ROMANCE OF THE THREE KINGDOMS III (SNES)

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FAQ history:

1.0, 11/06/01: FAQ created! The sections are Introduction, Main Screen

Commands, Rulers, Officers, City, War, Items, General Tips, Links and

Wanted!!!.

1.1, 03/02/03: Finally updated the FAQ! Added a Credits section. Added a

paragraph to the Introduction. Minor changes to the Items section. Added one

new link. Spelling changes here and there. This should be all... The only other

change I'm thinking of is adding a War Screen Commands section to decrease the

War section's size, but I'm far too lazy for that.

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Sections:

1) Introduction

2) Main Screen Commands

3) Rulers

4) Officers

5) City

6) War

7) Items

8) General Tips

9) Links

10) Wanted!!!

11) Credits

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1) Introduction

Romance of Three Kingdoms III: Dragon of Destiny (RTK3) is one of my favorite

games, even if it was released back in 1993. The graphics are colorful (unlike

RTK4) and the gameplay is not too simple, not too complicated. The battle

system is arguably better than its successors, although it possesses its own

flaws.

The goal of RTK3 is to conquer all the 47 cities of China. The action is set

during the Three Kingdoms period, which, strictly speaking, began in 220.

However, the troubles of the Han dynasty and its fall begun much earlier,

arguably even in the 150's. RTK3 picks up right after the rebellion of the

Yellow Scarves, a revolt of utopian peasants, as a greedy warlord from the

west, Dong Zhuo, comes with his army and seizes the capital of Luoyang "for the

good of the dynasty."

Pretty soon, Dong Zhuo proves himself a tyrant and a miscreant: but his advisor

and son-in-law Li Ru is among the cleverest. Dong Zhuo even recruits Lu Bu, the

greatest warrior of his time, with the gift of Red Hare (Chi Tu Ma). There is a

saying: "Among horses, Red Hare; among men, Lu Bu."

However, the other local warlords cannot suffer Dong Zhuo and his plot to

replace the rightful Son of Heaven by his brother. As such, Cao Cao decides to

form a great alliance, led by Yuan Shao of Nanpi, and they lay siege to

Luoyang. From then on, troubles arise inside the alliance, relationships of

friendship and enmity are created, and a great story is woven as the alliance

crumbles and as every warlord attempts to grab as much territory as he can

control. Three dragons arose, and Three Kingdoms were carved.

One can play two different modes in RTK3. Historical mode takes into account

what actually happened during the Three Kingdoms, so that officers always

appear in certain cities, some rulers hate others, etc. Fictional mode, on the

other hand, makes everything random. You can even have officers you created

enter the game! If you feel inclined to, create your own ruler and try to

rewrite history!

This guide was written for the Super Nintendo version of the game. There's a

Genesis version of it, and a GBA one too (I think...). While general principles

may still apply to those other versions, don't ask me about particulars because

I've only played the SNES version.

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2) Main Screen Commands

Control Pad: Change selected command.

L or R: Hide Main Screen to show the map. Press twice to reveal city and

battlefield number.

A: Confirm.

B: Cancel, End selection of multiple officers.

Y: Nothing.

X: Nothing.

Start: Nothing.

Select: Options.

a) Military（軍事　ぐんじ）

-Move　（移動　いどう）: moves officers, Gold, Food, and Weapons from one city to an adjacent

one. No chance of the supplies being stolen. Note that if there is a

battlefield controlled by an enemy ruler between two cities, or a neutral

battlefield linked to two of your cities and to one city of another ruler, you

cannot move officers between them. You sometimes also have a choice of roads.

-Send　（輸送　ゆそう）: sends Gold, Food, and Weapons from one city to another. There is a

chance that some supplies may be stolen by bandits. As such, assign two

officers with high overall abilities to escort. Distance is also a factor.

-Rally　（戦争準備　せんそうじゅんび）: increase the Morale of selected troops. The Morale gained is equal to

the first digit of the soldiers' Morale when the command is issued, e.g. if you

ask troops with a rating of 70 to Rally, next month their Morale will be 77.

You cannot raise the Morale of a unit already at 100 or above. Military

officers can extend this command to 6 months.

-War　（戦争）: attack a neighboring city or battlefield. Select troops, weapons, ships,

Gold and Food to bring along. In addition, you have to choose a

commander-in-chief. Your Advisor will attempt to predict the outcome. If the

ruler or the city's Governor goes to War, he immediately becomes the CIC. The

War command is also used to send reinforcements to a city where you are

participating in an extended battle.

-Draft　（徴兵　ちょうへい）: recruit inexperienced soldiers. Costs 10 Gold and 100 Food for 100 men.

Popular support decreases. War decides how many men you can recruit.

-Hire　（募兵　ぼへい）: recruit experienced soldiers. Costs 40 Gold and 200 Food for 100 men.

Popular support decreases. Charm decides how many men you can recruit.

-Train（訓練　くんれん）: drill your troops. Their Training rating increases, depending on the

number of soldiers, commanders assigned, and their War rating. Military

officers can extend this to 6 months.

-Assign　（再編成　さいへんせい）: pair troops with commanders.

-Ship　（船建造　ふねけんぞう）: build Light, Heavy, or Armored galleys. Only available to some cities in

the south.

b) Personal　（人事　じんじ）

-Search　（捜索　そうさく）: search for hidden officers in the city. There is a chance the officer

sent will find an Item instead. Politic decides the outcome. Military and Civil

officers can extend this command to 2 months.

-Recruit　（登用　とうよう）: attempt to recruit officers from your city or from an adjacent city

about which you have information. Switch attempts to persuade the officer; Gold

attempts to win the officer over with 100 Gold pieces (even if you are

unsuccessful in recruiting, you will still lose the cash); Item sends the

officer a rare gift; and Visit allows the ruler himself to meet with the

prospect. Item and Visit can only be selected in the home city. Charm and enemy

officer's Loyalty affect the outcome of all Recruiting commands.

-Reward　（褒美　ほうび）: raises the Loyalty of one or many officers, up to 100. You can still

reward officers with Items if their Loyalty is maxed out. Gold sends a gift in

cash to all officers selected, from 1 to 100 pieces each. Item rewards an

officer with a rare offering. Book sends one officer a regular book. Governor's

Charm affects Book command like so:

- 1-39: +0 Loyalty

- 40-59: +1 Loyalty

- 60-89: +2 Loyalty

- 90-100: +3 Loyalty

Gold varies from officer to officer, and Item is predetermined.

-Give　（施し　ほどこし）: offer the populace some relief in the form of Food. Select an officer

and an amount of rice, from 1 to 10000. Success depends on Charm, population

size and the amount of Food given.

-Delegate　（委任　いにん）: delegate the rule of a vassal city. Choose from three orientations:

Domestic, Military, or Balanced. If you appoint a Civil or Military officer as

Governor, the rule is automatically delegated and you cannot gain direct

control of it unless you appoint a General or Advisor as Governor, or unless

your ruler moves there. You cannot delegate your home city. The sub-command

Delegate lets all vassal cities rule themselves: Direct puts all cities whose

Governors are Advisors or Generals back under your control; and City lets you

decide the fate of individual cities.

-Appoint　（任命　にんめい）: change the rank of an officer. There are five ranks: Advisor,

General, Military officer, Civil officer, and Governor. You can also appoint a

chief Advisor from all the Advisors in the city. Only the chief Advisor's

Intelligence rating is a factor in predictions on the Main Screen.

-Fire　（解雇　かいこ）: get rid of an officer. He will become a free officer, but will never ask

you for work again. You cannot fire an officer involved in an extended command.

-Seize　（没収　ぼっしゅう）: confiscate a special Item from an officer. His Loyalty will drop.

c) Diplomacy　（外交　がいこう） (only at home city)

-Ally　（同盟　どうめい）: ask another ruler for an alliance. You can also send a gift to convince

him. Alliances last for as long as no ally revokes it or attacks the other

ally. Charm, gift and Hostility decide the outcome.

-Joint　（共同作戦　きょうどうさくせん）: ask another ruler to invade a third ruler's city along with you. The

agreement is good for the three following months (excluding the current one).

You can also send a gift to convince him. The ruler must control a city

adjacent to the target, and have passage to it. Charm, gift and Hostility

decide the result. (Note that the gift will actually be sent after the ruler

invades the city with you.)

-Truce　（停戦　ていせん）: sue for peace with another ruler. Only available when there is an

extended battle occurring in a city you control. You can also send a gift to

convince the attacker to retreat. All prisoners will be released. Charm, gift

and Hostility decide the outcome.

-Exchange　（交換　こうかん）: ask a ruler for an exchange of goods. You can exchange Gold, Food,

Bows, Crossbows, Horses, Items and Soldiers. You cannot ask for an Item. Charm

and the fairness of the deal decide the outcome.

-Help　（援助　えんじょ）: ask an allied ruler for help. You can ask for Gold, Food, Bows,

Crossbows, Horses and Soldiers. Charm and the amount you asked for decide the

outcome.

-Threaten　（降伏勧告　こうふくかんこく）: try to persuade a ruler to surrender. You can send a guard with the

messenger to protect him from being Captured. Success is decided by both

rulers' relative strength and the messenger's Charm.

-Revoke　（同盟威破棄　どうめいいはき）: break an alliance with another ruler. If Hostility is under 70, your

officers' Loyalty will drop, and popular support too.

d) Info　（情報　じょうほう）

-Spy　（密偵　みってい）: send an officer to gather information on another city. You will learn

about the following data, which are cumulative, in this order:

1) Officers and their rank.

2) Soldiers and City data.

3) Officers' age and years of service.

4) Officers' abilities.

5) Officers' loyalty.

Military and Civil officers can extend this command to 6 months. Multiple spies

do not increase the data gained. Success depends on Politic and time.

-Own　（武将　ぶしょう）: See information about this city. Officer brings up a menu with all

officers, both recruited and free: select one to display his abilities. List

shows a quick listing of all officers, their abilities and the soldiers under

them. City displays a screen containing information about the city.

-Other　（他国　たこく）: See information about another city. Same options as Own. You can only

see info about another ruler's city if you sent a Spy, or if a wise man visited

you this month.

-Territory　（属領一覧　ぞくりょういちらん）: List of all the cities under your control and their attributes.

First screen: Governor, population, and popular support. Second screen: Gold,

Food, and tax rate. Third screen: # of Officers, Land Development, Cultivation,

Flood Control, and Irrigation. Fourth screen: Economy, # of soldiers total,

Armored galleys, and Heavy galleys. Fifth screen: Light galleys, Bows,

Crossbows, and Horses.

-Sort： arrange officers by attributes: Intelligence, War, Charm, Politic, Army,

Navy, Loyalty, or # of soldiers. Rulers and Governors are always at the top of

the list.

-Battlefield　（戦場一覧　せんじょういちらん）: display info about the different battlefields. A name in white is

an unoccupied battlefield; a name in yellow is a battlefield occupied by a

rival ruler; a name in blue is a battlefield you possess. To see which

battlefield has which number, go to the Main Screen and press L or R to hide

the menu. Press L or R once more to show cities and battlefields numbers.

（特産　とくさん）

勢力地図:

e) Development (all commands are affected by Politic and Gold invested, and can

be extended up to 6 months by Civil officers)

-Land: increases the amount of cultivable land. Affects the harvest of July.

Also decreases Cultivation and Irrigation. Max: 100.

-Cultivation: increases the amount of land cultivated by peasants. Affects the

harvest of July. Reset to 0 after each harvest. Max: 100.

-Flood Control: increases defenses against Floods and Typhoons by building

dams. Also increases Irrigation. Max: 100.

-Economy: increases the commercial value of a city. Affects the Gold tax in

January. Max: 9999.

f) Plot (you need Spying information on an adjacent city in order to be able to

select Bribe, Forged Letter and Rebellion)

-Hide: send an officer with Loyalty 95 or above to pose as a free officer in

another ruler's city. If successful, the officer will be recruited. Civil

officers will send you Spying reports. Officers in Hiding can be made to Switch

during battles. Officers will come back of their own after a certain period of

time, except if:

1) They are recruited by another ruler.

2) The city they were sent from becomes vacant.

However, officers lost through Hiding can always be recruited by normal means.

-Bribe: attempt to corrupt an officer of another ruler's city. If successful,

the officer can be made to Switch sides during battle. Success depends on

messenger's Charm and enemy officer's Loyalty.

-Forged Letter: send a false letter to an officer. If successful, the target's

Loyalty will drop. Success depends on messenger's Politic and enemy officer's

Loyalty and Intelligence.

-Rivalry: try to persuade two enemy cities to fight. You cannot select your own

cities. Spying information, messengers' Intelligence, and the Intelligence of

the cities' Advisors affect success.

-Rebellion: persuade an enemy officer to rebel against his ruler. If

successful, the officer will create a disturbance and attempt a coup. Success

of the plot depends on Charm and the enemy officer's Loyalty; success of the

rebellion depends on the number of soldiers under the enemy officer's command.

If successful, the rebel officer will leave his master and create his own

state. If he fails, he will become a free officer.

g) Market

-Sell Rice: sell Food for cash. The rate on the City Information screen is how

many supplies you must sell to get one Gold.

-Buy Rice: buy Food for cash. The rate on the City Information screen is how

many supplies you can buy for one Gold.

-Buy Weapons: buy bows and strong crossbows for cash. The rate on the City

Information screen is how much it costs to get one unit (which equips 100 men).

Officer's high Charm may get you additional weapons for free.

-Buy Horses: buy horses for cash. The rate on the City Information screen is

how much it costs to get one unit (which equips 100 men). Officer's high Charm

may get you additional steeds for free.

h) Emergency

-Exile (only available in home city menu): go into exile. You can take your

home city's officers, and a fraction of your supplies and soldiers, with you.

All other officers in vassal cities become free officers. While in exile, you

can move from city to city and get information on it. You can only settle in

free cities.

-Heal: Search for a renowned doctor (either Hua Tuo or Ji Ping) to cure

officers' battle wounds or plague sickness. Military and Civil officers can

extend this command to 3 months.

-Tax: call for a special tax of the people. You will get additional Gold and

Food, but popular support will severely drop.

-Rate: change the tax rate for the January Gold tax and the July Food tax.

Higher tax rates mean more revenue but may cause the people to rebel. 40% is

default, and the highest value without a chance of rebellion.

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3) Rulers

Your ruler is the central character of the game. He gives orders to

subordinates and can enter in diplomatic negotiations with other rulers.

Q. What are the most important abilities for a ruler?

A. All of them are more or less important, but two are vital.

1-Charm! With a high Charm rating, your ruler's reward command increases in

potency (when using Books). He is also able to recruit officers more easily,

and as a diplomatic messenger, it will be easier for him to convince other

rulers. In this regard, acquiring the Hereditary Seal is most fortunate, as it

raises its holder's Charm to 100. The +15 to Politic is also nice. (See section

6 on Items for details.)

2-Army! With a high Army rating, your ruler can command more soldiers. This

makes him more resistant on defense, and he ceases to be a liability. With 70

or more, he can make Simultaneous attacks during land battles - and since he

always is the commander-in-chief, it's rather important if he's going to be in

a lot of battles. (Note: Navy can replace Army here, but since there aren't as

many water battles as there are land battles, if you don't also have Army at

70, you won't be able to involve your ruler in Simultaneous attacks.)

Why don't you need high ratings in the other abilities? Well, Intelligence is

mostly used in Plots, and you have better uses for your ruler than scheming for

two rival cities to fight - that's what Advisors are for. Enemy Plots shouldn't

worry you, unless you're playing at Advanced level - and even then. Politic is

nice, because it allows you to make improvements on your city via Development

and to search for free officers. But when you \*do\* begin to have enough time

and money to invest, you should have more than enough subordinate officers to

take care of that.

What about War? It's always useful in battles and duels, but if you grow cocky

and your ruler is captured by an enemy general full of prowess (hint: Lu Bu!),

it's a bitch. It should be high enough so that most generals don't always

challenge him, though.

So in summary, here's the order of priority: Charm, Army/Navy, War, Politic,

and Intelligence.

Q. Who are the good/bad rulers?

A. Depends on the scenario. This list not only takes into account the ruler's

abilities, but also his territory and potential for growth. It also assumes

that you're a beginner, because with some skill and experience you can finish

the game with any ruler.

Scenario 1:

Good:

Cao Cao

Sun Jian

Yuan Shao

Liu Yan

Dong Zhuo

Bad:

Ma Teng

Wang Lang

Yan Baihu

Kong Zhou

Gongsun Zan

Qiao Mao

Han Fu

Scenario 2:

Good:

Cao Cao

Liu Bei

Sun Ce

Yuan Shao

Liu Zhang

Liu Biao

Bad:

Kong Rong

Ma Teng

Wang Lang

Yan Baihu

Zhang Lu

Scenario 3-6:

There aren't any really good or bad rulers in later scenarios. Those with

little territory (Liu Bei in 3 for example) have many officers and can expand.

Rulers with lots of cities (i.e. Cao Cao) may have more resources but have few

officers in every city, making it more difficult to develop. The only exception

is Meng Huo in Scenario 5. Now that's a challenge!

Q. Can I recruit other rulers?

A. Directly, no. The only way to get a ruler to work for you is to make him

surrender to you via Diplomacy > Threaten. However, the command usually works

only when your soldiers vastly outnumber his, are stationed close, and when

he's generally screwed.

Q. What are good fictitious rulers?

A. Here are some of my favorites.

#1: The Warrior

Intl 55 Army 100

Pol 60 Navy 50

War 90

Charm 70

Real nice in battles. With the Luminous Sword, you'll get 100 in War, although

you could forego some Charm to make it higher to start with. At 110, few people

will dare fight you. But still, beware Lu Bu!

#2: The Civil Dude

Intel 95 Army 50

Pol 95 Navy 50

War 65

Charm 70

Okay, so he's not so great in battles. But he can Plot like no one else! Wow.

#3: Personal Favoritest Ruler

Intl 55 Army 80

Pol 60 Navy 50

War 80

Charm 100

Wowee! Soldiers, and top Charm - that's useful. If you plan on seizing Luoyang

and getting the Hereditary Seal soon, then cut back on Charm and invest more on

Army and perhaps Politic. Yes, Politic. Or maybe War.

(Note: All those examples are with males of less than forty years of age. If

you change either sex or age, then you'll get different starting values and

bonus points.)

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4) Officers

Officers are the life and blood of your organization. They come in different

flavors, and some are better suited for specialized purposes.

Q. What are the different kinds of officers?

A. There's six main kinds, plus two sub-kinds. You can appoint Civil and

Military officers, Generals, Advisors and Governors via the Personal > Appoint

command. When Generals or Advisors are appointed from Civil or Military

officers, they gain some loyalty. When Civil or Military officers are appointed

from Generals or Advisors, they lose some loyalty.

Main kinds:

1-Civil Officer

This guy ideally has good Politic, Intelligence and Charm, but there are no

strict prerequisites. Used in Personal (extended), Diplomatic, Development

(extended), Plot commands and to Spy (extended).

2-Military Officer

He should have appreciable War and Army/Navy, but there are no strict

prerequisites. Used in Military (extended), Personal (extended) commands and to

Spy (extended).

3-General

A higher kind of Military Officer. To become a General, an officer needs to

have War, Army and Navy ratings of at least 70 (although a very high value can

redeem another lower one). Can be used in Military, Personal, Diplomatic,

Development, Plot commands and to Spy.

4-Advisor

A higher kind of Civil Officer. To become an advisor, an officer needs a high

combination of Intelligence and Politic (does anyone know the exact formula?).

Can be used in Military, Personal, Diplomatic, Development, Plot commands and

to Spy. Also gives predictions on Main Screen Commands.

5-Governor

Governs vassal cities for the ruler. You can directly control cities whose

Governors are Generals or Advisors, or delegate them. You \*have\* to delegate

cities whose Governors are Civil or Military officers. Note that if you appoint

a Civil officer to be a Governor, he will gain the ability to have soldiers.

6-Ruler

The main character. Acts as a Governor of the home city. No restrictions on

abilities.

Sub-kinds:

7-Hidden Officer

An officer hidden in a city. You must discover him with the Search command to

be able to recruit him.

8-Free Officer

An officer who has been discovered with the Search command or fired by a ruler.

Travels from city to city waiting to be recruited. Sometimes free officers will

apply to you for employment.

Q. Who are good Generals/Advisors?

A. Oh God, I'm not gonna list them all! Anyway, here are some truly great ones,

in order of personal preference. Note that in later scenarios, most of them are

already recruited by rulers - and loyal to them, too.

Advisors:

Deng Ai

Jiang Wei

Zhuge Liang

Sima Yi (and his sons)

Pang Tong

Lu Xun

Zhou Yu

Xu Shu

Lu Meng

Lu Su

Zhuge Jin

Xun Yu

Xun You

Zhong Hui

Generals :

Zhao Yun

Guan Yu (and his sons)

Zhang Fei (and his son)

Ma Chao

Huang Zhong

Lu Bu

Xu Zhu

Xiahou Dun

Xiahou Yuan (and some of his sons: Xiahou Ba, He and Hui)

Xu Huang

Zhang He

Zhang Liao

Taishi Ci

(IMPORTANT NOTE: Don't mail me saying, "Yes, but [insert character's name here]

is also great!" You're probably right, but this isn't an exhaustive list.)

Q. Help! My officers suck!

A. Tsk tsk. A couple of pointers:

1-Don't recruit everyone. You need to pay your officers' wages, so check

abilities before recruiting. You don't need too many Military officers. I love

Civil officers, although you can get by with Generals and Advisors.

2-Send spies for extended periods of time in adjacent cities. If you send them

for long enough (usually five or six months) you'll get the residing officers'

Loyalty rating. The lower it is, the higher your chances of successfully

recruiting them.

3-Search! It's simple, really. When you get a new city, search for officers

with someone who has a high Politic rating. Also, here's a list of where good

officers usually appear in Historical mode:

Chenliu

Xuchang

Luoyang

Changan

Xiangyang

Runan

Chengdu

If you get those cities, you'll probably get good officers eventually.

Q. How do I recruit officers from other rulers?

A. See number 2 to above question. You also can use an advisor with high

Intelligence. First, send a spy to assert the officers' Loyalty. If it's under

95, they can be recruited (yes, believe me). The lower, the easier.

How? Send someone with as much Charm as possible, and with Gold if you can

afford it. Listen to your Advisor's predictions (see section 8 for tips on

Super-Advisors). If you're not sure your Advisor is correct, then don't waste

any Gold and use Switch instead. A Visit with the ruler has a higher chance of

success. Items too, but be prepared to lose them if you do succeed in

recruiting!

If you recruit the Governor of another ruler's city, the whole city falls into

your hands, and all its officers too. Their Loyalty will vary widely,

(depending on Hostility?) and some may even quit and become free officers.

Extra tip: if you know that an officer can qualify as a General or an Advisor

but is merely a Civil or Military officer under another ruler, it usually means

his Loyalty is very low. You can see officers' rank as early as the first month

of Spying, so use this to your advantage!

Q. Help! I've lost an officer through enemy recruiting/battle!

A. Don't panic. If it was through recruiting, you can try to recruit him back.

However, he might love his new master - in which case your only course of

action is to plot sweet, sweet vengeance.

If you lose a good officer in battle, he will never be captured or freed but

always recruited (unless you're playing against a human opponent). It's really

easy to recruit those back, unless their Loyalty was abysmal under you. Just

know that any Items he had with him will now be in the enemy ruler's

possession. In such a case, be sure to plot sweet, sweet vengeance.

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5) Cities

Furnish you with a base. Every January, citizens pay you a Gold tax - and you

pay your officers' and soldiers' wages. Every July, citizens pay you a Food tax

- and you pay your officers' and soldiers' wages.

Q. What are good cities?

A. Most cities of the central plain of China are good, especially the two

capitals of Luoyang and Changan. Here's a list of good cities with a large

population:

Luoyang

Changan

Xuchang

Nanpi

Wan

Xinye

Xiangyang

Shangyong

Wu

Chengdu

Qiao

Runan

Q. Bad cities?

A. Ugh. List.

Xiangping

Daixian

Jinyang

Puyang

Wuling

Lingling

Guiyang

Nanhai

Jianning

Xiabian

Anding

Xiliang

Tianshui

Note that the bad ones are on the periphery of the map, and the good ones in

the middle. So, in general, I advise you to expand toward the center.

Q. Why can't I recruit more soldiers?

A. Check your main screen: the population is in red. It means your army is too

large for the population to support. Or your officers already have their

maximum amount of soldiers, but that doesn't happen often.

Q. What about development? When/what/how much?

A. Cities always produce goods for you. Moreover, so long as you have a large

population to draw soldiers from, you should be happy. Development, however,

increases their productivity at January and July taxes. Developing Flood

Control also lessens the impact of Floods and Typhoons.

When: Early on, your efforts should go towards military conquest - assuming

you're playing one of the earlier scenarios, of course. Getting soldiers,

training them, and recruiting new officers should be your main occupations.

Development is always a long-term plan, and right now you should pay attention

to your present survival if others attack you. So, I suggest beginning

Development when you have a handful of Civil officers (2-3) and extra Advisors

who aren't doing anything. Having a small territory of 2-3 cities is also

recommendable.

What: Start with Economy. Always Economy. With more cash, you can issue more

Development commands, Draft/Hire soldiers, and buy weapons and supplies (I find

it easier to buy Food, by the way, then to grow it - less hassle). Then, as you

get more cash from conquests or taxes, start working on Land and Flood control.

Cultivation is not really important, but if you're hurting for rice and the

harvest is coming up then it's a decent choice.

How much: Land and Flood control don't need to be maximized at 100, even if you

plan on holding on to that city. You only need Food on the front, and you don't

need to grow that much anyway because you can always buy some - it's faster.

Notice that even if the main screen shows Flood Control at 100, you sometimes

can continue working on it: this is because of Irrigation, which increases the

harvest. Irrigation is a factor of Land and Flood Control: Land decreases it,

but Flood Control increases it. You can see Irrigation in the Info > Own > City

screen.

As for Economy, don't go crazy: the max is 9999, but reaching that will take

you fifty years of constant development. Anywhere from 1500 to 3000 is good,

especially if it's a safe city.

Q. What about Popular Support?

A. Max it, that's my advice, unless you're hurting for Food. The larger the

population, the more rice and the more Charm it will take to get a good effect,

but it's worth it. A city with high support has no chance of rebelling, and

will yield more at tax time.

(Note: it is more efficient to spread the gifts of Food. Giving a city ten

times 1000 Food will have a bigger impact than giving 10000 Food at once.)

Q. My city's values (Land, Flood Control, Cultivation, Economy, and Popular

Support) keep dropping! Why?

A. Three possible explanations:

1-Natural disasters, such as Plague, Flood, Typhoon, and Locusts will lower

these attributes. Rebellions by the people will too.

2-War in your city.

3-You're pissing off the people with emergency taxes and drafting solders, in

which case the Popular support drops.

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6) WAR!

Yes, war. Fighting with other warlords is the main way you'll gain new cities

and settle disputes.

Q. How can I win in war?

A. That's another one of those large, unanswerable questions. Let's see...

1-Soldiers

The more you have, the better. High Training (increase with Military > Training

command) also makes them tougher, which means you'll take less damage and

inflict more in battle with others units. Training to 100 is a must. I repeat:

a must.

As for Morale, you can raise it to 100 too (with Military > Rally command).

Training will also increase Morale, but up to 70 - as such, it's more efficient

to begin with Training and follow up with Rally. Morale affects mobility,

overall power, and how long the troops can stay without Food. However, it has

the interesting capacity to go over 100 (up to 120) if you make the soldiers

participate in battles. Over 100, you will witness an increase in mobility from

6 to 8, indicating that you're using "veteran" troops. If you plan to go heavy

cavalry, then a Morale rating of 70 or so is sufficient, since cavalry units

always have a mobility of 8.

The drawback of veterans is that participation in battle usually reduces their

number, so that soon you have to choose between officers with few veteran

soldiers or officers with large untrained mobs. There's two ways to overcome

this problem. First, you can consolidate your smaller squads of soldiers, by

Military > Assign, and merge several small groups into a bigger one under the

command of a single officer. Another solution is to merge veteran troops with

soldiers who already have a Morale of 100. The overall Morale of the resulting

unit will still be over 100, and you will experience the gain of mobility

desired.

There are three ways to acquire new soldiers. The first one is to Draft them

from a city. Fresh recruits have low Training and Morale levels, and need much

time to become battle-ready. However, they are dirt-cheap: 100 drafted men cost

10 Gold and 100 Food. The officers' War rating determine how many recruits you

can Draft. This is how you should get your soldiers early on in the game.

The second way to acquire soldiers is to Hire them from a city. Those

mercenaries have higher Training and Morale levels, but cost 40 Gold and 200

Food per 100 men. Your officers' Charm rating determine how many troops you can

Hire. When resources start pouring in, Hiring soldiers will drastically reduce

your battle preparations.

The third way to gain soldiers is to recruit enemy officers who have some. You

can do this from the Main Screen, or by capturing officers in battle as they

try to flee or in Duels with your generals. The Training and Morale will vary

greatly depending on your opponent. Note that if you Free or Capture the

officer, you will not get his soldiers. Instead of killing him, Recruit and

then Assign his troops (or Fire him if his Loyalty is too low, it's faster).

Beware, rulers tend to Assign most of their troops to very loyal followers.

2-Terrain

There are three kinds of battles: city, land, or naval.

a) In a city battle, the defending side is positioned inside the walls while

the attackers are on the outskirts. To get inside, the attackers must assault

the gates to destroy them (using a Normal attack, not with Simultaneous, Bow,

Firebolt, Charge, or Fire). Gates have a toughness of 100: when it reaches 0,

the gate opens. You can also climb over city walls if you have a mobility of 9

(just spend a few turns waiting to increase mobility). It won't always work,

especially if Training and Morale are low.

There are subtler ways to open the gate - from the inside. If one of your units

is already within the city, it can open the gate for the others by just walking

in it. If you Bribed an enemy officer on defense or have an officer in Hiding,

have him Switch to your side and open the doors! Last, if a defense unit stands

in a doorway and is attacked at melee range by one of the attacking units, the

gate will stay open.

Not only can you win city battles by destroying the opposite side or making

them flee, but the attackers can also win by seizing all the castles in the

area. Doesn't happen often, though, and so long as the defenders hold one

castle all the other ones provide no benefit. (It has only happened to me

twice.)

In a single month, the two sides will fight for 10 days, with 3 turns by day -

hence a total of 30 turns. If no winner has been declared, the battle will

continue next month unless a Truce is declared. The two sides can send more

reinforcements to the besieged city during the month via Military > War.

b) In a land battle, the armies are arrayed in the countryside. Here, it's the

defending side that has an extra way to win: if they can defend the battlefield

for twenty (?) days, the attacking side must retreat. There are three main

kinds of land battlefields: fortification, mountain and plain.

c) A naval battle is identical to a land battle, only now units are aboard

ships. Fire plays a bigger role in those contests. No, you can't get off on

islands or the riverside. You're stuck.

Weather also plays a part in battle. Clear is the default weather: you can see

everywhere, and so can your enemy. When it rains, units' vision is restricted

to the squares immediately next to them. Fire commands (Plot > Fire and Attack

> Firebolt) are also unavailable. In fog, there is no vision at all, and if you

move carelessly, you may encounter an enemy unit. In such a case Training,

Morale and the commander's abilities determine which side gets to make a

Surprise attack!

3-Weapons

There are four kinds of military units.

1-Infantry uses no weapon, and has mobility depending on its morale and any

special horses (Item) the commander may possess. They can use Normal,

Simultaneous, Surprise, Charge and Combat attacks.

Verdict: cheap and effective. Don't forget to train them.

2-Archers have regular bows. Their mobility also depends on morale and the

commander's horses. They can use Normal, Simultaneous, Surprise, Bow, Firebolt,

Charge, and Combat attacks. Bow and Firebolt have a range of 2.

Verdict: technically better than Infantry, but I don't like to use them too

much. At the beginning of the game they broaden your tactical options, but

later on invest in...

3-Strong Archers use strong crossbows. They have the same abilities and attacks

as regular Archers, but their ranged attacks have increased power and a range

of 3.

Verdict: Uwwaa! My favorite unit. If you keep a few tens of thousands of these

behind walls, no one can get through. It's a waste to have them fight hand to

hand because dead soldiers somehow take their weapons with them to Heaven. And

Lord knows strong crossbows cost an arm and a leg.

4-Cavalry units have a mobility of 8 unaffected by morale - commander's horses

can still make a difference. They are faster and stronger than Infantry in

close quarters, especially their Charge attack. Can use Normal, Simultaneous,

Surprise, Charge and Combat attacks.

Verdict: I don't like Cavalry. In field battles they're nice, especially if

your soldiers lack Morale, but in city assault they don't possess the crucial

ability of being able to climb walls. Also, since it's cavalry's job to fight

toe-to-toe with the enemy, you'll always lose horses after each fight - which

does not happen with Archers and Strong Archers.

There also are three kinds of ships you can use in naval battles. You can only

build ships in cities of the South Land (check if Military > Ship is available

or not).

1-Light galley (1000 gold and 2 months to build 2)

They have a mobility of 8, but low attacking and defensive powers. Dirt cheap,

I guess.

2-Heavy galley (2000 gold and 4 months to build 2)

Mobility of 6 and intermediate battle power.

3-Armored galley (3000 gold and 6 months to build 2)

Now we're talking. Resists attacks well, but has a mobility of only 4.

Note that in naval battles you must assign both weapons and ship to a unit.

Don't waste cavalry in naval battles, they don't provide any bonus.

4-Strategy

Okay, here it goes. Let's separate this section in three: Defense, Offense, and

Tactics.

Defense: The goal is to do maximum damage to your opponent with minimum damage

to you. As such, ranged units (i.e. Archers and Strong Archers) are the key.

Position them behind gates or walls, and have them fire away at incoming foes.

If the gates are breached, have the Archers retreat behind a wall of

Infantry/Cavalry positioned on strong ground (houses, camps, forests or hills).

Keep firing from behind while your melee units engage the enemy at close range.

If you have waaayyyy more soldiers than the opponent, he might just run away

upon seeing you. It happens.

If you have little Food, the enemy might piss around and wait for you to

starve. You can either forfeit and flee, or try to beat them before your troops

lose all their Morale.

Offense: The goal is to strike where it hurts the most - the

commander-in-chief. If the defenders' CIC runs away, the whole force has to

follow. So concentrate your attacks on him, keeping away reinforcements from

interfering.

However, another easy way to win is to look at the soldier/Food ratio. If you

have a higher ratio than the enemy does, technically you can starve him. If,

say, he has 10000 Food for 10000 soldiers, and you have 20000 Food for the same

number of soldiers, then you'll win if you just sit back and wait for him to go

through all his supplies. This may take a very long time, and I don't recommend

it. I suggest you starve the enemy only if he has a low amount of Food, period

- none at all is good. If they have little Food, they'll come for your ass like

crazy, and Charge your CIC through and through. Just retreat gradually, and let

them starve.

Tactics:

1 - Fire! You can set the ground on fire using the Plot > Fire command in the

menu, or by shooting Firebolts with a large number of soldiers. Fire's movement

depends on the wind, so be careful. Forests and grass are easier to burn than

swamp and river. Castles are almost invulnerable. If it's raining, burning

terrain will be extinguished. It's much easier to set empty ground on fire than

to set fire to ground occupied by a unit.

On defense, shoot Firebolts over the walls at enemies: they'll be caught in a

sea of flame, and your own forces will be protected by the fortifications.

In naval battles, you can set the enemy's ship on fire by the same two methods.

The ship will burn until the enemy successfully douses the fire with Plot >

Extinguish, or until it rains.

Be careful with fire. Forests burn especially well, and wind can shift

suddenly.

2 - Simultaneous attacks! Have two or more units concentrate their attacks on

one enemy. It takes an Army rating of 70 to initiate a Siml. on land, and a

Navy rating of 70 for naval battles.

Choose Siml. and a target (only melee attacks can be Simultaneous). All other

friendly units (including reinforcements) surrounding the enemy and who haven't

acted this turn will join in the attack. Up to 5 friendly units can join in a

Siml. attack for a 6-sided smiting. Ouch!

The interesting thing with Simultaneous attacks is that they are more efficient

than their normal counterparts. If, for example, two of your units of equal

size independently attack a single enemy, they'll each lose X soldiers and kill

Y enemy soldiers (well, technically \*no\*, but let's assume it's that way). If

you have them attack Simultaneously, they'll each lose less than X soldiers and

will kill more than (Y x 2) soldiers.

Try to trap enemy units along mountains or walls - or better, surround them.

3 - Charge! All land units have the ability to get in there and mix it up with

the enemy, and it's stronger than a Normal attack. Cavalry is the best at this,

and Archers the worse. The Charge is more powerful the higher the commander's

War rating is. When Charging, you may injure the commander of the enemy unit.

Use Charge when the enemy has few soldiers remaining. You may capture the enemy

commander.

You can use Charge to get in or out of a particular spot, as you may traverse

the enemy unit when Charging. It's sort of a desperate measure, but what the

heck, it's there if you need it.

4 - Combat! Duels between the officers is one of the coolest features of this

game. To initiate a duel, just choose Attack > Combat. Only units in land and

city battles can use this, and you cannot ask for a duel of a unit inside a

castle - usually the CIC, in other words.

The officer receiving the challenge may decline it. In that case his unit loses

Morale. Also, your own officers may accept a challenge without consulting you.

If the duel is accepted, the result depends mainly on the officers' War rating.

The two warriors will exchange blows for as long as needed. A duel ends when:

a) One officer's stamina (the colored bar) is empty.

b) One officer successfully flees from battle (in which case his unit loses

Morale).

c) Both officers' health is very low (around 15% or less) and they decide to

call it a draw.

If your officer wins a duel, his unit's Morale goes up. The enemy commander and

his soldiers are captured, and are out of the battle from now on.

5-Food

Food is extremely important, either on offense or on defense. Always be sure to

have more Food than soldiers: a 1:2 (soldier:Food) ratio is the minimum I

recommend. If a city has very few supplies (the Food counter on the main screen

will be red) other rulers will constantly attack until you starve to death.

The easiest way to get Food is to get it from conquests. You can raid another

ruler's city, kill everyone inside, and get the supplies - both Gold and Food.

Then retreat back to your base.

The second easiest way to get Food is to buy it. Look at the Info > Own > City

screen, and at the value next to the [+ rice] icon. Price ranges from 25 (yuck)

to 75 (great) Food per Gold. You can usually buy 100000 Food for less than 4000

Gold.

Of course, you can always wait for the harvest in July. The Food obtained

depends on the population size, support, tax rate, Land, Cultivation and

Irrigation. You must pay Food wages to your forces too, so the less soldiers

and officers in the city the more goes in your pockets.

6-Plots

You can activate special Plots in battle. If there's an Advisor on the

defending side, he may also suggest that you dig pitfalls before the battle

starts. The number of pitfalls depend on the Advisor's Intelligence rating.

Place pitfalls in front of gates and bridges. They can deal a lot of damage,

depending on the enemy unit's size.

If you are attacking and have an Advisor with you, he may warn you of the

presence of pitfalls. Interestingly enough, I found out that those pitfalls

never have a definite emplacement. But it seems your Advisor has a chance to

"disarm" the pitfalls at the beginning of the battle. If he fails, you're sure

to encounter pitfalls if you step on a space where a pitfall can be dug. If he

succeeds, you won't encounter any pitfalls at all.

-Fire: covered in the section above on Tactics. With this command, the unit

tries to set fire to an adjacent space. Setting fire to ground occupied by a

unit is much more difficult than setting empty space on fire. Success depends

on Intelligence of your officer, and on that of the enemy commander if you're

trying to set occupied land on fire.

-Ambush: have a unit take cover in terrain. You can only Ambush in land and

city battles. Terrain in which you can Ambush are forests, high grass, and

hills.

When Ambushed, a unit will stay that way until you order it to move Normally or

until an enemy unit walks up to it. In that case you will be given the choice

of making a Surprise attack! Those attacks are extremely powerful, and

casualties on the attacking side are exceedingly low. You can also move while

Ambushed to other Ambushable terrain, for 6 mobility points. To break cover,

just order the unit to move Normally.

You can't ambush the CIC, Cavalry or units already located next to enemy units.

Sometimes Ambush fails. If there's Fog, and you can't see the enemy unit next

to you, Ambush will fail anyway.

-Switch: try to persuade an enemy commander to switch to your side. There are

three options: Hide, Bribe, or Any. If you sent an officer in Hiding and he's

among the opposing troops, he will immediately Switch to your side. If you have

an Advisor with you, he will tell you if any officers are in Hiding among the

enemy forces.

You can Bribe enemy commanders before the battle starts. The lower their

Loyalty is, the better the chances of success. Interestingly enough, you can

Bribe enemy Governors! If they hold the only castle in the city, then you'll

win automatically upon the Governor's treason. Your Advisor will also tell you

if any Bribed officers are around.

The Any option attempts to persuade an enemy officer who hasn't been Bribed or

sent in Hiding. Success depends on his Loyalty, and the commander's

Intelligence and Charm. It also costs some Gold to attempt this, whether you

succeed or fail.

-Incite: have two adjacent enemy units attack each other. Really powerful, as

it costs you no soldiers. However, you need to really see that the two units

are side by side. Success depends on the Intelligence of your commander and on

the enemy commander's.

Confuse: attempts to confound an enemy unit. If successful, the enemy unit will

be marked with a ? and unable to act for a few turns. I'm unsure as to whether

it also decreases the unit's defensive abilities. This Plot depends on the

Intelligence of your commander and the enemy's.

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7) Items

Enhance officers' abilities. There are four kinds: Books, Swords, Horses, and

Miscellaneous.

1-Books

War Manual of Sun Tzu: Intelligence +10, Politic +5. Seven copies of this book

on the Art of War are scattered throughout the land. Discover them with the

Search command.

New Treatise of Meng De: Intelligence +8, Politic +5. Meng De is the pseudonym

of Cao Cao. Another volume on the art of war. Cao Cao has it in Scenarios 1-4.

You can find it in 5 and 6.

Way of Peace: Intelligence +5, Politic +5. The "T'ai-p'ing ching", in other

words. Search for it.

Supreme Book of Magic: Intelligence +6, Politic +5. The wise man Zuo Ci may

visit you at the beginning of the month and bestow it upon you.

2-Swords

Black Dragon: War +5. Guan Yu's sword (in Scenarios 1-4), stolen by Pan Zhang

(under Sun Quan) after his death (Scenario 5). Search for it in 6.

Sword of the Seven Stars: War +7. A foot-long blade, richly decorated. Carried

by Wang Yun in Scenario 1, but can be discovered with the Search command in

later scenarios.

Sword of Trust: War +8. The sword of Cao Cao and his descendants.

Luminous Sword: War +10. Another one of Cao Cao's sword. Carried by Cao Cao in

Scenarios 1-3, and by Zhao Yun in 4-5. Can be found with Search in Scenario 6.

3-Horses

Stallion of the Storm: Mobility +1, and 100% rate of fleeing from battle (and

duels?). Liu Bei has it in Scenario 4. Search for it in others.

Grey Lightning: Mobility +1, and 100% rate of fleeing from battle (and duels?).

The horse of Cao Cao and his descendants.

Red Hare: Mobility +2, and 100% rate of fleeing from battle (and duels?).

Belongs to Lu Bu in scenarios 1 and 2, and to Guan Yu in 3 and 4. Use the

Search command to get it in Scenarios 5 and 6.

4-Miscellaneous:

Medical Book of Hua Tuo: Given to you by Hua Tuo himself, when you use the Heal

command. Effect: if an injured officer is in your home city, he will

immediately recuperate the following month.

Hereditary Seal: Politic +15, Charm to 100. Sun Ce has it in Scenario 2, Cao

Cao in Scenario 3-4, and the latter's descendants in 5-6. Search for it in

Luoyang during Scenario 1.

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8) General tips

General advice and hints.

1-Super Advisors

You'll have noticed by now that if you have one or more Advisors, the chief

Advisor will make predictions concerning the success of the commands you issue

on the Main Screen. The accuracy of these predictions depends on the

Intelligence rating of the chief Advisor: the higher it is, the more accurate.

Technically, the only Advisor with a 100% accuracy in predictions is Zhuge

Liang, everyone else having 98 or less in Intelligence. But you can increase

Intelligence with books! The 7 War Manuals of Sun Tzu, the New Treatise of Meng

De, the Way of Peace, and the Supreme Book of Magic all give a bonus in

Intelligence to their holder (see section 7 on Items).

So all you have to do is find an Advisor with an Intelligence rating of 90 or

above, and reward him with a book that will raise it to 100 or more. Voila! All

his predictions will always be right from now on. Just be sure to appoint him

chief Advisor, using the Personal > Appoint command. All the Advisors I

recommend in the section on Officers have an Intelligence of 90 or above, so

search for those guys!

2-Alliances

There are two ways to use alliances. The first is to ally yourself to a

powerful ruler nearby. This way, you can call on him for help in offense (via

Diplomacy > Joint) or on defense. Also, if the ruler has no Advisor in his home

city, you can ask him for supplies (by Diplomacy > Help). Ask for outrageous

amounts like 50,000 gold in January: the ruler won't want to give you that

much, but he'll offer you a new term still very considerable. This works mostly

with stupid rulers, like Dong Zhuo.

The second way is even sneakier. If your powerful ally decides that you're

going down, he'll have to break the alliance. Granted that your Hostility

rating is below 70, this will drastically lower his officers' Loyalty and the

popular support of his cities. You can now recruit practically all his

officers, get his soldiers, and attack him!

Extra tip: if you want to subdue an ally but don't want to break the alliance

because it will lower your officers' Loyalty, just threaten him once or twice

(Diplomacy > Threaten). When the hostility reaches 70 or more, revoking an

alliance doesn't cause any drop in Loyalty or popular support.

3-Battlefields

Try to gain cities and battlefields that control areas. For example, Luoyang

has two battlefields nearby: Hulaoguan to the east and Huguan to the northeast.

If you get those, you'll pretty much control the center the map and prevent any

horizontal expansion from other rulers. Divide and conquer, sorta. Another city

with important battlefields is Jiangling, surrounded by Chibi, Changban and

Yiling. Last, Jianye in the east can control Hefei, Ruxukou and Zhunyin.

Also, fighting in battlefields instead of cities protect the latter's values

(Land, Economy, etc.) from dropping. Fortifications are particularly easy to

defend: just stick tons of Archers behind them, and fire at anyone who comes

close. With an Advisor, pitfalls become an option, and defeat seems unlikely.

4-Starter's guide

If you start a new fictitious ruler in Scenario 1, here's a quick help guide of

what to do. I assume you chose one good Advisor (with 100 Intelligence if you

can, or at least 90!) and one good General to start with. The third officer is

up to you, but I prefer a second General. As soon as you can, raise your

Advisor' Intelligence to 100 or more with a Book Item.

This guide's general principles can also be applied to any other Scenario or

ruler.

1) Choose Xuchang as your city. It's big, and has a couple of battlefields

nearby (Guandu and Hulaoguan). It's also close to other big cities, like Qiao,

Runan, and Luoyang.

2) In the first month, draft ten thousand soldiers and train them.

3) As soon as possible, ally with Cao Cao. Also, send a spy to Luoyang. Ask Cao

Cao for help only in tough fights, since you have to reward him when he comes

to your help with Gold and Food.

4) Try to recruit Wang Yun from Dong Zhuo. He's a good Civil Officer, but

moreover he has the Sword of the Seven Stars. Get if from him (by Personal >

Seize) and repeatedly try to recruit Lu Bu with it. It will work eventually.

(Don't worry about Wang Yun's Loyalty too much.)

5) Be sure to search your city. There's a bunch of okay officers waiting for

you, and a very good one: Zhang Liao.

6) Keep increasing your army and training it. Eventually, you'll be strong

enough to attack a battlefield. If Cao Cao has Guandu, don't get it because

he's your ally. Get Hulaoguan, but beware of Li Ru. If he's in Ye (if Dong Zhuo

attacked Han Fu early on) or Hongnong, then no worries.

7), Cao Cao doesn't like alliances. After a widely varying period of time -

from 6 months to 3 years - he'll break the alliance and attack you. Repel the

attack as best as you can (be sure to have enough Food!) and then Spy in his

cities nearby. Recruit all the officers you can, such as Xun Yu and You, Xiahou

Dun and Yuan, Man Chong, Guo Jia, Dian Wei, Cheng Yu, etc.

8) You should now have around 60,000 soldiers, depending on how soon Cao Cao

broke your alliance. Ally with Yuan Shu (if he's still strong in Wan) and ask

him to attack Luoyang with you. Again, beware Li Ru if he's there, and Hua

Xiong too.

9) After getting Luoyang, rest your armies and hire more soldiers. From there

you can pursue Dong Zhuo west via Hongnong and Changan, asking Yuan Shu for

help. Another option is to go back east via Ye and Xuchang to seize Chenliu,

Qiao, Runan, and eventually Nanpi. If Liu Bei is still alive in Pingyuan, ally

with him and help him defend himself from Yuan Shao. If (or when) Yuan Shao

gets Pingyuan, send a spy ASAP to recruit Guan Yu and Zhang Fei.

Once you have control of the central plain, you have a lot of options. I prefer

to work my way west and get Changan and the surrounding battlefields. Tao Qian,

Kong Rong and Gongsun Zan are all weak. Yuan Shao is better, but you can

probably recruit many of his good officers like Zhang He. If you want to head

south, do so by Wan, Xinye, Shangyong and Xiangyang. They are much better

cities than Jianye, Shouchun or Wu in the east. Liu Biao is not too strong, but

he controls a rich region - ask Sun Jian for help in beating him.

5-Safe cities

I call safe cities those that are not exposed to enemy attacks. A city can be

safe because you control all the surroundings ones, or because the cities

around are empty. Just stick a couple of officers in such a place, and you have

a base that produces supplies for you at no cost in defense. You may want to do

some Development beforehand to increase production. Also, beware rulers in

exile who may settle in vacant cities nearby.

What safe cities do is increase your total supplies for war. You can send Gold

and Food to the front, allowing the hard-pressed Governors to recruit more

soldiers. Also, you might get killer prices at the market in some of your safe

cities. Buy weapons and ship them off to soldiers who need them.

To a lesser extent, cities that have battlefields as protection are also

"safe". You still need some soldiers to defend the battlefield, unless another

city you control also has passage to this battlefield.

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9) Links

www.threekingdoms.com

Translation of the Romance of the Three Kingdoms by C.H. Brewitt-Taylor.

Amazing read.

http://www.sonshi.com/learn.html

Translation of Sun Tzu's Art of War. Many of its principles apply to RTK3.

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10) Wanted!!!

-I need to get a capture of the Medical Book of Hua Tuo's Item screen.

-So far as I know, the only real hidden character is Zhuge Liang. I believe you

can only recruit him in either Xiapi or Xiangyang with Liu Bei (in Historical

mode). Is this right? Are there any more characters you think are hidden?

-If anyone can tell me how to get Sima Yen or can send me a picture of his

Officer screen, I'd be grateful. I suppose you must control Wei in 255 with

Sima Shi or Zhao as an officer, or something like that, to get him. I never had

the time to try this.

-If you have more good links for the Links section, send them in. Don't send in

your own crappy site, though. I only want quality sites wholly devoted to RTK.

Thanks.

-If you liked my FAQ and want to thank me, go ahead. I didn't write this for

machines. I wrote this for people who needed help with a fun game. Also, if you

have any questions NOT COVERED IN THIS FAQ (read it first!!!) then go ahead and

mail me. I'll try to answer them, and if they're good they might make it into a

future version of the FAQ.

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