



# TIPS, TRICKS AND CHEATS



### ***Caesar III—Tips, Tricks and Cheats***

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# USING TIPS, TRICKS AND CHEATS FOR PLAYING **CAESAR III**

This guide is intended to remove many of the difficulties in playing *Caesar III* and contains the following sections:

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*Caesar III* challenges the player with many tasks that must be performed in a timely manner. Situations arise that interrupt the growing city, such as; frequent emperor's requests for goods and legions, attacks by enemies, fires, natural disasters, god interventions, and changing trade circumstances. An error in one of these might doom the city and it is not uncommon for a player to rebuild a city numerous times before meeting the required goals. *Caesar III Tips, Tricks and Cheats* prepares the player in advance of the interruptions and shortens the playing time needed to win the game. This guide was intended for players on the "normal" level of game difficulty but is just as useful for the other levels.

Be forewarned that this information may diminish *Caesar III*'s learning curve, surprises, and fun playing. But if the provinces' goals are too difficult to complete after a number of attempts, then this guide's information will be very useful.

The first section, *Promotion Grade Levels and Province Assignments*, lists the provinces one may choose after being promoted. It should be referred to when looking up a specific province in the *Province Descriptions* section.

In *Province Descriptions* is information that can eliminate many stressful events. For instance, knowing when and where an enemy army will attack can save a player from having to relocate an expensive fort or repair en-

emy-damaged buildings. The list of emperor's requests for goods allows players to prepare a stockpile of the goods without harming exports or its domestic consumption. Other useful information is found in the section that helps the player progress without the tedious rebuilding of damaged areas or restarting the province.

In *Game Tips, Tricks, and Suggestions* are numerous strategies for maximizing the effectiveness of the legions, buildings, and finances. And of course, cheats and recoding tricks are included for those who desire a different approach to winning the game under the title *Coding Cheats*.

In *Sample Housing Blocks* are a few graphics showing how to set up a housing block and a palace block. This gives a player a big jump over the trial and error.

Thanks are given to the following from whom some of the information in this booklet was included.

*HeavenGames: Caesar III Heaven* web site (<http://caesar3.heavengames.com/>) and its contributors, Cherub Marty Party and Angel Jayhawk.

The information contained in this guide was collected over years of playing the original and updated versions of *Caesar III* on both PC and Macintosh computers. The longevity of interest in the game confirms it is a classic and why over a million copies of the game were purchased since first released.



## PROMOTION GRADE LEVELS AND PROVINCE ASSIGNMENTS

In the first and second provincial assignments with just population goals, the player learns the game basics and is then promoted to a third, more challenging level, of Engineer. This level offers two provinces with additional goals covering culture, prosperity, peace, and the emperor's favor. The player can choose which of the two provinces to govern. As in the remainder of the game, one province is usually more peaceful. However, the peaceful provinces are more difficult to finance or satisfy the citizens or emperor. The other more warlike provinces have easier trade and financing but are often invaded by dangerous armies. All provincial assignments become increasingly more difficult with each promotion. The game difficulty level can be adjusted in the Options menu.

The position levels for promotion follow in the order they are achieved along with the possible choices for province assignments:

- Level 1. A Citizen is assigned to a **Village** (pg. 4).
- Level 2. A Clerk is assigned to **Brundisium** (pg. 5).
- Level 3. An Engineer may choose either **Capua** (pg. 6) or **Tarentum** (pg. 7).
- Level 4. An Architect may choose either **Syracusae** (pg.8) or **Tarraco** (pg. 10).
- Level 5. A Quaestor may choose either **Mediolanum** (pg. 11) or **Miletus** (pg. 13).
- Level 6. A Procurator may choose either **Carthago** (pg. 14) or **Lugdunum** (pg. 16).
- Level 7. An Aedile may choose either **Tarsus** (pg. 18) or **Tingis** (pg. 19).
- Level 8. A Praetor may choose either **Lutetia** (pg. 21) or **Valentia** (pg. 23).
- Level 9. A Consul may choose either **Caesarea** (pg. 25) or **Damascus** (pg. 27).
- Level 10. A Proconsul may choose either **Londinium** (pg. 29) or **Sarmizegetusa** (pg. 31).
- Level 11. A Caesar may choose either **Lindum** (pg. 33) or **Massilia** (pg. 35).

The final game-winning promotion is to the level of Emperor after successfully completing the goals for either Lindum or Massilia.

## PROVINCE DESCRIPTIONS

The following provinces/cities are listed by promotion levels and contain information normally hidden until a player is assigned the province and actively playing in it.

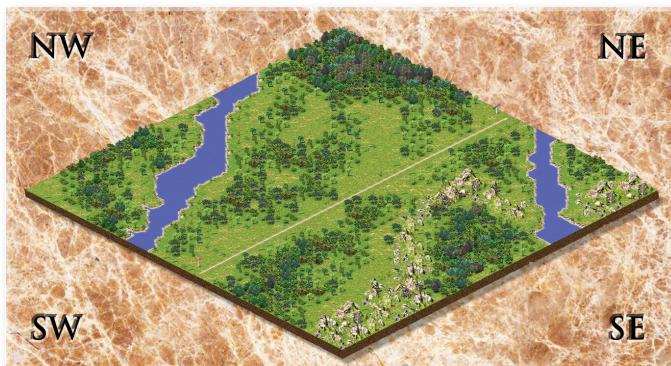
Level 1	VILLAGE	Citizen
Population: 150	Culture: 0	Prosperity: 0
Peace: 0	Favor: 0	

**Starting Funds:** 6,000 Dn (Very Easy Play), 4,000 Dn (Easy Play),  
3,000 Dn (Normal Play), 2,000 Dn (Hard Play),  
1,500 Dn (Very Hard Play)

**Emperor's Loans:** 3,000 Dn (Very Easy Play), 2,000 Dn (Easy Play),  
1,500 Dn (Normal Play), 1,000 Dn (Hard Play),  
750 Dn (Very Hard Play)

**Learning Goal:** Learn to build houses, wells, roads, buildings and become familiar with the game features.

**Locale Character:** The Village is very peaceful, little is needed and only basics are available. Promotion should come within the year once the population goal is reached.



Village - 340 BC

**Legion Placements:** There are no enemy attacks or local uprisings in this province and no military options are available.

**Emperor's Requests:** There are no emperor requests for this province.

### Tips:

- Build tents and buildings close to the SW entrance for faster settlement.
- Place numerous prefectures and engineers as soon as available near the buildings to avoid damage.

## Level 2 BRUNDISIUM Clerk

Population: 650

Culture: 0

Prosperity: 0

Peace: 0

Favor: 0

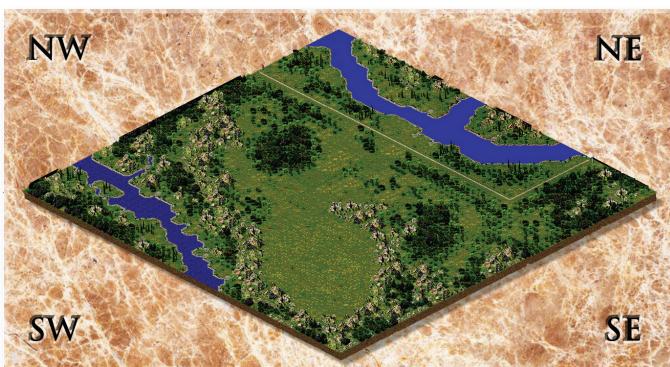
**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

**Emperor's Loans:** 12,000 Dn (Very Easy Play), 8,000 Dn (Easy Play),  
6,000 Dn (Normal Play), 4,000 Dn (Hard Play),  
3,000 Dn (Very Hard Play)

**Learning Goal:** Build a city with farms, trade, workshops, and new features.

**Locale Character:** This is a very peaceful and fertile central province where no army is needed. Brundisium grows wheat, mines clay, and produces pottery and weapons.

**Trade:** The province only imports iron from Capua, a land route trader, and exports wheat, weapons, and pottery.



Brundisium - 345 BC

**Legion Placements:** There are no enemy attacks or local uprisings in this province and no military options are available.

**Emperor's Requests:** There are no emperor requests for this province.

### Tips:

- Build farms on the yellow textured ground nearest the center of the map.
- Build the houses between the farms and the main road leaving space for the placement of reservoirs near the houses to provide fountains.
- Place a granary between the farms and the houses for easy market access.
- When available, go to the Empire window and purchase a trade route to Capua. Then build a warehouse next to the main road to store export goods and imported iron for the weapon workshops.
- Build potteries and weapon workshops near the warehouse and near dwellings where the workshops' labor managers can find people to work when they walk past dwellings for their services to function.

Level 3

**CAPUA**

Engineer

Population: 2,500

Culture: 35

Prosperity: 10

Peace: 20

Favor: 60

**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
 12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
 6,000 Dn (Very Hard Play)

**Emperor's Loans:** 18,000 Dn (Very Easy Play), 12,000 Dn (Easy Play),  
 9,000 Dn (Normal Play), 6,000 Dn (Hard Play),  
 4,500 Dn (Very Hard Play)

**Learning Goal:** Build industries, trade with other provinces, and learn to anticipate and regulate finances and services for citizens.

**Locale Character:** This peaceful and fertile central province has no need for an army.

**Trade:** The province trades with two provinces; a land route with Tarentum that sells wine and furniture and buys pottery, and one with Syracusae that sells meat and marble and buys olives, oil, and furniture.



Capua - 350 BC

**Legion Placements:** There are no enemy attacks or local uprisings in this province and no military options are available. Three flocks of sheep are present at start of play.

**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
348 BC - July	Oil	10	+8 pts. if sent in 12 months
345 BC - Apr.	Oil	15	+10 pts. if sent in 12 months
344 BC - May	Fruit	10	+8 pts. if sent in 12 months
342 BC - May	Fruit	15	+10 pts. if sent in 12 months
340 BC - July	Fruit	15	+10 pts. if sent in 24 months
336 BC - Mar.	Fruit	15	+10 pts. if sent in 24 months

**Tips:**

- Import marble to use for oracles instead of building temples to appease the gods.

# Level 3 TARENTUM Engineer

Population: 2,500

Culture: 30

Prosperity: 10

Peace: 10

Favor: 40

**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

**Emperor's Loans:** 18,000 Dn (Very Easy Play), 12,000 Dn (Easy Play),  
9,000 Dn (Normal Play), 6,000 Dn (Hard Play),  
4,500 Dn (Very Hard Play)

**Learning Goal:** Learn to defend the province with legions and fortifications.

**Locale Character:** Tarentum is a fertile central province with requests by the emperor for goods. There are occasional small enemy attacks.

**Trade:** The province trades with two land route provinces; Capua, selling furniture and pottery and buying weapons, and Syracusae that sells clay and weapons and buys wine and furniture.



Tarentum - 350 BC

**Legion Placements:** Attacks by Etruscans will come from the upper SW and lower NW sides. Place 1 legion of legionaries and 1 legion of javelin auxiliaries in the NW/SW corner. Wall the border lightly on those sides. Two flocks of sheep will need to be eliminated.

## Enemy Attacks:

Date	Type	Size	Area
347 BC - July	Etruscans	Small (5 incl. spear throwers)	Lower NW (1)
344 BC - Oct.	Etruscans	Small (9 incl. spear throwers)	Lower NW (1)
341 BC - Sept.	Etruscans	Medium (16 incl. spear throwers)	Upper SW (2)
335 BC - Apr.	Etruscans	Medium (16 incl. spear throwers)	Upper SW (2)
331 BC - May	Etruscans	Medium (16 incl. spear throwers)	Upper SW (2)
325 BC - Sept.	Etruscans	Medium (16 incl. spear throwers)	Upper SW (2)

(TARENTUM continued)

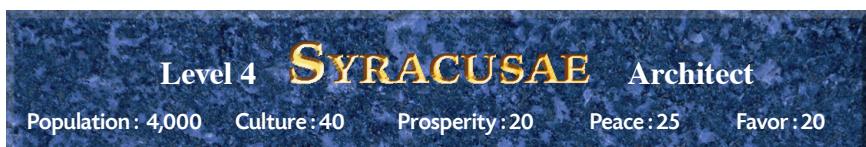
**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
347 BC - May	Vines	10	+8 pts. if sent in 24 months
345 BC - June	Vines	10	+8 pts. if sent in 24 months
342 BC - July	Vines	10	+8 pts. if sent in 24 months
339 BC - Aug.	Vines	15	+10 pts. if sent in 24 months
336 BC - Mar.	Vines	15	+10 pts. if sent in 24 months
333 BC - Apr.	Vines	15	+10 pts. if sent in 24 months
329 BC - Mar.	Vines	20	+10 pts. if sent in 24 months
326 BC - Aug.	Vines	20	+10 pts. if sent in 24 months
323 BC - Oct.	Vines	15	+10 pts. if sent in 24 months
320 BC - Aug.	Vines	15	+10 pts. if sent in 24 months



**Tips:**

- First, build two iron mines and four weapon workshops to supply the legionaries.
- Build vine farms to fill the emperor's requests and to supply wine workshops.
- For exports, after building more weapon workshops, build wine workshops, and finally furniture workshops in that order.
- Import clay early in the game for the pottery needed to evolve small casas.



**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

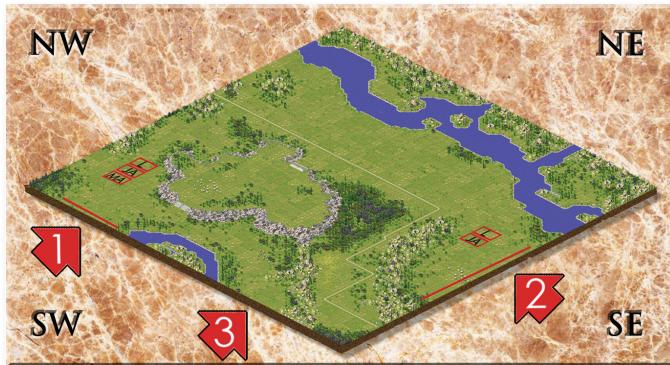
**Emperor's Loans:** 18,000 Dn (Very Easy Play), 12,000 Dn (Easy Play),  
9,000 Dn (Normal Play), 6,000 Dn (Hard Play),  
4,500 Dn (Very Hard Play)

**Learning Goal:** Trading by sea and working with limited local resources for necessities.

**Locale Character:** This rocky central province has cropland for wheat, vegetables, and olives. Clay and iron are mined and its workshops make oil, weapons, furniture, and pottery. Enemy attacks are not difficult, but random sea storms interrupt trade.

**Trade:** It trades by sea with two provinces; Capua that sells furniture and buys weapons, and Tarentum that sells meat and timber and buys vegetables and oil.





Syracusae - 270 BC

**Legion Placements:** Attacks by locals and Greeks will come from the upper SW, lower SW, and mid-SE sides. Place 1 legion of legionaries and javelin auxiliaries in the mid-SE side and 1 legionary, 1 mounted auxiliary (to flank the spear throwers if desired), and 1 javelin auxiliary legion near the SW/NW corner. Wall the borders lightly if you need time to set up for the attacks. Three flocks of sheep will need to be eliminated.

#### Enemy Attacks:

Date	Type	Size	Area
267 BC - Oct.	Greeks	Small (9 incl. spear throwers)	Upper SW(1)
264 BC - Apr.	Greeks	Medium (16 incl. spear throwers)	Mid-SE (2)
261 BC - Mar.	Greeks	Medium (16 incl. spear throwers)	Lower SW (3)
257 BC - Sept.	Greeks	Large (32 incl. spear throwers)	Upper SW(1)
254 BC - Sept.	Greeks	Medium (16 incl. spear throwers)	Upper SW(1)
251 BC - Sept.	Greeks	Large (32 incl. spear throwers)	Upper SW(1)
248 BC - May	Greeks	Large (32 incl. spear throwers)	Upper SW(1)
244 BC - Oct.	Greeks	Large (32 incl. spear throwers)	Upper SW(1)
239 BC - June	Greeks	Large (32 incl. spear throwers)	Upper SW(1)
234 BC - Apr.	Greeks	Large (32 incl. spear throwers)	Upper SW(1)

#### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
266 BC - Mar.	Oil	5	+5 pts. if sent in 24 months
264 BC - Oct.	Oil	5	+5 pts. if sent in 24 months
261 BC - Mar.	Oil	10	+10 pts. if sent in 24 months
258 BC - Aug.	Oil	10	+10 pts. if sent in 24 months
255 BC - May	Oil	10	+10 pts. if sent in 24 months
252 BC - May	Oil	10	+10 pts. if sent in 24 months
249 BC - Sept.	Oil	10	+10 pts. if sent in 24 months

#### Tips:

- Build quicker-growing wheat farms only and two olive farms to supply four oil workshops for the emperor's requests. This allows for more food production. Let weapons be the main export product since the profit is the same for either weapons or oil.
- Immediately build a dock and warehouse close to the river entrance to start trading early and add another weapons warehouse when more can be exported.

Level 4

**TARRACO**

Architect

Population: 2,500

Culture: 45

Prosperity: 25

Peace: 30

Favor: 70

**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
 12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
 6,000 Dn (Very Hard Play)

**Emperor's Loans:** 18,000 Dn (Very Easy Play), 12,000 Dn (Easy Play),  
 9,000 Dn (Normal Play), 6,000 Dn (Hard Play),  
 4,500 Dn (Very Hard Play)

**Learning Goal:** Recovering after a disaster and raising the emperor's favor rating.

**Locale Character:** Tarraco is a fertile, peaceful central province with no need of an army. The crops are wheat, fruit, and pigs and it mines marble and clay. An earthquake strikes this province, splitting up the main upper NE cropland into three in June 268 BC.

**Trade:** The province trades by sea with two provinces; Capua which sells timber and buys wheat and fruit, and Tarentum which sells furniture and buys marble and pottery.



Tarraco - 270 BC

**Legion Placements:** There are no enemy attacks or local uprisings in this province and no military options are available. Two flocks of sheep are present at start of play.

**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
269 BC - Apr.	Pottery	10	+8 pts. if sent in 24 months
267 BC - Sept.	Fruit	10	+8 pts. if sent in 24 months
265 BC - Mar.	Pottery	15	+10 pts. if sent in 24 months
263 BC - May	Fruit	15	+10 pts. if sent in 24 months
261 BC - Sept.	Pottery	15	+10 pts. if sent in 24 months
259 BC - Mar.	Fruit	20	+10 pts. if sent in 24 months
257 BC - May	Pottery	15	+10 pts. if sent in 24 months
255 BC - June	Fruit	15	+10 pts. if sent in 24 months
250 BC - Sept.	Fruit	15	+10 pts. if sent in 24 months
255 BC - Sept.	Fruit	15	+10 pts. if sent in 24 months

### Tips:

- After the earthquake in June 268 BC, build three fruit farms and seven or so wheat farms for exports. Ship the fruit and wheat to a warehouse for export by not accepting them at the granaries or use the stockpiling command in the Trade Advisor window. The rest of the farms should be pigs for the city's consumption.
- Meet the emperor's requests on time and give lavish gifts to him to meet the high Favor goal if needed, but only do it once a year.
- Satisfy all the gods by building an oracle, needing two marble units.

Level 5 MEDIOLANUM Quaestor				
Population: 7,000	Culture: 40	Prosperity: 25	Peace: 40	Favor: 30

**Starting Funds:** 21,000 Dn (Very Easy Play), 14,000 Dn (Easy Play),  
10,500 Dn (Normal Play), 7,000 Dn (Hard Play),  
5,250 Dn (Very Hard Play)

**Emperor's Loans:** 15,000 Dn (Very Easy Play), 10,000 Dn (Easy Play),  
7,500 Dn (Normal Play), 5,000 Dn (Hard Play),  
3,750 Dn (Very Hard Play)

**Learning Goal:** Defending against enemy elephants.

**Locale Character:** Mediolanum is a fertile northern province with many large Carthaginian attacks. The rocky ground and lakes challenge city building.

**Trade:** This province trades with two land route provinces; Massilia which sells wine and oil and buys iron and furniture, and Capua which sells meat and clay and buys weapons.



Mediolanum - 220 BC

**Legion Placements:** Wall-in the pack of wolves in the NE at the beginning of the game and eliminate them after building a legion. Attacks by Carthaginians with elephants will come from the mid-NE (1) and NW (2) and upper SW (3) sides. Place 1 legion of legionaries and 2 javelin auxiliaries in the mid-NW side and 1 legionary and 2 javelin auxiliary legions near the mid-NE as shown. Note below that in the beginning the attacks are every year and defense against elephant attacks are difficult, but enough spears

## (MEDIOLANUM continued)

from javelin auxiliaries, wall guards, and ballistas will bring down the elephants. Place extra thick walls with four to six layers. Towers with ballistas must be used on these walls and place tents on roads in the area so labor managers from the towers can find men to man the walls. Allow the legions to fight in the NE between the two thick walls. One approach is to place the javelin auxiliary legions behind the legionaries in the raised land areas by the steps which limit the enemy's assault to the staircase. Expect to have to replay this province even with this information.

### Enemy Attacks:

Date	Type	Size	Area
217 BC - May	Carthaginians	Small (9)	Mid-NE (1)
216 BC - Sept.	Carthaginians	Small (9)	Mid-NW (2)
215 BC - Apr.	Carthaginians	Medium (30 plus 3 elephants)	Mid-NE (1)
214 BC - Oct.	Carthaginians	Large (45 plus 5 elephants)	Mid-NW (2)
211 BC - Aug.	Carthaginians	Large (60 plus 6 elephants)	Mid-NW (2)
205 BC - June	Carthaginians	Large (45 plus 5 elephants)	Upper SW (3)
204 BC - Oct.	Carthaginians	Huge (108 plus 12 elephants)	Mid-NE (1)
202 BC - Apr.	Carthaginians	Large (60 plus 7 elephants)	Upper SW (3)
199 BC - Sept.	Carthaginians	Large (45 plus 5 elephants)	Mid-NE (1)
195 BC - Sept.	Carthaginians	Medium (30 plus 3 elephants)	Mid-NW (2)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
215 BC - Oct.	Timber	15	+10 pts. if sent in 36 months
210 BC - Aug.	Timber	15	+10 pts. if sent in 36 months
210 BC - Sept.	Legions		Send 2 legions
205 BC - Aug.	Timber	15	+10 pts. if sent in 36 months
200 BC - Sept.	Timber	15	+10 pts. if sent in 36 months
195 BC - July	Timber	15	+10 pts. if sent in 36 months
190 BC - May	Timber	15	+10 pts. if sent in 36 months
185 BC - June	Timber	15	+10 pts. if sent in 36 months
180 BC - Aug.	Timber	15	+10 pts. if sent in 36 months

### Tips:

- At the start of the game, the player should exalt the god Mars by having a festival for him when he is charmed. Mars will send a protecting spirit to kill off the first enemy attack, allowing the player more time to build defenses.
- When the emperor requests legions, immediately send one legionaries and one javelin auxiliary legion for a victory and the granting of materials to build a triumphal arch.
- No prefectures are needed here.



## Level 5 MILETUS Quaestor

Population: 5,000      Culture: 60      Prosperity: 35      Peace: 40      Favor: 40

**Starting Funds:** 21,000 Dn (Very Easy Play), 14,000 Dn (Easy Play),  
10,500 Dn (Normal Play), 7,000 Dn (Hard Play),  
5,250 Dn (Very Hard Play)

**Emperor's Loans:** 15,000 Dn (Very Easy Play), 10,000 Dn (Easy Play),  
7,500 Dn (Normal Play), 5,000 Dn (Hard Play),  
3,750 Dn (Very Hard Play)

**Learning Goal:** Working with limited desert cropland and using fishing resources.

**Locale Character:** Miletus is a desert province with frequent fires, emperor requests, and small enemy attacks every three to five years. Miletus mines iron, has timber, and grows fruit and olives. Its workshops yield oil, weapons, furniture, and pottery.

**Trade:** Miletus trades with two sea route provinces; Athenae which sells wheat, wine, and marble and buys fish and oil, and Corinthus, selling clay and pottery and buying weapons.



Miletus - 220 BC

**Legion Placements:** Attacks by Greeks will come from the mid-NW and the mid-SW. Place 1 legion of legionaries and javelin auxiliaries in each area. Wall the city on those sides if desired but it is not needed, or build thick walls with towers and no legions. Four zebra herds are present at the start of the game.

### Enemy Attacks:

Date	Type	Size	Area
217 BC - Oct.	Greeks	Small (5 incl. spear throwers)	Mid-SW (1)
214 BC - Sept.	Greeks	Small (5 incl. spear throwers)	Mid-NW (2)
211 BC - May	Greeks	Small (9 incl. spear throwers)	Mid-SW (1)
208 BC - June	Greeks	Small (9 incl. spear throwers)	Mid-NW (2)
203 BC - Aug.	Greeks	Small (12 incl. spear throwers)	Mid-SW (1)
198 BC - Aug.	Greeks	Small (12 incl. spear throwers)	Mid-NW (2)
193 BC - Apr.	Greeks	Small (12 incl. spear throwers)	Mid-NW (2)
188 BC - Oct.	Greeks	Small (12 incl. spear throwers)	Mid-SW (1)

(Miletus continued)

**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
217 BC - Oct.	Weapons	10	+8 pts. if sent in 24 months
215 BC - Mar.	Furniture	10	+8 pts. if sent in 24 months
213 BC - July	Weapons	10	+8 pts. if sent in 24 months
210 BC - July	Furniture	15	+8 pts. if sent in 24 months
217 BC - July	Weapons	10	+8 pts. if sent in 24 months
204 BC - Oct.	Furniture	15	+10 pts. if sent in 24 months
200 BC - June	Weapons	10	+8 pts. if sent in 24 months
195 BC - Oct.	Weapons	10	+8 pts. if sent in 24 months
190 BC - Oct.	Furniture	15	+10 pts. if sent in 24 months
185 BC - May	Weapons	10	+8 pts. if sent in 24 months

**Tips:**

- Desert provinces have many more fires, so be sure to place more prefectures than normal.
- This province frequently has contaminated water and building more clinics, baths, and providing food will help keep pestilence away.
- Start the city between the larger cropland (NE area) and seacoast to access both fruit farms and fishing and to begin exporting weapons and oil as soon as possible.
- Only two or three olive farms are needed for oil exports and export only weapons and oil. Providing enough food for citizens is critical in this province.
- Build wharves on all possible shores including the islands using only ship bridges.



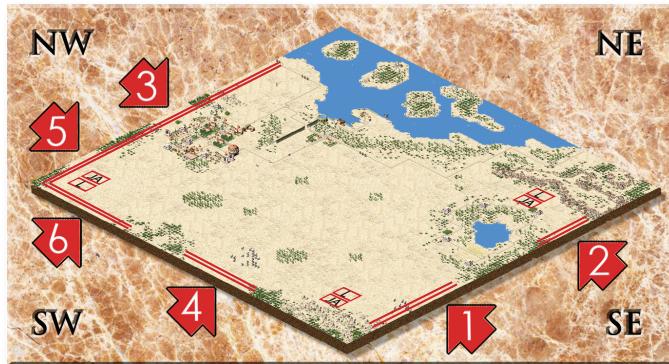
**Starting Funds:** 15,117 Dn (Very Easy Play), 10,078 Dn (Easy Play),  
7,558 Dn (Normal Play), 5,039 Dn (Hard Play),  
3,779 Dn (Very Hard Play)

**Emperor's Loans:** 12,000 Dn (Very Easy Play), 8,000 Dn (Easy Play),  
6,000 Dn (Normal Play), 4,000 Dn (Hard Play),  
3,000 Dn (Very Hard Play)

**Learning Goal:** Building defenses against frequent local raids and army attacks and winning over rebellious natives while building marble and fishing industries.

**Locale Character:** This is a large desert province with limited food growing capabilities, frequent fires, and attacks by the enemy with elephants. The poorly built province is in chaos in the beginning with multiple fires, angry gods, and local rebellions. The province grows fruit, olives, and vines and produces marble, wine, oil, furniture, and pottery.

**Trade:** The province trades with a sea route province, Syracusae, opening for trade later that sells wine, iron, and weapons and buys fruit and fish. Carthago also trades with two land route provinces; Caesarea which sells wheat and buys marble, and with Thamugadi, open at the start of play, selling timber, clay, and pottery and buys olives, wine, and oil.



Carthago - 170 BC

**Legion Placements:** Attacks by local rebellions and by Carthaginians with elephants will come from the upper SE, lower SE, mid-SW, mid-NW, lower NW, and upper SW. Place 1 legion of legionaries and javelin auxiliaries in each area as shown. Wall the city well on those sides with many towers. Two zebra herds need to be eliminated.

#### Enemy Attacks:

Date	Type	Size	Area
166 BC - May	Carthaginians	Small (24 plus 2 elephants)	Lower SE (1)
163 BC - Sept.	Carthaginians	Large (45 plus 5 elephants)	Upper SE (2)
161 BC - Aug.	Carthaginians	Large (45 plus 5 elephants)	Mid-NW (3)
159 BC - Sept.	Locals	Small (15)	Lower SE (1)
156 BC - Oct.	Carthaginians	Large (63 plus 7 elephants)	Lower SE (1)
154 BC - June	Locals	Small (16)	Upper SE (2)
154 BC - Aug.	Carthaginians	Large (45 plus 5 elephants)	Mid-NW (5)
152 BC - June	Locals	Small (16)	Mid-NW (3)
152 BC - Aug.	Carthaginians	Large (45 plus 5 elephants)	Lower SE (1)
149 BC - May	Carthaginians	Large (45 plus 5 elephants)	Lower SE (1)
149 BC - July	Locals	Medium (32)	Lower NW (5)
145 BC - Apr.	Locals	Small (24)	Mid-SW (4)
140 BC - May	Locals	Small (16)	Upper SW (6)
135 BC - Aug.	Locals	Medium (32)	Lower NW (5)

#### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
167 BC - July	Oil	10	+8 pts. if sent in 24 months
165 BC - Apr.	Wine	10	+8 pts. if sent in 24 months
162 BC - May	Oil	10	+8 pts. if sent in 24 months
160 BC - May	Wine	10	+8 pts. if sent in 24 months
157 BC - June	Oil	15	+10 pts. if sent in 24 months
154 BC - May	Wine	15	+10 pts. if sent in 24 months
150 BC - July	Oil	15	+10 pts. if sent in 24 months
145 BC - Sept.	Wine	15	+10 pts. if sent in 24 months
140 BC - July	Oil	15	+10 pts. if sent in 24 months
135 BC - July	Wine	15	+10 pts. if sent in 24 months

(CARTHAGO continued)

**Tips:**

- With so much to do at the very start, immediately slow down the game speed to 10%.
- First build temples next to tents for the gods Mars, Neptune, and Venus.
- Draw away the local rebels by building a few scattered wells near their native huts. Then build mission posts by the native meeting huts with roads to other huts for the missionaries to walk. Note some are hidden in the city. Put mission posts near each native hut later to pacify completely the natives, check the Overlay's Risk window.
- Build enough prefectures to stop the fires and repair the damaged aqueducts. Then redesign the farm areas and eliminate roads, schools, theaters, etc. for a more logical layout. Keep the barracks to supply troops for the forts.
- Concentrate on exporting marble first and then wine and oil later.
- Build a javelin auxiliary legion fort right away and import iron for weapons early.
- Surplus fish and fruit can be exported after satisfying the population's needs and import wheat later as well.
- When alerted of an enemy attack, slow the game speed down and send all the legions from the other areas to reinforce the area under attack.

Level 6    LUGDUNUM    Procurator				
Population: 5,000	Culture: 65	Prosperity: 50	Peace: 50	Favor: 45

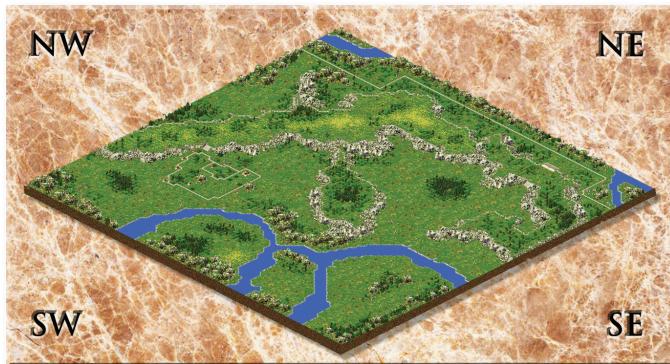
**Starting Funds:** 15,000 Dn (Very Easy Play), 10,000 Dn (Easy Play),  
7,500 Dn (Normal Play), 5,000 Dn (Hard Play),  
3,750 Dn (Very Hard Play)

**Emperor's Loans:** 9,000 Dn (Very Easy Play), 6,000 Dn (Easy Play),  
4,500 Dn (Normal Play), 3,000 Dn (Hard Play),  
2,250 Dn (Very Hard Play)

**Learning Goal:** Working and trading with local natives and growing foods on a rocky terrain. Limited housing space requires higher valued houses with more residents.

**Locale Character:** This is a large fertile but rocky northern province with no military action except possible local native rebellions. Frequent landslides interrupt trade routes. Lugdunum grows wheat and pigs, and mines marble, iron, and clay, and produces weapons, furniture, and pottery. Two packs of wolves are present in the SW edge and NW central areas to be walled-in and eliminated later.

**Trade:** Lugdunum trades via a land route with Mediolanum that sells fruit and timber and buys weapons. Massilia will open a land route trade that sells vines and oil and buys marble and pottery. A substantial savings will be needed when landslides halt trade.



Lugdunum - 170 BC

**Legion Placements:** There are no enemy attacks in this province. If the local natives are pacified, there is no need for any military.

#### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
167 BC - Mar.	Meat	10	+8 pts. if sent in 24 months
165 BC - Oct.	Meat	10	+8 pts. if sent in 24 months
162 BC - Apr.	Meat	10	+8 pts. if sent in 24 months
159 BC - July	Marble	10	+8 pts. if sent in 24 months
157 BC - Sept.	Marble	10	+8 pts. if sent in 24 months
154 BC - Apr.	Marble	10	+8 pts. if sent in 24 months
150 BC - Apr.	Meat	10	+8 pts. if sent in 24 months
145 BC - Sept.	Meat	10	+8 pts. if sent in 24 months
140 BC - June	Meat	10	+8 pts. if sent in 24 months

#### Tips:

- At the start of the game, the player should slow the game speed and wall-in the wolves. They can be eliminated later if the player wishes to build a fort.
- When laying out the housing squares, expect the houses to have to evolve into villas and plan for the colosseums and academies that this will require.
- Population growth is critical to meet the goals and attention should be focused on reducing labor and increasing the house values.
- Only low bridges across the rivers are needed.
- The warehouse and granary locations should be planned to prevent houses from devolving. Some granaries far from the farms should be instructed to “Get food” for the market women’s convenience.
- Expand farms outward from the steps on both sides and insert tent communities on the cropland to satisfy the farms’ labor managers.
- Because the entrance to the province is far from the dwellings, an effort should be made to keep warehouses for the traders as close to the main entry road as possible.
- No prefectures are needed in this northern province.

Level 7

# TARSUS

Aedile

Population: 6,000

Culture: 64

Prosperity: 60

Peace: 60

Favor: 80

**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
 12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
 6,000 Dn (Very Hard Play)

**Emperor's Loans:** 6,000 Dn (Very Easy Play), 4,000 Dn (Easy Play),  
 3,000 Dn (Normal Play), 2,000 Dn (Hard Play),  
 1,500 Dn (Very Hard Play)

**Learning Goal:** Import all the crop foods needed by trading local resources while protecting the province.

**Locale Character:** This desert province is on the sea's edge with fishing, lots of fires, and occasional enemy attacks every few years. Tarsus grows no food but has fishing and timber and mines marble and iron, producing oil, weapons, furniture, and pottery.

**Trade:** There are two sea routes available for trading; Miletus which sells wheat and clay and buys fish and marble, and Alexandria which sells wine and furniture and buys weapons. The two land routes used for trading are Damascus which sells wheat and buys marble, and Hierosolyma which sells vegetables and pottery and buys weapons and furniture.



Tarsus - 120 BC

**Legion Placements:** Small attacks by local uprisings and Pergamums with archers will come from the lower NE. Place 2 legions near the NE/SE corner. Four herds of zebras are present at start that need to be eliminated.

#### Enemy Attacks:

Date	Type	Size	Area
117 BC - Sept.	Pergamums	Small (3 plus 4 archers)	Lower NE (1)
115 BC - Sept.	Pergamums	Small (3 plus 4 archers)	Lower NE (1)
112 BC - May	Pergamums	Small (3 plus 6 archers)	Lower NE (1)
108 BC - Mar.	Pergamums	Small (4 plus 8 archers)	Lower NE (1)
102 BC - Aug.	Pergamums	Small (4 plus 8 archers)	Lower NE (1)

99 BC - July	Pergamums	Small (4 plus 8 archers)	Lower NE (1)
94 BC - Sept.	Pergamums	Small (5 plus 11 archers)	Lower NE (1)
89 BC - Oct.	Pergamums	Small (5 plus 11 archers)	Lower NE (1)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
117 BC - May	Iron	10	+8 pts. if sent in 24 months
115 BC - June	Iron	10	+8 pts. if sent in 24 months
113 BC - June	Iron	10	+8 pts. if sent in 24 months
111 BC - Mar.	Iron	10	+8 pts. if sent in 24 months
108 BC - Aug.	Iron	20	+10 pts. if sent in 24 months
107 BC - May	Iron	20	+10 pts. if sent in 24 months
104 BC - July	Iron	20	+10 pts. if sent in 24 months
102 BC - Sept.	Iron	20	+10 pts. if sent in 24 months
100 BC - Oct.	Iron	20	+10 pts. if sent in 24 months
98 BC - Sept.	Iron	20	+10 pts. if sent in 24 months
95 BC - Oct.	Iron	20	+10 pts. if sent in 24 months
90 BC - May	Iron	20	+10 pts. if sent in 24 months



### Tips:

- Begin the city in the middle of the western peninsula to provide labor for the wharves and workshops, then build near the entrance and continue SE.
- Immediately build ship bridges to the island to mine marble for exports and iron for both weapon exports and for the emperor's requests.
- The exports will provide more than enough cash for importing wheat. The hard part is getting the wheat to all the dwellings that need a second food source to evolve. Force the warehouse cart pushers to take the wheat to granaries near the house blocks that need to evolve into grand insulae.
- Keep the population close to the goal.
- Importing wine causes the population to take a big drop when insulas evolve into small villas which hold fewer residents. Devolve extra villas after meeting the prosperity goal by eliminating parks and gardens nearby or limiting services to them.



**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

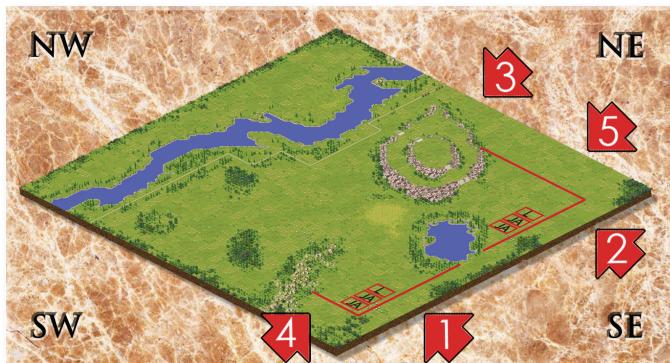
**Emperor's Loans:** 6,000 Dn (Very Easy Play), 4,000 Dn (Easy Play),  
3,000 Dn (Normal Play), 2,000 Dn (Hard Play),  
1,500 Dn (Very Hard Play)

**Learning Goal:** Improving housing and providing services to meet the prosperity goal.

(TINGIS continued)

**Locale Character:** Tingus is a fertile but dangerous central province with two crop varieties, little mineral resources, and both sea and land trade routes. It lacks iron for weapons to defend against the frequent attacks from locals and Numidians. The province grows wheat and vegetables, mines clay, has timber, and produces furniture and pottery.

**Trade:** The province trades by sea with Carthago Nova which sells wine, oil, and weapons, and buys vegetables and pottery. It also trades with Caesarea that sells meat, wine, and marble, and buys furniture and pottery. Occasional storms at sea interrupt sea trade.



Tingis - 120 BC

**Legion Placements:** Attacks by locals and Numidian spear throwers will come from the upper SE, lower SE, lower SW, lower NE, and mid-NE. Place a legion of legionaries and 2 legions of javelin auxiliaries in the NE/SE corner and the same in the SW/SE corner. Wall the city on those sides. Four flocks of sheep need to be eliminated.

#### Enemy Attacks:

Date	Type	Size	Area
117 BC - Sept.	Locals	Small (16)	Lower SE (1)
116 BC - July	Numidians	Small (16)	Upper SE (2)
115 BC - June	Numidians	Medium (32)	Mid-NE (3)
114 BC - Aug.	Locals	Small (24)	Lower SE (1)
112 BC - June	Numidians	Medium (32)	Upper SE (2)
109 BC - May	Numidians	Large (70)	Lower SE (1)
106 BC - Aug.	Numidians	Large (50)	Lower NE (5)
104 BC - Mar.	Locals	Medium (32)	Upper SE (2)
104 BC - June	Locals	Medium (32)	Lower SE (1)
102 BC - Apr.	Numidians	Medium (40)	Upper SE (2)
102 BC - Aug.	Numidians	Medium (32)	Lower NE (5)
99 BC - July	Numidians	Medium (32)	Lower NE (5)
99 BC - Sept.	Numidians	Medium (40)	Lower SE (1)
95 BC - Mar.	Numidians	Large (50)	Lower SW (4)
90 BC - Mar.	Numidians	Small (24)	Lower SW (4)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
118 BC - May	Pottery	5	+3 pts. if sent in 12 months
115 BC - July	Pottery	10	+8 pts. if sent in 12 months
112 BC - Apr.	Pottery	20	+10 pts. if sent in 24 months
110 BC - Mar.	Furniture	5	+3 pts. if sent in 12 months
108 BC - Apr.	Pottery	20	+10 pts. if sent in 24 months
106 BC - Sept.	Furniture	10	+8 pts. if sent in 12 months
100 BC - Sept.	Furniture	20	+10 pts. if sent in 36 months
99 BC - Mar.	Pottery	20	+10 pts. if sent in 36 months
95 BC - July	Pottery	20	+10 pts. if sent in 24 months
90 BC - Aug.	Furniture	20	+10 pts. if sent in 24 months
80 BC - May	Pottery	20	+10 pts. if sent in 24 months
70 BC - Oct.	Furniture	20	+10 pts. if sent in 24 months

### Tips:

- Since imports by sea of oil and possibly wine play a big role in evolving dwellings, it is best to build a dock nearer the sea lane entrance in the NE corner for a quick turnaround of the ships. Plant more wheat which grows faster than vegetables in this province.
- Furniture, fetching the highest export profit, should be produced in large amounts.
- The map shows 2 legions of legionaries that might be eliminated if the cost of importing weapons and building legionaries' forts is too expensive for the player. Thick walls with towers and the javelin auxiliaries can manage the defenses.



**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

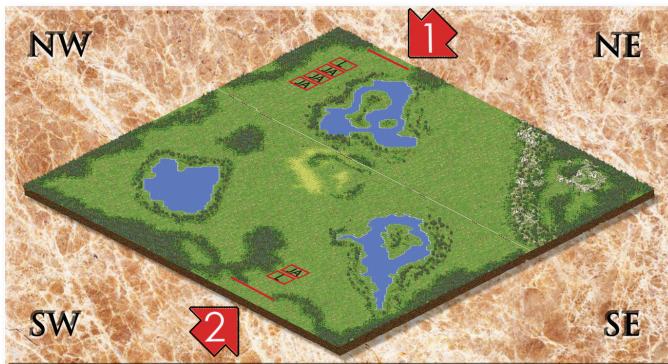
**Emperor's Loans:** 6,000 Dn (Very Easy Play), 4,000 Dn (Easy Play),  
3,000 Dn (Normal Play), 2,000 Dn (Hard Play),  
1,500 Dn (Very Hard Play)

**Learning Goal:** Rule a big agricultural and industrial province with higher goals.

**Locale Character:** Lutetia is a very fertile and large northern province with a wealth of resources and crops. Attacks by armies and local rebels are infrequent and manageable, including a gladiator rebellion. The province grows wheat, vegetables, and raises pigs, and mines iron. It has timber and clay and the workshops produce furniture, pottery, and weapons. Oil and wine are imported.

**Trade:** Lutetia trades only by land routes with Lugdunum which sells olives, vines, and oil and buys iron and pottery, and with Mediolanum which sells wine and marble, and buys weapons and furniture. There are no natural disasters to interrupt trading.

(LUTETIA continued)



Lutetia - 70 BC

**Legion Placements:** Attacks by locals and Gauls will come from the lower SW and upper NE. Place 1 legion of legionaries and javelin auxiliaries in lower SW and 1 legion of legionaries and 3 of javelin auxiliaries near the NE/NW corner with a thick wall. Three packs of wolves will need to be eliminated. Large attacks need reinforcements.

#### Enemy Attacks:

Date	Type	Size	Area
65 BC - Sept.	Gauls	Medium (32)	Lower SW (2)
64 BC - Oct.	Gauls	Medium (40)	Upper NE (1)
62 BC - Nov.	Gladiators	Small	In the city
60 BC - May	Gauls	Large (60)	Upper NE (1)
58 BC - July	Gauls	Large (50)	Upper NE (1)
55 BC - Apr.	Gauls	Medium (40)	Upper NE (1)
53 BC - Mar.	Locals	Small (16)	Upper NE (1)
51 BC - Aug.	Locals	Medium (24)	Upper NE (1)
45 BC - Apr.	Gauls	Large (60)	Upper NE (1)
42 BC - Mar.	Locals	Medium (32)	Upper NE (1)
40 BC - July	Gauls	Small (25)	Upper NE (1)
35 BC - Apr.	Gauls	Large (50)	Lower SW (2)

#### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
65 BC - May	Vegetables	15	+10 pts. if sent in 36 months
63 BC - Aug.	Legions		Send 2 legions
60 BC - Aug.	Vegetables	15	+10 pts. if sent in 24 months
57 BC - June	Legions		Send 3 legions
55 BC - May	Vegetables	15	+10 pts. if sent in 24 months
50 BC - Sept.	Vegetables	15	+10 pts. if sent in 24 months
45 BC - Oct.	Vegetables	15	+10 pts. if sent in 24 months
40 BC - July	Vegetables	15	+10 pts. if sent in 24 months
35 BC - May	Vegetables	15	+10 pts. if sent in 24 months

#### Tips:

- This province has another high prosperity goal and needs the services, foods, and

goods to evolve dwellings into grand insulae or higher if there are too many tents that can't evolve in the croplands. The goals can be met with grand insula, mixed lower dwellings, and colosseums, but no hippodromes are needed.

- Not all the cropland will need to have farms to meet the goals.
- After meeting the emperor's requests, the player's favor rating should be very high and even above the goal. If so, the player can change the salary to a caesar's salary and save the money for the next promotion. Lower it back to a praetor's salary if the favor rating begins to drop.
- Be sure to send three legions after the emperor's second foreign service request.



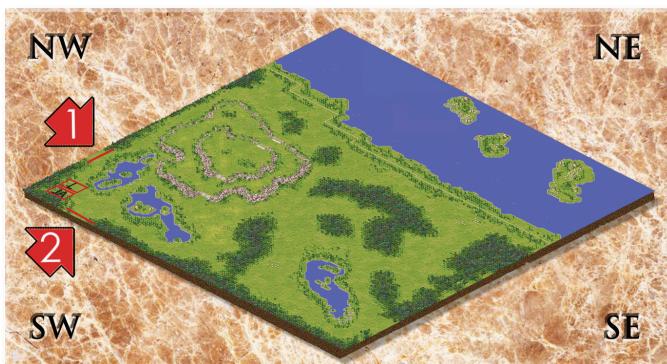
**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

**Emperor's Loans:** 6,000 Dn (Very Easy Play), 4,000 Dn (Easy Play),  
3,000 Dn (Normal Play), 2,000 Dn (Hard Play),  
1,500 Dn (Very Hard Play)

**Learning Goal:** Rule a big agricultural province efficiently within budget.

**Locale Character:** Valentia is a very large fertile and rocky central province with many crops and fishing although no resources for weapons. Fortunately, the attacks are few.

**Trade:** This province trades by land with Carthago Nova which sells fruit and wine and buys wheat, vegetables, and oil. It also trades by sea with Carthago which sells weapons and furniture and buys fish and pottery, and with Tingis which sells marble and buys wine.



Valentia - 70 BC

**Legion Placements:** Attacks by Etruscans with spear throwers will come from the lower NW and upper SW. Place 1 legion of legionaries and 1 legion of javelin auxiliaries in the NW/SW corner. Wall the border on those sides if desired but it is not necessary. Three flocks of sheep are present to eliminate.

(VALENTIA continued)

### Enemy Attacks:

Date	Type	Size	Area
67 BC - Oct.	Etruscans		Small (3 plus 2 spear throwers) Lower NW (1)
64 BC - June	Etruscans		Small (4 plus 4 spear throwers) Upper SW (2)
61 BC - May	Etruscans		Small (4 plus 4 spear throwers) Lower NW (1)
60 BC - Apr.	Gladiators		Small In the city
56 BC - July	Etruscans		Small (6 plus 6 spear throwers) Upper SW (2)
50 BC - July	Etruscans		Small (6 plus 6 spear throwers) Upper SW (2)
44 BC - Oct.	Etruscans		Small (6 plus 6 spear throwers) Upper SW (2)
34 BC - Oct.	Etruscans		Small (6 plus 6 spear throwers) Upper SW (2)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
67 BC - July	Furniture	10	+8 pts. if sent in 36 months
64 BC - June	Furniture	10	+8 pts. if sent in 24 months
62 BC - Oct.	Furniture	15	+10 pts. if sent in 24 months
60 BC - Aug.	Wine	10	+8 pts. if sent in 36 months
58 BC - July	Wine	10	+8 pts. if sent in 24 months
56 BC - Mar.	Wine	15	+10 pts. if sent in 24 months
55 BC - Oct.	Legions		Send 3 legions
51 BC - Apr.	Wine	20	+10 pts. if sent in 36 months
46 BC - Oct.	Wine	20	+10 pts. if sent in 36 months
41 BC - Aug.	Furniture	20	+10 pts. if sent in 36 months

### Tips:

- This province needs lots of residents in highly evolved dwellings within a limited budget. Once the lower class housing is established for the workshops, farming, and fishing industries, begin the block-by-block building of the expensive housing areas. Establish routes past the houses for the labor managers and service people to walk that have limited exits. As in previous provinces, the use of large statues, gardens, plazas, and large temples will help to evolve the dwellings.
- Wheat grows more quickly than vegetables in this province.
- If needed, produce wine for the insulae to evolve into villas and import a second wine for only warehouses near the expensive dwellings.
- Since gladiator revolts target wealthy housing, aqueducts, and oracles, before the revolt in August 60 BC demolish the gladiator schools and rebuild them afterward.

Level 9

# CAESAREA

Consul

Population: 7,000

Culture: 60

Prosperity: 70

Peace: 60

Favor: 90

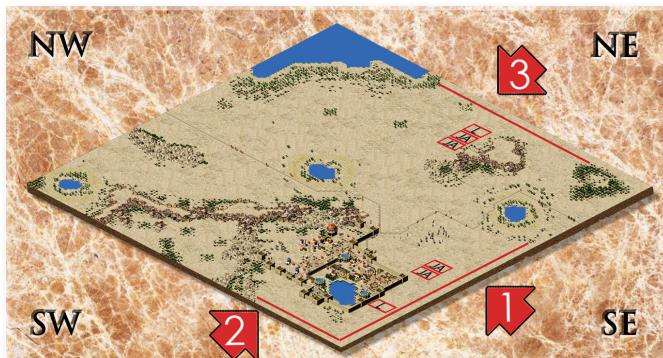
**Starting Funds:** 20,127 Dn (Very Easy Play), 13,418 Dn (Easy Play),  
10,063 Dn (Normal Play), 6,709 Dn (Hard Play),  
5,031 Dn (Very Hard Play)

**Emperor's Loans:** 7,500 Dn (Very Easy Play), 5,000 Dn (Easy Play),  
3,750 Dn (Normal Play), 2,500 Dn (Hard Play),  
1,875 Dn (Very Hard Play)

**Learning Goal:** Take over a failing, poorly built province with a slow-growing income and many enemy attacks.

**Locale Character:** Caesarea is a small desert province with good crops and resources but almost yearly local uprisings and enemy attacks. Caesarea's farms grow wheat, fruit, olives, and raise pigs but have no fishing. It mines iron and has timber, and workshops produce oil, weapons, and furniture.

**Trade:** Caesarea trades by sea with Valentia which sells oil and marble and buys iron, and with Carthago Nova which sells wine and buys vegetables and furniture. The province at the start of the game trades by land route with Tingis which sells pottery and buys fruit and oil. Later, Volubilis opens for land route trade in January 3 AD selling wine, furniture, and pottery, and buying weapons. There are frequent price changes, sandstorms, and collapsing mines with which to contend.



Caesarea - 10 BC

**Legion Placements:** Attacks by local uprisings and Numidians occur at three sites, the mid-SE, lower SW, and mid-NE. Place 1 legion of legionaries and 2 of javelin auxiliaries near the mid-NE and the mid-SE. Attacks on the lower SW can be covered by the legions in the mid-SE. When one area is attacked by large armies of Numidians, bring the 2 legions of javelin auxiliaries from the other area to reinforce. Wall the borders as shown at least two layers thick. Three herds of zebras need to be eliminated.

## (CAESAREA continued)

### Enemy Attacks:

Date	Type	Size	Area
9 BC - Jan.	Locals	Small (9)	Mid-SE (1)
7 BC - Aug.	Numidians	Small (4 plus 4 spear throwers)	Mid-NE (3)
6 BC - Sept.	Numidians	Small (4 plus 6 spear throwers)	Lower SW (2)
2 BC - Sept.	Numidians	Small (10 plus 14 spear throwers)	Mid-NE (3)
1 BC - June	Numidians	Small (10 plus 14 spear throwers)	Lower SW (2)
2 AD - Oct.	Numidians	Small (4 plus 6 spear throwers)	Lower SW (2)
6 AD - Aug.	Numidians	Small (5 Plus 7 spear throwers)	Lower SW (2)
9 AD - July	Locals	Small (12)	Mid-SE (1)
11 AD - Oct.	Numidians	Medium (48)	Mid-SE (1)
15 AD - Sept.	Numidians	Medium (48)	Mid-SE (1)
20 AD - June	Locals	Small (16)	Mid-SE (1)
25 AD - July	Numidians	Large (50)	Lower SW (2)
30 AD - Aug.	Locals	Small (24)	Mid-NE (3)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
8 BC - May	Oil	10	+8 pts. if sent in 24 months
6 BC - May	Oil	10	+8 pts. if sent in 24 months
4 BC - May	Oil	30	+20 pts. if sent in 60 months
2 AD - June	Oil	30	+20 pts. if sent in 60 months
3 AD - Aug.	Legion	Send 3 legions	
8 AD - June	Oil	30	+20 pts. if sent in 60 months
13 AD - Apr.	Oil	30	+20 pts. if sent in 60 months
18 AD - Mar.	Oil	15	+10 pts. if sent in 24 months
23 AD - Oct.	Oil	30	+20 pts. if sent in 60 months
28 AD - Oct.	Oil	15	+10 pts. if sent in 24 months
33 AD - June	Oil	15	+10 pts. if sent in 24 months

### Tips:

- First, eliminate non-essential buildings and place many prefects next to dwellings to fight fires and a local rebel attack. When the city is safe from fires, do not tear everything down to start over, the emperor doesn't like that! Instead, go to another lake and begin a new city. The original settlement can be destroyed later when the new city is established.
- In November of 2 AD, the year before Volubilis opens for trade, exalt Neptune and the god will double the trade income for the remainder of the next year while selling the weapons is at a good price. Have a large supply of weapons on hand to sell to them when they open for trade. After Volubilis begins buying weapons, the next year the profit made from selling them is reduced from 180 Dn to 125 Dn and two years later Volubilis reduces the quantity it will buy from 25 per year to only 15 per year.
- Trade with other provinces can almost be eliminated toward the end of the game by using just the tax from the higher evolved housing and exporting furniture occasionally. Or the player can raise the taxes a few percentage points over the years and stop exporting completely while eliminating some workshops.
- The three empire service legions sent at the emperor's request will return as the province is attacked again. Send them immediately to the attack site as they return.

# Level 9 DAMASCUS Consul

Population: 6,000    Culture: 55    Prosperity: 55    Peace: 50    Favor: 40

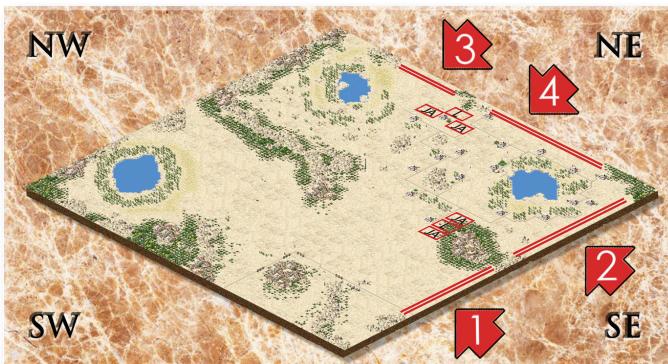
**Starting Funds:** 18,000 Dn (Very Easy Play), 12,000 Dn (Easy Play),  
9,000 Dn (Normal Play), 6,000 Dn (Hard Play),  
4,500 Dn (Very Hard Play)

**Emperor's Loans:** 9,000 Dn (Very Easy Play), 6,000 Dn (Easy Play),  
4,000 Dn (Normal Play), 3,000 Dn (Hard Play),  
2,250 Dn (Very Hard Play)

**Learning Goal:** Build a medium-sized city in the province with a high prosperity goal while defending it against fast moving enemies.

**Locale Character:** Damascus is a large rocky desert province with three lakes surrounded by fertile land growing most crops except wheat. It mines only iron but has timber and the workshops produce wine, oil, weapons, furniture, and pottery.

**Trade:** This province trades with two others by land; Tarsus which sells clay, marble, and pottery, and buys wine and oil. And it also trades with Hierosolyma which sells wheat and wine and buys olives and furniture. No natural disasters interrupt the trade routes. The emperor's requests are for wine and weapons.



Damascus - 50 BC

**Legion Placements:** Attacks by local uprisings and Egyptians with archers on camels occur in the lower SE, upper SE, and at two spots in the mid-NE. Build heavy walls with towers as shown. Place 1 legion of legionaries and 2 legions of javelin auxiliaries at each site as shown. Before the large attacks, bring in the legions from the other area as reinforcements. The year 30 BC could be especially difficult, prepare for it by placing the legions in position ahead of time. Two herds of zebras to be eliminated are present at the start.

## Enemy Attacks:

Date	Type	Size	Area
46 BC - May	Egyptians	Small (4 plus 1 camel archer)	Mid-NE (3)

(DAMASCUS continued)

45 BC - July	Egyptians		Small (12 plus 3 camel archers)	Lower SE (1)
43 BC - Sept.	Locals		Medium (30)	Mid-NE (3)
41 BC - Mar.	Egyptians		Medium (30 plus 6 camel archers)	Lower SE (1)
39 BC - Mar.	Locals		Medium (40)	Lower SE (1)
36 BC - Mar.	Egyptians		Large (50 plus 15 camel archers)	Lower SE (1)
33 BC - Sept.	Locals		Huge (90)	Upper SE (2)
30 BC - July	Locals		Medium (32)	Mid-NE (3)
30 BC - Sept.	Locals		Large (50)	Upper SE (2)
25 BC - June	Locals		Large (60)	Lower SE (1)
20 BC - May	Egyptians		Large (32 plus 8 camel archers)	Lower SE (1)
15 BC - Mar.	Locals		Small (15)	Mid-NE (4)
10 BC - July	Egyptians		Large (50 plus 15 camel archers)	Lower SE (1)
5 BC - Oct.	Locals		Small (20)	Mid-NE (3)
1 AD - Apr.	Egyptians		Medium (30 plus 10 camel archers)	Lower SE (1)

**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
47 BC - June	Weapons	10	+8 pts. if sent in 36 months
44 BC - June	Weapons	10	+8 pts. if sent in 24 months
41 BC - June	Wine	10	+8 pts. if sent in 36 months
38 BC - Mar.	Wine	10	+8 pts. if sent in 36 months
35 BC - Sept.	Weapons	15	+10 pts. if sent in 24 months
32 BC - Apr.	Wine	15	+10 pts. if sent in 24 months
27 BC - Oct.	Wine	15	+10 pts. if sent in 24 months
22 BC - June	Weapons	15	+10 pts. if sent in 24 months
17 BC - May	Wine	15	+10 pts. if sent in 24 months
12 BC - May	Weapons	15	+10 pts. if sent in 24 months
7 BC - Oct.	Wine	15	+10 pts. if sent in 24 months
2 BC - Oct.	Weapons	15	+10 pts. if sent in 24 months

**Tips:**

- Start the housing blocks in the lower NW between the lake and the mountains.
- There will be a price increase for clay in the 37 BC and for wheat in 32 BC, import as much as possible early.
- Wheat will probably have to be imported to feed distant housing blocks.
- All the crops grow at the same speed so any type of farms can be built.
- Oil and wine are the big profit makers for the province, although much of the wine goes to the emperor's requests.
- Villas can evolve to meet the prosperity goal by adding a colosseum and wine.

Level 10

# LONDINIUM

Proconsul

Population: 10,000

Culture: 75

Prosperity: 75

Peace: 60

Favor: 75

**Starting Funds:** 15,000 Dn (Very Easy Play), 10,000 Dn (Easy Play),  
7,500 Dn (Normal Play), 5,000 Dn (Hard Play),  
3,750 Dn (Very Hard Play)

**Emperor's Loans:** 4,500 Dn (Very Easy Play), 3,000 Dn (Easy Play),  
2,250 Dn (Normal Play), 1,500 Dn (Hard Play),  
1,125 Dn (Very Hard Play)

**Learning Goal:** Rule a big fertile province with high goals, little income, and occasional small attacks.

**Locale Character:** This is a large fertile northern province sectioned by waterways with lots of area to grow crops but no fishing. The province grows wheat, vegetables and raises pigs. It mines clay and has timber and its workshops produce weapons, furniture, and pottery.

**Trade:** This northern province trades by land and sea with four others; Lindum which sells iron and weapons and buys timber and pottery; Calleva which sells marble and buys weapons; Lutetia, a sea route which sells wine and oil and buys wheat; and Augusta Trevorum, a sea route, which sells meat and wine and buys vegetables. There are no natural disasters to hinder trade routes.



Londinium - 50 AD

**Legion Placements:** Attacks by local rebellions and Celtic armies with chariots come in two places in the mid-NE. Build 2 legions of legionaries and 2 of javelin auxiliaries in the area shown. Place 1 legion of mounted auxiliaries to slow down the chariots during the large attacks. Wall the border heavily. Celt attacks come with less warning, so be prepared early. Four packs of wolves are present in the lower NW, upper NW corner, middle island, and lower NE corner to be walled-in at the game start and eliminated.

(LONDINIUM continued)

**Enemy Attacks:**

Date	Type	Size	Area
54 AD - Apr.	Celts	 Small (8 plus 2 chariots)	Mid-NE (1)
56 AD - Oct.	Celts	Small (12 plus 3 chariots)	Mid-NE (1)
58 AD - Oct.	Celts	Medium (26 plus 6 chariots)	Mid-NE (1)
63 AD - Oct.	Celts	Large (40 plus 10 chariots)	Mid-NE (2)
65 AD - June	Locals	 Small (16)	Mid-NE (1)
68 AD - July	Locals	Medium (32)	Mid-NE (1)
71 AD - Apr.	Celts	Large (50 plus 14 chariots)	Mid-NE (1)
73 AD - Apr.	Locals	Medium (40)	Mid-NE (1)
78 AD - May	Celts	Large (45 plus 15 chariots)	Mid-NE (1)
83 AD - Mar.	Locals	Small (24)	Mid-NE (1)
88 AD - July	Celts	Large (25 plus 5 chariots)	Mid-NE (1)
100 AD - Sept.	Celts	Large (38 plus 10 chariots)	Mid-NE (1)
110 AD - Apr.	Celts	Large (50 plus 14 chariots)	Mid-NE (1)
120 AD - July	Celts	Large (40 plus 8 chariots)	Mid-NE (1)

**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
53 AD - June	Pottery	 10	+8 pts. if sent in 36 months
55 AD - May	Pottery	 10	+8 pts. if sent in 24 months
57 AD - June	Pottery	 10	+8 pts. if sent in 24 months
59 AD - Apr.	Furniture	 10	+8 pts. if sent in 36 months
62 AD - Apr.	Furniture	 10	+8 pts. if sent in 24 months
65 AD - Oct.	Furniture	 15	+10 pts. if sent in 24 months
67 AD - May	Pottery	 15	+15 pts. if sent in 24 months
72 AD - June	Furniture	 15	+10 pts. if sent in 24 months
77 AD - Sept.	Pottery	 15	+10 pts. if sent in 24 months
82 AD - Oct.	Furniture	 15	+10 pts. if sent in 24 months
87 AD - Oct.	Pottery	 15	+10 pts. if sent in 24 months
92 AD - Apr.	Furniture	 15	+10 pts. if sent in 24 months
97 AD - Sept.	Pottery	 15	+10 pts. if sent in 24 months
102 AD - May	Furniture	 15	+10 pts. if sent in 24 months
107 AD - Oct.	Pottery	 15	+10 pts. if sent in 24 months

**Tips:**

- At the start, after walling-in the wolves, build a shortcut along the bottom edges of the map for the land traders on donkeys.
- Begin the city near the entrance and place the export warehouses along the traders' route also by the entrance.
- Build a dock in the lower SE to import oil and to export vegetables.
- Use the northernmost island for vegetable farms and docks for exporting vegetables and importing oil. Build ship bridges across to the main settlement for the extra vegetables to get to granaries and oil to get to warehouses.
- After most of the dwellings are grand insulas, to reach the Prosperity goal the player may need to import some wine for a few of the grand insulas to evolve into villas.

Level 10

# SARMIZEGETUSA

Proconsul

Population: 6,000

Culture: 60

Prosperity: 50

Peace: 55

Favor: 50

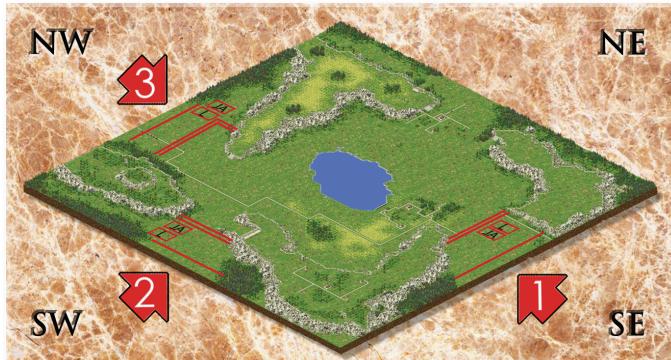
**Starting Funds:** 24,000 Dn (Very Easy Play), 16,000 Dn (Easy Play),  
12,000 Dn (Normal Play), 8,000 Dn (Hard Play),  
6,000 Dn (Very Hard Play)

**Emperor's Loans:** 3,000 Dn (Very Easy Play), 3,000 Dn (Easy Play),  
1,500 Dn (Normal Play), 1,000 Dn (Hard Play),  
750 Dn (Very Hard Play)

**Learning Goal:** Build a medium-sized city in the large rocky province with many enemy attacks.

**Locale Character:** This northern province has fertile pockets of land for numerous crops between the rocks on higher plateaus. It has timber for furniture and iron for weapons. Attacks come on three sides from both local natives and Goths. The crops grown are wheat, vegetables, and vines and pigs are raised. Clay and iron are mined here and there is timber. The workshops produce wine, weapons, furniture, and pottery.

**Trade:** Sarmizegetusa trades by land routes with two provinces; Athenae which sells wine, oil, and pottery and buys wheat and meat; and Mediolanum which sells iron and marble and buys weapons and furniture.



Sarmizegetusa - 50 AD

**Legion Placements:** Local rebellions and Goths with a cavalry attack in the mid-SW, mid-SE, and mid-NW near the entrance road. Place legions of 1 legionary and 1 javelin auxiliary near each side as shown. Heavy walls with towers should be built around the entire city and other walls without towers one or two spaces from the borders. Before the attacks begin, bring other legions to reinforce the legions near the attack sites. Four packs of wolves present at the start of the game will need to be eliminated in the center SW, upper NW corner, and NE edge.

(SARMIZEGETUSA continued)

**Enemy Attacks:**

Date	Type	Size	Area
53 AD - Oct.	Locals	Small (10)	Mid-NW (3)
54 AD - Sept.	Goths	Large (25 plus 25 cavalry)	Mid-SE (1)
56 AD - May	Locals	Medium (32)	Mid-NW (3)
56 AD - Aug.	Locals	Large (60)	Mid-SW (2)
64 AD - June	Goths	Large (70 incl. cavalry)	Mid-SE (1)
64 AD - July	Locals	Small (25)	Mid-SE (1)
66 AD - Oct.	Goths	Small (15)	Mid-SW (2)
67 AD - July	Locals	Small (16)	Mid-SE (1)
70 AD - Oct.	Goths	Huge (120 incl. cavalry)	Mid-SW (2)
74 AD - July	Goths	Large (50 incl. cavalry)	Mid-SE (1)
76 AD - June	Locals	Medium (40)	Mid-SE (1)
78 AD - Aug.	Goths	Small (25 incl. cavalry)	Mid-SW (2)
81 AD - Oct.	Goths	Large (64 incl. cavalry)	Mid-SE (1)
85 AD - Apr.	Goths	Huge (96 incl. cavalry)	Mid-SW (2)
88 AD - June	Goths	Large (50 incl. cavalry)	Mid-SE (1)
93 AD - June	Goths	Large (38 plus 38 cavalry)	Mid-SE (1)

**Emperor's Requests:**

Date	Type	Qty.	Favor Points Granted
53 AD - Aug.	Furniture	10	+8 pts. if sent in 36 months
58 AD - Sept.	Furniture	15	+10 pts. if sent in 24 months
60 AD - May	Legions		Send 3 legions (2 from the mid-NW)
63 AD - June	Furniture	15	+10 pts. if sent in 24 months
68 AD - Mar.	Furniture	15	+15 pts. if sent in 24 months
71 AD - Mar.	Legions		Send 3 legions (2 from the mid-NW)
73 AD - Sept.	Furniture	15	+10 pts. if sent in 24 months
78 AD - Mar.	Furniture	15	+10 pts. if sent in 24 months
82 AD - May	Furniture	15	+10 pts. if sent in 24 months
87 AD - Oct.	Furniture	15	+10 pts. if sent in 24 months
93 AD - May	Furniture	15	+10 pts. if sent in 36 months
98 AD - Oct.	Furniture	15	+10 pts. if sent in 24 months

**Tips:**

- Begin the city in the center of the map where it is safe and there is plenty of cropland and water.
- Build one layer of walls between the rocky lands for protection until settling further outward and then demolish the walls and make new ones closer to the border.
- Note that the first Goth attack is large, so prepare for the attack as soon as possible with legions in position before the attack starts and with walls and towers on the border and behind the legions.
- The rising cost of labor in Rome increases the wages the player pays in the province. Raise the tax rate gradually to cover the loss, but the city's morale will suffer if the tax is over 10%.

Level 11

**LINDUM**

Caesar

Population: 6,000

Culture: 60

Prosperity: 50

Peace: 55

Favor: 85

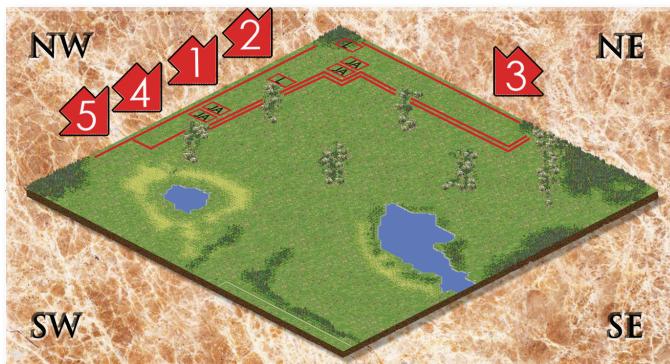
**Starting Funds:** 21,000 Dn (Very Easy Play), 14,000 Dn (Easy Play),  
 10,500 Dn (Normal Play), 7,000 Dn (Hard Play),  
 5,250 Dn (Very Hard Play)

**Emperor's Loans:** 6,000 Dn (Very Easy Play), 4,000 Dn (Easy Play),  
 3,000 Dn (Normal Play), 2,000 Dn (Hard Play),  
 1,500 Dn (Very Hard Play)

**Learning Goal:** Build a medium city in the dangerous fertile province with limited funds.

**Locale Character:** This northern province grows vegetables and fruit, has pigs but no fishing in the lakes. It mines clay and iron and has timber. The workshops produce oil, weapons, furniture, and pottery. The rock outcroppings make laying out a city difficult.

**Trade:** Lindum trades with two land route provinces; Calleva which sells weapons and buys meat, and Londinium which sells wheat and marble and buys clay and pottery. The two sea route provinces it trades with are Lutetia, which sells fruit, wine, and marble and buys iron and furniture, and Augusta Trevorum which sells olives, wine, and oil and buys weapons. No natural disasters disrupt the trade.



Lindum - 100 AD

**Legion Placements:** Attacks by locals and Celts with chariots will come from five sites in the mid-NW, upper NW, and mid-NE. Place 1 legion of legionaries and 2 javelin auxiliaries in the NW/NE corner as shown. Place a legion of legionaries and 2 legions of javelin auxiliaries in the NW. Wall the city heavily on those sides 3-4 layers thick with towers and a wall of 2-3 layers thick near the NW and NE border. Try to keep the chariots from reaching the javelin auxiliaries and expect to lose defenders in the larger attacks. Four packs of wolves that need to be eliminated are present in the upper NE corner, lower NW corner, and upper SE corner at the start of the game.

## (LINDUM continued)

### Enemy Attacks:

Date	Type	Size	Area
103 AD - Apr.	Locals	 Small (12)	Upper NW (2)
105 AD - Mar.	Celts	Medium (16 plus 5 chariots)	Mid-NW (1)
107 AD - July	Celts	Medium (20 plus 5 chariots)	Mid-NW (1)
109 AD - May	Celts	Medium (30 plus 12 chariots)	Mid-NW (1)
110 AD - Jan.	Locals	 Small (7)	Mid-NW (1)
112 AD - July	Celts	Large (50 plus 12 chariots)	Mid-NW (1)
115 AD - July	Celts	Large (60 plus 14 chariots)	Mid-NW (1)
118 AD - Oct.	Celts	Huge (70 plus 16 chariots)	Upper NW (2)
118 AD - Oct	Locals	Medium (32)	Upper NW (2)
121 AD - May	Celts	Large (50 plus 15 chariots)	Mid-NW (4)
124 AD - May	Celts	Huge (65 plus 16 chariots)	Mid-NW (1)
127 AD - Apr.	Celts	Huge (75 plus 18 chariots)	Mid-NW (1)
128 AD - Mar.	Locals	Medium (38)	Mid-NE (3)
130 AD - Sept.	Celts	Huge (65 plus 16 chariots)	Mid-NW (5)
133 AD - June	Celts	Medium (16 plus 5 chariots)	Mid-NW (5)
136 AD - Mar.	Celts	Large (40 plus 10 chariots)	Mid-NW (1)
140 AD - June	Celts	Huge (90 plus 20 chariots)	Mid-NW (1)
145 AD - Mar.	Celts	Medium (35 plus 8 chariots)	Upper NW (2)
148 AD - May	Celts	Huge (85 plus 15 chariots)	Mid-NE (3)
151 AD - Aug.	Celts	Large (30 plus 8 chariots)	Mid-NW (1)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
103 AD - Oct.	Vegetables	15	+10 pts. if sent in 36 months
106 AD - Oct.	Furniture	 15	+10 pts. if sent in 36 months
110 AD - Apr.	Vegetables	 40	+20 pts. if sent in 48 months
115 AD - June	Furniture	 30	+20 pts. if sent in 48 months
120 AD - Aug.	Vegetables	40	+20 pts. if sent in 48 months
130 AD - Mar.	Furniture	30	+20 pts. if sent in 48 months
135 AD - Sept.	Vegetables	40	+20 pts. if sent in 48 months
142 AD - July	Furniture	30	+20 pts. if sent in 48 months
147 AD - Mar.	Vegetables	40	+20 pts. if sent in 48 months
152 AD - Oct.	Furniture	40	+20 pts. if sent in 48 months

### Tips:

- Immediately set up for the first major assault by the Celts as soon as you begin a settlement.
- A player doesn't need money after this level, so feel free to donate all of it to the city or lower the caesar's salary to a citizen's salary of 0 Dn.
- After the housing evolves into insulae, use taxes in lieu of exports and eliminate some workshops to reduce labor needs.
- Villas and a hippodrome are not needed to meet the prosperity goals.

# Level 11 MASSILIA Caesar

Population: 8,000

Culture: 80

Prosperity: 85

Peace: 70

Favor: 85

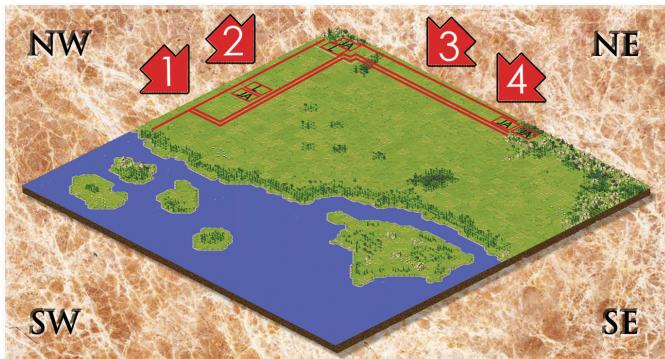
**Starting Funds:** 18,000 Dn (Very Easy Play), 12,000 Dn (Easy Play),  
9,000 Dn (Normal Play), 6,000 Dn (Hard Play),  
4,500 Dn (Very Hard Play)

**Emperor's Loans:** 4,500 Dn (Very Easy Play), 3,000 Dn (Easy Play),  
2,500 Dn (Normal Play), 1,500 Dn (Hard Play),  
1,125 Dn (Very Hard Play)

**Learning Goal:** Build up a province with little cropland and some fishing that makes house evolution difficult. Constant Rome wage increases provide financial challenges.

**Locale Character:** This central province grows wheat, fruit, and vines and has fishing along its seacoast. It has timber but no mining and its workshops produce wine, oil, furniture, and pottery. Massilia must import all of its weapons to defend itself against enemy and local attacks.

**Trade:** Massilia trades with two land route provinces; Lugdunum which sells wine and clay and buys fish and furniture, and with Mediolanum which sells olives and clay and buys pottery. It has sea route trading with Tarraco which sells marble and buys oil, and with Valentia which sells wheat and weapons and buys fruit and fish. Storms at sea will disrupt trade with Tarraco and Valentia.



Massilia - 100 AD

**Legion Placements:** Attacks by locals and Gauls will come from the mid-NW, upper NW, mid-NE, and upper NE. Place 1 legion of legionaries and 2 of javelin auxiliaries in the upper NW and 1 legion of legionaries and 2 of javelin auxiliaries in the upper NE as shown. Wall the city well on those sides with towers. When one side is attacked, bring in reinforcements from the other areas. Four flocks of sheep are present at the start of the game that will need to be eliminated.

(MASSILIA continued)

### Attack Dates:

Date	Type	Size	Area
103 AD - Oct.	Locals	Small (9)	Mid-NW (1)
105 AD - Oct.	Gauls	Small (24)	Upper NW (2)
108 AD - Mar.	Locals	Medium (32)	Upper NE (3)
111 AD - Oct.	Gauls	Medium (48)	Mid-NW (1)
115 AD - Mar.	Locals	Medium (40)	Upper NE (3)
120 AD - May	Locals	Medium (40)	Upper NW (2)
125 AD - July	Gauls	Large (64)	Upper NW (2)
130 AD - June	Gauls	Medium (40)	Mid-NW (1)
135 AD - Apr.	Gauls	Large (64)	Upper NW (2)
140 AD - Mar.	Locals	Medium (32)	Upper NW (2)
145 AD - June	Locals	Small (15)	Mid-NE (4)
150 AD - Apr.	Gauls	Large (64)	Mid-NW (1)

### Emperor's Requests:

Date	Type	Qty.	Favor Points Granted
103 AD - Oct.	Timber	10	+10 pts. if sent in 24 months
105 AD - Mar.	Timber	20	+10 pts. if sent in 24 months
107 AD - Oct.	Timber	20	+10 pts. if sent in 24 months
108 AD - June	Legions	Send 3 legions	
109 AD - Mar.	Vines	10	+8 pts. if sent in 36 months
112 AD - May	Wine	15	+10 pts. if sent in 24 months
114 AD - Aug.	Timber	20	+10 pts. if sent in 24 months
116 AD - Apr.	Wine	15	+10 pts. if sent in 24 months
116 AD - May	Legions	Send 3 legions	
118 AD - May	Timber	20	+10 pts. if sent in 24 months
122 AD - Oct.	Wine	15	+10 pts. if sent in 24 months
126 AD - Oct.	Timber	20	+10 pts. if sent in 24 months
130 AD - June	Wine	15	+10 pts. if sent in 24 months
134 AD - Apr.	Timber	20	+10 pts. if sent in 24 months
138 AD - Mar.	Wine	15	+10 pts. if sent in 24 months
143 AD - Aug.	Wine	15	+10 pts. if sent in 24 months
148 AD - Mar.	Wine	15	+10 pts. if sent in 24 months
153 AD - Aug.	Timber	20	+10 pts. if sent in 24 months

### Tips:

- Lay out the farms on the islands for maximum efficiency since there is so little crop land to be had in this province.
- Store wine early, filling a number of warehouses and then convert the vines farms to food farms.
- Begin importing clay as soon as possible to build up pottery for export and so houses don't devolve.
- Legionaries are not required in the beginning, just use javelin auxiliaries until weapons are imported.
- Don't bother building a long ship bridge to the small SW island.

### Three Very Important Basic Tips

1. Read the *Caesar III* manual.
2. Keep the labor required in a city to a minimum.
3. Quickly establish trade routes.

### Housing Layouts

Design square or rectangular blocks of streets with service buildings on the outside and houses and parks on the inside. The roads must allow the tradespeople, school children, entertainers, market women, etc. to pass by citizens' houses. Check the game's Overlays window to determine if services are provided to the houses.

### Saving The Game

Make frequent saves of the game so you can go back to change mistakes.

### Building Priority

Build the prefectures' and engineers' posts immediately after establishing the locations of buildings depending on the type of terrain. Northern territories need little or no prefecture protection for fires while many are needed in deserts where fewer engineers' posts are needed. Fire and damage will occur quickly if the prefects and engineers do not walk routes past the buildings or farms. In the Labor Allocation window, change the priority of Prefectures and Engineers to 1 and 2.

### Stopping Pestilence

To deter pestilence, build a doctor's clinic on each housing block with public baths located nearby and provide food.

### Positioning Markets

Markets must be positioned on the road within seven spaces of the houses they serve. Place them so the market women walk pass the houses on their way to the granary.

### Positioning Warehouses

Place warehouses near the docks for ship trade to keep the dockmen from having to walk too far for quicker loading turnaround. Warehouses filled with goods purchased by or sold to the merchants on donkeys do not need to be placed near the docks. Build them along the fastest route into and

out of the province. Place other warehouses near homes where market women can get to them easily. Each of these warehouses will need pottery, furniture, oil, wine, and possibly a different type of food not found at the granaries depending upon the level of house evolution.

### **Increasing Population Quickly**

At the beginning of a housing block, use plazas and gardens to increase the desirability and speed the tents to evolve into shacks.

### **Evict Residents and Save a House**

To remove residents from a house, demolish the house and after the tenants leave, hit the undo button and the house will reappear but be empty of people until more move back into it. An empty house will not catch fire, so this trick is useful to save houses next to something burning.

### **When Small Villas Decrease Population**

Once wine is imported into a city, the grand insulas with many workers evolve into small villas, decreasing the workforce by over half and hurting services. To control the number of small villas, remove a few gardens next to them and they will devolve back into grand insulae. Evolving them into large villas and grand villas holding many more residents may not increase the workforce. (See Workers vs Non-workers in this section.)

### **Positioning Legions**

Place legions as shown on the province maps in this booklet. The best defense is to have the legionaries in front with the javelin auxiliaries just behind. Mounted auxiliaries are used mainly for attacking other mounted enemy troops, enemy flanks and rear, and local rebellions. The mounted auxiliaries are the fastest moving and can get to an attack location quickly to slow the enemy's progress until the slower legions arrive. However, they are a weak fighting force.

Legions can be placed outside of the city walls or inside. To counter large attacks, place legions inside near thick walls and create an opening in the wall at the start of the battle to let the enemy inside a few at a time. One legion of legionaries and two, three, or four legions of javelin auxiliaries can hold off the largest attacks. Mark the exact block from where the enemy attacks with a road or plaza in order to position defending legions accurately for the next attack. Never leave the legions standing outside of their forts for any extended period or they lose morale and eventually die. Slow down the Speed Setting to 10% to have time to place the legions.

## **Positioning Towers**

Place towers along the walls with a road connecting them to nearby houses only if needed. Towers increase the military labor required. Wall guards and ballistas are especially useful defending against elephants.

## **Native Rebellions**

To prevent natives from rebelling for a long time, build mission posts near the native huts with a road from the mission post passing each hut. Place wells near their huts to draw rebelling natives back to their village. Build a mission post next to every native hut and meeting hut with roads for the missionary to walk and native rebellions will be completely eliminated.

## **Killing Attacking Elephants**

Players should build thick walls at the attack site with three or more layers. Place towers on the walls if possible and position the legions inside the wall directly in front of the spot where the enemy attacks. Place javelin auxiliaries legions behind the legionaries. Javelin auxiliaries do not fight well in contact with the enemy and need protection behind legionaries. And mounted auxiliaries are almost defenseless against elephants.

Tear down wall squares to allow the enemy troops to enter the province one or two at a time so the javelin auxiliaries can eliminate them. Legionaries take too long to kill elephants and the losses are great. If too many elephants attack, move the legions back before the elephants can engage them. Enough spears from the javelin auxiliaries, wall guards, and ballistas will effectively kill off the elephants.

For large invasions of enemy elephants it is necessary to make the walls very thick with many ballista towers. Additional walls and towers behind the first set of walls may be needed.

## **Assured Victories**

Place a legion of legionaries on the exact border point of enemy attack with javelin auxiliaries behind. The enemy cannot get onto the map in force to fight and are killed one or two at a time as they enter.

## **Defending With Gladiators**

Gladiators will attack the enemy when they are encountered along their walk from the gladiator school to the amphitheater or colosseum. Place a gladiator school near the enemy's attack point and build a road across the enemy's route. More than one gladiator school placed on the road will provide for a continual flow of gladiators to attack the enemy.

## **Defending Against Gladiators**

Gladiators occasionally will revolt against the city. When they do, they attack the government buildings, colosseums, aqueducts, oracles, and wealthier housing. The first instance of this is in Lutetia and the second in Valentia, note the dates. A player can delete the gladiator schools just before the month of the revolt to avoid the attack. Little can be done to stop revolts once started, but after a month they return to entertaining the masses. When buildings are destroyed, right click on the rubble to identify what they were in order to replace them.

## **Slowing The Enemy's Attack**

At the first pop-up window alert that an enemy is attacking, go to the Game Speed control and lower it to 10% to allow time to place the legions' flags and to make other strategic adjustments.

## **Wolves, Zebras, and Sheep**

The wolf packs will attack newcomers and citizens in the province. To eliminate their threat, a player should kill them with a legion. Before a legion is established, the wolf packs must be walled-in at the beginning of the game before the packs divide. Zebras and sheep do no harm to the citizens. However the legions, prefectures, gladiators, wall guards, and ballistas will attempt to kill the animals when they come near. If this occurs during a battle, the animals take priority over the enemy, hindering your defenses. Animals also will get in the way of construction and the best strategy is to eliminate them or wall them off early in the game.

## **Personal Income**

To increase the personal income during lucrative times, upgrade the salary to that of a caesar's. A player can do this in the Senate window by clicking on the salary per month bar and choosing the higher pay grade. If not returned to the original salary level after a bit, the senate and emperor become upset and the Favor rating may be lowered.

## **Saving for Promotions**

At the beginning of a new province a player may loan much of his earnings to the province to use. Therefore it is important to earn and save as much as possible for the next promotion. Whatever salary a player saves in a province is carried over to his savings in the next province after promotion. However, if it is too high, then the emperor will tax the player soon after taking governorship and take much of it. If a player wants to keep that from happening, donate money to the city at the start of the new province before the emperor taxes you.

## **Academy-Trained Legions**

Even if only the last legionary or javelin auxiliary or mounted auxiliary man is trained at the military academy, he will make the entire legion's fort rated as fully academy trained. So a player can put off building a costly 1000 Dn military academy until all but one man is needed to complete a legion. And a legionary fort takes priority over manning a javelin auxiliary fort so the training will switch to filling the legionary's legion first.

## **Workers vs. Non-workers**

The number of plebes (workers) increases and decreases over time depending upon the population's age and housing status. Wealthier citizens living in villas and palaces (patricians) work very little and can create worker shortages. The same goes for children and elders. Check the graphs in the game's Population Advisor's Census and Society windows to determine what is holding your worker levels down.

# **CODING CHEATS**

## **Quick Soldiers**

In a non-updated version of the game, place a number of barracks one block away from the roads, and not accessible to workers, and they will quickly produce soldiers from each barracks.

## **Instant Victory**

Enable the cheat mode by right clicking on a well and pressing [Ctrl] + k, or [Alt] + [Ctrl] + k, or [Alt] + k. Then press [Ctrl] + v or [Alt] + v during the game and the player will be promoted at once.

## **Instant Attack**

Enable the cheat mode by right clicking on a well and pressing [Ctrl] + k, or [Alt] + [Ctrl] + k, or [Alt] + k. Then click the question mark icon in the corner of the pop-up window. When the next window opens, press [Ctrl] + k or [Alt] + k and close the windows. An attack of a large army will occur immediately. The more times you press [Ctrl] + k or [Alt] + k, the more troops that will attack. This works even in peaceful provinces for fun or to determine exactly where attacks occur in hostile provinces.

## **Getting Instant Money**

When the city's funds are depleted, build a well, right click the well, and press [Ctrl] + k, or [Alt] + [Ctrl] + k, or [Alt] + k to activate the cheat code. Then close the well information window and repeatedly press [Alt] + c to gain money up to 5000 Dn. (Note: Some versions of the game require [Ctrl] to be pressed in addition to [Alt]. This cheat works only if the city's funds are less than 5000 Dn.)

## **More Iron and Marble Mines**

When there are no more spaces to build iron or marble mines near rocky areas, search next to the province entrance and exit signs to build one.

## **Stealing From Other Levels**

When playing a level in a non-updated *Caesar III*, if the player wants a building found in another saved level or province, right click the building (such as a military academy or colosseum), return to the original level, click on empty land, and the building will be inserted.

## **Changing Coded Game Requirements**

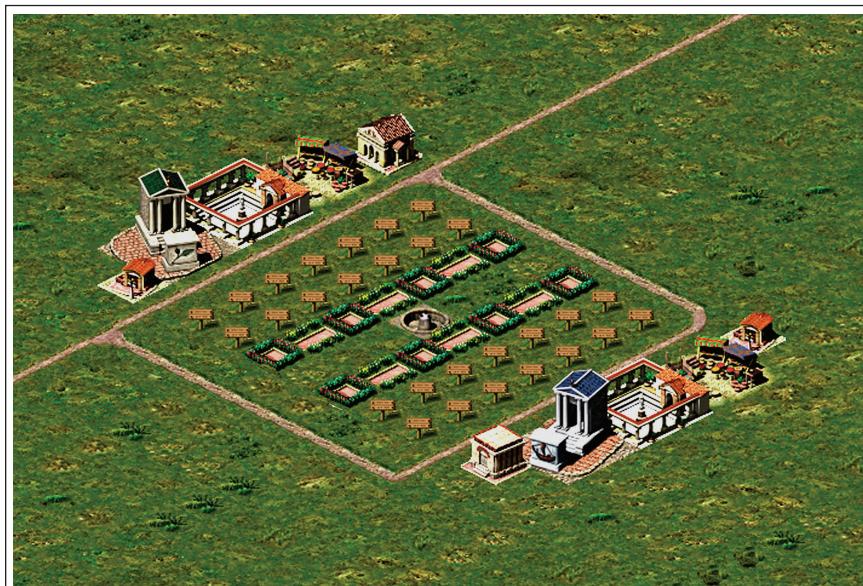
To change the code for building costs, labor requirements, etc., find in the *Caesar III Directory* the file labeled “c3\_model.txt” under the “emp” category. The file begins with instructions on how to read the code data. In the first data section labeled “All Buildings,” is the data for the price, desirability, number of people a building employs, and other standards for the buildings in the game.

For example, find the line: “31,Theatre,{,50,2,1,-1,2,8,0,0,}.” Note: only the numbers between the brackets are recodable. The “50” refers to the cost of building a theater. If a negative sign is added to the number, -50, then the game program will pay 50 denari to the city funds instead of costing 50 denari.

Changing data makes it easy for a player to have fun with the game beyond the game’s original intent. However, a word of caution—be sure to make a copy of the original “c3\_model.txt” file for experimenting.

## SAMPLE HOUSE SQUARES

Below are two configurations for setting up a block of housing to show the huge differences in the layouts. There are as many versions as there are players of the game and no one layout is “perfect” to win the game. The requirements for each desirability level of the buildings must be taken into consideration when laying out the house blocks. And some housing blocks would satisfy one province’s needs but not another’s. Experimenting by the player is encouraged.



Simple Housing Block

Above is a basic housing block layout for beginning to middle assignments that will accommodate dwellings up to smaller palaces. Theaters, amphitheaters, libraries, schools, etc. will have to be added to the open areas along the road for the dwellings to evolve, be sure to leave room for larger structures like academies. The grass within the block must be turned into gardens and the roads into plazas to boost the house levels. The placement of the markets will influence the stores of food in the dwellings if the granary is located to the SW of the house block. This forces the market women to pass by seven houses which will respond to the market purchases when they return. It is important to consider the direction of passing service personnel so they will pass by each house. To check on coverage for each service, refer to the Overlays in the game.



Palace Block

The layout above illustrates the necessary support needed to create large palaces. Note that there exists but one entrance and exit to limit the labor managers and service personnel from leaving the roundabout path. Large statues, a governor's home, and large temples will also promote the desirability of the area.

The road around the housing area encompasses a 12x12 block section that could hold 80 blocks of houses along the perimeter. However, this would require more food and goods from the markets. To evolve the dwellings into palaces, place a few sites along the road. A few large palace complexes such as this are used to increase the prosperity rating of the province and require far more services than the plebeian working area house blocks. A large palace will take up to four blocks square, leave room.

Other housing blocks that work well are long rectangular ones holding many dwellings along the sides of the roads. As the game progresses and the housing evolves, the empty spaces between the basic markets, temples, and baths will need more and more services built. However, it is a good way to get many workers early in the game.

Although aesthetically unappealing, gatehouses at the ends of housing block roads will confine certain "walkers" to remain in the house blocks. Soldiers, prefects, engineers, labor managers, cart pushers, entertainers, and market women will pass through a gatehouse readily, while other walkers most often will turn away from it. This will force the service personnel to pass by the dwellings more often to keep them from devolving.