

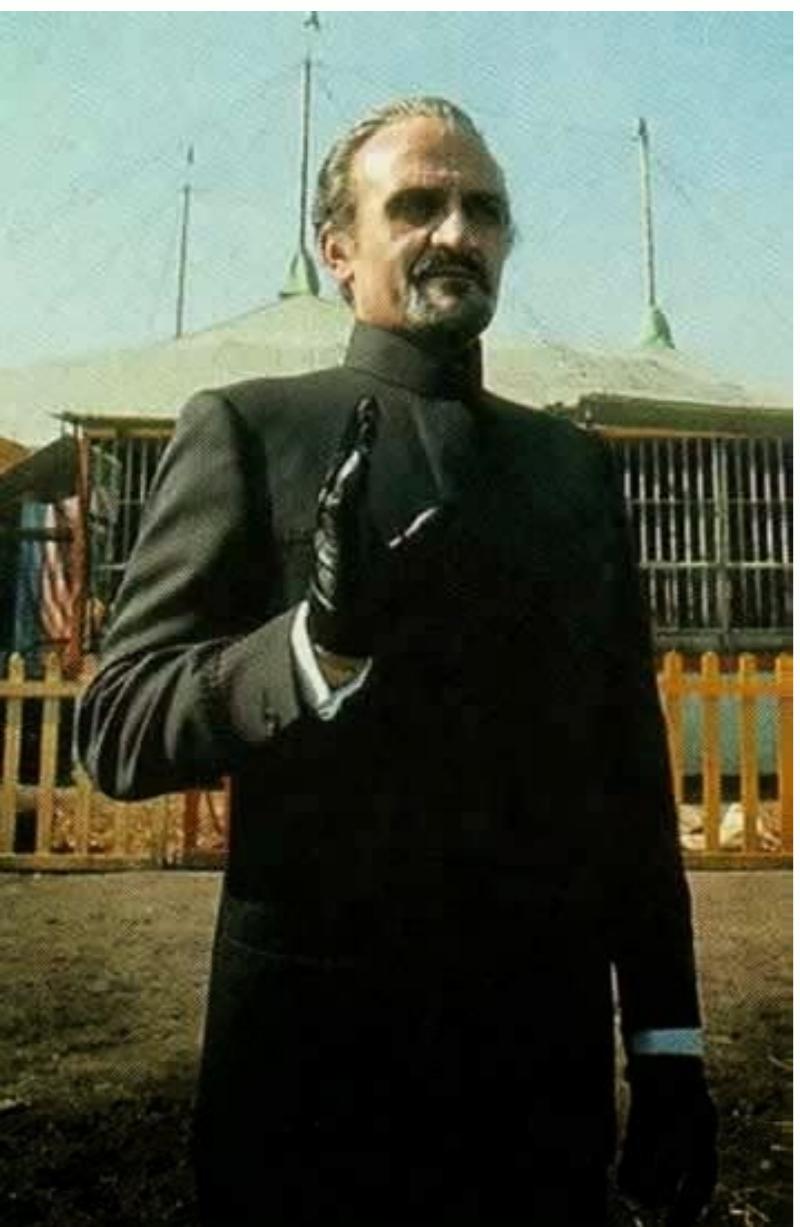


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Year 3 Award
English 10
4/2/11
Julius Caesar: Study Questions (Act II)

Name: _____

1. Brutus explains that when someone gains power he might sometimes be weak (line 4). Brutus thinks that Caesar should do the "direct" gaining power or be might because (line 6).
2. Brutus compares Caesar to the egg of a snake. Brutus thinks that the death of Caesar immediately follows the gain power and ends by crushing them.
3. It is the Ides of March. This day is important since the soothsayer warned Caesar that the 15th of March will be a "fatal day" for him.
4. Brutus explains that once you decide to do something, had to be the moment when you do it. A person's mind changes completely and starts acting weird.
5. Cicero is Brutus's favorite idea.
6. Brutus believes that the more that he could act such since their reasons should be able to lead them together.
7. The more was Cicero on Brutus' side at this time he would bring them public support that is too impulsive. However once Brutus points out that Cicero would serve before someone else's ideas, they change their minds.
8. Cicero wants to insult Mark Antony in addition to Caesar.
9. Brutus informs Caesar prepared thinking that they would make it with the "Muses".
10. Brutus's plan is get Caesar to come to the Capitol in due he will assassin him by surprising him at night.
11. Brutus noticed that Brutus's mouth babbling strongly.
12. Brutus claims that as Brutus's side he should have the excuse that because Brutus and that due to part of him.
13. Brutus voluntary would let him die to prevent him amongst in Brutus. I think that this is an almost way to define someone you care that he should just give.



Targets Population5000Culture65Prosperity50Peace50Favor45 Trade Partners Mediolanum (land route) sells 15 fruit [per year] sells 25 timber buys 15 weapons Massilia (land route) sells 15 vines sells 25 oil buys 15 marble buys 25 pottery Important Events Jan 170 BCThe level beginsJan 168 BCNew trade route available to MassiliaMar 167 BCEmporer requests 10 meatOct 165 BCEmporer requests 10 meatApr 162 BCEmporer requests 10 meatJul 159 BCEmporer requests 10 marbleSep 157 BCEmporer requests 10 marbleJul 155 BCEmporer price decreased by 20 DnApr 154 BCEmporer requests 10 marbleApr 150 BCEmporer requests 10 meat Note: there are no barbarian invasions Disasters Occasional landslides will stop land traders from reaching your city for a few months. Have at least 1 to each god, and the same number for each, except maybe build one extra to Neptune or Venus (not both), to keep him/her permanently exalted. Although you've been doing a lot of trading on previous levels, you will be introduced to a lot of stops and starts on your trade routes here, which will pressure your financial control. This way, you can build markets for one sector before the others, and gradually phase in the initial food grab. After the initial grab for food, empty out and then demolish any granaries that are just taking up space. 4 half-full granaries are not as good as 2 full ones. You don't need them on this level. 5 to 10 full granaries would be my suggested minimum before building any markets. When the end is within sight, build the barbers, and watch as your medium insulae evolve to large insulae (fingers crossed), to give you that final push for prosperity, if you needed it. When your prosperity rating is taken care of, use areas away from the population center, for building the schools, libraries, theaters and academies you need to achieve the culture rating. One market for every 500 people should be sufficient. Feed your people nothing but wheat. Try not to make the same mistake I did, of building the export industry too far away from the domestic industry. Otherwise you'll go into debt, Caesar will be mad, and you'll be forced to deal with a lot more troubles than is strictly necessary. Have someone every won this mission? You also save on warehouse and workshop workers by not making wine. Build only one pig farm. If you do build villas that will only make matters worse because of the workforce shortage problem. Build a javelin unit later on, and move them near the wolves. They can shoot over the aqueducts to kill the wolves, and can do it quickly enough to stop any wolves from being reborn. The other key ingredient is that of managing your money. This way, you'll have less trouble letting people live near the food supplies, and also it may encourage you to keep away from building more services than you need, and that will help alleviate pressure on workforce shortages. Don't build academies or coloseums in the population center. Hints & Tips The main problem that most players have with Lugdunum is food distribution and lack of workers. Use this only to satisfy Caesar's requests. You also save on workers. Build more markets than you usually would, but don't go mad with them. Take some time to get the food production & storage well and truly rolling along, before you build any markets. You can achieve the prosperity rating without building any villas. The granaries furthest from farms (and coincidentally, should be nearest to houses) should get the food from other granaries. Caesar 3 > General Discussions > Topic Details Lugdunum , the impossible mission. All the rest should be wheat farms. You'll have fewer hassles with the traders if you build them closer. Don't get your population too high too early. You can, and will want to, achieve the prosperity by having almost all of your houses at insular level. It seems a impossible mission, the combination of 5000 population with 50 points of prosperity is impossible when you almost can't have wood in this map for housing (prosperity). Be prepared for these cuts in your main source of income, by keeping city funds at 1000 to 2000 Dn. Don't spend every cent as soon as you earn it. Leave the advisor on "importing" oil, but don't let any other warehouses accept it by Cherub Marty Party Career level: Procurator (salary 20 Dn) Starting City Funds: 5000 Dn Highest housing level: Grand Villa Overview This is the 4th peaceful mission, and your job is to learn how to fit lots of people into a small amount of high-level housing, which is one of the key ingredients to prosperity. Try not to build anything but houses and the bare necessity services in this population center. If you can't manage this, the next best thing is to build on the large farming hill. By not importing vines, you also reduce pressure on your purse string, via lesser imports and increased trader turnaround time, ie. Note: This is ONLY to be used to report spec advertising, and problematic (harassment, fighting, or rape) posts. In the meantime, fill up one warehouse full of oil, and stop. After the small temples, build only oracles, and build them away from your population centers. Don't import fruit. Don't import vines to make wine. Can't farm wood and due to the labeling, you can't get wood from trading posts. Don't import any services set to only one person and each person takes advisor or skipper instead of traders. Don't import any docks, allow the group of dealers arrive sooner. This is the last level, don't import anything, including the bridges. Demolish any old roads and rebuild them in such a way that you can cover all of the native's houses with only 2 or 3 missions. Don't build prefectures, hospitals or the hippocampus. If you like, you can segregate your housing into specific living gatehouses. More markets equals more stable houses, but the people won't consume more meat because there are more markets! You especially don't want your houses to constantly evolve/devolve on this level because it takes so long for new immigrants to get to the houses and replace those you lost during the devolution. Right click on your granaries and warehouses, and use the special orders screen to set some of them to "get" certain types of food & goods. Here are a few ideas to overcome these problems: Pause the game at the beginning and build aqueducts around the 2 packs of wolves (they work just as well as walls, for wolf control, and cost less). This will help you spend less on imports, while improving turn-around time for the traders from Massilia, who buy marble and pottery. This saves your market ladies some legwork, so that they can spend more time making subsequent trips to either get more food, or to get other types of goods. Don't build barbers until you're nearly finished. Build them elsewhere if you think you need them for the culture rating or "overall" entertainment level. Build a few tents, but not too many, to support your workers for the export industries which you'll want to build somewhere away from your main population center. Build only enough (small) temples to provide religion "coverage" for the populace. Once the javelin unit has been built, demolish the barracks to reclaim some workers. Build low bridges to connect the islands. Keep your people happy by managing unemployment and throwing a festival once in a while so that you have no problems with riots. Try to fit 99% of your population in the natives' area, between the two farmlands.

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