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RMN-RKI4-400-00
PRINTED IN USA

U/SNS-AS4E-USA

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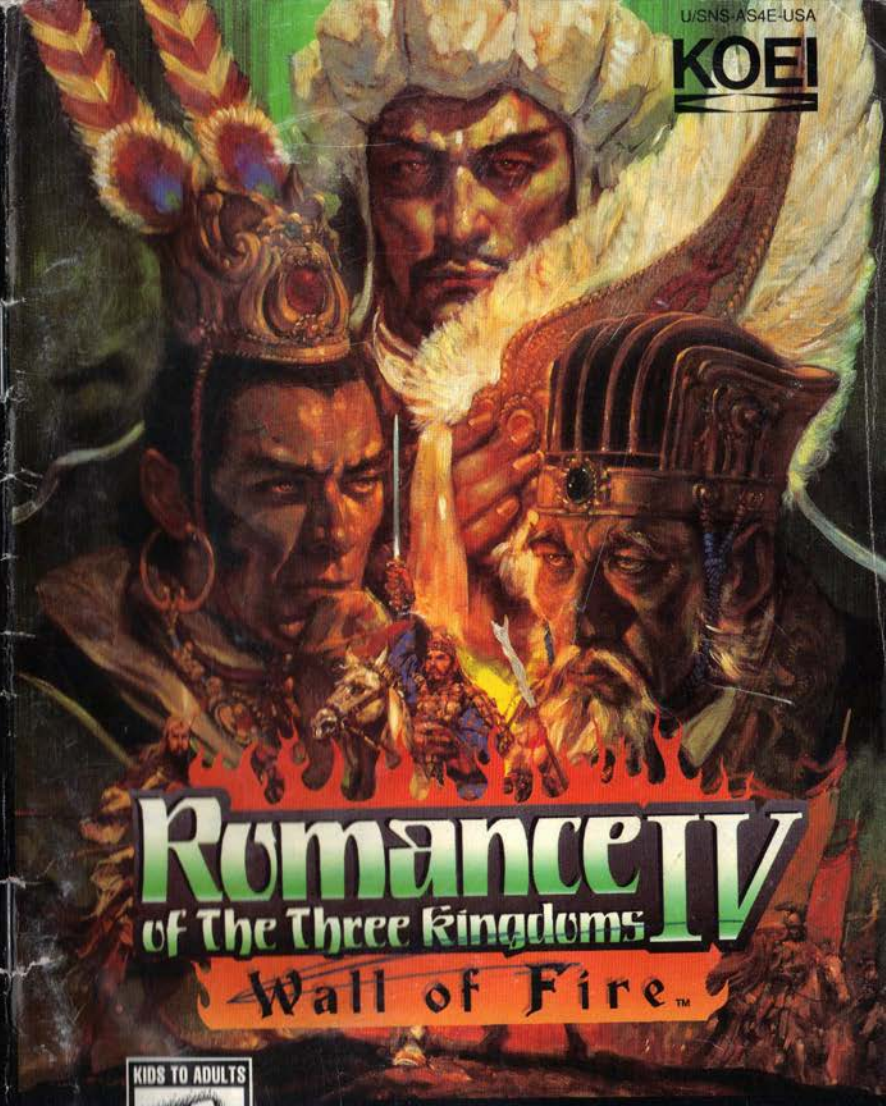

Romance of The Three Kingdoms IV
Wall of Fire™

KIDS TO ADULTS
K-A
AGES 6+

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Table of Contents

Introduction
The Story of Romance of the Three Kingdoms 4
Your Goal 4
Scenarios 4
The Controller 5

Key To Play
Starting a New Game 8
The Options Menu 9
Resuming a Saved Game 9
Creating Your Own Character 10
Game Flow 11

Your Resources
Characters 12
Officer Data 13
City Data 17
Weapons 21
Special Items 22

Commanding Your City
Main Display 24
Main Commands 24
Consultation 36

Events 38

The Art of War
Before War
The Flow of War 41
Preparing for Battle 44
Your Army 45
Organizing Your Units 46
During War
Battle Display 49
Placing your Units 49
Naval and Historical Battles 51
Mobility and Terrain 52
War Commands 54
After War
Post-War Settlements 61

The Age of the Three Kingdoms 62

Character Profiles 65

Warranty 69

INTRODUCTION

THE STORY OF ROMANCE OF THE THREE KINGDOMS

Romance of the Three Kingdoms IV: Wall of Fire is the fourth edition of Koei's popular historical simulation series set in the late second and third centuries of ancient China. This game is based on the historical novel "Romance of the Three Kingdoms", and is divided into six scenarios. The year and rulers vary for each scenario, allowing you to enter the game at six different time periods and political warfare. There are 450 male and female officers to choose from, and you may create up to 108 characters using your own imagination. Battle against other rulers to gain control over cities and ultimately conquer all of China.

YOUR GOAL

Your goal in this game is to conquer China by claiming all 43 cities. When this goal is achieved, the player will win the game. If the ruler you are playing happens to die, appoint a subordinate officer as a successor and the game will continue. When there is no successor, the game will end.

SCENARIOS

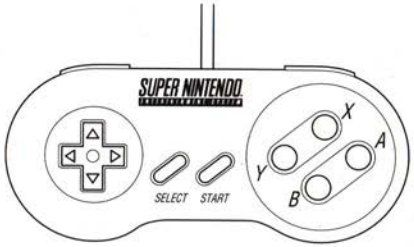
Depending on the scenario you choose, the rulers and their territories will vary. See "The Age of the Three Kingdoms" on page 62 for more scenario information.

1. Dong Zhuo Triumphs in Luo Yang 189 A.D.
2. Turmoil Spreads in China 194 A.D.
3. Cao Cao Expands His Domain 201 A.D.

4. Battle of Red Wall 208 A.D.
5. Birth of the Three Kingdoms 221 A.D.
6. Clash of Wei, Wu, and Shu 235 A.D.

THE CONTROLLER

Use either controller to play.



START Button

- Skip through introduction to game set-up.
- Access the Sort Menu (see Sort Menu, page 6).
- Access the Battle Information Window.

SELECT Button

- Access the Options Menu from the Main Display (see Options Menu, page 9).

Button A

- Select highlighted commands and items.
- Answer YES to yes or no questions.

Button B

- Cancel a selection.
- Answer NO to yes or no questions.
- End the command turn.

Button X

- Move to vassal cities.

Button Y

- Access the Command Help Menu (see Command Help Menu, page 7).

LEFT/RIGHT Buttons

- Flip through pages of information.
- Scroll through data.

Control Pad

- Move the cursor across the map.
- Scroll through command menus.
- Scroll through lists or flip through pages of information.

Selecting Items in a List

When selecting one item, use the Control Pad to highlight an item and press Button A. When selecting multiple items, use the Control Pad to highlight the items and press Button A to select them. To cancel a selection, push Button A again until the item is no longer highlighted. When you are finished selecting your items, use the Control Pad to select "Enter" and press Button A.

Entering Numbers

Use the left/right arrows on the Control Pad to select the proper digit and the up/down arrows on the Control Pad to increase or decrease the value. To display the maximum number, place the cursor to the far left and press the left arrow on the Control Pad. Press the left arrow on the Control Pad again, and the number will become zero. To enter the number, press Button A.

Sort Menu

This menu allows you to sort items in a list. Press the START Button to display the Sort Menu. Use the Control Pad to select a category. The items in the list will be rearranged from highest to lowest order in the category of your choice.

End of Turn

Press Button B at the Main Display and answer YES to the question to end your turn. Answer NO to return to the Main Display.

Scan through Your Cities

At the Main Display, press Button X to command your vassal cities. Each time you press Button X, you can move to another vassal city. In a battle, press Button X to jump around the map and position your units or select a unit to command.

Command Help Menu

Press Button Y while the cursor is on a command to display an explanation of that command.

KEY TO PLAY

1. Make sure the power is turned OFF.
2. Insert the ROMANCE OF THE THREE KINGDOMS IV game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to the game set-up.

STARTING A NEW GAME

1. Select **START A NEW GAME** at game set-up.
2. Choose one of the six scenarios.
3. Select the ruler you wish to play. You may select up to eight rulers. Select Enter when finished.

   NOTE: If you select zero rulers, the game will continue on demo mode.
4. Decide whether to view battles between other rulers.
5. Choose the game mode: Historical or Fictional.
6. Decide whether the officers you created will take part in the game.
7. Select a game level.
8. Review your game setting. If everything is OK, select YES and the game will begin. To change the setting, select NO and return to the game set-up.

THE OPTIONS MENU

Press the SELECT Button from the Main Display to access the Options Menu. Press Button B to close this menu.

SAVE

Save your current game. You may save one game.

LOAD

Load a saved game.

MESSAGE SPEED

Change the speed of the messages by using the up/down arrows on the Control Pad. The default setting is set at three. One is the fastest setting.

MUSIC

Change the background music to stereo or mono sound.

VIEW

Decide whether you want to view battles between other rulers. You cannot change this setting during an extended war.

QUIT

Quit the game you are currently playing.

RESUMING A SAVED GAME

To play a saved game, select **LOAD SAVED GAME** at the game set-up. You may also resume a saved game during game play by selecting Load under the Options Menu.

CREATING YOUR OWN CHARACTER

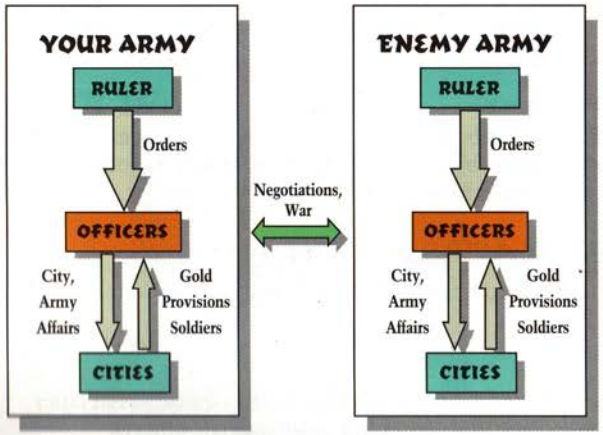
1. Select **CREATE NEW OFFICERS** at the game set-up.
2. Decide whether you will create a Ruler or Officer.
3. Decide whether you will enter new information or alter an already existing character.
4. Name your character. Use the Control Pad to move the cursor to access each letter. Press Button A to select a letter or Button B to erase a letter. Select Done to enter the first and last names.
5. Enter the age and gender of your character.
6. Determine the abilities. Each character is assigned a set of basic ability points. Rulers' basic points are determined by their age and officers' basic points are set at random. You may select different basic points for officers by answering NO to the question, "Is this OK?" In addition to the basic points, characters receive 70 bonus points which are to be divided among the five abilities. Press Button A to increase the ability points by one, Button B to decrease the ability points by one, Button X to increase the ability points by 10 and Button Y to decrease the ability points by 10.
7. Select a face for your character. Use the Left/Right buttons to flip through more pages, and press Button A to select a face.
8. Decide if you want kinship ties with existing characters. You may only create kinship ties when entering an officer's data. The age difference between the parent and child must be between 16-40 years. A parent and child will not betray each other even if they have low loyalty levels.
9. To change any information of the character data, answer NO at " Is everything OK?"

GAME FLOW

In **ROMANCE OF THE THREE KINGDOMS IV**, a ruler must oversee all aspects of city, foreign, and army affairs. Use the commands in the Main Display to plot against enemy rulers (see Main Display, page 24).

Your cities and officers will become a key point in your strategy. Increase the productivity of cities with the City command and secure a stable source of gold and provisions for your army. Find loyal and talented officers to carry out your commands and oversee your cities and soldiers.

Once you have enough strength, declare war on another city. Attack and defend cleverly in battle to secure a victory. When you win a battle against another ruler, you will gain their city. On the contrary, if another ruler declares war on your city and you lose, you will lose your city. Plan ahead and build up your army with clever strategy and successful battles. Soon, you will conquer all of China and win the game!



Your Resources

Characters

Types of Officers

Officers are the only characters who are capable of executing commands.

Active Officer

An officer who serves under a specific ruler.

Inactive Officer

An officer that has not yet been called to duty. An inactive officer will become a free officer, if you discover the officer with the Search command under Staff.

Free Officer

An officer that is not serving one specific ruler. You are able to make a free officer an active officer by using the Recruit command under Staff.

Prisoner (P.O.W.)

An officer who is being held captive by an enemy. You are able to regain this officer by exchanging a captive officer in your city or by giving gold to another ruler.

Ranks of Active Officers

You may assign officers to ranks with the Assign command under Ruler.

Ruler

The most powerful person in a city. Rulers control vassal cities and home cities, and give orders to subordinate officers.

Governor

This person controls the vassal cities in place of the ruler. You may assign one governor for each vassal city.

Advisor

Mainly responsible for assisting the ruler and governor in planning strategy. Only officers with political ability over 80 and intelligence over 90 can become advisors. Assign one chief advisor when there are many advisors in one city.

Civil Officer

Mainly responsible for assisting the ruler and governor in city affairs. Only civil officers with political ability over 85 can become civil officers. Assign one chief civil officer when there are many civil officers in one city.

Marshal

Mainly active in army affairs. Only officers whose combined leadership level and power level exceed 150 may become marshals.

General Officer

This person is a subordinate officer of a ruler.

Officer Data

Officer Data Screen

The following data is available by selecting a specific officer in the list from Officer under the Information command.

NAME
The name of the officer.

POSITION
The rank of the officer.

CITY
The name of the city where the officer is located.

TASK
The type of task the officer is performing. The number represents how many months the officer is assigned to perform the task.

DUTY
The type of city duty the officer is in charge of performing. Assign an officer to a city duty with the City command.

AGE
The age of the officer.

LOYAL
The officer's loyalty amount. When this number is low, the chances of the officer rebelling against or betraying the ruler will increase. Maximum: 100.

TENURE
The number of years the officer has been serving the ruler. When this number is high, the officer is not likely to betray the ruler.

STAMINA (STAM)
The officer's stamina. Only when in battle, this will be displayed in place of Tenure. Stamina affects the rate of success for a duel or plot. When this number reaches zero, the officer will lose a duel.

LEADERSHIP (LEAD)
The officer's ability to lead. It influences your attacking ability in battle. Maximum: 100.

POWER
The officer's offensive strength. It affects the outcome of a duel. Maximum: 100.

CHARM
The officer's charismatic ability. It affects the success rate of recruiting and negotiations. Maximum: 100.

POLITIC
The officer's political ability. It affects the City and Foreign commands. Maximum: 100.

INTELLIGENCE (INTEL)
The officer's knowledge of the art of strategy. It affects the success rate of plots. Maximum: 100.

HEALTH
The officer's physical condition.

SPECIAL TALENTS

These abilities can be viewed by selecting Talent at the bottom of the Officer Data Screen. These special talents affect what command an officer is capable of executing, and the results of the commands. A check mark will indicate the officer has that talent.

FOREIGN
The ability to carry out diplomatic negotiations with another ruler.

SPY
The ability to gather information by espionage.

RECRUIT
The ability to search or recruit officers.

BUILD
The ability to build weapons.

BRIBE
The ability to bribe an enemy officer to betray the ruler.

REBEL
The ability to persuade an enemy governor to rebel against the ruler.

GOSSIP
The ability to spread gossip about another ruler.

ARSON
The ability to commit arson.

SNOOP
The ability to snoop on another city and obtain valuable information.

INFANTRY
The ability to lead an infantry unit in battle.

CAVALRY
The ability to lead a cavalry unit in battle.

ARCHERY
The ability to lead a crossbow, strong crossbow or auto crossbow unit in battle.

NAVAL
The ability to lead a naval unit in battle.

FIRE
The ability to plan a fire attack during battle.

BOULDER
The ability to attack by dropping boulders during battle.

PROVOKE
The ability to provoke the enemy during battle.

WEATHER
The ability to change the weather during battle.

WIND
The ability to change the wind direction during battle.

CHAOS
The ability to confuse the enemy during battle.

CHAIN
The ability to plan a chain link attack in battle.

BOLT
The ability to throw lighting bolts during battle.

REPAIR
The ability to repair the castle gate during battle.

TAUNT
The ability to taunt the enemy during battle.

LIES
The ability to spread false information to an enemy's unit during battle.

CITY DATA

A "Home" city is under the ruler's direct control and is where the rulers resides. "Vassal" cities are controlled by a governor, who receives orders from the ruler. Cities that do not have a ruler are called "Unclaimed Cities".

The following data is available in the Main Display City Data Window. The City Data Window includes the city statistics, personnel, possessions, and budget screens. To flip through the screens of information in the City Data Window, press the Left/Right Buttons.

CITY STATISTICS SCREEN

GOVERNOR

The name of the city's governor

CIVIL OFFICER

The name of the city's chief civil officer.

POPULATION (POPL)

The number of people in that city. If there is a large population, you may draft more soldiers. Drafting will decrease your population. Maximum: 3,000,000.

FARM

The city's ability to farm land. When it is high, your income of provisions will increase. War will decrease this amount. Maximum: 200.

ECONOMY (ECON)

The value of the city's economy. When it is high, your gold income will increase. War will decrease this amount. Maximum: 200.

SUPPORT (SPRT)

The amount of people's support for the ruler and/or governor. When it is high, your income of gold and provisions will increase. When it is low, the chances of a popular revolt will increase. By giving provisions, your support can increase up to 80. War and drafting will decrease this amount. Maximum: 100.

DAM

The city's ability to build dams. When it is high, the income of provisions will increase, and damage during a flood or typhoon will be minimal. War will decrease this amount. Maximum: 100.

TECHNOLOGY (TECH)

The city's technological ability. When this is high, it will take less time and gold to build weapons. The type of weapons you can build will increase. War will decrease this amount. Maximum: 200.

PERSONNEL SCREEN

ADVISOR

The name of the city's chief advisor.

SOLDIER (SLDRS)

The number of soldiers. Drafting will increase this number, war will decrease this number. Maximum: 9,999 (counted in units of 100).

TRAIN

The soldiers training level. When it is high, a unit's attacking power and mobility will increase. Maximum: 100.

OFFICER (OFCR)

The number of active officers.

P.O.W.

The number of captive enemy officers.

SPIRIT

The soldiers' morale. When it is high, a unit's attacking power and mobility will increase. Maximum: 100.

FREE

The number of free officers.

HORSES

The number of horses. Buying more horses will increase the amount. War and the Foreign command will decrease this number. Maximum: 9,999 (counted in units of 100).

POSSESSIONS SCREEN

RULER

The name of the city's ruler.

GOLD

The amount of gold. Selling provisions will increase this number. Maximum: 50,000.

PROVISIONS (PROV)

The amount of provisions. Buying provisions will increase this number. Maximum: 50,000.

CROSSBOWS (X-BOW)

The number of crossbows. Buying more crossbows or building more bows will increase the amount. War and the Foreign command will decrease this number. Maximum: 9,999 (counted in units of 100).

STRONG CROSSBOW (STR X)

The number of strong crossbows. Buying more strong crossbows or building more bows will increase the amount. War and the Foreign command will decrease this number. Maximum: 9,999 (counted in units of 100).

AUTO CROSSBOW (AUTO X)

The number of auto crossbows. Buying more auto crossbows or building more bows will increase the amount. War and the Foreign command will decrease this number. Maximum: 9,999 (counted in units of 100).

BATTERING RAM (RAM)

The number of battering rams. Building will increase the amount. War and the Foreign command will decrease this number. Maximum: 100.

CATAPULT (C-PULT)

The number of catapults. Building will increase the amount. War and the Foreign command will decrease this number. Maximum: 100.

BUDGET SCREEN

January and July are the months when you receive income from taxes and pay expenses. January is when you give and receive gold and July is when you give and receive provisions.

AMOUNT (AMT)

The current amount of gold and provisions.

GAIN

Amount of income for January and July.

LOSS

Amount of expenses for January and July.

NET

Amount plus Gain minus Loss.

WEAPONS

CROSSBOW (X-BOW)

A general bow and when used as a firebolt, your attacking power will increase. You can build crossbows when your technology is 20 or above.

STRONG CROSSBOW (STR X)

A larger crossbow. Its power and shooting range is one and a half times stronger than the regular crossbow. You can build strong crossbows when your technology is 40 or above.

AUTO CROSSBOW (AUTO X)

An automatic crossbow. Its power is twice as strong as the regular crossbow. You can build auto crossbows when your technology is 60 or above.

BATTERING RAM (RAM)

This weapon is designed to destroy castle gates during a castle battle. The tip of the armored mallet is swung like a pendulum to break

through the castle door. When attacking the castle gate with the battering ram, the result is three to four times greater than a regular unit's gate attack. When the unit is wiped out in battle, the battering ram will be destroyed. You can build the battering ram when your technology is 80 or above.

Catapult (c-pult)

This weapon is used to attack at the castle gate or distant units in a castle battle. Attack by launching boulders with this large catapult. When attacking the castle gate with the catapult, the result is three to four times greater than a regular unit's gate attack. When the unit is wiped out in battle, the catapult will be destroyed. You can build the catapult when your technology is 100 or above.

Special Items

How To Get an Item

Sometimes you may discover an item, instead of an officer, when you use Search under the Staff command. You may also receive items from a traveler in the city.

Using an Item

You may reward your officers by giving them items. When you reward an officer, that officer's loyalty will rise. The amount an officer's loyalty will increase depends on the item you reward.

Each item increases a certain ability of your officer. The ability will continue to increase until the item is lost. When an officer has several items that affect the same ability, only the item with the highest value will affect the ability.

Types of Items

There are four types of items: books, horses, weapons and the hereditary seal.

Books

Increases an officers' intelligence, loyalty, and political ability. Some books give officers special talents. When certain books are in a ruler's possession, the subordinate officers will recover from sickness and injury faster.

New Treatise of Meng De: Written by Cao Cao and will raise your loyalty, intelligence and political ability.

Horses

An officer with a strong horse will have a higher success rate of fleeing from a battle or duel and will increase their loyalty.

Red Hare: The fastest horse that has a 100 percent success rate of fleeing in a duel.

Weapons

Spears and swords will increase your loyalty and power in battle.

Spear of the Eclipse: A strong spear that represents the balance of two contrasting elements, the sun and moon.

Hereditary Seal

This will give a ruler enough power to become the emperor. The ruler's leadership and charm level will increase to 100.

Commanding Your City

Main Display

① Year, month and city name

② Map

③ City Data Window

④ Main Commands

Plan your strategy by using the Main Commands. There are three types of Main Commands: **City, Long-term, and Special Talent**.

City commands deals with the domestic policies of the city. You may execute a City command and another command at the same time. When an officer executes two commands at once, however, the result of the City command will be less than half. In the **Long-term commands** require several months and are completed over a series of turns. An officer must have the required special talent to execute **Special Talent commands**. For description of these talents, see page 15. A ruler, however, is capable of carrying out any main command, regardless of their talents and abilities.

Main Commands

Subcommands marked with a "L" refer to **Long-term commands**. The word in parenthesis to the right refers to the Special Talent needed to execute the command.

Army

Except for the War command, the leadership, power, intelligence, and political ability levels affect these commands.

▸ Move

Move officers to neighboring cities or unclaimed cities. Select the officers and a city to which you will move. You may move as many officers as you wish. When you move an officer to an unclaimed city, that city will become your vassal city.

▸ Send

Send gold, provisions, soldiers, crossbows, strong crossbows, auto crossbows, horses, battering rams, and catapults to your cities. Select an officer who will execute the command and a city to which you will send the goods. You cannot send goods to cities that already have the maximum amount of goods. The success of the shipment depends on the distance as well as the officer's leadership, power, political ability, and intelligence levels. Be careful, goods can be stolen by bandits!

▸ War

Attack a neighboring city. Select a city to attack and the game will ask you to organize your unit(s) (see page 46).

▸ Draft

Draft people from the city. Select an officer to be in charge and the amount of people you would like to draft. You will need at least 10 gold pieces and 10 barrels of provisions per soldiers. When you draft, your city population and support will decrease. The number of people you can draft depends on the city population. You cannot draft people from cities that have a population of less than 50,000 people.

▸ Training (L)

Train the soldiers. Select up to 10 officers to be in charge and the length of the training period. The result of the training depends on the officers' leadership, power, and training period. When you select Train from Report in the Information command, the officer in charge will report on the status of the soldiers in training.

▸ BUILD (BUILD) (L)

Build weapons. Select an officer who will be in charge and the type and number of weapons you will build. The amount of time and gold it costs to build weapons depends on the officer's political ability and technology level of the city. When you select Build from Report in the Information command, the officer in charge will report on the current progress.

▸ SPY (SPY) (L)

Spy in a territory. There are eight territories to choose. Select an officer to be the spy and the territory. The longest time you can spy is six months. The spying will take place in all cities within the territory. The success depends on the officer's political ability, length of time, and territory.

STAFF

The power, intelligence, political ability, and charm levels affect the success of these commands.

▸ SEARCH (RECRUIT) (L)

Search for inactive officers. If you find an inactive officer, you may be able to recruit them. Select the officer and the territory you will search. The success depends on the officer's political ability and the territory you search. You may discover items.

▸ RECRUIT (RECRUIT)

Recruit officers for your army. You may recruit free and captive officers from your cities and subordinate officers of enemy rulers from other cities.

Recruiting free and captive officers: Select which officer you will recruit and an officer to execute your commands.

Recruiting an enemy officer: Select which officer you will recruit and decide how much gold to offer.

The success of recruiting depends on the officer's power, political ability, intelligence and charm. When the officer in charge is acting as

ruler, you must also decide with what kind of attitude you will accept the offer. When you, the ruler, recruits an officer, you must decide whether you will: Insist, Beg, Invite, or Charm the officer.

▸ REWARD

Give a reward to a subordinate officer. This will increase the officer's loyalty. You may reward up to 10 officers at one time. The highest amount of gold you may give one officer is 100 pieces per turn. You may also give items. The success depends on the governor's (or ruler's) charm, amount of gold, and type of item.

▸ GIVE

Give provisions to the people of the city to increase your support level. The highest amount of provisions you may give a city is 1000 barrels per turn. The result depends on the officer's charm level. This command can increase your support up to 80.

CITY

Adjust the city's domestic policy. The level of political ability affects this command.

1. Select the city you wish to command.
2. Select an officer who will be in charge of a city task. You may select two officers for one task, but you may not select one officer for two separate tasks. The officer who is selected will remain with that task until you cancel it. To cancel the officer you selected, highlight the officer and press Button A.

3. Enter the amount of gold you will invest. The amount of gold will decrease every month. Cities that have tasks with less than 100 gold pieces invested will appear on the map as . Cities without any gold cannot execute the City Command.

- **Farm**

Increase your city's productivity by farming the land.

- **Dam**

Increase your city's ability to withstand floods by building dams.

- **Economy**

Increase your city's economic value.

- **Technology**

Increase your city's technological level. This is important for building weapons and will influence the type of weapons you can build.

MARKET

Trade at the market. The price of goods at the market can vary from month to month. The market rates are shown in the Market Window. The numbers by Food Sell and Food Cost are the quantity you can buy and sell for one piece of gold. The numbers by crossbow, strong crossbow and horses are the prices for these items. Depending on the month, there are certain things you cannot trade. Words in the parenthesis are the abbreviated words in the game.

- **Food Sell (F. Sell)**

Sell your provisions.

- **Food Cost (F. Cost)**

Buy provisions.

- **Crossbow (X-Bow)**

Buy crossbows.

- **Strong Crossbows (Strong X)**

Buy strong crossbows.

- **Horses**

Buy horses.

PLOT

Frame a plot against another enemy city. The loyalty, leadership, intelligence, political ability, and charm levels affect this command. Your plots will be more successful if first you gather information on the city by sending a spy or by searching the area.

- **Hide**

Hide an officer in an enemy city. The hidden officer must have a loyalty level over 95. Select a city and an officer who will hide. If you succeed, the officer will be in hiding for six months. The officer in hiding will report city information every two months. Use the Information command to view the city information while the officer is in hiding. An officer in hiding can betray an enemy unit, when in battle. After six months, the officer will automatically return to your city.

- **Bribe (Bribe)**

Bribe an enemy officer to betray their unit in battle. Select a city and an officer to bribe. The success of bribing an enemy depends your the officer's intelligence and charm and the enemy officer's loyalty level.

- **Rebel (Rebel)**

Persuade an enemy's governor to rebel against the ruler. If you succeed, a rebellion will take place and the governor will become an independent ruler. Your success depends on your officer's intelligence, charm, and the governor's loyalty.

- **Gossip (Gossip)**

Spread bad rumors about another city's ruler. Select a ruler and city. Your success depends on your officer's intelligence and charm. Select among whom you will spread rumors:

Officers: Spread bad rumors among the rulers' officers. This will succeed only when the officers' loyalty levels are low.

People: Spread bad rumors among the people. If you succeed, the support level and economic value of the city will decrease. Depending on the situation, the people may start a revolt.

▸ ARSON (ARSON)

Set fire to another city. Select a city and an officer who will carry out your orders. Your success depends on your officer's power and intelligence. There are three items which you can set on fire:

Provisions: Set an enemy's granary on fire and their provisions will decrease.

Arms: Set an enemy's amory on fire and their weapons will decrease.

Both: Set both the granary and the armory on fire. The enemy's provisions and the weapons will decrease, but the effect will be half compared to setting only the granary or armory on fire.

▸ SNOOP (SNOOP)

Send an officer to investigate another city. Select a city and an officer who will carry out your orders. Your success of snooping depends on your officer's intelligence and political ability. If you succeed, and the city which you are snooping on has higher data than your city, your city's data will increase. You are able to investigate the following four areas:

Farm: Check how the enemy farms the land.

Dam: Check how the enemy builds dams.

Economy: Check the enemy's trade knowledge.

Technology: Check how the enemy builds weapons.

FOREIGN (FOREIGN)

Establish foreign relations with other cities and tribes. Select a city, an officer who will carry out your orders, the duration of the agreement, and the terms of the negotiation. Your success in establishing foreign relations depends on the terms of negotiation, your officer's political

ability, and the other ruler's hostility (except when you use the command Revoke). The following commands are used when negotiating an agreement:

Accept: Accept the terms of the negotiation.

Refuse: Refuse the terms of the negotiation.

Terms: Refuse the terms of the negotiation and request new terms.

Advice: Get advice from the advisor and/or civil officer.

Info: View information on your city.

▸ ALLY

Form an alliance with another ruler. If you succeed, the allied city's hostility will decrease and they will be less likely to attack you. In a battle, you can request reinforcements or joint units from your ally. The maximum length of an alliance is five years. You cannot form an alliance with foreign tribes.

> **NOTE:** After you form an alliance, the length of the alliance will be represented by "Y" for years and "M" for months.

▸ JOINT

Ask your allies to join you in an attack against another ruler's city. If you succeed, the allied ruler will send forces when your army attacks the enemy. Keep in mind that the allied ruler may betray the agreement and decide not to support your attack. The agreement is valid for three months.

▸ GIFT

Give a present to a foreign tribe or another ruler. If you succeed, their hostility will decrease, and if you fail, their hostility will increase.

▸ THREAT

Threaten another ruler to surrender. If the ruler surrenders, that person will become your subordinate officer and you will gain control of all cities under that ruler's control. If the ruler does not surrender, their hostility will increase. You cannot threaten foreign tribes.

▸ Revoke

Revoke an alliance. This will increase hostility towards you.

▸ Swap

Ask for a swap of prisoners. If you succeed, the prisoner will be set free and will return to their city. You are able to make two types of swaps:

Swap: Make an exchange of prisoners.

Gold: Exchange gold for your imprisoned officers.

▸ Invade

Ask a foreign tribe to invade an enemy's city. If you succeed, the selected city will be attacked. Depending on the tribe, the cities that can be attacked will differ. Foreign tribes may attack your cities and decrease the number of your soldiers, but they cannot take control of your cities. You may, however, be able to take their officers as prisoners. The following are the types of tribes:

Qiang Tribe: People from northwest China.

Shanyue Tribe: People from southeast China.

Niaowan Tribe: People from northeast China since the year 207.

Nanman Tribe: People from southwest China after the year 208.

RULER

▸ Delegate

Delegate direct control of the city to the governor. Select the city and the type of delegated control. There are three ways to delegate control:

Delegate: Delegate all vassal cities to the governors. There are two types of delegated control:

Army: The city will emphasize army affairs.

City: The city will emphasize city affairs. Supplies will be sent to cities with a low supply.

Regain: Regain control of all vassal cities.

City: Select a city to delegate or regain direct control.

▸ Assign

Assign a rank to a subordinate officer. An officer must have the abilities required for the certain rank. Select the city, the officer, and the rank. Your choices of rank to assign are: Advisor, Civil Officer, Marshal, Governor, Chief Advisor, and Chief Civil Officer. When there is more than one advisor or civil officer in a city, select one chief advisor or chief civil officer who will be in charge of giving advice on that city.

▸ Punish

Punish a subordinate officer. There are three ways to punish an officer:

Demote: Demote an officer from their rank of advisor, civil officer or marshal. The loyalty of the demoted officer will decrease.

Fire: Fire an officer. This officer will become a free officer. Once you fire an officer, it will be difficult to recruit that officer again.

Seize: Confiscate an officer's item. The officer's loyalty will decrease.

▸ Exile

Leave the city and most of your possessions behind and go into exile. Only the officers in your home city may accompany you. When you go into exile, your turn for that month will end. From the next month, you will be limited to the exile commands: Information, Map, Options Menu, and the commands listed below. The following commands cannot be used, when you are at a city in an extended war.

Move: Move to a neighboring city.

Recruit: Recruit a free officer from that city.

Plead: Ask for aid in gold or provisions from the ruler of the city. You cannot request aid from an unclaimed city.

Settle: Settle in an unclaimed city and declare your rule there. From the following month, you may execute commands in the Main Commands Menu.

Rumors: Get information from the people in the city.

▸ CITY

Select your home city to command. This command is the same as selecting your home city with the Map command.

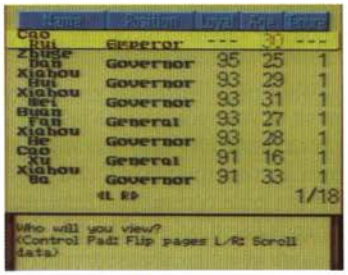
▸ VASSAL

Select your vassal cities to command. This command is the same as selecting a vassal city with the Map command.

INFORMATION (INFO)

▸ OFFICER

View information on all of your officers. This screen is called the Officer Information Screen. Use the left/right arrows on the Control Pad to flip through pages of officers names and the Left/Right Buttons to view more of the officer's data. Select a certain officer from this list to view the Officer Data Screen.



Officer Information Screen

▸ VASSAL

View information on your vassal cities. Use the left/right arrows on the Control Pad to flip through pages of city names and the Left/Right Buttons to view more city data. Select a city to display the City Data Screen. Select Officer at the bottom of the City Data Screen to display a list of officers in that city. When you select a certain officer from this list, the Officer Data Screen will appear.

City Data Screen

▸ CITY

View city information. Select the city you wish to view and press Button A. The City Data Screen will appear. Select Officer at the City Data Screen to display a list of officers in that city. When you select a certain officer from this list, the Officer Data Screen will appear.

▸ EVENTS

View the events that occurred in the cities. Select a particular event (Locust, Plague, Flood, Typhoon, Rich Harvest and Scarce Harvest) to view which cities have experienced each event. See Events on page 38 for more information.

▸ REPORT

Order your officers or soldiers to report on the status of their assigned tasks. Select a city to display the Report Screen. You may view the data and a report on: Farm, Dam, Economy, Technology, Training, Soldiers, and Build.

> **NOTE:** The animation in the Report Screen is also the wait cursor in the upper left hand corner of the Main Display.

ADVICE

Hear advice from a subordinate officer or traveler in the city.

Advice: Hear advice from a subordinate officer.

Visit: Visit a famous person in that city and hear advice.

MAP

View and select cities at the Main Display. Use the Control Pad to move the cursor to a city and press Button Y to display the name of the city and its ruler. Press Button A to view the City Data Screen. You may view an enemy City's Data Screen, if you have a spy in that city. Move the cursor to a city under your control and press Button A to enter commands at the Main Display for that city.

CONSULTATION

A consultation may occur in January. At your turn, a subordinate officer will offer you advice. The advice may vary from your city's strength, the army's strength, or foreign relations. You have the option to listen to the officer's advice by selecting YES or NO. If you select YES, you will hear the advice and must decide whether to Accept, Reject or Consult the advice. If you select NO, you will return to the Main Display.

ACCEPTING ADVICE

When you accept the officer's advice, a command will be executed according to the advice. Once you accept the advice, you cannot cancel the command. Your officer's loyalty will increase when you accept advice.

REJECTING ADVICE

When you reject the advice the officer's loyalty will decrease and the game will return to the Main Display.

CONSULTING THE ADVICE

Consult the content of the advice with other officers. This will lead you into the Consult Screen.

The order of the consultation is as follows:

1. Hear the opinions of five officers. To cancel the consultation, press Button B and the game will return to the Main Display.
2. If you wish to accept an officer's opinion, select the name of the officer. You cannot cancel the command after you accept an opinion.

Events

During the game, various events will take place. The game is divided into the following seasons which affect these events: Spring (January-March), Summer (April-June), Fall (July-September) and Winter (October-December).

Periodic Events

Gold Collection

Every year in January, gold is collected from the people of the city. The amount collected depends on the people's loyalty, the market prices, the size of the castle, and the governor's charm.

Provisions Collection

Every year in July, provisions are collected from the people of the city. The amount of provisions collected depends on the city's farming level, damming level, and the size of the castle.

Gold Allowance

Every year in January you must pay your officers and soldiers in gold. The amount of gold depends on the number of officers and soldiers. If there is not enough gold, the officers' loyalty and the number of soldiers decrease.

Provisions Allowance

Every year in July, you must provide your officers and soldiers with provisions. The amount depends on the number of officers and soldiers. When there is not enough provisions, the officers' loyalty and the number of soldiers will decrease.

Visit

Receive advice from a well known free officer. You may be able to receive items or improve an officer's health. Use the Visit command under Advice to listen to the advice.

Disastrous Events

The following information can be accessed by selecting Event under the Information command in the Main Display.

Locust

From spring to fall, large swarms of locust may appear. This will decrease your farming level, provisions, and people's support.

Plague

Regardless of the season, plagues will break out. This will decrease your population, number of soldiers, market prices, and people's support.

Flood

During the summer, floods will occurs in valleys with large rivers. The higher the city's damming level, the less flood damage. Floods will decrease farming level, damming level, market prices, technology level, population, and the number of soldiers.

Typhoon

Typhoons occur in the summer. The higher the city's damming level, the less the damage. This will decrease farming level, damming level, market prices, technology level, population, and the number of soldiers.

Rich

The crops will increase and double the amount of provisions that will be collected that year.

Scarce

The crops will decrease and lower the amount of provisions that will be collected that year by 50%.

Revolt

Regardless of the season, people will raise revolts. The lower the people's loyalty, the more likely that there will be a revolt. This will decrease the people's support, number of soldiers, population, farming level, and market prices.

Rebellion

Rebellion among the officers. When governors rebel, they become a new independent ruler. The other officers will either become the new ruler's subordinates or free officers. When officers other than the governor rebel, the number of soldiers and the people's support decrease.

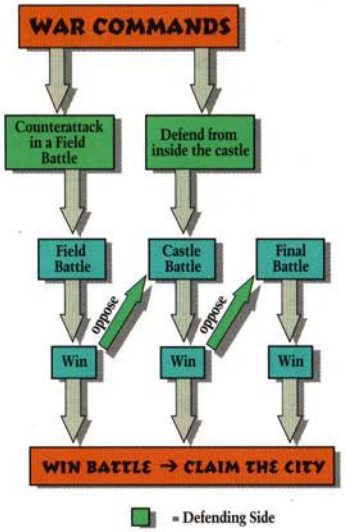
The Art of War

Before War

You will enter a battle when you attack, defend, or fight a battle as a reinforcement or joint unit.

The Flow of War

There are three levels of battle: field battle, castle battle and final battle. Depending on the defending sides' decision or the outcome of a battle, the level will change. Fulfill the victory conditions to win a battle in each level.



Field Battle

A field battle will begin when the defending side decides to counterattack in a field battle. If the battlefield is near a large river, the armies will enter a naval battle (see Naval Battle, page 51). When the defending side is defeated in a field battle, they have the option to Oppose or Flee the battle.

Oppose: Move to a castle battle.

Flee: Give the victory to the attacking side. The defending side will flee to another city or an unclaimed city.

Castle Battle

A castle battle occurs when the defending side decides not to counterattack in a field battle, or selects Oppose after they lose a field battle. When the castle gate has been destroyed, the defending side may select to fight a final battle or flee.

Final Battle: Move to a final battle (see Final Battle, below).

Flee: Give the victory to the attacking side. The defending side will flee to another city or an unclaimed city.

Final Battle

A final battle occurs when the defending side has lost a castle battle and has selected Final Battle. The attacking side selects whether the final battle will be determined by fighting with soldiers or a duel.

Soldiers: The computer will decide the winner of the battle.

Duel: The winner will be decided in a duel. Select whether to duel one on one, three on three or five on five.

Victory Conditions

One of the following conditions must be met to win a battle:

1. Capture an enemy ruler.
2. Defeat all enemy units.
3. Make all enemy officers flee to another city.

4. Make an enemy unit comply to a cease-fire (except in cases where the defending side forfeits).
5. Win a Final Battle.

Turn Rotations in Battle

In battle, one turn equals one day. The turn rotation begins with the defending side and ends with the attacking side. Use the War commands to command your units in battle.

Extended War

Denotes an extended war is in progress.

If a battle continues for 30 turns and the winner has not been decided, an extended war begins and the screen returns to the Main Display. After all rulers have completed their turns, the war will resume.

The Extended War Information window may be viewed by selecting the city with the map command.

PREPARING FOR BATTLE

Prepare for battle by following the steps below:

STEPS:

1. Select the city you wish to attack and organize your units.
2. Select a commander-in-chief, the number of soldiers, the type of unit, and the amount of gold and provisions you wish to take with you.
3. The attacking side selects whether or not to request joint units from other cities under the ruler's control. If you want the support, you must decide from which city you will send a joint unit and then organize the joint unit.
4. The defending side decides whether or not to request reinforcements from an allied neighboring city. To ask for reinforcements, select an officer who will be a messenger and which city to ask. If the officer is successful then the allied city will send out reinforcements.

5. The defending side decides between a counterattack in a field battle or a castle battle. If you decide to counterattack in a field battle, select a commander-in-chief and enter the amount of gold and provisions you wish to take with you.
6. The defending side selects whether or not to send reinforcements from a neighboring vassal city. If you want reinforcements, you must select a vassal city and then organize the reinforcement units.
7. The game will switch to the Battle Display (see Battle Display, page 49).
8. Position the units.
9. The battle will begin.

YOUR ARMY

FORMATION OF AN ARMY

One army is organized from 1-5 regular units and 1-3 reinforcement and joint units. The number of officers that can be organized into one army are 1-10 officers in the regular units and 1-5 officers in the reinforcement and joint units. There must be one commander-in-chief to lead the regular unit and all of the commanders. When the ruler or governor goes to battle, they become the commander-in-chief. When the commander-in-chief (except for the ruler) gets captured or dies in battle, you must select a new commander-in-chief. The ruler or governor cannot participate in a battle as a reinforcement and joint unit. The reinforcement and joint units will arrive after the battle has begun.

Regular Unit: A unit from the defending city or a unit from the attacking city.

Your City's Reinforcement Unit: A unit that comes from one of your vassal cities to help the defending side. Only vassal cities neighboring the battle site can send reinforcements.

Other City's Reinforcement Unit: A unit that arrives at the battle site from an allied city of the defending side. Only cities neighboring the battle site can send joint units.

Your City's Joint Unit: A unit from one of your vassal cities to help the attacking side. Only cities neighboring the battle site can send joint units.

Other City's Joint Unit: A unit from an allied city that agreed to help the attacking side in a joint attack. Only allied cities neighboring the battle site can send joint units.

ORGANIZING YOUR UNITS

SELECTING COMMANDERS AND LIEUTENANT COMMANDERS

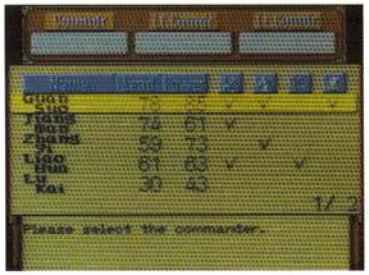
You may select up to one commander and zero to two lieutenant commanders. Place the cursor on the empty box, press Button A, then select an officer from the list. After you have selected a commander, select a lieutenant commander. When the ruler or governor goes to battle, they must be a commander. After you are finished selecting commanders, press Enter.

CORRECTING YOUR ENTRY

To cancel the commander you selected, place the cursor on the name you wish to erase and press Button A.

COMMANDER ABILITIES

Decide who will be the commander and lieutenant commander by analyzing the data in the Commander Ability Screen. A check mark will be displayed under the unit markers when the officer has the ability to lead that unit in battle.



Commander Ability Screen

The markers next to the ability of the commander represent the following:

Infantry unit

Cavalry unit

Archery unit

Naval unit

ENTERING THE NUMBER OF SOLDIERS

Enter the number of soldiers and type of units at the Unit Organization Screen.

Unit Organization Screen

Enter the number of soldiers for each unit. Press Button A and use the Control Pad to enter the number of soldiers. To correct the number you entered, move the yellow cursor to the number of soldiers, press Button A, and use the Control Pad to enter the new number.

TYPES OF UNITS

One unit is organized by one commander, zero to two lieutenant commanders, and a maximum of 300 soldiers. There are seven different types of units: infantry, cavalry, crossbow, strong crossbow, auto crossbow, catapult, and battering ram.

SELECTING THE TYPE OF UNIT

To select the type of units move the yellow cursor, press Button A, and select Enter. You cannot organize an archery or cavalry unit if the number of weapons or horses are less than the number of soldiers in that unit. You cannot select a cavalry unit if you are defending in a castle battle.

Infantry: A unit that is organized by only soldiers.

Cavalry: Organized by the same number of soldiers and horses.

Crossbow (X-Bow): Organized by the same number of soldiers and crossbows.

Strong Crossbow (Strong X): Organized by the same number of soldiers and strong crossbows.

Auto Crossbow (Auto X): Organized by the same number of soldiers and auto crossbows.

Battering Ram (Ram): The unit is organized by soldiers and one battering ram per unit. This unit can only be selected for a castle battle.

Catapult (C-pult): The unit is organized by soldiers and one catapult per unit. This unit can only be selected for a castle battle.

DURING WAR

BATTLE DISPLAY

① Date and number of turns

② Weather/wind direction

③ Unit

④ Message Window

PLACING YOUR UNITS

When a war begins, you must position your units in the battle. The defending units will be positioned before the attacking units. After the battle begins, the reinforcements and joint units will arrive and automatically be positioned in the battlefield.

UNITS IN BATTLE

FIELD BATTLE

Attacking Side:

RED-
Regular
Attacking Unit

ORANGE
Your City's
Joint Unit

PURPLE
Allied City's
Joint Unit

Defending Side:

BLUE-
Regular
Defending Unit

LIGHT GREEN
Your City's
Reinforcement Unit

GREEN
Allied City's
Reinforcement Unit

CASTLE BATTLE

Attacking Side:

Regular
Attacking Unit

Your City's
Joint Unit

Allied City's
Joint Unit

Defending Side:

Regular
Defending Unit

Your City's
Reinforcement Unit

Allied City's
Reinforcement Unit

UNIT MARKERS

When in battle, you can distinguish what type of unit you are fighting by the following:

Infantry
Unit

Calvary
Unit

Crossbow
Unit

Strong Crossbow
Unit

Auto Crossbow
Unit

Naval
Unit

Battering
Ram

Catapult

TRAPS

After the units are positioned, the defending side may set up traps, if there is an advisor in one of the units. If there is an advisor on the attacking side, the enemy's traps may be discovered. There are two types of traps:

Pitfalls: You can dig two to five pitfalls depending on your advisor's intelligence. Select the area you wish to dig. The number of soldiers will decrease when an enemy moves to the pitfall area. This trap will not affect units on your own side.

Hay: Select an area where you will hide bales of hay. Set the hay on fire with a Firebolt or by using the Fire command, and the area will quickly be engulfed in flames. The number of soldiers will decrease, if a unit is in range of the fire. Units on your own side may also be affected.

NAVAL AND HISTORICAL BATTLES

NAVAL BATTLE

If you enter a field battle near a large river, a naval battle will begin. The units will be on ships and cannot go back onto land. The commands Move, Attack and Plot, are different than in a field battle. You cannot use the Betray command.

Move: Regardless of the type of unit, the mobility of all units are the same on water.

Attack: You will not be able to use the Charge or Duel commands, but an officer with the special talent "Naval" will give you an advantage.

Plot: Instead of the Confuse command you will be able to use the Chain command. The Fire command sets only the enemy's ship on fire.

Historical Battles

If you enter a field battle at the site of a famous historical battle, a special Battle Screen will be displayed.

Mobility and Terrain

Units have mobility levels. Each turn the unit will move within its mobility range. Depending on the area the terrain, the amount of mobility used with each move will differ.

Mobility

Each unit's basic mobility is illustrated in the chart below.

Unit	Mobility	Unit	Mobility
Infantry	5-12	Calvary	15
Crossbow	*(depending*	Naval	12
Strongbow	*on training*	Battering Ram	6
Auto Crossbow	*and spirit)*	Catapult	6

Terrain

There are three factors about the terrain: remaining mobility, effect of the terrain, and the altitude.

Remaining Mobility: The amount of mobility used after the unit has moved.

Effect of the Terrain: The effect on your attack and defense abilities. Generally, the unit positioned on terrain with a higher effect will have at an advantage. The unit will have a better advantage, the larger the difference between the effect of the terrain.

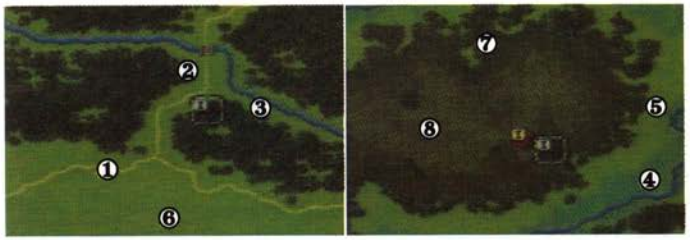
Altitude: The height of the terrain will also affect your attack and defense abilities. The unit at a higher altitude will have an advantage.

Types of Terrain

M= Amount of Mobility, T= Effect of the Terrain.

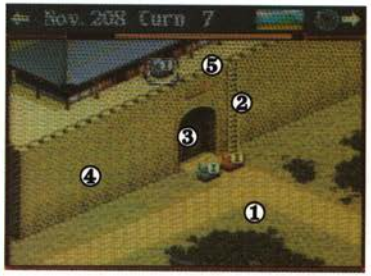
Information in "{ }" indicates naval battle values.

Field Battle



① Road (M: 3, T: 6)
② Bridge (M: 3, T: 6)
③ River (M: 7 {3}, T: 4 {6})
④ Swamp (M: 5, T:5)
⑤ Plains (M: 3, T: 6)
⑥ Grasslands (M: 3, T: 6)
⑦ Forest (M: 4, T: 5)
⑧ Mountain (M: 4-5, T; 9-13) Some mountains are closed to only cavalry units or entire units.

CASTLE BATTLE



① Plains (M: 3, T: 6)
② Ladder (M: 4, E: T) Calvery, battering ram, and catapult units cannot the ladder.
③ Castle Gate (no entry)
④ Castle Wall (no entry)
⑤ Above the Castle wall (M: 3, T: 6)

WAR COMMANDS

The following commands are available in a battle. To select a unit, press Button X or Y or move the cursor on the unit and press Button A. Once you have selected a unit, you may move or attack. Press Button A again to view the War commands. Press the START button to view the Battle Information Window.

MOVE

Move a unit. The range you can move depends on your mobility and the terrain. You may not move to an area where another unit is positioned. Follow the steps below to move a unit.

1. Select one of your units and press Button A.
2. The highlighted area indicates your mobility range. Select where you will move.
3. When you move next to an enemy unit, and if you still have enough mobility, you may attack.

ATTACK

Attack an enemy unit. Follow the steps below to attack an enemy.

1. Select one of your units and press Button A.
2. The highlighted area indicates your mobility range. Use the Control Pad to move the cursor or press Button A again to display other commands.
3. Select the type of attack (see the commands below).

> **NOTE:** When you attack another unit, the number in yellow represents the decreasing number of soldiers and the following number in white represents the remaining number of soldiers.

▸ GROUND

Attack an enemy unit next to you.

▸ GROUP

Attack an enemy unit with two or more of your units. The commander must have a leadership level higher than 70.

▸ CHARGE

Charge towards a neighboring enemy unit. Capture enemy officers and reduce the enemy unit's soldiers to zero. If the enemy unit is not completely destroyed, your unit will be pushed to the opposite side of the enemy unit. You cannot use this command in a naval battle.

▸ DUEL

Duel among officers. The officers' power will affect the outcome of the duel. When an officer's stamina (the red and blue bars on the duel screen) reaches zero, the officer is defeated. You cannot use this command in a naval battle.

▸ ARROW

Attack by shooting arrows with your crossbow unit, strong crossbow unit or auto crossbow unit. There is no limit to how many times a unit can shoot arrows. The shooting range depends on the type of weapon. The power of the arrow becomes stronger as the distance

between you and the enemy unit decreases. An officer's stamina will decrease, if injured by an arrow.

▸ FIREBOLT

Attack by shooting firebolts with your crossbow unit, strong crossbow unit or auto crossbow unit. Depending on the training level of the unit, the amount of times they can shoot a firebolt in battle will vary from one to eight times. The power of the firebolt is much stronger than a normal arrow. An officer's stamina will decrease if injured by a firebolt. A firebolt may catch the surrounding area on fire.

▸ CATAPULT

Attack by launching boulders from far away. There is no limit to the number of times the boulders can be launched. If you choose to attack the castle gate, the effect is the same as a Gate Attack (see below). You cannot use the catapult to attack a unit that is close.

▸ GATE ATTACK

Lower the defense level of the castle gate. This can only be executed when the attacking side attacks the castle gate in a castle battle, or when the barrier gate is attacked in a field battle. If you succeed to open the barrier gate, you may move to the other side of the gate. When the defense of the castle gate reaches zero, the gate will open, and the attacking side will win the battle and the defending side may select to fight a final battle or flee.

PLOT

Plot against the enemy. The Plot command is affected by intelligence, training, and spirit levels.

▸ FIRE

Set fire to or near an enemy unit. Select the area you will set on fire. If you succeed, the area will catch fire. The number of enemy soldiers will decrease when the enemy unit is trapped in a fire. You cannot move to an area which has caught on fire. Wind direction and the type of terrain can make the fire spread quickly, and heavy rainfall can put out a fire. The likelihood of a fire spreading depends on the terrain.

You cannot set fire to an ocean, river, or swamp. As displayed in the following chart, the larger the number, the easier it is to set fire.

TERRAIN	FIRE EFFECT
Forest	10
Grasslands	10
Water	9
Plains, Roads	8
Mountain	3-6 (depending on altitude)

▸ BOULDER

Drop boulders from the top of the castle wall or mountain onto an enemy unit. Select the area you wish to drop the boulder. The number of soldiers in the enemy unit will decrease, if hit by the boulder. You must have a stamina level over 80 and more than 1000 soldiers to execute this plot.

▸ PROVOKE (PRVKE)

Provoke two neighboring enemy units to fight against each other. If you succeed, the number of enemy soldiers will decrease.

▸ CHAOS

Confuse the enemy unit. If you succeed, the enemy unit will be immobilized for the next couple of turns and the unit will be marked with a "?" This command can only be used in a field battle.

▸ CHAIN

Use this plot in a naval battle to chain enemy ships together. If you succeed, the enemy units will be immobilized for a couple of turns. This command can only be used in a naval battle.

▸ WEATHER

Change the weather. Select from: clear, cloudy, drizzle, rainy, and rainstorm. If you succeed, the weather will change to your selection. You must have a stamina level over 80.

▸ WIND

Change the direction of the wind. Select from: north, northeast, northwest, south, southeast, southwest, and no wind. If you succeed, the wind direction will change to your selection. This command will affect how a fire spreads. You must have a stamina level over 80.

▸ BOLT

Drop a bolt of lightning. If you succeed, lightning bolts will fall to the ground at random. If a unit is struck by lightning, the number of soldiers will decrease. You can only use this command when you are in a rainstorm in a field battle. You must have a stamina level over 80.

▸ LIES

Spread false information to the enemy's reinforcements or joint units. If you succeed, the enemy reinforcements or joint units will flee to another city. You can only use this command in a castle battle.

BETRAY

Persuade an enemy officer to betray their unit. Select the unit and the enemy officer. If you succeed, the enemy officer will bring soldiers and switch to your side.

Hidden Officer: Order your officer in hiding to betray their unit. This officer is most likely to betray a unit.

Bribed Officer: Persuade an officer, whom you bribed before the battle, to betray a unit. The chances of success are lower for this officer than for a hidden officer.

Enemy Officer: Persuade an enemy officer to betray a unit. The chances of success depend on the officer's loyalty and character.

FLEE

Flee from a battle. If the commander-in-chief flees, you will lose the battle. If you fail to flee, you will be captured. Even if you succeed to flee, an enemy unit may chase you and attack some of your soldiers. Your chances of success depends on your officers' power and intelligence, your units' training level and spirit, and your distance from the enemy unit.

Field Battle: Before you flee, you must select a city: the city from which you attacked (red text), a city under your control (yellow text), or an unclaimed city (white text).

Castle Battle: On the attacking side, you must select a city from: the city which you attacked (red text), a city under your control (yellow text), or an unclaimed city (white text). On the defending side, you must decide if you will flee to another city under your control or a neighboring unclaimed city.

INFORMATION (INFO)

View information on each unit. Select the unit you wish to view. You may view information on your units as many times as you like during turn. It will cost 100 gold pieces to view enemy unit information. For 100 gold pieces, you can view the enemy's unit information as many times as you like in that turn. After you select the unit, the Unit Data Window will appear. If you select an officer in that screen and press Button A, the Officer Data Screen will be displayed.

DELEGATE

When you select the Delegate command, the selected unit will be under delegated control until the battle ends. To cancel the delegated control press Button B before the five second countdown reaches zero. If you delegate control for the commander-in-chief's unit, all units in the battle will be placed under delegated control.

Douse

Put out a fire on your unit's ship. You can only use this command in a naval battle. If you succeed, the fire will be extinguished. Your success depends on your unit's training level and spirit.

Taunt

Yell taunts at an enemy unit. If you succeed, the enemy unit's spirit will decrease. If you fail, the enemy unit's spirit will increase. This command can only be used in a castle battle.

Repair

Repair the gate after the defense level has decreased. Only an infantry unit from the defending side can execute this command. If you succeed, the gate defense strength will increase.

Cease

Call for a cease-fire. Only a commander-in-chief in a castle battle can execute this command.

- **Threat**

Threaten the enemy to surrender. Only the attacking side can make a threat. If you succeed, the defending side will surrender. You cannot use this command if the ruler of the defending side is participating in the battle.

- **Truce**

Negotiate a cease-fire by offering gold and provisions. Only the defending side can offer a truce. If you succeed, the attacking side will release any prisoners and flee to another city.

- **Forfeit**

Both the defending side and the attacking side can forfeit. If you succeed, both parties will release prisoners and the defending side will leave gold, provisions, and weapons and flee to another city.

Trap

The attacking side will check the area, if they suspect that traps have been set. The defending side may confirm where they set the trap. This command can only be used in a field battle.

Deploy

Give orders to deploy reserve officers to battle from inside the castle. To deploy officers, you must organize a new unit. You cannot use this command if there are more than five units or ten officers in battle. Only the defending side in a castle battle can use this command.

After War

Post-War Settlements

After you win a battle, you must decide what to do with your prisoners. You may select the following options:

Recruit: Place the officer under your control.

Free: Allow the officer to escape.

Prison: Make the officer your prisoner.

Execute: Behead an officer.

When you capture a ruler, the options you have after battle will differ, depending on the situation.

1. When there is a city available to flee: **Free** and **Execute**.
2. When there is no city to flee and the ruler has no vassal cities: **Recruit**, **Free** and **Execute**.
3. When there is no city to flee to and the ruler has vassal cities: **Execute**. When you select Execute, then automatically a successor is selected as a new ruler. When you (the ruler) are executed, you may select a successor from the subordinate officers. When there is no successor, the family line is destroyed and the game ends.

THE AGE OF THE THREE KINGDOMS

SCENARIO 1: DONG ZHUO TRIUMPHS IN LUO YANG (189 A.D.)

At the end of the second century, the death of Emperor Ling intensified the bitter struggle between the court eunuchs and the Imperial family. The Yellow Turban Rebels destroyed the political authority of the Eastern Han Dynasty and plunged the nation into chaos. The confusion allowed regional figures to gain power. Finally, one of them seized the Imperial capital of Luo Yang. That figure was Dong Zhuo.

Dong Zhuo's forces met with setbacks in fierce battles against Cao Cao's League at Fan Shui Guan and Hu Lao Guan. In complete rage, Dong Zhuo set fire to Luo Yang and moved the Imperial capital to Chang An.

The closing of the Eastern Han Dynasty had created an era of violent battles between rulers.

SCENARIO 2: TURMOIL SPREADS IN CHINA (194 A.D.)

Cao Cao declared independence in the Yan territory and suppressed the Yellow Turban Rebels in the Xu territory. He formed the Ching Regional Guards from the best of the captured Yellow Turban Rebels who became the nucleus of his army.

After a year of fierce fighting, Cao Cao defeated Lu Bu and regained the Yan territory. He invited the wandering Emperor Xian to join him in Xu Chang. By becoming the Emperor's protector, Cao Cao gained an advantage in distinguishing himself from many of his rivals.

He then attacked Zhang Xiu, destroyed Lu Bu, and expanded his realm and power. But as Cao Cao continued his rapid advances, his one time ally Yuan Shao raised a vast army to oppose him.

SCENARIO 3: CAO CAO EXPANDS HIS DOMAIN (201 A.D.)

While Cao Cao was engrossed in preparations to fight Yuan Shao, Liu Bei began operating independently of Cao Cao. When his participation in a plot to kill Cao Cao was exposed, Cao Cao attacked Liu Bei and made him flee to Yuan Tan's protection.

After the Battle of Guang Du, Yuan Shao died and the fall of the Yuan family began. The discord between the Yuan brothers, invited Cao Cao to launch an attack. The battle became so uncontrollable that one by one, all the members of the Yuan family, including Yuan Tan, Yuan Xi, Yuan Shang and Gao Gan, were killed.

In the end, Cao Cao stood victorious as the ruler of all central China.

SCENARIO 4: BATTLE OF RED WALL (208 A.D.)

While chasing the fleeing Liu Bei, Cao Cao began his southern campaign. He scattered Liu Bei's weak force and China seemed on the verge of unification under Cao Cao. At that time, Sun Quan formed an alliance with Liu Bei and Lu Su to create new forces from the Wu and Jing territories. But the forces of Wu dealt Cao Cao a grievous defeat in the Battle of Red Wall.

Liu Bei and Cao Cao's armies entered a naval battle on the Yangtze River. Pang Tong, an allied spy for Liu Bei, advised Cao Cao to link his ships together for easier navigation. Not knowing Pang Tong was an enemy, Cao Cao followed his advice. When Liu Bei sent a flaming ship into Cao Cao's fleet, all of the ships caught fire. The Yangtze River was veiled in a wall of fire. The armies of Wu crushed Cao Cao's armies thanks to ingenious strategy of Liu Bei's advisor Zhuge Liang and Pang Tong. Cao Cao barely escaped back to Xu Chang.

Just as Zhuge Liang imagined, China divided into three distinct spheres of influence.

Scenario 5: Birth of the Three Kingdoms (221 A.D.)

By 215 A.D., China was divided into three kingdoms: *Wei* ruled by Cao Pi, *Wu* ruled by Sun Quan, and *Shu* ruled by Liu Bei.

In the kingdom of *Wei*, Cao Cao died and his son, Cao Pi, succeeded him. Cao Pi forced the abdication of the Emperor Xian and pronounced himself emperor. The Eastern Han Dynasty was destroyed and the age of the Three Kingdoms began.

Sun Quan's subordinates Lu Meng and Lu Xun had long tried to conquer the Jing territory. Finally Guan Yu succumbed to their plots and was trapped between the armies of *Wei* and *Wu*. Guan Yu fought desperately to no avail, and the Jing territory fell into Sun Quan's hands.

Liu Bei went into a rage and raised a great army to move against the *Wu* kingdom. But Zhang Fei was assassinated before his army could mobilize and Liu Bei was defeated by Lu Xun. Liu Bei entrusted his advisor, Zhuge Liang, with care of the kingdom following his death. Zhuge Liang formed an alliance with the *Wu* kingdom and began his northern campaigns.

Scenario 6: Clash of Wei, Wu, and Shu (235 A.D.)

Despite repeated encounters, neither Zhuge Liang nor Sima Yi could get the upper hand in their struggle for more power. Zhuge Liang had shown himself to be a military genius many times, but despite constant efforts he could not win. At Wu Zhang Yuan, Zhuge Liang turned over all his forces to his subordinate Jiang Wei before he passed away.

Jiang Wei earnestly attacked the *Wei* and *Shu* army. Sima Yi's sons Sima Shi and Sima Zhao of *Wei* successfully blocked Jiang Wei's attacks, but the armies of *Shu* ultimately failed. Under the burden of constant warfare, the people of *Shu* became exhausted and Wei successfully invaded the kingdom.

After pacifying Shu, Sima Yen proclaimed himself the first emperor of the Chin Dynasty and thereafter conquered the Wu kingdom. With Sima Yen's unification of China, the curtain fell on the Age of the Three Kingdoms.

Character Profiles

Famous Rulers

Cao Cao

Cao Cao is the most famous officer of the Romance of the Three Kingdoms. It is said that he was "a wise ruler to govern the land, a great villain to ruin the land." Cao Cao collected talent around himself, and even tried to enlist Guan Yu, a former enemy. He said of himself, "Even though I try to turn my back on the world, the world will not allow it." When he broke his own military code, he cut off his hair as atonement to keep his code intact. When his son, Cao Pi, rose to Vice Prime Minister, together they became the true power behind the Han Dynasty.

Liu Bei

Although Liu Bei served others for almost fifty years, he eventually became a very strong independent ruler. Liu Bei pledged his oath of eternal brotherhood to two warriors, Guan Yu and Zhang Fei in the famous "Peach Tree Oath" and vowed to defend the Han Emperor. He formed this brotherhood before setting out to war and pledging to rescue the Han Dynasty. At the height of his time, he declared the Shu-Han Dynasty, but soon after he faced continuous defeats in battle.

Sun Quan

Sun Quan was the third member of the magnificent family of Sun. His father Sun Jian laid the foundation, his elder brother Sun Ce expanded it, and Sun Quan kept it intact. One of his stronger military moments was when he allied with Liu Bei and Zhuge Liang to defeat Cao Cao at the Battle of Red Wall. Sun Quan far outlived both Sun Jian and Sun Ce, and the *Wu* Kingdom was the last of the three kingdoms to fall.

The Combatants

Dong Zhuo

Dong Zhuo gained military strength after he led an army to Luo Yang and established his rule. When Cao Cao formed a league against him he set Luo Yang on fire and moved the Imperial capital to Chang An. With his new might he made cowardly Emperor Shao abdicate the throne in favor of the virtuous Chen Liu. Seeing his adopted son Lu Bu's fierce potential, he made him an ally and used Li Ru's wise strategies. Dong Zhuo's tyrannical behavior, however, led to disaster, and he was killed by the hand of Lu Bu.

Lu Bu

Lu Bu was well known for his superhuman strength, and many people said, "Best among men, Lu Bu; best among horses, the Red Hare." Lu Bu's life was marked by a series of betrayals. He began life as Ding Yuan's adopted son, but he assassinated him and switched to Dong Zhuo's side. He later succeeded in plotting Dong Zhuo's murder with Wang Yun. Lu Bu even betrayed Liu Bei, who supported him while he was in exile. In the end, Lu Bu was betrayed by one of his subordinates and captured by Cao Cao, who had him put to death.

Sima Yi

Sima Yi was an advisor of *Wei*. When Zhuge Liang launched his northern campaigns, Sima Yi tightened *Wei's* defenses and devoted himself to a war of retirement. When Zhuge Liang sent him a woman's death shroud and crown, the other generals of *Wei* became enraged and demanded to know why Sima Yi did not settle the war once and for all. Sima Yi did not launch a counterattack because he knew Zhuge Liang was old and would not last much longer. His grandson Sima Yen established the new Chin empire, which eventually conquered the *Wu* and *Shu* kingdoms.

Taishi Ci

Taishi Ci has served under many rulers in his lifetime. He was indebted to Kong Rong, but was then employed by Liu Yong, but was treated with contempt. His enemy Sun Ce, with whom he had fought in a duel, had more appreciation for his abilities, so later he switched to Sun Ce's side. After Sun Ce's death, he served Sun Quan and became known as a man of great loyalty.

Yuan Shao

Yuan Shao was the head of the Yuan family, which produced three lords over four generations. He served as commander-in-chief of The League Against Dong Zhuo. Thereafter, he expanded his domain towards north China and became very powerful. After losing the Battle of Guang Du, however, he lost all hope of ruling central China, because he failed to heed the advice of Tian Feng and Xu You. When Cao Cao defeated his sons, the despondent Yuan Shao died of illness.

Zhuge Liang

Zhuge Liang, also known as "Hidden Dragon", impressed Liu Bei so much that Liu Bei made him his own advisor. At the battle of Red Wall, he formed an alliance with Sun Quan that led to a victory over Cao Cao. After that victory, he built the Sword of the Seven Stars. He was credited with the invention of the auto crossbow and the wagon, and was viewed as an active advisor. He is also credited with visualizing the formation of the Three Kingdoms of *Wei, Shu* and *Wu*.

OFFICER INFORMATION CHART

Please use this chart to keep track of officer information. Photocopy this page if you need more copies.

Name _____

Position _____

Place _____

Task _____

Duty _____

ABILITIES:

Loyalty	____
Tenure	____
Leadership	____
Power	____
Intelligence	____
Political Ability	____
Charm	____
Health	____

ITEMS :

_____

_____

_____

TALENTS :

Foreign	❑
Spy	❑
Recruit	❑
Build	❑
Bribe	❑
Rebel	❑
Gosssip	❑
Arson	❑
Snoop	❑
Infantry	❑
Cavalry	❑
Archery	❑
Naval	❑
Fire	❑
Boulder	❑
Provoke	❑
Weather	❑
Wind	❑
Chaos	❑
Chain	❑
Bolt	❑
Repair	❑
Taunt	❑
Lies	❑

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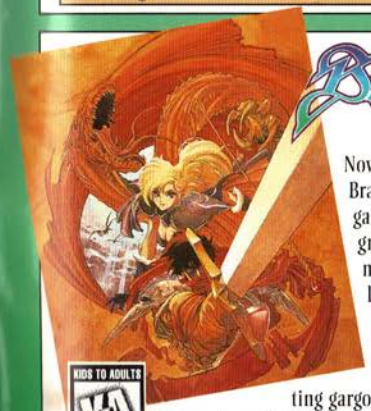

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