

# Caesar IV building colors

## Color: Buildings:

-  Resource: clay, sand, marble, iron or gold
-  Roads
-  Road with plaza
-  Insulae: pleb houses
-  Domus: equite houses
- Villas, estates, mansions: patrician houses
-  Fields and pastures: grain, vegetable, cattle, sheep, olives and grapes
-  Food and raw materials: grain farm, vegetable farm etc, clay camp, sand camp, etc
-  Factories
-  Distribution: markets, granary, warehouse, trade buildings
-  Hygiene and health: barber, bathhouse, clinic, hospital
-  Education: school and library
-  Religion: shrines and temples
-  Entertainment venues: odeum, theater, arena, coliseum, circus
-  Entertainment schools: actor guild, gladiator guild, animal trainer, charioteer
-  Water: pumphouse, reservoir, well, fountain and aqueducts
-  Government: prefect, engineer, tax collector, governor's palaces, forum, basilica
-  Gates, towers, walls
-  Military: forts, mess hall, armory and drill yard
-  Decoration: statues, gardens, hedges, bushes and trees