishing requires some special conditions to work properly. Go to section III A for a full explanation.

B. Choose the Empire state

Your province's location in the Empire sets many conditions that you should design your map around. The Empire map should be your first stop. Click Empire on the menu bar, then Choose Location.

The Editor contains 40 different Empire states. Use the up and down arrow keys to scroll through the choices. Watch the brief text description at the bottom of the screen for a rough idea of the city's qualities. When one catches your eye, click on the city flying the black and gold eagle standard (the player's city) to see what resources it has.

When you find a city with the characteristics you want, jot down which resources it can produce. Notice whether its trade routes are all land, all sea, or a mix. Click on each of its trading partners (cities with red standards) and note what goods they buy and sell.

Armed with this information, you are ready to create your province. Click the OK button to confirm the Empire state and return to the map Editor.

C. Create your map

First, form a concept for your province. The Empire state that you chose sets some broad parameters, but you should have some idea of how hard the assignment will be, its central challenges, and how its map should look. Assignments with a clear concept behind them are usually more fun than enormous maps that offer the player everything, then throw out seemingly random obstacles.

Decide how large the province will be. Under File, choose New Map. Choose one of six sizes, ranging from Tiny to Enormous. Map size affects how long the game will last and how complex your terrain can be. Use smaller maps for simple landforms and low population requirements, when you want players to be able to finish your assignment in a single gaming session. Larger maps let you get fancy with elevations and other map features, or to require large populations.

Now create terrain. Think about where in the Empire your city is, and make the map rough or flat, wet or dry, riverside or coastal, as seems logical.

Rivers and coastlines are usually the biggest features on your map. Create them first. See section III B for more ideas.

Once you've divided the land from the waters, elevations are the next-biggest feature. Raise up any land that you want elevated. See section III C for more thoughts about terrain height.

Before you go much further, lay out the Road to Rome. This road can be as long and convoluted, or as short and direct, as you want. It must have an entry and an exit point, though.

Most players' biggest consideration in starting a new city is the abundance and location of farmland. Read guidelines for meadows in section III D.

Now add rocks. If your map offers iron mines or marble, rocks are a resource; their location and abundance depend entirely on how accessible or scarce you want iron and marble to be. If neither of those raw materials are available, the rocks are merely an obstacle.

Trees and scrub are the last map element. Like rocks, these are resources. If your province has timber yards, place trees carefully, based on abundance and accessibility. Without timber yards, trees are just a removable barrier. (Trees and scrub are both resources for timber; the two types give you some graphical variety. The larger you build a patch of trees, the denser it appears in its center. The same is not true for scrub).

II. Map attributes

A. Set entry, exit and way points

Your map is just a picture of a landscape until you define its attributes. Use the lower buttons on the Editor's control panel to set these characteristics.

- **Earthquake:** No province can have more than one, and most provinces haven't any. Create an earthquake if your province is in an area that you know to be geologically active, or to give players a different challenge during an interlude free of invasions and requests. To remove a quake marker, go to the attribute panel and turn off Earthquakes in the special events list.

The marker defines the quake's epicenter. You will set its size later, in the attribute panel. Earthquakes occur when and where you choose, and affect a radius defined by their size, but the actual path that the fault lines follow is determined randomly each game.

WARNING: The quake's fault lines can block the road to Rome. Don't place the quake marker within about 20 tiles of the map's entry and exit points, or your map might become unplayable. Always take care when placing earthquakes that you don't block players' access to needed resources.

- **Invasion points:** Set locations at which enemy armies can appear. Later, in the attribute panel, you will decide whether invasions take place at particular markers, or randomly. As you place invasion points, be careful not to strand your invaders on the wrong side of a river, or behind an impassible reach of rocks or trees.

Invaders must arrive on clear, flat land. The program will not let you place markers on 'illegal' locations. If you define any enemy invasions, you need at least one invasion point. If your assignment has no invasions, you need not place any of these markers.

- **Entry and Exit points:** Quite simply, where immigrants arrive from, where emigrants depart to, and where caravans enter and exit. There are no restrictions, apart from being on clear, flat land - they can be right next to each other, if you want - but it is customary to place them on opposite sides of the map.

- River Entry and Exit: These markers define where flotsam enters and leaves the map, and where the navigation channel is. Trading ships, if any, appear and disappear from the river entry point, but players must not block the route between the river entry and exit points with low bridges. You don't need these markers in provinces with no seaborne trade.
- Native Hut/Center/Field: These create indigenous tribes. Native huts produce native walkers, which players must pacify by building mission posts. In order to do so, the missionaries need roads linking the huts and center(s) together. It would be courteous to link your native structures with paths (although you don't need to do so). Native fields are purely for graphical effect, and there's no reason to run paths to these fields.
- Fishing/Herd points: If your map includes fishing, place up to eight fishing points offshore. Any number of fishing boats can use one fishing point. The considerations in placing multiple points are graphical (more fishing points look more abundant), and travel time. Fishing boats sail to the nearest fishing point, so place them near areas that you want to encourage players to settle. Players will tend to seek wharf locations near the points that you place.
- Place at least one herd point if you want the province to have animals. Northern provinces will have wolves; central maps have sheep; and southern maps feature zebras. Setting multiple herd points creates more, but smaller, groups of animals.

B. Attributes panel

Click the button on the right, under the radar map, to open the panel from which you set in motion your province's events.

- Starting Conditions: First, enter a brief description for your map. This name will appear on the selection screen for the City Construction Kit. In Caesar III, we used the name of your starting city. To avoid confusion, we recommend that you choose some other name for your map, especially if you expect to trade maps with other players.

Now set the player's rank. Lower ranks earn smaller salaries, and display a lower difficulty level on the map selection screen. The player's rank should reflect the overall difficulty of your map. Citizen, Clerk and Engineer are all for easy assignments; Architect, Quaestor, Procurator and Aedile are for medium maps; and Praetor, Consul and Proconsul should be the most difficult missions.

Start date is, by default, 500 BC. You can choose any date between 999 BC and AD 999. We suggest that you use earlier dates for smaller Empire states and later dates for larger Empires.

Initial Funds are your beginning bankroll. Dangerous provinces should have larger initial funds, especially if you've scheduled early invasions. Consider the total number of trade routes in your Empire state, whether players need to open the routes early, and how much they'll need to import so their city can thrive.

The cost to open a trade route ranges all the way from 100 to 5,000 denarii, with the average being about 700 dn. If early trade isn't crucial to player success, just multiply 700 by the number of trading partners for a rough idea of what the routes will cost. If you'd rather know the exact costs, see the table near the end of this document.

Rescue Loan is the money Caesar gives you if you run through your Initial Funds. The rescue loan is customarily 1/3 to 1/2 the amount of starting funds, although nothing constrains you from setting any value you want. Set these numbers lower or higher to pressure players into establishing industry and trade early, or to relieve the pressure to do so.

Should Rome Supply Wheat? If you have a specific reason for taking food concerns off the player, set this to Yes. Farming is often one of a city's larger employers. If you do choose to remove food farming

from your assignment, think about how you'd like the player to employ those plebes who would otherwise be farming, and design your map with other labor demands in mind.

Turn Flotsam on only if your map has seaborne trade. If you defined a navigation channel by placing River Entry/Exit points, flotsam will drift from the entry to the exit. Turning flotsam On signals to players that seaborne trade is possible.

Finally, set the milestones by which Caesar judges the player's performance. You set time frames for players to accomplish 25, 50 and 75 percent of their defined goals. If players achieve these milestones, their Favor rating rises 5 points; if they fail, it falls by 2.

- Terrain Set: Choose Northern, Central or Southern tiles. Your choice should depend upon where on the Empire map your city is located.

The terrain set affects more than the map's appearance. If you placed Herd Points on your map, you will get wolves in the north, sheep in the center and zebras in the south. Furthermore, northern maps have no fire risk, while southern maps are highly combustible.

- Requests: Requests from Caesar let players raise their Favor rating, which is hard to affect otherwise. They also spur players to develop industry early. You can schedule up to 20 requests for your assignment.

Keep some pressure on players and give them the chance to improve their Favor, but don't ask for too much too soon, or too often. Space the requests out over the time that you expect your assignment to span - but don't be too regular about it, either. The game's Emperor screen can only display five requests at a time, but the Editor lets you make all 20 requests overlap in time, if you so desire. To avoid display problems, don't have more than five Emperor requests active at once.

Make sure you don't ask them for something that isn't in their power to provide! Players will grow quite angry if their Favor falls because Caesar wants something they can neither produce nor import. Vary the commodity that Caesar wants, too.

Keeping these guidelines in mind, the process of creating Emperor requests is simple. Click on a request slot. On the panel that opens, enter:

- The number of years from the starting date that the request is made;
 - The number of cartloads Caesar wants;
 - The commodity that Caesar wants;
 - The deadline by which he wants them; and
 - The boost in Favor players receive from success.
- Invasions: The same considerations that go into scheduling Emperor requests apply to invasions. Assuming that you set Invasion Point markers, you can schedule up to 20 invasions. Give the player time to get the city running before you start the military pressure, then start with a small force and work up gradually to major invasions. Pace the military action in a reasonable manner, but try not to be too predictable.

The Editor's interface doesn't block you from scheduling invasions very close in time. Exercise restraint. Too many invasions in too little time not only angers players, but might actually cause some problems with the program. Don't schedule a fourth invasion until the first one has taken place. The easiest way to do this is to schedule invasions at least one year apart, but if you do plan two for the same year, leave an ensuing year free of military action. Never schedule more than the 120-invasion maximum in a given year. If you want to have two invasions in one 12-month period, break them into forces of 60 men each.

To see where crossed-sword markers will appear, and to see the paths armies will follow in case of a Distant Battle, press CTRL+A.

Remember that, as a designer, you are not trying to defeat the player! Your goal is to provide an appropriate level of challenge.

The setup panel for invasions looks much like that for requests. You will see fields for:

- The number of years from the starting date that enemies invade;
- The number of invaders. Like your own legions, one 'full force' of enemies contains 16 fighters;
- The invaders' type. Choose an enemy army of the nationality you chose with the 'Enemy' button, local raiders (which are always barbarians), or a Distant Battle (explained below);
- The origin of the invasion, according to where you placed Invasion markers. Choose a specific location, or random. Invasions are harder to defend against if you vary your locations;
- The invaders' target. Have them attack the player's food chain, gold stores, best buildings, troops or a random attack.

Distant Battles are military actions that occur outside the province. If you define a Distant Battle, Caesar will ask the player to contribute troops for the defense of a city elsewhere in the Empire (chosen by the program). If the player doesn't send an army, Favor falls by 50; if he sends an army that arrives too late, Favor drops 25; if his army loses the battle, Favor falls 10 points; and if the player's army defeats the invaders, Favor rises by 25 -- and, Caesar lets him build a triumphal arch.

Combat calculations for Distant Battles depend upon the number of soldiers the player sends, their type, and whether they were trained at a military academy. If players send non-academy auxiliaries, they need at least one soldier per invader to prevail. Academy-trained auxiliaries or untrained legionaries can prevail against 2:1 odds, and trained legionaries can handle 3:1 odds. Caesar asks the player for a small army if your invasion force has fewer than 46 soldiers. Define 47 to 89 units to prompt a medium army request, or more than 90 units to spur a large army request.

- Buildings allowed: Until you highlight particular buildings here, players can build anything and everything in the game (subject to the resource restrictions imposed by your Empire state).

Restrict players' options according to your assignment design. If it is a small province early in the Empire, you might want to withhold the hippodrome and chariot maker. If no marble is available through mining or trade, don't dangle oracles and large temples before the player. If there's no fishing, turn off the shipyard and wharf. (See section III A for more about fishing). In the absence of native tribes, take away mission posts. If yours is a peaceful province, disallow the military structures.

Remember that the allowed resources are determined by the Empire state. Any structures you disallow through this panel should reflect your province's pre-defined resources. You don't need to specify which farms and workshops are available. If your Empire state gives the player wheat and vegetables, but not fruit or meat, then allowing Farms automatically offers only wheat and vegetable farms.

- Win Criteria: Caesar normally expects targets in Culture, Prosperity, Peace and Favor, although you can specify that one or more ratings won't count toward victory. If the city must reach a minimum population, enter that here.

Impose a Time Limit if you want the game to end after a certain time. This option lets you design 'race the clock' assignments, giving a player low ratings goals, but little time to reach them.

Or, if you've designed a province with unattainable goals, define a Survival time - that is, if the player manages to last a given number of years, he wins by virtue of not having lost. Provinces lacking key resources, or experiencing heavy military action, or plagued by large native tribes, might fall into this category.

Time Limit and Survival Time are new game options not used in any of Caesar III's original assignments.

- Special Events: Simply toggle these on or off, and the program decides randomly when they happen. Earthquakes, Gladiator Revolt and Change of Emperor let you specify when they occur. Set the Earthquake's size here, too.

A Change of Emperor resets the player's Favor rating to 50 (neutral). Sea and land trade problems delay ships and caravans. Rome's wage rate changes the default (30 denarii) that makes players' plebes happy. Contaminated Water lowers the city's health. Iron mine and clay pit disasters destroy one of these structures. Don't toggle these on unless your province includes clay or iron!

- Price Changes: Schedule up to 20 fluctuations in the price of commodities. For each change, click its button to specify when it happens, what is affected, whether it rises or falls and by how much.

Use price changes to simulate the effects of supply and demand. Generally, if a player is importing a commodity, it should grow more expensive as time goes on and the city demands more of it. Players' exports should earn less money as the city produces more and more. Don't define price changes for goods that the player cannot trade.

Finally, notice the arrow buttons below the picture on this panel. Use these to select the picture that appears on the Construction Kit's scenario selection screen. The picture should reflect some aspect of your province's design.

That's it! Save your work. If you haven't already jumped down to the Tips section, keep reading.

III. Tips

A. General

As you design your map, don't assume that people will play it the way you expect. Caesar III accommodates a large variety of playing styles; your map should, too. There should be multiple ways to win, not a single successful design that players have to discover.

Save often. Don't risk losing hours of work to a random failure. You should certainly save your map any time you complete a major design step. Saving multiple versions of your map, each with a different file name, gives you more flexibility to change your mind if you pursue an idea that doesn't work out.

Save your map with a unique file name, not just the city name. Remember that there are many, many other map designers out there, and people trade maps avidly. Give the file an odd name to lessen the likelihood of conflict with other designers' efforts.

The program creates a file in your Caesar III folder called (yourname).map. When you want to share your completed map (see below), this is the file you should transfer.

Fishing requires some special care. If your chosen Empire state lists meat as a player city resource, then do not place fishing points or allow shipyards or fishing wharves. Doing so will cause pig farms to grow fish! Allow shipyards and fishing wharves ONLY in provinces that don't have meat.

Each Empire state's text description specifies 'no fishing' if meat is available. 'Fishing OK' means you can add it or not, as you like. Instances where fishing would allow players to reach the three food types that housing needs to evolve to high levels are also noted.

Of course, saying that fishing is OK doesn't mean it's necessarily desirable. Use common sense. If you are designing an inland province, fishing is a dubious offering. If you include it at all, limit its potential with jagged shorelines.

To swap tips with other designers or find help with specific questions not covered by this document, point your browser at www.caesar3.com, the Impressions web site.

B. Water

Will your province have seaborne trading? Should drinking water be plentiful or scarce? Is fishing going to be an option? If you are making islands or carving your landmass into pieces separated by water, where do you want to let players build bridges? Design coastline very carefully.

Remember that bridges must connect a straight, piece of one shore to a straight piece of the opposite shore, and that ship bridges must be at least five tiles long. If you expect players to bridge your map's navigation channel, make sure you give them appropriate locations for ship bridges.

Remember, too, that docks, shipyards and wharves all need straight diagonal segments of coastline. The shape of your coastline or shores determines where these crucial facilities can be built, and goes a long way toward defining the map's character. Sculpt bodies of water very carefully in provinces that have seaborne trade, fishing, or both.

Finally, remember that all maps need at least one small body of water for reservoirs, and for clay pits if they can dig clay. If you want to make players transport drinking water through extensive aqueducts and reservoirs, it is fine to restrict the water supply to one edge of the map - just don't do that by omission. Unless you want to challenge their water distribution prowess, place bodies of water more or less equally around the map.

As important as it is that you lay out your shorelines precisely, don't take this approach to an extreme. A medium-to-large map that has only one valid location for a dock, or that requires bridges to be built in only very limited places, can tax a player's patience. Players should have strategic choices available. Don't just make them hunt for the only alternative you've given them. Only use that level of restriction on small maps.

II Trade route costs:

Empire State/cost to open trade route and city name

1	500 Lutetia	700 Mediolanum	400 Massilia	500 Narbo
2	100 Athenae	600 Brundisium	700 Tarentum	1000 Syracusae
3	350 Lindum	300 Calleva	550 Augusta Tre.	450 Lutetia
4	600 Capua	1000 Brundisium		
5	300 Calleva	350 Londinium	450 Lutetia	550 Augusta Tre.
6	600 Carthago N.	400 Valentia	800 Tarraco	
7	350 Carthago N.	450 Tarraco	550 Roma	600 Capua
8	400 Volubilis	350 Tingis	450 Carthago N.	500 Valentia
9	450 Caesarea	300 Thamugadi	550 Syracusae	
10	600 Leptis Mag.	1000 Syracusae	900 Corinthus	1000 Miletus
11	350 Carthago N.	450 Mediolanum	550 Roma	600 Capua
12	200 Damascus	300 Heliopolis	400 Antiocha	1300 Ephesus
13	1275 Tarentum	925 Capua	1900 Syracusae	800 Massilia 950 Narbo 1800 Tingis
14	1000 Carthago	1050 Roma	850 Capua	950 Tarentum 1150 Brundisium 1400 Corinthus 1750 Athenae
15	850 Carthago N.	1100 Mediolanum	1400 Roma	1550 Capua
16	1275 Alexandria	1100 Hierosolum	850 Damascus	600 Antiocha 1350 Miletus

17	650 Volubilis	850 Caesarea	1000 Carthago N.	1475 Valentia	
18	750 Londinium	300 Argentorat.	450 Lugdunum	600 Lutetia	1200 Narbo
19	600 Tingis	500 Toletum	600 Valentia	1200 Caesarea	5000 Roma
20	350 Thamugadi	600 Carthago	900 Syracusae	850 Athenea	
21	1200 Tarentum	750 Pergamum	600 Ephesus	650 Miletus	
22	400 Capua				
23	400 Tarentum	600 Syracusae			
24	600 Syracusae	400 Capua			
25	650 Tarentum	350 Capua			
26	500 Tarentum	500 Capua			
27	600 Athenae	600 Corinthus			
28	400 Capua	600 Massilia			
29	600 Mediolanum	400 Massilia			
30	1000 Syracusae	300 Thamugadi	600 Caesarea		
31	500 Alexandria	400 Hierosolyma	400 Damascus	500 Miletus	
32	1000 Carthago N.	700 Caesarea			
33	600 Tingis	500 Carthago N.	800 Carthago		
34	500 Mediolanum	500 Lugdunum			
35	500 Volubilis	500 Tingis	250 Carthago N.	500 Valentia	
36	750 Athenae	750 Mediolanum			
37	650 Augusta Tre.	700 Lutetia	500 Lindum	500 Calleva	
38	450 Hierosolyma	500 Tarsus			
39	500 Valentia	500 Tarraco	300 Lugdunum	350 Mediolanum	
40	400 Calleva	500 Londinium	700 Lutetia	650 Augusta Tre.	

III ADDITIONAL INFORMATION

The Sierra website (WWW.Sierra.com) contains community message boards, moderated by volunteers, which are frequented by many devotees of Caesar 3. Gameplay and even technical questions are often answered there by fellow gamers. Although these boards, with the exception of the technical support board, are not officially monitored by Sierra, you may find that your questions are often answered by people who worked on the project.

IV CONTACTING SIERRA =====

A) Customer Service, Support, and Sales
B) Technical Support
C) Legal Information

A) Customer Service, Support, and Sales

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instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

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