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

Augustus Version 2.0.0 User Guide

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Getting Started

With the inclusion of all-new buildings and walkers, **Augustus** now requires additional graphic files to be installed into your Caesar 3 directory. Without these files, your game will not be able to use our new assets, resulting in a glitchy display.

When obtaining the install files from **GitHub**, please ensure you download all available Augustus files for your chosen version of the mod. From Version 2.0.0 onwards, a full download should consist of 4 core files, as well as a single folder:
(1x) **Augustus.exe**
(3x) **library .dll files**

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

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

Configuration

Augustus presents a number of configurable game options to tailor gameplay experience to personal tastes. The **Options** menu is accessed from the main menu and contains hotkey, UI, difficulty, and gameplay settings. In Augustus 2.0.0, our options have been re-organized into logical groupings based on their function. We also removed a number of options from previous versions and have instead made them default Augustus mechanics from Version 2.0.0 onward. The removed options were either bug fixes to the original game or minor gameplay changes we decided to standardize going forward-consistent game rules allow us to design a better balanced experience for everyone. Language localizations can also be picked out in the Options menu.

User Interface (UI) options are displayed on the first page of the Options menu. These options are:

- **Play intro videos**
- **Extra information in the control panel**
    - Displays a game speed control and additional information about the scenario in the sidebar:
        - Population
        - Unemployment
        - Ratings
- **Enable smooth scrolling**
- **Draw walker waypoints on overlay after right clicking on a building**
    - Displays target road tiles for all four of a building's walker routes. These tiles are used by the game to plot the path of a building's roaming walker.
    - Can only be accessed while viewing an overlay, such as water, fire risk, entertainment coverage, and so on
    - Displays as blue squares on the road after right-clicking a building, such as a temple or school
- **Show range when building reservoirs, fountains, and wells**
- **Show draggable construction size**
    - Displays small yellow text in the format of "1x2" to let you know how many tiles wide and long your construction area is
    - Particularly useful for laying roads, houses, demolishing trees, and anything else that can be built by clicking and dragging
- **Enable zoom**
    - Allows you to zoom in and out to see more (or less) of your city, press middle mouse button to reset
- **Highlight legion on cursor hover**
- **Enable military sidebar**
    - When you left click a legion, replaces the mini-map area with an information panel detailing the legion's status (morale, health, size) and buttons to issue commands to the legion
- **Disable right click to drag map**

Difficulty options are displayed on the second page of the Options menu. These options are:

- **Disable jealousness of gods**
- **Enable global labour pool**
  - Removes the need to have labor-seeking citizens pass by housing. Instead, all buildings with road access will be fully staffed if there is a sufficient number of unemployed citizens.
- **Change citizens retirement age from 50 to 60**
  - By default, citizens retire at age 50 and no longer contribute to your workforce. This forces you to rely heavily on immigration when city health is good and creates an unstable workforce.
  - If you enable "Fixed worker pool – 38% of plebian population", then this option has no effect.
- **Fixed worker pool – 38% of plebeian population**
  - Enabling this option will set your worker pool to 38% of your plebeian population, without regard for age.
- **Block building around wolves**
- **Allow building multiple barracks**
- **Completed grand temples grant +8 culture rating**
  - With the new monuments mechanic included in Augustus, each grand temple completed grants +8 culture, for a maximum total culture bonus of +24. This provides another option to reach the culture target for campaign and scenario maps. Culture calculation is otherwise unchanged-you can still reach 100 without monuments.

City Management options are displayed on the third page of the Options menu. These options are:
- **Buying market ladies don't distribute goods**
  - By default, market buyers also sell goods stocked in their market to any homes they pass while travelling to purchase more food and goods to sell. By preventing this, you can more tightly control the availability of foods and goods in various parts of the city.
  - For example, a market buyer going to purchase wine may pass houses you do not want to be able to purchase wine. If you allow market buyers to also sell, then these houses will be able to buy wine from that market buyer, potentially triggering an unwanted evolution into patricians.
- **Cart pushers from getting granaries can go off road**
  - Enables a cart pusher from a granary set to "get" a type of food to go off road to reach a granary set to "accept" that type of food
  - Removes the need for a road connection between a granary set to "accept" a type of food and another granary set to "get" that type of food
  - As with warehouses, they will get food from the nearest "accepting" granary and will ignore other "getting" granaries, even if they are nearer than the "accepting" granary
- **Tower sentries don't need road access from barracks**
  - Enables sentries to go off road to reach their assigned tower
  - Removes the need for a road connection between the barracks and the tower
  - Note that towers still require road access for staffing purposes and that unstaffed towers still cannot receive sentries
- **Farms and wharves only deliver to nearby granaries**
  - Prevents farm and wharf cart pushers from traveling to the opposite end of the map to deposit their harvest or catch into an accepting granary
  - Improves efficiency by keeping cart pushers' trips short
  - Distance is calculated "as the crow flies", regardless of road distance. The limit is 64 tiles.
- **Food isn't delivered to getting granaries**
  - Enables better control over farm and wharf cart pushers' behaviour by preventing them from taking their harvest or catch to a granary that is "getting" that food type

- **All houses merge**
  - Force houses in a 2x2 area that are of the same quality, such as "small tent", "large casa", or "small insulae", to merge into the 2x2 variant. This removes the random element assigned to map tiles to determine if homes will merge on that tile.
- **Randomly collapsing clay pits and iron mines take some money instead**
- **Warehouses don't accept anything when built**
- **Houses don't expand into gardens**

Core Augustus Features

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!

Sprite, Walker, Building Limits Expanded:

Truly massive cities are now possible-all hardcoded limits have been increased. 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.

Market Orders, Warehouse Orders, Granary Orders, Dock Orders:

Right click on a market to enable or halt the acquisition of food and goods. When set to "Not accepting", 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.

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

32 (24 for granaries as they store max 2400units)
24 (18)
16 (12)
8 (6)

You now can control how many goods are stored in a Warehouse by clicking the order button until it changes to your desired amount. When selecting "Getting goods", the amount will revert to 32. Both Warehouses and Granaries will send cart pushers to fetch the assigned goods until they reach their selected limit for that good.

Finally, you can set limits to the type of goods a Dock can accept. However, at the moment, in order for trade cities to trade at a Dock, it has to accept the same exact list of
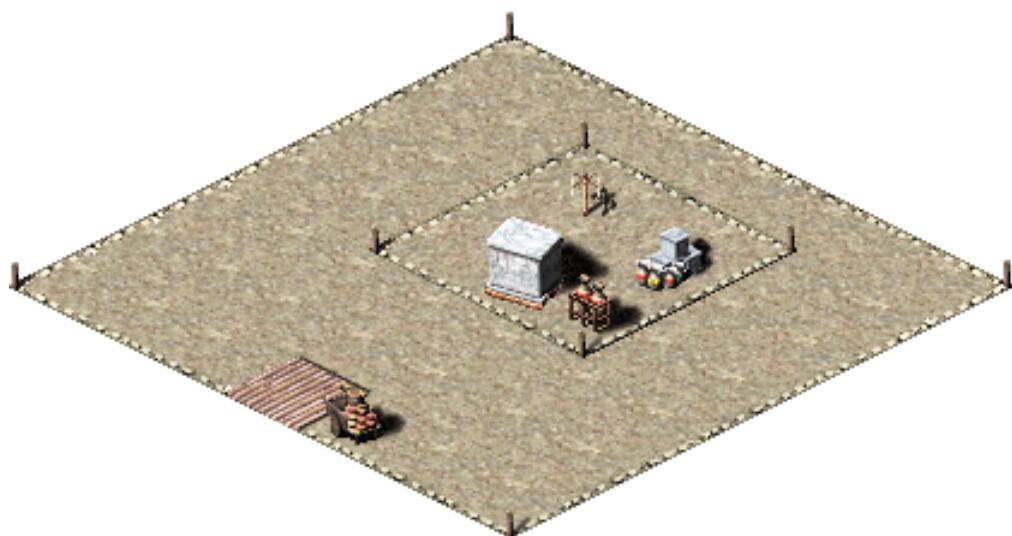
goods that the city in question is available to buy or sell. This may change in future updates.

Monuments & Construction

In Version 2.0.0, Augustus introduces, for the first time in Caesar 3, **monument building**. Construct mighty **Grand Temple** monuments, which offer powerful and unique bonuses to make your cities larger and stronger than ever before. The Grand Temples are dedicated to the five deities that players are familiar with. Two Grand Temples can be built 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. To construct, all monuments will require a huge supply of raw materials-clay, timber, and marble. Procuring these resources is not enough-engineering expertise and labor must be secured to raise the walls. Placing the base of the monument requires a large sum of denarii, but it can be placed without any resources stockpiled. Once this base is placed, your citizens can get to work.

This structure is the **Work camp**. It requires 25 workers and delivers the required resources to the monument construction site from city Warehouses. In order to get your monuments started, you must first place this building and prepare Warehouses to store the resources for the monument: marble, timber and clay. When the base of the monument is placed, right clicking on it will display the required raw materials for its current phase to be completed. Remember, you do not need to have the exact amount of resources on hand all at once! When a monument requires a resource, for example 16 units of marble, the Work camp will spawn a **foreman**. The foreman will walk to a Warehouse which has the materials stored and will retrieve up to 4 of those resources. When he retrieves the resource, **haulers** will appear behind him. The group will then walk from the Warehouse site to the monument and unload their supplies. Once completed, a new walker will spawn from the camp and the process will continue again until the phase has all of its resources. You can place multiple Work camps, but remember they have very poor desirability and require labor. It will not speed things up to place multiple Work camps if resources are already being used as fast as they can be obtained.

This structure is the **Engineers' guild**. It also requires 25 workers and comes into play once a monument has received all the required resources for a given construction phase. The guild will spawn an **engineer** once the Work camps have satisfied the current resource needs of the monument. The engineer 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 engineer 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 60 workers, financial upkeep in the form of levies (described below) and road access, but will **never fall to fire or collapse**.
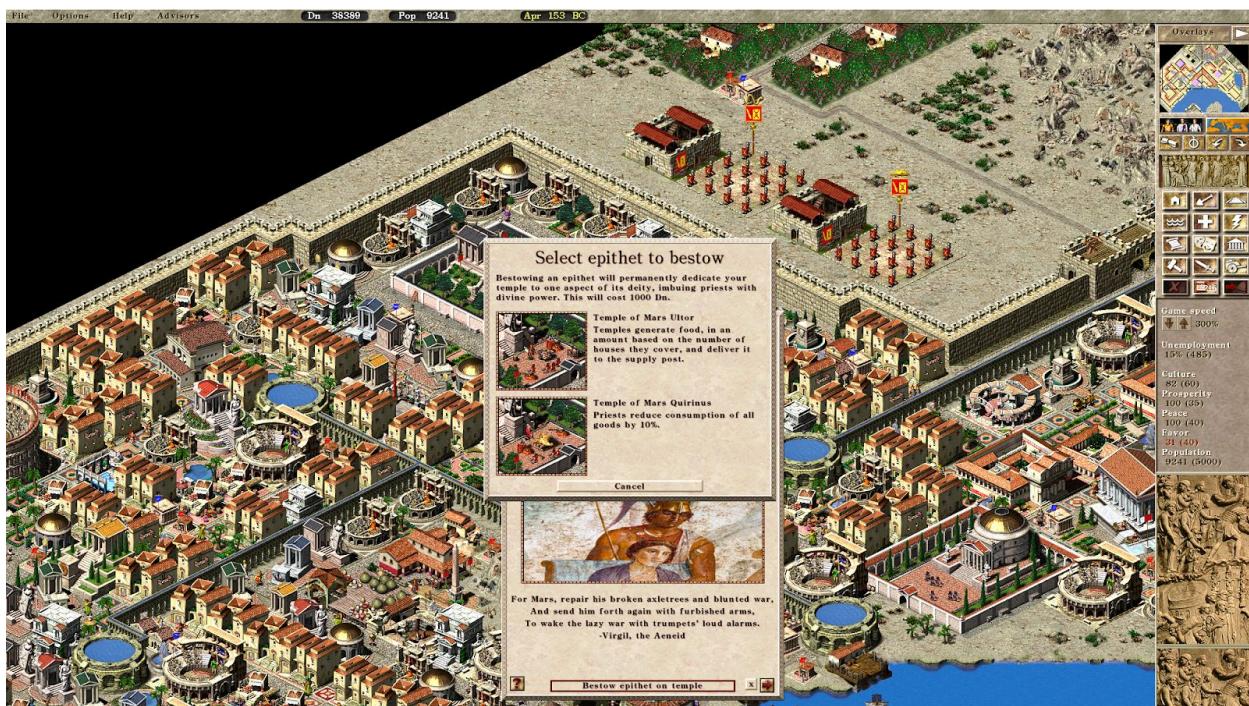
Religion, Blessings & Grand Temple Bonuses

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 unlock four 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.

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 will 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 allowed, as well as the Pantheon.

Ceres:
Provides cart pushers from farms with a 50% speed boost.
   - **Ceres Promitor**: Priests **reduce food consumption by 20%** in homes with Ceres access.

- **Ceres Reparator**: Temples of Ceres act as markets, collecting and distributing **a single locally-produce food type** as well as **olive oil**.

Mars:

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

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

Mercury:

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

- **Mercurius Fortunus**: Priests **reduce oil and wine consumption by 20%** in homes with Mercury access.
- **Mercurius Abundantia**: Priests **reduce pottery and furniture 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 50% more goods, and take longer to devolve when goods and services are interrupted.

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

Neptune:

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

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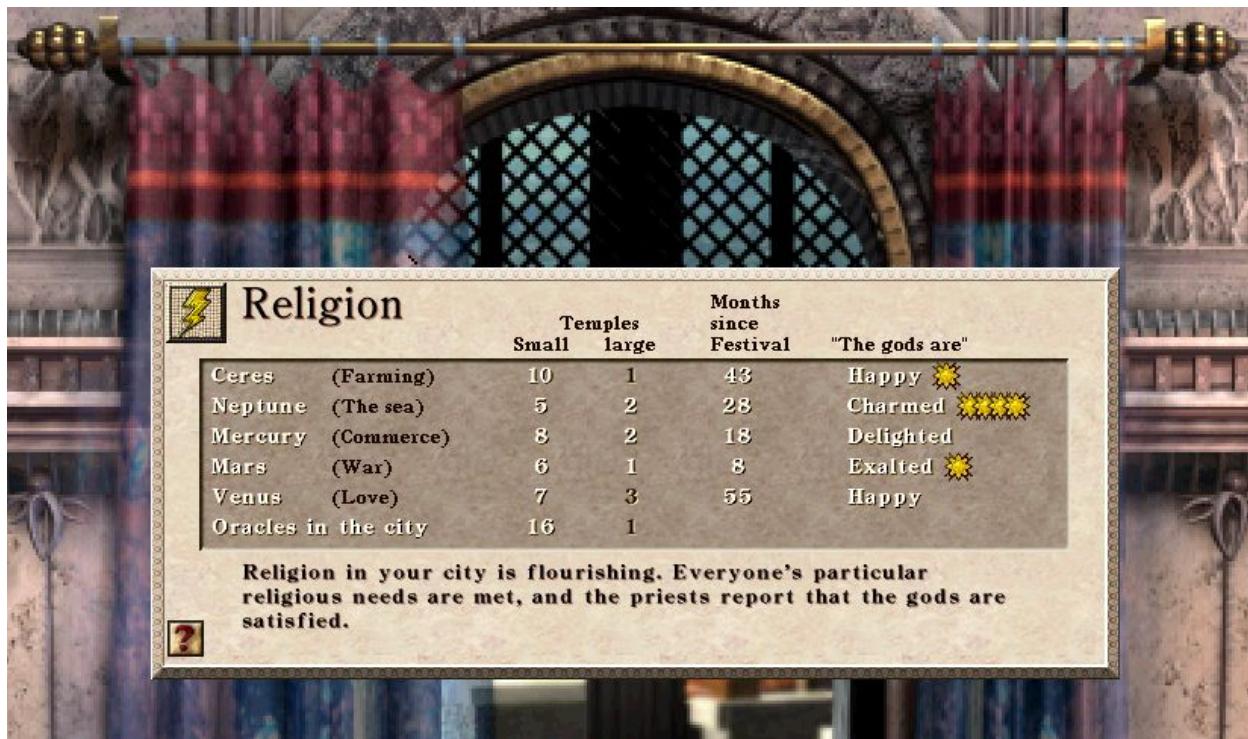
Neptunus Adiutor: Priests **increase the population capacity** of houses with Neptune access by 5% and allow the Grand Temple itself to **act as a filled reservoir,** regardless of proximity to water.

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.

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 your gods across your city!

Pantheum Roma Aeterna: Homes covered **directly by the Pantheon** can evolve 1 additional step beyond what they can currently achieve. Only houses passed by a priest **from the Pantheon itself** will be affected.

We 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.

Note: In the large temple column, Ceres, Venus, and oracles have a green colored numeral in the large column. This represents monuments constructed to those gods-the "large oracle" represents the Pantheon.

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

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

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

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

Levies

Our first economic change in Augustus is **levies**. Levies are a fixed monthly cost accrued by certain buildings. Levies are currently limited to military and religious structures. These values are in effect on **Hard and Very Hard difficulty.** Lower difficulties reduce these costs or eliminate them entirely.

Small/Large Temples & Oracles: 4dn / per month
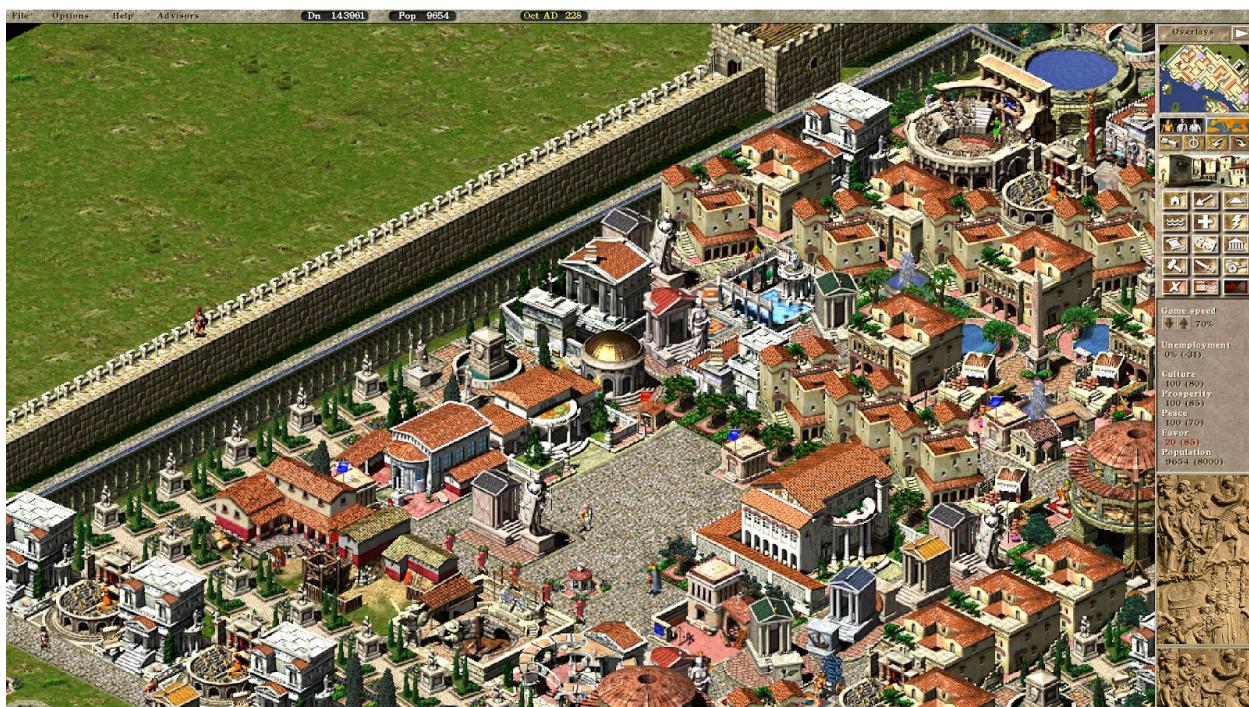Grand Temples: 48dn / per month
Pantheon: 75dn / per month
Lighthouse: 30dn / per month
Towers: 2dn / per month
Forts: 10dn / per month

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 balance sheet is prepared!

Supply post & the Lighthouse

Another new building is the **Supply post**. The Supply post collects food for your soldiers, and will need to be kept in good supply to maintain morale. A Supply post will send out a **quartermaster** to a Granary and collect food, similar to a market. The Granary now has an additional checkbox to allow or deny quartermasters from collecting from that Granary. When the Quartermaster collects food from a Granary, **camp-servants** will carry food back to the Supply post. Food is stored in the Supply post and each month, food will be consumed based on the **number of soldiers** and **difficulty setting**. At **Hard and Very Hard,** each soldier consumes 4 units of food per month. Food shortages at the supply post will **quickly damage morale**. For the 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.

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. Once it's complete, **fishing boats move 10% faster** and **sea storm trade disruptions are halved in length**.

Parks, Paths, & Trees

With the power to add new buildings to Caesar 3 for the first time ever, we wanted to increase the visual variety and options for aesthetic and desirability-boosting buildings. Peruse the new **Parks**, **Paths**, and **Trees** submenus in the **Government/Admin** build menu. All the new aesthetic buildings use the statistics for **small statues**, **medium statues** or **large statues**, whichever matches their size. The build menus have been rearranged a bit to facilitate these new options-find **gardens** and **plazas** in the Government/Admin menu instead of the Engineering menu. Paths can also be **rotated** via the Rotate hotkey (by default, "R"). **Paths** and **Trees** are **buildings, not terrain**. They **cannot** be travelled by walkers. 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.

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. Buildings affected (prices listed for Hard and Very Hard difficulty): Towers(2dn/mo), small temples(4dn/mo), oracle(4dn/mo), large temples(4dn/mo), Lighthouse(30dn/mo), Forts(20dn/mo), Grand Temples(100dn/mo), pantheon(100dn/mo).
- 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 to control what 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. Chance of getting a blessing 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 hippodrome, as well as new Paths.
- The Senate window and the chief advisor window now display the exact number of unemployed citizens.
- Added support for loading outside images, to be used for new content.
- Roadblock graphic is now an external .png file.
- Added console, along with some cheats.
- Added new permissions to Roadblocks: labor seekers, tax collectors.
- Added a tab to the population advisor, showing the count of all the housing types in the city and their requirements.
- Added a number of new aesthetics buildings (gardens, statues, etc.) for more visual variety, desirability effect is the same as statues of respective sizes.
- Added monuments: buildings that take resources and special buildings to complete and grant bonuses to your town when complete.
- Monuments added: Five Grand Temples; one to each of the gods, a Pantheon dedicated to all the gods and a Lighthouse.
- Added new buildings used in monument construction: the Work camp and Engineer's Guild.
- Added building upgrades for Grand Temples and the Pantheon. Select and pay for one of two upgrades that empower priests in your city.
- Missionaries and Immigrants will now use previously unused voice lines.
- Added a "Delete all read messages" button to the Message Log.
- Added tooltips to the mothballing button and Granary/Warehouse permissions.
- Added "Roads" overlay. Shows Roads, Plazas, Gardens and Roadblocks.
- Water can now be added on elevations in the map editor.

- Desirability overlay now shows effect on buildings built next to the water or on the high ground.
- New pause menu with options when pressing ESC.
- City construction kit now has an arrow allowing you to go back to the main menu.
- Added levy overlay, showing buildings requiring levy payments.

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

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