
DRAGON THRONE
BATTLE OF RED CLIFFS
Strategy First
object SOFTWARE
TEEN
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CONTENT RATED BY ESRB

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1. HISTORICAL BACKGROUND

1.1 THREE KINGDOMS PERIOD

It was in the context of the collapse of the power and authority of the Han Dynasty, which occurred gradually over a 35-year period, that the three kingdoms began to take shape led by the three most prominent heroes of the time: Cao Cao, who established the Kingdom of Wei in the north, Liu Bei, who established the Kingdom of Shu-Han in the west and Sun Quan, who established the Kingdom of Wu in the south. With the exception of Cao Cao, whose son, Cao Pi, declared himself Emperor in 220 AD, each was later to declare himself Emperor.

The period of about 100 years of Chinese history straddling the declining years of the Han Dynasty from around 184AD to 220AD and the actual Three Kingdoms period from 220AD to 280 AD is commonly referred to as the Three Kingdoms period primarily because of the famous historical novel "The Romance of the Three Kingdoms" attributed to Luo Guangzhong writing around 1350AD. This novel is reputedly the second most well read book after the Holy Bible and is hugely popular in Asia.

The game, which is based on the famous historical novel is set in a period of around 15 years including and after the famous Battle of Red Cliffs in 208AD. In this Battle, which is perhaps the most famous Battle in Chinese history, Cao Cao, with vastly larger forces, suffered an enormous defeat at the hands of the allied forces of Liu Bei and Sun Quan.

The Three Kingdoms period is famous in Chinese history not just for the ferocity of the never-ending wars but also for the brilliance of the military strategy employed. Even today businessmen look to the strategies adopted at this time to win commercial advantage.

This period of Chinese history was also a time of great advancement in medicine, literature, philosophy and science. In the field of medicine, Hua Tuo, who excelled in surgery, invented the first anaesthetic called "Mafei Powder Medicine".

Advancement in the literary field saw the creation of many works which are still read today. The Cao family was a prominent contributor to those works and Cao Cao himself wrote over 20 poems and some 40 pieces of prose which fall into this category. In the field of philosophy, the emergence of metaphysics was considered an outstanding accomplishment credited to He Yan and Wang Bi. In the field of science, Liu Hui, a famous mathematician, first calculated the ratio of the circumference of a circle to its diameter.

The Three Kingdoms period also saw an increase in navigation exploration and diplomatic activity. In 230 AD a huge ship carrying 10,000 people reached the island now known as Taiwan marking the first recorded contact between the Mainland and Taiwan. In the field of diplomacy the Kingdom of Wei maintained close contact with the country of Xiematai, now part of Japan and the Kingdom of Wu sent envoys to Linyi, now the southern part of Vietnam and Funan, now part of Cambodia.

In 263 AD the Kingdom of Shu-Han was conquered by the Kingdom of Wei after the second Emperor of Shu-Han, Liu Bei's son, Liu Shan, surrendered to Deng Ai, the Senior General of Wei. In 266 AD Sima Yan, the eldest son of Sima Zhao (the effective ruler of Wei at the time of the conquest of Shu-Han), forced the Wei Emperor to abdicate and founded the Western Jin Dynasty. Finally, in 280 AD Sima Yan conquered the Kingdom of Wu and united the entire country. Thus ended the Three Kingdoms period.

1.2 THREE LEADING CHARACTERS

The three leading historical figures in the Three Kingdoms period, Cao Cao, Liu Bei and Sun Quan are the main characters in this game. Here is a brief description of their backgrounds.

Cao Cao

Cao Cao, was descended from Cao Can, the Premier in the Western Han Dynasty.

Cao Cao was skillful in strategy and adapted himself quickly to changing circumstances. It was said of him "You are clever enough to govern the world but bad enough to upset it. "It was said this prediction gave Cao immense pleasure. At twenty, Cao Cao was recommended by his district for his piety and personal integrity and this led to his initial appointment to the court. Cao Cao was known for commanding his troops with very strict discipline. Later he fled back to his hometown when he failed in his attempt to assassinate Dong Zhuo.

At home in Chenliu, Cao Cao enlisted aid and resources to start his own military actions. He then called upon many other powerful lords to combine their strengths against Dong Zhuo. Cao Cao never stopping trying to recruit the most able and virtuous men. He was an expert in judging people's worth and knew how to employ them to the best advantage. He was also a master of military strategy. All this enabled him to have a wealth of talents, elite troops and excellent support for his armies.

Cao Cao's moment came when he was invited by the Han court to rescue the Emperor Xian who was held hostage in the bitter fighting between Dong Zhuo's generals. He defeated the rebels who were holding the Emperor and then persuaded the Emperor to move the capital to Xuchang. From then on, Cao Cao effectively held the Emperor captive and ruled in his name giving orders to all the other lords. Cao Cao successively eliminated the lords, Yuan Shao, Ma Teng, Zhang Lu and others. Finally he took complete control of the northern part of China and then established the Kingdom of Wei.

Liu Bei

Liu Bei was a member of the imperial family and was known as "Imperial Uncle Liu". However, in his childhood he was very poor.

His ambition was to restore the Han court and be known for his humanity and virtue. From the beginning of his military career, when he fought the "Yellow Scarves", he experienced many setbacks. On a number of occasions, he almost lost his life. However, Liu Bei was fortunate in that he was assisted by three very powerful warriors in his two sworn brothers Guan Yu ("Lord Guan", so called because from the Ming Dynasty onwards he was worshipped as the God of War in temples throughout the country) and Zhang Fei and Zhao Yun ("Zhao Zilong") and by Zhuge Liang ("Kongming") who was a genius of military strategy and tactics as well as a brilliant administrator and inventor. With the loyal support of these great men Liu Bei was able to found his Kingdom in the west of the country known as the Kingdom of Shu-Han.

Sun Quan

Sun Quan was the second son of Sun Jian, the Governor of Changsha. Sun Jian was killed in a battle against Liu Biao.

With the assistance from Sun Jian's former aides and staff, his eldest son, Sun Ce, destroyed all the minor lords in the south of the Great River. He intended to occupy the

entire Wu area and then the whole realm, but died of a sudden illness when he was only 26.

After Su Ce's death, Sun Quan took over the estate left by his late father and elder brother. Sun Quan treated worthy men with respect and attracted many talented people to his service. In alliance with Liu Bei, Sun Quan won a stunning victory against Cao Cao in the Battle of Red Cliffs. From then on, with the natural barrier of the Great River and by employing just and able rule, he was ultimately able to establish the Kingdom of Wu in the south of China.

2. STORY BACKGROUND

"Surging on and on, the Great River...
Where have all those heroes gone?
All will go for nought, failure or victory!
How many times has the setting sun shown her red face?
Still there are the mountains and hills!
A grey-headed fisherman is on the bank.
Ease in his face, spring wind or autumn moon.
A kettle of alcohol to celebrate a meeting.
Talking and laughing, current affairs or the things in the past are all gone!"

At the end of the Eastern Han Dynasty, the Emperor Huan gave all his trust to his eunuchs and the Emperor Ling's eunuch attendants wielded total power. As a result, chaos occurred all over the country and all the heroes started to assert their power. In the winter of the fifth year of the Jian An reign Era (200 AD), with many fewer troops Cao Cao utterly defeated Yuan Shao in the Battle at Guandu. Thus a strong base in the north was solidly established for his rule. In the following years, Cao Cao successfully expelled the pirates in the east; in the north he defeated the Wuhuan people and all the forces loyal to the Yuan clan and thus all the counties were pacified. Cao Cao then had under his control more than one million troops, taking the Emperor in his charge and giving orders to all the lords in the land. In July of Jian An 13 (208 AD), after the north was pacified, Cao Cao led 200,000 elite troops to conquer the south intending that in a series of quick battles the whole realm would be unified under him.

At that time, with more than 100,000 troops Liu Biao was defending the area of Jingzhou and Xiangyang which was more than one thousand square miles to the south of River Han. With all its strategic points the south part of the Great River had been ruled by Sun Quan's clan for three generations. The people there were leading happy and comfortable lives and worthy men found their appropriate positions there. Although Liu Bei had been defeated at Runan in Jian An 6 (201 AD), he had been able to take shelter with Liu Biao and stationed his men at Xinye. During that period he won the counsel of Kongming following his three visits and then recruited troops, purchased horses and trained the army day in and day out. At that time, Liu Bei had stationed his army at Fancheng.

In August of the same year, Liu Biao died of illness. Liu Zong, Liu Biao's second son, was raised to power. On hearing that Cao's army was approaching, Liu Zong was in such great fear that without fighting a single battle he sent an envoy to inform Cao Cao of his surrender and he presented all the nine counties in Jinzhou and Xiangyang to Cao Cao. All of a sudden, Liu Bei had lost his place of refuge. He then had to abandon Fancheng, crossed River Xiangjiang and marched towards Jiangling in Jinzhou in great haste. At the

same time tens of thousands of the common people there, young and old, men and women, risked their lives to follow Liu Bei.

Altogether there were more than 100,000 troops and common people, several thousand wagons and countless packages being transported on the road. In a day they could cover no more than ten miles. Liu Bei also ordered Lord Guan with soldiers in several hundred boats to meet them at Jiangling. Cao Cao was afraid that Liu Bei might take Jiangling before him. Cao's army then abandoned all their supplies and raced to Xiangyang. However, they found that Liu Bei had just passed through. Then Cao Cao led five thousand elite troops and tried to cover more than three hundred miles in a day and a night. This time they successfully caught up with Liu Bei at Dangyang. The two armies engaged each other in fierce battles. Finally in utter defeat Liu Bei had to lead his remaining few troops numbering less than 100 to flee along a small path. Coincidently, they met Lord Guan and his troops and boats. Together they moved down the river. On the road they met Liu Qi, the Governor of Jiangxia and Liu Biao's eldest son, who went there to welcome Liu Bei. All of them went towards Xiakou.

When Liu Biao died, Sun Quan sent Lu Su to Jingzhou purportedly to pay his condolences but actually to ascertain Cao's actual resources . On that occasion, Lu Su and Kongming met each other. Lu Su invited Kongming to pay a visit to Wu to persuade Sun Quan to attack Cao Cao. In Wu most ministers were in fear of Cao Cao's power, so they endeavored to persuade Sun Quan to surrender to Cao Cao. Sun Quan was very hesitant to make a decision. When Liu Bei reached Xiakou, he sent Kongming as an envoy to Wu to persuade Sun Quan and his men to fight against Cao Cao with concerted strength.

Kongming then went over to Chaisang in Wu to debate with the southern officials over the issue of an alliance. In the end, Sun Quan decided to ally with Liu Bei to defeat Cao Cao. Sun Quan then conferred on Zhou Yu and Cheng Pu the titles of Left Commander-in-Chief and Right Commander-in-Chief respectively to lead more than 30,000 naval troops to defeat Cao Cao's 200,000 troops at Chibi (Red Cliffs), together with Liu Bei and Liu Qi's 20,000 troops.

Wu had Cao Cao's two naval commanders, Cai Mao and Zhang Yun, removed with the trick of "alienating the enemy" in which Cao Cao was deceived with a forged letter which falsely told of their betrayal of Cao Cao. In the "wounded-body trick", Huang Gai was badly beaten on the orders of Zhou Yu so that Cao Cao would believe he was prepared to surrender. Furthermore, Pang Tong deceived Cao Cao to persuade him to connect all his boats together so as to make them more stable in the rough waters. In the end, Wu defeated Cao's army utterly by a fire boat attack on Cao's linked fleet. The fireboats were led by Huang Gai whom Cao Cao believed was leading troops to surrender. Cao Cao's army suffered huge casualties. Separately, Sun Quan and Liu Bei sent forces to engage Cao Cao on land and sea. This resulted in Cao Cao almost losing his life at Huarong. Sun Quan then took advantage of Cao's withdrawal and conquered Nanjun. Cao Cao ordered Cao Ren to defend Jiangling. He himself retreated back to Xuchang where he remained with his depleted army.

This was the famous Battle of Red Cliffs. In fact, after the Battle of Red Cliffs the situation of the realm being divided into three parts began to take shape.

After the defeat, Cao Cao returned to the north and withdrew from any plan to attack the south again. In the next ten years, he pacified Guanzhong and Liangzhou and conquered Hanzhong and thus unified the whole of the north. He then declared himself King of Wei. In the 25th year of the reign era of Jian An (220 AD), Cao Cao died in Luoyang. At the end of that year, Cao Pi, Cao Cao's eldest son, deposed the Emperor

Xian and acclaimed himself the Emperor in his place. He established the Kingdom of Wei.

Liu Bei took advantage of the situation and conquered Jingzhou. Three years later, he entered the Western Riverlands and annihilated Liu Zhang. Thus Yizhou became Liu Bei's territory. In Jian An 24 (219 AD), Liu Bei destroyed Cao Cao at Dingjunshan Mountain and regained Hanzhong. Liu Bei then declared himself King of Hanzhong. Two years later after Cao Pi had deposed the Emperor Xian, he declared himself Emperor and laid claim to inherit the Han Court. The Kingdom of Shu-han was thus established.

After the Battle of Red Cliffs, Sun Quan fortified his territory in the south. In Jian An 16 (211 AD), he transferred the capital to Moling (whose name was later changed to Jianye). Seven years later, he defeated the troops of the Kingdom of Shu-han and killed Lord Guan and pacified Jingzhou. Later he declared himself King of Wu.

In the first year of the reign era of Huang Wu (222AD) Sun Quan defeated Liu Bei who was seeking revenge for the killing of Lord Guan. Shortly after that Sun Quan established friendly relations again with the Kingdom of Shu-Han. In Huang Wu 7 (229 AD), Sun Quan acclaimed himself Emperor and established the Kingdom of Wu. **Note: More information on the history of China is available in the 'History' folder on the CD.**

3. RUNNING ENVIRONMENT

3.1 CONFIGURATION:

Win9X/Me/2000/XP
DirectX8.0 or above, PII266 CPU, 64Mb Memory, 16 bit SVGA 4Mb(DirectDraw), Sound Card (compatible with Win9X DirectSound), 450Mb HD Memory or above, 4 X CDROM or above, Display Mode: 800X600, 1024X768 64K Colors.

3.2 RECOMMENDED:

Win9X/Me/2000/XP
DirectX8.0 or above, PII 266 CPU, 128Mb Memory, 16 bit SVGA 4Mb(DirectDraw), Sound Card (compatible with Win9X DirectSound), 450Mb HD Memory or above, 4 X CD ROM or above, Display Mode: 800X600, 1024X768 64K Colors.

Note: Select "Computer Analysis" in the INSTALL INTERFACE and you will be informed whether this game can run on your computer or not.

4. INSTALL AND UNINSTALLING

4.1 INSTALL

The Dragon Throne - Battle of Red Cliffs install program runs automatically when the CD is inserted if it detects that the game has not been previously installed and your CD-ROM has autorun activated. Then click on "Install" and finish the installation following the on-screen instructions. You may have to install Direct X and Video Decoder during installation if you do not have one or both installed on your machine.

If your PC does not have autorun activated, click on "My Computer" and double click on your CD-ROM drive and then double click on "Autorun". Once on screen, please follow the instructions. You may have to install Direct X (8.0 or above) and Video

Decoder during installation if you do not have one or both installed on your machine.

4.2 UNINSTALLING

To uninstall Dragon Throne: Battle of Red Cliffs, open the Start Menu, move the cursor through to the Dragon Throne: Battle of Red Cliffs folder and then click on "Uninstall." Then follow the on-screen instructions.
Alternatively, open the Start Menu, move the cursor to "Settings," then "Control Panel." Double-click on "Add/Remove Programs." Once here, select Dragon Throne: Battle of Red Cliffs and then click on the "Add/Remove" button and follow the on-screen instructions.

5. THE MAIN MENU

In the Main Menu, you can start a new game, change the game setup, enter a multi-player game, view the credits or quit the game and return to the Windows desktop.

5.1 SINGLE PLAYER

START A NEW GAME
Click on "Single Player" and you can select "Easy," "Normal" or "Hard". Then choose the main character you prefer to play as in the game.
From left to right are the portraits of Sun Quan, Cao Cao and Liu Bei respectively. Left-click on one of the portraits and the picture will highlight. Click on "Start" and your campaign begins.

SELECT CAMPAIGN
You have to complete at least one mission to make the option appear and all the missions you have completed appear in the mission list. After clicking on "Select Campaign," you can re-play any mission in this list.

LOAD GAME
Here you can load a saved game.
Click on "Cancel" to return.
Click on "Remove" to delete the loaded game.

THE TUTORIALS
A simple training mission is provided so that you can familiarize yourself with how the game works.

SKIRMISH
This will allow you to play single-mission scenarios against computer-controlled opponents.

5.2 MULTIPLAYER

You can play Dragon Throne-Battle of Red Cliffs over a LAN network, Internet or Serial Interface.

HOW TO SET UP A SERVER COMPUTER

Select "Multiplayer" in the Main Menu, input a name and pick your portrait by clicking on your chosen picture. Then choose one of the options: "LAN Connection," "Serial Interface Connection" or "Internet". Then click on "Create Game."

SETUP USER CIRCUMSTANCES:

Color Select: Select your color.
Country Select: Select the Kingdom you want to rule.
Note: If by chance two players select the same Kingdom, then they will command the Kingdom together.
Team: Select a team.

SETUP SYSTEM CIRCUMSTANCES:

The following items are all controllable only by the Host Player:

The Quantity and the Ranks of AI: Set up the quantity and intelligence of computer-controlled opposition. Variations can be made about the quantity and ranks of cities and the amount of resources available. You can also make the decision whether there will be Figures of Buddha or not.
Foreign Relations: Select the relationship between Kingdoms to "Variable" or "Fixed."
Initial Resources: Select the amount of resources at the start of the game.
Initial Science: Select the Science rank.
Disaster Option: Set natural Disasters "On"or "Off."
Fog Option: Set fog function "On"or "Off."
Figure of Buddha: Set Figures of Buddha "On" or "Off ". When "On", repairing the damaged Figures of Buddha throughout the game will reward you with a bonus.
Limited Troops: Choose whether you will have a maximum limit on the number of troops you can command.
Select Maps: Select maps according to the landform and the quantity of players.

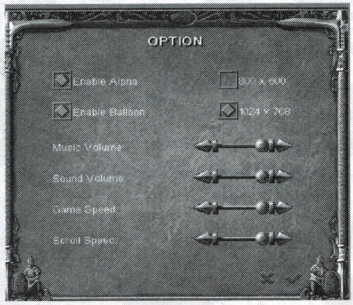
When you are happy with your choices, select "Start" to start the game. Or choose "Back" to return to the Mulyiplayer Menu.

HOW TO JOIN IN

In the Main Menu, select "Multiplayer". Then choose one of the options: "LAN Connection," "Internet Connection" or "Serial Interface Connection" and select the existing game found by the computer. Now you are ready to "Join in." To set up user preferences, please refer to the following instructions.
Color Icon: Select your color.
Kingdom: Select the Kingdom you want to rule.
Note: If by chance two players select the same Kingdom, then they will command the Kingdom together.
Team: Select a team.

When all the above settings are finished, you have to wait for the server computer to take you into the game or select "Back" to return to the Multiplayer Menu.

5.3 OPTIONS



GAME SPEED AND SCROLL SPEED
There are three game and scroll speed options: "Low," "Normal" and "High".

MUSIC VOLUME AND SOUND EFFECTS
Allows you to adjust the volume of the music and sound effects during the game.

GRAPHICS ADJUSTMENT
Here you are able to adjust the graphics quality. To improve the performance on slower PCs, you can sacrifice the graphics quality a little bit or even close some special display effects.

DISPLAY RESOLUTION
Dragon Throne: Battle of Red Cliffs supports two display modes: "800X600 16 bit color" and "1024X768 16 bit color"

5.4 CREDITS

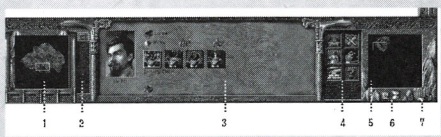
The names of the development team are shown here. For a listing of names, please see "Credits."

5.5 QUIT GAME

This option returns you to the Windows desktop.

6. THE GAME INTERFACE

6.1 CONTROL PANEL



1. The cities list allows you to switch between cities by clicking on the available buttons. Keep the cursor on the button for a moment and a tool tip will show you the name of the city.
2. The city map displays the landscape of the selected city.
3. When a Warrior is the target and his name is being displayed in white color, you'll see this Warrior has extra skills points for you to allocate.
4. The target information area shows the various attributes of the selected targets. In case of non-selection, the information of your Kingdom will be displayed in this area.
5. This area will show a group of command icons for the selected target.
6. Hourglass shows time. It is the time for you to levy when the sand is all out.
7. The territory map displays the landscape of the whole territory.
8. Team Buttons such as  . A corresponding button will turn out when a team is grouped. Click on one, a relevant team will be selected right away.

6.2 INFO PANEL

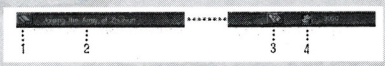
CITY INFO PANEL

When the main view focuses on a city, the City Info Panel will be shown as follows:

1. Click on  and then open the Menu Interface of the game. See section 6.3 for the details of the Menu Interface.
2. Click on  and open the Online Help. See section 6.4 for details.
3. Click to check the objectives of a mission.
4. The city title.
5.  +number represents the Population of the city.
6.  +number represents the number of Laborers in the city and the maximum number permitted by the available housing in the city.
7.  +number represents how much Gold you have.
8. Click on  to check the Disaster status of the city. See section 6.7 for details.
9. Click on  to open the Table of Resources of the city. See section 6.6 for details.

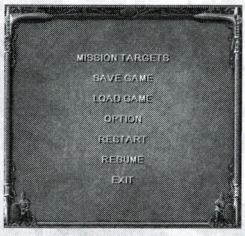
KINGDOM INFO PANEL

When the main view focuses on the territory map, the Kingdom Info Panel will be shown as follows:



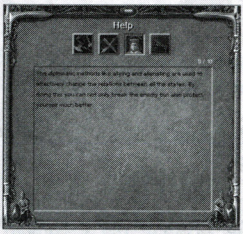
1. Click on  to open the Menu Interface.
2. Click on  to open the Online Help.
3. Click to check the objectives of a mission.
4. The mission title.
5.  +number represents how much Gold you have.

6.3 THE MENU INTERFACE



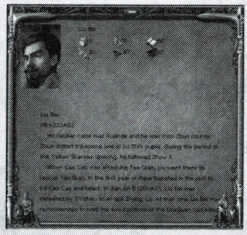
When in the game, clicking on "Menu Interface" button or pressing the Esc key will access the Menu Interface. Here you can save your game, load a previously saved game and check the mission objectives. You can also modify some game options, restart, resume the present mission or exit to the Main Menu.

6.4 IN-GAME HELP INTERFACE



Click on the "In-Game" button or press the F1 key to display the help box. There are four types of help: "Production", "Military Affairs", "Administrative Affairs" and "Game Operation". Click on the yellow arrows in the two corners at the bottom of the screen to scroll through the text.

6.5 CHECK INTERFACE



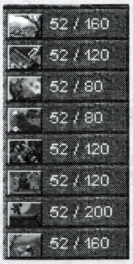
In the game there are information buttons  for Warriors, Science items and Sacrifices. Click on the buttons and you will see the relevant historical information. Click on the yellow arrows in the two corners at the bottom of the screen to scroll through the text.

6.6 MATERIAL RESOURCES INFO



The "Table of Resources" will be shown when you click on the Switch Buttons for Material Resources. The numbers vary with each different city. From the top to the bottom: Corn, Raw Meat, Timber, Iron, Food and Wine.

6.7 DISASTER INFO



Click on the "Disaster Info" button to see a list of Disasters. The numbers show the city's Disaster situation. The left number gives info on how long the city has been in a state of Disaster and the right number gives the maximum period of time the Disaster will continue.

7. HOW TO START A NEW GAME

7.1 BASIC OPERATION

HOW TO MOVE

Click on an image to select a character or a piece of equipment. Right-click on the map or on a point in the map window and the unit will move to the place selected if possible.

HOW TO SWITCH BETWEEN DIFFERENT SCENE MAPS

On the bottom of the game interface are two map windows. The right one displays the territory map, while the left one shows the city map. To the right of the city map there can be a number of city icons. Click on them to switch between the cities you have under your control or enemy cities you have encountered. Double-click on the landmark building of the city in the territory map to enter the relevant city scene.

HOW TO MOVE BETWEEN MAPS

Choose a movable unit and the selected unit or group of units will be displayed as white dots in the two map windows. Right-click on the map windows or a place in the main view and the selected unit or group of units will move to the target position.

Alternatively, choose a unit and then left-click on a map window or a city button to switch the map to the current display window. Then right-click on a target place where the selected unit will move to.

HOW TO SPECIFY A TARGET POSITION

Choose a movable unit and right-click on the walking area in the territory map window in the right corner below or you can left-click on the city button in the left corner below, select the related city map and then right-click on a target position. Both methods enable you to choose the target position for the selected unit very quickly. The selected units will be shown as white dots in the map window. You will be sure whether your orders have been carried out or not by looking at the movements of the white dots.

HOW TO MAKE AND SELECT A GROUP

First choose the movable units, then press CTRL+ a number key to form a group. To

select a group, you can either press the number keys accordingly, or click on the numbered buttons at the bottom of the main view. The grouped units can be selected quickly by pressing ALT+ a number key. This allows you not only to select a certain group but also to show them in the main view.

HOW TO GET HELP

1. Move the cursor onto a unit and stay there for a moment. Then all the relevant info will be shown.
2. You can also get help by clicking on the "In-Game Help" button or pressing the F1 key to open the Help window.

HOW TO GAIN A SYSTEM BONUS

If you search maps quickly you will find Figures of Buddha or heads of the Figures of Buddha. They are scattered around the various maps. Laborers can be sent out to pick up the heads in order to repair the damaged Figures of Buddha. You will then be rewarded with a bonus, which could be several horses or a team of Laborers.

HOW TO OCCUPY A VILLAGE

The villages in the territory map will pay tax to their occupiers, which is the key source of Gold in the game. You can send out troops to enter and occupy the non-occupied villages. In order to occupy a village occupied by the enemy you need to attack it and reduce its Health Power to a certain level.

7.2 ADMINISTRATIVE MANAGEMENT

Administrative Management includes not only the arrangement of production, the enlisting of Warriors and Laborers and warfare preparations, but also the conduct of Diplomacy, the research of Science and Sacrifice activities.

Many sorts of Disasters may occur during the game that can cause various types of damage. But the effect of the Disaster may be decreased if you perform a Sacrifice or provide relief to the victims in the stricken areas. You can also enhance the fate of your Kingdom by performing Sacrifices to reduce the frequency of Disaster. In addition, the research of certain types of Science can prevent some Disasters from occurring. When a Disaster occurs the Request Relief screen will pop up. You can then make your decision to provide relief or not.

Gold is one of the most important resources in the game and is collected by taxation. The Population and the tax rate determine the amount of Gold you receive. However, a suitable tax rate must be put into place because a tax rate set too high may slow the increase of Population or even result in a fall in Population

You also need to spend Gold on enlisting Warriors. The higher the Warriors' ranks, the more Gold they require. The amount of Gold is determined by the Warriors' rank and your Reputation.

Morale of the city, public security and Population are all factors which have an affect on each other. To keep increasing your Population, you will need to balance all these factors.

You need to award an appropriate title to a Warrior to keep him loyal or pay him a certain amount of Gold to increase his loyalty. The Warrior's loyalty will not only affect his efficiency but a reduction in loyalty may even result in the Warrior's surrender.

A Warrior can be appointed Administrative Affairs Officer, Science Officer, Sacrifice

Officer or Public Security Officer. Only after Warriors have been appointed to these positions can you conduct Diplomacy, develop advanced Science and perform national Sacrifices.

* HOW TO RECRUIT LABORERS AND WARRIORS

Click on the Ceremonial Arch and select the "Recruit" button. Then the enlisting of Laborers begins, but the number of Houses limits the number recruited. The speed of recruitment varies with the Morale of cities.

When the lantern at the Inn gate is lit, it means that there is at least one available Warrior in the Inn. Click on the Inn and select the Warrior's portrait to check the Warrior's statistics. Click the "Recruit" button to hire him if you wish to do so. Cost of recruitment varies depending on the different abilities of the Warriors and your own Reputation.

7.3 PRODUCTION

TYPES AND FUNCTIONS OF RESOURCES

Resources are divided into three types, raw materials, products and Gold. They can be obtained through production and collection, processing and trade respectively.

Raw materials include Corn, Raw Meat, Timber and Iron. Products include Food and Wine which are the main supplies for troops. The more Laborers at work in a building, the more quickly the resource will be produced.

Gold can be obtained through trade or the collection of taxes. It is used mainly for Science research, Diplomacy, the enlisting of Warriors, the training of soldiers and the production of war equipment.

All the resources are stored in Storehouses and if necessary, can be transported between cities by Laborers. However, Gold is held at the national level and can be used freely and does not need to be transported.

RESOURCES	HOW TO GET	FUNCTION	EXPLANATION
Corn	Cultivated on Farms by Laborers	For enlisting Laborers, processing Food/Wine, Sacrifice, raising pigs and horses and trade	Raw materials: city-level
Raw Meat	Raised on Farm by Laborers		
Timber	Collected by Laborers	For building construction, armaments' production, the research of Science and trade	
Iron	Mined by Laborers		
Food	With Corn and Raw Meat processed in Workshops	For troops' consumption, relief and Sacrifice	Products: city-level
Wine	With Corn processed in Workshops	For troops' consumption and Sacrifice	
Gold	Gained by trade or taxation.	For Warriors' enlistment, Diplomacy, trade, the research of Science, the training of soldiers and armaments' production.	Materials: Kingdom-level

* HOW TO CONSTRUCT BUILDINGS

Click on Laborers and select the "Build" option. In the building list, choose the building you want to construct and then select a place on the map to commence building.

Buildings can't be constructed in a certain place where buildings will become grey.

When the cursor is at rest on a certain building icon, you will see information such as

the building's name and its construction cost.

When you have insufficient resources, the buildings that cannot be built will appear in grey.

**** HOW TO COLLECT, PRODUCE AND STORE RESOURCES***

Select a Laborer and right click on a tree or mine.

To collect Corn and Raw Meat, place Laborers in a Farm and direct them to plant Corn or rear pigs on the Farm. Toggling the Laborer icon in the Farm does this.

To collect Food and Wine, place Laborers in a Workshop and direct them to make Food or Wine in the Workshop.

Except for Gold, all resources are stored in Storehouses and at the Ceremonial Arch. If you build Storehouses near the collecting and production targets or send out more Laborers you will obtain resources at a far quicker pace.

7.4 SCIENCE

Around one hundred Science enhancements and items reflecting many aspects of the culture of the "Three Kingdoms" period are featured in the game. These items can be used to improve the various attributes of production and warfare.

For details of these see Chapter 11 "Science".

**** HOW TO DO RESEARCH***

First build a National Academy and choose one of the four types of Science. Then select a Science item to research. For the details of these four types of Science, see Chapter 11 "Science".

Hover the cursor over a Science icon and a tool tip will indicate the name of the Science item and the research cost.

Note: The advanced Science items cannot be researched until a Technical Officer has been appointed.

7.5 SACRIFICE

There are 13 types of Sacrifice in the game which will improve various aspects of your Kingdom and will reduce the damage caused by Disasters. A Sacrifice must be performed in a Temple and will cost an amount of Incense. During periods where no Sacrifice is performed, the available Incense in that Temple will be restored to its optimum value.

Note: National Sacrifice items can only be performed when a Sacrifice Officer has been appointed.

For the details of Sacrifice items, see Chapter 12 "Disasters and Sacrifice".

7.6 DISASTERS

There are eight natural Disasters in the game. A Disaster may cause not only direct damage (i.e., the reduction of Corn production of a Farm) but also indirect damage (i.e., the decrease in Morale of a city).

Sacrifice can be performed to reduce the direct damage by shortening the duration of a Disaster. You may also provide relief to your people when Disaster occurs to avoid indirect damage.

Some Disasters can also be avoided by researching certain Scientific items.

For details on Disasters, see Chapter 12 "Disasters and Sacrifice".

7.7 DIPLOMACY

In the Kingdom Interface, click on the "Diplomacy" button and then you are able to engage in five diplomatic activities these are "Allignment", "Disallignment", "Reinforcement", "Paying Tribute" and "Alienation". Diplomatic activities can only be conducted once a month.

7.8 TRADE

After a market is erected a merchant will come once a month and you can trade with him for Gold and other resources. You can attack the merchant and steal his goods and horses if you wish, but it will dramatically decrease your Reputation and other merchants will not visit your cities for a long period.

7.9 MILITARY PREPARATION

While developing your Kingdom, you can build an Inn to recruit the out-of-office Warriors. Warriors are extremely important and should not be ignored particularly in relation to Kingdom management and battle situations. The price of recruitment is related to the rank of the Warrior and your Reputation.

During fighting and management, Warriors will gain experience and their level may upgrade. The higher the Warrior's level the more skills and abilities he has. These skills will dramatically enhance your fighting power and enrich tactics in battle.

Laborers are one of the most important factors in the game. They can not only be used in resource collection and material production, but also can be trained to be Sergeants. The Population of your city determines the speed of Laborer recruitment. But the capacity of Houses limits the maximum number of Laborers that can be recruited in the city.

The purpose of arranging production and management is to make sufficient materials for wartime, especially war materials. You can only achieve victory when you are well-prepared.

Because of the introduction of army consumption and supplies, the attacking side finds itself in an inferior position. In battles, particularly when conquering a city, you may need to equip your troops with war equipment like Scaling Ladders or Supply Wagons.

For the details on War Equipment, please see Chapter 10 "Equipment" .

In the military preparation period, you need to investigate the area around the battle field and lay out your troops according to the requirements of the resources at your disposal.

Trade may also enable you to control the price of critical resources which you can use to your advantage to weaken your enemy.

**** HOW TO TRAIN AND TRANSFER A SERGEANT***

Move a Laborer into a Swordsman's Barracks, an Archer's Barracks or a Pikeman's Barracks and the Laborer will train to be a Sergeant. Move a Sergeant into any Barracks and you can not only restore his Strength but also you can transfer him back into a Laborer retaining most of his degree of training. A Laborer with a degree of training can quickly be trained back into any type of Sergeant. The training cost is much lower than for a normal Laborer.

**** HOW TO PRODUCE ARMAMENTS***

Firstly, move Laborers into the Machine Workshop and click on the equipment icon you want to produce. Keep your cursor on the equipment icon and a tool tip will show you the production cost of that equipment.

7.10 WAR AND SUPPLY

Warriors possess various skills after upgrading. Some skills can enhance the attacking power or armor attributes of your troops and some of them can be used directly in a battle.

Warriors and Sergeants consume Food to maintain their Strength. Inadequate Food supply may result in the decrease of troops' Strength and dramatically reduce their attacking power in battle. If your troops remain in a state of hunger for a long period they will also lose their degree of training which can only be restored at the Barracks in your city. The troops stationed inside their own city will automatically consume Food stored in the city. When they are stationed outside the city or are engaged in battle, they must rely on a Camp setup with Support Wagons for Food to recover Strength and Health Power. So no matter whether it is during the military preparation period or in a battle, you must pay a lot of attention to the storage of Food and military supplies.

Infantry will be converted to cavalry once they capture a horse. Vice versa, cavalry will be converted to infantry when they lose or dismount from their horses.

Cavalry have to dismount from their horses when they are climbing the Scaling Ladder. Armaments of Scaling Ladder, Stone-launching Wagon and Malefic Kite can be employed when attacking an enemy's city. Respectively they are used in climbing the Rampart, breaking through the City Gate and carrying troops over the Rampart to enter the enemy's city. A City Gate can be destroyed and can only be repaired by Laborers that will then allow it to be opened and closed.

**** HOW TO TRANSPORT RESOURCES***

Select a Laborer and click on the "Transport Resources" button and you can direct that Laborer to transport a certain amount of resources to the target city, Camp or Support Wagon. Equipped with horses, Laborers will transport much more efficiently.

**** HOW TO RECOVER STRENGTH AND HEALTH POWER***

Inside your city, the Strength and Health Power of your Troops Attributes will be restored with the supply of Food and Wine. You can also move your troops into a Camp outside your city to restore their Strength and Health Power while Food and Wine are supplied.

**** HOW TO BOOST FIGHTING POWER***

The Strength of your troops is critically important for their fighting power. Once their Strength has deteriorated, their attacking action will obviously slow down. Furthermore, it will also cause a reduction in Training Degree if the Sergeants are short of Strength for

a long period. In this case, the Sergeants can only restore their Training Degree by returning to Barracks.

You can use the Warrior's skill "Fury" to dramatically promote a Sergeant's or a Warrior's fighting power for a moment.

To permanently enhance your troops fighting power, you can research "Troops Attributes" in the National Academy.

7.11 OCCUPY CITY

Whoever controls the Court House controls the city. This means that after the Court House in a city is captured, all the buildings and Laborers will automatically join your Kingdom.

As for a County Town, you can only capture the Court House after you have attacked the town and its Health Power has been decreased to a certain degree.

8. BUILDINGS

In the game, the 24 buildings are split into four types: Indestructible Buildings, Basic Buildings, Military Buildings and Landmark Buildings. It is unnecessary to erect the Indestructible Buildings and they cannot be destroyed completely, including the Court House, Ceremonial Arch, City Gate, Rampart, Figure of Buddha and Village. Basic buildings are for production and management and they can be destroyed and rebuilt, including House, Inn, Farm, Workshop, Storehouse, National Academy, Temple, Market and so on. Obviously, military buildings are specially designed for military purposes. They can also be destroyed and rebuilt, including Swordsman's Barracks, Pikeman's Barracks and Archer's Barracks, Advanced Barracks, Camps, Machine Workshop and so on. Landmark Buildings stand for cities, you need not construct them and they can't be demolished. Double-click on a Landmark Building and you will enter the relevant City Map.

Note: All the Basic Buildings and Military Buildings, except Camps, can only be built in city maps.

Kingdom Interface

The rulers' names, Fate of Kingdom, the quantity of Warriors and Sergeants are all displayed in the Kingdom Interface. You can assign officers, conduct Diplomacy, and award Warriors etc.

8.1 INDESTRUCTIBLE BUILDINGS

Court House



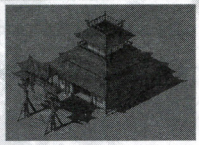
The Court House is the administrative center of a city. You can adjust the tax rate of the city here. The city's information such as Morale, Public Security, tax rate and so on are also displayed in the Court House Interface.

Interface Info:



Tax Rate Adjustment: to adjust the tax rate of the city.

Ceremonial Arch



The Ceremonial Arch is used to recruit Laborers in the city.

Interface Info:

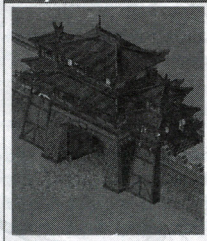


Rally Point: To position the Rally Point. (Right-click the mouse cursor and done)



Recruitment: to recruit Laborers in the city.

City Gate



The City Gate is the only access to the outside world. You can open, close, lock and unlock it.

Note: the City Gate has its own Health Power. When the Health Power is reduced to a certain degree, it will be broken and cannot be closed before it is repaired by Laborers.

Interface Info:



Rally Point: Position the Rally Point where the troops will gather before they march out.

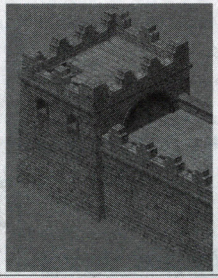


Lock Gate: to lock City Gate.



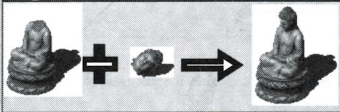
Unlock Gate: to unlock City Gate

Rampart



Rampart is a solid wall that protects the city. The troops inside the city can climb the Rampart directly and fight to defend the city, while the fighting units outside the city can only rely on a Scaling Ladder to climb the wall or use a Malefic Kite to fly over the Rampart and into the city.

Figure of Buddha



Figures of Buddha are scattered in the city map or in the territory map. Laborers can be sent out to gather heads of the Figures of the Buddha scattered here and there to use them to repair the damaged Figures. Then you will receive a bonus.

Village



Villages are buildings scattered around on territory maps. These towns will pay tax to their occupants. You can send troops to enter all the free County Towns. You can also send fighting units to conquer those towns that have been occupied by the enemy. Your troops will need to fight to decrease the Health Power of these towns in order to occupy them.

Interface Info:



Tax Rate Adjustment: to adjust the tax rate of a County Town

8.2 BASIC BUILDINGS

House



Laborers reside in these Houses. The capacity of the Houses determines how many Laborers can be recruited in the city. Houses can only be built inside the city.

Interface Info:



Destroy: Removes the building.
Applicable to all buildings that can be removed.

Inn



In Inns you can employ the Warriors who are out-of-office in the city. Establishing more Inns will increase the probability of your hiring those Warriors successfully.
Inns can only be constructed in the city.

Interface Info:



Recruitment: Select a Warrior's portrait and click the "OK" button to hire the Warrior you selected. The cost of the recruitment will also be shown in the interface.

Note: You can only recruit once a month.

Farm



The Farm is where Corn and Raw Meat are produced. No more than five Laborers are allowed to work at the Farm at the same time. Some space should be left unoccupied around the Farm for the establishment of Pig Sties and Corn Fields. After the harvest, all the Corn and Raw Meat are carried to Storehouses or Ceremonial Arches by Laborers.

Interface Info:

Click on the icons shown below to assign work to Laborers working on the Farm.



Farmer: Assigns Laborers to farm and produce Corn.



Swineherd: Assigns Laborers to feed pigs and produce Raw Meat.



Idle: Makes Laborers return to the Farm to take a rest.



Dismiss: Dismisses Laborers from their job and removes them from the Farm.

Workshop



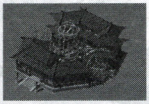
The Workshop is where Food and Wine are produced. All these products are stored in Storehouses. Before the production starts, some Laborers must be sent to enter the Workshop and be assigned their specific work. The maximum number of Laborers is five.

Interface Info:

Click on a Laborer Icon to assign Laborers work.

	Cook: Assigns Laborers to produce Food.
	Wine Maker: Assigns Laborers to produce Wine.
	Idle: Makes Laborers return to the Workshop to take a rest.
	Dismiss: Dismisses Laborers from their job and removes them from the Workshop.

National Academy



Around one hundred Science items are all pooled in the National Academy. The research of these Science items enables you to gain the technology to produce equipment or to upgrade the attributes of fighting units and buildings. The National Academies are divided into three ranks. After the upgrading of the National Academy and the assignment of Technical Officers, you can research more advanced Science items.

The Technical Officer's ability determines the speed of the research.

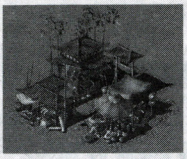
See Chapter 11 "Science" for the information of the classification, function and research expense of Science. The Hint Info in the game is also very helpful.

Interface Info:

The research work includes:

	Production Enhancement: Increases production ability.
	Army Enhancement: Boosts troops' attributes.
	Armament Enhancement: Enhances armaments' attributes.
	Advanced Armament: Researches new armaments.
	Upgrade National Academy: Upgrades the National Academy.

Temple

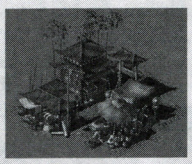


The Temple is where you can perform a Sacrifice to heaven and earth and a variety of gods. Through Sacrifice activities, you can enhance the fate of your Kingdom, affect some game factors and reduce the damage caused by Disasters.

Interface Info:

	Civilian Sacrifice: Civilian Sacrifice includes: Sacrifice and Pray for Rain, Sacrifice to God of Land, Sacrifice in Suburbs, Sacrifice to Five Sacred Mountains, Sacrifice to Confucius and Sacrifice to God of Everything.
	National Sacrifice: National Sacrifice includes: Sacrifice to Flags, Sacrifice to Silkworm God, Sacrifice to God of Agriculture, Hummock Ceremony and Sacrifice to God of Match-making. Note: National Sacrifice can only be performed after the assignment of a Sacrifice Officer.
	Recover Life: Recovers life of the killed warriors.

Market



The Market is where you engage in trade with independent merchants. Through trade, you can buy and sell materials for Gold or other materials you need.
A Merchant is an independent unit that doesn't belong to any side. He will visit the Market regularly.
Attacking the merchant may result in a dramatic reduction of the attacker's Reputation and Morale. Moreover, other merchants will not visit the attacker's city for a very long period.
Each trade will result in a change in prices. You can utilise trade to control the variation of prices in the Market.

Interface Info:

	Buy in: to buy resources from Merchant.
	Sell out: to sell resources to Merchant for Gold.

Storehouse



The Storehouse stores all resources except Gold. Materials are transported to the Storehouses from their production points. Laborers who are in charge of military supplies will fetch the materials from the Storehouses. These materials will then be transferred from the Storehouses in one city to the Storehouses in another.

Interface Info:

You can check the information of all the resources in storage in this interface.

8.3 MILITARY BUILDINGS

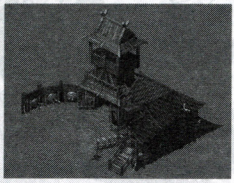
8.3.1 Barracks

Barracks are where Laborers can be trained to Sergeant level, and at the same time

Sergeants can be transferred back to Laborers with most of their degree of training remaining.

Barracks can only be erected inside the city.

Swordsman's Barracks



Where Laborers are trained to be Swordsmen.

Interface Info:



Rally Point: Sets the rally position for the Laborers and Swordsmen exiting the Barracks.



Check Checks all the troops in training.



Transfer: Transfers Sergeants in the Barracks back into Laborers.



All Exit Barracks: Makes all the Sergeants exit the Barracks.



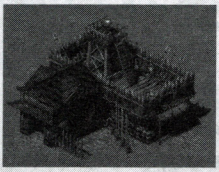
Exit Barracks: Makes the selected Sergeant exit the Barracks.



Cancel Training: Click on the Sergeant Icon to cancel training and direct Laborer to exit the Barracks.

Note: Hold the cursor on the trainee Swordsman's icon and a tool tip will indicate the cost of training.

Pikeman's Barracks

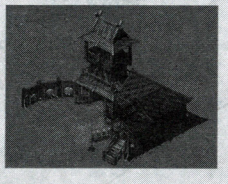


Where Laborers are trained to be Pikemen.

Interface Info:

Same as for Swordsman's Interface.

Archer's Barracks

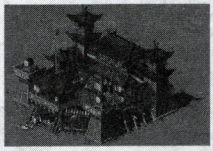


Where Laborers are trained to be Archers.

Interface Info:

Same as for Swordsman's Interface.

Advanced Barracks



Where Advanced Troops Axeman, Crossbowman and Gold-pikeman are trained, but troops can't be transferred to Laborers here.

Interface Info:

	Rally Point: Sets a rally position for troops who have finished training.
	Quit Training: Click on a Laborer icon to quit the training and makes him leave the Barracks.

Camp

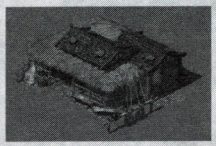


This is where troops stationed outside cities and fighting against the enemy can rest and replenish their health. Troops can regain their Strength and Health Power when they enter provided the Camp has enough Food and Wine. A Camp is converted from a Support Wagon.
Laborers can be sent to transport Food and Wine to the Camp

Interface Info:

	All Exit Camp: to make all the troops exit the Camp.
	Exit Camp: to make a unit or a group of units exit the Camp.

Stable



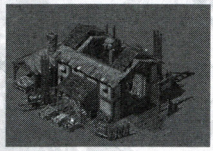
This is where horses are reared. After the establishment of a Stable, Laborers can be assigned to it to rear horses. The production speed of horses is related to the number of Laborers in the Stable. Horses can be employed in fighting and the transportation of materials.
Stables can only be built in the city.

Interface Info:

	Rally Point: to set the Rally position for horses.
	After a Laborer is sent to a stable, click on this button and this starts the raising of common horses.
	Feeding: Raises an advanced war-horse. (A successful research of Book on Horses is necessary.)
	Dismiss: to dismiss Laborers from their job and direct them to exit the Stable

Note: Hover the cursor over the horse's icon for a moment and a tooltip will show you the cost of feeding a horse.

Machine Workshop

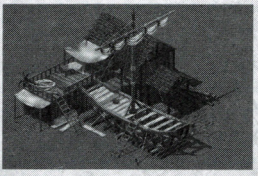


This is where armaments are produced. After a Machine Workshop is built, Laborers can be sent into it and weapon production can begin. Production speed is determined by the quantity of Laborers. The Support Wagon and Scaling Ladder are default production items in the Machine Workshop. Other armaments will need to be researched in the National Academy.

Interface Info:

	Rally Point: to set the rally position for armaments produced.
	Scaling Ladder: to produce a Scaling Ladder.
	Support Wagon: to produce a Support Wagon.
	Stone-launching Wagon: to produce a Stone-launching Wagon.
	Three Arrow Bow: to produce a Three Arrow Bow.
	Kongming Wagon: to produce a Kongming Wagon.
	Malefic Kite: to produce a Malefic Kite.
	Thunder Wagon: to produce a Thunder Wagon.
	Dismiss: to dismiss Laborers from their job and direct them to leave the Machine Workshop.

Dockyard



This is where boats are produced to meet the needs of sea warfare. After a Dockyard has been built, a Jetty should be erected on the bank and some Laborers sent to it to commence production. The production speed is related to the quantity of the Laborers in the Dockyard.

The Jetty must be located by the bank. You can make the Jetty a rally point at which all the finished boats will gather.

The production of Sampans (small boats capable of transporting 10 units) can be conducted without any research. However, Junks (which are larger boats capable of transporting 20 units) must be researched before production can begin.

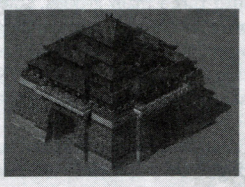
Interface Info:

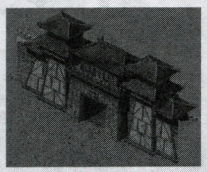
Construction Orders Include:

	Jetty: to build a Jetty; this must be built by the water.
	Sampan: to produce a Sampan.
	Junk: to produce a Junk.
	Dismiss: to dismiss Laborers from their job and direct them to exit the DockYard.

8.4 LANDMARK BUILDINGS

Your units can "go through" the City Landmark Building directly. But if you move the cursor over the Landmark Building an animated hand will indicate that you may move your units into the city map directly.

City Landmark	
	On the territory map, each City Landmark Building represents a city which in turn is connected to a city map. Click on a City Landmark Building to get information on the city. Double-click on the Building and you will enter the city map.

Pass Landmark	
	The Pass Landmark Building on the map is more often than not the only gateway allowing access to the city itself. In order to attack through the enemy's pass, you must destroy the pass gate.
Interface Info:	
	Lock Gate: to lock Gate.
	Unlock Gate: to unlock Gate.

8.5 EXPENSE AND RELATIONSHIP OF BUILDINGS

Grades	Titles	Conditions	Construction
1	House	-	Timber 50
	Storehouse	-	Timber 40, Gold 20
	Farm	-	Timber 70, Gold 25
	Workshop	Farm	Timber 120, Gold 45
	National Academy	Workshop	Timber 150, Iron 18, Gold 55
	Swordsman's Barracks	---	Timber 100, Iron 30
	Machine Workshop	National Academy	Timber 100, Iron 140, Gold 80
2	Inn	House	Timber 90, Iron 40, Gold80
	Stable	Farm	Timber 200, Iron 60, Gold 100
	Dockyard	Machine Workshop	Timber 300, Iron 90, Gold 90
	Pikeman's Barracks	Swordsman's Barracks	Timber 100, Iron 100, Gold 80
	Archer's Barracks	Swordsman's Barracks	Timber 200, Iron 80, Gold 75
	Advanced Barracks	Swordsman's Barracks	Timber 210, Iron 110, Gold 150
	Temple	Inn	Timber 200, Iron 100, Gold 150
3	Market	Workshop	Timber 200, Iron 150, Gold300

9. CHARACTERS

9.1 WARRIOR

There are more than three hundred and fifty historical figures in Dragon Throne: Battle of Red Cliffs, all of whom lived in the period of the Han and the Western Jin Dynasties (25-316 AD). They will be introduced in some detail as the game progresses. They were the most influential Warriors of the time and are divided into three main groups, Civil Servants, Wizards and the Generals in charge of administrative affairs and commanding troops in combat. Warriors are upgraded by accumulating experience. A Warrior's Skill is directly related to the level obtained. A Warrior's skills are not only used to dramatically enhance the fighting power of your troops but will also change the way that battles are fought.

Warriors are described as out-of-office before they are recruited by the rulers. The out-of-office Warriors can be found in the Inns of cities waiting to be employed. The cost of enlisting a Warrior varies with the Warrior's rank and your Reputation.

Interface Info:

Icon	Pop-up Words	Range
	Rank	1-9
	Loyalty (Non-ruler)	0-100
	Reputation (Ruler)	0-100
	Experience Value	—
	Supernatural Power	—
	Intelligence	0-100
	Force	0-100
	Leadership	0-100
	Attack Power	—
	Shield Defence	—
	Armor Defence	—
	Strength	—
	Morale	0-100
	Speed	1-9

Stance	Details
	Violence: automatically pursue and attack the enemy in the field of view.
	Guard: pursue and attack the enemy in the field of view. Automatically return when Warriors are a certain distance from their original position.
	Manual: Player can make Warriors do what he desires.
	Sleep: Warrior will not move.

Orders for Warriors:



Stop: make the selected Warriors stop.



Dismount: make the Warriors on horses dismount. There is no such order when Warriors are in the state of walking. Select a Warrior and click on a horse and then the Warrior will mount the horse.



Warriors' Skill: to practice Warriors' skills. See Chapter 11.2 for the function of Warriors' Skills.



Status: to check the relevant historical materials about Warriors.

9.2 SERGEANTS

Sergeants are the most important category of troops. There are three types of Sergeants these are Swordsman, Pikeman and Archer. They are converted from Laborers trained respectively in the Barracks of Swordsman, Pikeman and Archer.

Interface Info:

Icon	Pop-up Words	Range
	Rank	1-5
	Attack Power	—
	Shield Defence	—
	Armor Defence	—
	Strength	—
	Movement Speed	1-9
	Training Degree	0-100

Note: Sergeants' stances are the same as those of Warriors.

Orders for Sergeants:



Stop: to make Sergeants stop



Dismount: to make cavalry dismount and become infantry.

9.3 LABORER

Laborers are the most essential human resource as they are responsible for the collection and transport of resources, the manufacturing of military products, the construction and maintenance of facilities and the transport of materials between the cities or to Camps. In addition, Laborers can be trained to be Sergeants.
Through hard work, Laborers can accumulate experience and be upgraded, which means they will work more efficiently.

Interface Info:

Icon	Pop-up Words	Range
	Rank	1-5
	Movement Speed	—
	Load Capacity	—

Stance	Details
	Manual: Player controls Laborers' activities.
	Auto: Construct new buildings or repair buildings automatically.

Orders for Laborers:



Build: select a building in here and click on the target location to start construction.



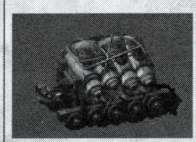
Transport: to transport resources to a target including cities, Camps or Support Wagons.



Repair: to repair a target building.

10. EQUIPMENT

Support Wagon



In the game, Support Wagons can be used to transport Food and transform into a Camp to act as a base for the armies stationed outside the cities. Laborers can be sent to rendezvous with Support Wagons to supply Food and Wine. Troops will regain their Strength and some of their Health Power when they enter the Camp.

Production Facility: Machine Workshop

Relevant Science: None

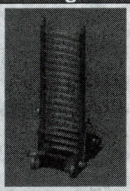
Interface Info:



Stop: to stop the Support Wagon.

Camp: to convert Support Wagon into a Camp.

Scaling Ladder



The Scaling Ladder was a traditional armament used to climb Ramparts in ancient China.
In the game, with the Scaling Ladder, your troops can climb the Ramparts to attack the enemy.

Production Facility: Machine Workshop

Relevant Science: None

Interface Info:



Pack-up: to move Scaling Ladder from Rampart.

Stone-launching Wagon



A Stone-launching Wagon can be used as a long-distance fighting unit to destroy the enemy and can be used to cause massive damage to their buildings.

Production Facility: Machine Workshop

Relevant Science: Stone-launching Wagon

Interface Info:



Stop: to stop the Stone-launching Wagon.

Three Arrow Bow



Production Facility: Machine Workshop

Relevant Science: Three Arrow Bow

Interface Info:



Stop Icon: to stop the Three Arrow Bow.

Kongming Wagon



Legend has it that Kongming invented the Kongming Lantern in the Three Kingdoms period to communicate military information. Kongming Wagon can move, produce and launch Kongming Lanterns.

Production Facility: Machine Workshop

Interface Info:



Stop: to stop the Kongming Wagon.



Launch: to launch Kongming Lanterns.

Malefic Kite



A Malefic Kite is an attacking device designed to break through the enemy's line of defence. Using the Malefic Kite, infantry can be transported over the enemy's Rampart and into the city to attack. A Malefic Kite can be employed to carry two troops at a time to kill enemy's Laborers and thus make it difficult to continue production.

Production Facility: Machine Workshop

Relevant Science: Malefic Kite

Interface Info:



Stop: to stop Malefic Kite



Launch: to launch the Malefic Kite

Thunder Wagon



Thunder Wagon is an enhanced version of the Stone-launching Wagon and is the most powerful attacking war machine.

Production Facility: Machine Workshop

Relevant Science: Thunder Wagon

Interface Info:



Stop: to stop the Thunder Wagon.

Sampan



Sampans can sail in shallow water as well as deep water. They are used to transport units.

Maximum Capacity: 10 units.

Production Facility: Dockyard;

Relevant Science: None

Interface Info:



Stop: to make the Sampan stop.



Unload: to order all the units in the Sampan to disembark.

Junk



Junks can only sail in deep water. Like Sampans, Junks are used to transport units.

Maximum Capacity: 20 units.

Production Facility: Dockyard

Relevant Science: Junk

Interface Info:



Stop: to make the Junk stop.



Unload: to order all the units in the Junk to disembark.

11. SCIENCE

11.1 INSTRUCTION

Type	Function	Rank 1	Rank 2	Rank 3
Production Ability	Accelerate Laborers' movement	Cock-fighting	Tan Chess	Go Chess
	Increase Laborers' load ability	Tenants	Camp Resident	Tenants in Team
	Enhance Laborers' Health Power	Farming	Civil Farming	Military Farming
	Increase Farm's Food output	Lou Lake	Nine-mile Dam*	Jurong Canal
	Increase Farm's Raw Meat output	Taishou Lake	Great Zhuge Embankment*	Irrigation Ditch of River Huai
	Increase Workshop's processing speed	Husking Machine	Keel Water Wheel	New Silk-loom
	Increase Machine Workshop's processing speed	Fine Craftsmanship Office	Military Market*	County School
	Increase feeding speed in Stable	Water-powered Acrobatics Machine	Guide Art	Guixi Art
	Increase buildings' field of view	Wind-attending Globe	Earthquake Globe	Armillary Globe
	Increase buildings' Health Power	Six Principles of Cartography	Island Arithmetic Book	The Map of Yugong Territory*
Troops' Attributes	Increase armament's movement speed	Transportaion Troops	Tunnels	Hereditary Army Service Policy
	Increase armament's Attack Power	Mount Tai Troops	The Troops of Qingzhou District	Yamen Troops
	Increase troops' Shield Defence	Five-bird Show	Mafei Powder Medicine	The Theory of Typhus and Other Diseases*
	Increase troops' Armor Defence	Rope-dancing	Hunting	Polo
	Increase field of view (Striking Distance)	Policy to Open New Office	Five-camp	Central Army

Armaments' Attributes	Increase armament's movement speed	Hidden-trap	Light Chariot	Fire-attacking Chariot
	Increase armament's Attack Power	Copper Army-tally	Eight-array Chart	Earth Thunder
	Increase armament's Shield Defence	Lumber Officer	Metallurgy Office	Metallurgy Supervisor
	Increase armament's Armor Defence	Metallurgy	Copper-refinery Art	Paper-making Art
	Increase armament's sight distance	Arrow-throw-into-pot Game	Advanced Polo	Guide Wagon
	Increase armament's attack frequency	Imperial Corps	Imperial Tiger Escort	Tiger-panther Cavalry
	Increase Support Wagon's load capacity	Wooden Oxen	Gliding Horses	Coin Called "Five Hundred"

Attributes' Type	**Attributes' Improvement**	**Rank 1**	**Rank 2**	**Rank 3**
Armaments' Research	An additional war machine in the Machine Workshop	Stone-launching Wagon		
	An additional war machine in Machine Workshop	Kongming Lantern		
	An additional war machine in Machine Workshop		Thunder Wagon	
	An additional war machine in Machine Workshop		Three Arrow Bow	
	An additional production item in Dockyard		Junk	
	An additional war machine in Machine Workshop			Malefic Kite Wagon

Note: Nine-mile Dam: prevents Drought from occurring.
Great Zhuge Embankment: prevents Floods from occurring.
The Map of Yugong Territory: prevents Refugees from occurring.
Military Market: prevents Riots from occurring.
The Theory of Typhus and Other Diseases: prevents Pestilence from occurring.

11.2 WARRIORS' SKILLS

NO.	TITLE	EFFECT
1	Valor	Increase troops' attacking power.
2	Spirit up	Increase troops' morale.
3	Double strike	Change body magically to help attacking.
4	Fast legs	Increase troops' movement.
5	Clone	Copy heroes possessing physical attacking ability.
6	Nightmare	Make the enemy fall off horses and damage them.
7	Suicide attack	You are more powerful in attacking, but low defending ability.
8	Enemy-attack-all	The enemy attack anyone they encounter even their own side.
9	Fire cast	Summon land-fire attack.
10	God shield	Increase troops'defending power.
11	Slow enemy	Slow the enemy's movement.
12	Strength	Increase troops' strength.
13	Shake morale	Decrease the enemy's morale.
14	Stop enemy	Stop the enemy from movement.
15	Stone attack	Summon stone attack.
16	Fortify	Troops'attacking and defending power increase, but they'll lose the ability to move.
17	Air shield	You'll have magic shield.
18	Ice seal	Summon Ice Seal. Make the enemy lose any movement ability and get hurt.
19	Heal	Increase troops' HP.
20	Fall off horse	Make the enemy cavalry dismount.
21	Break shield	Decrease the enemy's defending power.
22	Kill everyone in a cross line	Attack in straight line range.
23	Civil war	Make the enemy kill each other.
24	Ambush	Hide the traces of a group of troops.
25	Madden	Increase the enemy's attacking power. At the same time, they spare no effort to pursue and kill their employer.
26	Lay trap	Lay traps.
27	Hurricane	Summon hurricane attack.
28	Weaken	Decrease the enemy's attacking and defending power.
29	Puppet soldier	Change a group of troops magically. No attacking ability.
30	Fatigue	Decrease the enemy's morale.
31	Air arrow	Gathered breath becomes an arrow to attack the enemy.
32	Poisonous fog	Lay poisonous fog.
33	Magic border	Specify the area where the magic will operate to cut off the access road.
34	Lightening move	Immediately move your troops to the location where the magician stays.
35	After life	Summon ghosts from corpse.
36	Thunder	Summon thunder attack.
37	Power	Increase all your troops' attacking power.
38	God defending	Increase all your troops' defending power.
39	God cavalry	Increase all your troops' attacking power on horse back.
40	God archer	Increase all your archers', crossbowmen's attacking power.
41	Battle song	Maximize all your troops' morale.
42	God walk	Increase all your troops' movement.
43	God drum	Maximize all your troops'attacking frequency.
44	Fairy melody	Continuously increase all your troops' strength.
45	Eternal life	Continuously increase all your troops' HP.
46	Sudden strength	Increase your troops' suicide attacking power.
47	Blunt enemy	Decrease the enemy troops' attacking power.
48	Real map	Open a certain area of fog of war.
49	Spirit drain	Lower the enemy's force.
50	Leach life	Drain the enemy's health power.

12. DISASTERS AND SACRIFICE

The following items are the Disasters and Sacrifice in Dragon Throne: Battle of Red Cliffs. For information on Sacrifice operation refer to the Temple interface section.

Sacrifices	Cost Food/Wine/Raw Meat/Incense	Period of Validity (Days)	Function	National Sacrifice
Sacrifice and Pray for Rain	50/ 50/ 25/ 15	Real-time Effect	Shorten duration of "Drought"	No
Sacrifice to God of Land	50/ 50/ 50/ 20	Real-time Effect	Shorten duration of "Floods"	No
Sacrifice in Suburbs	80/ 50/ 50/ 20	Real-time Effect	Shorten duration of "Locust Disaster"	No
Sacrifice to Five Sacred Mountains	100/ 50/ 50/ 20	Real-time Effect	Shorten duration of "Pestilence"	No
Sacrifice to Confucius	100/ 50/ 50/ 30	Real-time Effect	Shorten duration of "Riots"	No
Sacrifice to God of Everything at year end	130/ 50/ 50/ 60	Real-time Effect	Shorten duration of "Earthquake"	No
Sacrifice to Flags	130/ 50/ 50/ 80	Real-time Effect	Restore all the people's Strength	Yes
Sacrifice to Silkworm God	130/ 25/ 25/ 70	60	In the period of validity, the output of Workshop will double.	Yes
Sacrifice to God of Agriculture	150/ 25/ 25/ 70	60	In the period of validity, the output of Farm will double	Yes
Hummock Ceremony	200/ 25/ 25/ 70	30	In the period of validity, Technical Power will increase 50	Yes
Sacrifice to God of Match-making	200/ 100/ 100/ 95	Real-time Effect	Restore all the people's Health Power	Yes
Sacrifice to the Temple	200/ 100/ 100/ 95	Real-time Effect	Fate of Kingdom will increase 3~5 points	Yes
Recover Life	Depends on warriors' ability	Real-time Effect	Recovers the dead Warriors.	

Disasters	Frenquency (Month)	Duration Period (Days)	Effect	Science To Prevent
Drought	1/25	40	1 Reduce the Raw Meat output of Farm to 1/10. 2 Morale decreases.1/3.	Nine-mile Dam
Floods	1/20	30	1 Reduce both the Raw Meat and Corn output of Farm to 1/4. 2 Morale decreases 1/4.	Great Zhuge Embankment
Locust Disaster	1/30	20	1 Reduce the Corn output of Farm to 1/10. 2 Morale decreases 1/3.	
Pestilence	1/30	20	1 Laborers in one of your cities contract pestilence at random every day. 2 Morale decreases 1/3.	The Theory of Typhus and Other Diseases
Bandits	1/20	50	1 Reduce 1/10 in the storage of one of the your resources at random every day. 2 Public Security decreases 1/3.	
Refugees	1/35	40	1 Reduce 1/30 of the Population every day. 2 Morale decreases 1/3.	The Map of Yugong Territory
Riots	1/18	30	1 One of your Laborers may join in the Riots at random everyday; 2 Public Security decreases 1/3.	Judge Shrine
Earthquake	1/50	30	1 One of your building's HP will be reduced 1500 points at random everyday. Some small buildings like Farm, Storehouse and House may collapse right away. 2 Morale decreases 1/3.	

13. HOT KEYS

13.1 HOT KEYS FOR WARRIORS' SKILLS

First select a Warrior, then press one of 4 Keys {X (Attack), D (Defence), N (Intelligence) and Y (Magic)} and enter a specific list of Warriors' Skills.

KEY	ATTACK 'X'	DEFEND 'D'	INTELLIGENCE 'N'	MAGIC 'Y'
A	Valor	God shield	Heal	Weaken
B	Spirit up	Slow enemy	Fall from horse	Puppet soldier
C	Double strike	Strength	Break shield	Fatigue
D	Fast legs	Shake morale	Kill everyone in a line	Air arrow
E	Clone	Stop enemy	Civil war	Poisonous fog
F	Nightmare	Stone attack	Ambush	Magic border
G	Suicide attack	Fortify	Madden	Lightening move
H	Enemy-attack-all	Air shield	Lay trap	After life
I	Lightening	Ice seal	Hurricane	Thunder

13.2 HOT KEYS FOR BUILDINGS

Note: First select a Laborer and enter Building Interface by pressing "Z".

KEY	OPERATION
W	Swordsman's Barracks
P	Pikeman's Barracks
C	Archer's Barracks
Q	Storehouse
Y	Dockyard
A	National Academy
H	House
U	Advanced Barracks

KEY	OPERATION
K	Machine Workshop
I	Inn
S	Stable
M	Market
O	Workshop
T	Temple
F	Farm

13.3 OTHER HOT KEYS

Hot Key	Function
Esc	The game will pause and a Control Box will appear.
F1	Open "Help"
F2	Save Game
F3	Load Game
F4	Mission Objectives
F5	Game Options
SpaceBar	Game Pause
E	Select all the military units in the present Window.
C	Selects one Ceremonial Arch in this country.
V	Selects one Village in this country.
F	Selects one Farm in this country.
A	Selects one National Academy in this country.
M	Selects one Market in this country.
P	Selects one Camp in this country.
K	Selects one Machine Workshop in this country.

Hot Key	Function
Ctrl+Num Keys	Group troops
Shift+Num* Keys	Select the relevant troops as well as the present selected troops.
Alt+Num Keys	Select the relevant troops and switch to this troops' Window.
W	Toggle through the Warriors in the current Window
Q	Identify idle Laborers
H	Select the Court House in your kingdom.
J	Selects a City in this country.
G	Selects one City Gate in this country.
I	Selects one Inn in this country.
O	Selects one Workshop in this country.
T	Selects one Temple in this country.
B	Selects one Barracks in this country.
S	Selects one Stable in this country.
U	Upgrades Barracks in this country.

Note:
* Double-click on a unit and all the units of the same type can be selected.
* Press "Ctrl" and hold. This will allow you to add target units to your selected group.

14. CREDITS

OBJECT SOFTWARE

EXECUTIVE PRODUCER
Zhang Chun

PROJECT MANAGER
Wang Tao

GAME DESIGNERS
Kuai Jun
Wang Tao
Zhang Chun
Hong Xiaojian

PROGRAMMERS
Wang Tao
Hong Xiaojian

ART DIRECTOR
Fan Wei

CHIEF MODEL DESIGNERS
Fan Wei
Wang Zhiguo

CG DIRECTORS
Fan Wei
Du Weifeng
Jia Hui

GRAPHIC ARTISTS
Li Dong
Fan Wei
Wang Zhiguo
Du Weifeng
Jia Hui
Liu Chunyang

LEVEL DESIGNERS
Kuai Jun
Hong Xiaojian
Wang Tao

MANUAL DESIGNER
Kuai Jun

INSTALLATION PROGRAM
Mao Haibin

TRANSLATION
Tang Yanyun

TECHNICAL SUPPORT
Mao Haibin
Wang Bin
Zhang Chun

INTERNET ASSISTANCE
Kou Yujie
Wang Yan
Zhang Yongbo
Cui Na
Zhang Xiaoli
Tang Yanyun

OBJECT SOFTWARE GAME TESTERS
Mao Haibin
Wang Bin
Wang Yan
Kou Yujie
Zhang Yongbo
Cui Na
Zhang Xiaoli
Tang Yanyun

OUTSIDE GAME TESTERS
Yu Zhu
Zhang Yuanbing
Yang Qiang
Liu Jiang
Zhang Yu
Sun Yanbing
Liu Jing
Yang Shuo
Zhang Xiaoqiang
Gao Yuan
Sun Ye
Wang Zhenzhong
He Jing
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Wang Jun
Liu Tian

SPECIAL THANKS
Liu Yan
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STRATEGY FIRST INC.

MARKETING

Product Manager
Prokopios "Pro" Sotos

Director of Marketing
Steve Milburn

Director of Communications
Christina Ginger

Packaging and Design
Kenneth Green
Philippe Brindamour

Web Design
Hugo Trépanier
Serge Mongeau

PR Associates
Kelly Ekins
Michèle Fortier

Marketing Assistant
Ryan Bastien

QUALITY ASSURANCE

Quality Assurance Manager
Phillip DeRosa

Quality Assurance Team
Yan Favreau-Lippé
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Before installing the game, make sure that you do the following:

- Make sure all other applications are closed.
- Verify that your system meets the minimum requirements of the game.
- Keep all documentation that came with the game.

If you are having troubles starting the game you should do the following:

- Get the latest drivers for your sound and video card.
- Reinstall Directx 8.0.
- Install any patches available for the game (if any).
- Make sure you remove any unnecessary icons on your taskbar (the area where the time is displayed), since unneeded items reduce system performance.
- Refer to the README file available with the game.

For further assistance you can reach Strategy First Customer Support staff by:

Phone: (514) 844-2433 Mon to Friday from 9:00 – 18:00 EST
Fax: (514) 844-4337 Attn: support
E-mail: support@strategyfirst.com

For faster service, please have the following information available when you call:

- Computer brand and processor speed.
- Memory available.
- Type of operating system.
- Type of video and sound card.
- Version of DirectX installed on your system.

Notes

Notes

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