A modification for the classic **Impressions Games** city builder: **Caesar 3**

Augustus Version 3.2.0 User Guide

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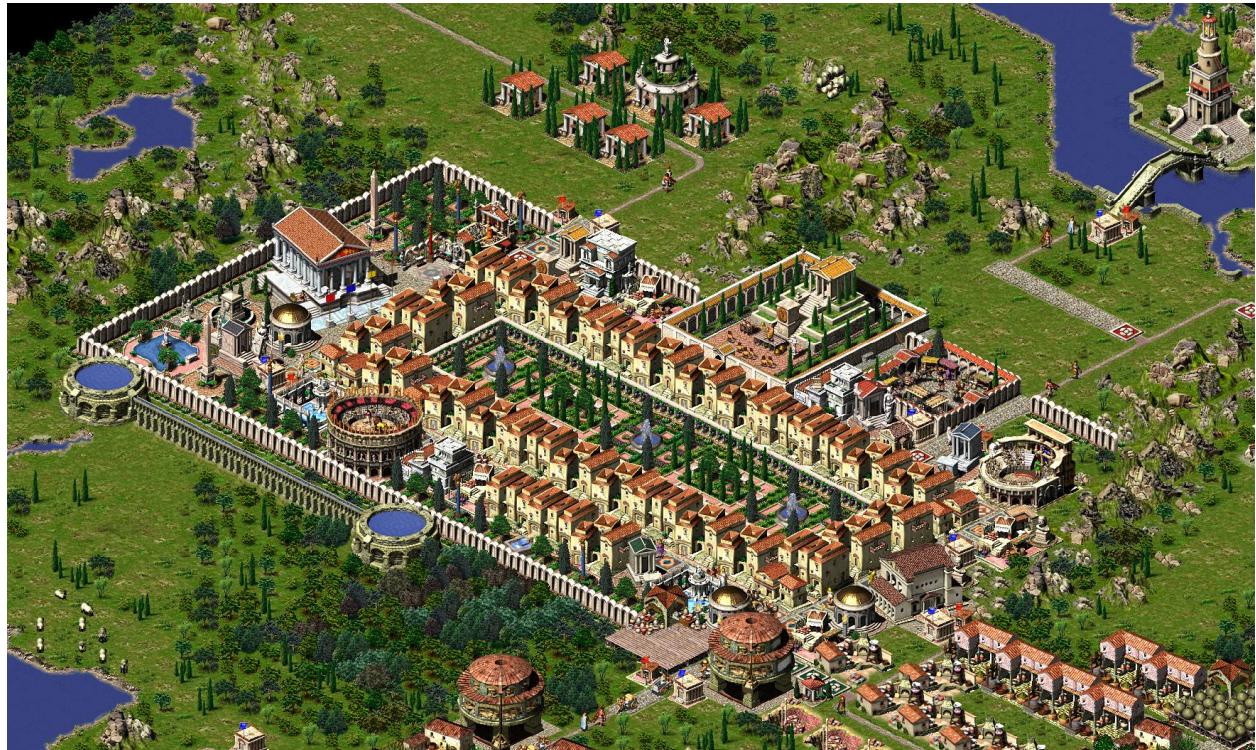
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Disclaimer: Any text coloured red in the manual is information pertaining to the latest release of Augustus.

Getting Started

With the inclusion of all-new buildings and walkers, Augustus requires additional graphic files to be installed. Without these files, your game will not be able to use our new assets, resulting in a glitched display.

When obtaining the install files from **GitHub**, please ensure you download all available Augustus files for your chosen version of the mod. From Version 3.2.0 onwards, a full download for Windows should consist of 3 core files, as well as a single folder:
(1x) **augustus.exe**
(2x) **library .dll files**
(1x) **'assets' folder**

The .exe and .dll files can be extracted and run from anywhere on your computer, and the 'assets' folder **MUST** be extracted into **the same location than augustus.exe** or into your **original Caesar 3 install location**. The **assets** folder is essential so new graphical assets can be displayed in your game. If this folder is not found, the game will warn you on launch, and any missing asset will be noted in the log file ('augustus-log.txt').
Note: when upgrading to newer versions of Augustus, the **previous assets folder must be deleted first**, then replaced by the up-to-date assets folder, to prevent compatibility issues.
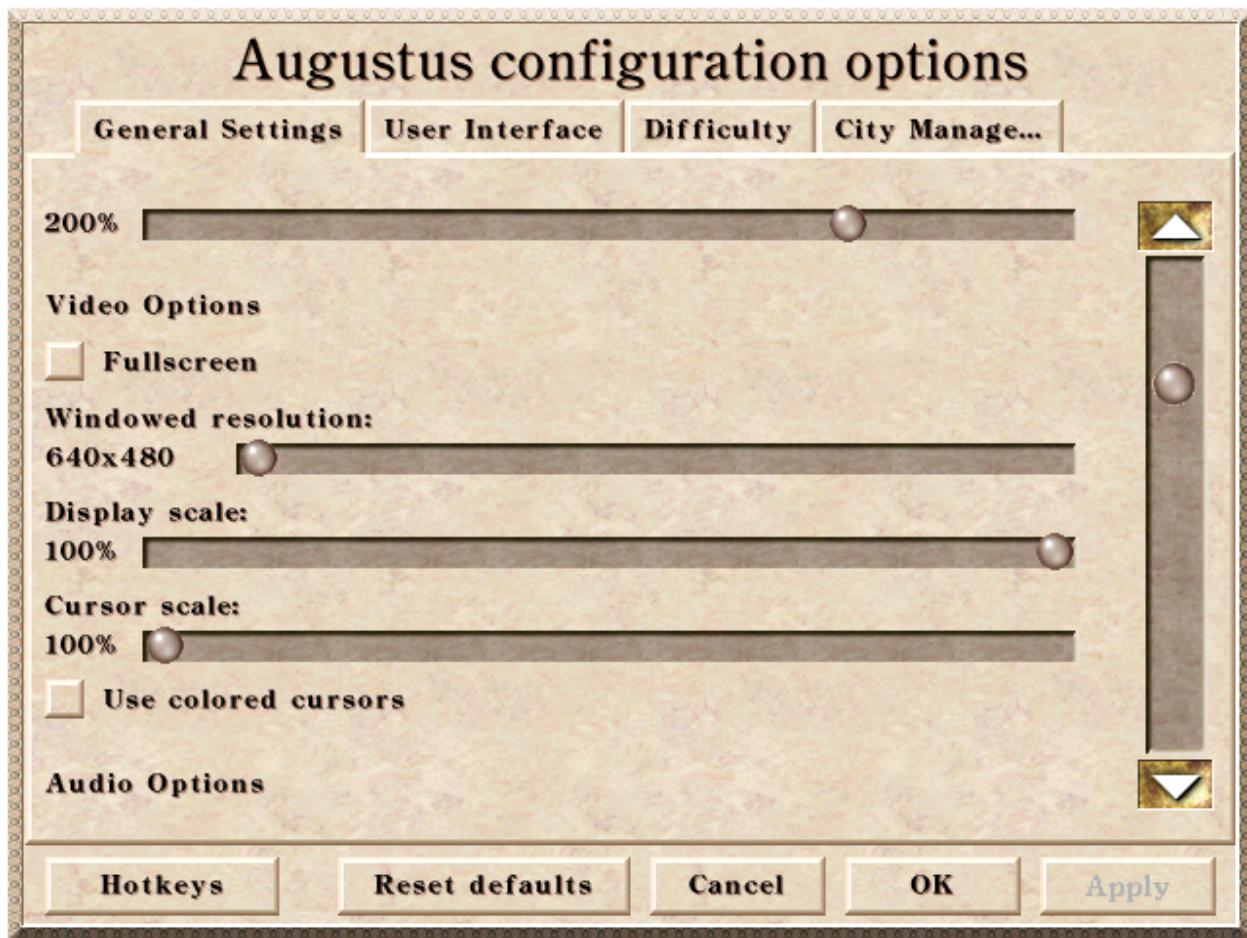
If you have any questions regarding installation, please feel free to join **GamerZakh's Discord** and post in the #julius-and-augustus channel. We will be prompt in offering assistance with any issues which may arise, as we want everyone to enjoy this new update!

Configuration

Augustus presents a number of configurable game options to tailor gameplay experience to personal tastes. The **Options** menu is accessed from either the main menu, or the options tab at the top of the screen, and contains hotkey, UI, difficulty, and gameplay settings. Language localizations can also be selected in the **Options** menu. Now the settings and the configurable options have been categorized into 4 different tabs, with the **General Settings** for sounds, localizations, and resolutions being on the first tab.

User Interface (UI) options are displayed on the second tab of the Options menu. With the addition of a scale bar for the scroll speed, the other configurable options are:

- **Play intro videos**
- **Extra information in the control panel**
  - Displays a game speed control and additional information about the scenario in the sidebar:

- ■ Population
- ■ Unemployment
- ■ Ratings
- **Enable smooth scrolling**
- **Disable map scrolling on windows edge**
- **Draw walker waypoints on overlay after right clicking on a building**
  - ○ Displays target road tiles for all four of a building's walker routes. These tiles are used by the game to plot the path of a building's roaming walker.
  - ○ Can only be accessed while viewing an overlay, such as water, fire risk, entertainment coverage, and so on.
  - ○ Displays as blue squares on the road after right-clicking a building, such as a temple or school.
- **Show range when building reservoirs, fountains, and wells**
- **Show range of fountains and wells when building houses**
- **Show draggable construction size**
  - ○ Displays small yellow text in the format of "1x2" to let you know how many tiles wide and long your construction area is.
  - ○ Particularly useful for laying roads, houses, demolishing trees, and anything else that can be built by clicking and dragging.
- **Highlight legion on cursor hover**
- **Enable military sidebar**
  - ○ When you left click a legion, the sidebar building buttons are replaced with an information panel detailing the legion's status (morale, health, size) and buttons to issue commands to the legion.
- **Disable right click to drag map**
- **Display max attainable prosperity rating with current housing**
  - ○ Number only shows if the player has not reached the prosperity goal.
- **Separate digits**
  - ○ Displays thousand separators for large numbers.
- **Inverse dragging map with right mouse button**
- **Show new messages as alerts instead of popups**
  - ○ Messages popups do not interrupt the game and are shown as simple alerts in the upper part of the screen.
- **Show grid**
  - ○ Display a construction grid on the whole map.
- **Show partial grid around construction**
  - ○ Display a 2-tile-wide grid around buildings during placement.
- **Always show rotation buttons**
  - ○ Rotation buttons are displayed automatically if a building has variants or can be rotated. (aimed for mouse-only or touch controls)

Difficulty options are displayed on the third tab of the Options menu. The vanilla game difficulty has been made into a scale on this option tab. The configurable options are:

- **Enable god curses/blessings**
- **Disable jealousness of gods**
- **Enable global labour pool**
    - Removes the need to have labor-seeking citizens pass by housing. Instead, all buildings with road access will be fully staffed if there is a sufficient number of unemployed citizens.
- **Change citizens retirement age from 50 to 60**
    - By default, citizens retire at age 50 and no longer contribute to your workforce. This forces you to rely heavily on immigration when city health is good and creates an unstable workforce.
    - If you enable "Fixed worker pool – 38% of plebian population", then this option has no effect.
- **Fixed worker pool – 38% of plebeian population**
    - Enabling this option will set your worker pool to 38% of your plebeian population, without regard for age.
- **Block building around wolves**
- **Allow building multiple barracks**
- **Disable infinite wolves spawning**
- **Maximum number of Grand Temples that a player can build per city: defaults to 2**

City Management options are displayed on the fourth tab of the Options menu. These options are:

- **Buying market ladies don't distribute goods**
  - By default, market buyers also sell goods stocked in their market to any homes they pass while travelling to purchase more food and goods to sell. By preventing this, you can more tightly control the availability of foods and goods in various parts of the city.
  - For example, a market buyer going to purchase wine may pass houses you do not want to be able to purchase wine. If you allow market buyers to also sell, then these houses will be able to buy wine from that market buyer, potentially triggering an unwanted evolution into patricians.
- **Cart pushers from getting granaries can go off road**
  - Enables a cart pusher from a granary set to "get" a type of food to go off road to reach a granary set to "accept" that type of food.
  - Removes the need for a road connection between a granary set to "accept" a type of food and another granary set to "get" that type of food.
  - As with warehouses, they will get food from the nearest "accepting" granary and will ignore other "getting" granaries, even if they are nearer than the "accepting" granary.
- **Double the capacity of cart pushers from getting granaries**
- **Allow traders to export food from granaries**
  - Before Augustus, food imports and exports, as well as Caesar requests, only worked if food was stored in warehouses. As this may be sometimes inconvenient, Augustus now allows both importing food and sending food requests directly from granaries. However, since exporting food may make people starve, this specific new feature was added as a setting.
- **Tower sentries don't need road access from barracks**
  - Enables sentries to go off road to reach their assigned tower.
  - Removes the need for a road connection between the barracks and the tower.
  - Note that towers still require road access for staffing purposes and that unstaffed towers still cannot receive sentries.
- **Farms and wharves only deliver to nearby granaries**
  - Prevents farm and wharf cart pushers from traveling to the opposite end of the map to deposit their harvest or catch into an accepting granary.
  - Improves efficiency by keeping cart pushers' trips short.
  - Distance is calculated "as the crow flies", regardless of road distance. The limit is 64 tiles.

- **Food isn't delivered to getting granaries**
  - Enables better control over farm and wharf cart pushers' behaviour by preventing them from taking their harvest or catch to a granary that is "getting" that food type.
- **All houses merge**
  - Force houses in a 2x2 area that are of the same quality, such as "small tent", "large casa", or "small insulae", to merge into the 2x2 variant. This removes the random element assigned to map tiles to determine if homes will merge on that tile.
- **Randomly collapsing clay pits and iron mines take some money instead**
- **Warehouses and granaries don't accept anything when built**
- **Houses don't expand into gardens**
- **Roaming walkers don't skip corners**
- **Citizens will automatically kill harmless animals**
  - If disabled, peaceful animals (sheeps and zebras) are not killed on sight, unless sending a legion.

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New Core & UI Augustus Features

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● Core Features Additions ●

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Roadblocks:

Taking inspiration from later city-building Impressions games, we added roadblocks. We have improved the concept of roadblocks by adding special orders, which can be set by right-clicking the roadblock. Roadblocks will prevent roaming walkers from crossing them-use them to close off your housing blocks or better direct walkers. Roadblocks have no effect on "destination" walkers-entertainers coming from entertainer schools, cart pushers, market buyers etc. These walkers have a goal in mind and will not be dissuaded!

Market Orders, Warehouse Orders, Granary Orders:

Right click on a market to enable or halt the acquisition of food and goods. When set to "Not trading", the market buyer will not attempt to get that good. Further, when viewing the market's storage of food and goods, the 0 will be red to indicate the resource is not being acquired nor sold.

Right clicking on a Warehouse or Granary will now show a display enabling control of space allocation in that structure for a resource. You can select the following to control storage: **32, 24, 16, 8**.

You now can control how many goods are stored in a Warehouse or Granary (which can now store up to 3200 units of food) by clicking the order button until it changes to your desired amount. Both Warehouses and Granaries will send cart pushers to fetch the assigned goods until they reach their selected limit for that good.

For a resource that is "not accepted", the default value of the stock is set to 32 and cannot be changed. However, the value has no influence on a possible storage of the resource. When changing back its acceptance status, the value previously set will be displayed again.

Dock Orders Enhancement:

You can now set which type of goods a Dock can accept and special orders on docks can now limit ship access by city of origin (hovering city names with the cursor displays a tooltip showing which goods the city sells/buys).

Under the old system the docks were restricted only by goods-- if you wanted to have a specific city trade at a dock, you'd have to make sure that the dock in question allows all goods that the city sells and buys.

Docks having special orders for specific goods work as they did before, but docks can now be set to serve only trade ships of their respective cities. Ships also do not queue up in an impractical manner, and ships that already have been waiting to trade will no longer have their spot in the line be skipped over by a newly spawned ship.

More stockpiling options:

Raw materials and food can now be stockpiled on an individual building basis in order to reserve their use for processes other than consumption or creation of finished goods-- such as monument construction, Lighthouse maintenance, or requests. Production buildings now have an option to stockpile resources on the bottom right box of the building window rather than automatically sending them to the nearest workshop or granary. Warehouses now have an option to disable ressource delivery to workshops or granaries if stockpiling is ordered on an individual building basis.
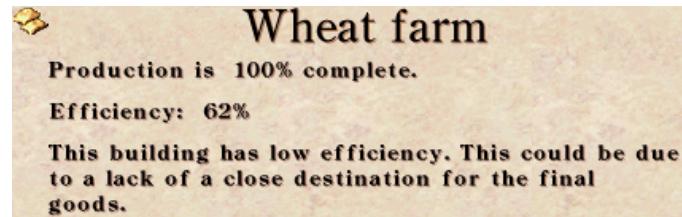
Warehouses also now show new colored flags that change based on permissions enabled at the warehouse.

New Housing Advisor:

The Housing advisor informs the Governor about the total number of residences in the city (detailed with ranks), aswell how many people can live in, and the remaining space available. It also lists the number of residences asking to be provided with specific goods (pottery, furniture, oil, or wine). Really useful to plan your industrial production!

Production building efficiency:

A new statistic is available in any production building panel: the efficiency. It represents the ratio between how much a production building can produce in a year versus what it actually produced the past year, allowing you to check if the production of your industry is optimal. If the efficiency is low, a message will inform you of the probable causes. (Note: the Fishing Wharf panel displays the average monthly catch.)

Wheat farm

Production is 100% complete.

Efficiency: 62%

This building has low efficiency. This could be due to a lack of a close destination for the final goods.

● UI and QoL Improvements ●

Improved load/save file dialog:

To easily organize your saved games in Caesar 3, the load/save file dialog now displays a minimap, type and name of the mission, as well as actual funds, population and date. Building types on the minimap now have more distinctive colors.

Loading a city

Valentinaa8.svx

trolgu-Carthago-157-Feb.sav
trolgu-Mediolanum-211-Dec.sav
trolgu-Mediolanum-216-Dec.sav
trolgu-Mediolanum-217-Dec.sav
trolgu-Mediolanum-218-Dec.sav
trolgu-Mediolanum-219-Dec.sav
trolgu-Mediolanum-220-Dec.sav
UG Sarmizegetusa.sav
Valentia Monument Test.svx
Valentia Monument Test2.svx
Valentia Monument Test3svx.s...
Valentia Monument Test4vx.svx
Valentia Monument Test5.svx
Valentia Monument Test6.svx
Valentinaa7.svx
Valentinaa8.svx
wellcity 2.svx
wellcity 3.svx
wellcity.svx
??????????.svx
?? ??? ?? d ??? ? ????? ?? ??? ?? d ??...

Peaceful 8 - Valentia
Funds: 95 010 Dn
Date: Nov 26 BC
Population: 8 084

Proceed?

New Sidebar Information:
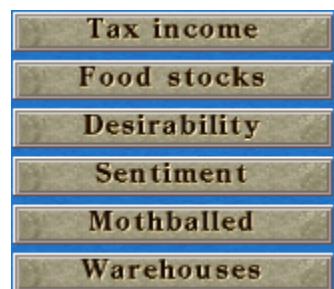
To better use the space granted by modern resolutions and convey more information, we have updated the city screen sidebar.

New additions to the sidebar have been added: the mood of the gods, information about any upcoming invasions, and any requests made by the emperor. The request display also allows stockpiling the requested goods with a single click, with the option to continue stockpiling after the request is complete. A red triangle over the good in the sidebar indicates whether something is being stockpiled in this manner. Hovering over Culture, Prosperity, Peace, and Favor ratings, now displays a tooltip with the corresponding advices from the Ratings Advisor.

Overhauled Options Menu:

The sound and resolution menus in "Options" have been overhauled and are accessible from the menu and in-game tabs. Both function on sliders rather than buttons now.

New Overlays:

New overlays have been added including "Enemies" (under Risks), as well as "Mothballed" and "Warehouses" (under Commerce), or even "Roads", for extra convenience to the player in cluttered maps and saves. Feel free to explore the numerous additions in the Overlays menu!

Tips: To display directly an overlay without assigning a dedicated hotkey, use the "Relative overlay" hotkey (added by Julius). Hover a building with the mouse cursor, press the hotkey, and the corresponding overlay will be displayed. This works from the city map or even from another overlay. Useful to quickly navigate through different overlays with only two keys!

Overhauled Trade Advisor UI:

In Augustus, trade has gained some new features. To keep up with the changes, the UI of the trade advisor has been overhauled for clarity and efficiency.

The advisor now shows which goods are exportable and importable based on the trade routes available in the scenario. It is also now possible to both import and export a good (such as wine) and set quotas for each type of transaction.

Buttons have been added at the bottom left for players to choose their land and sea trade policies, if they have met the conditions to set them.
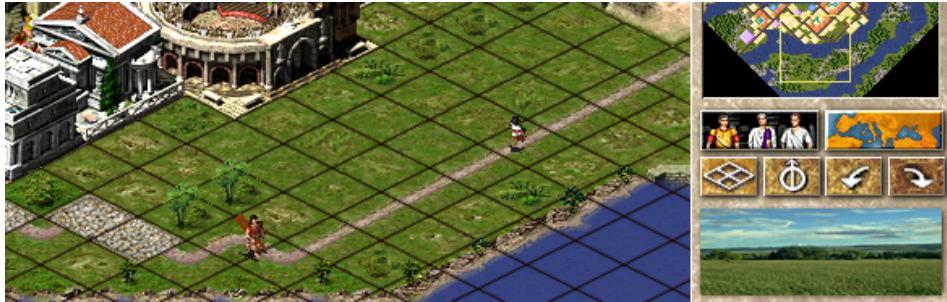
Note: Trade orders can now also be issued from the Empire map window (by selecting a trading city and clicking on the desired goods). You can now also view the trade prices set by Rome directly from the empire map.

Construction grid:

Always struggling to determine if there's enough tile space to squeeze buildings there? Or you're the kind of meticulous governor desiring to build perfectly symmetrical cities? Augustus finally implements a common city-builder feature: the construction grid. You can either choose to display a full grid on the map via the new dedicated button, or a grid limited to a few tiles around the building when placing it.

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│ **● Performance & Optimization ●** │
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Augustus also includes a host of performance and code optimization changes.
There are general multiple small performance improvements but some key performance optimizations are as follows:

- Truly massive cities are now possible-all hardcoded limits (number of sprites, walkers, buildings) have been entirely removed. Running on 21st century hardware, the game will now support far more buildings and walkers than it did in the 1990s. Prepare for huge battles fought at the gates of great metropoli.

- Cart pusher calculations, especially for farms, have been updated to assess their destination more frequently. In the original game, farms would often get "stuck" to the first granary placed. This could result in the pusher ignoring a later granary placed closer. Now, pushers will recalculate their destination and distances more frequently and pick the closest one. If the granary is full, they will try the next best option.

- Trading ships also have been enhanced to search for docks in a smarter way and consider the new settings when choosing a dock.

- The graphics rendering has been moved from software (the CPU) to hardware (the GPU). This improves game performance so significantly that it is now possible to zoom out to view the entire city at once!
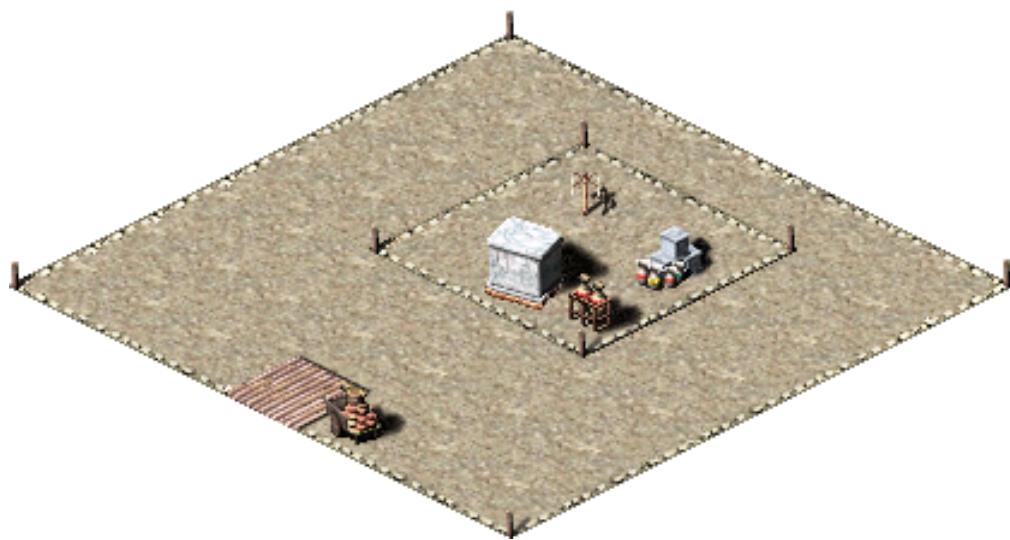
- Aimed for developers and modders, an Asset Previewer UI is now available. It can be started with the command "./augustus.exe --asset-previewer" from a shortcut or a terminal window.

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Monuments & Construction

Augustus allows, for the first time in Caesar 3, **monument building**.

Construct mighty **Grand Temple** monuments, which offer powerful and unique bonuses to make your cities larger and stronger than ever before. The Grand Temples are dedicated to the five deities that players are familiar with. Two Grand Temples can be built by default in a city, as well as the **Pantheon** which honors all of the gods. A shining **Lighthouse** may also be erected in cities relying on the bounty of the sea or a **Caravanserai** to promote land trading. In order to be built, all monuments require a huge supply of raw materials – clay, timber, and marble. Procuring these resources is not enough-engineering expertise and labor must be secured to raise the walls. Placing the base of the monument requires a large sum of denarii, but it can be placed without any resources stockpiled. Once this base is placed, your citizens can get to work.

Oracles, Large temples, and several new buildings that require resources for construction are now **mini-monuments**, which only have a single construction phase, but also require a **Work camp** and the **Architects' guild** in order to construct. Hover over the monument icon 🏛 with the mouse to display the total of required resources and the number of construction phases for each monument.

This structure is the **Work camp**. It requires 20 workers and delivers the required resources to the monument construction site from city Warehouses.

In order to get your monuments started, you must first place this building and prepare Warehouses to store the resources for the monument: marble, timber and clay. When the base of the monument is placed, right clicking on it will display the required raw materials for its current phase to be completed. Remember, you do not need to have the exact amount of resources on hand all at once!

When a monument requires a resource, for example 16 units of marble, the Work camp will spawn a **foreman**. The foreman will walk to a Warehouse which has the materials stored and will retrieve up to 4 of those resources. When he retrieves the resource, **haulers** will appear behind him. The group will then walk from the Warehouse site to the monument and unload their supplies. Once completed, a new walker will spawn from the camp and the process will continue again until the phase has all of its resources. You can place multiple Work camps, but remember they have very poor desirability and require labor. It will not speed things up to place multiple Work camps if resources are already being used as fast as they can be obtained.

This structure is the **Architects' guild**. It requires 12 workers and comes into play once a monument has received all the required resources for a given construction phase. The guild will spawn an **architect** once the Work camps have satisfied the current resource needs of the monument. The architect will enter the base of the monument and upgrade the monument to its next construction phase. The Work camp returns to its cycle of gathering and delivering to the site. Upon all phases of a monument being completed, the architect walker will arrive again at the monument, finally bringing the monument to full operation.

When a grand temple is completed, your city will be greatly rewarded for its devotion and skill! Completed monuments require many employees (50 to 150), financial upkeep in the form of levies (c.f. further below) and road access. But the **provided bonus** and the fact they will **never fall to fire or collapse** are worth the price and hard labor!

FAQ: Why do monuments take so long to be built? Can multiple Work Camps and Architects' Guilds speed up the process?
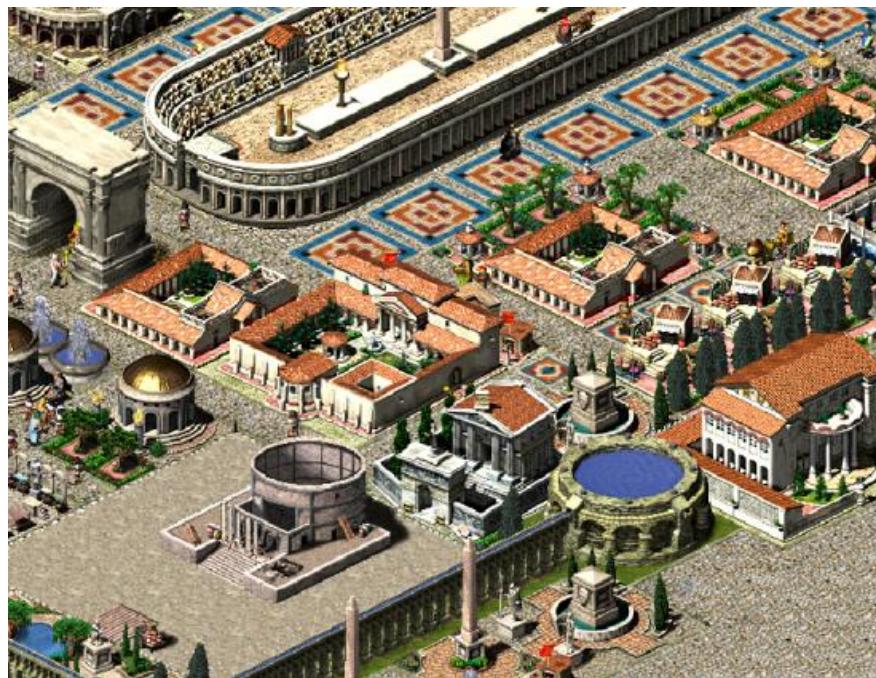
All the building process is done by **the walkers using the road network**, and to efficiently build monuments, this has to be taken into consideration.

A foreman from the work camp has to go to the warehouse and grab the resources, then head to the monument site. If the work camps are far from the warehouses, or the warehouses with necessary resources are far from the monument sites, the delivery process can take a long time.

To speed it up, be sure that warehouses with construction materials are close, or build multiple work camps to haul more materials at the same time.
Work camps don't necessarily have to be close to the monument, it's equally as efficient if they are close to the resource warehouses.
A monument only needs a couple of visits from the Architect's guild, so they are usually not a bottleneck, even if they are far away and multiple monuments are currently in construction phases.

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Religion, Blessings & Grand Temple Bonuses

Augustus adds various religious buildings to help please your citizens, but above all the demanding gods, from a tiny contentment with **Lararia** to a bigger praise by building **Nymphaea** and **Mausolea** mini-monuments.

Lararium:
This building is a shrine dedicated to the household spirits. Effectively a 1x1 variation of the **Oracle**, it provides access to all gods to 10 people per building.

Nymphaeum:
This building is a temple dedicated to the water nymphs; minor spirits of the seas, rivers and springs. It is effectively a larger 3x3 variation of the **Oracle**, providing access to 750 people per god. Like the **Oracle**, the **Nymphaeum** requires marble to build (4 loads).

Mausoleum:
There are 2 variants of the **Mausoleum**: Small (2x2) (with a rotation variant) and Large (3x3) (with a "Pyramid" variant). Historically, the Romans were quite superstitious about the burial of the dead, requiring mausolea to be built outside the city limits.

To replicate this in **Augustus**, both mausolea emit negative desirability within a close radius, but a large positive desirability effect further away. They require marble to build (2 loads for the **Small Mausoleum** and 4 loads for the **Large Mausoleum**), provide access to 500 and 750 people per god respectively, and can not fall to fire or collapse. Mausoleums also slightly improve overall city health (see **Health & Sickness** chapter below).

On another scale, the Grand temples are awe inspiring to your citizens and mightily pleasing to the gods. They take time, money and sacrifice to complete, but once operational, enable new features and bonuses. There are two types of divine powers granted by Grand temples: when finally completed, a bonus is instantly bestowed upon the province. To illustrate, let's look at the **Grand Temple of Mars**:

Building the Grand Temple of Mars demonstrates your city's iron will and martial devotion. The temple itself will act as a second barracks, doubling recruitment speed, and it unlocks 4 additional Forts for a grand total of 10.

But there is yet more divine power to be harnessed. At the bottom of the grand temple window is a button to bestow an epithet onto the temple. Epithets are named aspects of a particular deity and provide new and awesome powers when bestowed. Each Grand temple will have two epithets to choose from-and once you choose, there's no going back except to demolish the temple and build anew. So the choice should be made wisely!

The Grand Temple of Mars can be devoted to one of two aspects of Mars, becoming the **Temple of Mars Ultor** or the **Temple of Mars Quirinus**. Each option is explained in this display to aid in this difficult choice. Bestowing an epithet costs 1000 dn to procure the appropriate sacrifices and rituals. Powers granted by epithets are **not applied city-wide**: they instead grant new powers to **all priest walkers and temples of that god or goddess**.

If the epithet of Mars Quirinus (10% reduced consumption of goods) is bestowed, the governor must ensure they place small or large Temples of Mars in their housing blocks **- only houses served by priests of Mars will gain this benefit**. The Grand temple appearance will change when you bestow an epithet and once again, be warned, the choice is permanent! So unless you do not mind destroying your hard work and having to rebuild it from scratch, choose carefully, Governor.

Here is the full list of the grand temples and their respective bonuses. Use this list to help select your glorious construction projects. Remember: only two grand temples are allowed by default, as well as the Pantheon.

Ceres:

Provides cart pushers from farms with a 50% speed boost.

- **Ceres Fecunda**: Priests **reduce food consumption by 20%** in homes with Ceres access.
- **Ceres Frugifera**: Temples of Ceres act as markets, collecting and distributing **a single locally-produced food type** as well as **olive oil**.

Mars:

Allows commissioning of 4 additional forts and acts as a second barracks.

- **Mars Ultor**: Priests of Mars will generate food as they pass houses. When their temple has sufficient stock, it will be delivered to the Supply post for your soldiers to eat. **This food is generated**, **not removed from house stocks.** Houses can only generate food in this way once per month-redundant temples will not increase food.
- **Mars Quirinus**: Priests **reduce goods consumption by 10%** in houses with Mars access.

Mercury:

Provides traders, both land and sea, with 50% additional capacity. Land traders and Native traders get a 25% speed bonus. This will allow increased trade throughout, especially on huge maps.

- **Mercurius Fortunus**: Priests **reduce pottery and furniture consumption by 20%** in homes with Mercury access.
- **Mercurius Mercator**: Priests **reduce oil and wine consumption by 20%** in homes with Mercury access.

Venus:

Provides a sizable desirability range and power increase for statues, gardens, and temples. You will need fewer of these to evolve your housing. Houses also stockpile more goods, and take longer to devolve when goods and services are interrupted.

- **Venus Verticordia**: Priests **collect and distribute wine produced and stored in the Grand Temple**. Vines are not required. The wine counts as a "second type" for housing evolution purposes. The production rate of wine at the Grand Temple scales based on population with Venus access. Up to 16 units of wine may be stored at the Grand temple.
- **Venus Genetrix**: Priests of Venus provide 10 entertainment points and greatly boost **the desirability effect of the houses themselves**, increasing the appeal of the neighborhood without requiring additional desirability boosters.

Neptune:

Grants +1 range for fountains and wells and +2 for reservoirs. Water services labor is reduced by 50%. Trading ships travel 25% faster. Sickness increase in houses is greatly hindered.

- **Neptunus Equester**: Temples of Neptune produce **charioteers** that will travel to the hippodrome, granting hippodrome access to all passed houses.
- **Neptunus Adiutor**: Priests **increase the population capacity** of houses with Neptune access by 5% and allow the Grand Temple itself to **act as a filled reservoir,** regardless of proximity to water.

Pantheon:

Provides population and priest walker coverage to all five gods. Reduces the levy fees for all religious buildings by 25% and holds free annual small festivals. While all the gods are happy enough, the events "Contaminated water", "Iron mine collapsed" and "Flooded clay pit" will not happen.

- **Pantheum Ara Maxima**: **All small and large temples send destination walker priests to the Pantheon**. These priests carry all their bonuses and powers with them, and will greatly spread the blessings of the gods across your city!
- **Pantheum Roma Aeterna**: Homes covered **directly by the Pantheon** can evolve one additional step beyond what they can currently achieve. Only houses passed by a priest **from the Pantheon itself** will be affected.

We also have made some changes to the blessing system as part of our religion rework. Augustus aims to allow governors to gain blessings in a logical way and remove the strategy of alternating exalting and enraging gods for blessings. Appeased gods will gain "sun" symbols at a slightly randomized rate and may grant a blessing when five suns are achieved.

Religion		Temples		Months since		
		Small	large	Festival	"The gods are"	
Ceres	(Farming)	4	1	23	Charmed	✹✹✹✹
Neptune	(The sea)	3	1	20	Delighted	✹✹
Mercury	(Commerce)	4	1	17	Delighted	✹✹
Mars	(War)	4	2	14	Exalted	✹✹
Venus	(Love)	4	1	11	Exalted	✹✹
Oracles in the city		1	5			
Lararia in the city		17				

Religion in your city is flourishing. Everyone's particular religious needs are met, and the priests report that the gods are satisfied.

Note: In the Large temple column, Mars and oracles have a green colored numeral. This means one of the two Mars temples is a Grand Temple, and one of the "large oracles" is the Pantheon. Small Mausoleum, Large Mausoleum and Nymphaeum, also count respectively as small and large oracles.

The Augustus team feels some of the original blessings from Caesar 3 are unbalanced, and these have been tweaked. Major and minor curses are unchanged. Here are the altered blessings:

Neptune – Trade income is increased by 50% for 12 months (instead of 100% until next December).

Mercury – industries receive 2 raw material units and immediately finish production (instead of cramming unwanted food types into granaries).

Venus – Reduces the age of your citizens older than 25 by 3 years and increases the size of the city labor pool, as well as providing the original sentiment boost.

About random event frequency:

As of version 3.2, the time before the same random event can happen again (e.g. "Sea/Land trade problems", "Contaminated water", "Iron mine collapse", "Clay pits flooded") is now based on difficulty levels:

Very easy	Easy	Normal	Hard	Very hard
36 months	30 months	24 months	18 months	12 months

The "Rome changes wages" event can only happen every 12 months, regardless of the difficulty level.

If a Pantheon is active and all gods are happy, the events "Contaminated water", "Iron mine collapsed" and "Clay pit flooded" will not happen anymore!

Trade Policies & Building Levies

Augustus also provides new options for trade, called trade policies. These are set via two different monuments: the **Caravanserai** enables land trade policies, while the **Lighthouse** enables sea trade policies, and each of them also have original benefits.

This monument is the **Lighthouse.** It must be placed within 8-9 tiles of water and follows the same monument construction process as grand temples. It will need marble, timber and clay as well as a work camp and an architects' guild to be built. Once erected, **fishing boats move 10% faster** and **sea storm trade disruptions are halved in length**. A supply of timber is required to light the flame above your marvelous city! Inadequate supply will lapse the enacted policy.

This monument is a **Caravanserai**. Like all monuments, it will need marble, timber and clay, as well as a work camp and an architects' guild, to be built. Once the caravanserai is established, **land trade disruptions last half as long**, but it will need a continuous supply of food for the caravans. If you do not supply adequate food or labor, your trade policy will lapse.

In order to select a policy, first build the corresponding structure. The policies available are the same for both sea and land trade. As governor, you decide which policy is best suited for your current situation. You may change the policy at any time, but it will cost 500 denarii each time you change the policy.

These policies can provide new economic options to players in both early and late stages of city development. Choose wisely!
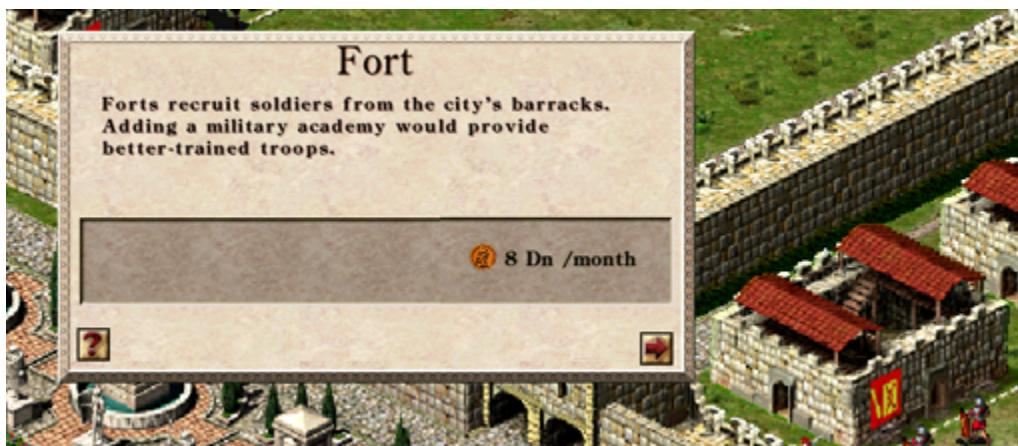
If all these monuments have a price to build, they also have a price to maintain. Therefore, Augustus implements an economic change as **levies**. Levies are a fixed monthly cost accrued by certain buildings and are currently limited to monuments, military and religious structures. Default values are in effect on **Hard and Very Hard difficulty.** Normal difficulty reduces these costs and Easy eliminates them entirely.

Buildings/Difficulty	Normal	With Pantheon	Hard / Very Hard	With Pantheon
Mausoleums	1 dn/month	free of charge	2 dn/month	free of charge
Small Temples, Oracles & Nymphae	2 dn/month	1 dn/month	4 dn/month	3 dn/month
Large Temples	4 dn/month	3 dn/month	8 dn/month	6 dn/month
Grand Temples	24 dn/month	16 dn/month	44 dn/month	33 dn/month
Pantheon	24 dn/month	24 dn/month	48 dn/month	48 dn/month
Lighthouse & Caravanserai	4 dn/month	4 dn/month	8 dn/month	8 dn/month
Colosseum	18 dn/month	18 dn/month	36 dn/month	36 dn/month
Hippodrome	36 dn/month	36 dn/month	72 dn/month	72 dn/month
Towers	1 dn/month	1 dn/month	2 dn/month	2 dn/month
Forts	4 dn/month	4 dn/month	8 dn/month	8 dn/month

Levies are shown in the building info panel and in the new **Levies overlay**. The total cost of levies can be found in the finance tab under expenditures. These levies can significantly affect city finances, **especially when monuments are completed**. This is a trade off for the incredible power they provide. Ensure your treasury is prepared!

Culture Rating

New Cultural Upgrades:

Caesar 3's concept of "**Culture Rating**" required the player to balance the venue capacity of certain structures against the total population of the city. This inevitably led to a situation players called "culture dumps"; or excessive placement of structures like **Schools**, **Libraries**, **Theaters**, and **Academies**, often in the very last days of a mission. To provide an alternative, we have implemented structural upgrades similar to how **Bathhouses**, **Markets**, **Fountains**, and **Senate** work.

Theater, **School**, and the **Library** now have a new upgrade state tied to desirability. When the sufficient desirability level is achieved, the structure will visually change - in addition, it will also increase the venue capacity of the structure for the purpose of calculating **Culture** rating. For example: a standard **Theater** covers 500 people, while an upgraded **Theater** covers 1200 people. To save labor and space, you should strive to place these cultural structures in areas with high desirability.

As of version 3.2.0, the **Academy** now has an upgraded state as well, with the standard **Academy** still providing coverage for 100 young people in your city, and an upgraded **Academy** providing coverage for 150 young people.

Monument Points and Rating:
As another alternative to excessive placement, each completed monument now provides +6 points toward your **Culture** rating. You can achieve a maximum of 36 points from completing the **Pantheon**, two **Grand Temples**, a **Lighthouse**, the **Colosseum** (which has been turned into a monument and only allows for the construction of one), and the **Hippodrome** (also now a monument).

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Entertainment Additions
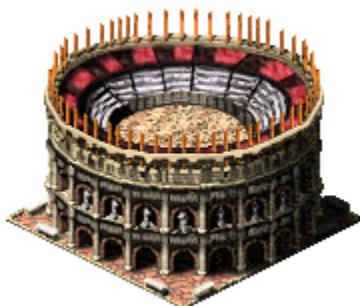
Caesar 3 has a somewhat obscure mechanic of "global" entertainment points. When a walker from a **Theater** passes homes, the walker will provide entertainment points. This is clear to the player. However, if **Theaters** had **"Perfect"** coverage of the entire city population, based on their "venue capacity", then every home would be awarded an additional 5 points of entertainment. This applied to **Theaters**, **Amphitheaters**, and **Colosseums**, as well as the **Hippodrome**, which always provided this global bonus.

Augustus has removed this mechanic for all but the **Colosseum** and **Hippodrome**. Now, getting "Perfect" **Amphitheater** coverage, for example, will no longer grant 5 extra points universally. This was done to allow more "space" for new entertainment buildings and bonii, as well as further reduce incentives to place redundant buildings.

New Structures:
Entertainment has received several new buildings and features. The **Theater** and **Amphitheater** remain untouched, but with the **Colosseum** and **Hippodrome** becoming monuments, we felt it fair to add some new non-monumental entertainment options.

The **Colosseum** was often required to achieve patrician **Villa** housing. As that structure is now a massive monument project, we introduce to you the **Arena** and **Tavern**.

The **Arena** is a 3x3 building that essentially takes the place of the **Colosseum**. It costs 500dn and provides 25 entertainment points when given both gladiator and lion access.

The **Tavern** is a local gathering place, intended to be placed in housing blocks, emitting a small negative desirability within a close radius, but slightly positive further away. A 2x2 building, it consumes wine and meat to provide entertainment points. If only wine is provided then 10 points are provided by the tavern walker. If both wine and meat are provided, the walker provides 15 points. The tavern has special instructions to help manage which resource you want to distribute like markets. **The tavern does *not* provide food or wine to housing like a market.**

The **Tavern** also comes complete with a new walker who is responsible for fetching wine from warehouses and meat from granaries, so it will not place extra strain on your warehousemen. This building is a great use for wine in a city that has yet to attract patricians!

Colosseum Games:

In **Augustus**, the **Colosseum** has become a monument and the heart of your city, allowing you to host **Great Games**. These require stored resources and some of your personal funds to host*. As governor, you may schedule games for your citizens, however your rank must be taken into consideration too. A low ranking governor cannot afford frequent games compared to a high ranking one - so choose wisely!

*Note: Games graphics display for 3 months. Bonuses are applied once the games begin. Required resources and funds scale with city size, akin to Grand Festival wine requirement.

Game Choices:

Naval Battle
Requires : Wine, Timber & Funds. The Colosseum needs to be within the range of a reservoir.
Grants : Troop movement speed for 12 months and stronger distant battle odds (lasts until used)
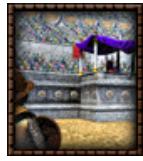
Animal Games
Requires : Meat & Funds
Grants : Criminals, riots and revolts are suppressed for 12 months. Lion tamers will come to the defense of the city in the next invasion.

Roman Games
Requires : Wheat, Oil & Funds
Grants : Favor rating boosted. Citizen sentiment bonus for the next year.

Hippodrome betting:

The Governor has the right to enjoy himself too!! Bet on racing chariots at the Hippodrome with personal funds for a 25% chance to win back double your money. Governors can place bets between 4 historical teams: blue, red, white, and green, each with their own backstory for the curious ones!

Place a bet on a horse

Bet an amount of your personal funds on the chariot team of your choice, and double your stake if your horse wins. Your earnings will even be quadrupled during the Colosseum Games!

Amount ⬇⬆ 0 Denarii   Savings : 0 Dn

Bet on a horse

Military Additions

The **Supply post** is a new building for military logistics. It collects food for your soldiers, and will need to be kept in good supply to maintain morale. A Supply post will send out a **quartermaster** to a Granary and collect food, similar to a market. The Granary now has an additional checkbox to allow or deny quartermasters from collecting from that Granary. When the Quartermaster collects food from a Granary, **camp-servants** will carry food back to the Supply post. Food is stored in the Supply post and each month, food will be consumed based on the **number of soldiers** and **difficulty setting**. At **Hard and Very Hard,** each soldier consumes 4 units of food per month. Food shortages at the supply post will **quickly damage morale**. For a smooth operation, place the Supply post close to well-stocked granaries. Your soldiers will consume all types of food-providing two or three types of food **increases maximum morale** beyond the limits of the base game.

The **military academy** has been made slightly less effective to compensate. Supply posts also have special order options.

Watchtowers are a new, cheaper alternative to stone towers. Watchtowers do not need weapons to function, but they do need a barracks. They also don't require coverage by prefects or engineers. They come equipped with an archer inside the tower, spawn 2 sentries on foot patrol, and employ 8 citizens. The watchtower is handy for protection from early raiders and wolves, or as a first line of defense while your armies gather for battle. They can also be placed within the city if you so desire, as they can fight criminals or rioting gladiators.

Palisades:

Palisade walls are now available as a cheaper but weaker alternative to stone walls. Since version 3.2, palisades come with a gate that functions like a roadblock.

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Sentiment & Crime
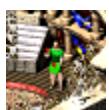
Sentiment and Mood in vanilla Caesar 3 is very basic. Players quickly understand that if they kept wages high and taxed moderately, there would be no issues. In Augustus, we sought to enhance this system. In this first iteration, we have included a complete rework of crime, and implemented new sentiment factors. This is a work in progress and a strong candidate for further enhancement.

Basic Sentiment Factors:
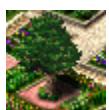
The key to a happy citizen is **food, employment, entertainment, and local desirability**. If you can manage to keep unemployment down, and not excessively tax your citizens, you are already at a good starting point. Augustus has made it more difficult (on higher difficulty) **to tax beyond 12**%, so the days of 25% tax and +8 wages are over on Very Hard. For early game stability, houses not visited by a tax collector will now be considered to be at 0% tax.

In addition, Augustus has added **an effect for extra food** - multiple food types beyond what is required at that housing level will now increase sentiment (tents still cannot stock food and will receive no such benefit).

Furthermore, **giving extra entertainment** will increase happiness as it distracts citizens from the daily grind. Augustus has included new forms of entertainment as described above.

Finally, desirable neighborhoods will also increase the mood of the citizens. The better housing they live in, the more positively affected they are by **extra desirability**. So while adding statues next to tents will not make the dwellers much happier, patricians will love you even more if you provide them with particularly pleasing surroundings.

Another important consideration is **housing inequality and overall citizen wealth**. Each home will assess itself against the overall housing level of the city. It will also expect better living conditions in larger cities than in smaller ones. If citizens are living below what they perceive as **fair living conditions**, sentiment issues can arise, including crime. This could make a slum on the outskirts of an opulent city quite a tinderbox!

This effect is much more pronounced at the Small Casa level and below, and particularly intense for tents: small casa are beloved by players for adding labor and population yet requiring no finished goods. Residents at these levels might start to resent their modest homes when palaces go up next door - however, they can be mollified by providing **additional entertainment, food, and desirability**.

On the other hand, plebeians living on Grand Insulae and patricians love their housing conditions so much that they won't resent higher housing types.

In short : Sentiment at a Glance
- The sentiment is calculated per individual house.
- A house gets a sentiment increase if it acquires more food (except for tents), entertainment, and desirability than it requires.
- There is now a sentiment penalty if the house (Large Insulae or lower) is below the average housing level.
- This penalty is harsher if the housing tile is small casa or lower, and especially punishing for tents - however , mitigating factors can reduce this as explained above.
- Lastly - you can right click any house to see current sentiment and resident's main complaints.

*In future iterations, we hope to include citizenry riot events akin to the gladiator revolts as potential recurring events for map makers who wish to simulate unruly city situations.

Crime: Looting, Stealing, and Prefects
The crime walkers use the protester walker graphic. Crime walkers spawn from housing tiles which have very low sentiment. Once sentiment reaches this low, the crime walker spawns and either will target a forum or warehouse/granary depending on how severe the sentiment is.

If a housing tile has only moderately low sentiment , the crime walker will seek to steal funds. If sentiment is very low then they will seek to steal finished goods or food from warehouses/granaries.

Prefects can reduce these criminal occurrences if they intercept the crime walker along its walk. Crime walkers are essentially destination walkers (if they seek to steal goods or food from warehouses/granaries) and may sometimes walk off road to their intended target. Prefects in range will give chase , and will speed up to try and catch the criminal. Once the prefect catches the criminal, there is no chance for him to escape and he will be cut down! It is wise to place prefects near storage sites if you have a high crime area.

New overlays for sentiment:
Crime overlay has now been reworked and will depict more accurately a home which is susceptible to spawning a criminal. In addition, a "Sentiment" overlay has been added (colorblind friendly!) which shows the relative happiness of all houses.

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Health & Sickness

Health management was one of the lacking features in Caesar 3. Having access to a single **clinic** was enough for a house to get a 100 health rating. **Bathhouses, barbers and hospitals** were only needed to evolve houses to greater ranks. As of version 3.2.0, Augustus implements a whole new health calculation, and adds a new threat for your city: **sickness**.
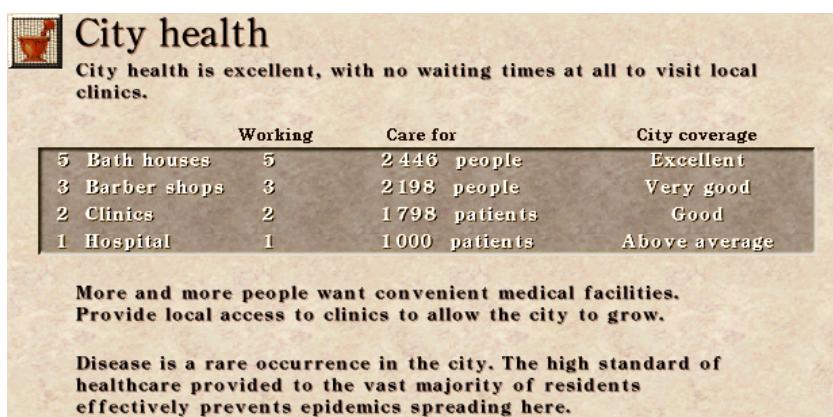
House health:
Each house has a **health rating, which can go from 0 to 100**. This value increases according the several factors:

Each house rank	Clinic access	Bathhouse access	Barber access	Hospital access
+1, up to +10	+30	+20	+10	+40
Clinic + Hospital Access	**Small Mausoleum effect area**	**Large Mausoleum effect area**	**Each variety of food eaten (including the base one)**	
+50	+1 (Small), +2 (Large), capped to +10		+15 per food type	

If the sum is higher than 100, it's capped at 100. **If the house type requires food and it doesn't have food, its health is capped at 40.**

The house's health rating is then used as a percentage of the total population of the house, where the number of healthy residents is obtained. **When all the houses are calculated, the final health value is the percentage between all healthy residents and total city population.** This global percentage is used to set the **city health rating** in the Health Advisor panel. A report about the sickness level in the city is also provided, as well as how many residents have access to each type of health facilities.

Sickness:
Historically, if trade merchants brought valuable goods to Roman cities, they could also introduce what was considered an unknown and invisible threat back in the days: viruses and pathogen agents. Augustus simulates that by adding **a new sickness value to docks, warehouses, granaries, and houses.**

When trading with merchant caravans or ships, **the more goods are traded** (sold and bought), **the more sickness increases in the trade building.**

Cartpushers (dockers, warehouse and granary workers) originating from an infected building **spread sickness to buildings they deliver** to and **have a chance** to contaminate houses they pass by. Any other cartpusher can also be

infected and spread sickness. Resource and production buildings are excluded from possible contaminations.

In **granaries** and **warehouses**, sickness will increase every time an infected cartpusher visits it, depending on the actual sickness value of the delivered building.
In **houses**, sickness will not increase at first. However, each time an infected cartpusher walks near a house, there's a possibility that the residents will become sick. If that happens, then each month the house's sickness value will increase, depending on the house health value and the city's total population. The lower the health value is in a house, the more sickness will increase each month, and the higher is the city's total population, the bigger is the base sickness increase in houses.
All infected buildings and cartpushers in the city can be seen on the new "Sickness" overlay.

But sickness is not a fatality, and your city can defend itself. Each new month, **sickness in buildings will decrease based on the city global health rating displayed in the Health advisor panel.**

The better the rating, the more sickness will decrease in trade buildings. In houses, the better the health value is, the more efficient the city's healthcare will be. But be aware that, as the city's population increases, you must provide better overall healthcare to prevent sickness from spiraling out of control.

(City population)
(House health) : (+ Sickness /month) : (% malus to city healthcare)

0-1000 pop	1001-2000	2001-3000	3001-4000	4001-5000	5001-6000
0-9 : +10:-50%	0-9 : +11:-60%	0-9 : +12:-60%	0-9 : +13:-70%	0-9 : +14:-70%	0-9 : +15:-80%
10-19 : +8:-40%	10-19 : +9:-50%	10-19 : +10:-50%	10-19 : +11:-60%	10-19 : +12:-60%	10-19 : +13:-70%
20-29 : +6:-30%	20-29 : +7:-40%	20-29 : +8:-40%	20-29 : +9:-50%	20-29 : +10:-50%	20-29 : +11:-60%
30-39 : +4:-20%	30-39 : +5:-30%	30-39 : +6:-30%	30-39 : +7:-40%	30-39 : +8:-40%	30-39 : +9:-50%
40-49 : +2:-10%	40-49 : +3:-20%	40-49 : +4:-20%	40-49 : +5:-30%	40-49 : +6:-30%	40-49 : +7:-40%
50-59 : 0	50-59 : +1:-10%	50-59 : +2:-10%	50-59 : +3:-20%	50-59 : +4:-20%	50-59 : +5:-30%
60-69 : -2	60-69 : -1	60-69 : 0	60-69 : +1:-10%	60-69 : +2:-10%	60-69 : +3:-20%
70-79: -4	70-79: -3	70-79: -2	70-79: -1	70-79: 0	70-79: +1:-10%
80-89 : -6	80-89 : -5	80-89 : -4	80-89 : -3	80-89 : -2	80-89 : -1
90-99 : -8	90-99 : -7	90-99 : -6	90-99 : -5	90-99 : -4	90-99 : -3
100 : -10	100 : -9	100 : -8	100 : -7	100 : -6	100 : -5

6001-7000	7001-8000	8001-9000	9001-10000	+10000 pop
0-9 : +16:-80%	0-9 : +17:-90%	0-9 : +18:-90%	0-9 : +19:-100%	0-9 : +20:-100%
10-19 : +14:-70%	10-19 : +15:-80%	10-19 : +16:-80%	10-19 : +17:-90%	10-19 : +18:-90%
20-29 : +12:-60%	20-29 : +13:-70%	20-29 : +14:-70%	20-29 : +15:-80%	20-29 : +16:-80%
30-39 : +10:-50%	30-39 : +11:-60%	30-39 : +12:-60%	30-39 : +13:-70%	30-39 : +14:-70%
40-49 : +8:-40%	40-49 : +9:-50%	40-49 : +10:-50%	40-49 : +11:-60%	40-49 : +12:-60%
50-59 : +6:-30%	50-59 : +7:-40%	50-59 : +8:-40%	50-59 : +9:-50%	50-59 : +10:-50%
60-69 : +4:-20%	60-69 : +5:-30%	60-69 : +6:-30%	60-69 : +7:-40%	60-69 : +8:-40%
70-79: +2:-10%	70-79: +3:-20%	70-79: +4:-20%	70-79: +5:-30%	70-79: +6:-30%
80-89 : 0	80-89 : +1:-10%	80-89 : +2:-10%	80-89 : +3:-20%	80-89 : +4:-20%
90-99 : -2	90-99 : -1	90-99 : 0	90-99 : +1:-10%	90-99 : +2:-10%
100 : -4	100 : -3	100 : -2	100 : -1	100 : -1

Having a good hospital coverage grants a healthcare bonus each month (the better the overall coverage, the greater is the bonus), which can be very useful in densely populated cities.

If the city holds an active Neptune Grand Temple, the monthly sickness increase in any house will be reduced by 5.

2-Tier Plague:

If the sickness value reaches the value of 100 in any building, the building is plagued.

When a trading building is plagued, its employees are temporarily removed and **the building stops working.** The nearest doctor or surgeon is sent automatically to **fumigate** the building for a few days. Once cured, the building gets back its employees and starts working again.

If a warehouse is plagued, **it loses 100% of the stored food and 50% of oil and wine stored goods.** If a granary is plagued, **it loses 50% of the stored food.**

If a house is plagued, **the outcome depends on the city health rating**. If it is too low, the house is **burned down and all its residents die**. If it's high enough, the house survives but becomes quarantined, preventing immigrants from settling on it. Some citizens will still die, the exact number depending on how high your overall health rating is. The nearest doctor or surgeon is sent automatically to fumigate the house for a few days, then immigrants can move in again.

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Decorations & Ornaments

With the power to add new buildings to Caesar 3 for the first time ever, we wanted to increase the visual variety and options for aesthetic and desirability-boosting buildings. Peruse the new **Parks**, **Paths**, and **Trees** submenus in the **Government/Admin** build menu. All the new aesthetic buildings use the statistics for **small statues**, **medium statues** or **large statues**, whichever matches their size. The build menus have been rearranged a bit to facilitate these new options – find **gardens** and **plazas** in the Government/Admin menu instead of the Engineering menu. Paths can also be **rotated** via the Rotate hotkey (by default, "R"). Names of decoration/ornament buildings are now displayed on top of the screen to facilitate the navigation through variants via the rotation key (only if warnings are switched on under Help).

Garden Walls, Hedges, and Garden Gates:
A new decorative addition, Garden Walls or Hedges become gates when built over roads. These gates act as a roadblock, complete with walker permission settings.

Paths, Parks and **Trees** are **buildings, not terrain**. They **cannot** be travelled by walkers (except Garden gates). They are, however, click and draggable – like gardens and plazas – for easy placement. Think of them as small statues, not as alternate paths for walkers. We hope to achieve new terrain types in a future version of Augustus, as well as add many more ornamental options.

Changelog

Augustus 3.2 – Changelog

Additions:

- A warning is displayed when the game can't be saved.
- Added a yearly autosave option.
- Fulfilling the emperor's requests will now spawn cartpushers heading to Rome with the resources.
- Added walkers who deliver food from the supply post to forts.
- Added inverse direction option to right mouse click dragging.
- Added relevant advisor buttons to many message types.
- Added hotkeys for setting the map orientation to north.
- Added the option to display messages as alerts on top of the screen.
- Added the option to display the building grid.
- Farms, raw materials buildings, workshops and wharves now display the efficiency of the building.
- Added support for MPG video files. Create a "mpg" folder in your Caesar 3 install directory and place the MPG video files inside, to use them in-game instead of the SMK video files.
- Added play/pause button to sidebar.
- Added hedge/palisade gates. They are created by building hedges/palisades over the roads.
- Added purple variants of columns and pavilions.
- Added watchtower variants.
- Added medium statue rotation.
- Added gladiator statue.
- Added support for assets relative path to the executable.
- Added a support for saving high-res screenshots of the minimap.
- Added a tooltip with the resource requirements for monuments in the build menu.
- Added large mausoleum variants.
- Added new plaza tiles and new assets for default garden paths. Original garden paths are still available in "Paths".

- Added regional fort variations, better reflecting the surrounding terrain.
- Academies are now expanded when enough attraction surrounds them.
- Added mission posts count in the Education advisor window.
- Added a proper Options menu to the map editor and a map preview in the load/save dialog.
- Added the name of the currently selected decoration/ornament building on top of the screen, dynamically updated when cycling variants with the rotation key.
- Added an option to always show rotation buttons for mouse-only/touch controls.
- Added entertainment buildings on Problems overlay if missing any performers.
- Added an asset previewer interface for developers (".../augustus.exe --asset-previewer" to run from a shortcut target or terminal window)
- Added hotkeys for "Education", "Hospital", "Desirability", "Sentiment", "Mothballed", and "Levies" overlays.
- Added tooltips in the Dock panel when hovering city names, showing which goods a city sells/buys.
- Added a button to show current trade prices on the empire map.
- Added a hotkey to mothball/unmothball a building, when hovering over it.
- Added a hotkey to show building special orders, when hovering over a building which can receive instructions.
- Added an option to set whether harmless animals are killed automatically or not.

Changes:

- Buildings without laborers are now shown on the Problems overlay.
- Updated granary cartpusher text so it now properly mentions granaries.
- Cartpushers will no longer disappear with food/goods if the destination building is full.
- Buildings and cartpushers will no longer flicker on problems overlay.
- Changed the launch icons for Android, Switch, Vita builds.
- Changed the priority of problems displayed on problems overlay tooltips.
- Multipart buildings are now properly displayed on problem overlay.
- Walkers will now say their lines if right clicked on near the vacant lot.
- Fixed some instances of fish being called meat.
- Native meeting huts now need to be visited by missionaries before sending out traders.
- Lowered cost of nymphaeums and mausoleums.
- Increased the cost and reduced the coverage of larariums.
- Copying/pasting settings now displays a feedback message.
- Rotate now has "r" as a default hotkey. Clone now has "q" as a default hotkey.
- Arena and colosseum overlays now display the correct walkers.
- Added hardware rendering. This greatly speeds up the game, especially on older hardware. Allows unlimited zoom. Zoom should now affect performance less significantly.
- Improved rendering performance on Android version.
- Line up the figures on the financial advisor screen.
- Added tooltips to population advisor graphs.

- Improved the colosseum/hippodrome right click windows.
- Garden gates can now be cloned.
- Optimized many of the assets.
- Adjusted granary - roadblock interaction. Roaming walkers can use part of the granary network road cross blocked off by a roadblock if these walkers are allowed to pass that roadblock.
- Added music to custom scenario victory debriefing.
- Mouse cursor won't be displayed during full screen videos.
- Tents can no longer gain positive desirability thanks to the Venus Grand Temple.
- "Show briefing" button moved to the "View messages" window.
- Show the "game paused" banner on touch devices when the sidebar's "Play/pause" button is used.
- Game speed is now reduced to its default value when loading cities and when the invasion starts.
- Improved window scrolling touch devices.
- Improved grayscale image conversion.
- Improved file dialog behavior. The autofill will now remember the save extension.
- Changed Caesar's legionaries behavior: Earning some favor will now only pause the legions for up to a year. Turning the legion away now requires a higher favor value. The specific values depend on the difficulty. Adjusted the messages to make this more understandable.
- Improved the centering of money/population/date at the top bar.
- Changed the assets license to CC-BY-SA 3.0
- Natives will no longer target fort grounds, which they can't destroy.
- Entry/exit flags are no longer valid mining spots.
- Changed the morale penalty from soldier loss: corpses no longer count as living soldiers for this purpose. Decrease of morale reduced to compensate.
- Added more distinct building types to the minimap.
- Elevations ending at the map edge are no longer forced to be cliffs.
- Animals now move from the terrain you are trying to build over.
- Ruins can now be cloned.
- Changed the message for unsuccessful Mars curse in the early career maps.
- New statues/gardens are no longer available on the maps with statues/gardens disabled.
- Health system rework and new sickness mechanic (cf. manual).
- Load/save file dialog has been improved with additional data and map preview.
- Remove scroll decay when using the right mouse button to drag the map.
- Colosseum games cost has been reduced.
- Better info message for Colosseum and Hippodrome in the Entertainment advisor window.
- The building rotation/variants message is now more detailed, showing the building name and the number of rotation/variants available.
- Enemies now retreat if they have no more buildings to destroy, a new message window informing the player.
- Improved calculation for the amount of food being fetched by getting granaries.

- Right-click can now be used to exit the imperial request window.
- Warning banners in the top of the screen are now more logically sorted and displayed.
- Current zoom level is now displayed when zooming in/out.
- Zoom can now be more precisely set by single percent steps with shift key + mouse scroll.
- Legion morale penalty is reduced when another legion's unit routs. To compensate, legion morale boost is also reduced when an enemy unit routs.
- Warehouses now prioritize their loading bay as an access point. If it's not possible, it falls back to the old behavior.
- Reduced the severity of the "Contaminated water" random event, for a better balance with the new health calculation.
- Rebalanced random event frequency based on difficulty level (c.f. manual for details).
- "Contaminated water", "Iron mine collapsed" and "Clay pit flooded" random events will not happen anymore if a Pantheon is active and all gods are happy.
- Tooltips with Ratings Advisor advices are displayed when hovering over city ratings in the sidepanel.
- The empire map can now be dragged with a right-click.
- Improved save file compression, making autosaves faster and less disruptive in-game.
- The city can now be dragged with a right-click while placing a building or when a legion is selected.
- The range of existing wells and fountains are now displayed when placing a new one. A new option allows to enable the same visual feedback when placing houses.
- By default, peaceful animals (sheeps and zebras) are now not killed automatically by armed citizens or towers, but can be killed by sending a legion though. A new option allows to enable the original behaviour.
- Improved performance and AI behaviour when the city is attacked by large armies.
- Improved performance and logic for enemy formations and wandering herds on the map.

Bugfixes:
- Fixed a variety of issues with the assets.
- Looters now display the correct phrase when right clicked.
- Trees will no longer change their graphics on reload.
- Fixed some issues when cartpushers could become stuck.
- Fixed some buildings not rotating with city orientation.
- Fixed some walkers occasionally disappearing.
- Fixed shading on labor priority and festival advisor windows.
- Buildings that don't require workers now no longer have workers set.
- Fixed a bug where sentries would sometimes teleport to a watchtower.
- Fixed suppliers targeting rotated warehouses.
- Fixed warehousemen sometimes removing extra resources.
- Fixed tooltips on modified trade routes.
- Fixed when prefects sometimes get stuck.

- Fixed the bug where ships would permanently lock docks and not reroute away.
- Fixed date in the history graphics tooltip.
- Fixed the bug where cartpushers would sometimes transport incompatible goods to a building.
- Fixed when tax collectors, engineers and entertainers sometimes walk in a straight line through the terrain when returning.
- Fixed flickering animation on upgraded desert fountains.
- Fixed upgraded bathhouse animation drawing over other buildings.
- Empire map hotkey will now not work if the empire map is not available.
- Fix Caesar's legion attack animation when they are attacking the buildings.
- Fixed main menu panel background disappearing when quitting the game.
- Fixed cartpushers getting stuck on forts and granaries.
- Non-blue pavilions from old saves can now be cloned.
- Fixed when sentries sometimes get stuck when the wall is deleted.
- Fixed a warning being incorrectly displayed.
- Fixed a random walker occasionally getting a soldier action.
- Mothball button no longer works on buildings that have no mothball button.
- Fixed mouse warping to wrong coordinates when right-click dragging.
- Fixed water buildings fires causing corruption and crashes.
- Fixed various minor bugs in the empire map.
- Fixed many bugs related to touch controls.
- Fixed a bug where oracles and mausoleums were counting as inactive farms.
- Fixed a misaligned line in the Entertainment advisor screen.
- Fixed a crash that can happen in the Entertainment advisor screen.
- Fixed a bug occurring when loading a city after opening the map editor.
- Fixed city entry/exit flags not showing on meadows tiles and incorrectly displayed on the Water overlay.
- Fixed Caesar rank missing as initial rank assignment in the map editor.
- Fixed a potential memory corruption.
- Fixed granaries getting more food than their allowed maximum, causing the food to be lost.
- Fixed touch pause button showing on non-touch devices.
- Fixed trading ships not appearing at all sometimes.
- Fixed a rare issue where savefiles could fail to load.
- Fixed a bug corrupting cities by disabling map rotation via hotkeys when dragging constructions.
- Fixed small graphics artifacts when zooming out.
- Fixed a bug that caused the "Visit trade advisor" button tooltip to sometimes display the wrong text.
- Fixed the "Return to fort" button being available when right-clicking a legion, whereas the legion is leaving for a distant battle, and the incorrect thumbnail being highlighted in the Military advisor screen.

- Fixed sentries sometimes being preemptively deleted, when they were heading to a watchtower while another building was destroyed by enemies.
- Fixed dockers sometimes not recognizing rotated warehouses.
- Fixed the victory window showing a wrong rank in custom missions.
- Fixed a bug where lighthouse and caravanserai suppliers were unable to reach their destination.
- Fixed a bug where ships would queue up for docks after trading all possible goods at an adjacent dock.
- Fixed legions on bridges not being highlighted when hovering over with the mouse.
- Fixed a potential bug when saving and loading data of enemy armies.
- Fixed watchtowers always spawning labor seekers when global labor pool is off.
- Fixed a bug where watchtowers would not get sentries.
- Fixed a visual bug occurring when clearing a building being on meadows and hidden by a wall.
- Fixed a bug when an enemy army would retreat immediately when loading a save.

Augustus 3.1 – Changelog

Additions:

- Added video volume slider.
- Resource settings window can now be accessed by right-clicking on the requested resource.
- Added hotkeys for copying and pasting settings of select buildings, allowing to quickly set the same settings to buildings of the same type. Buildings supported: roadblocks, garden gates, docks, granaries, warehouses and markets.
- Added a difficulty option to adjust the max number of allowed grand temples per city.
- Added information to log if an asset can't be found.
- Added squalor as an explanation of why people are unhappy.
- Added lararium count to religion advisor.
- Added Hippodrome betting system.
- Added roofed garden walls.
- Added garden wall gates. By dragging roofed or looped garden walls over the road tiles, you can create garden wall gates, which function like roadblocks.
- Added palisades, which function as cheaper walls.
- Added generic phrases to lighthouse/caravanserai collectors.
- Added resource stockpiling as an option to production buildings and warehouses. Production buildings with it set on will deliver their goods straight to the warehouse. Warehouses with that option on won't deliver their goods to workshops/granaries.
- Added mothball, enemies, and warehouse overlays.
- Many old buildings show their previously unused descriptions now.
- Unfinished monuments now have a city sound.
- Added an option to have number separators for larger numbers.

Changes:

- Increase the number of traders visiting the town, which was unintentionally too low in 3.0.1.
- Trade Center mechanic removed from the warehouses.
- Changed the Caravanserai supplier image.
- Assets can now be loaded from Augustus directory instead of C3 directory.
- Lower the cost of Larariums.
- Aqueducts may now no longer be built along the road.
- Reduced Lararium desirability.
- Image ids are now recalculated on city load.
- Mausoleums and Nymphaeums count as oracles now on the religion advisor screen.
- Monuments now require full labour to get bonuses.
- Mothball button now has its own icon.
- Granaries' capacity increased to 3200.
- When turning off stockpiling, the export settings is reverted to what it was before stockpiling.
- Changed the graphics in storage permission from 'x' to a checkmark.
- Touch zoom will now stick to 100% when close to it.
- Warehouses now have flags that show the warehouse permission.
- Houses can now stock and eat more food types than necessary by their evolution level. (Only applies to houses which require food).
- Most of the new Augustus buildings are now unavailable in the first career mission.
- Venus temples will now not distribute the wine by default when the appropriate Grand Temple module is built.
- Cartpushers won't deliver excess resources to workshops if there is an undersupplied workshop in a different road network.
- Farms will now display ghosts with proper crops and rotation depending on the city orientation.
- Neptune Grand Temple with the reservoir epithet now shows on water overlay.
- Large insulas will now devolve into a merged medium insula instead of 4 1x1 insulas, if the merging was allowed there.
- Arenas and Colosseum now count their shows separately for the purposes of the entertainment advisor.
- Changed the promotion popup window.
- Increased the bonus coverage for upgraded cultural venues. (Upgraded buildings now: Theater 1200, School 225, Library 1700, Academy 200).

Bugfixes:

- Fixed incorrect Grand Temple module being selected when some modules are unavailable.
- Fixed incorrect arena messages.
- Fixed picking of the venues by entertainers from the schools.

- Fixed Supply Post displaying incorrect ghosts.
- Fixed building variants being reset to default one when saving/reloading.
- Fixed the bug that stopped the progress of building a rotated hippodrome.
- Unfinished oracles no longer appease the gods.
- Unfinished monuments no longer consume levies.
- Arenas and taverns no longer provide permanent entertainment.
- Rotated small mausoleums no longer become incomplete on reloading.
- Fixed a condition causing market suppliers to return before picking up food at a granary.
- Fixed some large temples becoming finished/unfinished on reloading.
- Mars module now properly reduces fort levies.
- Dockers inherited by wharf will now properly be removed.
- Fixed audio distortion when volume is set too low.
- Fixed rotated legionary statues glitching out on reloading.
- Fixed multibyte character transparency.
- Fixed trade route type tooltip position on the empire map.
- Fixed crash when there are errors loading xml files.
- Fixed enemies sometimes getting stuck.
- Mercury's Grand Temple modules now properly reduce consumption by 20%.
- Mercury's Grand Temple modules now reduce the consumption of the proper goods.
- Monuments under construction will no longer play the finished monument city sound.
- Assignment editor will now display the correct help and about messages.
- Fixed Tavern text when not adjacent to a road.
- Fixed architect monument builder images not showing.
- Levy overlay will now display the proper levies.
- Fixed Celtic swordsmen walking animation.
- Warehouses and granaries now properly indicate their cartpusher's status.
- Caravanserai walkers now use proper sound files.
- Fixed religion overlay columns.
- Zoom now works independent of FPS.
- Fixed a bug that prevented touch zoom.
- When selecting games from the Colosseum, the proper advisor will be marked as selected.
- Fixed issues with the touch pause button.
- Fixed mouse input bug with numerical ranges in the config window.
- Large temples will now properly display the warning about the lack of road access.
- Unfinished Venus and Ceres large temples with certain grand temple bonuses will no longer display special orders.
- Venus and Ceres large temples will now save and load their state properly.
- Fixed gladiator fighting animation.
- Fountain employment will now be properly displayed when the city has the Grand Neptune temple.
- Additional food types will now grant a proper bonus to sentiment.
- Fixed population color on top menu on 640x480 resolution.

- Fixed settings sometimes not saving on android.
- Fixed work camps sometimes taking unnecessary resources to monuments.
- Fixed work camps and architect guilds not needed labour access.
- Fixed mothballed buildings being immune to collapse from enemies.
- Fixed a memory leak.
- Fixed some issues with rotated warehouses.

Augustus 3.0 Changelog

Additions:

- Added tavern, a new entertainment building. Requires wine to work, provides extra entertainment with meat.
- Added arena, a smaller version of colosseum.
- Added unused bird chirping ambient sound.
- Added a cheat to unlock all buildings.
- Added rotated small statues.
- Added horse statue.
- Added two types of hedges. They adjust their graphics based on adjacent hedges.
- Added an option to disallow roamers from skipping corners.
- Added colonnade.
- Added tooltips to roadblock controls.
- Added lararium, a small shrine to lares and ancestor spirits. It functions as a tiny oracle, providing coverage for 20 people to every god and providing positive desirability.
- Added nymphaeum, a building dedicated to the nymphs. It functions as a large oracle, providing coverage for 750 people to every god and providing a positive desirability.
- Added small and large mausoleums, functioning the same way as oracles and nymphaeum, except providing negative desirability.
- Added watchtower, a small building that shoots enemies with arrows and sends out two sentry walkers to patrol the streets against the enemies.
- The trade advisor will now display whether a resource is importable or exportable.
- Certain buildings now have graphical variants, available for selection when building them by pressing the rotation key. Buildings with variants available will provide a notification.
- Added a "go to the monument" button when a monument is completed.
- Added a decorative column.
- Added a blue roadblock variant.
- Allow cycling of some buildings - switching between the related types by pressing the rotation key. Works for paths, trees, small and large temples.
- Added the option to allow exporting food from granaries.
- The monument screen will now display a warning if it's not properly connected.
- Add an option to have wolves respawn even if the whole pack is killed.
- Added a button to stop monument construction.

- Added roadblock permissions for missionaries and watchmen.
- Added tooltips for problems overlay, explaining what the problem is.
- Sidebar will now display emperor requests, gods' status and invasion information.
- Added Caravanserai, a building that allows setting a land trade policy and shortens duration of land trade disruptions.
- Lighthouse allows you to pick sea trade policy. They can also be selected from the trade advisor screen.
- Added games, big events that require colosseum, resources, personal money and preparation time in exchange for bonuses. Naval battles increase soldier movement speed for 12 months and improve victory chances in the next distant battle. Animal games prevent criminals from spawning, improve sentiment, prevent gladiator revolts and cause colosseum to spawn lion walkers who defend the town for 12 months. Roman games increase sentiment and Caesar's favour for 12 months.
- Added a rotated small statue variant.
- Added undo hotkey.
- Added a new option, which lets you see the highest prosperity achievable with the current state of the city.
- Added garden walls.
- You can now stockpile goods for requests from the sidebar.
- When dispatching a good that is being stockpiled, you'll be asked if you wish to keep stockpiling the good when confirming the dispatch.
- Added sentiment overlay.
- Chief advisor now has a new message explaining about poor overall housing having a negative impact on migration.
- Added a "clear text" button for input boxes.
- Added garden wall gates.
- Added new cursor icons.
- Added a hotkey for previous rotation.
- Buildings which can be rotated now have a rotation icon in the build menu.
- Monuments now have a monument icon in the build menu.
- Added rotation button when using touch controls.

Changes:
- Mods folder is renamed to Assets. The assets are bundled with every build except for Windows.
- Sentiment rework, refer to the manual for details.
- "Hunger Halt Migration" no longer a thing due to sentiment rework
- The Colosseum and the Hippodrome are now monuments. Colosseum now provides a global +5 entertainment bonus when built.
- Mars module 1 allows the priest to go off road to the supply post.

- Oracles and large temples are now mini-monuments - require the resources to be carried by a workcamp and built by an architects guild.
- Various save elements have been made dynamically sized - reducing the savefile size and improving performance in small cities. Limits on number of buildings and walkers removed.
- Improved warnings and errors when assets are improperly installed and when loading new save games in outdated builds.
- Buildings that can't be built will be displayed with a red footprint.
- When using undo, the houses will have their population restored.
- Large statue is now animated if it has water access.
- Changed import behaviour - the default setting when setting a good as importing will now be unlimited imports.
- When changing the acceptance status of resources in a warehouse/granary, the buildings will now remember their selected quantity.
- Warehousemen won't show up until they find themselves a task - preventing their sprite flickering when they have no available task.
- Building ghosts are now transparent instead of green.
- Docks behaviour completely reworked and made more intuitive - can now select which cities a dock will trade with. A dock can now trade only some of the goods instead of all of them. Ships can visit multiple docks if necessary.
- Engineer guild renamed to Architect guild, to avoid confusion with engineer post.
- Adjusted the destination targeting, will no longer take the difference in road to Rome into account in its calculations, resulting in more predictable behaviour.
- Cart pushers, dockers, market ladies and prefects will now occasionally change their target mid route, to make their behaviour more intelligent.
- Special orders button will now only display available resources.
- Requested food can now be sent from the granaries.
- You can now import and export the same resource.
- Trade advisor window reworked.
- Trade advisor now allows mothballing of wharves.
- Different pavilions are now a variant of one building type instead of separate building types.
- Some entertainment/education buildings can now be upgraded with high desirability. Upgraded buildings provide more city-wide coverage, reducing the need for culture farms in well-designed cities.
- When adding a resource to the warehouse, partially filled bays will be used before a new bay is claimed for the resource.
- Allow importing food directly to granaries.
- Change how the maximum number of traders from a city is calculated. Instead of being based on the average number of 'trade shields', it's now based on the total volume of tradable goods.
- Adjust how Favor rating affects the player's salary: instead of being based on the salary in January, it considers all funds paid during the previous year.
- Garden paths now adjust their graphics based on adjacent garden paths.

- Crime changes, refer to the manual for details.
- Large temples, large mausoleums, and nymphaeums now require 4 marble.
- Rebalance the cost of monuments.
- Rebalance of levies.
- Right clicking on a monument hauler will now show which resource they are carrying.
- Some epithet names for Grand Temples have been changed.
- Adjusted entertainer destination walker building selection. Will now prefer buildings without shows a bit more.
- Adjusted entertainment values, refer to the manual for details.
- Blessing points are now slowly lost when the respective god is unhappy, instead of being lost all at once.
- Text in the health advisor panel is now shown in white font, to match other advisors.
- Added a border to the main menu.
- Changed main menu image.
- Added tooltips to the housing advisor.
- Added warning about road access with monuments.
- Dead protestors now have corpses.
- Venues will no longer send labour seekers when they have employment but no shows.
- Added borders to advisor windows.
- Change the way farms convey productions - now they will slowly grow each field in cycle, instead of growing one to full before moving to the next one.
- Improve Prefect target seeking - will now try to go for the closest criminal.
- Prefects move slightly faster when chasing enemies.
- Venus' blessing now reduces the unhappiness caused by unemployment.
- Default difficulty is now normal.
- Meat is now named as fish when appropriate.
- Holding festivals moved to the religion advisor.
- Changed columns in some overlays, to have them show the severity of the issue through the use of colors.
- Option to have monuments give extra culture rating removed, now integrated as permanently on. Culture given by a monument changed to +6. It now counts all monuments instead of only grand temples and the pantheon.
- Changed the message when trying to build close to the wolves with the option selected. The range where the player is not allowed to build has been reduced to 6 tiles for wolves.
- Temples and markets set to "not accepting" certain goods will no longer distribute them.
- Added a new Housing Advisor icon.
- Added Housing Advisor into the lineup of the advisor menu.
- Game can now be exited from the Map Editor.
- Removed prosperity cap from "society" graphs info in population advisor.
- Auxiliary cavalry now makes a horse sound when killed.
- Added colored cursor support.
- Mars Grand Temple first epithet now discounts fort levies.

- Watchtowers now need barracks in order to be staffed.
- Large temples now provide coverage for 3000 people. Their desirability has been increased to match large statues.
- Lighthouse now requires timber to operate.
- Levies adjusted, forts 10->8, Grand Temples 48->44, Lighthouse 20->8, Large Temples 4->8.
- Aligned texts of some buildings.
- Changed the exit panel button in the military sidebar.
- Ghosts of monuments now display the complete monuments.

Bugfixes:

- Fixed various bugs on big endian systems
- Warehouses will now send food to granaries if there's any empty space in there, instead of needing to be half-empty.
- Fixed various bugs with Venus temples providing wine.
- Mars grand temple no longer grants +2 attack bonus to all soldiers.
- Fixed a bug that allowed players to build more than 2 grand temples.
- Roads now properly turn into the pantheon.
- The Neptune reservoir module now gives symmetrical water access.
- Monuments no longer accept diagonal connection to access points.
- Fix luxury palaces devolving when kept upgraded with the pantheon module.
- Fix building orientations now showing up properly when having a rotated hippodrome in the city.
- Fix supply post not being detected sometimes when loading a save.
- Mars' great temple will now send its priest to the pantheon, if the pantheon has the right module.
- Disable undo option when certain houses change, preventing 'black hole glitch'.
- The supply post will no longer display employment access warnings when global employment is turned on.
- Sentries will now be properly assigned when some towers don't have road access.
- Fix a bug allowing multiple supply posts to be built.
- Supply posts will now be properly detected when building a fort.
- Prevent building multiple unique buildings with the undo.
- Prevent split housing from losing all coverage.
- Multibyte fonts will no longer display as transparent.
- Fix entertainer figures corrupting buildings memory.
- Selected Mars grand temple recruitment priority button will now be properly highlighted.
- Rioters can no longer destroy native buildings.
- Removed ICC profiles from PNG files.
- Trading ships will now play proper phrase when leaving the docks.
- Docks no longer ignore Mercury monument bonuses.
- Hauler animation no longer plays at double the speed.

- Houses will not display a warning that it's devolving because it needs food, if the model file has been modified to not need food.
- Augustus-added buildings with climate specific variants will now display proper ghosts based on the climate.
- Fixed a bug where dead lion tamers would turn into tax collectors.
- Fixed a bug where gardens' city sound would not play.
- Fixed population graphs on large populations.
- Fixed killall cheat removing fishing spots, fort standards, and military banners.
- Fixed bugs where workcamps would stop getting resources if the closest monument's construction is halted.
- Fixed entry/exit points changing their position when they have water access when the map is rotated.
- Fixed a bug where forts could sometimes get additional soldiers.
- Fixed mess halls fetching food even when not staffed by workers.
- Fixed various graphical bugs with a military sidebar.
- Fixed issues with "finish monuments" cheat.
- Fixed problems when zoom is disabled in a city that's zoomed in/out.

Augustus 2.0 Changelog

Additions and Changes:

- In case of multiple barracks in the city, they will all have weapons delivered to them.
- Sentries will now fight enemies encountered on the way to towers (Quartermasters will fight too).
- Wharves and shipyards are classified as food production instead of industry for labour priority purposes.
- Roads now treat ramps like roads for the purposes of determining orientation.
- Allow indefinite play of campaign mission: after extending your mandate for a few years, the player will be asked again to accept the promotion or extend the regency.
- Certain buildings now require levies: additional monthly upkeep in denarii. (see details in the manual)
- Traders now use camel graphics on maps with southern climate.
- Soldiers on Forts now require food. Food is supplied through a new building, Supply post. A supply post sends a walker to collect food from granaries. Lack of food causes morale penalties and slows down recruitment. Multiple types of food provide a morale bonus. Only one Supply post can be built on a map.
- Reduced morale gain granted by the Military academy building. This morale (and more) can now be gained by supplying diverse food at the Supply post**.**
- Granaries now have a quartermaster permission button, allowing the player to control what the supply post uses.

- Change to Mercury blessing: Now completes workshop production and fully supplies them with resources.
- Change to Neptune blessing: Now lasts 12 months instead of until January. Trade price bonus reduced to 50%.
- Change to Venus blessing: Now also makes citizens over 25 younger by 3 years and provides a temporary boost to labor if fixed worker percentage option is set.
- Change to the blessing system: Gods will provide you with blessings even if they have blessed you before. Chances of getting a blessing are reduced. Progress to blessings can be tracked on the religion advisor screen. Chance of getting a blessing is increased with a god's mood and festivals.
- Changed migrants', Warehouse workers', and cart pushers' portraits to use more fitting ones.
- Added support for building rotation, add rotate building options. Works for gatehouses, Warehouses, Forts and the Hippodrome, as well as new Paths.
- The Senate window and the chief advisor window now display the exact number of unemployed citizens.
- Added support for loading outside images, to be used for new content.
- Roadblock graphic is now an external .png file.
- Added console, along with some cheats.
- Added new permissions to Roadblocks: labor seekers, tax collectors.
- Added a tab to the population advisor, showing the count of all the housing types in the city and their requirements.
- Added a number of new aesthetics buildings (gardens, statues, etc.) for more visual variety, desirability effect is the same as statues of respective sizes.
- Added monuments: buildings that take resources and special buildings to complete and grant bonuses to your town when complete.
- Monuments added: Five Grand Temples; one to each of the gods, a Pantheon dedicated to all the gods and a Lighthouse.
- Added new buildings used in monument construction: the Work camp and Engineer's Guild.
- Added building upgrades for Grand Temples and the Pantheon. Select and pay for one of two upgrades that empower priests in your city.
- Missionaries and Immigrants will now use previously unused voice lines.
- Added a "Delete all read messages" button to the Message Log.
- Added tooltips to the mothballing button and Granary/Warehouse permissions.
- Added "Roads" overlay. Shows Roads, Plazas, Gardens and Roadblocks.
- Water can now be added on elevations in the map editor.
- Desirability overlay now shows effect on buildings built next to the water or on the high ground.
- New pause menu with options when pressing ESC.
- City construction kit now has an arrow allowing you to go back to the main menu.
- Added levy overlay, showing buildings requiring levy payments.

Bug Fixes:

- Fixed Warehouses/Granaries getting linked storage options in some cases.
- Fixed a bug causing incorrect music to be played during combat.
- Mothballed buildings that catch fire will now burn down.
- Fixed issue with Warehouse delivering the resources to each other in some cases.
- Fixed population advisor history graph showing the wrong date.
- Zoom now works again in the map editor.
- Fixed a bug that allowed fulfilling imperial requests without sending resources by using disabled Warehouse.
- Roadblocks now block Granary exits.
- Fixed bath house construction image being aligned improperly.
- Fixed visual bug of sentry walking under instead of on a bridge.
- Market boys and caravan followers no longer disappear when the market lady/caravan leader steps on the bridge.
- Desirability bonus granted by houses being next to the water is now updated when the house changes its size.

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Appendix I : More Numbers

Note: All following production values are for buildings producing at 100% efficiency.
1 cartload = 100 units.

- **Food production**
  - Non-wheat farm = 9.6 cartloads / year
  - Wheat farm = 19.2 cartloads (central and desert climate), 9.6 cartloads (northern climate) / year
  - Wharf maximum fish catch = 33.7 cartloads / year, for an optimal fishing point distance, granary placement and available space for storage. A more reasonable average catch value is between 17.3 and 20.6 cartloads / year, depending on the distance to the fishing point.

- **Food consumption**
  - 0.5 unit per citizen per month (remaining food rounded down).
  - If multiple types of food are consumed in a house, each type of food is consumed equally, until reaching the required monthly food consumption.
    Ex: a house with 80 dwellers consumes 40 units of food per month. If it's provided with two types of food (e.g. wheat and fish), 20 wheat and 20 fish will be consumed each month.

- **Raw material & goods production**
  - Raw material building = 9.6 cartloads / year
    (except Marble Quarry = 4.8 cartloads / year)
  - Workshop = 4.8 cartloads / year

- **Goods consumption**
  - 2 units per house per month, whatever is the number of dwellers.
  - 4 units of wine for a house consuming 2 types of wines.

In summary:
- A non-wheat farm can feed 160 people / year.
- A wheat farm can feed 320 people / year (central and desert climate), or 160 people / year (northern climate)
- One raw material building can supply two workshops.
- One workshop can support the goods consumption of 20 houses per year.

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Appendix II : New Building Summary

For your convenience, all of Augustus' new or modified structures are listed below.

Religion

• Grand Temple • Pantheon

• Lararium • Small Mausoleum • Large Mausoleum • Nymphaeum

Education

• School (Upgrade) • Academy (Upgrade) • Library (Base)

Entertainment

• Theater (Upgrade) • Tavern

• Arena • Colosseum (Monument) • Hippodrome (Monument)

Administration

• Statues : Small (Goddess, Senator, Gladiator Statue)

       Medium (Legionary Statue)

       Large (Equestrian Statue)

• Ornamental Trees • Parks • Small Pond • Large Pond

• Paths • Roadblocks • Garden Gate

Engineering & Transport

• Work Camp • Architects' Guild • Lighthouse

Military

• Palisade and Palisade Gate • Supply Post • Watchtower

Industry

• Caravanserai
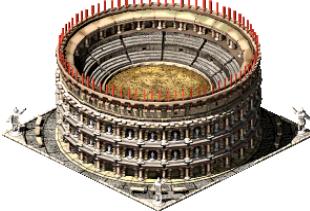
	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Grand Temple (5 types)	Yes	++++	50	2500	Monument Offers powerful and unique bonuses (2 per God). By default, two Grand Temples can be built in a city.
Pantheon	Yes	++++	100	3500	Monument Provides population and priest walker coverage to all five gods.
Lararium	Yes	++	0	45	Functions as a tiny Oracle, providing coverage for 10 people to every god.
Small Mausoleum	No	– – and ++	0	300	Minor Monument Emits negative desirability within a close radius, but a positive desirability effect further away. It covers 500 people per god and requires no maintenance.
Large Mausoleum	No	– – – and +++	0	750	Minor Monument Emits negative desirability within a close radius, but a large positive desirability effect further away. It covers 750 people per god and requires no maintenance.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Large Mausoleum (Var.)	No	– – – and +++	0	750	**Minor Monument** Emits negative desirability within a close radius, but a large positive desirability effect further away. It covers 750 people per god and requires no maintenance.
Nymphaeum	Yes	++++	0	250	**Minor Monument** Functions as a large Oracle, providing coverage for 750 people to every god.
School (Upgrade)	Yes	–	10	50 (Base)	New upgrade tied to area desirability. Increases venue capacity, therefore Culture rating.
Academy (Upgrade)	Yes	++	30	100 (Base)	New upgrade tied to area desirability. Increases venue capacity, therefore Culture rating.
Library (Base)	Yes	++	20	75 (Base)	New basic library building. Has now an upgrade tied to area desirability, increasing venue capacity, therefore Culture rating.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Theater (Upgrade)	Yes	+	8	50 (Base)	New upgrade tied to area desirability. Increases venue capacity, therefore Culture rating.
Tavern	Yes	– and +	8	40	Local gathering place, intended to be placed in housing blocks. Small negative desirability within a close radius, but slightly positive further away. The tavern walker provides entertainment points.
Arena	Yes	– –	25	500	Takes place of the Vanilla Colosseum. Provides 25 entertainment points when given both gladiators and lion access.
Colosseum	Yes	– –	100	1500	Monument Heart of the city allowing to host Great Games (3 types).
Hippodrome	Yes	– –	150	3500	Monument Can host chariot races. (with a new horses betting system!)

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Goddess Statue, Senator Statue, Gladiator Statue	No	++	0	12	Small statues slightly improving nearby desirability.
Legionary Statue	No	+++	0	60	Medium Statue improving nearby desirability.
Equestrian Statue	No	++++	0	150	Large Statue greatly improving area desirability.
Ornamental Trees (8 types)	No	++	0	12	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.
Parks (7 types)	No	++	0	12	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Obelisk	No	+++	0	60	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.
Small Pond	No	+++	0	60	Improves area desirability. Requires pipe access to reservoir.
Large Pond	No	++++	0	150	Improves area desirability. Requires pipe access to reservoir.
Paths (9 types)	No	++	0	12	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.
Roadblocks	/	/	/	12	Prevent roaming walkers from crossing them. Allows to close off housing blocks or better direct walkers. Support special orders, set by right-clicking on it.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Garden Gate	/	/	/	12	Dragging garden walls or hedges (Parks) over a road tile creates a Garden Gate, which has the same function as a roadblock.
Work Camp	Yes	− − −	20	50	Required to build Monuments. Workers collect resources from Warehouses, then bring materials to the construction site.
Architects' Guild	Yes	− −	12	200	Required to build Monuments. Engineers upgrade the Monument to its next construction phase each time resource requirements are satisfied, until full completion.
Lighthouse	Yes	+++	20	1250	Monument Must be placed within 8-9 tiles of water. Once completed, fishing boats move 10% faster and sea storm trade disruptions are halved in length. Enables sea trade policies.
Palisade	/	/	/	6	Cheaper alternative to stone walls, but obviously less resistant. Dragging it over a road tile creates a Palisade Gate, which has the same function as a roadblock.

	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
Supply Post	Yes	– – –	10	100	Collects food from Granaries for city soldiers. Consumes stored food each month based on the number of soldiers. Improves (or halves) troop morale.
Watchtower	Yes	– –	8	100	Cheaper alternative to Stone Tower. Requires Barracks to recruit 3 soldiers, and has no risk of burning or collapsing. Can be placed inside the city if needed.
Caravanserai	Yes	– – –	20	500	Monument Once completed, land trade disruptions are halved in length. Enables land trade policies.

Notes