



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

Augustus Version 4.0 User Guide

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Legal

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Furthermore, Project Augustus is a wholly not-for-profit enterprise, being produced exclusively as a free modification for Caesar III by fans of the original game, under licenses GNU Affero General Public License v3.0 and Creative Commons CC BY-SA 3.0.



Disclaimer about colored texts:

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

Texts coloured burgundy are relevant modifications since the previous version of the manual.

Getting Started

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

When obtaining the install files from **GitHub**, please ensure you download all available Augustus files for your chosen version of the mod. From Version 4.0 onwards, a full download for Windows should consist of 4 core files, as well as a single folder:

(1x) **augustus.exe** / (1x) **augustus.pdb** / (2x) **library .dll files**

(1x) **'assets' folder**

The .exe, .pdb, and .dll files can be extracted and run from anywhere on your computer, and the '**assets**' folder **MUST** be extracted into **the same location than augustus.exe** or into **your original Caesar III install location**. The **assets** folder is essential so new graphical assets can be displayed in your game. If this folder is not found, the game will warn you on launch, and any missing asset will be noted in the log file ('augustus-log.txt').

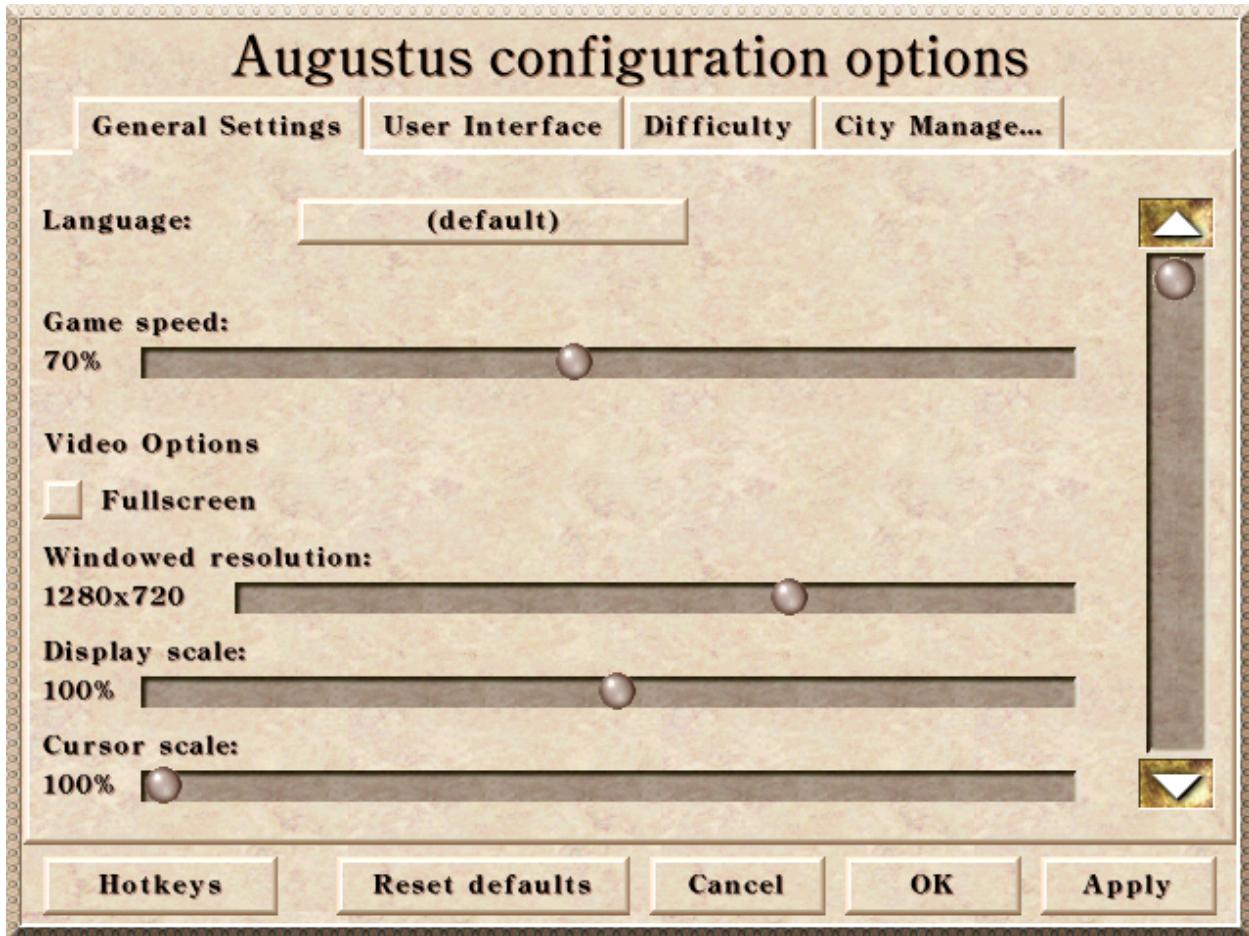
Note: when upgrading to newer versions of Augustus, the **previous assets folder must be deleted first**, then replaced by the up-to-date assets folder, to prevent compatibility issues.

If you have any questions regarding installation, or are unsure about how to install on different platforms other than Windows, please feel free to join **GamerZakh's Discord** and post in the Caesar 3 dedicated 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. The settings and the configurable options have been categorized into 4 different tabs, with the **General Settings** for sounds, language localizations, and resolutions being on the first tab.



- **Note about zoom hotkeys:** as of version 4.0, Zoom in, Zoom out, and Reset zoom controls can be assigned to any keys now, or respectively to mouse wheel scroll up, scroll down, and middle click, which are now the default zoom hotkeys.
- **Set another language:** create a folder (named by language) in the Caesar III installation directory, then copy these 4 files inside: **c3.eng**, **c3_map.eng**, **c3_map_mm.eng**, and **c3_mm.eng**. The created folder will be available in the “Language” drop-down list. Select it and click “Apply”.

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• User Interface •

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
 - Requests
- **Enable smooth scrolling**
- **Ask for confirmation when overwriting a file**
- **Disable map scrolling on windows edge**
- **Show range when building reservoirs, fountains, and wells**
- **Show range of fountains and wells when building houses**
- **Show range when building markets**
- **Show draggable construction size**
 - Displays small yellow text in the format of "1x2" to let you know how many tiles wide and long your construction area is.
 - Particularly useful for laying roads, houses, demolishing trees, and anything else that can be built by clicking and dragging.
- **Highlight legion on cursor hover**
- **Enable military sidebar**
 - When you left click a legion, the sidebar building buttons are replaced with an information panel detailing the legion's status (morale, health, size) and buttons to issue commands to the legion.
- **Disable dragging with right mouse button**
- **Display max attainable prosperity rating with current housing**
 - Number only shows if the player has not reached the prosperity goal.
- **Separate digits**
 - Displays thousand separators for large numbers.
- **Inverse dragging map with right mouse button**
- **Show new messages as alerts instead of popups**
 - Messages popups do not interrupt the game and are shown as simple alerts in the upper part of the screen.

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- **Show grid**
 - Display a construction grid on the whole map.
- **Show partial grid around construction**
 - Display a 2-tile-wide grid around buildings during placement.
- **Always show rotation buttons**
 - Rotation buttons are displayed automatically if a building has variants or can be rotated. (aimed for mouse-only or touch controls)
- **Preview paths travelled by roaming walkers**
 - Colours road tiles in blue, showing paths a building's walker roams around.
 - Can only be accessed while viewing an overlay (Fire Risk for prefects, School for children, and so on), and when placing or left-clicking a building.
 - Green squares show where walkers spawn, red squares where they despawn. Purple squares mean the walker spawns and despawns on the same tile.
- **Draw cloud shadows**
 - Simulates the clouds' casted shadows, slowly moving above the city.

• Difficulty •

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

- **Enable god curses/blessings**
- **Disable jealousy 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 plebeian population”, then this option has no effect.
- **Fixed worker pool – 38% of plebeian population**

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- Enabling this option will set your worker pool to 38% of your plebeian population, without regard for age.
- **Block building around wolves**
- **Allow building multiple barracks**
- **Disable infinite wolves spawning**
- **Maximum number of Grand Temples that a player can build per city: defaults to 2**



• City Management •

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.

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- Removes the need for a road connection between a granary set to “accept” a type of food and another granary set to “get” that type of food.
- As with warehouses, they will get food from the nearest “accepting” granary and will ignore other “getting” granaries, even if they are nearer than the “accepting” granary.
- **Double the capacity of cart pushers from getting granaries**
- **Allow traders to export food from granaries**
 - Before Augustus, food imports and exports, as well as Caesar requests, only worked if food was stored in warehouses. As this may be sometimes inconvenient, Augustus now allows both importing food and sending food requests directly from granaries. However, since exporting food may make people starve, this specific new feature was added as a setting.
- **Tower sentries don't need road access from barracks**
 - Enables sentries to go off road to reach their assigned tower.
 - Removes the need for a road connection between the barracks and the tower.
 - Note that towers still require road access for staffing purposes and that unstaffed towers still cannot receive sentries.
- **Farms and wharves only deliver to nearby granaries**
 - Prevents farm and wharf cart pushers from traveling to the opposite end of the map to deposit their harvest or catch into an accepting granary.
 - Improves efficiency by keeping cart pushers’ trips short.
 - Distance is calculated “as the crow flies”, regardless of road distance. The limit is 64 tiles.
- **Food isn't delivered to getting granaries**
 - Enables better control over farm and wharf cart pushers’ behaviour by preventing them from taking their harvest or catch to a granary that is “getting” that food type.
- **All houses merge**
 - Force houses in a 2x2 area that are of the same quality, such as “small tent”, “large casa”, or “small insulae”, to merge into the 2x2 variant. This removes the random element assigned to map tiles to determine if homes will merge on that tile.
- **Randomly collapsing pits and mines take some money instead**
 - When random events “Iron mine collapse” and “Clay pit flooded” happen, the related building does not collapse to rubble. Instead, its current production is reset and money is directly taken from the city funds to simulate the reconstruction.

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- Warehouses and granaries don't accept anything when built
- Houses don't expand into gardens
- Roaming walkers don't skip corners
 - If disabled, roaming walkers sometimes cut corners, and do not trigger their passage for buildings on the outer edge of the corner.
- Citizens will automatically kill harmless animals
 - If disabled, peaceful animals (sheep and zebras) are not killed on sight, unless you send a legion.
- Non-military gates default to allowing all walkers
 - When built over roads, Garden Walls or Hedges become Garden Gates, acting as a roadblock. In case of only decorative purposes, they can be set to allow all walkers by default.

Two hidden options are available in the `augustus.ini` file:

- `ui_display_fps`: displays current fps on the top left corner
- `ui_show_speedrun_info`: displays current difficulty level on the bottom left corner



New Core Features

• Logistics •

Cart Depot:

The Cart Depot is a new building allowing players to greatly improve the logistics of their city. Warehousemen are freed from “getting” tasks, and can concentrate on delivering imported goods to workshops instead. It is now possible to transfer goods directly between warehouses and granaries at will, and to dispatch resources over very large cities more easily.



Right-click a cart depot to set the transfer orders and conditions. Numbers will appear above each storage building on the map. Use the “center camera” button to center the city view on the corresponding buildings. An ox cart will transfer goods between designated buildings, but will need to return to its cart depot between each delivery. Each depot is outfitted with 3 ox carts.



Roadblocks:

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

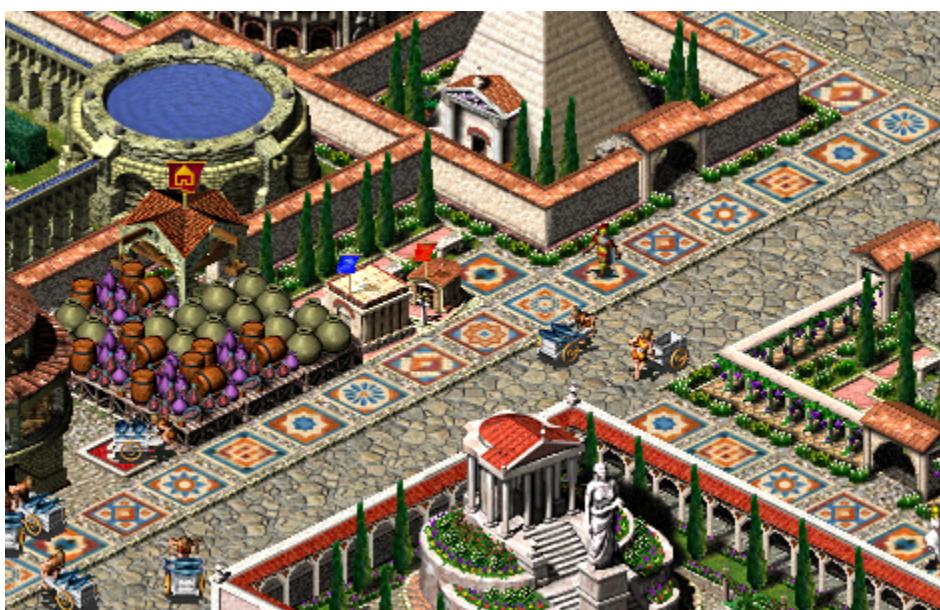
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Various buildings have now available roadblock settings: **Gatehouses, Triumphal Arches, Garden Gates, Palisade Gates** (cf. related chapters).

Highways:

The **highway** is a new type of road: only destination walkers can use it, therefore it does not allow housing to be built next to it, but the walkers will move twice as fast on it than on a regular road.

However, Romans excellence in building roads has a price: each part of a highway (2x2 tiles) cost 100 denarii, then 1 denarius per month in maintenance levies. Plan carefully how much you will spend for your road network!



Market Orders, Warehouse Orders, Granary Orders:

Markets now have a “Special orders” menu to enable or halt the acquisition of food and goods. When set to “Not trading”, the market buyer will not attempt to get that good. Further, when viewing the market’s storage of food and goods, the 0 will be red to indicate the resource is not being acquired nor sold.



Warehouse and **granary** special orders will now show a display enabling control of space allocation in that structure for a resource. You can select the following to control storage: **32, 24, 16, 8**.

You now can control how many goods are stored in a warehouse or granary (which can now store **up to 3200 units of food**) by clicking the order button until it changes to your

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desired amount. Both warehouses and granaries will send cart pushers to fetch the assigned goods until they reach their selected limit for that good.

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

More stockpiling options:

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



Warehouses and granaries also now show new coloured flags that change based on permissions enabled for the building.

• Production •

New resources, production buildings, and workshops:

As of version 4.0, we have started adding new resources to Caesar III. This first batch is aimed to vary the materials needed for monument construction (cf. Monuments & Construction chapter) and provide a new layer of economic management.

• Gold

 Gold can be slowly extracted from the city's rocky areas by building a **Gold mine**. Gold is an extremely valuable item to export, if there are wealthy buyers for it in the empire. If a **Senate** is built in the city, the governor is allowed to build a **City Mint (3x3 mini monument)**, where gold can be minted into coins added to the city funds, or coins melted into gold. It is said that if the governor has his own residence in the city, he can draw discreetly in the produced coins and therefore increase his personal savings...

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• Sand



Sand is extracted in the same way as clay, at the difference that the **Sand Pit** can be built in the vicinity of a water plan, and not necessarily adjacent to a shore. Sand is primarily used as a required ingredient to produce either bricks in a **Brickworks** or concrete at the **Concrete Maker**.

• Stone



Stone is extracted from the city's rocky areas by building a **Stone Quarry**. Stone is one of the required materials to construct massive monuments.

• Bricks



Bricks are produced from **sand** and **clay** in a **Brickworks**. They are one of the required materials to construct massive monuments.

• Concrete



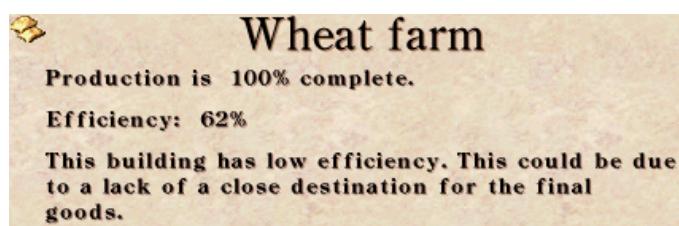
Concrete is produced from **sand** and **water** at the **Concrete Maker**, which needs access to water supply, either from a **reservoir** for a maximum production rate, or a **fountain/well** at the cost of a slower processing. Concrete is one of the required materials to build massive monuments. **As concrete can not be stored, it must be used immediately after production** (a cart pusher is sent from the Concrete Maker to deliver to construction sites). If no current construction requires concrete, production is automatically stopped.

Note: If one of the new resources is not available in the city (neither by production nor import), **some monuments won't be buildable and thus won't appear in the construction menu**.

•  Additionally, **fish** and **meat** have been made into **separate food sorts**, with Augustus now having **5 types of food** available (wheat, vegetables, fruits, meat, fish).

Production building efficiency:

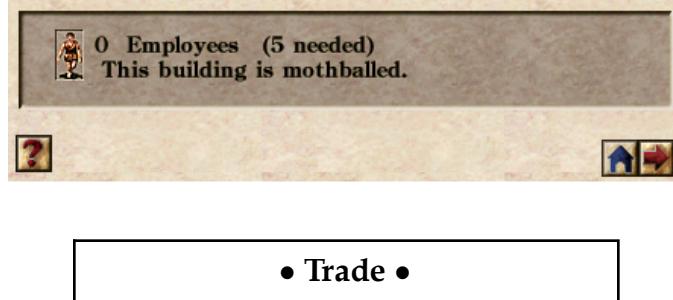
A new statistic is available in any production building panel: the efficiency. It represents the ratio between how much a production building can produce in a year versus what it actually produced the past year, allowing you to check if the production of your industry is optimal. If the efficiency is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



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Mothballing individual building:

It is now possible to mothball a production building (or any building having employees) on an individual basis. This allows, for example, to fine-tune any possible overproduction without having to turn off the whole industry from the Trade Advisor screen. Use the new “Mothballed” overlay to check which buildings are currently mothballed by yourself and not by order of your trade advisor.



Overhauled Trade Advisor UI:

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

- The advisor now shows which goods are exportable and importable based on the trade routes available in the scenario. It is also now possible to both import and export a good (such as wine) and set quotas for each type of transaction.
- Buttons have been added at the bottom left for players to choose their land and sea trade policies, if they have met the conditions to set them.



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Sold	 19 of 25
Bought	 3 of 40

Trade orders can now also be issued from the Empire map window (by selecting a trading city and clicking on the desired goods). **Trade quotas can now go up to 200. Trader spawn rate has been increased accordingly.**



You can now also view the trade prices set by Rome directly from the empire map.

Dock Orders Enhancement:

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

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

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

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

• Translations •

Thanks to its ever growing community, Caesar III and Julius/Augustus are now translated in these following languages:

[Full]

- French • German • Greek • Italian • Polish • Portuguese • Russian • Spanish • Swedish

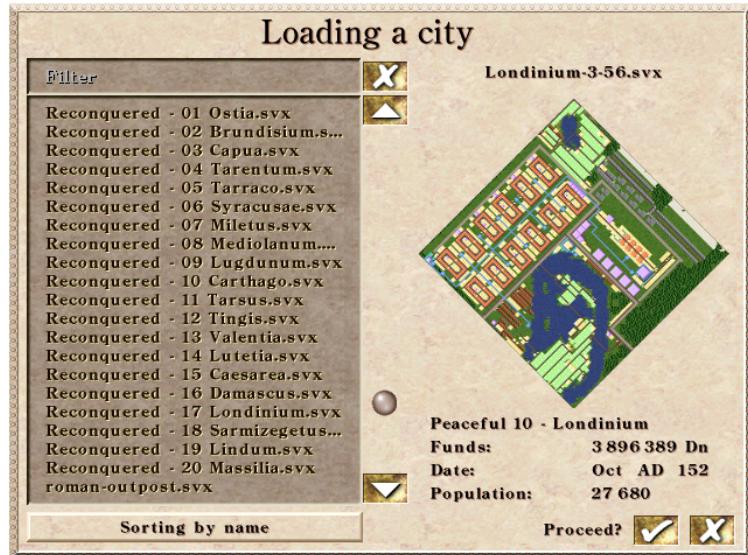
[Partial]

- Czech • Korean • Japanese • Simplified Chinese • Traditional Chinese •

User Interface Improvements

Improved load / save file dialog:

To easily organize your saved games in Caesar III, the load/save file dialog now displays a minimap, type and name of the mission, as well as actual funds, population and date. **Save files can be sorted by name or date, or filtered by keywords.** Building types on the minimap now have more distinctive colors.



New Sidebar Information:

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

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

Overhauled Options Menu:

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

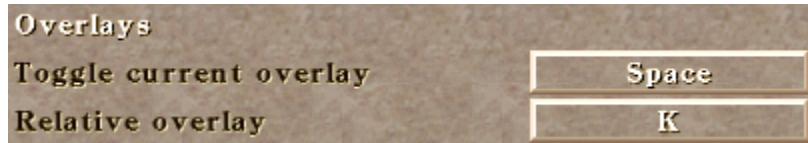


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New Overlays:

New overlays have been added alongside some new buildings and mechanics (see dedicated chapters) and for extra convenience to the player.

Category	Overlay	What it shows
Risks	Enemies	Enemy troops or anybody hostile to the city.
Entertainment	Tavern	Taverns and their suppliers, as well covered houses.
	Arena	Has the same purpose as the vanilla Colosseum overlay.
Health	Sickness	Buildings and houses having Sickness, traders and cart pushers spreading it in the city.
Commerce	Levies	Buildings having a monthly cost for the city.
	Efficiency	Production efficiency for any producing building, and their cart pushers.
	Mothballed	Buildings currently mothballed (in pause).
	Warehouses	Warehouses and their warehousemen.
General	Roads	Road network in the city, and any roadblock type (including Gatehouse).
	Sentiment	Colored houses based on the happiness of the residents.



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

(added by Julius). Hover a building with the mouse cursor, press the hotkey, and the corresponding overlay will be displayed. This works from the city map or even from another overlay. Useful to quickly navigate through different overlays with only two keys!

Copy/Paste buildings settings:

In the same way, it is now possible to quickly copy/paste settings from a building to another. Hover a building with the mouse cursor, press the defined hotkey for copying settings, then hover the building to which you want to apply the same settings, and press the defined hotkey to paste them. In both cases, a banner will appear at the top of the screen to let you know the operation is a success. This feature applies to raw production buildings and those having a "Special orders" button.

Clone a building:

With the number of different buildings becoming quite important in Augustus, players can build something without having to open the construction menu each time, which is

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very convenient. Simply hover a building already built on the map, and press the “Clone a building” hotkey. The same building will be automatically selected from the construction menu and ready to be placed!

Auto cycle button:

Some categories of buildings have an “Auto cycle” button in the construction menu.



Enabled, it allows players to build sequentially each variant of a same building (e.g. small temples) without having to go back to the construction menu. Press the rotation hotkey (“R” by default) if you want to skip a variant. Disable the auto-cycling by clicking on the same button, to build the same variant successively again.

New Housing Advisor:



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

Housing		6 608 residents total	
Large tent	1		
Small shack	3		
Large shack	1		
Small hovel	6		
Small casa	16		
Large casa	5		
Medium insulae	16		
Large insulae	21		
Grand insulae	24		
Medium villa	3	Total residences:	101
Large villa	5	Available capacity:	358
		Total capacity:	6 966
	Residences using pottery		74
	Residences using furniture		69
	Residences using oil		53
	Residences using wine		8

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Risk icons:

New risk icons in the building information panel show if a building can catch fire, can collapse, or can be contaminated by sickness (displayed for houses only). The color of these icons (green, yellow, orange, red) and their tooltips are linked to the risk columns visible on the corresponding overlay.

-  Can't catch fire, does not require maintenance
-  Can't collapse, does not require engineer maintenance
-  Can catch fire, requires prefect maintenance
-  Can collapse, requires engineer maintenance
-  Can be contaminated by sickness (cf. Health & Sickness chapter)

Construction grid:

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



Performance & Optimization

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

- The graphics rendering has been moved from software (the CPU) to hardware (the GPU). This improves game performance so significantly that it is now possible to zoom out to view the entire city at once!
- Truly massive cities are now possible-all hardcoded limits (number of sprites, walkers, buildings) have been entirely removed. Running on 21st century hardware, the game will now support far more buildings and walkers than it did in the 1990s. Prepare for huge battles fought at the gates of great metropoli.
- Thanks to the extra power provided by the hardware rendering, new graphical effects are possible in Caesar III. You can now admire the beauty of your cities, as moving cloud shadows dampen the light of Sol in a sweet afternoon.



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- Cart pusher calculations, especially for farms, have been updated to assess their destination more frequently. In the original game, farms would often get “stuck” to the first granary placed. This could result in the pusher ignoring a later granary placed closer. Now, pushers will recalculate their destination and distances more frequently and pick the closest one. If the granary is full, they will try the next best option.
- Trading ships also have been enhanced to search for docks in a smarter way and consider the new settings when choosing a dock.
- Aimed for developers and modders, an Asset Previewer UI is now available. It can be started with the command “./augustus.exe --asset-previewer” from a shortcut or a terminal window.

• Custom Empires •



Caesar III Assignment Editor was shipped with 40 predefined Empire maps, each with an Empire state more or less different (cities, borders, trade routes and available resources, etc). Map creators had to choose one of them and adapt their mission scenario consequently.

Augustus Assignment Editor now includes a feature allowing to precisely create a Custom Empire that can be used in a mission scenario afterwards.

All Empire state parameters can be defined in one unique XML file, while Augustus interface allows to visualize the created Empire Map in real time.

For further informations, check the tutorial on GitHub:
<https://github.com/Keriew/augustus/discussions/734>



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• Scenario Events •

Augustus also adds new tools to Caesar III Assignment Editor: Scenario Events, Custom Messages, and Scenario Intro, providing a whole new game experience through custom missions.

Scenario events consist of actions that can be triggered when one or more conditions are met, Custom messages allow to display messages and special events (with pictures!) other than the ones hardcoded in the game, and finally, Scenario intros make it possible to start a custom mission with a briefing message (with audio!).

For further informations, check the tutorial on GitHub:

https://github.com/Keriew/augustus/blob/master/res/manual/README_map_edit_or_scenario_events.md

With these new powerful tools, the great C3 community has crafted a complete rework of the 20 maps of the vanilla campaign, made for Augustus, with custom events, special objectives, a better historical accuracy, briefings narrated by an AI Caesar voice, and more...

Caesar III Campaign Reconquered

<https://caesar3.heavengames.com/downloads/showfile.php?fileid=2098>

To install, simply copy the 20 .svx files and the “community” folder at the root of your C3 install directory.

In the “Load game” dialog, choose “Reconquered - 01 Ostia.svx” to start the campaign, then play each file in order. It is planned to integrate them in a custom Campaign frontend in a future version of Augustus.



Note: Campaign Reconquered is meant to be played with “**Global labor pool**” enabled, “**Infinite wolves spawning**” disabled, and “**Maximum number of grand temples per city**” set to 5. If you’re totally new to C3, having cleared the vanilla campaign is advised, but not mandatory, as Campaign Reconquered is more demanding in terms of difficulty.

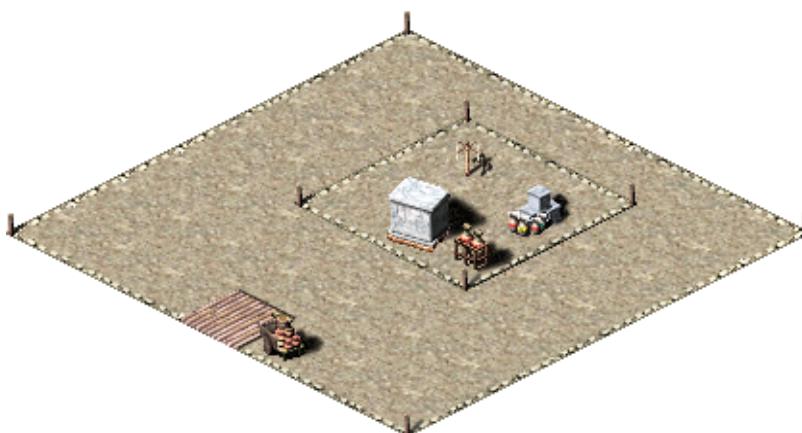
Monuments & Construction

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

Construct mighty **Grand Temple** monuments, which offer powerful and unique bonuses to make your cities larger and stronger than ever before. The Grand Temples are dedicated to the five deities that players are familiar with. Two Grand Temples can be built by default in a city, as well as the **Pantheon** which honors all of the gods.

A shining **Lighthouse** may also be erected in cities relying on the bounty of the sea or a **Caravanserai** to promote land trading.

In order to be built, all monuments require a huge supply of raw materials – clay, timber, marble, **stone, concrete, and bricks**. Procuring these resources is not enough engineering expertise and labor must be secured to raise the walls. Placing the base of the monument requires a large sum of denarii, but it can be placed without any resources stockpiled. Once this base is placed, your citizens can get to work.



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



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

In order to get your monuments started, you must first place this building and prepare warehouses to store the material for the monument: marble, timber, clay, **stone, and bricks** (**concrete can't be stored, see Concrete Maker**). When the base of the monument is placed, right clicking on it will display the required raw materials for its current phase to be completed. Remember, **you do not need to have the exact amount of resources on hand all at once!**

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



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

When a grand temple is completed, your city will be greatly rewarded for its devotion and skill! Completed monuments require many employees (20 to 150), financial upkeep in the form of levies (c.f. further below) and road access. But the **provided bonus** and the fact that **all monuments and mini-monuments do not require maintenance**, i.e. they will **never fall to fire or collapse**, are worth the price and hard labor!

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FAQ: Why do monuments take so long to be built? Can multiple Work Camps and Architects' Guilds speed up the process?

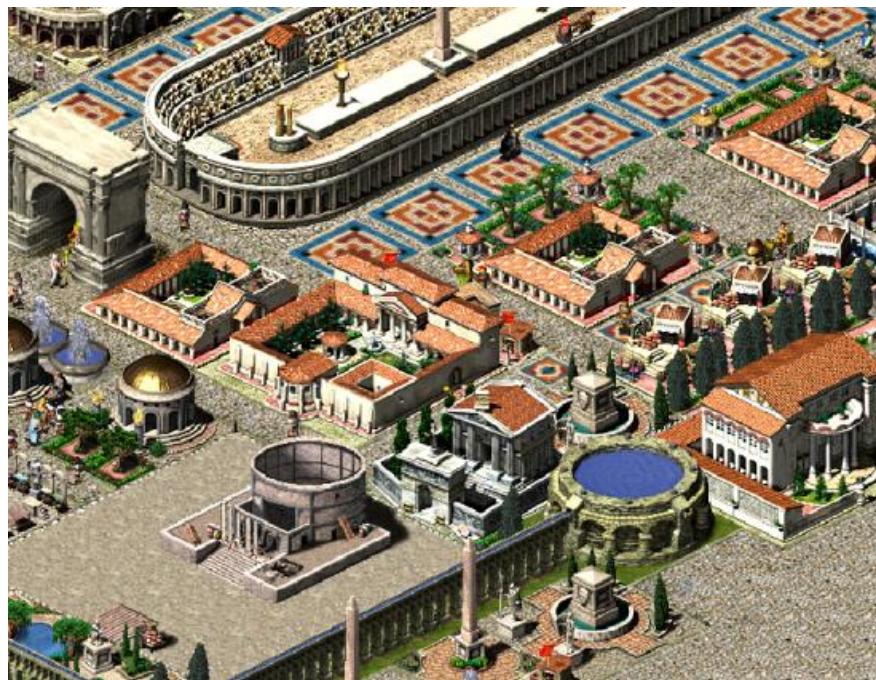
All the building process is done by **the walkers using the road network**, and to efficiently build monuments, this has to be taken into consideration.

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

To speed it up, be sure that warehouses with construction materials are close, or build multiple work camps to haul more materials at the same time.

Work camps don't necessarily have to be close to the monument, it's equally as efficient if they are close to the resource warehouses.

A monument only needs a couple of visits from the Architect's guild, so they are usually not a bottleneck, even if they are far away and multiple monuments are currently in construction phases.



Religion, Blessings & Grand Temple Bonuses

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

Lararium:



This building is a shrine dedicated to the household spirits. Effectively a 1x1 variation of the **Oracle**, it provides coverage to all gods for 10 people (**requires a road within 2 tiles**).

Altar:



Works the same way as the Lararium, at the difference it provides coverage only to the dedicated god for 50 people (**requires a road within 2 tiles**). Can catch fire and collapse.

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) **and no maintenance**.

Mausoleum:



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

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

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



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

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

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

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

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

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Ceres:

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

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

Mars:

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

- **Mars Ultor:** Priests of Mars will generate food as they pass houses. When their temple has sufficient stock, it will be delivered to the Supply post for your soldiers to eat. **This food is generated, not removed from house stocks.** Houses can only generate food in this way once per month - redundant temples will not increase food. Fort levies are reduced by 25%.
- **Mars Quirinus:** Priests **reduce goods consumption by 10%** in houses with Mars access.

Mercury:

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

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

Venus:

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

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

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Neptune:

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

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

Pantheon:

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

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



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

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Religion		Altars	Temples		Months since Festival	"The gods are"
			Small	Large		
Ceres	(Farming)	1	4	1	23	Charmed 
Neptune	(The sea)	0	3	1	20	Delighted 
Mercury	(Commerce)	2	4	1	17	Delighted 
Mars	(War)	0	4	2	14	Exalted 
Venus	(Love)	0	4	1	11	Exalted 
Oracles in the city		1	1	5		

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

The Augustus team feels some of the original blessings from Caesar III are unbalanced or even outright useless or detrimental, and these have been tweaked. Major and minor curses are unchanged. Here are the altered blessings:

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

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

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

About random event frequency:

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

Very easy 36 months	Easy 30 months	Normal 24 months	Hard 18 months	Very hard 12 months
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The "Rome changes wages" event can only happen every 12 months, regardless of the difficulty level.

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

Trade Policies & Building Levies

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



This monument is the **Lighthouse**. It must be placed within 8-9 tiles of water and follows the same monument construction process as grand temples. It will need **timber, stone, and bricks**, as well as a work camp and an architects' guild to be built. Once erected, **fishing boats move 10% faster** and **sea storm trade disruptions are halved in length**. A supply of timber (**40 per month**) is required to light the flame above your marvelous city! Inadequate supply will lapse the enacted policy.



This monument is a **Caravanserai**. As a monument, it will need **timber, stone, and bricks**, as well as a work camp and an architects' guild, to be built. Once the caravanserai is established, **land trade disruptions last half as long**, but it will need a continuous supply of food for the caravans (**30 food units per month and per land trade route opened**). If you do not supply adequate food or labor, your trade policy will lapse.



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



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



• Building Levies •

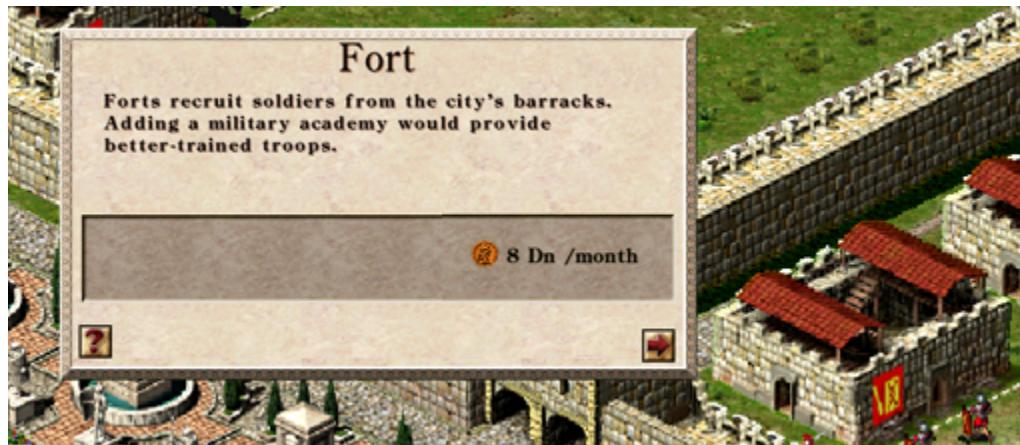
If all these monuments have a price to build, they also have a price to maintain. Therefore, Augustus implements an economic change as **levies**. Levies are a fixed monthly cost accrued by certain buildings and are applied to monuments, military and

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religious structures. Default values are in effect on **Hard** and **Very Hard** difficulty. Normal difficulty reduces these costs and Easy eliminates them entirely.

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

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



Culture Rating

New Cultural Upgrades:

Caesar III'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**, **Library**, and **Academy** 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. To save labor and space, you should strive to place these cultural structures in areas with high desirability.

	Base coverage	Upgraded coverage	Required Area Desirability
Theater	500	1200	> 45
School	75	225	> 40
Library	800	1700	> 50
Academy	100	150	>= 60



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).

Entertainment Additions



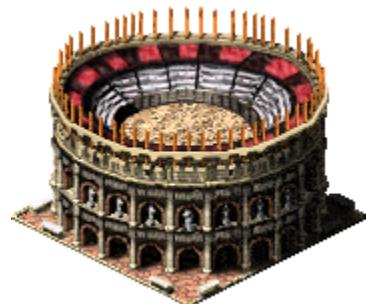
Caesar III has a somewhat obscure mechanic of “global” entertainment points. When a walker from a **Theater** passes homes, the walker will provide entertainment points. This is clear to the player. However, if **Theaters** had “Perfect” coverage of the entire city population, based on their “venue capacity”,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

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.

Entertainment has then received several new buildings and features. The **Theater** and **Amphitheater** remain untouched. The **Colosseum** and **Hippodrome** become monuments: they each grant +5 entertainment points universally when achieved, in addition to their local access bonus (15 pts for one show or 25 pts for two shows for Colosseum, 30 pts for Hippodrome). Considering this, 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 vanilla **Colosseum**. It costs 500dn and provides 10 entertainment points with either gladiator or lion access, and 20 with both. Note: a house having access to both Arena and Colosseum will only benefit from the Colosseum points.



The **Tavern** is a local gathering place, intended to be placed in housing blocks, emitting a small negative desirability within a close radius, but slightly positive further away. A 2x2 building, it consumes wine and meat/fish to provide entertainment points. If only **wine** is provided then 10 points are provided by the tavern walker. If both **wine** and **meat** or **fish** are provided, the walker provides 15 points.

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The tavern has special instructions to help manage which resource you want to distribute like markets. **The tavern does *not* provide food or wine to housing like a market.**

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



Colosseum Games:

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

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

Game Choices

Naval Battle



- Requires : Wine, Timber & Funds

The Colosseum needs to be within the range of a reservoir.

- Grants : Troop movement speed for 12 months and stronger distant battle odds (lasts until used)

Animal Games

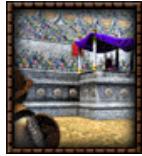


- Requires : Meat & Funds

• Grants : Criminals, riots and revolts are suppressed for 12 months.

Lion tamers will come to the defense of the city in the next invasion.

Roman Games



- Requires : Wheat, Oil & Funds

• Grants : Favor rating boosted. Citizen sentiment bonus for the next year.

Hippodrome betting:

The Governor has the right to enjoy himself too!!

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



Unlimited number and amount of bets! Don't waste all your savings, Governor...



Military Additions



The **Supply post** is a new building for military logistics. It collects food for your soldiers, and will need to be kept in good supply to maintain morale. A Supply post will send out a **quartermaster** to a Granary and collect food, similar to a market. The Granary now has an additional checkbox to allow or deny quartermasters from collecting from that Granary. When the Quartermaster collects food from a

Granary, **camp-servants** will carry food back to the Supply post. Food is stored in the Supply post and each month, food will be consumed based on the **number of soldiers** and **difficulty setting**. At **Hard** and **Very Hard**, each soldier consumes respectively **4** and **5** units of food per month. Food shortages at the supply post will **quickly damage morale**. For a smooth operation, place the Supply post close to well-stocked granaries. Your soldiers will consume all types of food-providing two or three types of food **increases maximum morale** beyond the limits of the base game.

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



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



Palisades:

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

Sentiment & Crime

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

Each house has a **sentiment level (SL)** which can go from 0 to 100. **Base sentiment (BS)** in the city depends on the difficulty:

Very Easy 80	Easy 75	Normal 70	Hard 65	Very Hard 60
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- **The first house built** starts with a **SL** equal to **BS+10**. For example, in Normal difficulty, this house will have a SL of $70 + 10 = 80$ points.
- **Each month and in each house, SL varies by -2 or +2 points max**, based on different factors modifying citizens' sentiment, as we'll see below.
- **The average of all SL in all houses gives the city sentiment (CS)**, which applies to any new house built. For example, if the SL average has dropped to 60 in the city (i.e. **CS=60**), any new house built will start with a SL of $60 + 10 = 70$ points.

• Sentiment Factors and Variation •

Factors modifying houses' sentiment level are:

- **Tax rate, Wages, Unemployment, Housing inequalities, Food, Entertainment, and Desirability.**

These factors are calculated each month for each house. Their sum gives the **sentiment variation (SV)** which will be applied progressively (**-2 or +2 per month**) to the sentiment level of each house.

For example, a house has a **SL of 70**, but suffers a **SV of -10** points (i.e. the sum of the sentiment factors is equal to -10). Sentiment in this house will decrease by **-2 points per month** until its **SL** stabilizes at **60** points ($70-10$).

The governor decides to improve this house's daily life, and **+24 pts** are added to the sentiment factors: its new **SV** will be **+14** ($-10+24$), and the house **SL** will increase by **+2 points per month** until stabilizing to **74** points ($60+14$).

• Sentiment Factors Details •

■ Tax rate

The following table shows neutral tax rates for each difficulty.

Very Easy	Easy	Normal	Hard	Very Hard
10%	9%	8%	7%	6%

- A tax rate **greater than the neutral rate** causes a **negative sentiment factor**. The more the governor taxes his citizens **above** the neutral rate, the more the factor will be **negative**.
- A tax rate **lower than the neutral rate** causes a **positive sentiment factor**. The more the governor taxes his citizens **below** the neutral rate, the more the factor will be **positive**.
- Houses **not visited** by tax collectors get **half the sentiment bonus for a 0% tax rate**, regardless of the current tax rate set by the governor.
As you can see, the neutral rate in Very Hard is 6%, i.e. 1% less than the default tax rate in Caesar III (7%)!

■ Wages

Citizens in your city compare their wages to those paid by Rome.

- For **each denarius paid above** Rome, **the sentiment factor is +2**.
- For **each denarius paid below** Rome, **the sentiment factor is -3**.
For example, Rome pays **30 denarii**, and the ungenerous city governor pays **27 denarii**. Each house will suffer a **sentiment factor of -9**.
- Wages do not affect the **SL of patricians** (Small villa and above).

■ Unemployment

Unemployment is a problem for everyone, especially the governor: any good Roman citizen doesn't like to see unemployed people wandering in the streets, whereas these people would obviously like to find a job.

- For **each unemployment percentage after 5%**, **the sentiment factor is -1**.
For example, if the unemployment in the city is **10%**, each house will suffer a sentiment factor of **-5**.
- Unemployment does not affect the **SL of patricians** (Small villa and above).

■ Housing inequalities

An important consideration in city management is **housing inequality and overall citizen wealth**. Each home will assess itself against the average housing level of the city. It is calculated by checking each house level and multiplying it by its population.

- For a given house, **the greater the difference** is with the average housing level, **the more** the sentiment factor is **negative**.
- The **poorer** the house is, the **greater** the unhappiness will be: Tents (**x3**), Small Shack to Small casa (**x2**), Large Casa to Grand Insulae (**x1**).

For example, if the average housing level in the city is “**Large Casa**”, a **Tent** will have a **greater negative** sentiment factor than a **Small Casa**, and the Tent’s negative sentiment factor will be **multiplied by 3**.

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.

- **Note on overall wealth:** as the city grows, your citizens will expect a **better and better base housing level**, as it is common in the greatest Roman cities. It is even said that in the largest cities, the **Small Insulae is expected as the base housing level** by your citizens, even if the actual average housing level in the city is inferior.



In short, residents of Small Casa and below, particularly of Tents, 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**.

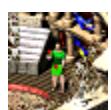
■ Food:



The governor can improve citizens’ sentiment by providing multiple types of food. **For each food type beyond what is required at a housing level, sentiment factor is +12 (capped to +24)**.

For example, a Small casa with only 1 food type doesn’t get any bonus. Tents still cannot stock food and will receive no such benefit.

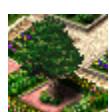
■ Entertainment::



Offering extra entertainment will increase happiness as it distracts citizens from the daily grind. **For each entertainment point above the requirement for a housing level, sentiment factor is +1 (capped to +24)**.

As described in “Entertainment Additions” chapter, Augustus has included numerous new forms of entertainment to please you citizens!

■ Desirability:

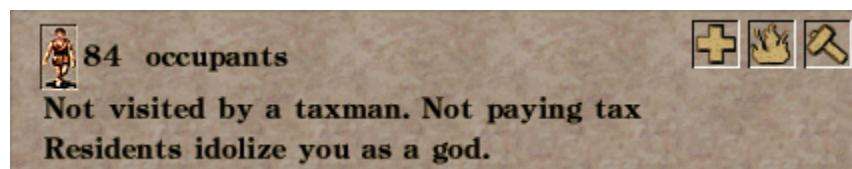


Finally, desirable neighborhoods will also increase the mood of the citizens. The better housing they live in, the more positively affected they are by **extra desirability**. For each positive desirability point granted to a house, sentiment factor is +0.5, but capped to the corresponding housing level. For example, a Tent won't benefit so much from this sentiment factor (only 1 positive sentiment point max), whereas a Luxury palace can benefit from a sentiment factor of +20. Negative desirability doesn't affect sentiment.

Note: in Augustus, houses built on a **coast** or on **city's elevated terrains**, have a desirability boost!

Sentiment at a glance:

- The sentiment is calculated per individual house.
- A house gets a sentiment increase if it acquires more food (except for Tents), entertainment, and desirability than it requires.
- There is now a sentiment penalty if the house (Large Insulae or lower) is below the average housing level.
- This penalty is harsher if the housing tile is Small casa or lower, and especially punishing for Tents - however, mitigating factors can reduce this as explained above.
- If citizens are living below what they perceive as fair living conditions in the biggest cities, sentiment issues can arise, including crime, even if the governor thought to please them. This could make a slum on the outskirts of an opulent city quite a tinderbox!
- Adding decorations and ornaments next to Tents will not make the dwellers much happier, patricians will love you even more if you provide them with particularly pleasing surroundings.
- 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.
- Lastly - you can right click any house to see current sentiment and resident's main complaints.



• Crime: Looting, Stealing, and Prefects •

The **crime walkers** use the protester walker graphic. Crime walkers spawn from housing tiles which have a **sentiment level lower than 50**. Once sentiment reaches this low, the type and number of crime walkers spawning are defined according to the **house with the lowest SL in the city** and some other conditions:



- If the SL is [45~49], 1 protester spawns, only expressing his anger to the governor.
- If the SL is [30~44], 1 robber spawns, seeking to steal funds in a forum or the Senate.
- If the SL is [20~29], 1 looter spawns, seeking to steal finished goods or food from warehouses/granaries.
- If the SL is [15~19], 2 looters spawn.
- If the SL is **below 15**:
 - If at least 5% of all the housing in the city has an SL lower than 25, up to 20 rioters (who burn buildings on their path), 20 looters and 20 robbers can spawn, depending on the actual amount of population with sentiment lower than 25.
 - If the 1st condition is not met, 3 looters and 3 robbers spawn.

The **house** from which criminals have spawned receives a **sentiment bonus of +5**, at once (i.e. not added to its monthly sentiment variation or SV explained earlier), to simulate that the anger of the residents has been temporarily released.

However, the spawn rate of criminals is weighted by the **city sentiment (CS explained earlier)**. The **percentage chance** of a criminal spawning **decreases the higher the CS value**. For example, if 3 Small Tents have a very abysmal sentiment, but all other houses in the city have a sentiment in excellent shape, riot plans won't find much echo, and almost no crime will be committed (min. chance is 5%).



Otherwise, prefects can reduce the 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.

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New overlays for sentiment:

Crime overlay has now been reworked and will depict more accurately a home which is susceptible to spawn a criminal.

In addition, a “Sentiment” overlay has been added (colorblind friendly!) which shows the relative happiness of all houses.



Health & Sickness

Health management was one of the lacking features in Caesar III. Having access to a single **clinic** was enough for a house to get a 100 health rating. **Bathhouses, barbers, and hospitals** were only needed to evolve houses to greater ranks. **For a better balance**, Augustus implements a whole new health calculation, and adds a new threat for your city: **sickness**.

■ What's the House Health Rating (HHR) ?

Each house has a **health rating**, which can go from 0 to 100. This value increases according the several factors:

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

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

For example, Large Casa base Health Rating is:
 $(\text{rank } +4) + (\text{clinic } +30) + (\text{baths } +20) + (\text{1 food } +15) = 69$

■ What's the City Health Rating (CHR) ?

The House's Health Rating is then used as a percentage of the total population of the house, where the number of healthy residents is obtained.

In our Large Casa example, there are 53 healthy residents ($76 \text{ residents} \times 0.69$)

When all the houses are calculated, **the final health value is the percentage between all healthy residents and total city population**. This global percentage is used to set the **City Health Rating** in the Health Advisor panel.

- Let's say our city has ~2500 population, with 12 Large Insulae, 18 Large Casa and 4 Tents, each with a respective base HHR of 81, 69, and 31.
- There are 828 healthy residents in Large Insulae, 954 in Large Casas, and 28 in Tents. It gives a total of **74% of the city population being healthy (CHR = 74)**.

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- Each text line in the Health advisor panel is linked to a CHR percentage. In our example, 74% is equivalent to “**City Health is very good, local clinics are coping well**”.

City health

0~9%	City health is appalling! Pestilence is certain in such shocking conditions.
10~19%	City health is terrible! Clinics cannot cope, and disease is almost inevitable.
20~29%	City health is bad. Your overworked clinics fear a deadly outbreak.
30~39%	City health is poor. Plenty of food and clinics would improve health.
40~49%	City health is below average. Make sure citizens have food, and access to clinics.
50~59%	City health is average. Clinics are keeping foul influences under control.
60~69%	City health is good. Citizens are prone to only minor ailments.
70~79%	City health is very good. Local clinics are coping well.
80~89%	City health is excellent, with no waiting times at all to visit local clinics.
90~99%	City health is almost perfect, with doctors' clinics virtually empty.
100%	City health is perfect. Your empty clinics are a shining model throughout the Empire.

The screenshot shows a report titled "City health" with a sub-section "City health is very good. Local clinics are coping well." Below this, there is a table of medical facilities and their statistics, followed by two text boxes with advice and a summary statement.

	Working	Care for	City coverage
5 Bath houses	5	2 446 people	Excellent
3 Barber shops	3	2 198 people	Very good
2 Clinics	2	1 798 patients	Good
1 Hospital	1	1 000 patients	Above average

**More and more people want convenient medical facilities.
Provide local access to clinics to allow the city to grow.**

Disease is a rare occurrence in the city. The high standard of healthcare provided to the vast majority of residents effectively prevents epidemics spreading here.

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A report about the sickness level in the city is also provided, as well as how many residents have access to each type of health facilities. Careful though, a very good CHR doesn't mean that sickness can't grow in houses having a low health rating, as we will see below.

■ How does Sickness enter the city?

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

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When trading with merchant caravans or ships, **the more goods are traded** (sold and bought), **the more sickness increases in the trade building**. For example, buying 12 goods and selling 8 in a dock, will increase its sickness value to 20 (+1 per good traded).



■ How does Sickness spread in the city?

Dockers, warehousemen, and cart pushers originating from an infected trade building (docks, warehouses, granaries) **spread sickness to buildings they deliver to** and have a 1/6 chance to contaminate houses they pass



by. Any other cart pusher (e.g. from farms or workshops) can also be infected and spread sickness if they visit an infected trade building too, but their resource and production buildings are excluded from possible contamination.

Only docks, warehouses, granaries, and houses, can have a sickness value.

- In **granaries** and **warehouses**, sickness will increase every time an infected cart pusher visits it, depending on the actual sickness value of the delivered building. **Therefore, even if these warehouses and granaries are not visited by traders, city's infected cart pushers have a chance to spread sickness to them!**
- In **houses**, sickness will not increase at first. However, **each time an infected cart pusher walks near a house, there's a possibility** that the residents will be contaminated.
- All infected buildings and cart pushers in the city can be seen on the new "Sickness" overlay.

■ How does Sickness increase in houses?

If an infected cart pusher contaminates a house, the house's sickness value will increase each month, depending on the house health rating (HHR we saw earlier) and the city's total population. The lower the health value is in a house, the more sickness will increase each month, and the higher is the city's total population, the bigger is the base sickness increase in houses.

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For example, let's take again our **Large Casa** with a **base HHR of 69** in a **2500 population city**. We're lucky! Even if it is contaminated, **the sickness won't grow (+0)** because its base HHR (60~69) is good enough in a 2500 population city.

Check by yourself in the **3rd column** of the table below:

(City population)					
(House health) : (+ Sickness /month) : (% malus to city healthcare)					
0-1000 pop	1001-2000	2001-3000	3001-4000	4001-5000	5001-6000
0-9 : +10:-50%	0-9 : +11:-60%	0-9 : +12:-60%	0-9 : +13:-70%	0-9 : +14:-70%	0-9 : +15:-80%
10-19 : +8:-40%	10-19 : +9:-50%	10-19 : +10:-50%	10-19 : +11:-60%	10-19 : +12:-60%	10-19 : +13:-70%
20-29 : +6:-30%	20-29 : +7:-40%	20-29 : +8:-40%	20-29 : +9:-50%	20-29 : +10:-50%	20-29 : +11:-60%
30-39 : +4:-20%	30-39 : +5:-30%	30-39 : +6:-30%	30-39 : +7:-40%	30-39 : +8:-40%	30-39 : +9:-50%
40-49 : +2:-10%	40-49 : +3:-20%	40-49 : +4:-20%	40-49 : +5:-30%	40-49 : +6:-30%	40-49 : +7:-40%
50-59 : 0	50-59 : +1:-10%	50-59 : +2:-10%	50-59 : +3:-20%	50-59 : +4:-20%	50-59 : +5:-30%
60-69 : -2	60-69 : -1	60-69 : 0	60-69 : +1:-10%	60-69 : +2:-10%	60-69 : +3:-20%
70-79: -4	70-79: -3	70-79: -2	70-79: -1	70-79: 0	70-79: +1:-10%
80-89 : -6	80-89 : -5	80-89 : -4	80-89 : -3	80-89 : -2	80-89 : -1
90-99 : -8	90-99 : -7	90-99 : -6	90-99 : -5	90-99 : -4	90-99 : -3
100 : -10	100 : -9	100 : -8	100 : -7	100 : -6	100 : -5

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

Do you remember our **4 Tents** with a **base HHR of 31**? They are not so lucky, because if contaminated, **the sickness will increase at a base of +6 per month**.

■ So... How to fight Sickness in houses and trade buildings?

Luckily, sickness is not a fatality, and your city can defend itself. Each new month, sickness in buildings will decrease based on the city health rating displayed in the Health advisor panel (CHR we saw earlier).



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- The better the CHR, the more sickness will decrease in trade buildings.

Let's take again our **CHR of 74** and our **dock with 20 sickness**. On the 1st day of the month, city healthcare will be provided and sickness in the dock **will be decreased to 5!** (20 - 74%)

- In houses, the better the HHR is, the more efficient the city's healthcare will be. The residents of the contaminated Tent also benefit from the city's healthcare, but with a malus as they already live in miserable conditions.

Check again the 3rd column of the table above: **they won't suffer a raw +6 sickness per month, but +6 minored by the CHR with a malus of 30%**. Instead of -74%, the healthcare provided will be only -52%, and the sickness increase will be finally **+3 per month**. Eventually, this Tent will finish being plagued if the residents do not get better life conditions or better healthcare, as we'll see further below.

This table also shows that as the city's population increases, you must provide better overall living conditions and healthcare to prevent sickness from spiraling out of control if some houses get contaminated!

- Having a good hospital coverage grants a healthcare bonus each month (the better the overall coverage, the greater is the bonus, up to +25% applied to the CHR), which can be very useful in densely populated cities. Even if our tent does not have access itself to the hospital, but the hospital coverage is "above average" in the city (+15%), our tent will have a raw -86% healthcare provided! (61% after malus)
 - If the city holds an active Neptune Grand Temple, the monthly sickness increase in any house will be reduced by 5. For example, our Tent would only suffer a base sickness of +1 before any healthcare is even applied!
- | Bonus to CHR | Hospital city coverage |
|--------------|------------------------|
| + 0% | None |
| + 0% | Sparse |
| + 5% | Very poor |
| + 5% | Poor |
| + 10% | Below average |
| + 10% | Average |
| + 15% | Above average |
| + 15% | Good |
| + 20% | Very good |
| + 20% | Excellent |
| + 25% | Perfect |

Finally, if the sickness is decreased to 0 in any building after the healthcare has been applied, sickness won't grow anymore unless a trader visits it again (trade buildings) or an infected cart pusher walks near it again (houses).

■ What happens when healthcare is insufficient?

If the sickness value reaches the value of 200 in a trade building and 100 in a house, the building is plagued.

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- When a trading building is plagued, its employees are temporarily removed and **the building stops working**. The nearest doctor or surgeon is sent automatically to fumigate the building for a few days. Once cured, the building gets back its employees and starts working again.
- If a warehouse is plagued, **it loses 100% of the stored food and 50% of oil and wine stored goods**.
- If a granary is plagued, **it loses 50% of the stored food**.



- **2-Tier Plague:**

If a house is plagued, **the outcome depends on the city health rating (CHR)**.

- If it is too low (equal or inferior to 40), the house is **burned down and all its residents die**.
- If it is high enough, the house **survives but becomes quarantined**, preventing immigrants from settling on it. **Some citizens will still die**, the exact number depending on how high your CHR is. The nearest doctor or surgeon is sent automatically to fumigate the house for a few days, then immigrants can move in again.



Decorations & Ornaments

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

Garden Walls, Hedges, and Garden Gates:



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

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





Changelog

Augustus 4.0 – Changelog

Additions:

- Added Highways, 2x2 roads that provide a significant speed boost but are only usable by destination walkers.
- Added Custom Empires, a feature to allow map creators to create their own empire maps. Consult the documentation for details and examples:
<https://github.com/Keriew/augustus/discussions/734>
- Added new “Shield” icons for large quotas on the empire map.
- Added an option to display the projected movement path of walkers when placing new buildings.
- Added an option to display the area from which markets get their supplies.
- New resources: the engine has been reworked to allow more resources than C3 originally came with.
- Added resource: Stone. Stone is gathered in stone quarries near rocks and used to construct monuments.
- Added resource: Sand. Sand is gathered in sand pits placeable near water and can be processed into bricks and concrete.
- Added resource: Bricks. Bricks are made in brickworks from clay and sand. Bricks are used to construct select monuments.
- Added resource: Concrete. Concrete is made in concrete makers from sand. Concrete makers require water access from either well, fountain or reservoir. Access to water from a reservoir speeds up concrete production. Concrete has to be made as needed and cannot be stored.
- Added resource: Gold. Gold is slowly mined in gold mines placeable near rocks. Gold is used to build select monuments and can be converted into denarii in City Mint.
- Added a new building City Mint. City mint can convert gold into denarii or denarii into gold, but requires a Senate to be built first.
- Expanded map editor functionality. You can now set what the favor loss is for late delivery, ignoring the request and the allowed time for late delivery.

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- Added: Scenario events. Expansion of scenario creating functionality. Scenario events are a set of actions that can be triggered if a set of conditions are met. Consult the documentation for details:
https://github.com/Keriew/augustus/blob/master/res/manual/README_map_editor_scenario_events.md
- Added an option to draw cloud shadows over the city.
- Added a new building Cart Depot. Cart depot allows for additional logistics and moving of goods based on conditions. User can set target resource, source and destination, and conditions for movement of goods. Works with both granaries and warehouses.
- Added paneled and looped garden gates.
- Added a setting to control the default permissions of garden gates.
- Meow.
- Added altars desirable buildings that also provide a bit of support to their chosen god.
- Added an additional garden variant.
- Added a “Display scale” option on Android.
- Save files can now be sorted by name or date in the load/save file dialog.
- The market buyer lady now wears a dress with a different color.
- Added custom hotkeys for Zoom in, Zoom out, and Reset zoom controls. They can also be assigned respectively to mouse wheel scroll up, scroll down, and middle click.
- Added altars to religion advisor tab.

Changes:

- Obstructing the road to Rome will now pause the game and give a warning, to give an opportunity of fixing the problem before destroying the player's city.
- Added the reservoir range projection when building Neptune Grand Temple.
- Increased the favor penalties when players try to pay themselves a salary above their rank.
- Adjusted the calculations of granaries/warehouses for markets.
- Removed the 10 dock limit.
- Newly built docks, taverns and non-Venus temples now accept all goods by default.
- Changed the sentiment overlay: Now the upper parts of the homes are also coloured accorded to the sentiment.
- Herd animals will now try to move out of the way when placing buildings.
- Vanilla scenarios and campaign maps are adjusted to include the new resources as appropriate.
- Meat and fish are now separate food types.
- Monument resource costs and number of phases have been adjusted to require the new resources.
- Adjusted the order of special orders in warehouses/granaries. The new order is Accepting -> Getting -> Not Accepting.
- Buildings that require resources not available on the map will no longer show in the build menu.

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- Angry natives can now destroy walls, aqueducts and gardens.
- Removed the minarets from the Hagia Sophia ornament.
- Copy/paste building data can now be used on all raw production and roadblock-like buildings.
- Mothballed buildings now display a warning on their building information panel.
- Aligned vertically the button texts in the building menu and title screen menu.
- Granaries now display the flags showing their permissions, similarly to warehouses.
- Distributing market ladies will no longer return early if they have no resources to distribute.
- Reservoirs can now connect directly to each other. Improved the projection when building reservoirs.
- Oracles, Large Temples, and Nymphaeums no longer burn or collapse.
- Improved error/crash logging.
- Cartpushers emptying the warehouse can go offroad.
- Improved the UI of load/save dialog.
- Improved the UI building information of monument that are being constructed.
- Added roadblock controls to gatehouses and triumph arches.
- Added hotkeys for many features.
- Removed shipyards from maps with no fish.
- Adjusted cart pusher and market ladies pathfinding.
- Market boys now stay closer to the market lady.
- Increased trader spawn rate.
- Wolves now fight with enemy soldiers.
- Granary cart pushers now show on food supply overlay.
- Boxing in your city will now automatically pause the game to allow the player to fix the problem without all housing getting destroyed.
- Replaced the "all temple" option with an auto cycle toggle (also available for trees and paths)
- Improved graphic model for the Architects' Guild.
- Warehouse info panel now shows stored goods and free space values in cartloads.
- Zebras now use their "pasturing" animation.

Bugfixes:

- Fixed potential crashes with wrongly formatted XML files.
- Fixed efficiency being calculated improperly.
- Fixed android builds not loading properly.
- Fixed some bugs which would stop monuments from being completed.
- Fixed the entertainment advisor displaying the wrong count of hippodromes.
- Fixed some improper behaviour of herd animals.
- Fixed a bug where having too many sprites on the same tile would result in them drawing in random locations.
- Fixed a bug where ranged units on fort grounds could not fire.

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- Fixed a bug when the trade is stopped if a dock is replaced by a shipyard while the game is paused.
- Fixed a potential problem with message lists.
- Fixed a bug where buildings would get deleted even if you cancel deletion.
- Fixed problems with invasions created by using cheats.
- Fixed out of bounds problem with invasions.
- Fixed out of bounds problem with the water access projection.
- Fixed monuments sometimes not being drawn correctly.
- Fixed multiple potential memory corruption issues.
- Fixed a bug where rioters could destroy only a part of the hippodrome.
- Fixed a bug where a city preview would improperly display the map size.
- Fixed a potential crash caused by looters.
- Fixed improper ghosts being drawn by waterside buildings.
- Fixed potential crashes caused by waterside buildings.
- Earthquakes can no longer hit a ramp.
- Fixed a bunch of typos and adjusted some messages for clarity.
- Fixed a bug where rotating a map could prevent placing more buildings.
- Fixed bathhouse ghost.
- Fixed a situation where luxury palaces would display requirements for evolving.
- Fixed caravans not appearing sometimes when they should.
- Fixed farm progress being undone after deleting and then undoing the deletion.
- Fixed the crash when the map is rotated briefly after gatehouse destruction.
- Fixed some savegames refusing to load.
- Fixed being able to place multiple wharves on top of each other in some situations.
- Fixed clone building being able to build buildings that are not allowed to be built.
- Fixed Venus Grand Temple not working on all houses/gardens/statues/temples.
- Fixed entry/exit flag moving on reload.
- Placated Crudelios.
- Fixed entry/exit flags being minable in the campaign maps.
- Fixed native area shrinking.
- Fixed being able to build multiple of the same monument.
- Fixed gladiator statue complaining about lack of road access.
- Fixed sentries sometimes improperly showing up when right clicking next to a tower.
- Fixed when buildings sometimes use improper spawn points when built next to a roadblock.
- Fixed natives getting stuck on garden gates.
- Fixed when cart pushers sometimes get stuck when their target gets deleted.
- Fixed caravanserai suppliers stocking up less food than intended.
- Fix a rare case when houses would become corrupted and crash the game.
- Fixed Neptune bonus not working with a modified model file.
- Fixed cart pusher sometimes getting stuck on invalid tiles.
- Fix replay map button sometimes not working.
- Fixed triumphal arch allowing more road access than it should.

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- Fixed wrong mouse warping when right click dragging.
- Fixed waterside building being placeable where they wouldn't work.
- Fixed foreman using wrong phrases.
- Fixed elevation rocks appearing where they shouldn't.
- Fixed numeric input keyboard ignoring minus.
- Fixed work camp haulers walking on water.
- Fixed cases where hotkeys stopped working.
- Game paused banner now displays the proper hotkey.
- Fixed gates placed on plazas not working.
- Fixed mothballed supply post fully satisfying food needs without consuming food.
- Fix music not playing properly on Vita.
- Fixed some timing issues with mpg video playback.
- Fixed trees/rocks changing graphics when starting a map.
- Fixed the improper tavern count being displayed in the entertainment advisor.
- Fixed destroyed palisade gates reducing peace rating.
- Fixed the display of triumphal arches on Roads overlay.
- Fixed potential crash when parsing malformed original assets.
- Fixed a bug where palaces didn't ask access to four gods.
- Fixed some texts not translated in the audio options.

Augustus 3.2 – Changelog

Additions:

- A warning is displayed when the game can't be saved.
- Added a yearly autosave option.
- Fulfilling the emperor's requests will now spawn cartpushers heading to Rome with the resources.
- Added walkers who deliver food from the supply post to forts.
- Added inverse direction option to right mouse click dragging.
- Added relevant advisor buttons to many message types.
- Added hotkeys for setting the map orientation to north.
- Added the option to display messages as alerts on top of the screen.
- Added the option to display the building grid.
- Farms, raw materials buildings, workshops and wharves now display the efficiency of the building.
- Added support for MPG video files. Create a "mpg" folder in your Caesar III install directory and place the MPG video files inside, to use them in-game instead of the SMK video files.
- Added play/pause button to sidebar.
- Added hedge/palisade gates. They are created by building hedges/palisades over the roads.
- Added purple variants of columns and pavilions.
- Added watchtower variants.

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

Changes:

- Buildings without laborers are now shown on the Problems overlay.
- Updated granary cartpusher text so it now properly mentions granaries.
- Cartpushers will no longer disappear with food/goods if the destination building is full.
- Buildings and cartpushers will no longer flicker on problems overlay.
- Changed the launch icons for Android, Switch, Vita builds.
- Changed the priority of problems displayed on problems overlay tooltips.
- Multipart buildings are now properly displayed on problem overlay.
- Walkers will now say their lines if right clicked on near the vacant lot.
- Fixed some instances of fish being called meat.
- Native meeting huts now need to be visited by missionaries before sending out traders.
- Lowered cost of nymphaeums and mausoleums.
- Increased the cost and reduced the coverage of larariums.

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- Copying/pasting settings now displays a feedback message.
- Rotate now has "r" as a default hotkey. Clone now has "q" as a default hotkey.
- Arena and colosseum overlays now display the correct walkers.
- Added hardware rendering. This greatly speeds up the game, especially on older hardware. Allows unlimited zoom. Zoom should now affect performance less significantly.
- Improved rendering performance on Android version.
- Line up the figures on the financial advisor screen.
- Added tooltips to population advisor graphs.
- Improved the colosseum/hippodrome right click windows.
- Garden gates can now be cloned.
- Optimized many of the assets.
- Adjusted granary - roadblock interaction. Roaming walkers can use part of the granary network road cross blocked off by a roadblock if these walkers are allowed to pass that roadblock.
- Added music to custom scenario victory debriefing.
- Mouse cursor won't be displayed during full screen videos.
- Tents can no longer gain positive desirability thanks to the Venus Grand Temple.
- "Show briefing" button moved to the "View messages" window.
- Show the "game paused" banner on touch devices when the sidebar's "Play/pause" button is used.
- Game speed is now reduced to its default value when loading cities and when the invasion starts.
- Improved window scrolling touch devices.
- Improved grayscale image conversion.
- Improved file dialog behavior. The autofill will now remember the save extension.
- Changed Caesar's legionaries behavior: Earning some favor will now only pause the legions for up to a year. Turning the legion away now requires a higher favor value. The specific values depend on the difficulty. Adjusted the messages to make this more understandable.
- Improved the centering of money/population/date at the top bar.
- Changed the assets license to CC-BY-SA 3.0
- Natives will no longer target fort grounds, which they can't destroy.
- Entry/exit flags are no longer valid mining spots.
- Changed the morale penalty from soldier loss: corpses no longer count as living soldiers for this purpose. Decrease of morale reduced to compensate.
- Added more distinct building types to the minimap.
- Elevations ending at the map edge are no longer forced to be cliffs.
- Animals now move from the terrain you are trying to build over.
- Ruins can now be cloned.
- Changed the message for unsuccessful Mars curse in the early career maps.
- New statues/gardens are no longer available on the maps with statues/gardens disabled.
- Health system rework and new sickness mechanic (cf. manual).
- Load/save file dialog has been improved with additional data and map preview.

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- Remove scroll decay when using the right mouse button to drag the map.
- Colosseum games cost has been reduced.
- Better info message for Colosseum and Hippodrome in the Entertainment advisor window.
- The building rotation/variants message is now more detailed, showing the building name and the number of rotation/variants available.
- Enemies now retreat if they have no more buildings to destroy, a new message window informing the player.
- Improved calculation for the amount of food being fetched by getting granaries.
- Right-click can now be used to exit the imperial request window.
- Warning banners in the top of the screen are now more logically sorted and displayed.
- Current zoom level is now displayed when zooming in/out.
- Zoom can now be more precisely set by single percent steps with shift key + mouse scroll.
- Legion morale penalty is reduced when another legion's unit routs. To compensate, legion morale boost is also reduced when an enemy unit routs.
- Warehouses now prioritize their loading bay as an access point. If it's not possible, it falls back to the old behavior.
- Reduced the severity of the "Contaminated water" random event, for a better balance with the new health calculation.
- Rebalanced random event frequency based on difficulty level (c.f. manual for details).
- "Contaminated water", "Iron mine collapsed" and "Clay pit flooded" random events will not happen anymore if a Pantheon is active and all gods are happy.
- Tooltips with Ratings Advisor advice are displayed when hovering over city ratings in the side panel.
- The empire map can now be dragged with a right-click.
- Improved save file compression, making autosaves faster and less disruptive in-game.
- The city can now be dragged with a right-click while placing a building or when a legion is selected.
- The range of existing wells and fountains are now displayed when placing a new one. A new option allows players to enable the same visual feedback when placing houses.
- By default, peaceful animals (sheeps and zebras) are now not killed automatically by armed citizens or towers, but can be killed by sending a legion though. A new option allows to enable the original behaviour.
- Improved performance and AI behaviour when the city is attacked by large armies.
- Improved performance and logic for enemy formations and wandering herds on the map.

Bugfixes:

- Fixed a variety of issues with the assets.
- Looters now display the correct phrase when right clicked.
- Trees will no longer change their graphics on reload.
- Fixed some issues when cartpushers could become stuck.
- Fixed some buildings not rotating with city orientation.

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- Fixed some walkers occasionally disappearing.
- Fixed shading on labor priority and festival advisor windows.
- Buildings that don't require workers now no longer have workers set.
- Fixed a bug where sentries would sometimes teleport to a watchtower.
- Fixed suppliers targeting rotated warehouses.
- Fixed warehousemen sometimes removing extra resources.
- Fixed tooltips on modified trade routes.
- Fixed when prefects sometimes get stuck.
- Fixed the bug where ships would permanently lock docks and not reroute away.
- Fixed date in the history graphics tooltip.
- Fixed the bug where cartpushers would sometimes transport incompatible goods to a building.
- Fixed when tax collectors, engineers and entertainers sometimes walk in a straight line through the terrain when returning.
- Fixed flickering animation on upgraded desert fountains.
- Fixed upgraded bathhouse animation drawing over other buildings.
- Empire map hotkey will now not work if the empire map is not available.
- Fix Caesar's legion attack animation when they are attacking the buildings.
- Fixed main menu panel background disappearing when quitting the game.
- Fixed cart pushers getting stuck on forts and granaries.
- Non-blue pavilions from old saves can now be cloned.
- Fixed when sentries sometimes get stuck when the wall is deleted.
- Fixed a warning being incorrectly displayed.
- Fixed a random walker occasionally getting a soldier action.
- Mothball button no longer works on buildings that have no mothball button.
- Fixed mouse warping to wrong coordinates when right-click dragging.
- Fixed water buildings fires causing corruption and crashes.
- Fixed various minor bugs in the empire map.
- Fixed many bugs related to touch controls.
- Fixed a bug where oracles and mausoleums were counting as inactive farms.
- Fixed a misaligned line in the Entertainment advisor screen.
- Fixed a crash that can happen in the Entertainment advisor screen.
- Fixed a bug occurring when loading a city after opening the map editor.
- Fixed city entry/exit flags not showing on meadows tiles and incorrectly displayed on the Water overlay.
- Fixed Caesar rank missing as initial rank assignment in the map editor.
- Fixed a potential memory corruption.
- Fixed granaries getting more food than their allowed maximum, causing the food to be lost.
- Fixed touch pause button showing on non-touch devices.
- Fixed trading ships not appearing at all sometimes.
- Fixed a rare issue where savefiles could fail to load.

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- Fixed a bug corrupting cities by disabling map rotation via hotkeys when dragging constructions.
- Fixed small graphics artifacts when zooming out.
- Fixed a bug that caused the “Visit trade advisor” button tooltip to sometimes display the wrong text.
- Fixed the “Return to fort” button being available when right-clicking a legion, whereas the legion is leaving for a distant battle, and the incorrect thumbnail being highlighted in the Military advisor screen.
- Fixed sentries sometimes being preemptively deleted, when they were heading to a watchtower while another building was destroyed by enemies.
- Fixed dockers sometimes not recognizing rotated warehouses.
- Fixed the victory window showing a wrong rank in custom missions.
- Fixed a bug where lighthouse and caravanserai suppliers were unable to reach their destination.
- Fixed a bug where ships would queue up for docks after trading all possible goods at an adjacent dock.
- Fixed legions on bridges not being highlighted when hovering over with the mouse.
- Fixed a potential bug when saving and loading data of enemy armies.
- Fixed watchtowers always spawning labor seekers when global labor pool is off.
- Fixed a bug where watchtowers would not get sentries.
- Fixed a visual bug occurring when clearing a building being on meadows and hidden by a wall.
- Fixed a bug when an enemy army would retreat immediately when loading a save.

Augustus 3.1 – Changelog

Additions:

- Added video volume slider.
- Resource settings window can now be accessed by right-clicking on the requested resource.
- Added hotkeys for copying and pasting settings of select buildings, allowing to quickly set the same settings to buildings of the same type. Buildings supported: roadblocks, garden gates, docks, granaries, warehouses and markets.
- Added a difficulty option to adjust the max number of allowed grand temples per city.
- Added information to log if an asset can't be found.
- Added squalor as an explanation of why people are unhappy.
- Added lararium count to religion advisor.
- Added Hippodrome betting system.
- Added roofed garden walls.
- Added garden wall gates. By dragging roofed or looped garden walls over the road tiles, you can create garden wall gates, which function like roadblocks.
- Added palisades, which function as cheaper walls.

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- Added generic phrases to lighthouse/caravanserai collectors.
- Added resource stockpiling as an option to production buildings and warehouses. Production buildings with it set on will deliver their goods straight to the warehouse. Warehouses with that option on won't deliver their goods to workshops/granaries.
- Added mothball, enemies, and warehouse overlays.
- Many old buildings show their previously unused descriptions now.
- Unfinished monuments now have a city sound.
- Added an option to have number separators for larger numbers.

Changes:

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

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- Changed the promotion popup window.
- Increased the bonus coverage for upgraded cultural venues. (Upgraded buildings now: Theater 1200, School 225, Library 1700, Academy 200).

Bugfixes:

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

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- Large temples will now properly display the warning about the lack of road access.
- Unfinished Venus and Ceres large temples with certain grand temple bonuses will no longer display special orders.
- Venus and Ceres large temples will now save and load their state properly.
- Fixed gladiator fighting animation.
- Fountain employment will now be properly displayed when the city has the Grand Neptune temple.
- Additional food types will now grant a proper bonus to sentiment.
- Fixed population color on top menu on 640x480 resolution.
- Fixed settings sometimes not saving on android.
- Fixed work camps sometimes taking unnecessary resources to monuments.
- Fixed work camps and architect guilds not needed labour access.
- Fixed mothballed buildings being immune to collapse from enemies.
- Fixed a memory leak.
- Fixed some issues with rotated warehouses.

Augustus 3.0 Changelog

Additions:

- Added tavern, a new entertainment building. Requires wine to work, provides extra entertainment with meat.
- Added arena, a smaller version of colosseum.
- Added unused bird chirping ambient sound.
- Added a cheat to unlock all buildings.
- Added rotated small statues.
- Added horse statue.
- Added two types of hedges. They adjust their graphics based on adjacent hedges.
- Added an option to disallow roamers from skipping corners.
- Added colonnade.
- Added tooltips to roadblock controls.
- Added lararium, a small shrine to lares and ancestor spirits. It functions as a tiny oracle, providing coverage for 20 people to every god and providing positive desirability.
- Added nymphaeum, a building dedicated to the nymphs. It functions as a large oracle, providing coverage for 750 people to every god and providing a positive desirability.
- Added small and large mausoleums, functioning the same way as oracles and nymphaeum, except providing negative desirability.
- Added watchtower, a small building that shoots enemies with arrows and sends out two sentry walkers to patrol the streets against the enemies.
- The trade advisor will now display whether a resource is importable or exportable.
- Certain buildings now have graphical variants, available for selection when building them by pressing the rotation key. Buildings with variants available will provide a notification.

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- Added a "go to the monument" button when a monument is completed.
- Added a decorative column.
- Added a blue roadblock variant.
- Allow cycling of some buildings - switching between the related types by pressing the rotation key. Works for paths, trees, small and large temples.
- Added the option to allow exporting food from granaries.
- The monument screen will now display a warning if it's not properly connected.
- Add an option to have wolves respawn even if the whole pack is killed.
- Added a button to stop monument construction.
- Added roadblock permissions for missionaries and watchmen.
- Added tooltips for problems overlay, explaining what the problem is.
- Sidebar will now display emperor requests, gods' status and invasion information.
- Added Caravanserai, a building that allows setting a land trade policy and shortens duration of land trade disruptions.
- Lighthouse allows you to pick sea trade policy. They can also be selected from the trade advisor screen.
- Added games, big events that require colosseum, resources, personal money and preparation time in exchange for bonuses. Naval battles increase soldier movement speed for 12 months and improve victory chances in the next distant battle. Animal games prevent criminals from spawning, improve sentiment, prevent gladiator revolts and cause colosseum to spawn lion walkers who defend the town for 12 months. Roman games increase sentiment and Caesar's favour for 12 months.
- Added a rotated small statue variant.
- Added undo hotkey.
- Added a new option, which lets you see the highest prosperity achievable with the current state of the city.
- Added garden walls.
- You can now stockpile goods for requests from the sidebar.
- When dispatching a good that is being stockpiled, you'll be asked if you wish to keep stockpiling the good when confirming the dispatch.
- Added sentiment overlay.
- Chief advisor now has a new message explaining about poor overall housing having a negative impact on migration.
- Added a "clear text" button for input boxes.
- Added garden wall gates.
- Added new cursor icons.
- Added a hotkey for previous rotation.
- Buildings which can be rotated now have a rotation icon in the build menu.
- Monuments now have a monument icon in the build menu.
- Added rotation button when using touch controls.

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Changes:

- Mods folder is renamed to Assets. The assets are bundled with every build except for Windows.
- Sentiment rework, refer to the manual for details.
- “Hunger Halt Migration” no longer a thing due to sentiment rework
- The Colosseum and the Hippodrome are now monuments. Colosseum now provides a global +5 entertainment bonus when built.
- Mars module 1 allows the priest to go off road to the supply post.
- Oracles and large temples are now mini-monuments - require the resources to be carried by a workcamp and built by an architects guild.
- Various save elements have been made dynamically sized - reducing the savefile size and improving performance in small cities. Limits on number of buildings and walkers removed.
- Improved warnings and errors when assets are improperly installed and when loading new save games in outdated builds.
- Buildings that can't be built will be displayed with a red footprint.
- When using undo, the houses will have their population restored.
- Large statue is now animated if it has water access.
- Changed import behaviour - the default setting when setting a good as importing will now be unlimited imports.
- When changing the acceptance status of resources in a warehouse/granary, the buildings will now remember their selected quantity.
- Warehousemen won't show up until they find themselves a task - preventing their sprite flickering when they have no available task.
- Building ghosts are now transparent instead of green.
- Docks behaviour completely reworked and made more intuitive - can now select which cities a dock will trade with. A dock can now trade only some of the goods instead of all of them. Ships can visit multiple docks if necessary.
- Engineer guild renamed to Architect guild, to avoid confusion with engineer post.
- Adjusted the destination targeting, will no longer take the difference in road to Rome into account in its calculations, resulting in more predictable behaviour.
- Cart pushers, dockers, market ladies and prefects will now occasionally change their target mid route, to make their behaviour more intelligent.
- Special orders button will now only display available resources.
- Requested food can now be sent from the granaries.
- You can now import and export the same resource.
- Trade advisor window reworked.
- Trade advisor now allows mothballing of wharves.
- Different pavilions are now a variant of one building type instead of separate building types.
- Some entertainment/education buildings can now be upgraded with high desirability. Upgraded buildings provide more city-wide coverage, reducing the need for culture farms in well-designed cities.

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- When adding a resource to the warehouse, partially filled bays will be used before a new bay is claimed for the resource.
- Allow importing food directly to granaries.
- Change how the maximum number of traders from a city is calculated. Instead of being based on the average number of 'trade shields', it's now based on the total volume of tradable goods.
- Adjust how Favor rating affects the player's salary: instead of being based on the salary in January, it considers all funds paid during the previous year.
- Garden paths now adjust their graphics based on adjacent garden paths.
- Crime changes, refer to the manual for details.
- Large temples, large mausoleums, and nymphaeums now require 4 marble.
- Rebalance the cost of monuments.
- Rebalance of levies.
- Right clicking on a monument hauler will now show which resource they are carrying.
- Some epithet names for Grand Temples have been changed.
- Adjusted entertainer destination walker building selection. Will now prefer buildings without shows a bit more.
- Adjusted entertainment values, refer to the manual for details.
- Blessing points are now slowly lost when the respective god is unhappy, instead of being lost all at once.
- Text in the health advisor panel is now shown in white font, to match other advisors.
- Added a border to the main menu.
- Changed main menu image.
- Added tooltips to the housing advisor.
- Added warning about road access with monuments.
- Dead protestors now have corpses.
- Venues will no longer send labour seekers when they have employment but no shows.
- Added borders to advisor windows.
- Change the way farms convey productions - now they will slowly grow each field in cycle, instead of growing one to full before moving to the next one.
- Improve Prefect target seeking - will now try to go for the closest criminal.
- Prefects move slightly faster when chasing enemies.
- Venus' blessing now reduces the unhappiness caused by unemployment.
- Default difficulty is now normal.
- Meat is now named as fish when appropriate.
- Holding festivals moved to the religion advisor.
- Changed columns in some overlays, to have them show the severity of the issue through the use of colors.
- Option to have monuments give extra culture rating removed, now integrated as permanently on. Culture given by a monument changed to +6. It now counts all monuments instead of only grand temples and the pantheon.

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- Changed the message when trying to build close to the wolves with the option selected. The range where the player is not allowed to build has been reduced to 6 tiles for wolves.
- Temples and markets set to "not accepting" certain goods will no longer distribute them.
- Added a new Housing Advisor icon.
- Added Housing Advisor into the lineup of the advisor menu.
- Game can now be exited from the Map Editor.
- Removed prosperity cap from "society" graphs info in population advisor.
- Auxiliary cavalry now makes a horse sound when killed.
- Added colored cursor support.
- Mars Grand Temple first epithet now discounts fort levies.
- Watchtowers now need barracks in order to be staffed.
- Large temples now provide coverage for 3000 people. Their desirability has been increased to match large statues.
- Lighthouse now requires timber to operate.
- Levies adjusted, forts 10->8, Grand Temples 48->44, Lighthouse 20->8, Large Temples 4->8.
- Aligned texts of some buildings.
- Changed the exit panel button in the military sidebar.
- Ghosts of monuments now display the complete monuments.

Bugfixes:

- Fixed various bugs on big endian systems
- Warehouses will now send food to granaries if there's any empty space in there, instead of needing to be half-empty.
- Fixed various bugs with Venus temples providing wine.
- Mars grand temple no longer grants +2 attack bonus to all soldiers.
- Fixed a bug that allowed players to build more than 2 grand temples.
- Roads now properly turn into the pantheon.
- The Neptune reservoir module now gives symmetrical water access.
- Monuments no longer accept diagonal connection to access points.
- Fix luxury palaces devolving when kept upgraded with the pantheon module.
- Fix building orientations now showing up properly when having a rotated hippodrome in the city.
- Fix supply post not being detected sometimes when loading a save.
- Mars' great temple will now send its priest to the pantheon, if the pantheon has the right module.
- Disable undo option when certain houses change, preventing 'black hole glitch'.
- The supply post will no longer display employment access warnings when global employment is turned on.
- Sentries will now be properly assigned when some towers don't have road access.
- Fix a bug allowing multiple supply posts to be built.
- Supply posts will now be properly detected when building a fort.

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- Prevent building multiple unique buildings with the undo.
- Prevent split housing from losing all coverage.
- Multibyte fonts will no longer display as transparent.
- Fix entertainer figures corrupting buildings memory.
- Selected Mars grand temple recruitment priority button will now be properly highlighted.
- Rioters can no longer destroy native buildings.
- Removed ICC profiles from PNG files.
- Trading ships will now play proper phrase when leaving the docks.
- Docks no longer ignore Mercury monument bonuses.
- Hauler animation no longer plays at double the speed.
- Houses will not display a warning that it's devolving because it needs food, if the model file has been modified to not need food.
- Augustus-added buildings with climate specific variants will now display proper ghosts based on the climate.
- Fixed a bug where dead lion tamers would turn into tax collectors.
- Fixed a bug where gardens' city sound would not play.
- Fixed population graphs on large populations.
- Fixed killall cheat removing fishing spots, fort standards, and military banners.
- Fixed bugs where workcamps would stop getting resources if the closest monument's construction is halted.
- Fixed entry/exit points changing their position when they have water access when the map is rotated.
- Fixed a bug where forts could sometimes get additional soldiers.
- Fixed mess halls fetching food even when not staffed by workers.
- Fixed various graphical bugs with a military sidebar.
- Fixed issues with "finish monuments" cheat.
- Fixed problems when zoom is disabled in a city that's zoomed in/out.

Augustus 2.0 Changelog

Additions and Changes:

- In case of multiple barracks in the city, they will all have weapons delivered to them.
- Sentries will now fight enemies encountered on the way to towers (Quartermasters will fight too).
- Wharves and shipyards are classified as food production instead of industry for labour priority purposes.
- Roads now treat ramps like roads for the purposes of determining orientation.
- Allow indefinite play of campaign mission: after extending your mandate for a few years, the player will be asked again to accept the promotion or extend the regency.
- Certain buildings now require levies: additional monthly upkeep in denarii. (see details in the manual)

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- Traders now use camel graphics on maps with southern climate.
- Soldiers on Forts now require food. Food is supplied through a new building, Supply post. A supply post sends a walker to collect food from granaries. Lack of food causes morale penalties and slows down recruitment. Multiple types of food provide a morale bonus. Only one Supply post can be built on a map.
- Reduced morale gain granted by the Military academy building. This morale (and more) can now be gained by supplying diverse food at the Supply post.
- Granaries now have a quartermaster permission button, allowing the player to control what the supply post uses.
- Change to Mercury blessing: Now completes workshop production and fully supplies them with resources.
- Change to Neptune blessing: Now lasts 12 months instead of until January. Trade price bonus reduced to 50%.
- Change to Venus blessing: Now also makes citizens over 25 younger by 3 years and provides a temporary boost to labor if fixed worker percentage option is set.
- Change to the blessing system: Gods will provide you with blessings even if they have blessed you before. Chances of getting a blessing are reduced. Progress to blessings can be tracked on the religion advisor screen. Chance of getting a blessing is increased with a god's mood and festivals.
- Changed migrants', Warehouse workers', and cart pushers' portraits to use more fitting ones.
- Added support for building rotation, add rotate building options. Works for gatehouses, Warehouses, Forts and the Hippodrome, as well as new Paths.
- The Senate window and the chief advisor window now display the exact number of unemployed citizens.
- Added support for loading outside images, to be used for new content.
- Roadblock graphic is now an external .png file.
- Added console, along with some cheats.
- Added new permissions to Roadblocks: labor seekers, tax collectors.
- Added a tab to the population advisor, showing the count of all the housing types in the city and their requirements.
- Added a number of new aesthetics buildings (gardens, statues, etc.) for more visual variety, desirability effect is the same as statues of respective sizes.
- Added monuments: buildings that take resources and special buildings to complete and grant bonuses to your town when complete.
- Monuments added: Five Grand Temples; one to each of the gods, a Pantheon dedicated to all the gods and a Lighthouse.
- Added new buildings used in monument construction: the Work camp and Engineer's Guild.
- Added building upgrades for Grand Temples and the Pantheon. Select and pay for one of two upgrades that empower priests in your city.
- Missionaries and Immigrants will now use previously unused voice lines.
- Added a "Delete all read messages" button to the Message Log.

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- Added tooltips to the mothballing button and Granary/Warehouse permissions.
- Added “Roads” overlay. Shows Roads, Plazas, Gardens and Roadblocks.
- Water can now be added on elevations in the map editor.
- Desirability overlay now shows effect on buildings built next to the water or on the high ground.
- New pause menu with options when pressing ESC.
- City construction kit now has an arrow allowing you to go back to the main menu.
- Added levy overlay, showing buildings requiring levy payments.

Bug Fixes:

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

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Augustus Team

- **Tomasz "Keriew" Drzewiecki** (PL) - Founder, lead programmer, translator (Polish)
- **José "cruelios" Cadete** (PT) - Programmer, Keeper of Ancient Wisdom
- **Matt "Areldir" Hedges** (AU) - Lead artist, historical consultant, map designer
- **William Hardy "hardycore" Gest** (US) - Programmer, writer
- **Yakov "MSTVD" Burmin** (US/RU) - Artist, lead tester, translator (Russian), Augustus manual
- **Nils "Lizzaran" Aßmann** (DE) - Artist, map designer, translator (German)
- **@Legionary2 (US)** - Community coordinator, concept designer, lead tester
- **Bianca "bvschaik" van Schaik** (NL) - Julius founder, programmer
- **Damien “Awatibala” Vincent** (FR) - Programmer, translator (French)
- **Tomasz Magierowski** (PL) - Artist, translator (Polish)
- **Andrey Belov** (RU) - Programmer, translator (Russian)
- **Marwan Abulsoud** (EG) - Artist
- **Sergey “dalerank” Kushnirenko** (RU/MT) - Programmer, old Caesar 3 reverse-engineer
- **Jean-Charles “Ouaz” Schmidt** (FR) - Artist, tester, translator (French), Augustus manual author
- **Andrew “potatoes” Whitworth** (US) - Programmer, tester
- **Marco “barra81” Beyer** (DE) - Programmer, tester
- **@PrettyFlower** (US) - Programmer, tester, “Custom Empires” designer
- **@UberWaffe** (ZA) - Programmer, “Scenario Events Editor” designer
- **Marek “CommissarMarek” Vážný** (CZ) - Tester, map designer, community content creator
- **@Fairbuy** (SE) - Tester, translator (Swedish), map designer, community manager
- **Bane Williams** (AU) - AI-generated voice engineer

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Contributors, Translators & Testers

- **Alexandre “alonso” Alonso (BR)** - Tester, translator (Portuguese)
- **Alexis Reyes “Lord Alesito” Leiva (CL)** - Tester, translator (Spanish)
- **Luca “Borlumi” Milan Bordignon (IT)** - Translator (Italian)
- **Dimitrios “Lolaki” Lolis (GR)** - Translator (Greek)
- **Aleksandr Semyonov (RU)** - Translator (Russian manual)
- **@ZardozSpeakz (US)** - Tester, map designer
- **@Franz (IT)** - Translator (Italian)
- **@Java甲娃 (CN)** - Translator (Chinese)
- **@Little Jack (CN)** - Translator (Chinese)
- **@muttala** - Translator (Chinese)
- **@Webfisch (DE)** - Translator (German)
- **@cdsmith-umn** - Tester
- **@Williss360** - Tester
- **@rockp3nguin** - Tester

Campaign Reconquered Team

- **CommissarMarek** - Map and Event designer
- **Fairbuy** - Art and Video editing
- **SamuelRFHD** - Chief Balance advisor, Event Text consultant
- **Eraserhead** - Terrain Design consultant
- **Supercheese** - Event Text consultant
- **Bane Williams** - AI engineer
- **Testers** : Calyx Redenblack, destinationwalker, Eggmountains, Turgon, Scorpius Indicus, MSTVD, rockp3nguin, Cloud8888, UberWaffe, Road66, Lord_Alesito, Remial

Other Community Contributors

- | | | |
|------------------|---------------|------------------------------|
| • R-Fontana | • b483 | • agruzdev |
| • attrition | • utoni | • frezmecritus |
| • BazzaCuda | • Xyn22 | • dderevjanik |
| • devnoname120 | • Mila (CZ) | • TKharaishvili (GE) |
| • dmyersturnbull | • vittoriom94 | • tdamsma |
| • Sulix | • Antaryo | • Russian Caesar 3 community |
| • mathieumahe | • anon569 | artists |

Appendix I : More Numbers

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

- **Food production**

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

- **Food consumption**

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

- **Raw material & goods production**

Raw material buildings	Production / year	Workshops	Production / year
Sand pit	14.4 cartloads	Concrete maker	14.4 (reservoir) or 7.2 (well/fountain)
Clay pit Iron mine Timber yard Stone quarry	9.6 cartloads	Pottery Furniture Oil Wine Weapons	4.8 cartloads
Marble quarry	4.8 cartloads	Brickworks	7.2 cartloads
Gold mine	2.4 cartloads	City mint (gold <=> dn conversion)	4.8 cartloads = 2400dn 2400 dn = 4 cartloads

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- **Goods consumption**

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

In summary:

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

- **Difficulty level settings**

Settings/Difficulty	Very easy	Easy	Normal	Hard	Very hard
Starting cash Rescue loan Tax income	300%	200%	150%	100%	75%
Scale of invasion sizes	40%	60%	80%	100%	120%
Starting Favor	70	60	60	50	40
Starting Mood	80	75	70	65	60
Levies	none	none	50%	100%	100%
Neutral tax rate	10%	9%	8%	7%	6%
Food per soldier	1/mo.	1/mo.	2/mo.	4/mo.	5/mo.
Required Favor to pause Emperor attacks	16	17	18	20	22
Required Favor to stop Emperor attacks	20	22	24	27	30
Coldown between a same random event	36 months	30 months	24 months	18 months	12 months
Additional Favor malus for a too high personal salary	0	0	- 1	- 3	- 5

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■ Romans vs. Barbarians

- Attacking enemies' back gives +4 attack. Doesn't apply to legionaries.
- Player legionaries get +4 attack if they are standing still and the enemy approaches them from the front. If they don't get this bonus, they get -4 defense instead.
- Column formation gives +7 defense to the player's Legionaries. Double line formation gives +4 defense.
- Player's soldiers regenerate hp while at the fort, at a rate of 1/day or 16/month.
- Range damage value is unused and does nothing, all ranged damage is projectile based as follows:

[Enemy arrow: 12 damage] [Enemy javelin: 10 damage]

[Friendly arrow: 10 damage] [Friendly javelin: 20 damage] [Friendly bolt: 200 damage]

(M) Melee (R) Range (P) Projectile

Romans	Health	Damage (M,R,P)	Defense (M,R)	Range	Morale
Legionary	150	10 (+4 front stood still)	0 (+7 column/+4 double line/-4 behind or move)	/	80-100
Javelin	80	4, 4, 20	0, 0	100	60-80
Horse	120	8	0, 0	/	60-80
Sentry	50	6, 6, 20	0, 0	50	/
Watchman	50	6, 6, 20	0, 0	50	/
Quartermaster	50	6	0, 0	/	/
Prefect	50	5	0, 0	/	/
Ballista	100	/	/	200	/
Gladiator	100	9	2, 0	/	/
Lion	100	15	0, 0	/	/
Caesar's Legionary	150	13	2, 0	/	100
Caesar's Javelin	90	4, 4, 20	0, 0	100	70
Caesar's Horse	100	8	0, 0	/	70
Caesar's Sentry	-	-	-	-	-

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(M) Melee (R) Range (P) Projectile

Barbarians	Health	Damage (M,R,P)	Defense (M,R)	Range	Morale
Native Club	40	6	0, 0	/	80
Barbarian Club	40	6	0, 0	/	80
Etruscan Sword	120	12	2, 2	/	70
Etruscan Javelin	70	5, 4, 10	0, 0	70	70
Sannite Sword	120	12	2, 2	/	70
Sannite Javelin	70	5, 4, 10	0, 0	70	70
Carth. Sword	120	12	2, 2	/	90
Carth. Elephant	200	20, 6, -	5, 8	70	90
Greek Sword	120	12	2, 2	/	90
Greek Javelin	70	5, 4, 10	0, 0	70	90
Macedon. Sword	120	12	2, 2	/	90
Macedon. Javelin	70	5, 4, 10	0, 0	70	90
Egyptian Sword	90	7	0, 0	/	70
Egyptian Camel	120	7, 5, 12	1, 0	70	70
Perg. Sword	90	7	0, 0	/	70
Perg. Bow	70	5, 4, 12	0, 0	70	70
Iberian Sword	90	7	0, 0	/	70
Iberian Javelin	70	5, 4, 10	0, 0	70	70
Seleucid Sword	90	7	0, 0	/	70
Seleucid Javelin	70	5, 4, 10	0, 0	70	70
Judean Sword	90	7	0, 0	/	70
Judean Javelin	70	5, 4, 10	0, 0	70	70
Celt Sword	110	10	1, 2	/	80
Celt Chariot	120	15	4, 4	/	80
Brit. Sword	110	10	1, 2	/	80
Brit. Chariot	120	15	4, 4	/	80
Pict. Sword	110	10	1, 2	/	80
Pict. Chariot	120	15	4, 4	/	80
Gaul Sword	110	10	1, 2	/	80
Gaul Axe	120	15	2, 3	/	80

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(M) Melee (R) Range (P) Projectile

Barbarians	Health	Damage (M,R,P)	Defense (M,R)	Range	Morale
Helv. Sword	110	10	1, 2	/	80
Helv. Axe	120	15	2, 3	/	80
Numidian Spear	90	7	1, 0	/	80
Numidian Javelin	70	5, 3, 10	0, 0	100	80
Gothic Spear	90	7	1, 0	/	80
Gothic Horse	100	6, 4, 12	1, 0	70	80
Visigoth. Spear	90	7	1, 0	/	80
Visigoth. Horse	100	6, 4, 12	1, 0	70	80
Hunnic Spear	90	7	1, 0	/	80
Hunnic Horse	100	6, 4, 12	1, 0	70	80
Animals	Health	Damage (M)	Defense (M,R)	Range	Morale
Wolf	80	8	0	/	/
Others	Health	Damage (M)	Defense (M,R)	Range	Morale
Criminal / Rioter	12	0	0, 0	/	/
Protester	12	0	0, 0	/	/
Looter / Robber	12	0	0, 0	/	/
Enemy Gladiator	100	9	2, 0	/	/

• Units max morale

Legionaries = 80 ; 100 with Academy training	Caesar's legionaries = 100
Auxiliaries = 60 ; 80 with Academy training	Barbarian/Numidian/Gaul/Celt/Goth = 80
Greek/Carthaginian = 90	All other enemies = 70

• Enemy spawn distribution and formation

Barbarians: 100% Club; mob	Iberians: 50% Sword, 50% Javelin; double line
Numidians: 40% Spear, 60% Javelin; mob	Etruscans: 50% Sword, 50% Javelin; double line
Gauls: 50% Sword, 50% Axe; mob	Greeks: 80% Sword, 20% Javelin; double line
Celts: 80% Sword, 20% Chariot; mob	Egyptians: 80% Sword, 20% Camel; wide column
Goths: 50% Spear, 50% Horse; mob	Carthaginians: 90% Sword, 10% Elephant; wide column
Pergamum: 30% Sword, 70% Bow; column	Caesar's army: 100% Legionary; column

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• Entertainment points (Required / Sources)

Small, Large Casa : 10	Theater : 10
Small, Medium, Large Insulae : 25	Amphitheater : 10 ; 15 (with 2 shows)
Grand Insulae, Small Villa : 35	Tavern : 10 (wine) ; 15 (wine + meat or fish)
Medium Villa : 40 , Large Villa : 45	Arena : 10 ; 20 (with 2 shows)
Grand Villa : 50 , Small Palace : 55	Colosseum : 15 points ; 25 (with 2 shows) ; +5 global
Medium Palace : 60 , Large Palace : 70	Hippodrome : 30 ; +5 global
Luxury Palace : 80	Venus GT (Epithet 2) : 10 (Venus priests provide the points)

• Crossing the Rubicon

Build a well, right-click on it, press Alt+K, then ALT+X...

Command	Value and Example	Effect
addmoney	Amount [1 - 99 999 999] addmoney 10000	Add funds to your treasury
startinvasion	Type [0 Barbarians ; 1 Caesar ; 2 Natives] Size [0-150] ; Invasion point [1-8] startinvasion 1 150 3	Start a customized invasion
nextyear	/	Advance time by 12 months
blessing	God [0 Ceres ; 1 Neptune ; 2 Mercury ; 3 Mars ; 4 Venus] blessing 2	Grant blessing of the specified god
showtooltip	State [0 Disabled ; 1 Enabled] showtooltip 1	Show tile coordinates under the cursor
killall	/	Kill all people and animals on the map
finishmonuments	/	Finish all monuments under construction on the map
monumentphase	Phase [1 ; 2 ; 3 ; 4 ; 5] monumentphase 3	Change all monuments on the map to the specified phase
whathaveromansdoneforus	/	Unlock all buildings
nike	/	Global riot !
Once the Rubicon is crossed, press ALT+V for an instant victory. When below 5000 dn, press ALT+C to increment +1000 dn.		

Appendix II : Useful Links

-  **Augustus** - By Project Augustus Team - [Direct Link](#)

Official Augustus Github repository: download here the latest stable version, or the unstable version if you're brave enough. Manuals are also available in various languages.

-  **Julius** - By Bianca Van Schaik - [Direct Link](#)

Where all started... Travel in time and experience Caesar III in all its vanilla glory, but with many technical and QoL improvements.

- **Caesar III Augustus Encyclopedia** - By Wir - [Direct Link](#)

A kind of wiki about Augustus. Complete and very useful.

- **C3 Augustus Calculator** - By R-Fontana - [Direct Link](#)

Fond of numbers and complex mathematical formulas? Wanting to manage your roman city like a stock trader? This tool is made for you (create a copy or download to use it).

- **Caesar 3 Tips and Tricks** - By CommissarMarek - [Direct Link](#)

A collection of tutorial videos to learn some fundamentals but also some hidden gameplay secrets about C3.

- **Augustus Custom Missions** - By Fairbuy - [Direct Link](#)

A set of maps using Custom Empires and Scenario Events features. Same installation and launch as Campaign Reconquered.

- **Caesar III Discord** - By GamerZahk - [Direct Link](#)

A cosy place to discuss Caesar III, other Impressions games and city-builders in general. Kindly hosted by GamerZahk (check his [YT channel](#)).

Appendix III : New Building Summary

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

Religion

- Grand Temple • Pantheon
- **Altar** • Lararium • Small Mausoleum • Large Mausoleum • Nymphaeum

Education

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

Entertainment

- Theater (Upgrade) • Tavern
- Arena • Colosseum (Monument) • Hippodrome (Monument)

Administration

- Statues : Small (Goddess, Senator, Gladiator Statue)
Medium (Legionary Statue)
Large (Equestrian Statue)
- Ornamental Trees • Parks • Obelisk • Small Pond • Large Pond
- Paths • **Overgrown Gardens** • Roadblocks • **City Mint** • Garden Gate

Engineering & Transport

- Work Camp • Architects' Guild • Lighthouse

Military

- Palisade and Palisade Gate • Supply Post • Watchtower

Industry

- **Gold Mine** • **Stone Quarry** • **Sand Pit** • **Brickworks** • **Concrete Maker**
- Caravanserai • **Cart Depot**

Other

- **Highway**

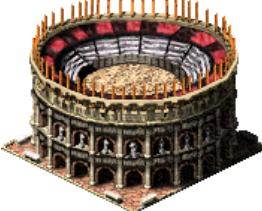
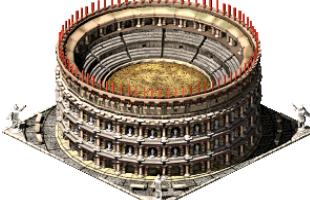
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	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Grand Temple (5 types)	Yes	++++	50	2500	<p>Monument</p> <p>Offers powerful and unique bonuses (2 per God).</p> <p>By default, two Grand Temples can be built in a city.</p>
 Pantheon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

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		Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
	No	---	and +++	0	750	Minor Monument Emits negative desirability within a close radius, but a large positive desirability effect further away. It covers 750 people per god and requires no maintenance.
	No	---	and +++	0	750	Minor Monument Emits negative desirability within a close radius, but a large positive desirability effect further away. It covers 750 people per god and requires no maintenance.
	Yes	++++		0	250	Minor Monument Functions as a large Oracle, providing coverage for 750 people to every god. Requires no maintenance.
	Yes	-		10	50 (Base)	New upgrade tied to area desirability. Increases venue capacity to 225, therefore Culture rating.
	Yes	++		30	100 (Base)	New upgrade tied to area desirability. Increases venue capacity to 150, therefore Culture rating.

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	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Library (Base)	Yes	++	20	75 (Base)	New basic library building. The former building is now an upgrade tied to area desirability, increasing venue capacity to 1700, therefore Culture rating.
 Theater (Upgrade)	Yes	+	8	50 (Base)	New upgrade tied to area desirability. Increases venue capacity to 1200, therefore Culture rating.
 Tavern	Yes	- and +	8	40	Local gathering place, intended to be placed in housing blocks. Small negative desirability within a close radius, but slightly positive further away. The tavern walker provides entertainment points.
 Arena	Yes	--	25	500	Takes place of the Vanilla Colosseum. Provides 20 entertainment points when given both gladiators and lion access.
 Colosseum	Yes	--	100	1500	Monument Heart of the city allowing to host Great Games (3 types).

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	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Hippodrome	Yes	--	150	3500	Monument Can host chariot races. (with a new horses betting system!)
 Goddess Statue, Senator Statue, Gladiator Statue	No	++	0	12	Small statues slightly improving nearby desirability.
 Legionary Statue	No	+++	0	60	Medium Statue improving nearby desirability.
 Equestrian Statue	No	++++	0	150	Large Statue greatly improving area desirability.
 Ornamental Trees (8 types)	No	++	0	12	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.

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		Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
	Parks (8 types)	No	++	0	12	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.
	Obelisk	No	+++	0	60	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.
	Small Pond	No	+++	0	60	Improves area desirability. Requires pipe access to reservoir.
	Large Pond	No	++++	0	150	Improves area desirability. Requires pipe access to reservoir.
	Paths (9 types)	No	++	0	12	Improves area desirability. Act as buildings, not terrain. Cannot be traveled by walkers.

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	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Overgrown Gardens	No	++	0	12	<p>Improves area desirability.</p> <p>Act as buildings, not terrain.</p> <p>Cannot be traveled by walkers.</p>
 Roadblocks	/	/	/	12	<p>Prevent roaming walkers from crossing them. Allows to close off housing blocks or better direct walkers.</p> <p>Support special orders, set by right-clicking on it.</p>
 City Mint	Yes	--	40	250	<p>Minor Monument</p> <p>Allows to convert gold extracted from a gold mine into denarii, or denarii into gold. Requires a Senate to be built.</p>
 Garden Gate	/	/	/	12	Dragging garden walls or hedges (Parks) over a road tile creates a Garden Gate, which has the same function as a roadblock.
 Work Camp	Yes	----	20	150	<p>Required to build Monuments.</p> <p>Workers collect resources from Warehouses, then bring materials to the construction site.</p>

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		Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
	Architects' Guild	Yes	--	12	200	<p>Required to build Monuments.</p> <p>Engineers upgrade the Monument to its next construction phase each time resource requirements are satisfied, until full completion.</p>
	Lighthouse	Yes	+++	20	1250	<p>Monument</p> <p>Must be placed within 8-9 tiles of water. Once completed, fishing boats move 10% faster and sea storm trade disruptions are halved in length.</p> <p>Enables sea trade policies.</p>
	Palisade	/	/	/	6	<p>Cheaper alternative to stone walls, but obviously less resistant. Dragging it over a road tile creates a Palisade Gate, which has the same function as a roadblock.</p>
	Supply Post	Yes	---	10	100	<p>Collects food from Granaries for city soldiers.</p> <p>Consumes stored food each month based on the number of soldiers. Improves (or halves) troop morale.</p>
	Watchtower	Yes	--	8	100	<p>Cheaper alternative to Stone Tower.</p> <p>Requires Barracks to recruit 3 soldiers, and has no risk of burning or collapsing.</p> <p>Can be placed inside the city if needed.</p>

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	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Gold Mine	Yes	---	30	100	Allows to extract gold. Must be built near rocks.
 Stone Quarry	Yes	---	10	60	Allows to extract stone. Must be built near rocks.
 Sand Pit	Yes	--	10	40	Allows to extract sand. Must be built in the vicinity of a water plan.
 Brickworks	Yes	--	10	80	Allows to make bricks from sand and clay.
 Concrete Maker	Oui	--	10	60	Allows to make concrete from sand. Requires water access from a reservoir, a fountain, or a well. Produced concrete must be used right away and cannot be stored.

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	Road Access	Desirability Effect	Laborers Needed	Cost to Build	Other
 Caravanserai	Yes	---	20	500	<p>Monument</p> <p>Once completed, land trade disruptions are halved in length.</p> <p>Enables land trade policies.</p>
 Cart Depot	Yes	-	15	100	Allows to move goods between two locations, by setting the required conditions to start the movement of selected goods.
 Highway	/	/	/	100 per 2x2 tile	New type of road. Only destination walkers can use it, allowing them to move two times faster.

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Notes
