



# Romance XIII of The Three Kingdoms® XIII

## Hero's Tactical Guide

## Foreword

With this latest title, the Romance of the Three Kingdoms series has been running strong for 30 years now. We here at Koei Tecmo know that its success is all due to the kind support of our fans. For that, you have our eternal gratitude.

It was our goal with this game to make it the definitive Romance of the Three Kingdoms experience in every way possible. With that as our guiding concept, we made it our mission to immerse you in this dramatic tale of heroes straight from the pages of history. The themes of drama, spectacle, and dynamic action serve as the backdrop for this title that lets you experience the world of the Romance of Three Kingdoms like never before.

I truly feel that this 30th anniversary title is the culmination of the series. I hope you enjoy your return to the Three Kingdoms.

January 2016  
"ROMANCE OF THE THREE KINGDOMS XIII" General Producer  
Kou Shibusawa

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Manual Design: FILTH / Manabu Ito

\*Screenshots in this manual have been taken from a development version of the game. \*Game features described in this manual are subject to change.

## Getting Started

### Starting the Game

Launch the game within Windows by following the steps listed below.

- 1 Launch Steam and log in to your account.
- 2 Select "Romance of the Three Kingdoms 13" from the Games list and click on the Play button to start up the game.
- 3 The launch screen for the game will be displayed.



#### ROMANCE OF THE THREE KINGDOMS XIII

Start Game	Play "Romance of the Three Kingdoms XIII."
To Start	View the readme file for the game.
DLC	Obtain or purchase additional game content.
System Settings	Adjust the game settings. "The game may run slowly if your computer does not meet the recommended system requirements. In such cases, you may be able to improve the performance by adjusting certain settings within the game."
Manual	Read the "ROMANCE OF THE THREE KINGDOMS XIII" manual.
Help	Contact customer support for the game.

#### ROMANCE OF THE THREE KINGDOMS

Start Game	Play "ROMANCE OF THE THREE KINGDOMS."
Manual	Read the "ROMANCE OF THE THREE KINGDOMS" manual.

- 4 Select "Start Game" within "ROMANCE OF THE THREE KINGDOMS XIII" to begin the game.

### Start Menu

The title screen will be displayed after the opening movie plays. Click anywhere on the title screen to be taken to the Start Menu.

Hero Mode (P.5)		Play a stage in Hero Mode. This mode teaches you the basic game flow and how to use each of the commands.
Main (P.8)		Assume the role of a single officer and look to unite the land under one rule. *If you are new to the series, or if you are unsure how to play the game, it is recommended that you start with Hero Mode first.
Load		You can continue playing from where you left off in Hero Mode or Main Mode.
Edit Officers	Edit Historical Officers	Change portraits of historical officers.
	Edit Original Officers	Create and edit original officers. Officers you create will appear in the Main Mode of the game.
Collection		View the record of your exploits in the game, a list of officers and events, and more.
Misc Settings	Settings	Adjust the settings of the game.
	Edit BGM	Change the background music played in the game.
End Game		Exit the game.

## Saving & loading

### Saving

You can save your game with the “Save” command from the Functions menu.

### Loading

Select “Load” from the Start Menu to resume a previously saved game.

You can also load your save data by using the “Load” command from the Functions menu while playing the game.



## Hero Mode

This mode allows you to play stages that follow along with the Romance of the Three Kingdoms story. Each stage has its own main character and conditions to complete as you progress through the story.

### Hero Mode Game Flow

The game unfolds in the manner described below.

#### 1. Select a stage

Select a stage to play. At first, you can only choose from one stage.

#### 2. A topic is issued

A topic needed to advance the story will be presented.

#### 3. Complete the topic

Carry out commands and fight in battles in order to complete the topic for the stage.

#### 4. Clear the stage

Repeat steps 2 & 3 above until you clear the stage.



### How to Use This Manual

My name is Chen Shou. I am the author of the “Records of the Three Kingdoms.” I am an official who served both Liu Shan of Shu, and Sima Yan of Jin, but few people know that about me. Of course, you can find me as a character within “ROMANCE OF THE THREE KINGDOMS XIII” as well.

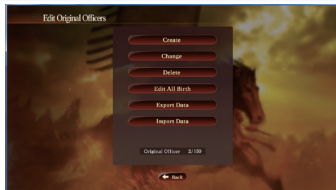
Now, on to more pressing matters... Within this manual, the lower portion of various pages from Page 6 and on is devoted to a Q&A between characters from the story that covers important topics on how to play the game. These questions posed by lesser-known officers will be answered in resplendent manner by a famous officer from the story. Please take some time to read through them when you have a moment. The section also features a short biography of the officer asking the question, making it a good opportunity to learn a little more about these lesser-known figures of history.



Chen Shou

## Editing Original Officers

You can select “Edit Original Officers” from “Edit Officers” under the Start Menu (P.3) to bring up a screen that lets you create and edit original officers.



Create	Create a new officer. You can make up to 150 officers.
Change	Edit the settings of an already created officer.
Delete	Delete an original officer you have created.
Edit All Birth	Change the birth year for multiple original officers at once.
Export Data	Export your original officer data.
Import Data	Import original officer data into the game.

## Editing Officer Data

Select a parameter to edit. You can use the “Auto (Male)” and “Auto (Female)” commands to automatically fill in the data for all values except for the Family settings.

### Family

Adjust settings for the character such as years lived/lifespan, parents, spouses, oathbonded officers, and officers that have a strong affinity for each other.

### Character / Preferences

Adjust settings for the character such as gender, voice, weapon, personality, class, values (P.39), interests, greed, and more. These will greatly affect the character’s relationships with other officers. If you select Civil Official as the character’s class, they will be unable to participate in duels.



### Stats (P.49)

These can be set from 1 to 100.

### Troop Type (P.34)

Determine the character’s Aptitude for Spear, Horse, and Bow troops.

### Ability

Select the character’s Abilities and their levels.

### Forte (P.41) / Strategy (P.35) / Expertise (P.50)

**Forte:** Select the Ability the character will teach another officer upon forming a Bond with them.

**Strategy:** Select the Strategy the character can use during battle.

**Expertise:** Select the special skills that can be used by the character when their Class is Minister or higher.



Zhuce Jing

**Q** Uncle, please share with me the wisdom that earned you the title of the Sleeping Dragon.

Our goal is to unite the land under a single rule, but can one of a lower Status like a common officer really contribute to such a lofty goal?

And what happens if that officer’s force is annihilated? This topic has caused many a sleepless night for me...

An officer of Wei, he later went on to serve Wu. The son of Zhuge Dan, he was a relative of Zhuge Liang and Zhuge Jin. An acquaintance of Sima Yan, he was invited to serve Jin after the fall of Wu, but he refused. It is said that he retired to a life of seclusion.



Zhuce Liang

**A** Though we are distant relatives, I ask that you kindly not refer to me as your uncle. You may be a member of the Zhuge family, but you are also a servant of Wei, are you not?

At any rate, it is indeed difficult for a common officer to sway the fortunes of an entire force. First, you must look to steadily complete the missions assigned to you, while working to earn Merit and receive promotions. Once your Rank increases, you will be able to give orders to other officers as a Governor or Viceroy.

However, if your force is annihilated and you somehow manage to avoid execution... You will need to start over as a Free Officer. Indeed, it will require tremendous patience to work your way back up the ladder.

# Game Overview

## Purpose of the Game

You will assume the role of a lone officer (main character) in the era of the Three Kingdoms as you seek to **unite China under a single rule**.

Choose a Status of Ruler, Viceroy, Governor, Minister, or Officer and carry out commands and fight in battles in order to unite the land under your force.

As you carry out various actions in the game, time will progress and other officers will engage in activities of their own. In order to achieve your goal, you will often need to face these officers in battle, and other times you will need to work alongside them as well.

## Completing the Game

- Unite the land under the rule of the main character's force.

\*If the land is united by a force other than that of the main character, the game will end, but you will not successfully complete the game. If your main character is a Free Officer, you will need to use commands such as "Apply or "Raise Flag" to join an existing force or create one of your own.

## Game Over

- Your main character dies without a successor.
- The game reaches the year 350.

## Councils & Assignments/Missions

Officers with a status of Ruler or Viceroy can hold a Council. At the **Council**, **orders** for the force, district, or city are assigned, and the designated officers will work over the course of 360 days to carry them out.

The officers are given **missions** to carry out the assignments, or they may propose their own. These missions are executed during the Planning Phase and Battle Phase, so do your best to help them successfully carry out the assignments given to them.

See P.18 for more info about Councils & Assignments

## Merit & Status

As a force's subordinates complete their missions and assignments, they will be awarded **Merit**. Their Rank will increase after earning a certain amount of Merit (earn a promotion).

When they are **promoted**, they will earn an even higher **Status**. Once their Status increases, they can execute even more types of commands, and their influence on their force will also increase.

See P.10 for more info about Status

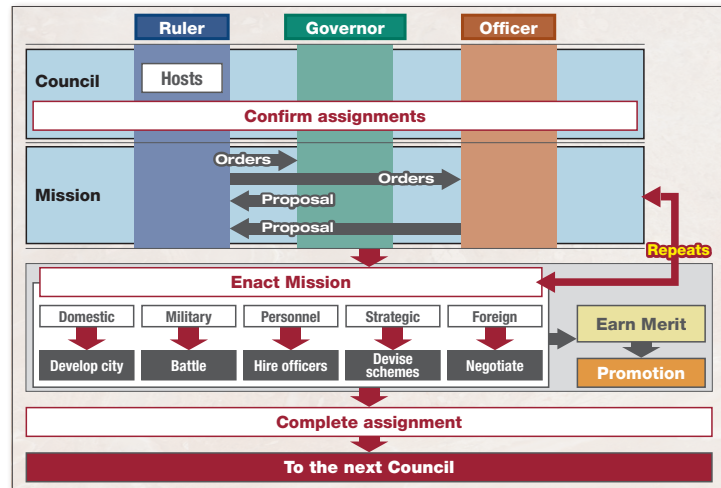
## Personal Relationships & Bonds

The formation of personal relationships is essential to the growth of your character and the expansion of your force.

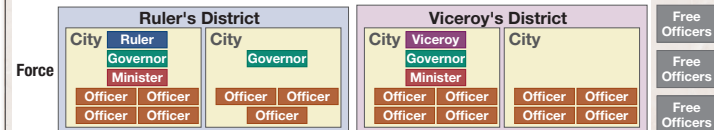
You can check the **Relationship Chart** to quickly confirm the relationships between a specific officer and others.

Bonds can be formed with other officers by assisting them with missions, giving them gifts, or increasing the Rapport between you. Forming a **Bond** can prove useful during the Planning and Battle Phases, allow you to learn new Abilities, and provide you with many other benefits.

See P.38 for more info about personal relationships



## Relationships between Status and Force



## Status & Rank

Officers other than Rulers possess what is known as a Rank. Ranks are graded from 1 to 9, with 1 being the highest. Officers can be promoted in Rank when their Merit reaches a certain level. Officers will be awarded the Status of Minister at Rank 7, Governor at Rank 5, and Viceroy at Rank 2. The higher an officer's Status, the more orders and proposals they are capable of executing. As their Rank rises, they can also obtain Privilege Orders, which can be used to propose a "Foreign" (P.23) or "Deploy" mission to the Ruler for one time only. (It is guaranteed to be approved.)

\*If an officer's Rank increases when they already have a set of Privilege Orders, they will not be able to receive another set.

## Status Classifications

Your officer's Status can cause the game to unfold in many different ways.

### Ruler

A Ruler commands an entire kingdom, known as a force.

You can appoint Viceroy, Governors, and Ministers to enable even more missions to be carried out, making it easier to expand your force's size and influence.

You can use Orders (P.12) to give orders, or you can approve proposals brought to you by your Ministers and other officers.

Use the "Personnel" (P.22) command to recruit officers, the "Domestic" (P.20) command to develop your city, and the "Military" (P.21) command to build up your military strength, fight battles, and invade other cities to increase the size of your realm.

### Viceroy

\*Must be an officer of Rank 2 or higher.

A Viceroy is in charge of an area referred to as a district. You can give orders to the cities within your district just like a Ruler can.

You can also appoint Governors and Ministers to enable even more missions to be carried out, making it easier to develop your district.

### Governor



\*Must be an officer of Rank 5 or higher.

A Governor is the officer placed in charge of a city. You can give orders within your city just like a Ruler can.

You can also appoint Ministers to enable even more missions to be carried out, making it easier to develop your city.

### Minister



\*Must be an officer of Rank 7 or higher.

Ruler Ministers are appointed by the Ruler, while Viceroy Ministers and Governor Ministers are appointed by Viceroy and Governors, respectively.

War Ministers can propose "Domestic," "Military," "Personnel," "Strategic," and "Materials" missions for other officers. As a Minister, try to propose missions and earn Merit.

\*When a Domestic Minister has a Governing rating of 90 or higher, a Military Minister has a Leadership rating of 90 or higher, and a War Minister has an Intelligence rating of 90 or higher, they will be able to propose two missions. \*A Ruler's War Ministers can also propose "Foreign" missions.

### Officer



Essentially, officers can only propose missions for themselves.

You should focus on completing your missions and earning Merit so you can be promoted to Minister.

### Free Officers

These officers do not serve any particular force. You can either occupy an empty city by using the "Raise Flag" command, or look to "Apply" to another force and work your way up the promotion ladder as an Officer.



Lord Yuan Shao! What should common officers like myself focus on doing? Perhaps we are best served by sitting back and watching men of ability such as yourself in action?! I am humbly at your service, so I eagerly await your orders!

An officer under Yuan Shao.

He defended the supply base in Wuchao with Chunyu Qiong, but was attacked by Cao Cao and killed along with Lu Wei Huang in the confusion.

Sui Yuanjin

Look at you! You'll never be able to properly defend Wuchao in such a wretched state!

Yes, it is true that a common officer is unable to decide their own missions, but you can always propose missions at the Ministry even if I don't give you orders directly. I will review the details of your proposal, and give you my permission to carry it out if I find it to be a sufficient use of your time. Once your mission has been decided, it's up to you to execute it. Leave the Ministry and use the Officer Commands to proceed.

Confirm Mission  
(Ministry Commands)

Enact Mission  
(Officer Commands)

Yuan Shao

### Main Game Screen

As time progresses, officers and armies will begin to move about the map. You can also visit the cities and villages of other forces, as well as carry out missions.

### Pause / Adjust game speed

You can pause and unpause the game by clicking on this icon. allows you to choose the speed of the game.

### City (P.29)

Officers are assigned to a city. You can use the "Deploy" command to form an army and occupy the city of another force or an empty city to increase the number of cities under your force's control.

Chenliu 24100

### Village (P.29)

Villages are another location besides cities where citizens gather. You can assign them as vassals to cities in order to obtain various benefits from them.

Liyang

### Orders

If you use your Orders, you can assign a mission without being at the Ministry. Rulers, Viceroy, and Governors have two sets of Orders. Additionally, Ministers can also propose missions. Rulers, Viceroy, and Governors can also approve the proposals of their subordinates.

Ruler	War Minister(R)	Domestic Minister(R)	Military Minister(R)	Officer
Viceroy	War Minister(V)	Domestic Minister(V)	Military Minister(V)	With Privilege
Governor	War Minister(G)	Domestic Minister(G)	Military Minister(G)	

### Main Character Info

Name / Affiliated Force / Status

Rank / Merit

Your current Rank, as well as the Merit needed to receive a promotion to the next Rank. Your Rank will increase when the gauge is filled.

**Gan Ning** **Military Minister (V)** Rank 4 4135

7360 Civic Improvement Training Investigate Jianye.

Funds

Current Assignment

Mission / Request

If you have any missions or requests from other officers, they will be displayed here.



### Army (P.30)

Guan Ping Force X

Unit 3 Troops 3859

Supplies 144 Days

Attack 124

Defense 100

Advance

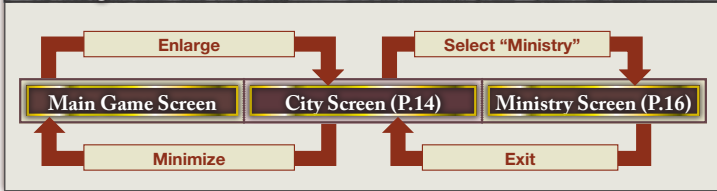
Goal Yong'an

In battle

### Minimap

If you choose a point on the minimap while it is selected, the camera will jump to that location.

### Switching Between Screens



## City Screen

On the city screen, you can carry out Officer Commands (P.26) such as executing missions or visiting officers.

Additionally, you can select "Ministry" to be taken to the ministry screen.

### Ministry (P.26)



Selecting this will take you to the ministry screen.

### In Town (P.27)



Carry out tasks such as investigating the city or visiting officers.



### Gate (P.27)



Select "Move" to be taken to the main game screen. If you are in a different city, you can select the "Return" command.

### Market / Farmland / School / Barracks (P.28)

These are displayed when you have received missions for Commerce, Farming, Culture, or Train. You can also carry out missions.



## City Info

Review various information about the city.

\*The display will change depending on the tab you choose.

Domestic Military Officers



### Domestic

- **No. of Officers**  
The number of officers currently in the city, as well as the number assigned to the city.
- **Free Officers**  
The number of officers in the city that are not aligned with any particular force.
- **Prisoners**  
The number of prisoners in the city.
- **Prosperity**  
The current Prosperity of the city. (Ruins < Low < Mid < High) You can increase this with "Domestic" commands.

- **Gold**  
The amount of gold in the city.
- **Revenue**  
The revenue earned by the city each season.

- **Supplies**  
The amount of provisions in the city.
- **Harvest**  
The amount of provisions harvested by the city each season.

- **Commerce, Farming & Culture Ratings**  
You will be able to develop these even further as the city's Prosperity increases.

### Military

- **Population**
- **Troops**  
The number of people in the population you can use to form armies.
- **Wounded**  
The number of troops that have been injured in battle. As these troops heal, the city's Troops value will be restored.
- **Returnee**  
The number of soldiers currently returning to the city after being in an army that was dispersed outside of the city. Once these troops return to the city, its Troops value will be restored.
- **Troop Type Proficiency**  
The higher this is, the higher the troops' Max Morale will be. The Military command "Train" can be used to increase this value for each troop type.

- **DUR (Durability)**  
The durability of the city. It decreases as it is attacked by the enemy, and the city will fall if it reaches zero.
- **Fealty**  
The higher this is, the easier it is to increase the population and number of troops within the city. The Military command "Patrol" can be used to increase this value.
- **Recruits**  
The number of troops expected to join your army in the following season.

- **City Tech**  
Once the Culture of a city has reached a certain level, it will be able to obtain City Tech (up to 6).

### Officers

- **Officers assigned to the city**  
This is a list of the officers.



- **Status**
  - Ruler/Viceroy/Governor
  - War Minister
  - Domestic Minister
  - Military Minister
  - Officer
- **Rapport**
- **Emotion**
- **Chart**
- **Visit**  
You can select an officer from the list to visit.

## Ministry Screen

You can select “Ministry” on the city screen (P.14) to be taken to the ministry screen. Here, you can give orders to the Council or officers, propose missions, and more.

### Ministry Commands

Give orders or propose missions. Only commands that can be given or proposed for your Status will be displayed.

- **Mission commands:** Council (P.18), Domestic (P.20), Military (P.21), Personnel (P.22), Strategic (P.22), Foreign (P.23), Mission (P.24)
- **Overall Force Commands:** Assignments (P.24), Allot (P.25), Materials (P.25)



### Assist, Functions & Info Commands

	<b>Troop Info</b>	Choose whether or not to display the troop count of each city on the main game screen.
	<b>Village Info</b>	Choose whether or not to display village information on the main game screen.
	<b>Force Map</b>	Choose whether or not to display each Force Territory as a separate color on the main game screen.
	<b>Foreign Info</b>	Choose whether or not to display the foreign relations of your force on the main game screen.
	<b>Mission Info</b>	Choose whether or not to display assignments on the main game screen.
	<b>Chart (P.38)</b>	View your Relationship Chart.
	<b>Save</b>	Save your current game data.
	<b>Load</b>	Load previously saved game data.
	<b>Settings</b>	Adjust the volume and various other game settings.
	<b>Play Record</b>	View a log of the achievements you have accomplished during the game.
	<b>Help</b>	Check the Help feature to see how to play the game.
	<b>Version Info</b>	View your game version.
	<b>Start Menu</b>	Return to the Start Menu.
	<b>Select Hero Mode Stage</b>	(Hero Mode only) Return to the select stage screen.
	<b>End Game</b>	Exit the game.
	<b>Info</b>	Check various types of information about topics such as forces, cities, and officers. You can also view lists of troop types, siege weapons, and ships, as well as an Event History detailing the events that have occurred during the game.



He Zhi

**Q** Lord Sun Quan, we are unable to use the Orders in the bottom left of the screen unless we become a Governor or Minister, right? Please, promote me so that I may serve you better.

A Wu minister.

Sun Quan fell in love with He Zhi's younger sister at first sight after she entered the palace, but she was married to Sun Quan's son, Sun He, and eventually gave birth to the Wu Emperor, Sun Hao. After ascending to the throne, Sun Hao promoted He Zhi and placed him in a position of authority.

**A** I feel you have been promoted beyond your station thanks to my grandson, Sun Hao. There is no place in this world for those who are promoted without deserving it! If you wish to be promoted to Minister or Governor, you must work hard and obtain the necessary Merit to earn it. Continue to complete your missions so that you come out on top in the Earned Honors awarded each season. Earned Honors are given to the officer who distinguished themselves the most during the season, enabling them to receive even more Merit than usual.



Sun Quan

## Planning Phase

The following is an explanation of the various commands within the Planning Phase. Missions are assigned via the Ministry Commands on P.20 to P.23, and are executed via the Officer Commands on P.26 to P.29.

### Council

The Ruler or Viceroy will serve as the organizer of the Council, holding it at the Ministry. At the Council, orders for the force, district, or city are assigned. The organizer is able to order the participation of their subordinates. If the main character is a subordinate and misses the date of the meeting, their Rapport with the organizer will decrease.

### Proposing Assignments

Officers who participate in a City Council can propose assignments. Councils proceed in the following manner.

1. Participants such as the organizer, Governor, or Minister will propose various assignments. There may be instances where no assignments are proposed.
2. If the main character is participating, you will be able to propose a different assignment.
3. The participants may exchange views on which of the suggested proposals is the best one.
4. Eventually, the organizer will select one of the suggested proposals and make the final decision.

(When the main character is the organizer) If you select the assignment proposed by one of your subordinates, your Rapport with that officer will increase.

(When the main character is a subordinate) If your proposed assignment is chosen, your Rapport with the organizer will increase.

Puyang		Governor: Yu Jin		Adaptation	
		Force: Cao Cao Army		District: Cao Cao District	
<b>Adaptation</b>	Proposer: Cheng Yu	Date: 300 Days			
Super Easy	Supporter:				
<b>Street Duels</b>	Commerce: 3000	Farming: 2250	Culture: 2500		
Hard	Proposer: Xiahou Dun	Date: 300 Days			
	Supporter: Liu Ye	Xun Yu			
<b>Strong Military</b>	Spear Proficiency: 1000	Horse Proficiency: 1000			
Super Hard	Bow Proficiency: 1000	Fealty: 470			
	Proposer: Cao Cao	Date: 300 Days			
	Supporter: Xu Zhu	Bian Shi			



Wang Tao

**Q** I think I understand how to proceed with Councils now. However, I am still having a problem grasping how completing assignments decided at the Council can contribute to one's Record... What exactly happens when you add to your Record?

An officer of Wei. He served as an advisor to Sima Zhao and participated in the battle against Shu. He fought Jiang Wei in battle at Mt. Tielong. When water was scarce after being surrounded by Shu, he suggested praying for a spring, in accordance with Eastern Han tradition. Once Sima Zhao began to pray, it is said that a spring bubbled forth, enabling them to avoid disaster.

### Types of Councils

There are three types of Councils. If you complete your assignments within 360 days, you can receive Record and other benefits.

<b>Force Council</b>	Determines the assignments for the force. If the assignment is successfully completed, the Ruler will receive Record, while the Ruler Ministers will receive Merit and Record, and the Loyalty of all affiliated officers will increase.
<b>District Council</b>	(Only when a district exists) Determines the assignments for the district. If the assignment is successfully completed, the Viceroy and Viceroy Ministers will receive Merit and Record.
<b>City Council</b>	Determines the assignments for the city. If the assignment is successfully completed, the Governor and Governor Ministers will receive Merit and Record.

### Types of Assignments

The five types of assignments are listed below.

<b>Conquer Force</b>	(Only for forces and districts) Select a rival force to attack and defeat.
<b>City Assault</b>	Invalidate target cities (up to 5) in order to expand your territory.
<b>Strong Domestic</b>	Develop domestic areas such as Commerce, Farming, and Culture to make the city more prosperous.
<b>Strong Military</b>	Focus on building up Fealty and Troop Type Proficiency in order to prepare for battle.
<b>Alliance Concluded</b>	Work to form an alliance with the selected force.
<b>Adaptation</b>	Freely develop your force without any particular focus. If no Council is held, the assignment will be set to "Adaptive" by default.

### Record

An officer's Record is a numerical representation of their accomplishments that varies depending on the actions of the officer. As it increases, so will the officer's Presence, making it easier to earn Respect from other officers.

<b>Record (Bravery)</b>	This increases by fighting in battles or duels.
<b>Record (Aptitude)</b>	This increases by participating in Domestic, Strategic, or Foreign commands, and debates.
<b>Record (Duty)</b>	This increases by assisting other officers and carrying out requests, and decreases by betraying your force, or breaking promises.

**A** An officer's Record is related to their Values. There are three types of Values. Personally, I give more weight to Aptitude, and place less of an emphasis on Duty. Therefore, I tend to evaluate those with Aptitude more highly, and my Rapport with officers featuring a strong Record (Aptitude) rises more quickly. Conversely, I do not get along with officers that have a weak Record (Aptitude). By developing your Record, it will be easier to increase the Rapport with officers who value that particular attribute.



Sima Zhao

## Domestic

Work on developing the Commerce, Farming, and Culture ratings of your city.

Status	Ruler	Viceroy	Governor	Minister	Officer
Missions for others	○	○ (within district)	○ (within city)	Can propose (Domestic / War Minister)	×
Missions for self	○	○	○	Can propose	Can propose

## Commerce

Develop the Commerce rating of the city. The higher this is, the more revenue the city will generate.

**Method** → Select "Market" (P.28) on the city screen



**Results / Earned Merit**

You can check your Projected Result as well as your Earned Merit once the task is completed.

## Farming

Develop the Farming rating of the city. The higher this is, the more supplies the city will create.

**Method** → Select "Farmland" (P.28) on the city screen

## Culture

Develop the Culture rating of the city. Once the Culture of a city has reached a certain level, it will be able to obtain City Tech (up to 6).

**Method** → Select "School" (P.28) on the city screen

## Building Facilities

As your Commerce, Farming, and Culture ratings develop, you will be able to construct facilities such as a Market, Farmland, and School, respectively. The more facilities you have, the more missions you are capable of enacting.



Guan Tong

**Q** Grandfather, spear units are adept at defense and destroying things, while horse units feature high mobility, and bow units are good for ranged attacks, right?

So, if you use the "Train" command to increase a unit's Proficiency, will you be able to use even more powerful troop types? Also, I heard that there are special troop types as well...

An officer of Shu. Guan Xing's son and Guan Yu's grandson. He succeeded his father and eventually obtained a high-ranking position in the Imperial Court. It is said that he married a princess (Liu Shan's daughter). Not having any children of his own, he was succeeded by Guan Xing's illegitimate child, Guan Yi, after his death.

## Military

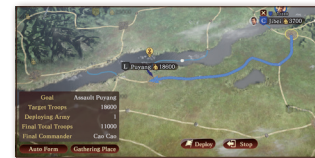
Deploy armies and prepare your forces for battle.

Status	Ruler	Viceroy	Governor	Minister	Officer
Missions for others	○	○ (within district)	○ (within city)	Can propose (Military/War Minister)	×
Missions for self	○	○	○	Can propose	Can propose (except Deploy)

## Deploy (P.30)

Form an army and send it to battle. To deploy an army, the city must have officers, troops, and supplies. Select an attack destination (location), and then choose a city to form the army.

**Method** → It is carried out immediately after the mission is decided



## Train

Train the troops within a city in order to increase their Proficiency. You can train your spear, horse, and bow units. As a unit's Proficiency increases, so will its Max Morale. Once it reaches a certain level, you will be able to use even stronger troop types.

**Method** → Select "Barracks" (P.28) on the city screen

## Patrol

Increase the Fealty of the people within the city. As the city's Fealty rises, it will be easier to grow the population and hire additional troops.

**Method** → Select "Patrol" (P.27) on the city screen while in town



**A** First, you are exactly right about the special characteristics of each troop type. In addition, troop types also have an Affinity rating. You can refer to P.34 for more details. Second, when the Proficiency of your troop type is low, you will be unable to use anything except Light Spear, Light Horse, or Light Bow troops. As their Proficiency rises, they can be upgraded to Heavy Spear and Elite Spear units as well. You can find details on their abilities by going to the Info List and checking "Troop Type" under the "Other" section. Finally, in order to use special troop types, you will need to place certain villages under your control as vassals. These villages can be recognized from the special icons. Learn more about them from the chart on P.29 and then try searching for those villages on the map.



Guan Yu

## Personnel

Investigate the city and hire officers.

Status	Ruler	Viceroy	Governor	Minister	Officer
Missions for others	○	○ (within district)	○ (within city)	Can propose	×
Missions for self	○	○	○	Can propose	Can propose

**Investigate** Search the city to find Free Officers or gold, make contact with villages, and more.

**Method** Select "Investigate" (P.27) on the city screen while in town

**Hire** Hire an officer.

**Method** Visit the officer you wish to hire and select the "Hire" command (P.40)

## Strategic

Put the officers and villages in your realm to work.

Status	Ruler	Viceroy	Governor	Minister	Officer
Missions for others	○	○ (within district)	○ (within city)	Can propose (War Minister)	×
Missions for self	○	○	○	Can propose	×

**Spy** Secure a promise from an officer in another force to defect to your side during battle. If you have an officer with "Spy" as their Expertise and they are your Ruler, Viceroy, Governor, or Minister, they can give the order or propose it.

**Method** Visit the officer you want to defect and select the "Spy" command (P.40)

**Cajole** Work to lower the Loyalty of an officer.

**Method** Visit the officer and select the "Cajole" command (P.40)

**Placate** Placate a village to convince them to join as a vassal to one of your cities. When the Vassal Rate of the village reaches 100%, it will become your vassal.

**Method** Move to the selected village and use "Persuade" or "Coax" (P.29)

\*Officers that have the "Coax" ability will utilize it instead of "Persuade." Using "Coax" to win a debate can immediately change the Vassal Rate to 100%.

## Foreign

Engage in negotiations with other forces.

Status	Ruler	Viceroy	Governor	Minister	Officer
Missions for others	○	×	×	Can propose (Ruler / War Minister)	×
Missions for self	○	×	×	Can propose (Ruler / War Minister)	×

**Goodwill** Dispatch a messenger to another force in order to increase the Rapport between the Rulers of each force. You may be asked for gold or supplies, and if you accept, they will incur Debt towards you.

**Solicit** Demand that another force gives you gold and supplies, or returns your officers that it is holding prisoner.

**Alliance** Form an alliance with another force.

**Discard** Dissolve an alliance or ceasefire with another force.

**Petition** Request reinforcements from a force you are currently allied with.

**Ceasefire** Propose a ceasefire to another force.

**Warn** Threaten another force into surrendering to you.

**Method** Move to the city where the ruler of the target force resides → Select the "Negotiate" command (P.26) from "Ministry" on the city screen / (if the ruler has been deployed) Move to the ruler's army → it will begin automatically once you arrive



## Negotiations & Debt

When carrying out actions such as "Solicit" or "Petition" through "Goodwill," the other force will come to feel Debt towards your force. This status is referred to as "Debt Loaned." Conversely, if you respond to a "Solicit" or "Petition" request from another force, you will incur Debt towards them, which is known as "Debt Earned." When there is "Debt Loaned," you can utilize it to increase the success rate of your negotiations with that force. You may also be able to use the "Debt Loaned" to force your counterpart to agree to something they normally would not.

## Mission

Report completed missions, cancel missions, and more. You can carry these commands out regardless of your Status.

### Report Mission

Report back after finishing a mission. Missions are not considered completed until you report them. You can obtain Merit depending on the details of the mission.

If you did not accomplish your goal, or if you missed the deadline, you can still report the mission, but your Merit received will decrease. Reaching your goal and completing the mission will earn you even greater rewards.

### Remove Mission

Remove the current mission. The mission will automatically be failed, no matter what its current completion status is. If the main character is a subordinate, their Rapport with the Ruler, Viceroy, Governor, and other such characters will decrease.



## Assignments

Adjust personnel, districts, and more. The higher the officer's Status, the more tasks they can carry out.

Command	Explanation	Required Status to give orders/propose
Create District	Create a new district. Requires an officer suitable to be appointed as Viceroy.	Ruler
Form District	Assign cities to a district, dissolve districts, and more.	Ruler
Assign Viceroy	Appoint an officer of Rank 2 or higher to be a Viceroy. This requires a district.	Ruler
Assign Governor	Appoint an officer of Rank 5 or higher to be a Governor.	Ruler, Viceroy
Assign Minister	Appoint an officer of Rank 7 or higher to be a Minister. *When a Ruler or Viceroy appoints a Minister, the officer appointed will be assigned to the same city as the Ruler or Viceroy.	Ruler, Viceroy, Governor
Transfer Orders	Order an officer to transfer to another city.	Ruler, Viceroy
Transfer Proposal	Viceroy's can propose a transfer for officers in another district, Governors can propose a transfer for officers in another city, and Ministers and Officers can propose transfers for themselves.	Any but Ruler

## Allot

Decide rewards and punishments for your subordinates. Only the Ruler can do this.

### Title

Bestow a title upon one of your subordinates. Titles that can be given are determined by the title your Ruler possesses. Receiving a title will increase the number of Commanded Troops, Loyalty, and Stats of the officer.



### Award / Seize

Give a specialty to an officer. This will increase the Loyalty of the officer. Some specialties will also raise an officer's stats or provide them with special abilities. You can also seize a specialty owned by an officer. Seizing the specialty causes the officer's Loyalty to decrease, and they will lose any special bonuses that it provides.

### Punish

You can execute subordinates or prisoners (they will no longer appear in the game), and you can also exile (make a subordinate a Free Officer), or release (return them to their original force) officers.

## Materials

Buy and sell supplies, or distribute them to each of your cities.

Status	Ruler	Viceroy	Governor	Minister	Officer
Buy / Sell	○	○	○	Can propose (Domestic / War Minister)	×
Reallocate	○	○ (within district)	×	×	×

### Buy Supplies / Sell Supplies

Purchase or sell supplies for each of your cities. Purchasing supplies requires the "Great Farm" facility, while selling them requires the "Merchant House" facility.

### Reallocate

Redistribute gold and supplies throughout each of your cities. You can only use this command when you have multiple cities under your control.

## Officer Commands

Officers with a mission given by the Ministry (or by Orders) will carry out their mission once time begins to flow. If the main character has a mission, they can carry out the Officer Commands at the city or village, and will attempt to complete the mission by the deadline. Additionally, there are also Officer Commands that have no relation to missions and can be carried out at any time.

\*If the main character is a subordinate and fails the mission, their Rapport with their Ruler will decrease.

## Ministry

This is carried out via the "Ministry" command on the city screen.



<b>Ministry</b>	This will take you to the ministry screen (P.16).
<b>Apply</b>	This can be carried out at the Ministry of another force. You will apply to join the force and serve as one of its officers. This can only be selected by Free Officers.
<b>Negotiate</b>	You can carry this out from the Ministry of another force only when you have a "Foreign" mission. Negotiations proceed in the following order.
	●Order of negotiations
	1. Move to the city or army where the Ruler of the target force is located, and select the "Negotiate" command.
	2. Begin negotiations with the Ruler of the target force. The negotiations will be decided by the Negotiation Rate. If your Rapport with the other Ruler is strong, or if you possess the "Negotiation" ability, you can begin the negotiations with a higher Negotiation Rate.
3. If your Negotiation Rate is low, you will need to increase it by using the Ministry command "Bargain" to debate (P.43) a subordinate officer, or enlist the help of an officer you have a strong Rapport with by selecting the "Visit" command "Endorse."	
4. Once the initial negotiations are finished, you can select "Final Negotiations" from the Ministry and engage in final negotiations with the ruler. If your Negotiation Rate is 100%, then you will automatically succeed with the negotiations. However, if your Negotiation Rate is greater than 70% but less than 100%, you will need to win a debate against the ruler or one of their subordinates in order to win the negotiations.	
*In either type of debate, losing will cause the Negotiation Rate to decrease.	



Wei Feng

**Q** There is a command in town known as "Revolt," but how can I ensure that my revolt is successful? Please, Master... I wish to learn from your wisdom in regards to this matter. I know that failure can lead to one's death.

An officer of Wei. He went to serve Cao Cao on the recommendation of Zhong Yao, but Fu Xun, Liu Ye, and others suspected that he would eventually rebel. He saw Cao Cao's forces struggling in battle against Guan Yu of Shu at Fan Castle, he began preparing to start a rebellion in Ye, but he was betrayed and his intentions were revealed, which led to his execution.

**In Town** This can be carried out by selecting "In Town" on the city screen.



<b>Investigate</b>	Investigate the city. You may find Free Officers, villages, specialties, gold, or other items. There are also certain event scenes that will allow you to investigate the city.
<b>Visit (P.40)</b>	Visit an officer within the city. You cannot visit an officer that you are not acquainted with. When you have a "Hire," "Spy," or "Cajole" mission, it will be carried out after you visit the officer.
<b>Patrol</b>	This can only be used when you have a "Patrol" mission, and it will raise the Fealty of the people in the city.
<b>Buy Spec</b>	Purchase a specialty. In order to purchase a rare specialty, you will need the "Trading Post" facility (can be built after increasing the Commerce rating).
<b>Sell Spec</b>	Sell a specialty.
<b>Banquet</b>	Use gold and specialties such as alcohol or tea to hold a party for officers in the city. It will take 10 days to prepare the banquet. Since officers that you are not acquainted with may also join the party, it is a good opportunity to get to know them.
<b>Revolt</b>	Lead a rebellion within your force and become the Ruler of a new force. It is easier to succeed if you revolt within a city where you have numerous officers that you share a strong Rapport with (they will become your subordinates after the rebellion).

**Gate** This can be carried out by selecting "Gate" on the city screen.



<b>Return</b>	Move to a city affiliated with your force.
<b>Move</b>	Leave the city. You will be taken to the main game screen.
<b>Deploy (P.30)</b>	Form an army and send it to battle. You may not be able to use this command depending on your Status.
<b>Free</b>	If you are a subordinate, resign from your force and become a Free Officer. You will lose any Rank or Merit that you possessed.

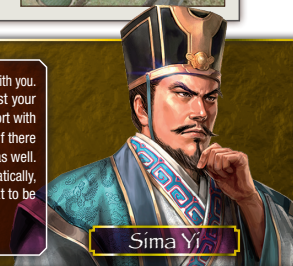
## Assisting Officers

While in the city, some officers currently on a mission may ask you for assistance. Helping the officer with their mission will increase your Rapport with that officer and they will feel Gratitude towards you.

Assisting officers can also be enacted via Orders. Officers seeking assistance can be identified by an **!!!** displayed on their Orders.



**A** I am not your master, but I suppose I can share my own experience in the matter with you. The key to a successful revolt is to build a proper framework for it amongst your supporters. You want to have at least two officers that you have a strong Rapport with on your side. You should also try to form some kind of bonds between you. Of course, if there are any officers with low Loyalty towards your ruler, you can expect them to join you as well. However, if you fail with your revolt, your Record (Duty) and Rapport will decrease dramatically, you will lose all of your Merit, and you will be banished from the force. I consider that to be a fate worse than death itself.



Sima Yi

## Market / Farmland / School / Barracks

These are displayed when you have received missions for Commerce, Farming, Culture, or Train. They are only displayed in the city when you have received a mission. Depending on the goal, you may need to complete the mission multiple times.

These tasks proceed in the following order.

### 1. Select a facility:

Select the facility to enact the mission. The higher your Commerce, Farming, and Culture ratings, and your Troop Type Proficiency, the more kinds of facilities you can utilize.

### 2. Select an Acting Policy:

Decide how you will proceed with the mission. The success rate of the mission will vary depending on the policy you choose. If you have a related Ability, you will be able to choose from even more policies.

### 3. Request cooperation:

Ask officers in the same city to assist you with the mission. Note that they may refuse your request. If you cooperate with officers that you share a Bond with, you can achieve even better results.

### 4. Carry out the mission:

Event scenes may play while you are enacting the mission. The results of your mission may differ depending on your choices.



## Facilities & Prosperity

As your Commerce, Farming, and Culture ratings, and your Troop Type Proficiency develop, you will be able to build the Trading Post and Merchant House facilities. Each facility has its own unique benefits, and you can select from multiple candidates. Additionally, once your Commerce, Farming, and Culture ratings reach a certain level, the Prosperity of the city will increase (Ruins → Low → Medium → High). As its Prosperity increases, you will be able to develop the city even further.

**Q** As stated on P.20, you can obtain City Tech once your Culture rating reaches a certain level, but does that mean we have to select which ones we want since there is only a maximum of six?  
And does the City Tech available differ from city to city?

An officer of Wei. He studied under Zheng Xuan and later went to serve Cao Cao. He oversaw colonization efforts and managed to replenish the national treasury in just five years. He received a promotion for helping to suppress a rebellion led by Tian Yin and Su Bu. He led a simple life despite his lofty position, and always remained humble and true to himself.

Guo Yuan

## City

You can bring this menu up by selecting a city from the main game screen.

City	View the city screen for the city you have selected.
Move	Move to the city you have selected.
Deploy (P.30)	Form an army and send it to battle. This can only be selected for the city you are in.
City Info (P.44)	View information about the city you have selected.
City Officer	View information on officers residing in the city you have selected.
Other	You can also select from the Assignments (P.24), Allot (P.25), and Materials (P.25) commands.

## Village

When you are on a Placate mission, you can select the village you wish to Placate from the main game screen to visit it.

## Placating Villages & Vassal Rate

The "Placate" mission can only be selected for villages that are connected to one of your cities.

Complete the mission and increase the village's Vassal Rate to 100% to make the village a vassal of your city. Additionally, if you battle in a vassal village, your units' Defense value will increase.

Note that villages connected by roads to cities from other forces may be placated by those forces.

\*You may find additional villages to interact with after using the "Investigate" command.

	Increase Commerce		Increase Control (at Battle Start)
	Increase Farming		Use Special Spear Units
	Increase Population		Use Special Horse Units
	Increase Morale (from Battle Start)		Use Special Bow Units



The more icons there are displayed on a village, the greater are the effects it provides.

**A** Indeed... You can confirm the City Tech you can obtain by checking "Tech" under City Info. There are 12 kinds per city, and each city has different ones. For example, some cities make it easier to develop your Farming rating, while others may make it easier to grow the population.

Since each city has a maximum of six, that means you can only access up to half of the City Tech available for each city. You will need to put careful thought into which tech you wish to use. Note that you will obtain two City Tech for each level of Prosperity (Low/Mid/High) that your city achieves. Therefore, you must work hard to constantly develop your city.

Cao Cao

## Battle

### Deploy

Form an army and invade an unoccupied city, or the city of another force.

Required Status	Ruler	Viceroy	Governor	Minister	Officer
Missions for others	Can order	Can order (within district)	Can order (within city)	Can propose (Military/War Minister)	N/A
Missions for self					

### Forming Armies

Select a city and then choose the army you wish to deploy. Each army can hold up to 10 units. You can also auto-create armies.

#### Officer

Select up to three officers. The main general will be selected automatically.

#### ATK / DEF (Attack/Defense)

These will be determined automatically depending on factors such as the officer's Leadership rating once the officers and troop type have been chosen.

#### Troop Type

Select a troop type. You can select from more troop types by using the "Train" mission to increase your Troop Type Proficiency, or by making certain villages into your vassals.

#### Troops

This is determined by factors such as the Commanded Troops value of your officers, and the number of troops in the city.

Officer	ATK	DEF	Troop	Weapon	Ships
Lu Ba	141	95	Heavy Horse	3500	None
Zhang Liao	146	95	Heavy Horse	3500	None
Dong Zhao	168	95	Heavy Horse	3600	None
Gao Shun	137	95	Heavy Horse	3600	None
Zhu Jan	158	95	Heavy Horse	3600	None

#### Supplies

This is the amount of supplies the army will take to battle. You need to set how many days worth of supplies you wish to take.

Your supplies decrease as time passes, and if you consume all of them, the Morale of your units will decrease and you will begin to lose troops.

Army Supplies 150 Days

#### Weapon / Ships

**Weapon:** Taking a siege weapon to battle will give you an advantage during sieges (requires gold).

**Ships:** Select a ship to use during naval battles (ships other than a "Ship" require gold).

### Controlling Armies

After deploying an army, you can issue orders with the following commands. You can only select "Retreat" during a battle.



#### Advance

Select a destination for your army. If you select an enemy city, gate, or army, your unit will automatically attack (or try to destroy) it upon arrival. Selecting an unoccupied city will capture the city for your forces after arriving in it. Advancing on a village will increase its Vassal Rate and enable you to occupy it.

#### Wait

Order your army to hold its current position.

#### Reform

(Only in your own cities) Reform the composition of your army. You can form the army's troop type, siege weapons, ships, and supplies.

#### Split

Have a portion of the units in your army split off to form a separate army.

#### Disperse

Release all of the units that currently make up your army.

#### Disperse (Individual)

Release individual units from your current army.

#### Retreat

(Only during battle) Disperse your army and retreat from battle to return to the origin of its deployment.

#### Army Info

Check information about an army.

### Begin Battle

When two armies collide on the map, the battle will begin. If the main character is a part of the army, you will need to decide whether or not to utilize the Control Battle function (P.32). For armies proposed or approved by the main character, you can serve as the Commander for the army during battle.



### Winning the Battle

If the main character is not participating, and you have enabled the Control Battle function, the battle will continue until one army is defeated. You will win the battle once the enemy's army runs out of troops.

After the enemy army has been eliminated in a battle fought in a city (siege), you will continue attacking the city until its Durability reaches zero, at which point you will capture the city.

\*In a Control Battle, you will earn control of the city following your victory in the battle after the castle gates have been breached.

## Control Battle Screen

When the main character is participating in the battle, you will be given the option to transition to a Control Battle when the battle begins. A Control Battle allows you to fight the battle while giving orders to individual units on a detailed map.

### Advance

During Control Battle, time will flow more slowly than during the Planning Phase.

### Siege Weapon

Select the unit and choose "Assembly" to begin setting up the siege weapon. Using siege weapons can give you an advantage when fighting sieges or gate battles. You can assign siege weapons to a unit when forming your army (P.30).



### Mission/Proposal (P.35)

### Unit Icon

You can also select a unit's icon to control it.

### Base (P.35)

### Minimap

If you choose a point on the minimap while it is selected, the camera will jump to that location.

## Base Info

### Control Gauge

It can reach a max of 10. Using a Strategy causes it to decrease, and it will replenish itself over time. The more bases you have, the faster the gauge will recover. Units that the main character cannot control will each have their own Control Gauge.



## Unit Info

### Morale

This decreases when a unit is attacked, your bases are captured, or when an allied unit is defeated. If this reaches zero, the unit will be in a Broken state.

### Wounded

These are troops that have been injured and can no longer fight in the battle. The defending side can heal its injured troops within the main camp until the castle gate is breached.

### Stats

**ATK (Attack):** The higher this is, the more damage you can inflict on the enemy. It is affected by your troop type and the Leadership ability of your officers.

**DEF (Defence):** The higher this is, the less damage you take from enemy attacks. It is affected by your troop type.

**WAR:** The higher this is, the stronger the Strikes by your units are. It is affected by the WAR rating of your officers.

**INT (Intelligence):** The higher this is, the more powerful your Strategy will be (increases the duration of its effects, etc.). It is affected by the Intelligence rating of your officers.

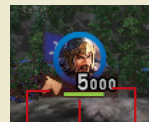
### Troop Type

In the case of Spear, Horse, and Bow units, they will grow in strength as their icon changes in color from Bronze → Silver → Gold.

## Unit

Selecting a unit will enable you to control the unit via commands such as "Move," "Attack," "Assembly," "Strategy," and more.

If your main character is the Grand Commander for a base (easier when your Status is high), you can control all of the units in your army, and if not, you can only control the unit you are in. You may be given control of other units by the Grand Commander from time to time.



Troop Type Troop Strength  
Morale Gauge

## Battle Hints

### Keep Morale High

During a battle, the Morale of your units will gradually decrease over time. If it reaches zero, they will enter a Broken state and you will be unable to control them for a period of time. Their Attack and Defense will also decline dramatically.

Therefore, it is important to keep Morale as high as possible.

#### Actions that increase Morale

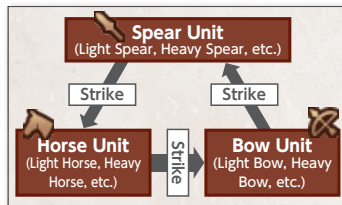
- Use a Strategy that raises Morale
- Wait (more effective when used inside a base)
- Complete missions or proposals

#### Actions that decrease enemy Morale

- Attack enemy units
- Destroy enemy units
- Use a Strategy that decreases Morale
- Occupy enemy bases
- Destroy enemy gates
- Enter enemy castles
- Perform pincer attacks

### Understand Troop Type Affinities

Each troop type has its own advantages and disadvantages as detailed in the chart to the right. When a unit with an advantage attacks a unit that is at a disadvantage, it can perform a powerful attack known as a "Strike" against the other unit. Being hit by a Strike will cause a unit's Troop Strength to drop considerably, so be sure to keep track of your units and what types of units they are fighting against.



Wu Yan

**Q** Master Lu Xun, as you are known for your intellect, I would like to ask you about leading my forces into battle. Is there anything else you can tell besides the tips that are written on these pages?  
If I only had your intellect, perhaps I could avoid our impending ruin... Oh, please forget I said anything...

A Wu minister. He bravely fought against Jin's army when it came to attack Wu. He continued fighting, despite numerous allies surrendering around him, but finally relented when he learned of Wu's annihilation. When Bu Chan defected to Jin, he helped suppress the rebellion under the command of Lu Kang.

### Capture Bases

When you capture a base, the Morale of the enemy units will decrease.

### Utilize Strategies Wisely

Units are capable of using the Strategy of the Main General assigned to them.

Using a Strategy consumes the Control Gauge. The Control Gauge is shared across your formation, and it is replenished over time.

The more bases you have, the faster the gauge will recover.



### Complete Missions & Proposals

During battle, you may receive proposals from other officers (or missions from a Ruler) such as attacking certain bases, or defeating a specific unit. If you successfully complete the task, your Rapport with the proposing officer will increase, and the Morale of your allied units will increase.



### Use Pincer Attacks

If you attack an enemy unit that is surrounded by allied units, you will perform a Pincer Attack, which is more effective than regular attacks. The Morale of the enemy unit will decrease.

**A** Ah, you are the brave warrior that fought under my son Lu Kang. Very well. First, you should do your best to manage your troops effectively. When your units are grouped together, they are unable to attack, and may simply move about aimlessly. For example, you can order that unit to attack an enemy unit located far away from the main battle, enabling it to make a major contribution to the overall situation. The other key is to form bonds between officers. When you place officers linked by a common bond in the same unit or army, they will be blessed with even greater strength.



Lu Xun

## Types of Battles

### Field Battles

If you fight a battle in a location such as a road or village, you will engage in a Field Battle.

**Victory Conditions** → Defeat all of the enemy units, or capture the enemy main camp.

### Naval Battles

If you fight a battle on a river or otherwise on the water, you will engage in a Naval Battle. These battles are fought while aboard ships. You can select ships when forming your units. (At first, you can only select a "Ship.")

**Victory Conditions** → Defeat all of the enemy units (there are no bases).



### Linking Ships Together

In Naval Battles, the Morale of units without the "Naval" ability will gradually decline. You can prevent this drop in Morale by selecting the "Link" command when there are other allied units nearby to join your ships together. Since your units are fighting in unison, it will increase the Attack and Defense of your units, but their mobility will be greatly reduced, and they will be more vulnerable against things like fire attacks.



 Linking ships

**Q** Lord Yuan Shu, I understand about Control Battles, but how do the other types of battles unfold? Do you have any suggestions on how to win standard battles?

Also, which is better, a Control Battle or a standard battle?

An officer under Yuan Shu. He served as army commander along with Li Feng and Yue Jiu when Yuan Shu attacked Lu Bu, but he was betrayed by Yang Feng and Han Xian, leading to a crushing defeat. He was also attacked by Cao Cao, and together with Yue Jiu, Li Feng, and Chen Ji, defended Shouchun Castle. However, they were unable to put up a resistance and were captured and executed.

Liang Gang

### Sieges / Gate Battles

If you fight a battle while in a city, you will engage in a Siege, while battles fought on a gate result in a Gate Battle. The damage of attacks from outside the castle walls is greatly reduced. Try to use siege weapons, or lure the enemy units out from the castle to gain the upper hand. Castles and gates also have defensive siege weapons, which can help give them an edge when defending against a siege.

Additionally, the defending side can heal its injured troops within the main camp until the castle gate is breached.

**Victory Conditions** → Defeat all of the enemy units, or capture the enemy main camp.



### Offensive Siege Weapons

You can assign these to your units when deploying them for battle. Select a unit and choose "Assembly" to use the siege weapons during a Control Battle.

Type	Explanation
Battering Ram (1,000 Gold)	Good for destroying castle gates.
Catapult (2,000 Gold)	Good for destroying enemy siege weapons and castle gates, and capturing bases. Its range is wider than the Battering Ram.
Siege Ladder (1,500 Gold)	Constructing this will enable you to climb the castle walls.
Siege Tower (1,500 Gold)	Attacks all of the enemies within its sights. It has a wide range.

\*City Tech is required to build catapults and siege towers.

### Defensive Siege Weapons

These siege weapons are automatically placed on the battlefield.

Ballista	Fires giant arrows to attack the enemy.
Cannon	Launches giant boulders to attack the enemy. Good for destroying enemy siege weapons.
Chu-Ko-Nu	Rapidly fires arrows to attack enemies outside the castle. These will be used in place of ballistae if the defending side possesses the "Siege Weapons" ability.




**A** Hm... Let me see... Ah, yes... This book has it all... Depending on the Attack, Defense, and troop type of each unit, they will inflict damage on each other once they are a certain distance apart. This situation will repeat itself until the troops are eliminated and all of the units have been defeated, which will lead to victory for one side. The key to winning standard battles is to use officers with high Leadership ratings and form armies with more powerful troop types. However, if you find yourself up against impossible odds in a normal battle, you can seize control via a Control Battle and turn the tables on your enemy... Or so it says here anyway!

Yuan Shu

# Personal Relationships

## Chart

The Chart can be accessed by the  in the upper right of each screen. It provides a visual representation of officer relations, centered on a specific officer. The greater an officer's Presence, the larger their face will be displayed. Additionally, the more officers they share a strong Rapport or bond with, the larger their network will become.

\*LEA(Leadership), INT(Intelligence), GOV(Governing)



### Narrow

Sort the officers displayed by factors such as force, city, officers capable of using the "Mentor" or "Endorse" commands, officers recommended for employment, and more.

### Emotion (P.40)

### Rapport/Bonds (P.41)

#### Rapport:

The "→" mark refers to the Rapport towards the selected officer, while the "←" refers to the Rapport from the selected officer. The higher the Rapport between two officers, the easier it is for cooperation to occur.

#### Bonds:

The type of Bond and Bond Lv.

### Values/Presence/Forte

#### Values:

This is a measurement of what the officer values (5 levels: Ignore, Disdain, Normal, Honor, Revere). It also includes their Record. There are three types: Duty (their sense of honor and trustworthiness), Aptitude (Intelligence & Governing ability), and Bravery (Leadership & WAR ability), with the one they value the most brightly highlighted.

#### Presence:

A measure of the officer's presence. When this is high, the officer can select special acting policies when using the "Market," "Farmland," "School," and "Barracks" commands. Additionally, more officers will feel "Respect" (P.40) towards the officer.

If the officer is a Ruler, they may receive a title. It also affects the Rank that Free Officers receive when they join a force.

#### Forte:

Select the Ability the officer will teach to another officer when they form a Bond. The Ability Lv will be determined by the Bond Lv. If the officer already has the Ability, the Ability Lv will increase.

## Acquaintances & IntLet (Letters of Introduction)

In order to meet various officers and strengthen your relationships with them, you first need to make their acquaintance.

Even if you are in the same city as an officer, you won't be able to visit them until you meet them. \*If you have the "Virtue" ability, you can visit other officers without making their acquaintance first.

### IntLet (Letters of Introduction)

In order to meet an officer, you will need to have an officer that already knows that officer write you a letter of introduction.

You can receive a letter of introduction from officers that you have a certain level of Rapport with. Once you raise the Rapport to that level, visit the officer and select "Introduce" as well as the officer you want to meet, and you can receive the letter of introduction.

You can see which officers can write you a letter of introduction by going to the Chart and selecting the officer and then choosing "Introducer" to see which officers are displayed.

### Banquet

Another way to meet officers besides through a letter of introduction is to meet them at a banquet in town. Banquets use 100 Gold, as well as specialties such as alcohol or tea, to hold a party for officers in the city. When you use a specialty, you can select one officer that is participating in the banquet. Therefore, it is a good idea to hold a banquet in a city where there is an officer you want to meet.

### Emotional State (P.40)

As an exception, you can visit officers who have an emotional state of "Charm" or "Respect" towards you without a letter of introduction.

## Visit

When you visit an officer, you can carry out the following commands. Some commands are only displayed when on a mission.

<b>Endorse</b>	Receive an endorsement (assistance) in foreign negotiations from an officer that you share a strong Rapport with.
<b>Hire</b>	Only available during a "Hire" mission, attempt to invite an officer to join your force. This may lead to a duel or debate.
<b>Talk</b>	Speak to the officer. The Rapport between you will increase if they are in the proper emotional state.
<b>Gift</b>	Give a specialty as a gift to the officer. Rapport will increase by a greater amount if the specialty is something the officer likes. If you give the gift to a subordinate, their Loyalty will increase.
<b>Spy</b>	Only available during a "Spy" mission, have an officer promise to defect to your side during battle.
<b>Cajole</b>	Encourage an officer to rebel, lowering their Loyalty. They may start a rebellion against their force.
<b>Introduce</b>	Receive a letter of introduction.
<b>Mentor</b>	Mentor another officer to gain experience for your Stats. You may also learn an Ability or a Strategy.
<b>Exit</b>	Leave the officer's location. This will cause one day to pass in the game.

## Emotional State

Officers that have a special emotional connection to the main character will be in an emotional state.

You can "Mentor" or "Talk" with an officer in an emotional state one time each. Additionally, depending on the type of emotional state, they may have different effects.

Visiting an officer in an emotional state while your Rapport is at maximum will cause a Bond Event to play, forming a Bond (P.41) between you.

Type	Status	Effect	Duration
<b>Gratitude</b>	They feel an obligation to the main character, and wish to repay that debt.	<ul style="list-style-type: none"> <li>● They may present you with a gift.</li> <li>● They may write you a letter of introduction.</li> <li>● "Request Cooperation" during a mission is guaranteed to succeed.</li> <li>● They are more likely to offer assistance when you are on a mission.</li> </ul>	30 days
<b>Interest</b>	They are pleased at having received a gift they like from the main character.	<ul style="list-style-type: none"> <li>● It is easier to build Rapport with them.</li> </ul>	30 days
<b>Respect</b>	(An officer with a small Presence) Feels respect towards the Record and Presence of the main character.	<ul style="list-style-type: none"> <li>● It is easier to Hire the officer.</li> <li>● It is easier to get the officer to assist with the "Revolt" and "Raise Flag" commands.</li> <li>● It is easier to have the officer "Endorse" you.</li> <li>● "Request Cooperation" during a mission is guaranteed to succeed.</li> <li>● You can visit the officer without first making their acquaintance.</li> </ul>	Until the conditions are realized
<b>Charm</b>	The officer is impressed by the achievements of the main character.	In addition to the effects of "Respect," the following effects are also added. <ul style="list-style-type: none"> <li>● They are more likely to offer assistance when you are on a mission.</li> <li>● It is easier to "Visit" the officer.</li> </ul>	3 months

## Bonds

When an officer with maximum Rapport (initially starts at 80) feels an emotional state, a Bond Event will play. If you complete the request of the Bond Event, a bond will be formed between you. You will be able to learn the Forte of the officer.

When you are with an officer you share a bond with, you can obtain the following benefits.

- It is easier for them to agree with your opinion during a Council.
- "Request Cooperation" during a mission is guaranteed to succeed, and the results will be better.
- You may recover Health, Focus, and Energy during duels or debates.
- During battle, your unit will become more powerful if you are placed in the same unit. Additionally, the Strategy each of you use will be more powerful when you are near each other.
- It is easier to get the officer to assist with the "Revolt" and "Raise Flag" commands.



## Increase Rapport

The following actions can increase Rapport between you and another officer.

- Use "Visit" - "Gift," "Mentor," "Endorse," "Talk" (only when in an emotional state)
- Agree with them during the Council, or utilize their proposals.
- Accept their missions.
- Use "Cooperation Request" and "Aid" during missions.
- Join a banquet while in town.
- Use "Foreign" - "Goodwill."
- Complete missions and proposals during battle.

## Strengthening Bonds

Bonds formed between officers can be strengthened (increase the Bond Lv) from time to time. As the Bond Lv increases, the effects of the Bond will increase.

There are also Bonds known as Special Bonds that can only be formed between specific officers. Special Bonds have a Bond Lv of 5.

# Duels & Debates

## Duels

In both the Planning and Battle phases, a duel can occur between two officers. Duels are fought over the course of five rounds, and the officer with the most Health remaining after five rounds is the winner.

### Duel Flow

- Once the duel begins, the officer with the higher WAR rating strikes first to start the match. Officers with the "Duel" ability will have their Spirit restored when they start the duel.
- You will select one of five commands, from Attack, Knockout, Unbalance, Defend, and Focus. Keep an eye on your opponent's movements as you expend and recover Spirit while you fight the duel. If you select the same action as your opponent (Attack, Knockout, Unbalance), the officer with the higher WAR rating will win out, so it is best to use officers with high WAR ratings for a duel. If your WAR rating is lower than that of your opponent, it is even more important to read your opponent's actions properly: When your opponent attacks, use Focus or Defend, and when your opponent uses Focus or Defend, use Unbalance in order to build up your Spirit and aim for a chance to strike.
- The duel will continue for 5 rounds. During the duel, you may recall an officer you share a Bond with and recover your Health and Spirit.
- You will win the duel if your opponent's Health reaches zero, or if you have more Health than your opponent after five rounds. Winning the duel will increase your Record (Bravery).



### Advantages/Disadvantages

Self	Opponent	Attack (Assert)	Knockout (Insist)	Unbalance (Provoke)	Defend (Retort)	Focus (Focus)
<b>Attack (Assert)</b> Reduces your opponent's Health Spirit Consumed: 0		Only the officer with the higher WAR rating is successful	Only your opponent's <b>Knockout</b> is successful	Only your <b>Attack</b> is successful	Reduces damage taken, opponent's Spirit recovers by 1	Both the <b>Attack</b> and the <b>Focus</b> are successful
<b>Knockout (Insist)</b> Greatly reduces your opponent's Health Spirit Consumed: 2		Only your <b>Knockout</b> is successful	Only the officer with the higher WAR rating is successful	Only your <b>Knockout</b> is successful	Reduces damage taken, <b>opponent's Spirit</b> recovers by 1	Both the <b>Knockout</b> and the <b>Focus</b> are successful
<b>Unbalance (Provoke)</b> If successful, your opponent cannot use Knockout or Defend during the next round Spirit Consumed: 1		Only your opponent's <b>Attack</b> is successful	Only your opponent's <b>Knockout</b> is successful	Only the officer with the higher WAR rating is successful	Only your <b>Unbalance</b> is successful	Both the <b>Unbalance</b> and the <b>Focus</b> are successful
<b>Defend (Retort)</b> Defend against Attack or Knockout Spirit Consumed: 0		Reduces the damage taken, <b>your Spirit</b> recovers by 1	Reduces the damage taken, <b>your Spirit</b> recovers by 1	Only your opponent's <b>Unbalance</b> is successful	Nothing happens	Only your opponent's <b>Focus</b> is successful
<b>Focus (Focus)</b> Spirit recovers by 2 Spirit Consumed: 0		Both the <b>Focus</b> and the <b>Attack</b> are successful	<b>Focus</b> and the <b>Knockout</b> are successful	Both the <b>Focus</b> and the <b>Unbalance</b> are successful	Only your <b>Focus</b> is successful	The <b>Focus</b> of both you and your opponent are successful

\* Terms in ( ) are actions used during debates. The relative advantages and disadvantages are the same as for duels, but they are based on the officers' Intelligence rating instead of the WAR rating.

## Debates

Debates may occur at each portion of the Planning Phase. Like with duels, they last for 5 rounds, and the officer with the most Energy at the end is the winner. If you win the debate, you will earn Record (Aptitude).

\*Officers with the "Orator" ability will begin the debate with their Wisdom completely recovered.



# Information Screens

## City Info - Basic

### Tech

Check the City Tech of the city. City Tech you have obtained will be brightly colored.

### Village

Check the villages surrounding the city. If a village's Vassal Rate reaches 100%, it will become the city's vassal. When on the "Placate" mission, you can use "Persuade" and "Coax" to increase the village's Vassal Rate.

### Facility

Check the facilities within the city. Facilities that have been constructed will be brightly colored.

### Prosperity

The current Prosperity of the city. Once the city's Commerce, Farming, and Culture ratings have reached a certain level, its Prosperity will increase, and the city can be developed even further.

### Gold

Check the Gold earned each season, as well as expenses (officer stipends).

### Supplies

You will receive new supplies each season. You consume supplies when deployed for battle.

**City** Luoyang **Region** Zhongyuan **Province** Si Protectorate **Province Capital**

**Governor** Wang Lang  
**Force** Cao Cao  
**District** Cao Cao  
**Officer** 4  
**Free** 0  
**Prisoner** 0

**War Minister** Jia Kui **Domestic Minister** Wang Su **Military Minister** Cai Yan  
*Piercingly Rational* *Piercingly Rational* *Piercingly Rational*

<b>Commerce</b>	2351+500 / 4000+500	<b>Prosperity</b>	Medium
<b>Farming</b>	3376+500 / 4000+500	<b>Gold</b>	48274
<b>Culture</b>	2591 / 4000	<b>Income</b>	7163
<b>Fealty</b>	709 / 1000+250	<b>Expense</b>	2100
<b>DUR</b>	2000 / 2000+0	<b>Revenue</b>	5063
		<b>Supplies</b>	86110
		<b>Harvest</b>	10718

**Assignment** Adaptive **Date** - Days **Difficulty** -

**Goal** -

### Commerce

(Current value + vassal effect/Current max value + City Tech effect/vassal effect)

The level of development of the city's Commerce rating. As it develops, you will earn additional income and you will be able to build commercial facilities. When on a "Commerce" mission, you can develop the city with the "Market" command.

### Farming

(Current value + vassal effect/Current max value + City Tech effect/vassal effect)

The level of development of the city's Farming rating. As it develops, you will earn additional supplies and you will be able to build farming facilities. When on a "Farming" mission, you can develop the city with the "Farmland" command.

### Culture

(Current value/Current max value)

The level of development of the city's Culture rating. Once the Culture of a city has reached a certain level, it will be able to obtain City Tech (up to 6), and you will be able to build cultural facilities. When on a "Culture" mission, you can develop the city with the "School" command.

### Fealty

(Current value/Current max value + City Tech effect)

The amount of trust the people feel towards the city. The higher this is, the easier it is to grow the population. When on a "Patrol" mission, you can develop the city with the "Patrol" command while in town.

### DUR(Durability)

(Current value/Current max value + City Tech effect)

The Defense of the city. The higher this is, the longer it can hold out when surrounded by the enemy army.

## City Info - Military

## Officer

The number of officers in the city that are assigned to its affiliated force. Officers that are currently deployed or moving are also included.

## Free

The number of officers in the city that are not affiliated with its force. You can employ them by using the "Hire" mission (P.22).

## Prisoner

The number of officers taken as prisoners during a battle or City Assault. Rulers can use the Ministry command "Allot" (P.25) to execute or release them.

Basic Military Tech Village Facility

City Luoyang Region Zhongyuan Province Si Protectorate Province Capital

Henei

Luoyang

Governor Wang Lang  
Force Cao Cao  
District Cao Cao

War Minister Jia Kui  
Domestic Minister Wang Su  
Military Minister Cai Yan

Officer 4  
Free 0  
Prisoner 0

Spear Proficiency 1225/3000  
Horse Proficiency 861/3000  
Bow Proficiency 1044/3000

Population 241831  
Troops 44484  
Recruits 1181  
Returning Troops 0  
Wounded 0  
Returning Wounded 0

Siege Weapon LV 0  
Ship LV 0  
CDW LV 0

## Proficiency

The Proficiency for each of your troop types. The higher this is, the higher the Max Morale of your armies deployed from the city will be. Additionally, once it reaches a certain level, you will be able to utilize powerful troop types as well as build training facilities. When on a "Train" mission, you can train the Spear, Horse, and Bow units at the Barracks.

## Province Capital

The capital city of the province. When you capture a province capital, you will be given the title of "Lt. Governor."

## Population

The current population of the city. It changes each season.

## Troops

The number of people in the population that can be deployed in an army.

## Recruits

The number of troops scheduled to be added the following month.

## Returning Troops

The number of troops returning to the city after their army was disbanded. After a while, they will be added back to the Troops count.

## Wounded

The number of troops that have been injured in battle. After a while, they will be added back to the Troops count.

## Returning Wounded

The number of injured troops returning to the city after their army was disbanded. After a while, they will be added back to the Wounded troops count when they return to the city.

\*CDW LV (Castle Defense Weapon LV)

## Officer Info - Basic 1

## Individual

Check the officer's personality and personal relationships.

You can see their Rapport (P.38), Bonds (P.41), Emotional State (P.40), Acquaintances (P.39), Preferences/Personality/Record (P.19), and Family relations.

## Bio

Read a biography of the officer.

## Main Char / Mission

Check the Gold and letters of introduction owned by the officer, as well as detailed missions and the status of requests. Only information for the main character is shown.

## LOY (Loyalty)

The Loyalty of the officer towards the force.

The lower this is, the more likely the officer is to participate in Revolts, and the more likely missions such as "Spy" and "Hire" are to succeed.

## Apply

The number of years the officer has served the force.

Basic 1 Basic 2 Preference Individual Bio Main Char Mission

Officer Xun Yu LOY - Age 31 Apply 1 Male

Xun Yu Force Cao Cao LEA 62+0 EXP 74  
District Cao Cao WAR 14+0 EXP 24  
Affiliated Xuchang INT 95+0 EXP 0  
Status War Minister (R) GOV 99+0 EXP 80

Commanded Troops 7000  
Spear Aptitude D Horse Aptitude D Bow Aptitude C

Commerce 8 Farming 9 Culture 7 Training Patrol  
Contradict 6 Negotiate 8 Orator 8 Virtue 7 Overawe  
Speed Arouse Endurance Siege Weapons  
Defense Naval Dueling Heroism Strategy 5

Attendant Control 6  
Slightly increases allies' defense, increases their defense and heals their soldiers.

Short Term Merit 0  
City Ranking 1  
Force Ranking 1

## Short Term Merit / Rank

The amount of Merit you received within the season, and your ranking (within the city/force). The better your ranking is, the more Earned Honors you will receive at the end of the season, enabling you to earn even more Merit.

## LEA / WAR / INT / GOV

**LEA (Leadership) (Current value + specialty/title effect):**

The higher this is, the more effective the "Train" mission will be. It also affects a unit's stats (Attack, Defense) during battle.

**WAR (Current value + specialty/title effect):**

The higher this is, the more effect the "Patrol" mission will be. Additionally, it provides an advantage during duels. It also makes your Strikes (P.34) stronger during battle.

**INT (Intelligence) (Current value + specialty/title effect):**

The higher this is, the more effective the "Personnel," "Strategic," and "Foreign" missions will be. It also gives you an advantage during debates. It will also increase the effectiveness of a Strategy during battle.

**GOV (Governing) (Current value + specialty/title effect):**

The higher this is, the more effective commands for the "Domestic" mission will be.

**EXP (Experience):**

You can earn Experience from relevant actions or the "Mentor" command (P.40), and once it reaches a certain level, your Stats will increase.

## Commanded Troops

This is the maximum number of troops an officer can command when serving as the Main General of a unit.

## Troop Type Aptitude

The officer's Aptitude for Spear, Horse, and Bow units. They rank in order of A>B>C>D, and the higher it is, the stronger the unit will be.

## Ability

Abilities you have obtained will be brightly colored. Abilities have Levels, from 0 to 9, and the higher the number, the more effective the Ability is. You can see a list of all of your Abilities by using the Info List - Other - Ability.

## Strategy

You can use these by consuming Spirit during battle. You can see the list of all of your Strategies by using the Info List - Other - Strategy.

## Officer Info - Basic2

### Rank / Merit / Stipend

The officer's current Rank and Merit. Once the officer's Rank reaches a certain level, they can be promoted (Rank & Stipend will increase). Officers will be awarded the Status of Minister at Rank 7, Governor at Rank 5, and Viceroy at Rank 2.

An officer's Stipend is the gold they receive each season.

Basic 1 Basic 2 Preference Individual Bio Main Char Mission	
Officer	C Xun Yu LOY - Age 31 Apply 1 Male
Xun Yu	Force Cao Cao LEA 62+0 EXP 74
Xun Yu	District Cao Cao WAR 14+0 EXP 24
Xun Yu	Affiliated Xuchang INT 95+0 EXP 0
Xun Yu	Status War Minister (R) GOV 99+0 EXP 80
Yu Jin	Title
Yu Jin	Rank Rank 6
Yu Jin	Merit 6142
Yu Jin	Stipend 400
Yue Jin	Expertise Just And Impartial
Yue Jin	Type War
Zhang Miao	Porte Virtue
Zhang Miao	Specialty 0
Zhu Ling	Mission -
Zhu Ling	Location Puyang
Zhu Ling	Short Term Merit 0
Zhu Ling	City Ranking 1
Zhu Ling	Force Ranking 1

### Expertise / Type

The expertise possessed by the officer when they become a Ruler, Viceroy, Governor, or Minister. However, Ministers only count when the type is the same.

Possessing duplicate expertise does not increase its effects.

You can check each Expertise and their effects by using the Info List - Other - Expertise.

### Forte

The Ability that will be taught when the officer forms a Bond with another officer.



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For those interested in completing our product survey, access the below URL:

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**Europe** <http://www.koeitecmoeurope.com/survey/rtk13/>