

## START UP PROCEDURE

### WINDOWS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Start Windows.
3. Click on [File].
4. Select [Run].
5. At the Command bar, type the letter of your CD drive, followed by ":\Setup.exe". Click on OK or press [Enter]. For example, if the letter of your CD drive is "D", type "D:\Setup.exe" and click on OK or press [Enter].
6. Follow the on-screen installation instructions.
7. To run your SierraOriginals software, double click on the game icon.
8. Be sure to check the "Readme" file for the latest information.

Windows is a trademark of Microsoft Corporation.

### DOS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "D:". Press [Enter].
3. Type "Install" and press [Enter].
4. Follow the on-screen installation instructions.
5. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game have been installed by typing **(C:\CAE-SAR)**, and then typing **(CD CAESAR)** then pressing **[ENTER]**.
6. Be sure to check the "Readme" file for the latest information.

**ATTENTION: YOU HAVE TO LOAD CAESAR THROUGH DOS.**

# ABOUT CAESAR

In Caesar, your job is to govern your province as efficiently as possible. Much of your time will be spent in designing and building the capital city of your Province. Housing, water-supply, industry and many other factors will have to be balanced to produce a successful city. Here are some things you should know:

## **CITY LEVEL AND PROVINCIAL LEVEL**

Your domain is represented in two ways. **At city level**, every building and structure of your city is viewable and controllable through a scrolling window. Here you design your capital city, choosing which buildings and structures to build and where to build them. **At provincial level**, the entire city is represented by a single symbol, located on the lands of the province. Here you watch and maintain the outer defense of your city, and create routes of trade between the capital city and the surrounding smaller towns.

An important aspect of Caesar is that the city level and provincial level can progress and change at the same time; you must keep a close eye on both of them.

## **MAINTENANCE AND ADMINISTRATION**

As you develop the city, you must maintain it by assigning **Plebs** (or "Plebs") to various duties. Additionally, in order to make any financial gains

Your performance as Governor is rated in four categories; **peace** (the security of the province and its capital city), **culture** (the quality of life in your capital city), **prosperity** (the size, quality and stability of your city) and **empire** (Imperial influence across the lands of the province). Your advisors in the **Forum** will keep you abreast of what your current ratings are, and what they must be to be promoted.

**HOW THE GAME ENDS** - If you govern well, the game continues through promotion after promotion, until you win the game with the rank of Caesar. If you govern poorly and miss three annual tributes to Rome in a row, you will be stripped of your titles and, quite possibly, executed. Needless to say, this ends the game!

## **START OPTIONS**

Upon running the game, you are presented with a panel of options. The choices available here are:

**Initial Funding** - This limits the amount of money you have when starting your first province. The game becomes much harder when you are short on cash; when you cannot afford to destroy and rebuild after a mistake, each building and plan must be chosen with greater care. Click on the two arrow buttons to raise or lower your initial funding, which can be as high as 8,000 Denarii or as low as 500 Dn.

## **YOUR FIRST PROVINCE**

When the game starts, you will be presented with a map of Europe. The Emperor chooses a Province for you to govern. Above it will be a standard, which is the Roman equivalent of a flag. Observe the shape of the province, as that will be represented on the Provincial level of the game. You will be able to view this map at any time from the Forum. After a few moments, you will be sent to the City level, where you can begin to build your capital city. Good luck!

## **KEYBOARD COMMANDS**

Caesar can be controlled entirely through the keyboard; however, we recommend using a mouse. Most commands are reached through the keyboard by simulating the mouse; the cursor keys move the mouse pointer, while the semicolon (;) key acts the left mouse button and the <ENTER> key acts as the right button.

In addition to simulating the mouse, the following "hot-keys" have been added to speed gameplay for both mouse and keyboard users. These hot-keys are accessible from the City Level and Provincial Level displays.

Note: Do not use the toolbar hot-keys while the mouse pointer is over the toolbar.

# -PROVINCIAL- LEVEL

## TOOLBAR

	<b>Go to City</b> — Shifts game window to the Provincial Level.	
	<b>Go to Forum</b> — accesses the seven advisors of the Forum.	
	<b>Clear Area</b> — Clears terrain and destroys structures.	Base cost: 15 dn
	<b>Provincial Road</b> — Provides routes of trade with provincial towns.	Base cost: 30 dn
	<b>Imperial Highway</b> — Connects your province with lands beyond the Empire.	Base cost: 60 dn
	<b>Fort</b> — The base for a new Cohort, an arm of your Roman army.	Cost: 500 dn
	<b>Great Wall</b> — spanning the entire province, great walls keep barbarian armies out of the city.	Base cost: 40 dn
	<b>Great Tower</b> — increases the defensive strength of Great Walls.	Base cost: 90 dn
	<b>Cohort Patrol</b> — commands a Cohort to Patrol between several XXX selected locations.	
	<b>Cohort Attack</b> — commands a Cohort to attack a selected barbarian army.	
	<b>Cohort Go Home</b> — Commands a Cohort to return to its Fort.	
	<b>Provincial Terrain</b>	<b>Construction Cost</b>
	Clear Ground	base cost
	Forest	base cost times 2
	Rocky Terrain	base cost times 4

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# CITY LEVEL

## INFRASTRUCTURE TOOLBAR



**Main Toolbar** — Returns to City Level Main Toolbar



**Road** — Connects housing to forums, and workshops to markets

Cost: 5 dn



**Plaza** — Converts roads into plazas, raising land values

Cost: 10 dn



**Reservoir/Spa** — Reservoirs, rock-hewn-sized water supplies, must be built on a river or edge of lake; Pipes connect reservoirs to fountains

Cost: 5 dn



**Well** — Small water sources that can be built (tunk) anywhere

Cost: 5 dn



**Fountain** — Large water supplies that must be connected to reservoirs by pipes

Cost: 10 dn



**Wall** — Built around a city, walls can protect it from barbarian invaders

Cost: 5 dn



**Tower** — Adds towers to walls to increase their defensive strength

Cost: 10 dn



**Prefecture** — Small buildings that collect taxes and keep the peace over a small area

Cost: 25 dn



**Barracks** — Produces soldiers to patrol city for barbarians and rioters; and keeps the peace over small area

Cost: 80 dn



**Forum** — Builds one of eight styles of social center for your citizens; connects to housing via roads, and keeps the peace and collects taxes over a large area

Cost: 60 to 150 dn

# CUSTOMER SERVICES

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**Technical Support Tel: (0118) 920 9111**

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**Fax: (0118) 987 5603**

**Lines open 24 hrs, 365 days a year**, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5.30pm Monday to Friday**.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

## **HAVAS INTERACTIVE UK Ltd.**

*Customer Services / Mail Order / Tech Support Department*

2 Beacontree Plaza

Gillette Way

Reading • Berkshire

RG2 0BS

United Kingdom

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### **Sierra UK Web site**

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**<http://www.sierra-online.co.uk>**

UK Website includes technical support, mail order, chat rooms, product information, game demos and much, much more.

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### **Hintline (UK callers only)**

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**09068 660 660**

24 hrs. Automated service requires a touch tone phone. Calls cost 50p/min. at all times. Max call length 7.5 minutes. Max call charge at £3.75 at all times.





## Please return this card to us for registration



**1 • A free hot line:** Our Customer Services Department will be happy to deal with your technical problems and enquiries on 0118 9209 111 between **9 am and 5 pm, 5 days a week**. Out of normal office hours an automated technical attendant is available to assist with the most common queries.

**2 • A 90 day disk guarantee:** Any faulty disk replaced within 90 days (free of charge).

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Surname: | | | | | | | | | | | | | | | | | | | | | |

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Date of Birth: DD | | | | MM | | | | YY | | | |

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Please tick the appropriate box

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Printer  Modem

**Do you have access to Internet?** Yes  No

**Your purchase:**

Date of purchase : DD | | | | MM | | | | YY | | | |

Product purchased: \_\_\_\_\_

Please indicate the complete title

Bar code number: | 3 | 3 | 4 | 8 | 5 | 4 | 2 | | | | | | | | | | | | | | | | | |

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## **Havas Interactive UK Ltd.**

2 Beacontree Plaza

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READING

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