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

Augustus Version 3.0.0 User Guide

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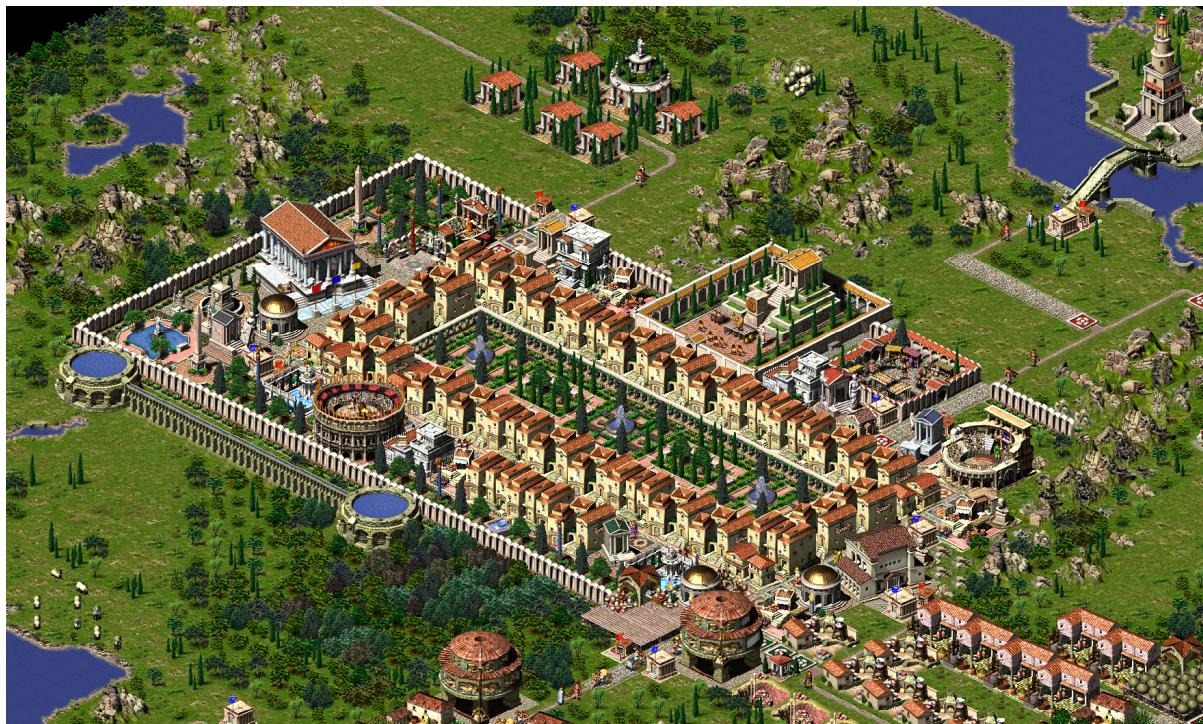
Legal

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Project Augustus does not redistribute any assets belonging to the original intellectual property, and requires all users to have a valid installation of Caesar 3, acquired from Activision Publishing, or a licensed retailer elected by said publisher.

Furthermore, Project Augustus is a 100% not-for-profit enterprise, being produced exclusively as a free modification for Caesar 3 by fans of the original game.

Getting Started

With the inclusion of all-new buildings and walkers, **Augustus** requires additional graphic files to be installed into your Caesar 3 directory on Windows. Without these files, your game will not be able to use our new assets, resulting in a glitched display.
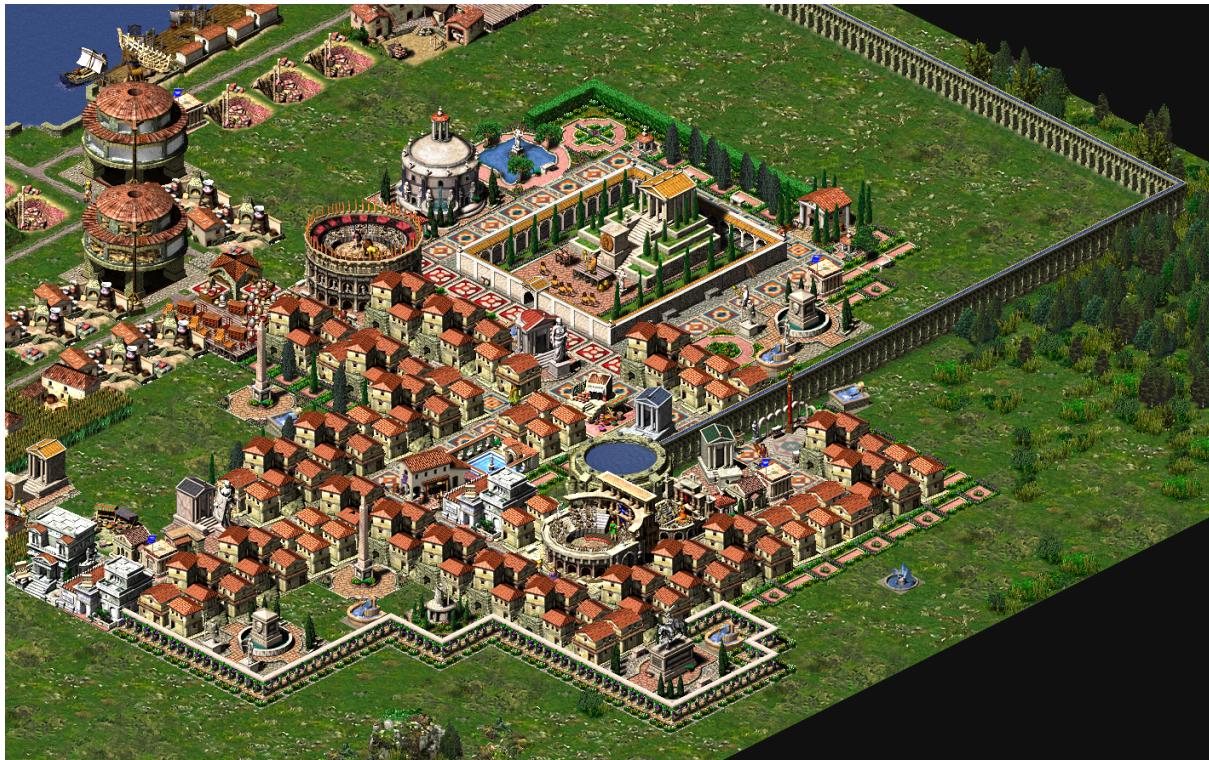
When obtaining the install files from **GitHub**, please ensure you download all available Augustus files for your chosen version of the mod. From Version 2.0.0 onwards, a full download for Windows should consist of 4 core files, as well as a single folder:

(1x) **Augustus.exe**
(3x) **library .dll files**
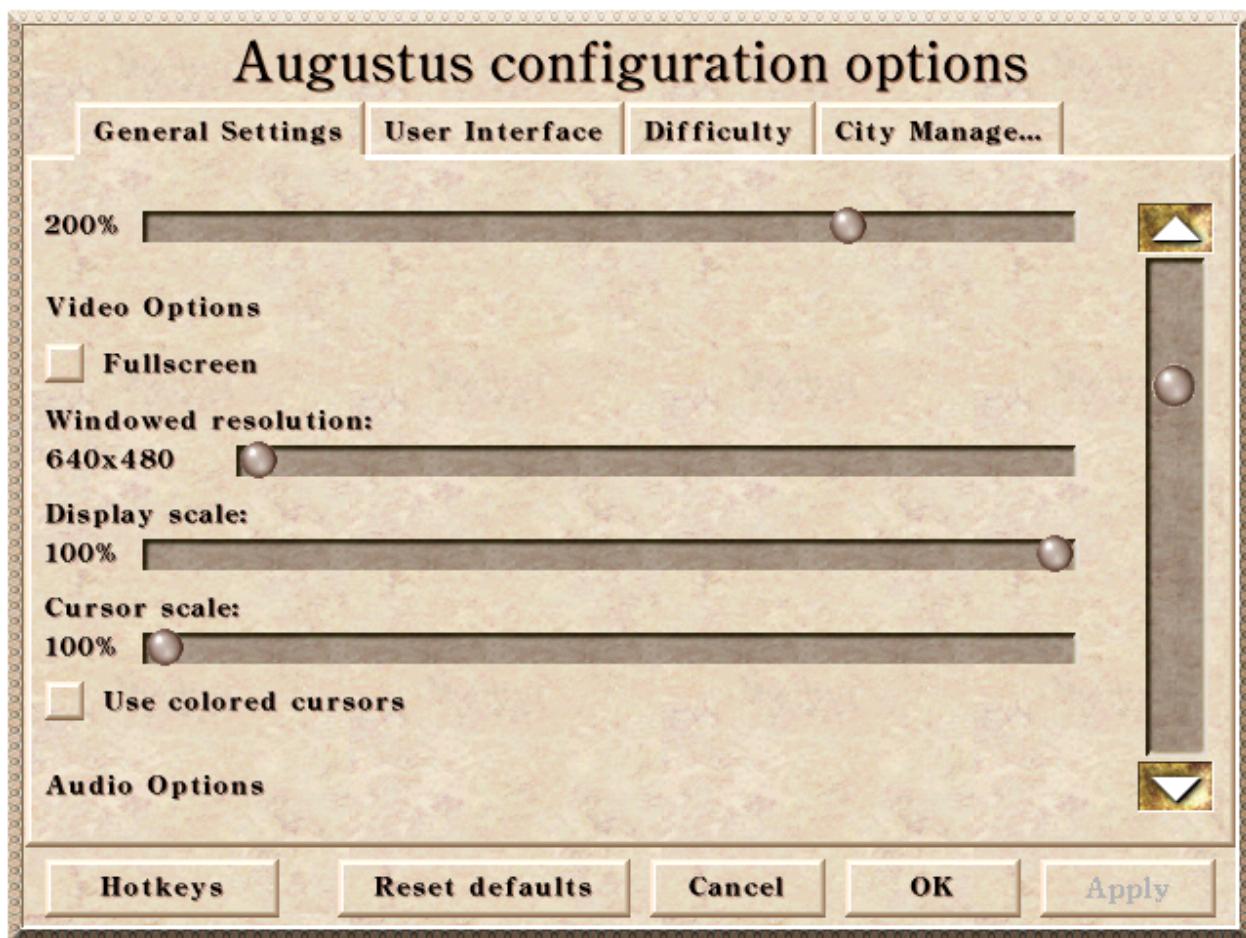
Additionally, with these 4 files there will be an '**assets**' folder (formerly '**mods**'). Whilst the .exe and .dll files can be extracted and run from anywhere on your computer, the **assets** folder MUST be extracted into your **original Caesar 3 install location**. The **assets** folder is essential so new graphical assets can be displayed in your game. If this folder is not found, the game will warn you on launch.

If you have any questions regarding installation, please feel free to join **GamerZakh's Discord** and post in the #augustus channel. We will be prompt in offering assistance with any issues which may arise, as we want everyone to enjoy this new update!

Configuration

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

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

- **Play intro videos**
- **Extra information in the control panel**
  - Displays a game speed control and additional information about the scenario in the sidebar:
    - Population
    - Unemployment
    - Ratings
- **Enable smooth scrolling**
- **Disable map scrolling on windows edge**
- **Draw walker waypoints on overlay after right clicking on a building**
  - Displays target road tiles for all four of a building's walker routes. These tiles are used by the game to plot the path of a building's roaming walker.
  - Can only be accessed while viewing an overlay, such as water, fire risk, entertainment coverage, and so on
  - Displays as blue squares on the road after right-clicking a building, such as a temple or school
- **Show range when building reservoirs, fountains, and wells**
- **Show draggable construction size**
  - Displays small yellow text in the format of "1x2" to let you know how many tiles wide and long your construction area is
  - Particularly useful for laying roads, houses, demolishing trees, and anything else that can be built by clicking and dragging
- **Highlight legion on cursor hover**
- **Enable zoom**
  - Allows you to zoom in and out to see more (or less) of your city, press middle mouse button to reset
- **Enable military sidebar**
  - When you left click a legion, replaces the mini-map area with an information panel detailing the legion's status (morale, health, size) and buttons to issue commands to the legion
- **Disable right click to drag map**
- **Display max attainable prosperity rating with current housing**
  - Number only shows if the player has not reached the prosperity goal

Difficulty options are displayed on the third tab of the Options menu. In version 3.0, the vanilla game difficulty has been made into a scale on this option tab. The configurable options are:

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

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

- **Buying market ladies don't distribute goods**
  - By default, market buyers also sell goods stocked in their market to any homes they pass while travelling to purchase more food and goods to sell. By preventing this, you can more tightly control the availability of foods and goods in various parts of the city.
  - For example, a market buyer going to purchase wine may pass houses you do not want to be able to purchase wine. If you allow market buyers to also sell, then these houses will be able to buy wine from that market buyer, potentially triggering an unwanted evolution into patricians.
- **Cart pushers from getting granaries can go off road**
  - Enables a cart pusher from a granary set to "get" a type of food to go off road to reach a granary set to "accept" that type of food
  - Removes the need for a road connection between a granary set to "accept" a type of food and another granary set to "get" that type of food
  - As with warehouses, they will get food from the nearest "accepting" granary and will ignore other "getting" granaries, even if they are nearer than the "accepting" granary
- **Double the capacity of cart pushers from getting granaries**
- **Allow traders to export food from granaries**
  - Before Augustus v3.0, food imports and exports, as well as Caesar requests, only worked if food was stored in warehouses. As this was inconvenient, Augustus v3.0 now allows both importing food and sending food requests directly from granarie. However, since exporting food may make people starve, this specific new feature was added as a setting
- **Tower sentries don't need road access from barracks**
  - Enables sentries to go off road to reach their assigned tower
  - Removes the need for a road connection between the barracks and the tower
  - Note that towers still require road access for staffing purposes and that unstaffed towers still cannot receive sentries
- **Farms and wharves only deliver to nearby granaries**
  - Prevents farm and wharf cart pushers from traveling to the opposite end of the map to deposit their harvest or catch into an accepting granary
  - Improves efficiency by keeping cart pushers' trips short
  - Distance is calculated "as the crow flies", regardless of road distance. The limit is 64 tiles.

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

New UI Augustus Features

New Sidebar Information:

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

New additions to the sidebar have been added: the mood of the gods, information about any upcoming invasions, and any requests made by the emperor. The request display also allows stockpiling the requested goods via click, with the option to continue stockpiling after the request is complete. A red triangle over the good in the sidebar will now indicate whether something is being stockpiled in this manner.

Overhauled Options Menu:

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

Overhauled Trade Advisor UI:

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

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

Buttons have been added at the bottom left for players to choose their land and sea trade policies, if they have met the conditions to set them.

Trade Advisor

Click on an item to trade

Wheat	132	Importing 30		
Vegetables	2	Importing 32		
Fruit	57	Importable		
Olives	0			
Vines	5	Importing 20		
Fish	52			
Wine	163	Exportable		
Oil	156	Importable Exportable		

Go to the empire Show prices

Dock Orders Enhancement:

Special orders on docks can now limit ship access by city of origin. Under the old system the docks were restricted only by goods-- if you wanted to have a specific city trade at a dock, you'd have to make sure that the dock in question allows all goods that the city sells and buys.

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

Roma	Accepting
Tarentum	Accepting
Capua	Accepting
Carthago	Accepting
Corinthus	Accepting
Brundisium	Accepting
Athenae	Accepting

Culture Rating

New Cultural Upgrades:

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

Theater, **School**, and the **Library** now have a new upgrade state tied to desirability. When the sufficient desirability level is achieved , the structure will visually change - in addition, it will also increase the venue capacity of the structure for the purpose of calculating **Culture** rating. For example: a standard **Theater** covers 500 people, while an upgraded **Theater** covers 1000 people. To save labor and space, you should strive to place these cultural structures in areas with high desirability.

Monument Points and Rating:

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

Mausolea, Lararia, and Nymphaea:

Lararium:

This building is a shrine dedicated to the household spirits. Effectively a 1x1 variation of the **Oracle**, it provides access to all gods to 20 people per building.

Nymphaeum:

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

Mausoleum:

There are 2 variants of the **Mausoleum**: Small (2x2) and Large (3x3). Historically, the Romans were quite superstitious about the burial of the dead, requiring mausolea to be built outside the city limits. To replicate this in **Augustus**, both mausolea emit negative desirability within a close radius, but a large positive desirability effect further away. They require marble to build: 2 loads for the **Small Mausoleum** and 4 loads for the **Large Mausoleum**.
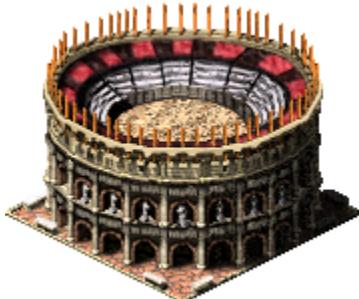
 # Entertainment:

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

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

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

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

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

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

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

Colosseum Games:

In **Augustus 3.0**, the **Colosseum** has become a monument and the heart of your city, allowing you to host **Great Games**. These require stored resources and some of your personal funds to host*. As governor, you may schedule games for your citizens, however your rank must be taken into consideration too. A low ranking governor cannot afford frequent games compared to a high ranking one - so choose wisely!

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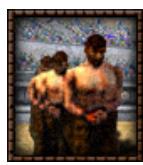
Game Choices:

Naval Battle
Requires : Wine and Timber + Funds. The Colosseum needs to be in range of a reservoir.
Grants : Troop movement speed for 12 months and stronger distant battle odds (lasts until used)

Animal Games
Requires : Meat + Funds
Grants : Criminals, riots and revolts are suppressed for 12 months. Lion tamers will come to the defense of the city in the next invasion.

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

New Monuments

In Version 2.0.0, Augustus introduced, for the first time in Caesar 3, **monument construction**. In Version 3.0.0, new additions have been made to the monument system. O**racles, Large temples**, and several new buildings that require resources for construction are now **mini-monuments**, which only have a single construction phase, but still require a **Work camp** and the **Architects' guild** (renamed from **Engineers' guild**) in order to construct.

Trade Policies

Augustus 3.0.0 also provides new options for trade, called trade policies. These are set via two different structures: the **caravansary** enables land trade policies, while the familiar **lighthouse** now enables sea trade policies (and retains its original benefits).

In order to select a policy, first build the corresponding structure. The caravansary will need marble, timber and clay as well as an architect guild. Once the caravansary is established, it will need a continuous supply of food for the caravans. If you do not supply adequate food or labor - your trade policy will lapse. The lighthouse will not need food, but it does require timber to light the flame above your marvelous city! Inadequate timber supply will lapse the enacted policy.

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

Land trade policy

Select a land trade policy for your city. You can change to another policy at any time.

This will cost 500 Dn.

Consilium venditor terrae
Landed seller's policy: Land exports earn 20% more, but land imports are 10% more expensive.

Consilium emptor terrae
Landed buyer's policy: Land imports are 20% cheaper, but land exports earn 10% less.

Consilium quantitas terrae
Landed quantity policy: Trade caravans carry 4 goods more, but move 10% slower.

Cancel   Apply (500 Dn)

These policies can provide new economic options to players in both early and late stages of city development. Choose wisely!

Sentiment & Crime

Sentiment and Mood in Caesar 3 is very basic. Players quickly understand that if they kept wages high and taxed moderately, there would be no issues. In Augustus 3.0, we have sought to enhance this system. In this first iteration, we have included a complete rework of crime, and implemented new sentiment factors. This is a work in progress and a strong candidate for further enhancement.

Basic Sentiment Factors:

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

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

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

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

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

This effect is much more pronounced at the small casa level and below, and particularly intense for tents: small casa are beloved by players for adding labor and population yet

requiring no finished goods. Residents at these levels might start to resent their modest homes when palaces go up next door - however, they can be mollified by providing additional entertainment, food, and desirability.

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

In short : Sentiment at a Glance
The sentiment is calculated per individual house.

A house gets a sentiment increase if it acquires more food (except for tents), entertainment, and desirability then it requires.

There is now a sentiment penalty if the house (Large Insuale or lower) is below the average housing level.

This penalty is harsher if the housing tile is small casa or lower, and especially punishing for tents - however , mitigating factors can reduce this as explained above.

Lastly - you can right click any house to see current sentiment and resident's main complaints.

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

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

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

Prefects can reduce these criminal occurrences if they intercept the crime walker along its walk. Crime walkers are essentially destination walkers (if they seek to steal goods or food from warehouses/granaries) and may sometimes walk off road to their intended

target. Prefects in range will give chase , and will speed up to try and catch the criminal. Once the prefect catches the criminal, there is no chance for him to escape and he will be cut down! It is wise to place prefects near storage sites if you have a high crime area.

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

Watchtowers:
Watchtowers are a new, cheaper alternative to stone towers. Watchtowers do not need weapons to function, but they do need a barracks. Nor do they require coverage by prefects or engineers. They come equipped with an archer inside the tower, and spawn 2 sentries on foot patrol. They require no fire or engineer coverage , and employ 6 citizens. The watchtower is handy for protection from early raiders and wolves, or as a first line of defense while your armies gather for battle. They can also be placed within the city if you so desire, as they can fight criminals or rioting gladiators.

PERFORMANCE:

Augustus 3.0 also includes a host of performance and code optimization changes. There are general multiple small performance improvements but some key performance optimizations are as follows:

Cart pusher calculations, especially for farms, have been updated to assess their destination more frequently. In the original game, farms would often get "stuck" to the first granary placed. This could result in the pusher ignoring a later granary placed closer. Now, pushers will recalculate destination and distances more frequently and pick the closest one. If the granary is full, they will try the next best option.
Ships also have been enhanced to search for docks in a smarter way and consider the new settings when choosing a dock.

Finally, a common request from the community was achieved in this update: we are pleased to announce that Augustus 3.0 has fully removed any walker, sprite, and building limits. Cities of massive proportions can now be developed... and this feature itself will help pave the way for even grander maps, city goals, and future scenarios!

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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