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

Augustus Version 3.0.0 User Guide

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Legal

The Project Augustus Team hereby acknowledges all rights to the 1998 video game titled: 'Caesar 3', including its name and assets, remain the exclusive intellectual property of Activision Publishing, Inc.
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安装和开始游戏

奥古斯都加入了全新的建筑和行人，因此需要在原版凯撒大帝3的安装目录下添加额外文件。如果这些文件缺失，游戏的画面会无法正确显示。

选定对应的平台后，请确保从**GitHub**下载所有的必要文件。从2.0.0版本开始，总计有4个文件以及一个文件夹需要下载。
(1x) **Augustus.exe**
(3x) **.dll**库文件

除上述4个文件之外，还需下载**assets**文件夹（该文件夹在早些版本叫做'**mods'**）。.exe和.dll库文件可以放在电脑的任意目录下，但**assets**文件夹必须放在原本凯撒大帝3的安装目录下。**assets**文件夹包含了新的图像文件。如果此文件夹放置不正确，游戏开始的时候会弹出警告。
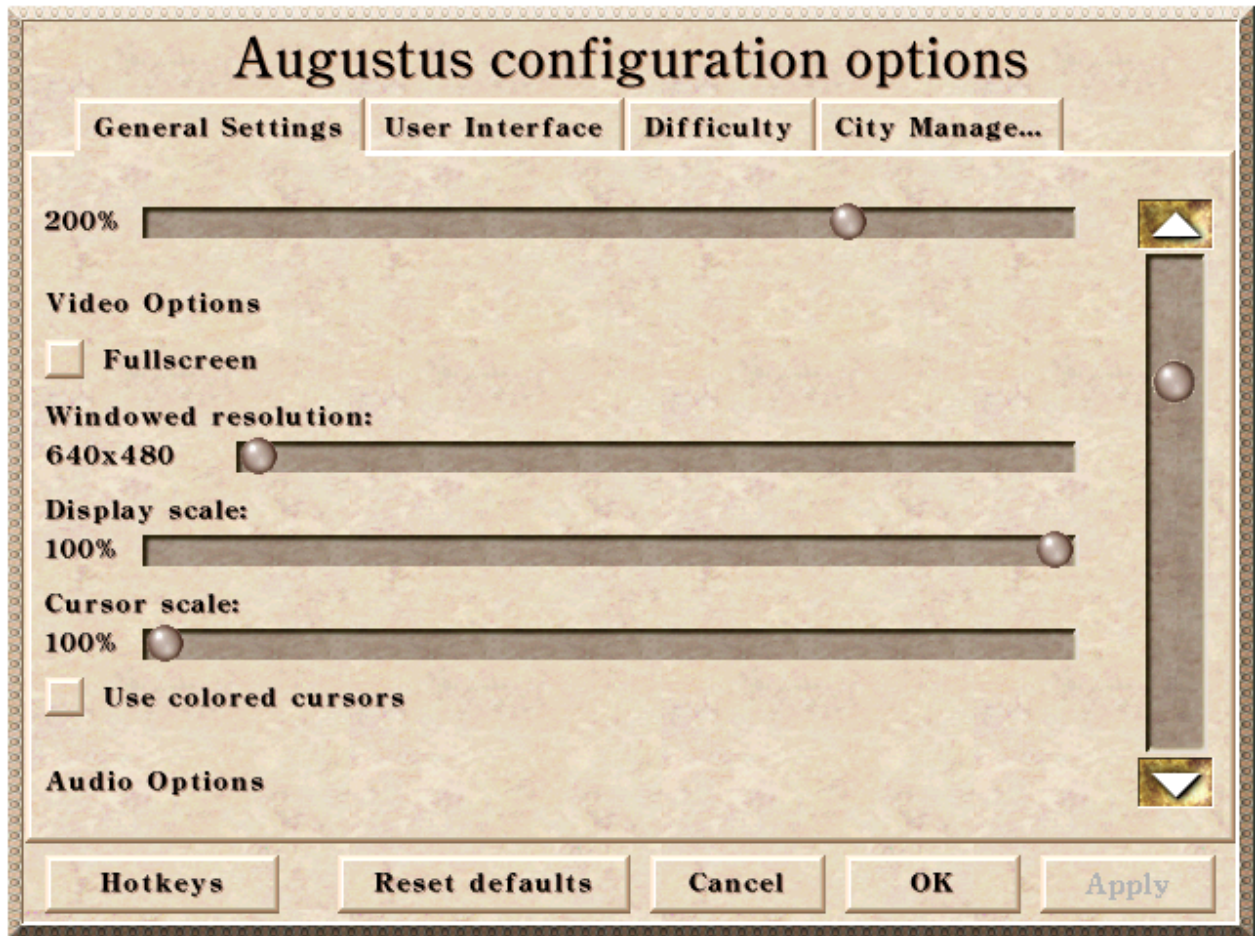
如果你对安装有任何疑问，欢迎加入**GamerZakh**的**Discord**服务器，并在#augustus频道留言。我们会及时提供帮助，确保大家可以顺利游玩！
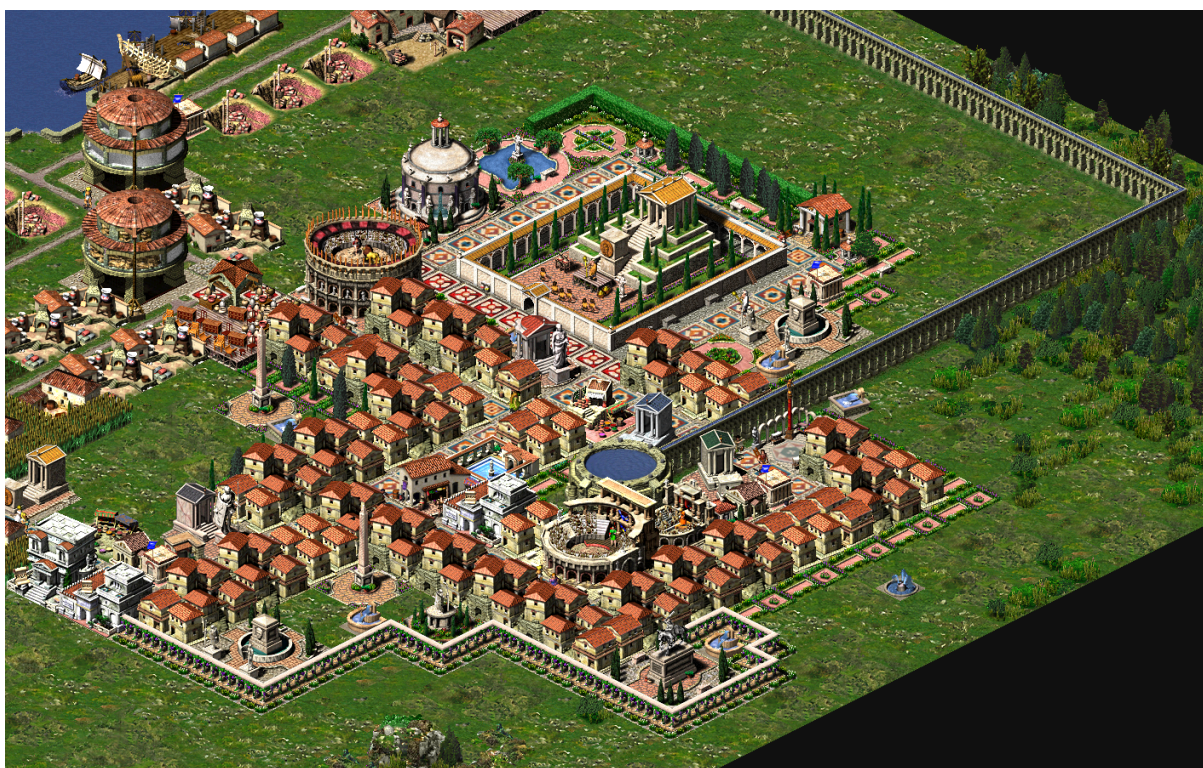
游戏设置

根据个人需要，很多游戏参数可以进行调整。在主菜单和顶部菜单可打开游戏设置，调整包括快捷键、交互界面、难度、游戏机制、游戏语言等一系列设置。游戏设置分为四类，以下详细解释。

常规设置可以调整分辨率、音量。

用户界面**(UI)**下可调整滚动条速度。其他选项如下：

- **Play intro videos** 播放片头动画
- **Extra information in the control panel** 城市侧栏信息
    - 在城市侧栏增加调整游戏速度的按钮，以及显示以下信息
        - 人口
        - 失业
        - 评分

- **Enable smooth scrolling** 更流畅的页面滑动
- **Disable map scrolling on windows edge** 禁止在屏幕边缘滑动页面
- **Draw walker waypoints on overlay after right clicking on a building** 右键点击建筑后显示行人的路径点
  - 显示行人所有四个方向的目标路径点。随机行人通过这些路径点决定行走路线。
  - 只通过叠加显示，和水、火灾、娱乐的显示类似
  - 路径点显示为蓝色方块
- **Show range when building reservoirs, fountains, and wells** 建造贮水池、水泉、水井时显示覆盖范围
- **Show draggable construction size** 显示拖曳建设的大小
  - 以"1x2"的形式显示目前的拖拉范围有多长多宽
  - 在铺路、放置住宅区、移除树木时很有用
- **Highlight legion on cursor hover** 鼠标悬浮时高亮显示军团
- **Enable zoom** 允许缩放
  - 允许玩家放大或缩小城市，按下鼠标中键可恢复默认比例
- **Enable military sidebar** 启用军事侧栏
  - 当玩家选中一只军团时，小地图位置显示军团的状态（士气、健康、人数），以及命令按钮
- **Disable right click to drag map** 禁用右键拖曳地图
- **Display max attainable prosperity rating with current housing** 显示当前住宅等级下能达到的最高繁荣度
  - 只有当玩家没有达到目标繁荣度时才会显示这个数字

难度**Difficulty** 设置菜单下的第三个分页是难度设置。可设置的选项如下：

- **Enable god curses/blessings** 启用神的祝福、诅咒
- **Disable jealousness of gods** 禁用神的嫉妒
- **Enable global labour pool** 允许全局劳工池
  - 建筑不再派出行人募集劳工。所有和路连接的建筑都会自动招募工人。
- **Change citizens retirement age from 50 to 60** 退休年龄从**50**岁变为**60**岁
  - 默认设置下，公民在50岁即退休并不再提供劳动力。这项设置迫使玩家极大地依赖新移民并导致劳动力数量不稳定。
  - 如果你开启了"Fixed worker pool – 38% of plebian population"固定劳工比例，那么这项设置不再起作用。
- **Fixed worker pool – 38% of plebeian population** 固定劳工比例 **- 38%**的劳工阶层
  - 无视公民年龄，劳工阶层总是提供38%的劳动力。
- **Block building around wolves** 禁止在狼群附近建造
- **Allow building multiple barracks** 允许建造多个兵营
- **Disable infinite wolves spawning** 禁止狼的无限再生

城市管理**City Management**是设置菜单下的第四个分页。设置如下：
- **Buying market ladies don't distribute goods** 采购的市场工人不会分发物资
  - 默认设置下，前往采购的市场工人仍会沿途分发市场的食物和物资。禁用此设置后，玩家可以更好地控制物资分发。
  - 例如，一个采购葡萄酒的市场工人可能路过一些玩家并不想升级成豪宅的住宅。
- **Cart pushers from getting granaries can go off road** 获取中的谷仓推车可以离开道路
  - 允许"获取中"的谷仓推车不沿着道路前往一个设置成"接受中"的谷仓。
  - 在两个谷仓之间不必再有道路连接。
  - 对仓库来说，推车会从最近的"接受中"的谷仓取货，并且会无视"获取中"的谷仓，即使这个谷仓更近。
- **Double the capacity of cart pushers from getting granaries** 获取中的谷仓推车载货量翻倍
- **Allow traders to export food from granaries** 允许从谷仓出口粮食
  - 在奥古斯都3.0.0之前，食物的进出口，包括皇帝的索取，要求食物存放在仓库。奥古斯都3.0.0移除了这个不方便的设定。但因为出口食物可能造成饥饿，所以这变成了一个游戏设置。
- **Tower sentries don't need road access from barracks** 塔楼不需要和兵营道路连通
  - 允许塔楼的哨兵不沿着道路走到塔楼
  - 兵营和塔楼之间不再需要道路连接。
  - 注意塔楼仍需要挨着道路以获取劳工。
- **Farms and wharves only deliver to nearby granaries** 农场和埠头只送往附近的谷仓
  - 防止农场和埠头的推车前往地图另一头的谷仓卸货。
  - 确保推车不长途运货。
  - 最远64格直线距离。
- **Food isn't delivered to getting granaries** 食物不会被送到获取中的谷仓
  - 更好地控制农场和埠头推车的目的地，防止他们将食物运到获取中的谷仓。
- **All houses merge** 住宅总是合并
  - 强制合并所有2x2范围内相同等级的单个住宅，例如"小帐篷"，"大型房宅"，"小型华宅"。这项设置避免了地图单元格的随机性导致的合并问题。
- **Randomly collapsing clay pits and iron mines take some money instead** 随机发生的粘土坑和铁矿坍塌事件改为直接扣除城市资金
- **Warehouses don't accept anything when built** 新建造的仓库默认不接受所有物资
- **Houses don't expand into gardens** 住宅不会扩张到花园
- **Roaming walkers don't skip corners** 随机行人不会略过转角
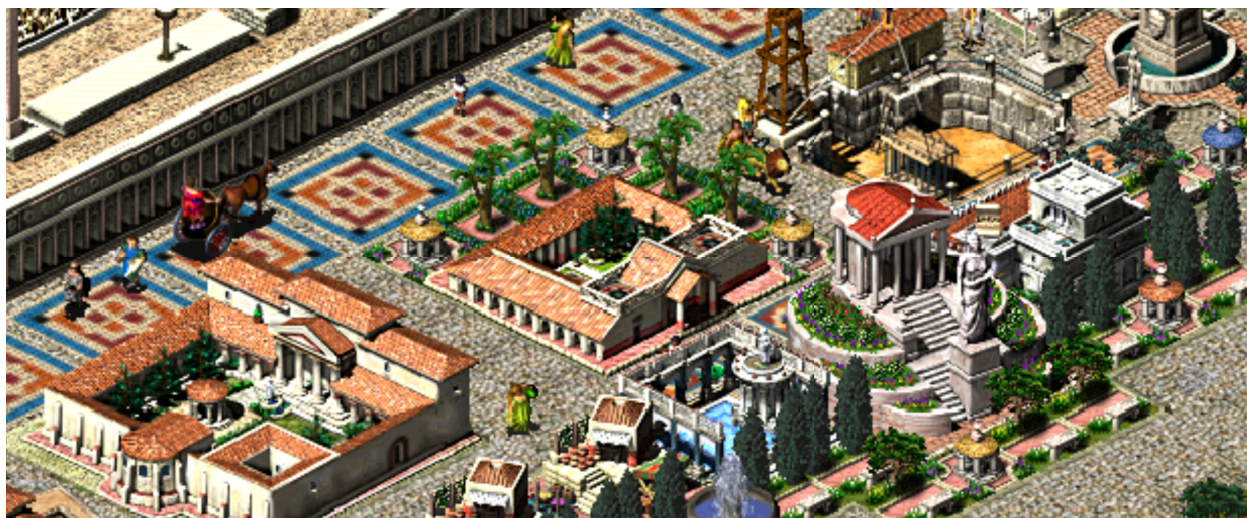
奥古斯都用户界面新功能

侧栏信息显示

为更好利用高清分辨率带来的额外显示空间，我们在城市界面的侧栏加入了更多信息。

新加入的信息显示包括：众神的态度、即将到来的入侵、皇帝索要的物资。在皇帝索要物资的区域会显示"囤积物资"的按钮。红色的小三角表示该物资是否正在被囤积。

设置菜单重做

顶部"设置"菜单下的声音、分辨率设置菜单完全重做。所有选项都移到设置菜单，并由滚动条取代按钮。

贸易顾问页面重做

此次更新加入了和贸易有关的新功能。贸易顾问的页面也随之更新以更好地显示信息。

贸易顾问现在根据贸易路线显示哪些物资可供出口或进口。还可同时进口和出口某项物资（比如葡萄酒），并为进口和出口分别设置额度。

如果玩家解锁了贸易政策，左侧还会出现按钮供玩家调整贸易政策。

更多的码头指令

在码头的特殊指令菜单下，可以为该码头设置贸易城市。在原系统下，玩家只能通过控制物资来限制码头的交易对象——如果你想要某个城市的商船在某个特定码头贸易，你必须确保该码头允许该贸易路线的所有物资。

码头现在仍可用原有的方式限制物资的贸易，但现在也可设置允许哪些城市的商船停靠。商船也不再无谓地排队，已经在等待的商船也不会因为新出现的商船而离开队伍。

文化评分

文化评分更新

在原版凯撒大帝3中，"文化评分"取决于相关建筑服务的人口数占总人口数的比例。这不可避免地导致了"文化堆积"，即为了通关集中地建造学校、图书馆、剧院、大学。这通常发生在达成通关条件前的最后几天。为解决这个问题，我们新添加了建筑的升级机制，和澡堂、市场、喷泉以及元老院的升级机制类似。

戏院、学校和图书馆现在可通过满意度升级。达到足够高的满意度时，建筑的外观会发生变化，建筑服务的人口数也会增加。例如：一个标准的戏院可以服务500人，而升级后的戏院可以服务1000人。这节省了空间和劳动力，所以玩家应尽可能地将这些建筑造在高满意度地区。

奇观点数和文化评分

除此之外，每一个建造完成的奇观会增加6点文化评分。玩家最多可以从奇观中得到36点文化评分 - 万神殿 **Pantheon**、两个宏伟神庙 **Grand Temple**、灯塔 **Lighthouse**、大竞技场 **Colosseum**（现在大竞技场是一个奇观且只能建造一个）、马术场 **Hippodrome**（现在也是一个奇观了）。

陵墓**Mausolea,** 神龛**Lararia, and** 宁芙神庙**Nymphaea:**

神龛**Lararium:**
神龛是专门用来祭祀家神的。它是一个占地1x1的小型神谕**Oracle**。每个神龛可以满足20人口对所有的神的祭祀需求。

宁芙神庙**Nymphaeum:**
宁芙神庙祭祀水宁芙 - 海洋、河流、泉水的精灵。它是一个占地3x3的大型神谕**Oracle**，可满足750人口对所有的神的祭祀需求。和神谕**Oracle**一样，建造宁芙神庙需要大理石（4单位）。

陵墓**Mausoleum:**

陵墓有两种造型 – 小型2x2和大型3x3。历史上罗马人出于对埋葬死者的迷信，在城区范围外建设了很多陵墓。为体现这一点，奥古斯都中，两种造型的陵墓都会降低毗邻区域的满意度，但在距离较远处提升巨大的满意度。建造陵墓需要大理石：小型陵墓需要2单位，大型陵墓需要4单位。

 娱乐

原版凯撒大帝3有一个不甚明朗的"全局娱乐点数"的机制。当一个戏院的行人走过居民区时，会增加民房的娱乐点数，这是十分直观的机制。但是，如果戏院达成了"完美"程度的服务率时，基于戏院的"服务容量"，城市里的每间民房都会额外获得5点的娱乐点数戏院、圆形剧场、大竞技场都可以通过这个方法获得额外的娱乐点数，而马术场始终会提供此额外娱乐点数。

奥古斯都仅保留了大竞技场和马术场的全局娱乐点数。即使圆形剧场达到"完美"的服务率时，也不再产生5点的全局娱乐点数。这项改动是为了推出新的娱乐建筑和奖励，也进一步避免了"文化堆积"的需求。

新建筑

新版本加入了新的娱乐建筑和机制。原有的戏院和圆形剧场保持不变。大竞技场和马术场变成了奇观，与之对应也加入了非奇观的替代性建筑。

大竞技场在过去通过用来满足升级华宅的娱乐需求。现在它变成了奇观，为此我们引入了竞技场**Arena**和酒馆**Tavern**。
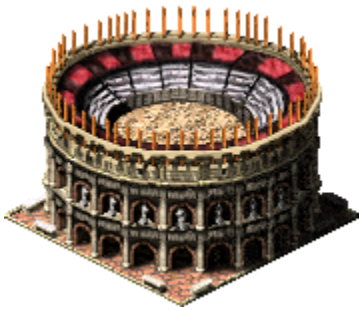
竞技场**Arena**是一个3x3的建筑，它替代了原本大竞技场的地位。建设竞技场需要500dn，当同时有角斗士和驯兽师时，它提供25娱乐点数。

酒馆**Tavern**是本地居民聚会的场所，应被建造在居民区。酒馆占地2x2，消耗肉类和葡萄酒来提供娱乐点数。当仅提供葡萄酒时，酒馆的行人提供10娱乐点数。当酒馆同时提供葡萄酒和肉类时，酒馆的行人提供15娱乐点数。酒馆有特殊的指令页面允许玩家设置提供哪些物资。酒馆不会像市场那样发放食物和酒。

酒馆自带一名从谷仓和仓库领取肉类和葡萄酒的新加入的行人，所以不会对玩家的物流带来额外的负担。对尚未使用葡萄酒吸引贵族阶级的城市来说，酒馆可以很好地利用葡萄酒。

竞技场赛事

在奥古斯都3.0中，大竞技场变成了一个奇观并且成为了城市的核心，玩家可以在大竞技场举办大型赛事**Great Games**。大型赛事会消耗特定的仓库物资，以及玩家的个人资金。玩家的执政官级别可能会成为举办大型赛事的限制－一个低级别的执政官可能无法通过工资负担频繁的大型赛事的费用，谨慎选择举办的赛事！

*注意：举办大型赛事时，大竞技场会有相应的动画，持续三个月。赛事提供的加成在赛事开始时即生效。举办赛事需要的资源、资金会随着城市规模而上升，就像豪华节日一样。

可选赛事

海战
需要：葡萄酒、木材、资金。大竞技场需要在贮水池的覆盖范围。
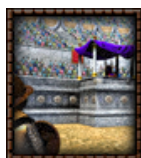奖励：12个月内军队的移动速度加快。在下一次支援远方战事时有更大胜算。

斗兽
需要：肉类、资金。
奖励：12个月内不会出现犯罪、暴乱、叛乱。在下一次防守入侵时，驯兽师也会加入战斗。

罗马竞技
需要：谷物、橄榄油、资金。
奖励：皇帝的好感度上升。下一年居民的满意度上升。

新的奇观

在2.0.0版本中，奥古斯都第一次在凯撒大帝**3**游戏中引入了奇观建设系统。3.0.0版本加入了很多的奇观。神谕**Oracle**、大型神庙**Large Temple**现在变成了只有一个建设阶段的微型奇观，需要劳工营地**Work Camp**和建筑师协会**Architects' Guild**(上个版本叫做工程师协会**Engineer's Guild**)完成建设。

贸易政策

奥古斯都3.0.0版本加入了贸易政策。玩家可建设以下两个建筑来设置贸易政策：商队驿站**Caravansary**可设置陆路贸易路线的贸易政策，灯塔**Lighthouse**可设置水路贸易路线的贸易政策。

玩家需先建设对应的建筑才能选择贸易政策。商队驿站需要大理石、木材和黏土进行建设。建设完成后，商队驿站需要持续供应食物给来往商队。如果商队驿站没有足够的食物或者劳动力，贸易政策就会失效。灯塔不需要食物供应，但需要木材点亮火焰来标记你宏伟的城市！若木材不够，贸易政策则失效。

陆路和水路有相同的可选贸易政策。作为执政官，玩家应根据形势选择合适的政策。贸易政策可随时调整，但每次调整会花费500dn。

这些政策会在游戏早期和晚期提供更多的玩法，请谨慎选择！

Consilium venditor terrae
通过陆路贸易的出口价格增加20%，进口价格增加10%。
Consilium emptor terrae
通过陆路贸易的进口价格降低20%，出口价格降低10%。
Consilium quantitas terrae
商队的载货量增加4，但移动速度降低10%。

公民满意度和犯罪

原版凯撒大帝3中的公民满意度和情绪系统非常简陋。玩家很容易发现通过提高工资和调整税率就可避免低满意度。奥古斯都3.0.0版本拓展了这个系统。当前版本重做了犯罪系统，增加了新的满意度因素。未来的版本会有更多调整。

基础的影响满意度的因素

保持公民开心的关键就是食物、就业、娱乐和美观度。低失业率和合理的税率是基本条件。在高难度下，玩家很难做到将税率调整到12%以上。为了城市早期的稳定发展，没有被征税员访问的民居会被视为收了0%的税。

超过当前民房升级条件的额外食物种类也会增加满意度。（帐篷不会储存食物所以不会得到这项加成）

更多的娱乐方式也会增加满意度。手册前半部分介绍了奥古斯都新加入的娱乐建筑。

高美观度的居民区也会增加公民的满意度。越高级的民居会从美观度中得到越多的满意度。在帐篷附近放置大型雕像并不会使居民快乐很多，而贵族会格外赞赏美观的环境。

另一项重要的因素是贫富差距和公民的平均富裕程度。每个公民都会评价他居所在整个城市中的阶层。城市越大，公民也对居住环境要求更高。如果公民居住在他们认为不够格的房子中，满意度可能出现问题，从而导致犯罪。城市边缘的贫民窟是繁荣的城市的巨大不安定因素！

这项机制对小型房宅及以下级别的房子作用明显，尤其是帐篷。小型房宅因为不需要消耗日用品并且可容纳客观的公民而广受玩家喜。现在，这些公民会渴求更高级的住宅。更多种类的娱乐和食物或是美观度可以安抚他们。

住在豪华华宅的劳工阶级以及贵族阶级不会提供更高的住宅要求。

总结

每栋住宅的满意度单独计算。

超过住宅当前等级所需的额外种类食物（帐篷除外）、娱乐和美观度会增加满意度。

如果住宅等级低于平均住宅水平，满意度会下降。只对大型华宅及以下有效。

如果住宅等级是小型房宅及以下，满意度会更显著地下降，尤其是帐篷。上述提到的因素可以缓解这个问题。

右键住宅可以查看居民的满意度及不满之处。

*在未来的更新中，我们希望将公民暴乱变成和角斗士起义类似的可重复发生的事件。地图制作者可据此设计出充满暴乱的城市。

犯罪：劫掠、偷窃和巡警局

罪犯使用和起义者相同的人物造型。低满意度的住宅会生成罪犯。根据满意度，罪犯会以公共集会所、仓库、谷仓为目标。

如果住宅的满意度相对较低，罪犯会以偷窃城市资金会目的。如果满意度非常低，罪犯会试图偷窃仓库物资和食物。

罪犯是目的地行人（当他们试图从仓库或谷仓偷窃物资时），并且可以离开道路。巡警在巡逻时可以拦截罪犯，当罪犯出现在周围时，巡警会加速并追逐。一旦被巡警追上，罪犯不会逃脱并被逮捕。如果城市有高犯罪地区，在仓库附近放置些巡警局是明智之举。

新的满意度显示
原本的犯罪界面现在更精确地显示哪些住宅可能产生罪犯。除此之外，新的满意度界面可以直观地看到住宅的满意度（颜色对色盲也很友好）。

哨塔Watchtowers:

哨塔是石质塔楼的低配版。哨塔不需要武器就可以运作，但仍然需要兵营。哨塔不需要巡警或者工程师巡逻。哨塔有一名弓箭手驻守，并且会生成两名哨兵巡逻，需要6名劳工。哨塔很适合应对早期的小型侵略和狼，也可以加入正规军组成第一道防线。玩家可以在城市内部建造哨塔，哨兵会帮忙消灭罪犯和起义的角斗士。

优化

奥古斯都3.0.0对性能和游戏机制进行了优化。

推车工人，尤其是农场的推车，会更频繁地判断他们的目的地。在原版游戏中，农场的推车经常会"钟情"第一个建造的谷仓，即使后来建设的谷仓离农场更近。现在推车会重新判断合适的目的地并挑选更近的那个。如果最近的谷仓满了，他们会挑选次近的谷仓。

商船也会选择更合适的码头进行停靠。

最后，我们响应了玩家群体长期以来的呼声。我们很高兴地宣布，奥古斯都3.0.0彻底移除了所有的行人、图像、建筑限制。玩家终于可以建设巨大的城市。这项改动给未来的巨大地图、城市目标奠定了基础！

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.
- 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.
- Add option to allow exporting food from granaries.
- 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 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. Executions prevent criminals from spawning, improve sentiment, prevent gladiator revolts and cause colosseum to spawn lion walkers who defend the town for 12 months. Imperial 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 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, fill in details.
- "Hunger Halt Migration" no longer a thing due to sentiment rework
- Colosseum and 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 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 favour changes from the player's salary is calculated. Instead of being based on the salary in January, it takes account of all the funds paid during the previous year.
- Garden paths now adjust their graphics based on adjacent garden paths.
- Crime changes, fill in 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, fill in 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 border to 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 religion advisor.
- Changed columns in some overlays, to have them show the severity of the issue through the use of colors.
- Changed mounted auxilia death sound to a horse death sound.
- 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.
-Watch towers 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.
- 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'.
- Mess hall will no longer display employment access warning 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.

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