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ESRB

Romance IX of The Three Kingdoms®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
Never use solvents or abrasive cleaners.



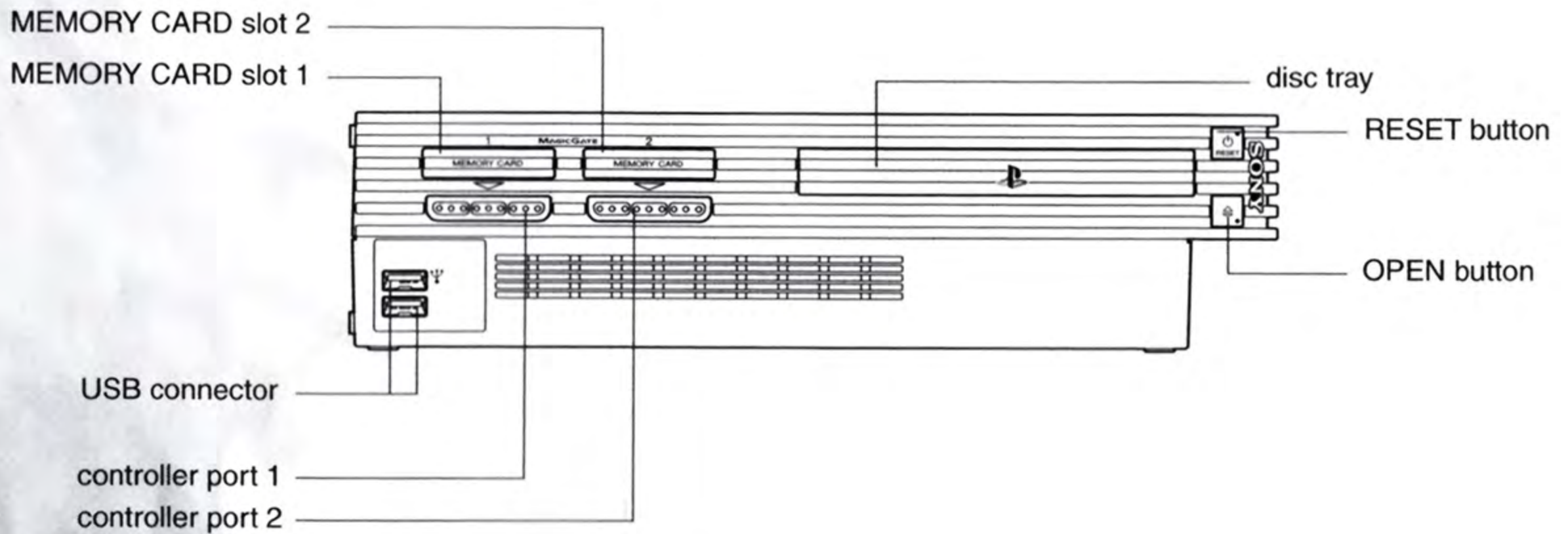
Romance IX

of The Three Kingdoms®

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GETTING STARTED

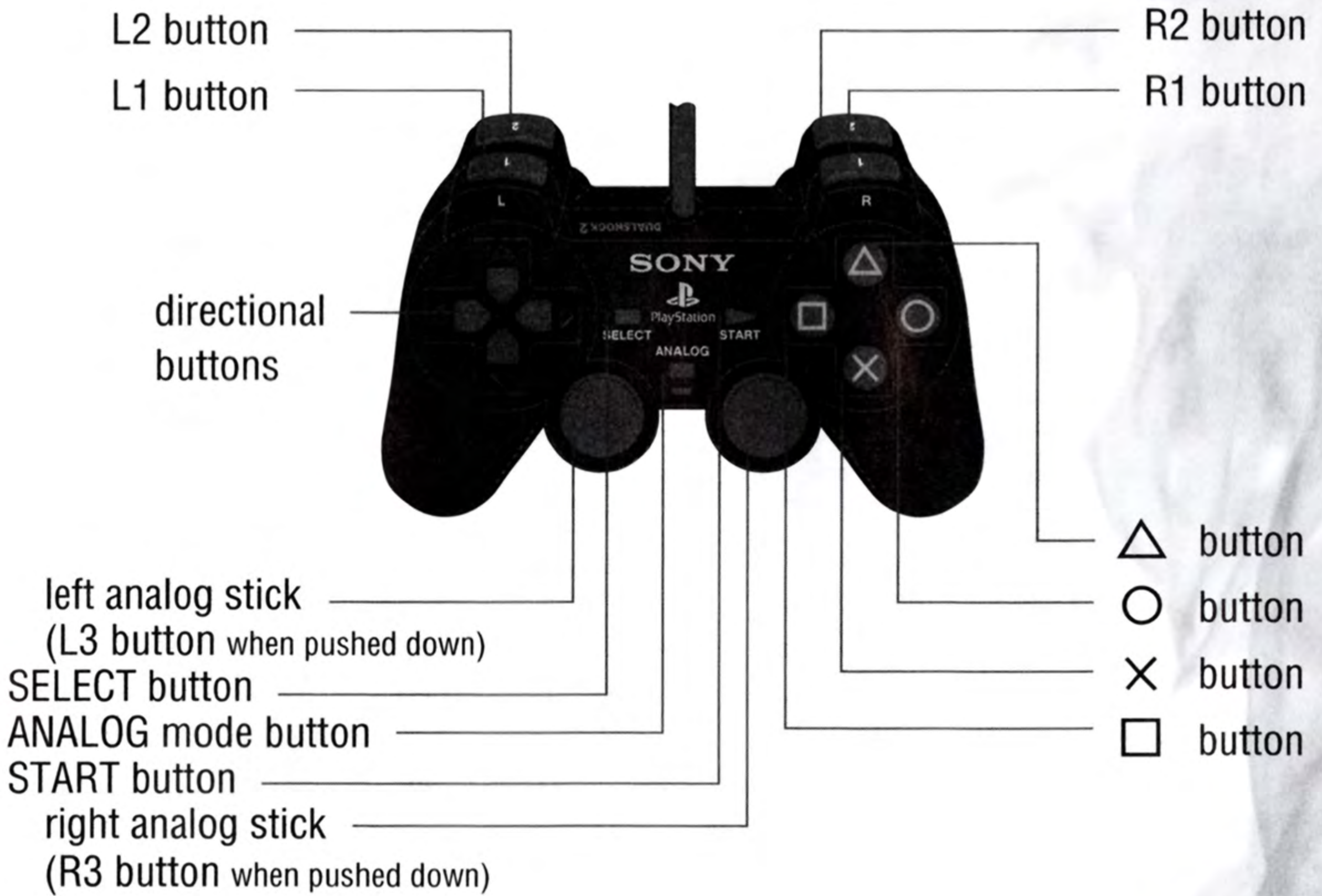


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Romance of The Three Kingdoms®IX* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS



DUALSHOCK®2 Analog Controller

L2 button
Switch (map → facility jump list → unit jump list → map).

L1 button
Jump between cities in your force (in ascending order of the jump list), change category on information lists.

directional buttons /left analog stick
Move the cursor (all functions of the directional buttons can also be performed with the left analog stick).

START button
Display Information Overview, Save / Load etc.

R2 button
Sort information lists.

R1 button
Jump between cities in your force (in descending order of the jump list), change category on information lists.

△ button
Cancel, hide jump list.

○ button
Select (short cut to the Action Phase).

× button
Confirm.

□ button
Use with the directional buttons to speed scrolling of the screen.

right analog stick
Speed up scrolling of the screen (also possible with □ button + directional buttons).

SELECT button
Display help.

*** There is no left and right analog stick control when using a standard Controller.**
*** The vibration function cannot be turned ON / OFF using the ANALOG Mode Switch. To change the vibration function, go to Settings (p. 10).**

Other Controls

Special functions of the □ button

On the game screen (p.14), hold down the □ button and press the directional buttons to scroll the screen at a faster speed. You can also use the following functions when viewing Information (p.16).

| | |
|---------------------------------|-------------------------------|
| □ button + directional button ↑ | Jump one page up. |
| □ button + directional button ↓ | Jump one page down. |
| R1 button | Proceed to the next category. |
| L1 button | Return to the last category. |

Entering Numbers

| | | | |
|--------------|----------------------|----------------|----------------------|
| Confirm | × button | Reduce digits | directional button → |
| Cancel | △ button | Add digits | directional button ← |
| +1 to number | directional button ↑ | Maximum number | R1 button |
| -1 to number | directional button ↓ | Minimum number | L1 button |

Script Controls

Press the × button during the Action Phase to hide the text that appears at the top of the screen.

GAME OUTLINE



Become a Ruler in the era of the Three Kingdoms and strive to unify China. The key to victory is knowing the strengths and weaknesses of the officers beneath you, and assigning them the tasks that suit each one best.

Forces and Districts

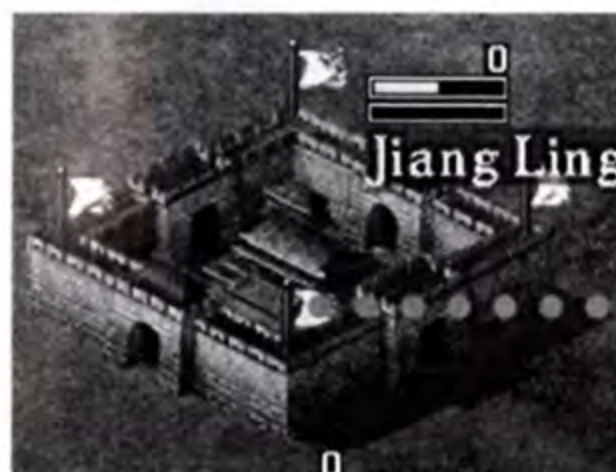
The player takes on the role of a Ruler. A Ruler is the head of a force. Each force is comprised of a number of districts. Each district governs at least one city. In case there is only one district, that district is the entire force. Your goal is to expand your power base by issuing orders to your subordinates and invading other cities. Once you have expanded sufficiently, you will be able to form numerous districts and allow your officers to manage these new territories.

Game Objectives

If all other forces are wiped out in battle or accept a **Warning** (p.36) and surrender, the player's force becomes ruler of the entire nation and victory is achieved. There is no need to take control of empty cities or cities belonging to foreign tribes.



A city owned by a foreign tribe
Something may happen if you take it...



An empty city
Does not belong to any force.

Game Over

The following conditions result in Game Over.

- **The year reaches 350.**
- **All of your cities are taken.**
- **All of your officers are lost.**

| | | |
|-------------------------|-------------------------|---|
| Types of Officer | Officers | All officers in a force (including the Ruler), except prisoners. |
| | Prisoner Officer | An officer who has been taken prisoner in one of the following ways: the unit that he commanded was wiped out, the facility in which he was based fell, or he was defeated in a Duel . |
| | Free Officer | An officer not attached to any force. Can be approached with the Personnel command Employ (p.33). |

GAME FLOW



The game is divided into the **Strategy Phase** and **Action Phase**. Orders are given during the **Strategy Phase**, and the results of these are then overseen during the **Action Phase**.

Strategy Phase

During this phase you carry out **Domestic**, **Diplomatic** and **Military** actions. Time is stopped, and there are many types of orders that you can give. Select a facility (city, harbor, gate) or a unit belonging to your force to see a list of possible orders, then press the **X** button. Next, give your orders, taking into account the relative strength of the forces at play and the surrounding geography. Press either the **C** button or select the order **Observe** to advance to the **Action Phase**.



Action Phase

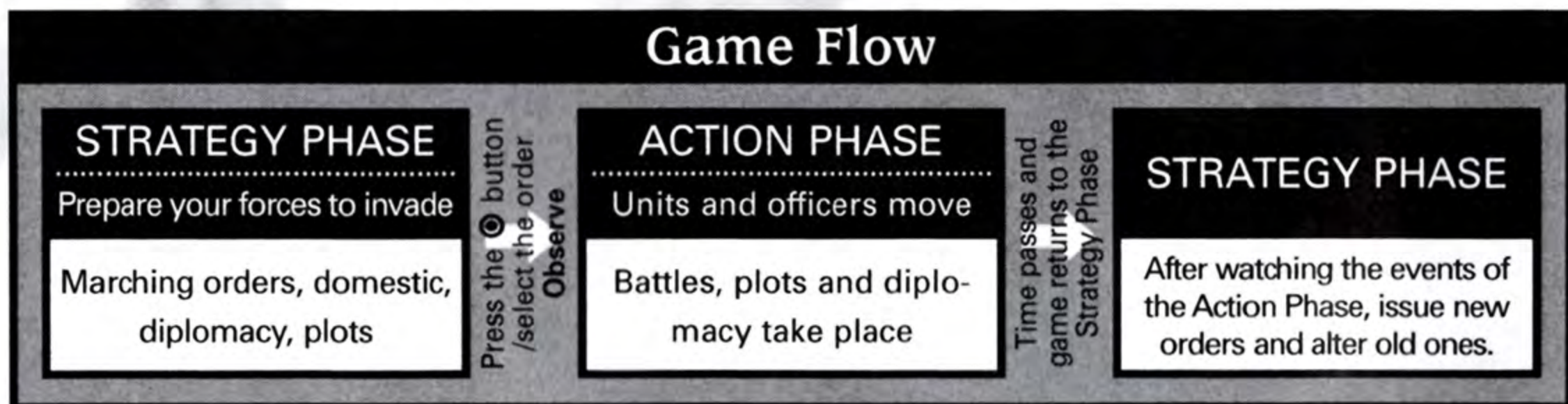
Time now advances. Units and officers will move in accordance with the orders received during the **Strategy Phase**. The units and officers of other forces will also move.

The Time Flow during the Action Phase

Each **Action Phase** takes 10 days. Each month is therefore comprised of three **Action Phases** - **Early**, **Mid** and **Late**. 12 months (36 **Action Phases**) make up a year.

| | | | |
|---------------------|---|---------------------|---|
| Spring Jan.-Mar. | JAN. Population changes, funds increase, new officers appear | Fall Jul.-Sep. | JUL. Population changes, funds increase, harvest |
| Summer Apr.-Jun. | APR. Population changes, funds increase | Winter Oct.-Dec. | OCT. Population changes, funds increase |

* Food decreases every day. Gold decreases every 10 days (stipends.) Merchants move every 10 days.



Orders

Orders are split into nine categories – **Facility**, **Military**, **Personnel**, **Plots**, **Diplomacy**, **Commands**, **Training**, **Info** and **Observe**. Each type of order can be carried out according to circumstances. There are two types of orders - those that have an immediate effect, and those that take a period of time before any visible effect is achieved. Select **Info** to display the information screen for your cities and units. Select **Observe** to move on to the Action Phase.

Orders That are Immediately Effective

These orders have immediate effects. Choose one and select OK.

| | |
|-----------------|---|
| Facility | Patrol, Trade, Farm, Repair, Draft, Drill, Buy, Sell, Withdraw |
| Commands | District, Warlord, Rank, Reward, Award, Seize, Execute, Dismiss |
| Training | Training |



Orders That Take Time

Give one of these orders and the officer and unit will move during the Action Phase.

Their distance to the target point will alter the time (arrival) that they will take.

| | |
|------------------|--|
| Military | March, Build, Transport |
| Personnel | Call, Move, Search, Employ |
| Plots | Alienate, Raze, Raid, Rumor, Mislead, Disrupt, Rally, Rescue |
| Diplomacy | Gift, Request, Exchange, Warn |



Arrival
The time it will take before the order is carried out.



What is Repute?

Repute is a representation of the how much the people and other Rulers trust a Ruler. It rises by using **Patrol** (p.29) to increase the trust of the people in your cities, and through certain events. Rises in population will also cause it to increase. Attacking a force with which you are currently in a coalition with, ignoring a **Request** (p.35), and attacking a force with which you are **Amicable** or superior to will decrease your **Repute**. Overuse of **Draft** (p.29) will also cause it to decrease.

Increased Repute

Warn (p.36) becomes more effective.

Officers become easier to **Employ** (p.33).

Titles (p.37) are easier to achieve.

STARTING THE GAME



Starting the game, and the different ways you can play.

1 - Preparation

Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

* A memory card (8MB) with at least 926KB of free space is required to save the game. Please see your PlayStation 2 instruction manual for more information.

2 - Insert Disc

Once the game loads, the opening will begin. The title screen will appear when the opening finishes, or if you press the START button during the opening.

3 - Menu Selections

Press the START button on the title screen to display the following menu.

| | |
|--------------------|--|
| New Game | Start a new game. |
| Load Game | Load and continue a previously saved game. |
| Tutorial | Learn about the basics of the game and its controls. Scenarios that you can earn rewards are available. |
| Challenge Scenario | Play a short scenario that recreates a famous incident from the "Three Kingdoms". |
| New Officer | Create an officer (p.11) and place him/her into the game. |
| Gallery | Watch the movies that you have seen during the game. View the items you have collected and listen to the game music. |

Starting a New Game

Select a Scenario

After selecting New Game from the menu screen, the scenario select screen will be displayed. You can choose between a **Historical Scenario**, based upon events of the **Three Kingdoms**, or a fictional, **What If Scenario**.

Highlighting a scenario with the cursor will display the forces map. Pressing the **X** button will display a simple historical background. To confirm your selection, press the **X** button again.





Pressing the **L1** or **R1** buttons will switch to "What If Scenario."

Select a Force

On the select force screen, you select the Ruler that you will become. Choose the force you wish to use (1-8) from **Select Force** and select **OK**. After selecting a force, select **Next** to advance to the **Settings** screen (p.10)



| | | |
|---|---|--|
| <p>Select Force</p> <p>Select the Ruler (force) that you wish to use from the map. The forces that you can choose from differ depending upon the scenario. You can select up to 8 forces.</p>  <p>Select your force from a list using the L2 button.</p> | <p>New Force</p> <p>Make a newly registered officer (p.9) your Ruler.</p>  <p>The city they will occupy will be decided once the game begins.</p> | |
| <p>Deploy</p> <p>Decide the "location" of a newly registered officer (p.9). You can place him in a force, or make him a free officer.</p> | <p>Undeploy</p> <p>Remove a previously placed officer.</p> | <p>New Officer</p> <p>Generals unselected here will not appear in the game.</p> |

The Game Begins

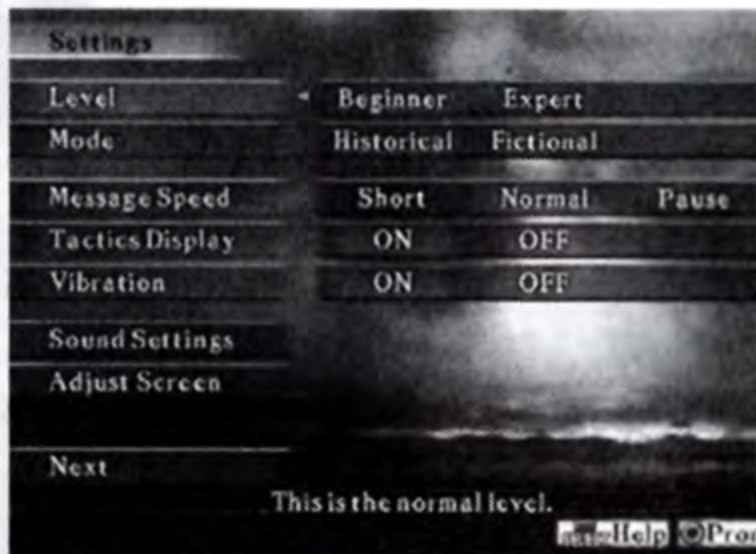
After altering the game **Settings** (p.10), select **Next** to display the prestart confirmation screen. Press the **X** button to confirm your selections and begin the game.



The PreStart Confirmation screen.

Settings

You can access the **Settings** screen when starting a new game, or by pressing the **START** button during the game and selecting **Settings**. Use the left and right directional buttons to change each setting.



The Settings screen.

| | |
|------------------------|--|
| Level | Can only be changed at the start of the new game. Select Expert to improve the strategy and tactics of the enemy forces, making them harder to defeat. |
| Mode | Can only be changed at the start of a new game. Select Historical to set all Ruler and officer personalities and force relationships as they are in the "Three Kingdoms." Select Fictional to randomize all such personalities and relationships. |
| Message Speed | <p>Short Messages will be displayed for less time than Normal.</p> <p>Normal The normal message display speed. Messages will disappear after a set period of time.</p> <p>Pause Messages will change only when the X button is pushed.</p> |
| Tactics Display | When turned OFF, tactics/duel combat animations will not be displayed. |
| Vibration | Turn the vibration function ON / OFF. |
| Sound Settings | <p>Speaker Type Switch between Stereo and Mono.</p> <p>Sound Change the volume of the background music.</p> <p>Sound Effects Change the volume of the sound effects during the game.</p> |
| Adjust Screen | Alter the position of the screen. |

New Officers

Selecting **New Officer** from the menu screen will display the **Register Officer** screen.

The Register Officer Screen



The Register Officer screen.

| | |
|------------------------|---|
| Create | Create a new officer (up to 100) |
| Edit | Edit current officer data |
| Delete | Delete current officer data |
| Load RTK8 Data | Load officer data from " Romance of the Three Kingdoms VIII. " Load the data by following the onscreen instructions. * Be aware that any new officers created prior to loading will be overwritten. |
| Shift Birthyear | Alter all the birth years of created officers by the same number of years. |
| Save | Save officer data. Make sure that you save after creating or altering your officers. |

*If you have save data from KOEI's other products "Dynasty Warriors 4," "Dynasty Warriors 4 Xtreme Legends" or "Dynasty Tactics 2," then original officers will appear.

Editing Officer Data

Name
Input the full name of your officer.

Gender
Choose a gender. If you select **Female** then the officer will use more feminine speech patterns.

Abilities
Set your officer's **Leadership, War, Intelligence** and **Politics** (p.20).

Face
Choose a face. You cannot choose a face that is already in use.

Year
Choose a year of birth. Characters age 15 and up appear in the game.

Nature

Creed
Decide your officer's **Creed**. This will not be displayed during the game.
Purpose: Has the ambition to unify all of China. Has a strong sense of justice.
Duty: A strong sense of duty and few ambitions.
Balance: Ambition and duty are both average. (Depends upon current circumstances)
Fame: Will do anything – even betray an ally - to make a name for his own sake.
Ambition: Ambition is high, and glory for himself is always first in his mind.

Personality
Decide your officer's character (p.20).

Tactics
Select your officer's **Tactics** (p.43). The more **Tactics** they possess, the more useful they will be in battle and for **Plots**. You can learn **Tactics** until **Tactics Points** reach 0. The number of points required differs depending upon the **Tactic**.

Social

Parent
Choose your parent. There must be at least 15 years difference in age between children and parent. If you select an officer who is not compatible, the parent will automatically become compatible.

Match
Select an officer with whom to be compatible. The officer selected will also decide compatibility with all other officers.
Example: Making your officer friendly with Cao Cao will also make him friendly with all officers under Cao Cao in the "Three Kingdoms."

CHALLENGE SCENARIO



A collection of short scenarios, either based upon famous episodes from the “Three Kingdoms” or played out under hypothetical circumstances. Each scenario must be cleared by completing set Victory Conditions within a given time limit. You will also receive a Reward for clearing certain scenarios.

How to Begin a Challenge Scenario

Select **Challenge Scenario** from the menu screen. Then, just as when playing a regular game, select the scenario that you wish to play. If you select a scenario in which it is possible to select your force, you will then do so. After altering the game settings, the game will then begin.



Progress of the Game

Facility, Plots, Military - all orders can be carried out as normal. Your aim is to complete the given **Victory Conditions** within the time limit. If your force is defeated or the time limit is exceeded, the game will be over.

Pressing the **START** button and selecting **Requirements** will display the time period and the **Victory Conditions**.



Events

A number of events can occur within each scenario. Some of these events will greatly aid your efforts. Try as many actions as you can in order to trigger these events.



An Introduction to some Scenarios

THE DEFENSE OF NAN YANG

Player Force

Zhang Xiu

Victory Conditions

Defeat Cao Cao or Rule all of Wan, Luo Yang and Xu Chang.

Period

January 197 to December 198

Rely heavily on Jia Xu!

The elite forces of Cao Cao are closing in on Wan. What fate shall befall the isolated forces of Zhang Xiu?



The greatest battle of the Three Kingdoms. Will the terrible flames of history be rekindled?



FIRES OF CHI BI

Player Force

Sun Quan

Victory Conditions

Defeat Cao Cao or Rule all of Jiang Ling, Chai Sang and Lu Jiang.

Period

September 208 A.D. to August 210 A.D.

Effective use of Zhou Yu is the key to victory.

COMMANDER YUAN SHAO

Player Force

Yuan Shao

Victory Conditions

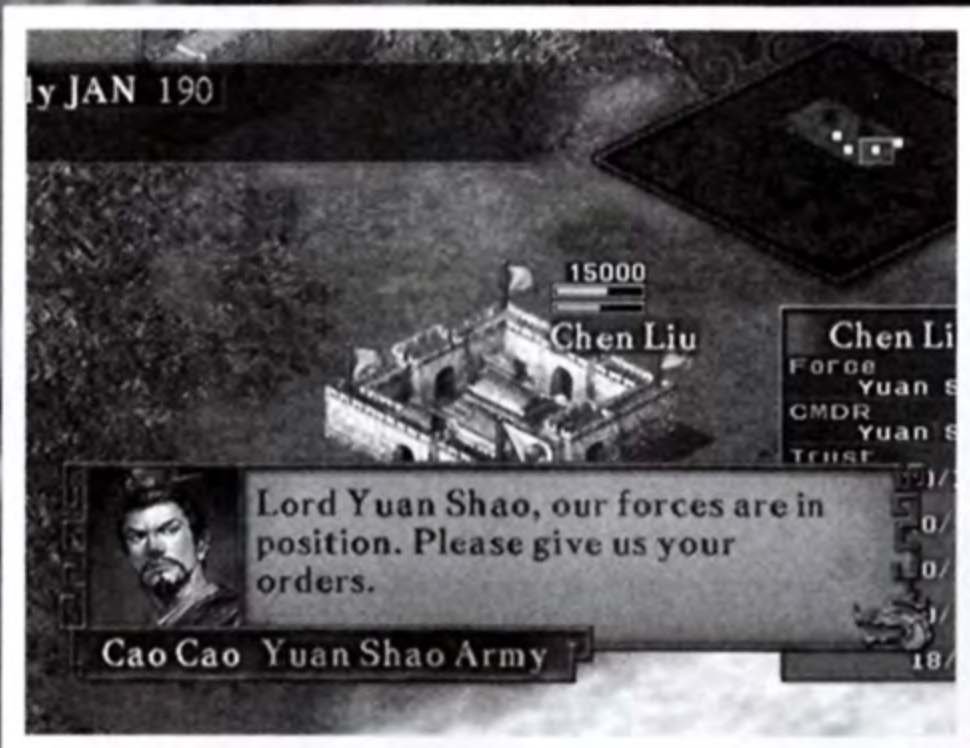
Defeat Dong Zhou or Rule all of Chen Liu, Luo Yang and Chang An

Period

January 190 A.D. to December 191 A.D.

Lead boldly, like the member of the distinguished family you are!

Gather a coalition of mighty heroes and take down a tyrant!



READING THE SCREEN



The Game Screen Here you devise your tactics and give your orders. Battles are also conducted on this screen.

*If you move the cursor to the edge of the screen, the screen will scroll.

Force Info

Displays Ruler's name, gold and food that the district owns. (It will be red when food and gold will run out before the next income.)

Cursor

Move the cursor over facilities and units.



Orders (P.28)



Date


Time advances only during the Action Phase. Each month is divided into three sections - early, mid and late. Each section is 10 days long.

Radar Map

A mini-map of China. Each city is marked with the color of the force to which it belongs. Move the cursor onto the mini-map and press the **X** button to jump to that location.


Structures - Facilities and Obstacles.

Facilities



Structures in which it is possible for a unit to rest (p.32). If all officers have been given orders, no officers are present, or if they are currently executing orders, a will be displayed.

Facilities Information



Top bar

Defense

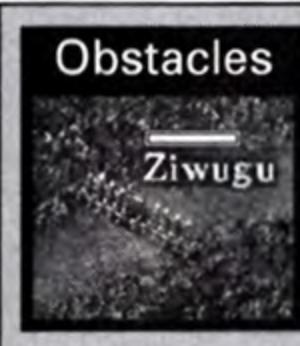
Bottom bar

Morale of facility troops

Number

Number of troops


Obstacles




Structures that prevent unit from marching. (P.32)

Move the cursor over a facility to display information about it. The picture is of the city.


Han Emperor



Merchant in the City




Training for tactics possible




Units - Units that are currently in the field. Select one to change their current orders.

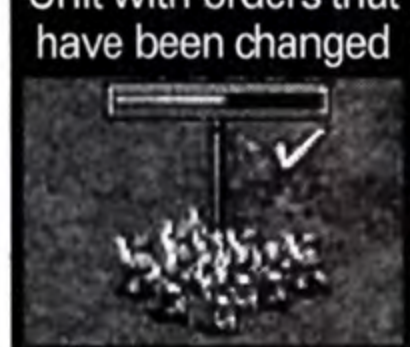
Construction Unit



Transport Unit




Unit with orders that have been changed



The will also appear above facilities or units that are carrying out an order.


Count until plot is used




After "1" the plot will happen. If more than 4 days are needed to begin the plot, only a "!" will be displayed.

Terrain - Terrain affects the tactics that can be used and the attack power of units.

Marsh




Bridge




No particular terrain effects.

Forest




The **Scheme** type tactic **Fire** under **Trap** can be used.

Crags




Cannot be entered. When close by, the **Scheme** type tactic **Rockslide** under **Trap** can be used.

Grass




Ground



The **Scheme** type tactic **Pit** under **Trap** can be used.

Water



The Water terrain type can be entered from a harbor. The **Scheme** type tactic **Whirlpool** under **Trap** can be used on Water terrain. Shallows cannot be entered.

During the Action Phase

The screenshot shows a game map with several units. A progress report message at the bottom left reads: "Chunyu Qiong I wonder how the enemy will move..... Yuan Shao's unit is now in battle." A speech bubble above a unit says: "Chen Liu". A passage of time bar at the top left indicates "Mid APR 184".

Passage of Time Bar

Speech

Progress Report Message

Speech Bubble

Indicates that a unit is speaking.

Indicates the movements of other forces.

Button Controls

| START button | |
|--------------------|--|
| Info List | Display information on all districts, cities, etc. (p.16) |
| Save | You can save up to four different sets of data. Select a slot in which a save game already exists to overwrite it. |
| Load | Load previously saved data. |
| Settings | Alter play settings (p.10). You can also alter the following extra settings. Cursor Speed – Change the speed at which the cursor moves. Boundaries – When turned ON, boundaries (p.28) will be displayed. Radar Map – When turned OFF, the radar map will not be displayed. |
| Progress/Map | Displays a full map of China and the events that occurred during the last Action Phase. The "Warlord's Advice" from the start of the Action Phase is also recorded. Once you move to the next Action Phase, this will disappear. |
| Requirements | The requirements to clear the scenario (Challenge scenario only). |
| End Game | End the game and return to the title screen. Also returns to the menu screen (p.8). You may leave the control of your force to the computer and watch over their actions (but not in Tutorial or Challenge Scenario.) |
| L2 button | |
| Displays Jump List | Select a name from the list to jump directly to that unit or city. Facilities and units to which orders can be given are highlighted. The cursor cannot be moved on the map while the list is being displayed. Press the button to close the list. |
| button | |
| Display Orders | Select a facility or unit and press the button. |
| button | |
| Action Phase | End the Strategy Phase and proceed to the Action Phase. Cannot be done when orders are displayed. |

For the Three Kingdoms Beginner!

SELECT HELP

Press the SELECT button on the game screen to display *Secrets of War* and a *Glossary*. Press the SELECT button while selecting or executing orders to display helpful text. This text will tell you everything from the functions of each button to the effects of orders and the location in which they will be executed.



Info List

Press the START button during the game and select **Info List** to bring up various lists of information.

Use the directional buttons to move the cursor across the lists. Highlight a name on the list and press the **X** button to display more detailed information concerning that name. Use the **L1** and **R1** buttons to change categories.



Category
Use the **L1** and **R1** buttons to change the displayed category.



Sort
Highlight a headline in the list and press the **R2** button.

All Titles

| | |
|--------------------|--|
| Control | Number of troops under command, Repute required to Inaugurate. |
| Force | Name of the Ruler to whom the title is inaugurated. |
| Description | Description of the title. |

All Forces










| | |
|------------------|--|
| Condition | Country, Titles, Repute, Training Points (Training Points available to the force). |
| Base | Warlord, Number of districts, number of cities, number of officers, tactics the force can use. |
| Strength | Population, draft pool, number of troops, number of wounded. |
| Gold | Current gold, income, projection (current gold + next income - expense), black (if expense is higher than income, it is red). |
| Food | Current food, income, projection (current gold + next income - expense), black (if expense is higher than income, it is red). |
| Diplomacy | Relations with other forces (From worst to best: hostile/uneasy/neutral/amicable/trusted), Coalitions (Coalition Leader (Best), participating lord (Good), target lord (Bad)), effective period of coalition (days). |
| Request | The force making the request, object facility, effective period of the request (days). |
| Details | Displays more detailed info on the force. |
| Map | View more detailed info on the force after viewing their position on the map. |

* When referring to information, pressing the **L2** button will switch between lists and the map.

All Districts

| | |
|-----------------|--|
| Base | Base force of the district, number of cities, number of officers. |
| Policy | Contents of the district's delegation (p.36). |
| Strength | Population, draft pool, number of troops, number of wounded. |
| Gold | Current gold, income, projection (current gold + next income - expense), black (if expense is higher than income, it is on red). |
| Food | Current food, income, projection (current gold + next income - expense), black (if expense is higher than income, it is on red). |
| Details | Display more detailed info on the force. |

All Cities

| | | | | | | | | | | | |
|---|--|--|--|--|---|--|--|---|--|--|---|
| Base | Territory, ruling force, district, presence of the Han Emperor. | | | | | | | | | | |
| Special | Characteristics (if training is possible or not), type (if Catapults and Towers (p.44) can be used or not), Earned TP (Awarded Training Points are displayed when you conquer the city.) | | | | | | | | | | |
| Officer | City commander, number of active officers, number of prisoners, number of free officers. | | | | | | | | | | |
| Strength | Population, draft pool, number of troops, number of wounded. | | | | | | | | | | |
| Condition | The condition of the city, Morale (MAX 100), Defense (when defense is high, the city is harder to destroy), Max Defense, Front (indicates whether city is adjacent to an enemy city). | | | | | | | | | | |
| | City Conditions | | | | | | | | | | |
| | <table border="1" style="width: 100%;"> <tr> <td style="text-align: center;">Normal</td> <td style="text-align: center;"></td> <td style="text-align: center;">In Battle</td> <td style="text-align: center;"></td> <td style="text-align: center;">Confused</td> <td style="text-align: center;"></td> </tr> <tr> <td style="text-align: center;">The city is neither in battle nor confused.</td> <td style="text-align: center;">The city is under attack. Certain orders cannot be carried out.</td> <td style="text-align: center;">The city has been thrown into confusion, possibly by a plot. Certain orders cannot be carried out, and the city cannot attack.</td> </tr> </table> | Normal |  | In Battle |  | Confused |  | The city is neither in battle nor confused. | The city is under attack. Certain orders cannot be carried out. | The city has been thrown into confusion, possibly by a plot. Certain orders cannot be carried out, and the city cannot attack. | |
| | Normal |  | In Battle |  | Confused |  | | | | | |
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| | | | | | | | | | | | |
| Domestic | View Trust, Trade, Max Trade, Farms, Max Farms and Merchants (if present, either "visiting" or "permanent"). | | | | | | | | | | |
| | <table border="1" style="width: 100%;"> <tr> <td>Trust</td> <td>The feelings of the populace toward the controlling force. Higher trust is likely to increase the population faster.</td> </tr> <tr> <td>Trade</td> <td>The city's gold trade rate. The higher this is, the higher the income in gold. Gold is collected in January, April, July and October.</td> </tr> <tr> <td>Max Trade</td> <td>The maximum trade can be raised through use of Trade (p.29).</td> </tr> <tr> <td>Farms</td> <td>The city's food farm rate. The higher this is, the higher the income from food. Food is harvested in July.</td> </tr> <tr> <td>Max Farms</td> <td>The maximum farms can be raised to through use of Farm (p.29).</td> </tr> </table> | Trust | The feelings of the populace toward the controlling force. Higher trust is likely to increase the population faster. | Trade | The city's gold trade rate. The higher this is, the higher the income in gold. Gold is collected in January, April, July and October. | Max Trade | The maximum trade can be raised through use of Trade (p.29). | Farms | The city's food farm rate. The higher this is, the higher the income from food. Food is harvested in July. | Max Farms | The maximum farms can be raised to through use of Farm (p.29). |
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| Max Trade | The maximum trade can be raised through use of Trade (p.29). | | | | | | | | | | |
| Farms | The city's food farm rate. The higher this is, the higher the income from food. Food is harvested in July. | | | | | | | | | | |
| Max Farms | The maximum farms can be raised to through use of Farm (p.29). | | | | | | | | | | |
| Income | Draft pool increase (draft pool increases every January, April, July and October), Income (every 3 months), Harvest (for one year). | | | | | | | | | | |
| Border | Names of the bordering cities (including those of the same force). | | | | | | | | | | |
| Details | Display more detailed info on the city. | | | | | | | | | | |
| Map | View more detailed info on the city after viewing its position on the map. | | | | | | | | | | |

* To view information, press the **L2** button to toggle between lists and the map.

All Areas

| | |
|------------------|--|
| Base | Territory, city, ruling force, district. |
| Effect | Tactics that can be used by the area's structures, type (if Catapults and Towers (p.44) can be used or not), earned Training Points. |
| Officer | Commander of area (structures), number of active officers, number of prisoners, number of free officers. |
| Strength | Number of troops, number of wounded. |
| Condition | Types of structure (p.32), condition of structures, morale (MAX 100), defense (high defense makes a structure harder to destroy), max defense. |
| Details | Displays more detailed info on the area. |

All Units

Force Force and district to which the unit belongs.

Officer Number of active officers, number of prisoners, base facility.

Number of troops, number of wounded, morale (max 100), condition.

Unit Conditions

Normal



Moving or waiting normally.

Confused



Confused, possibly due to a **Plot**. Cannot attack.

In Battle



Engaged in battle.

Routed



Soldiers flee before their unit is wiped out.

Misled



Caught up in the plot **Mislead** and thus retreating.

Excited



Morale is raised for a period of time. Tactics become easier to initiate. Once the excitement fades, morale will drop sharply.

Disrupted



The unit is not in formation. Attack and defense both drop considerably, and tactics cannot be used.

Strength

Land

A unit's attack power against other units, sentries, walls as well as its defense and movement when on land.

Unit/Defense

Increases with the number of troops, leadership of the unit commander and morale of the troops.

Sentries

Attack power against troops defending a facility. Using the siege formation **Tower** (p.41) greatly increases it.

Wall

Effectiveness when destroying structures. Using the siege formations **Ram**, **Catapult** and **Elephant** (p.41) greatly increases it.

Move

The movement of the unit. Rises and falls depending upon formation.

Water The units attack power against units, sentries, walls and its defense and movement when on water.

Orders The content of orders, their goal, and whether or not the orders have been changed.

Policy Unit policy (p.32).

Details Displays more detailed info on the unit.

All Officers

Abilities Leadership, war, intelligence and politics stats, and number of tactics learned.

Force Force and district to which the officer belongs, status, loyalty to their force.

Base Base facility, current location, commander (marked with with ○), rank in the camp formation.

Orders Orders currently being carried out, target of orders, goal (if using troops).

Rank Rank, number of troops under command, stipend.

Individual Gender, personality, parent, age.

All Officers







| | | | |
|---------------------------|---|---------------------------|---|
| EXP | Experience values of Leadership, War, Intelligence and Politics. Increases by carrying out orders. Shows current Experience Points and maximum Experience Points. | | |
| MAX | The maximum value for Leadership, War, Intelligence and Politics (an indication of how much that officer can develop). Rises after earning a certain amount of experience. Shows current parameter/maximum. | | |
| Foot to Ploys | Tactics experience and Tactics. <table border="1"> <tr> <td>Tactics Experience</td> <td>The officer's experience in the 9 types of tactics. The higher this is, the more damage will be caused to the enemy when a tactic of that type is used. Increases by using tactics during battle or by training (see p.42 for more details.) Sometimes, earning a certain level of experience can result in learning new tactics. Tactics marked with a ○ have been learned. Those marked with a △ are tactics that items or the officer's force allow them to use. Tactics, that you can learn at Training, is displayed with ↗.</td> </tr> </table> | Tactics Experience | The officer's experience in the 9 types of tactics. The higher this is, the more damage will be caused to the enemy when a tactic of that type is used. Increases by using tactics during battle or by training (see p.42 for more details.) Sometimes, earning a certain level of experience can result in learning new tactics. Tactics marked with a ○ have been learned. Those marked with a △ are tactics that items or the officer's force allow them to use. Tactics, that you can learn at Training, is displayed with ↗. |
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| Details | Display more detailed info on the officer. | | |

All Items

| | |
|----------------|--|
| Type | The type of item, and owners' names for items. |
| Effects | Stats that the item raises, by how much, and tactics that can be used while owned, and the effects of those tactics. |
| Exp1 | A ○ here indicates that Leadership, War, Intelligence and Politics experience earned by carrying out orders will increase. |
| Exp2 | A ○ here indicates that Foot, Horse, Horse Bow, Bow and Navy experience earned by carrying out orders will increase. |
| Exp3 | A ○ here indicates that Siege, Protect, Schemes and Ploys experience earned by carrying out orders will increase. |
| Details | Displays more detailed info on the item. |

Item Types and Effects

Giving items to your subordinates will raise their loyalty. You can also use the **Diplomacy** command **Gift** (p.35) to give items to other forces, or use the **Diplomacy** commands **Request** and **Exchange** (p.35-36) to use items in lieu of gold, (except charms.) Ownership of an item can enable the use of tactics, raise abilities or increase the amount of experience earned. Items can sometimes be found by using the **Personnel** command **Search** (p.33).

| | | | |
|---|--|---|--|
| Horses  | Allows retreat from the enemy without being captured (Red Hare). | Annals  | Raises politics. Some also bestow tactics (The Grand Histories). |
| Weapons  | Raises war power. Some also bestow tactics (Great Axe). | Treasures  | A valuable item. Some also bestow tactics (Imperial Seal). |
| Manuals  | Raises leadership. Some also bestow tactics (Art of War). | Charms  | A traditional charm. Increases experience for stats and tactics received through combat or carrying out. |

* There are many other kinds of items.

Officer Abilities

An explanation of officer abilities.

Officer Abilities

Abilities can be freely raised using the **Training** order command. They may also rise by carrying out related orders or tactics. Bestowing items or ranks (p.45) may also raise them. (Displayed as a +.)

Leadership

A high Leadership will aid greatly in battle.
Affects the attack and defense of a unit under the officer's command.
High and effect up – **Facility-Repair** (p.29) -**Draft** (p.29), **Military-Build** (p.30).
High and success rate up – **Plots-Rescue** (p.35).

War

A high War will increase the attack power of attack type tactics (Foot, Horse, Horse Bow, Bow, Navy).
A high war is also an advantage during duels. The officer in the front rank of a formation conducts a duel.
High and effect up – **Facility-Drill** (p.29).
High and success rate up – **Plots-Raze** and **-Raid** (p.34).

Intelligence

A high Intelligence makes Plots more likely to succeed.
It also lowers the success rate of enemy ploys and schemes.
High and effect up – **Facility-Patrol** (p.29).
High and success rate up – **Plots-Alienate**, **-Rumor** (p.34), **-Mislead**, **-Disrupt** and **-Rally** (p.35).

Politics

High Politics will increase the effects of Domestics.
It will also make **Diplomacy** more likely to succeed.
High and effect up – **Facility-Trade**, **-Farm** (p.29), **-Buy** and **-Sell** (p.30).
High and success rate up – **Personnel-Search**, **-Employ** (p.33), **Diplomacy-Gift**, **-Request**, **-Exchange** and **-Warn** (p.36).

Loyalty (Max 100)

The higher an officer's loyalty is, the less likely he/she is to betray their Ruler or to accept offers from other forces. It should remain on the rise so long as an officer is paid a stipend that befits their **Rank** (p.45). Using the **Commands** command **Reward** to give gold (p.38), or **Award** to give an item (p.38) will also raise it. If you cannot pay their stipend, Loyalty will fall.

Match

The qualities with which the officer was born. Takes effect at hiring. When playing **Historical** (p.10), **Match** is based on the "Three Kingdoms," (for example: many of the officers of Wei are compatible with Cao Cao.) There is no way of confirming this Match during the game.

Personality

Each officer has his own personality. The actions of a unit will change depending on the personality of their commander.

Impulsive

Wild and passionate. Will often take unauthorized, combative action.

Calm

Cool, calm and collected. Generally avoids danger.

Steadfast

Fearless and yet controlled. Will generally follow orders.

Careful

Wise and thoughtful. Will sometimes even defy orders and retreat.

Health

An officer may sustain an injury if he is defeated in a **Duel** or a **Plot** fails. Enemy **Sharpshooter** (p.44) may also injure them. If injured, abilities will fall for a period of time.

Experience

Carrying out orders and fighting battles earns experience. **Plots**, **Diplomacy** and the like will earn a lot of experience.

LDR exp 9 / 72

Current experience/experience needed to raise max abilities.

| | |
|----------------------------------|---|
| Leadership Experience ↑ | Fight battles. Carry out Facility commands Repair and Draft , Military commands Build and Transport , and Plots command Rescue . |
| War Experience ↑ | Win Duels . Carry out Foot , Horse , Horse Bow , Bow and Navy tactics. Carry out Facility command Drill , and Plot commands Raze and Raid . |
| Intelligence Experience ↑ | Carry out Ploys and Schemes . Carry out Facility command Patrol , Plot commands Alienate , Rumor , Mislead , Confuse and Revive . |
| Politics Experience ↑ | Carry out Facility commands Commerce , Cultivate , Buy and Sell , Personnel commands Search and Employ and Diplomacy commands Gift , Request , Exchange and Warn . |

Ability Max

Rises after enough experience has accumulated. The higher the ability, the more experience is required to make it rise again. **Training** (p.39) can be used to raise abilities to their max.

LDR 83 / 84

Current ability/Max ability.

THE ROAD TO PROSPERITY



In order to fight other forces and win, a prosperous country is required - one that can withstand the imminent, long period of war. What follows is some basic advice on how to strengthen your country.

Steps to Prosperity



General Domestic Pointers

● Quality not Quantity

Have officers with high politics and intelligence (over 80, if possible) carry out domestic actions. This will make the most of your domestic budget. Using officers with lower abilities will just waste gold without producing any worthwhile results. This can cripple, especially during the opening stages of the game. Rather than having 5 low ability officers carrying things out, letting 2-3 officers with higher abilities handle everything will achieve far better results.

| Trade | | | | Luo Yang | |
|---------|---------|-------|---------|----------|--|
| Officer | Officer | POL | Sima Yi | [Icon] | |
| | Sima Yi | 94 | | | |
| | Sima Fu | 90 | | | |
| | Jia Ru | 83 | | | |
| Gold | 150/ | 21830 | | | |
| Profit | 450/ | 1000 | | | |
| Income | | 2337 | | | |
| OK | | | | | |

Use officers with high politics to carry out your Trade. The difference is immediate.

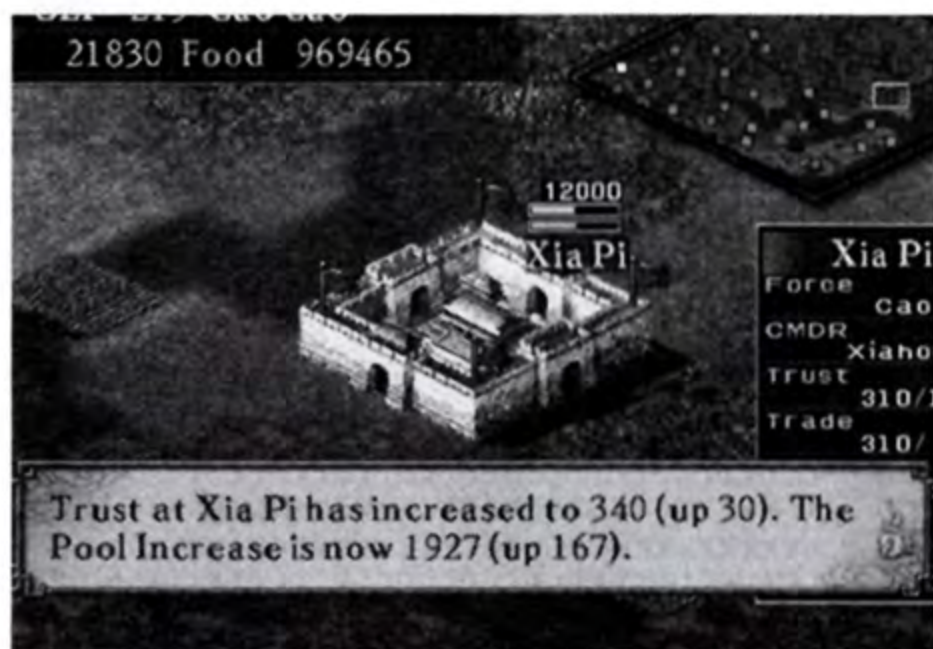
● Every Penny Counts

Orders such as Trade and Farm require gold. Gold is collected in January, April, July and October. Plan for each period and carry out domestic policy accordingly. If you run out of gold, it is possible to Sell food in order to get enough for stipends and domestic actions. If there are no merchants nearby, try using Search. You may find some gold.



Search often if you need gold. Don't pay any attention to the advice of your warlord.

[INCREASE POPULATION]



If population increases, the income will increase as well. Moreover, the **Repute** increases as well. Use **Facility** command **Patrol** (p.29) once at the Strategy Phase and increase the **Trust**. If the Trust is high, population will increase in January, April, July and October. When an army is not so strong, the battle will be besieged. If enemies attack the city, **Trust** and **Income** will decrease. Battle outside of the city and avoid the enemy's attack to the city!

● HOW TO INCREASE POPULATION

Carry out the Facility command Patrol.

If the public sense of security is high, **Trust** increases.

January, April, July, and October

The population of China changes.

Population growth

Repute increases.

Gold, Income and Draft Pool increase!

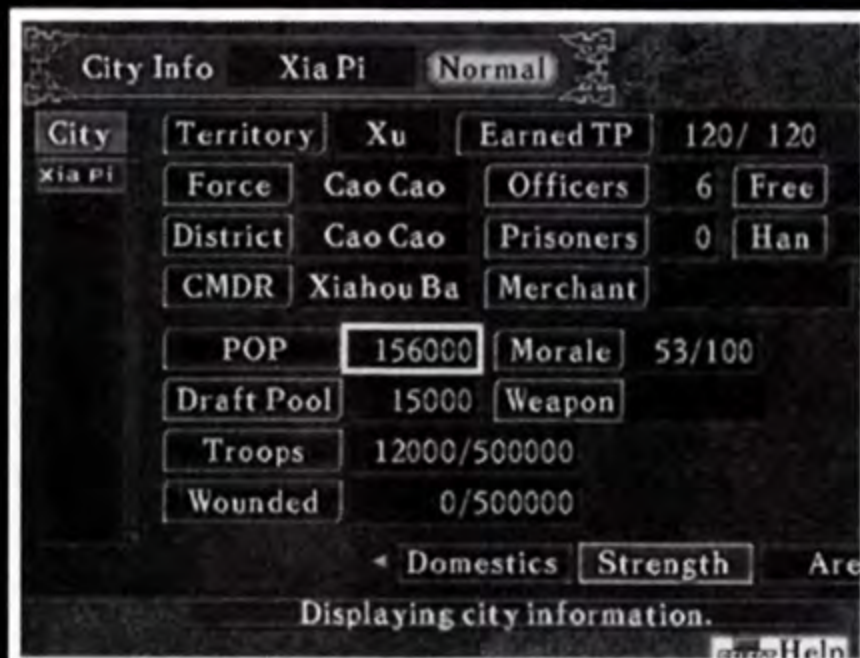
DATA CHECK

TRUST IN THE CITY



Can be checked on the **Facility** command **Patrol** screen, or by highlighting a city with the cursor. Can also be seen by selecting the city order **Info** → **Domestic**, or **Domestic** under the **Info List** → **All Cities**.

CITY POPULATION



Can be checked at the city order **Info** → **Strength** or **Strength** under the **Info List** → **All Cities**.

[CARRY OUT FARM & TRADE]



Use of the **Facility** command **Trade** (p.29) will raise the profits of a city. Increased profits means that more income, in the form of gold, will be obtained. Use of the **Facility** command **Farm** (p.29) will raise the harvest of a city. Increased harvest means that more food will be obtained.

If your gold falls to 0, you will no longer be able to carry out certain orders. You will also be unable to pay officer's stipends, and so loyalty will start to fall. If food reaches 0, numbers of troops will start to fall. You will also be unable to supply your units with food, and so morale of all units will start to fall.

● HOW TO INCREASE INCOME

Carry out Facility commands Trade and Farm

Increase city profits and harvest, and make the city prosper.

*Gold is spent every 10 days, (for stipends.) If you have a lot of officers, and if many of them have high ranks (p.45), then a lot of gold will be used.

January, April, July and October

Gold is collected.

July

As well as gold, food is also collected.

*Food is used every day. If you have a lot of troops, or a lot of units in the field, then a lot of food will be used.

Gold and Food Become Plentiful

DATA CHECK

CITY PROFITS, HARVEST

| Trade | | | | Luo Yang | |
|---------|-----------|-------|---|----------|--|
| Officer | Officer | POL | Sima Yi | | |
| | Sima Yi | 94 |  | | |
| | Sima Fu | 90 | | | |
| | Jia Kui | 83 | | | |
| | Zhang Ji | 76 | | | |
| | Sima wang | 72 | | | |
| Gold | 250/ | 21580 | | | |
| Profit | 450/ | 1000 | | | |
| Income | | 2337 | | | |
| OK | | | | | |

Can be checked on **Facility** commands **Trade** or **Farm** screen, or by highlighting a city with the cursor. Can also be seen by selecting the city order **Info** → **Domestic**, or **Domestic** under the **Info List** → **All Cities**.

FORCE'S GOLD AND FOOD

| Select Force | Gold | Food | Diplomacy | | |
|--------------|---------------|-------|-----------|--------|------------|
| | Force | Gold | Expense | Income | Projection |
| | Gao Cao | 943 | 1056 | 13964 | 13964 |
| | Gongsun Du | 2875 | 24 | 1396 | 4247 |
| | Liu Bei | 1435 | 324 | 3999 | 5110 |
| | Liu Biao | 504 | 576 | 7181 | 7181 |
| | Liu Zhang | 3462 | 327 | 5863 | 8998 |
| | Ma Teng | 1567 | 240 | 5077 | 6404 |
| | Nan Man King | ***** | ***** | ***** | ***** |
| | Qiang King | ***** | ***** | ***** | ***** |
| | Shan Yue King | ***** | ***** | ***** | ***** |
| | Sun Ce | 4445 | 228 | 9189 | 13406 |

Select a force's information to view.

Select **Gold** or **Food** under the **Info List** → **All Forces**. If expenses until the next income are higher than the current gold or food plus the income, those numbers are shown on red.

[CONSOLIDATE FACILITIES]



If the Ruler is not present in a facility, the highest military rank (including special titles p.45) will automatically be made a commander. Therefore, raise the rank of officers with high **Leadership** (p.20). A commander with high leadership will raise the attacking power of units and defense against enemy ploys. Also, use of the **Facility command Repair** (p.29) will raise the **Defense** of a facility. A higher **Defense** will strengthen the troops within the facility, and make it harder for the facility to fall. If either the troops or the defense of a facility reach 0, then the enemy will take the facility.

● HOW TO STRENGTHEN FACILITIES

Use the Commands command Rank

Promote an officer with high leadership to a high military rank.

The commander becomes stronger

The facility also becomes stronger.

Carry out Repairs

Raises the **Defense** of the facility and its troops.

Facilities are consolidated!

DATA CHECK

FACILITY DEFENSE



Check **Facility Defense** at the **Facility command Repair** screen, or by the following methods: highlighting a city with the cursor, Select the city order **Info** → **Domestic**, or **Condition** under the **Info List** → **All Cities**.

[DRAFT AND DRILL SOLDIERS]



A larger population increases the size of the soldier **Draft Pool**. To increase troop size, use the **Facility** command **Draft** (p.29).

However, more soldiers require more food.

A unit becomes stronger when morale is high, a strong leader is in place, certain formations are used or when a unit is very large.

Troop morale decreases gradually while they are in the field. Fighting close to one of your own cities can prevent morale from decreasing, and also improve the success rate of tactics. This advantageous area (the advantage of land - shown in the top left screen shot) can be checked before beginning a **March**.

● STRENGTHENING THE TROOPS

Increase the Population

To increase the **Draft Pool**.

Gather Troops

Gather men from the **Draft Pool** (requires gold).

Use Facility command Drill

Raise morale.

Troops become stronger!

DATA CHECK

CITY DRAFT POOL



Can be checked at the **Facility** command **Draft** screen, or by selecting the city order **Info** → **Strength**, or **Strength** under the **Info List** → **All Cities**.

TROOP MORALE



Can be checked at the **Facility** command **Drill** screen, or by selecting the city order **Info** → **Strength**, or **Condition** under the **Info List** → **All Cities**.

[RAISE OFFICERS]



An increase in skilled officers will help you fight safely, even if surrounded by enemies. Spend TP (Training Points) on your officers to raise their abilities and allow them to learn new tactics. First, raise an officer's abilities to the maximum level. An officer will gain experience by carrying out **Orders**. Once a certain level of experience is earned, their **Ability Max** will increase and you can develop your officer.

Next you need to earn TP.

TP is awarded when you take an enemy facilities (a city, a harbor, or a gate) or through an event. Use the **Training** command (p.39) to spend points on an officer and raise his abilities.

● MAKING OFFICERS STRONGER

Have officers carry out Orders

Increase their **Ability Max**.

Earn TP

Send out your strengthened troops to take enemy cities, harbors and gates.

Use Train to increase officer abilities

Raise their abilities to the **Ability Max**

Officers become stronger!

DATA CHECK

ABILITY MAX

Select Officer Training A

| Officer | LDR | WAR |
|------------|--------|-------|
| cao cao | 99/100 | 72/73 |
| Zhang Liao | 94/95 | 90/90 |
| Xiahou Dun | 90/91 | 92/92 |
| Xu Huang | 84/85 | 91/91 |
| Xun You | 70/71 | 21/21 |
| Xun Yu | 51/51 | 11/11 |
| Guo Jia | 58/58 | 10/10 |
| Jia Xu | 81/81 | 34/34 |

Can be checked under **Ability Max** under the **Info List** → **All Officers**.

TP

Training

Target **Cao Cao**

Ability LDR 99 > 100/100 WAR 72 >

INT 92 > / 92 POL 96 >

Tactics

TP 434 > 414/1000

OK

Can be checked at the **Train** screen, or at **Condition** under the **Info List** → **All Forces**.



ORDERS

Select a unit or city within your force and press the **X** button to display the Orders.

Carrying Out Orders

Facility, Military, Personnel, Plots, Diplomacy, Commands, Training, Info and Observe commands can be carried out during the Strategy Phase. Facility, Commands and Training commands take effect right away. Military, Personnel, Plots and Diplomacy require some time before the effects can be seen. Use the **C** button or select **Observe** to advance time. The order will be carried out when the **Arrival** is displayed.



Each Action Phase is comprised of 10 days.

Orders and Situations

● When a City is Under Attack

When a city is **In Battle**, only **Military**, **Commands**, **Personnel-Call**, **Info** and **Observe** orders can be carried out. Be sure to watch enemy movements at all times, and to give any vital orders right away if it looks like you are about to be attacked. If the city is **Confused** then you will not be able to issue any **Military** orders.

● Giving Orders to Units

Select a unit during the Strategy Phase and press the **X** button to give orders. You can only give one order to each unit during each Strategy Phase.

| | |
|--------------------------|--|
| Unit in the field | Select Attack to change the target and unit policy. Select March to move the unit to one of your facilities. |
| Construction unit | Select March to have the unit retreat to one of your facilities. |
| Transport unit | Select Transport to change the transport destination. |

● Only Officers Who Have Done Nothing Can Carry Out Orders

Aside from **Commands** and **Training** orders, an officer can only carry out one order per Strategy Phase. So, an officer who has used **Patrol** cannot go on to **March**. If you mistakenly give an officer domestic orders, then his **March** will have to be delayed.

Boundaries

City Territory

The territory of the city. Made up of a number of areas.

Area

Areas that divide cities, harbors etc. A Search is carried out by area.

FACILITY

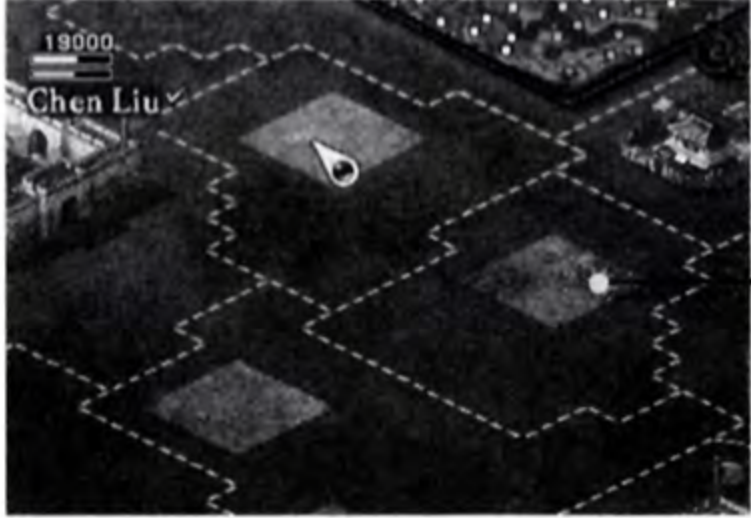
The following orders carry out domestic tasks and aid in the prosperity of your nation. Each city can carry out each order only once per Strategy Phase (except Withdraw). Orders cannot be carried out if the city is In Battle or Confused.

| | | |
|-----------------|--|--|
| <h2>Patrol</h2> | <p>Required gold 50x # of officers</p> <p>No. of officers Max 5</p> <p>Related ability Intelligence</p> | <p>Patrol the city and raise the Trust of the people. Trust will increase the population and your Repute. An increase in the population will expand the Draft Pool (p.26) and improve the income of gold and food.</p> |
| <h2>Trade</h2> | <p>Required gold 50x # of officers</p> <p>No. of officers Max 5</p> <p>Related ability Politics</p> | <p>Raise the profits of the city. Increased profits means more gold! Gold is collected in January, April, July and October and is spent every ten days on stipends for your subordinates. High ranking officers (p.45) are paid more gold than the lower ranks. If you cannot afford to pay stipends, loyalty will decrease.</p> |
| <h2>Farm</h2> | <p>Required gold 50x # of officers</p> <p>No. of officers Max 5</p> <p>Related ability Politics</p> | <p>Improve the city's harvest to yield more food. Harvest time is in July. Food is consumed every day, in accordance with troop numbers.</p> |
| <h2>Repair</h2> | <p>Required gold 50x # of officers</p> <p>No. of officers Max 5</p> <p>Related ability Leadership</p> | <p>Improve the Defense of the facility to make the position stronger, and make it harder for the enemy to invade. It will also raise the Defense level of the troops within the facility.</p> |
| <h2>Draft</h2> | <p>Required gold Depends upon troops drafted</p> <p>No. of officers Max 5</p> <p>Related ability Leadership</p> | <p>Increase the number of troops. The city must have a Draft Pool of at least one. Overuse of Draft will decrease Repute.</p> |
| <h2>Drill</h2> | <p>Required gold -</p> <p>No. of officers Max 5</p> <p>Related ability War</p> | <p>Raise the morale of troops. If morale is high, the troops will be stronger, and your force will have a better advantage in battle.</p> |
| <h2>Buy</h2> | <p>Required gold Depends upon amount purchased</p> <p>No. of officers Max 5</p> <p>Related ability Politics</p> | <p>Buy food from a merchant.</p> |

| | | |
|-----------------|--|---|
| Sell | <p>Required gold ---</p> <p>No. of officers Max 5</p> <p>Related ability Politics</p> | Sell food to a merchant. |
| Withdraw | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | Leave a facility that you constructed. Any troops within the facility will enter the Draft Pool for the city. Any prisoner officers will be returned to their force. |

MILITARY

Carry out military actions, such as marching or construction. All military orders require troops. Military actions cannot be carried out if the facility is Confused.

| | | | | | | | | |
|------------------|---|--|-----------|---|---|-------------|---|---|
| March | <p>Required gold Some units require gold</p> <p>No. of officers Max 5</p> <p>Related ability Leadership/War/Intelligence</p> | March a unit. To change the target of a marching unit, select the unit and press the ⊗ button, (p.28). The highest-ranking officer automatically becomes the unit commander (p.45). | | | | | | |
| Build | <p>Required gold Depends upon structure</p> <p>No. of officers Max 5</p> <p>Related ability Leadership</p> | <p>Dispatch a construction unit and build a structure. Select a construction unit during the Strategy Phase. Press the ⊗ button to have the unit retreat (p.28). Larger units will be able to complete a construction in a short amount of time (p.32). You cannot build in areas where cities, harbors and camps already stand, or in areas already under construction.</p> <div style="display: flex; align-items: center;">  <div style="margin-left: 20px;"> <p>Buildable lot</p> </div> </div> <p>The Position of Structures</p> <table border="1" style="width: 100%;"> <tr> <td style="background-color: black; color: white; padding: 2px;">East-West</td> <td style="text-align: center; padding: 2px;">↘</td> <td>One end in the upper left, other in bottom right.</td> </tr> <tr> <td style="background-color: black; color: white; padding: 2px;">South-North</td> <td style="text-align: center; padding: 2px;">↗</td> <td>One end in the bottom left, other in top right.</td> </tr> </table> | East-West | ↘ | One end in the upper left, other in bottom right. | South-North | ↗ | One end in the bottom left, other in top right. |
| East-West | ↘ | One end in the upper left, other in bottom right. | | | | | | |
| South-North | ↗ | One end in the bottom left, other in top right. | | | | | | |
| Transport | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | Send troops to another facility. Select a transport unit during the Strategy Phase and press the ⊗ button to change their destination (p.28). The officer in charge of the transport will return to the origin of the transport once it is complete. To send gold or food to their city, use the Commands command District and under District Task select Change , and then distribute gold and food (p.36). | | | | | | |

Formation of Units

The March Screen (March only)

| | |
|------------------|---|
| Officer | Select officers in the facility to participate in the March (max 5 officers). The command will automatically be set to the highest-ranking officer. |
| Formation | Select the formation. The unit's mobility, attack and defense will change depending upon the formation. |
| Tactics | Select an officer's tactics. |
| Position | Position officers within the formation. |
| Troops | Number of troops in the facility. High ranking officers (p.45) can lead more troops than lower ranks. |
| Ship | Select a ship to cross a river or ocean. An officer is required to have one of the following tactics: Ramship, Arrowship or Warship. |
| Gold | The gold required to form the unit. |
| Morale | High morale yields improved attack and defense levels. |



Warning
Troops within a facility, as well as units (including construction and transport units) will consume a district's food supply every day. However, units working outside of a facility will consume three times as much food. If you are sending out several units at once, first **Buy** (p.29) enough food to keep them in the field.

Tactics and Position

After choosing a formation, you will need to decide officer tactics and positions.

| | | |
|-----------------------|---|--|
| Tactics (p.43) | Each officer can choose one tactic. During battle, Tactics will be used automatically if certain conditions are met. After marching out, you cannot change tactics until you re-enter a facility. | |
| Position | <p>1</p> | <p>2</p> |
| | Select the officer you wish to position and press the X button. | Select the new location and press the X button. |
| | | <p>Front Advantages: Tactics are more likely to be activated. Officer can initiate a duel which will always be accepted. Disadvantages: Officer easily targeted or captured if the unit is defeated.</p> <p>Center Advantages: Still quite easy for tactics to activate. Disadvantages: The enemy can target officers in the center.</p> <p>Rear Advantages: Easier to escape if the unit is defeated. The enemy cannot target officers in the rear. Disadvantages: Tactics will rarely activate.</p> |

Select Object (March, Build, Transport)

Select OK at the March screen and the unit and structure will appear lit up on the map. Press the **L2** button and then select a target (or goal) from the List. The green area displays the **Land Advantage** (p.26). Within this area, troop morale will not decrease and tactics will activate more easily. Select the target with the cursor and press the **X** button to display the route to the target. Having confirmed the route, place the cursor again over the same target and press the **X** button again. You will then proceed to the Policy screen.

Policy Screen (March, Build, Transport)

Select the unit commander's policy. Use the left and right directional buttons to alter each policy. Once you have finished, select OK. Once you enter the Action Phase, the unit will set out toward the selected target. For **Build** and **Transport** policies it is only possible to set **Return**.

Enemy (before reaching Target)
Attack: Shift attack priority to any enemy discovered en route.
Ignore: Ignore any other enemy and proceed to the target.

Retreat
Permit: Will retreat under unfavorable conditions.
Disallow: Will carry out orders until the order to retreat is given.

Secondary Orders (after defeat of Target)
Attack: Move on to attack a new target.
Return: Fall back to base facility.

Arrival
 The time required to reach the target.

Pursue
Permit: Allow pursuit.
Disallow: Once an enemy retreats revert to order and pull back.

Begin March
 If set to 0 days then the unit will march as soon as the Action Phase begins. If the march is set to start after 9 days, the unit will march 9 days into the next Action Phase.

Warning - In some cases a policy may be ignored, depending on the personality of the commander.

Structure List

Structures which can be built to accommodate troops and heal wounded



300 gold. Max Defense 200. Recover 5.



1200 gold. Max Defense 500. Recover 10. Allows the tactic **Volley**.



1000 gold. Max Defense 350. Recover 7. Characteristic Tower increases the range of Bow troops. Allows the tactic **Barrage**.



2000 gold. Max Defense 700. Characteristic **Catapult** causes damage to attacking enemies. Also allows the tactic **Volley**. Recover 12.

Obstacles which can be built to impede an enemy's movement



100 gold. Max Defense 150.



200 gold. Max Defense 300.



200 gold. Max Defense 300.



400 gold. Max Defense 600. Destroying them causes damage, and can also cause confusion. An officer with the tactic **Golems** needs to be in the construction unit in order to build them.

Structures that can house troops and heal wounded (*cannot be built by player)



Recover 15.



Recover 5. Harbors must be passed before sailing on to rivers or oceans.



Recover 13. Allows the tactic **Barrage**.

*Recover - The number of wounded troops healed during the Strategy Phase. The minimum number of troops recovered is, Recover number x 200 (if there are more wounded, the number will increase.). Healing rate is halved while in battle.

PERSONNEL

Hire new officers, or move current officers to new positions. All of the following orders are carried out during the phase, so it will take time before the results of movement, hiring and searching are known. Except **Call**, these orders cannot be carried out if a facility is **In Battle** or **Confused**.

| | | |
|-----------------|---|---|
| <h2>Call</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Summon an officer to a specific facility. When called to a facility in the Ruler's district, all of the officers, except the viceroys, of the other districts will be summoned.</p> |
| <h2>Move</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Move an officer to the location of the , or a destination facility from the List.</p> |
| <h2>Search</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Politics</p> | <p>Search for an officer, gold, or an item. You can select a lit up area on the map, or an area from the List. More than one officer can search the same area at the same time (the warlord's advice will apply to the officer at the top of the List.) Sometimes events will occur. If you find an officer, ask them to join you. Should they refuse, they will become a free officer. You may ask the officer again during the next Strategy Phase by using the Personnel command Employ.</p> |
| <h2>Employ</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Politics</p> | <p>Try to persuade prisoners, officers of other forces, or free officers in your territory to become your subordinates. The higher the repute of the Ruler, the more likely they are to join. An officer with a high degree of Match (p.20) is more likely to join your force.</p> |



Employment = Persistence!

If there is an officer who you simply must have, then repeated offers of employment is the key. Even if the offer is rejected, slowly they will start to grow to like you. The loyalty to their current force will also start to wane. If you are persistent in your negotiations, they will eventually join you.





PLOTS

Use a plot against another unit or force. All of the following plots are carried out during the Action Phase, so it will take time to see the results. Plots cannot be carried out if the facility is **In Battle** or **Confused**.

| | | |
|----------|---|--|
| Alienate | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Intelligence</p> | <p>Spread rumors among the enemy force, and lower the officer's loyalty. Alienation will be difficult if the target officer has a high level of intelligence. Alienation cannot be used against:</p> <ul style="list-style-type: none"> ● The Ruler of another force ● An officer of a coalition force ● An officer of a force that shares a request with you |
| Raze | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability War</p> | <p>Raze an enemy facility to lower its defense. Raze can be used against a facility within the acting officer's city territory (p.28), or the territory of a neighboring city. Razing is less effective if the commander of the target facility has a high leadership level. Raze cannot be used against:</p> <ul style="list-style-type: none"> ● A coalition force ● A force that shares a request with you |
| Raid | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability War</p> | <p>Sneak into an enemy facility and steal gold. Raid can be used against a facility within the acting officer's city territory (p.28), or the territory of a neighboring city. A Raid is less likely to success if the commander of the target facility has a high leadership level and if the facility has a large number of troops. Raid cannot be used against:</p> <ul style="list-style-type: none"> ● A coalition force ● A force that shares a request with you ● A facility in a district that does not have gold |
| Rumor | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Intelligence</p> | <p>Spread rumors among an enemy force to lower their friendship with other forces. The target force must have more than one active officer. Rumor is less likely to take effect if the target Ruler and Warlord have a high intelligence level. Rumor cannot be used against:</p> <ul style="list-style-type: none"> ● A coalition force ● A force that shares a request with you |
| Mislead | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Intelligence</p> | <p>Spread rumors among an enemy unit, and cause them to retreat. Mislead can be used against an enemy unit within the acting officer's city territory (p.28), or the territory of a neighboring city. If the unit contains an officer of high intelligence it will be more difficult for the rumors to take effect. If an officer in the unit is using the tactic Shield then Mislead will not take effect. Mislead cannot be carried out against forces with which you share a coalition or requests.</p> |
| Disrupt | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Intelligence</p> | <p>Disrupt an enemy unit and lower its attack. Confuse can be used against an enemy unit within the acting officer's city territory (p.28), or the territory of a neighboring city. If the unit command has a high leadership it will be more difficult for the confusion to take hold. If an officer in the unit is using the tactic Shield then Disrupt will not take effect. Confuse cannot be carried out against forces with which you share a coalition or requests.</p> |

| | | |
|---|--|---|
| <h2 style="text-align: center;">Rally</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Intelligence</p> | <p>Raise the morale of an allied unit (with less than 100 morale), and cure any condition that the unit is suffering. Revive can be used against a unit within the city territory (p.28) of the acting officer, or the territory of a neighboring city. If an officer in the unit is using the tactic Rally then it will take effect more easily. However, if the Excited condition carries on for too long, then morale will plummet.</p> |
| <h2 style="text-align: center;">Rescue</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Leadership</p> | <p>Send troops to an allied unit and cure any condition the unit may be suffering. Rescue can be used against a unit within the city territory (p.28) of the acting officer, or the territory of a neighboring city. The facility in which the acting officer is located must have at least 3000 troops. If successful, the target unit will receive 3000 troops.</p> |

Conditions Cured by Rally and Rescue

| | | | |
|--|--|---|---|
| <p style="text-align: center;">Mislead</p>  | <p style="text-align: center;">Disrupted</p>  | <p style="text-align: center;">Confused</p>  | <p style="text-align: center;">Routed</p>  |
| <p>Under false information, the unit is retreating.</p> | <p>Due to a plot or a tactic, the unit is weakened.</p> | <p>The unit is weakened due to a tactic. Cannot attack.</p> | <p>The unit is fleeing and attack power is greatly reduced.</p> |

DIPLOMACY

.....

Carry out diplomatic negotiations with other forces. It takes time before the negotiations can begin. These commands cannot be carried out if the facility is **In Battle** or **Confused**.

| | | |
|--|--|--|
| <h2 style="text-align: center;">Gift</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Politics</p> | <p>Send a gift of gold or food to another force and improve relations with them. This is more likely to succeed if relations with the target force are already good. At least 1,000 gold is required in the district to send gold, and at least 10,000 food is required in the district to send food. Items can also be sent as gifts.</p> |
| <h2 style="text-align: center;">Request</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Politics</p> | <p>Request another force to send out troops and attack a facility. Request has a better chance of success if your relations with the sending force are strong, and the targeted forces are low. Sometimes negotiations will lead to certain conditions.</p> |

| | | |
|-----------------|---|--|
| Exchange | <p>Required gold Depends upon Prisoners</p> <p>No. of officers ---</p> <p>Related ability Politics</p> | <p>Call on another force for the release of a captured officer. A force is more likely to enter negotiations if your relations with that force are strong. Sometimes negotiations will lead to certain conditions.</p> |
| | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Politics</p> | <p>Demand surrender from another force. This is more likely to succeed if your repute is high. If successful, all of the target force's facilities and officers will join your force. Cannot be carried out against forces with which you share a coalition or requests.</p> |

Diplomacy and Relations

When visited by a diplomatic envoy, you can **Accept** or **Refuse** them. For a **Request** or **Exchange**, you can select a **Response**, view the conditions or **Refuse** it. If you have appointed a Warlord (p.37), he will give you advice. If you accept a request then you must attack the specified facility within the time limit. If you do not, then your repute and other factors will suffer. There are 5 levels of relations. Go to **Diplomacy** under the **Info Lists** → **All Forces** (p.16) to view the status of your relationship with another force.

| | |
|----------|---|
| Trusted | A strong bond exists. Very likely to respond to a Request . |
| Amicable | A friendly situation. In the least, you can expect not to be attacked. |
| Neutral | Could be friendly or unfriendly, depending upon the context of a given encounter. |
| Uneasy | An attack is possible. |
| Hostile | Viewed as an enemy. A rift that will be very difficult to repair. |

COMMANDS

Appoint your subordinates or captured officers. When ruling over several facilities **Commands** commands can be carried out at any of your facilities.

| District | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability Leadership</p> | <p>Pass the leadership of a city to a subordinate officer. The officer with the highest military rank (including special ranks.) is automatically selected as the Viceroy who will rule the city. First select City to delegate. Next select orders to decide upon the gold and food you will allocate to the new district. For a district that has already been delegated, you can select Change under Orders to alter the setup. To disband the district, select Release.</p> | | | | | | | | | |
|-----------------|--|---|--------|--|--------|--------------------------|---------|---|---------|---|-------|
| | | <table border="1" style="width: 100%;"> <thead> <tr> <th colspan="2" style="background-color: black; color: white; text-align: center;">Policy</th> </tr> </thead> <tbody> <tr> <td style="background-color: black; color: white;">Normal</td> <td>Leave it to the Viceroy.</td> </tr> <tr> <td style="background-color: black; color: white;">Fortify</td> <td>Concentrate on domestic affairs. Will rarely march.</td> </tr> <tr> <td style="background-color: black; color: white;">Conquer</td> <td>Will prioritize attacks and ploys against target force.</td> </tr> <tr> <td style="background-color: black; color: white;">Seize</td> <td>Will prioritize attacks and plays against target facility.</td> </tr> </tbody> </table> | Policy | | Normal | Leave it to the Viceroy. | Fortify | Concentrate on domestic affairs. Will rarely march. | Conquer | Will prioritize attacks and ploys against target force. | Seize |
| Policy | | | | | | | | | | | |
| Normal | Leave it to the Viceroy. | | | | | | | | | | |
| Fortify | Concentrate on domestic affairs. Will rarely march. | | | | | | | | | | |
| Conquer | Will prioritize attacks and ploys against target force. | | | | | | | | | | |
| Seize | Will prioritize attacks and plays against target facility. | | | | | | | | | | |

| | | | | | | | | | | |
|-------------------------------|--|--|--|--|------------------|--|-------------------|--|----------------|---|
| Warlord | Required gold --- | <p>Appoint a Warlord. An officer with at least 70 intelligence can be appointed Warlord. Your Warlord will offer useful advice. If a newly appointed Warlord has a lower intelligence than the previous one, the replaced officer's loyalty will wane.</p> | | | | | | | | |
| | No. of officers --- | | | | | | | | | |
| | Related ability Intelligence | | | | | | | | | |
| Rank | Required gold --- | <p>Bestow a Rank upon an officer. A promotion will allow an officer to command more troops and raise his abilities. There are military and civil ranks (p.45). When marching, the highest military ranking officer will be the commander. Promoting officers will raise their loyalty, and demoting them will lower their loyalty.</p> <table border="1"> <tr> <td>Promote</td> <td>In accordance to the order of military and civil ranks, raise rank by 1 step up.</td> </tr> <tr> <td>Vacancies</td> <td>A rank is decided automatically. Officers with high leadership are given military ranks, and those with high politics and intelligence levels are given civil ranks.</td> </tr> <tr> <td>Individual</td> <td>Decide the rank of each officer one at a time.</td> </tr> <tr> <td>Dismiss</td> <td>Remove all ranks from all subordinates.</td> </tr> </table> | Promote | In accordance to the order of military and civil ranks, raise rank by 1 step up. | Vacancies | A rank is decided automatically. Officers with high leadership are given military ranks, and those with high politics and intelligence levels are given civil ranks. | Individual | Decide the rank of each officer one at a time. | Dismiss | Remove all ranks from all subordinates. |
| | Promote | | In accordance to the order of military and civil ranks, raise rank by 1 step up. | | | | | | | |
| | Vacancies | | A rank is decided automatically. Officers with high leadership are given military ranks, and those with high politics and intelligence levels are given civil ranks. | | | | | | | |
| | Individual | | Decide the rank of each officer one at a time. | | | | | | | |
| | Dismiss | | Remove all ranks from all subordinates. | | | | | | | |
| No. of officers --- | | | | | | | | | | |
| Related ability --- | | | | | | | | | | |

Ruler's Title

When a ruler's Repute reaches a certain level, a title is awarded either by the Emperor. When a new rank is achieved, TP are awarded.

| Title | Required Repute | Awarded TP |
|---------------|-------------------------------|------------|
| Emperor | 1000 | 100 |
| King | 900 | 90 |
| Duke | 800 | 80 |
| Chancellor | 600 | 60 |
| Grand General | 500 | 50 |
| Regent | 300 | 30 |
| Governor | 200 | 20 |
| Lt. Governor | Rule all cities in a province | - |

Lt. Governor

A Ruler must first become a Lt. Governor and rule every city within a province. It can be quite hard to become a Lt. Governor in a province with a lot of cities. On the other hand, it is easier to become a Lt. Governor in a province with only a few cities.

| | | |
|------------------|--|---|
| <h2>Reward</h2> | <p>Required gold 100</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Reward an officer with gold and raise his loyalty.</p> |
| <h2>Award</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Give an item to an officer, and raise his loyalty and abilities.</p> |
| <h2>Seize</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Take an item from an officer. The loyalty of the officer will decrease.</p> |
| <h2>Execute</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Execute a captured officer. After an officer has been executed, he will not appear in the game again. Executing a captured officer will damage relations with the officer's force.</p> |
| <h2>Dismiss</h2> | <p>Required gold ---</p> <p>No. of officers ---</p> <p>Related ability ---</p> | <p>Release a captured officer or dismiss one of your own officers from their duties.</p> |

TRAINING

Use TP to Train your officers. The commands cannot be carried out if you do not have officers in your cities.

Training

Required gold

No. of officers

Related ability

Before using points, officers must earn experience and raise their **Abilities Max**, (p.21). Select **Abilities** to improve the abilities of your officers. 10TP are required to raise an ability by one point. Select **Tactics** to teach your officers new tactics. Strong tactics require more TP. A certain amount of tactics experience will also be required.

Earned TP

Each facility (city, harbor and gate) yields a set amount of TP when taken. That amount of TP decreases during battle. Therefore, taking a facility with minor damage will award more TP. Lowered TP will slowly recover every 10 days, except when In Battle. If an enemy takes a facility, its value in TP will be taken from your current TP stock. TP cannot fall below 0. Up to 1000 TP can be stored.

Gate (worth 50 TP) taken!

Forces total TP is now 100

The gate is taken back!

TP reduced to 50

Give Officers Charms

When carrying a charm, an officer will receive three times the Abilities and Tactics experience. Award officers with charms to develop their abilities and tactics quickly. The effects of charms can be checked under the Info Lists → All Items (p.19). Like other items, charms can also be found by using Search.



Give an **Olive Charm** to develop an officer's War ability.



When he lead's a Drill, massive amounts of war experience are gained!

INFO

Display information on facilities and units.

OBSERVE

End the Strategy Phase and move to the Action Phase.

[FORMATION LIST]

Formation and Unit Strength

When attacking a facility, the commander, formation, number of troops and morale affect a unit's attack, defense and strength. Attack power can be checked under the **Info Lists** → **All Units** (p.18).



Regular Formations

Foot troop tactics trigger easily.

| | | |
|--------------|---------|-----------|
| Cross | Unit | 15 |
| | Sentry | 10 |
| | Walls | 10 |
| | Defense | 10 |
| | Move | 12 |

F
M
M
M
R

Foot troop tactics trigger easily. Easier to capture enemy officers.

| | | |
|-------------|---------|-----------|
| Lure | Unit | 12 |
| | Sentry | 10 |
| | Walls | 10 |
| | Defense | 12 |
| | Move | 10 |

F
F
R
R
R

Horse and Horse Bow troop tactics trigger easily. Allied tactics trigger easily.

| | | |
|--------------|---------|-----------|
| Wedge | Unit | 13 |
| | Sentry | 10 |
| | Walls | 10 |
| | Defense | 12 |
| | Move | 16 |

F
M
M
R
R

Horse troop tactics trigger easily. Duels trigger easily.

| | | |
|---------------|---------|-----------|
| Mallet | Unit | 15 |
| | Sentry | 8 |
| | Walls | 10 |
| | Defense | 9 |
| | Move | 14 |

F
F
F
M
R

Bow troop tactics trigger easily.

| | | |
|-------------|---------|-----------|
| Wing | Unit | 11 |
| | Sentry | 15 |
| | Walls | 10 |
| | Defense | 11 |
| | Move | 10 |

F
F
M
M
R

Bow and Horse Bow tactics trigger easily. Sniping triggers easily.

| | | |
|---------------|---------|-----------|
| Sniper | Unit | 12 |
| | Sentry | 12 |
| | Walls | 10 |
| | Defense | 12 |
| | Move | 10 |

F
F
M
R
R

Quickest moving formation.

| | | |
|--------------|---------|-----------|
| Quick | Unit | 9 |
| | Sentry | 9 |
| | Walls | 10 |
| | Defense | 7 |
| | Move | 20 |

F
M
M
R
R

Troop is less likely to suffer from confusion and its survival rate increases.

| | | |
|--------------|---------|-----------|
| Guard | Unit | 9 |
| | Sentry | 10 |
| | Walls | 10 |
| | Defense | 15 |
| | Move | 8 |

M
M
M
R
R

List Key

| | |
|---------|---|
| Unit | Attack power against enemy units. |
| Sentry | Attack power against troops defending facilities. |
| Walls | Power to reduce defense of structures (facilities/hindrances) |
| Defense | Defense of the formation. A strong defense will reduce damage from attacks. |
| Move | The movement of the formation. |

F : Front M : Middle R : Rear

Formations that Require Tactics (positions are all the same as Wedge)

An officer with the required tactic must be included in the unit.

Tower

Allows a long-range attack against facility sentries. Costs 200 gold per unit.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 10 | 40 | 10 | 7 | 9 |

Ram

Maximum attack against walls. Costs 300 gold per unit.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 10 | 10 | 40 | 8 | 9 |

Catapult

Allows a long-range attack against units and structures. Costs 300 gold per unit.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 15 | 20 | 20 | 6 | 9 |

Elephant

Powerful in the field and against facilities. Costs 1000 gold per unit. Weak against Foot troop

| Unit | Sentry | Walls | Defense | Mobility |
|------|--------|-------|---------|----------|
| 20 | 10 | 30 | 12 | 9 |

Ships

Ramship, Arrowship and Warship units must include an officer with the respective tactic (**Ramship, Arrowship and Warship**).

Ship

Can be formed even without the knowledge of Navy tactics. Allows the tactic **Arrowrain**.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 10 | 10 | 10 | 10 | 12 |

Ramship

Maximum attack on the water. Allows the tactic **Wood Ram**. Costs 400 gold per unit.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 15 | 10 | 30 | 9 | 13 |

Arrowship

Allows a ranged attack from the water. Allows the tactic **Arrowgale**. Costs 600 gold per unit.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 13 | 30 | 10 | 12 | 10 |

Warship

High defense. Allows the tactics **Steel Ram** and **Arrowgale**. Costs 800 gold per unit.

| Unit | Sentry | Walls | Defense | Move |
|------|--------|-------|---------|------|
| 15 | 20 | 20 | 12 | 11 |

Disrupted

Scheme type tactics, **Cajole** and ploy **Confuse**, can break a unit's formation, and reduce the units' abilities. The disrupted unit can no longer trigger tactics. The plots **Rally** and **Rescue** will heal the units.

The Rules of Tactics

What Are Tactics?

Tactics are the special skills of an officer. There are nine types of tactics, ranging from **Foot** to **Schemes**. New tactics can be learned by using tactics **In Battle**, earning tactics experience, or using **Training** (p.39). Tactics are selected when marching from a facility (p.31). When fighting in the field, the strongest to weakest tactics are: #1 **Horse**, #2 **Foot**, #3 **Horse Bow**, #4 **Bow**. When in a facility, the following tactics can be triggered: **Bow**, **Scheme** (except **Traps**), and **Ploy** (except **Rally** and **Heal**). **Foot**, **Horse** and **Horse Bow** type tactics cannot be triggered in a facility.

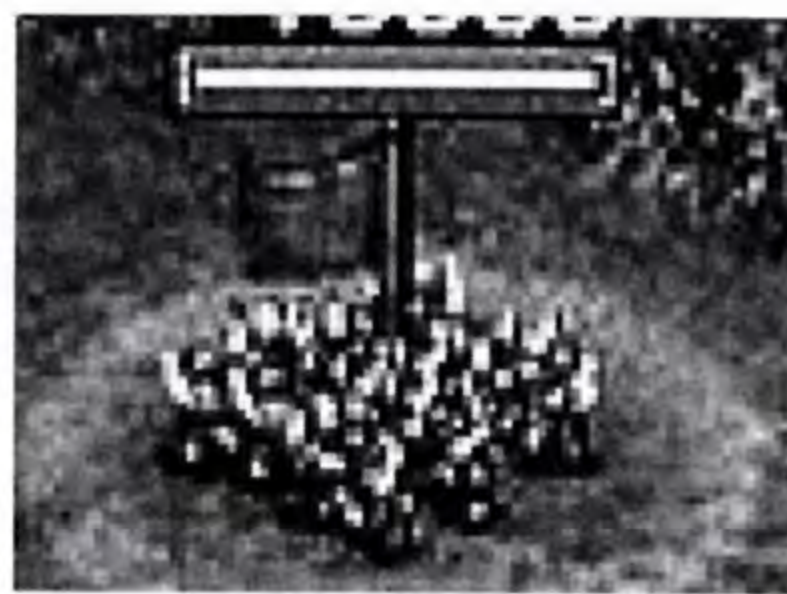


Triggering Tactics

Tactics will trigger automatically based on terrain and current circumstances. If you take note of the following points, tactics will be more likely to occur.

●POINTS FOR TRIGGERING

- A:** The officer whose tactic you wish to trigger is in the front of the unit.
- B:** If a unit is Excited (p.18) then the chance of triggering increases. Use of the plot Rally (p.35) will cause a unit to become Excited.
- C:** Fight close to one of your own cities.



A unit that the chance of triggering is increasing.

What are Chains?

If officers with the same tactic are placed in the same unit, there is a chance that the tactics will chain. Chaining tactics will cause massive damage to an enemy.

●POINTS FOR CHAINS

- A:** Place officers with the same tactic in one unit.
- B:** Fighting in a Wedge (p.40) will increase the chance of a chain.
- C:** Place an officer with a Scheme type tactic in the unit. A Scheme will cause the enemy to become Confused or Disrupted, then that could trigger Foot, Horse, Horse Bow, Bow or Navy tactics.
- D:** Highly compatible officers (p.20) also have a higher chance of chaining.



An example of a chain. Officers with **Scheme** type tactics are placed in the middle and rear of the unit, and the rest have the tactic **Charge**. If the **Scheme** tactic is activated, a chain reaction will occur.

How To Learn Tactics

Learning tactics requires experience. More powerful tactics require more experience. Raising the experience for a tactic type to a certain level will allow you to learn that type of tactic. Sometimes you can learn a tactic when an enemy uses it against you. You can also use **Training** (p.39) to spend TP on your officers and have them learn tactics.

●WHAT IS TRAINING?

When certain conditions are met, an Event will occur in which an officer heads out to train. Although you cannot give him orders during his training (three months).

- A:** Rule a city in which a tactic can be learned.
- B:** An officer has yet to learn the tactic.
- C:** The officer has accumulated a certain degree of tactics experience.

*Check which cities have tactic training by going to the Info Lists' All Cities (p.17) or by using the marker (p.14).

Tactics Experience

Tactics, just like abilities, have experience. If tactics experience is high: tactics are more likely to succeed, more damage will be inflicted to the target, and your defense against enemy tactics will be higher.

●EARNING TACTICS EXPERIENCE

- A:** When a tactic is triggered, all of the officers in the unit will earn tactics experience (for example: Guan Yu uses the Foot type tactic 'Assault' all officers in Guan Yu's unit receive Foot type tactic experience!)
- B:** Carrying out a Drill will earn Foot, Horse, Horse Bow, Bow and Navy tactics experience.
- C:** Carrying out Repair will earn Siege and Protect tactics experience.
- D:** The type of tactic selected upon marching will slowly rise In Battle.
- E:** Events may also cause tactics experience to rise

*Some Charms will also cause an increase in the amount of tactics experience earned.



[TACTIC LIST]

| Foot Type Tactics |
|--|
| If an officer's Foot type tactics experience is high, these tactics are more likely to succeed. Will not trigger from inside a facility. |

| | |
|----------------|---|
| Strike | Foot troops launch a powerful attack, and may sometimes free an officer captured by an enemy unit. Can be learned through training. |
| Assault | A more powerful tactic than Strike. May sometimes free an officer captured by an enemy unit. |
| Melee | The strongest Foot type tactic. May sometimes free an officer captured by an enemy unit. |

| Horse Type Tactics |
|---|
| If an officer's Horse type tactics experience is high, these tactics are more likely to succeed. Will not trigger from inside a facility. |

| | |
|------------------|---|
| Sortie | Mounted troops launch a powerful attack. May sometimes free an officer captured by the enemy unit. Can be learned through training. |
| Charge | A more powerful tactic than Sortie. May sometimes free an officer captured by an enemy unit. |
| Onslaught | The strongest Horse type tactic. May sometimes free an officer captured by an enemy unit. |

| Horse Bow Type Tactics |
|---|
| If an officer's Horse Bow type tactics experience is high, these tactics are more likely to succeed. These tactics are weak when used on the field but stronger than Bow type tactics. Will not trigger from inside a facility. |

| | |
|----------------|--|
| Mounted | Horse Bow troops launch a long-range attack. May sometimes target an enemy officer. Can be learned through training. |
| Running | A more powerful tactic than Mounted. May sometimes target an enemy officer. |
| Flying | The strongest Horse Bow type tactic. May sometimes target an enemy officer. |

| Bow Type Tactics |
|--|
| If an officer's Bow type tactics experience is high, these tactics are more likely to succeed. These tactics are weak when used on the field, but will trigger when inside a facility. |

| | |
|-------------------|--|
| Volley | Bow troops launch a long-range attack. May sometimes target an enemy officer. Can be learned through training. |
| Barrage | A stronger tactic than Volley. May sometimes target an enemy officer. |
| Arrowstorm | The strongest Bow type tactic. May sometimes target an enemy officer. |

| Navy Type Tactics |
|--|
| An officer with a Navy type tactic will allow a unit to use special ships. |

| | |
|------------------|--|
| Ramship | Use Ramships (p.41). Can be learned through training. |
| Arrowship | Use Arrowships (p.41). |
| Warship | Use Warships (p.41). |

| Siege Type Tactics |
|--|
| An officer with a Siege type tactic will allow a unit to use special siege formations. |

| | |
|-----------------|---|
| Tower | Use the formation Tower (p.41). Can be learned through training. |
| Ram | Use the formation Ram (p.41). |
| Catapult | Use the formation Catapult (p.41). |
| Elephant | Use the formation Elephant (p.41). |

Protect Type Tactics

An officer with a **Protect** type tactic will aid the unit.

| | |
|------------------|--|
| Bargain | Building becomes cheaper. Can be learned through training. |
| Golems | Golems (p.32) can be built. |
| Dismantle | Will not fall into Traps . |
| Shield | Cannot be Routed , Confused or Disrupted . Will not fall for Mislead or Disrupt . |

Scheme Type Tactics

These tactics affect enemy units with various conditions. Tactics are more likely to chain against an affected unit. If officer's intelligence and Scheme type tactics experience are high, these tactics are more likely to succeed.

| | |
|------------------|---|
| Confuse | Confuse the enemy. Can be learned through training. |
| Trap | The type of trap set changes automatically depending upon the terrain the enemy unit is on. Cannot be triggered when inside a facility. |
| Pit | The enemy is on Earth or Grass . |
| Whirlpool | The enemy is on Water . |
| Fire | The enemy is in a Forest . |
| Rockslide | The enemy is close to Crags . |
| Cajole | Troops in an enemy unit betray their allies. Enemy unit will sometimes be Disrupted . |
| Illusion | Cause damage to multiple enemy units and throw them into Confusion . |

Ploy Type Tactics

These tactics heal allies and lower enemy morale. If an officer's intelligence and Ploy type tactics experience are high, these tactics are more likely to succeed.

| | |
|--------------|--|
| Taunt | Lower enemy morale. Can be learned through training. |
| Rally | Raise ally morale. Cannot be triggered when inside a facility. |
| Heal | Heal the wounded in an ally unit, and cure any conditions. Cannot be triggered when inside a facility. |
| Magic | Damage multiple enemy units and lower their morale. |

Others

Tactics

| | |
|------------------|---|
| Arrowrain | A Ship tactic. A long-range attack. May sometimes target an enemy officer. |
| Arrowgale | An Arrowship and Warship tactic. A stronger attack than Arrowrain , this tactic may sometimes target an enemy officer. |
| Wood Ram | A Ramship tactic. A powerful close-range attack, this tactic may sometimes free an officer captured by an enemy unit. |
| Steel Ram | A Warship tactic. A more powerful attack than Wood Ram , this tactic may sometimes also free an officer captured by the enemy unit. |

Weapon

| | |
|-----------------|--|
| Catapult | A Weapon that a Fort can always use. Tosses rocks out from the facility and damages enemy units. There are special cities and gates that are equipped with Catapults . |
| Tower | A Weapon that a Compound can always use. Increases the range of arrow fire. There are special cities and gates that are equipped with towers. |

Sharpshooter If successful, an enemy officer will be wounded and his abilities reduced. If an officer's Bow type tactics experience is high, Target is more likely succeed.

[RANK LIST]

Decide Ranks Yourself

Rank is vital for deciding which officers will become commanders or viceroys. A commander with high leadership will strengthen units and facilities, and improve your chances in battle.

There are two types of ranks, **Military** and **Civil**. A Military rank will increase the number of troops an officer can command. It will also improve an officer's chances of becoming commander of a unit or facility. A Civil rank will raise intelligence and politics (**Prime Minister** raises all abilities.)

When starting the game, use the **Individual** command to assign a rank to each officer. This will help you assign officers best suited for Military or Civil ranks.



Commanders are set automatically according to rank!

The commander of a unit or facility is decided under the following order.

1. Ruler or Governor
2. Officer with highest military rank (including special ranks)
3. Officer with highest leadership (a **Civil** or officer with no rank)

Rank List

Ranks you can acquire are based on ruler's title (p.37). Able to be awarded more ranks, if the ruler's title is high. (For example: if a ruler has a title of emperor, the ruler can be rewarded all ranks below king.)

| Conditions | | Rank | Troops | Stipend | INT/POL+ |
|---|---------------|----------------------|--------|---------|----------|
| Ranks that can only be given when ruler is Emperor | Special | Prime Minister | 55000 | 36 | All + 5 |
| | | Minister of Exterior | 55000 | 36 | 5 |
| | | Supreme Commander | 55000 | 36 | 5 |
| | | Minister of Interior | 55000 | 36 | 5 |
| | | Grand Commander | 55000 | 36 | |
| | | Foreign Minister | 55000 | 36 | |
| Ranks that can only be given when ruler is King | Military | Knight General | 55000 | 36 | |
| | | Vice General | 55000 | 36 | |
| | | Lv. 1 Minister | 10000 | 32 | 4 |
| | Civil | Lv. 1 Minister | 10000 | 32 | 4 |
| | | Lv. 1 Minister | 10000 | 32 | 4 |
| | | Lv. 1 Minister | 10000 | 32 | 4 |
| Ranks that can only be given when ruler is Duke | Military | Lv. 1 General | 50000 | 32 | |
| | | Lv. 1 General | 50000 | 32 | |
| | | Lv. 1 General | 50000 | 32 | |
| | Civil | Lv. 2 Minster | 10000 | 28 | 4 |
| | | Lv. 2 Minster | 10000 | 28 | 4 |
| | | Lv. 2 Minster | 10000 | 28 | 4 |
| Military | Lv. 2 General | 45000 | 28 | | |
| | Lv. 2 General | 45000 | 28 | | |
| | Lv. 2 General | 45000 | 28 | | |

| Conditions | | Rank | Troops | Stipend | INT/POL+ |
|---|----------|----------------|--------|---------|----------|
| Ranks that can only be given when ruler is Chancellor | Civil | Lv. 3 Minister | 10000 | 24 | 3 |
| | | Lv. 3 Minister | 10000 | 24 | 3 |
| | | Lv. 3 Minister | 10000 | 24 | 3 |
| | | Lv. 3 Minister | 10000 | 24 | 3 |
| | Military | Lv. 3 General | 40000 | 24 | |
| | | Lv. 3 General | 40000 | 24 | |
| | | Lv. 3 General | 40000 | 24 | |
| | | Lv. 3 General | 40000 | 24 | |
| Ranks that can only be given when ruler is Grand General | Civil | Lv. 4 Minister | 10000 | 20 | 3 |
| | | Lv. 4 Minister | 10000 | 20 | 3 |
| | | Lv. 4 Minister | 10000 | 20 | 3 |
| | | Lv. 4 Minister | 10000 | 20 | 3 |
| | Military | Lv. 4 General | 35000 | 20 | |
| | | Lv. 4 General | 35000 | 20 | |
| | | Lv. 4 General | 35000 | 20 | |
| | | Lv. 4 General | 35000 | 20 | |
| Ranks that can only be given when ruler is Regent | Civil | Lv. 5 Minister | 10000 | 16 | 2 |
| | | Lv. 5 Minister | 10000 | 16 | 2 |
| | | Lv. 5 Minister | 10000 | 16 | 2 |
| | | Lv. 5 Minister | 10000 | 16 | 2 |
| | Military | Lv. 5 General | 30000 | 16 | |
| | | Lv. 5 General | 30000 | 16 | |
| | | Lv. 5 General | 30000 | 16 | |
| | | Lv. 5 General | 30000 | 16 | |
| Ranks that can only be given when ruler is Governor | Civil | Lv. 6 Minister | 10000 | 12 | 2 |
| | | Lv. 6 Minister | 10000 | 12 | 2 |
| | | Lv. 6 Minister | 10000 | 12 | 2 |
| | | Lv. 6 Minister | 10000 | 12 | 2 |
| | Military | Lv. 6 General | 25000 | 12 | |
| | | Lv. 6 General | 25000 | 12 | |
| | | Lv. 6 General | 25000 | 12 | |
| | | Lv. 6 General | 25000 | 12 | |
| Ranks that can only be given when ruler is Lt. Governor | Civil | Lv. 7 Minister | 10000 | 8 | 2 |
| | | Lv. 7 Minister | 10000 | 8 | 2 |
| | | Lv. 7 Minister | 10000 | 8 | 2 |
| | | Lv. 7 Minister | 10000 | 8 | 2 |
| | Military | Lv. 7 General | 20000 | 8 | |
| | | Lv. 7 General | 20000 | 8 | |
| | | Lv. 7 General | 20000 | 8 | |
| | | Lv. 7 General | 20000 | 8 | |
| Ranks that can be given when ruler has no rank | Civil | Lv. 8 Minister | 10000 | 4 | 1 |
| | | Lv. 8 Minister | 10000 | 4 | 1 |
| | | Lv. 8 Minister | 10000 | 4 | 1 |
| | | Lv. 8 Minister | 10000 | 4 | 1 |
| | Military | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| | | Lv. 8 General | 15000 | 4 | |
| Lv. 8 General | 10000 | 1 | | | |

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