

Regarding Key Icons

Key icons such as the ones in the screenshot to the right may be displayed during the game. They indicate the controls assigned to each key.

If you see a key icon displayed during battle, you can press the corresponding key to mount or dismount horses, climb ladders, and more.

Musou Attack 1	Slash of Glory
on the ground	Slice through the
Aerial Musou Attack	Immortal Prestige
in midair	Push forward with
Musou Attack 2	Royal Pose
while holding down	Strike the pose



Key Icon List

*The controls assigned to each key can be changed by going to "Button Settings" under "Controls" in the "Options" menu.

	Move left [A]
	Move right [D]
	Move forward [W]
	Move backward [S]
	Normal Attack [J]
	Strong Attack [I]
	Musou Attack [L]
	Jump [M]
	Block / Strafe left [Shift]
	Call horse [/]
	Switch Attack [O]
	Toggle map [.]

	Rotate camera left [F]
	Rotate camera right [H]
	Rotate camera up [T]
	Rotate camera down [G]
	Display Info Screen [F1]
	Switch between stratagems/army orders [Y]
	Rage [R]
	Army Orders (Delegate) [1]
	Army Orders (Escort) [3]
	Army Orders (Advance) [2]
	Army Orders (Defend) [Q]

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Produced by
OMEGA
-Force

*Screenshots in this manual have been taken from a development version of the game.

*Game features described in this manual are subject to change.

Authenticating your user license

This game must be authenticated via Steam in order to be played.

Steam is a PC gaming platform developed by Valve Corporation. It can be installed free of charge.

◆Authenticating the game at start up

When you start up the game, you will need to log in to Steam and authenticate your user license.

*An internet connection is required in order to log in to Steam.



Starting the Game

Starting Up

First, boot the game from within Windows.

- 1 Double click on the shortcut that was created during the installation process.
- 2 The Steam login window will appear. Once you have logged in, the game will begin.

Main Menu

Select a game mode to play.

*Empire Mode and Free Mode can be played with two players [P.11](#).



Empire Mode P.14	Select an officer and starting date and aim to unite the land under a single rule.
Free Mode	Play stages combined with the officers of your choosing.
Edit Mode P.38	Create and customize your own original officers, units, banners, warhorses, soldiers and scenarios for use in Empire Mode.
Exit game	Exit the game and return to Windows.
Gallery	View character models as well as movies from the game and more. As you play through the game, you will unlock even more items to be viewed. After you clear Empire Mode, an original timeline based on your game will be made available.
Encyclopedia	Read about the story of the Three Kingdoms, as well as its officers, battles, terminology and timeline.
Options P.4	Adjust game settings.

Saving & Loading

Saving

In Empire Mode, you can save by selecting "System" from the Info menu [P.25](#) on the Strategy Phase screen. You can save system data by going to the "Options" [P.4](#) menu.

Quick Save

You can press **[Delete]** on the Strategy Phase screen to create specialized save data and quickly save your progress. Afterwards, that save data will be overwritten each time you save.

Saving during battle

During battle, you can save by selecting "Save" from the "System" menu on the Info Screen [P.27](#).

Loading

You can resume a game in Empire Mode by selecting "Empire Mode" from the Main Menu and then selecting "Continue" to pick a save data file to load. If you go to "Empire Mode" and select "Quick Load," you can load your Quick Save data. You can also load via "System" on the Info menu at any time during the game.

Options

You can adjust game settings by selecting "Options" from the Main Menu and other locations throughout the game. Select "Apply" to finalize your changes to the settings.

Display	Map	[Semi-auto/Auto/Manual] Switch between the map display methods when battle updates are given. Semi-auto: Automatically switches to the overview map. Auto: After switching to the overview map, it will return to the previous map setting. Manual: The map does not switch during battle updates.
	Health bars	[On/Off/Officers only] Turn the Health Gauges displayed above the enemies' heads on or off.
	Subtitles	[On/Off] Turn the subtitles for the events (movies) on or off.
	Enemy direction	[On/Off] Turn the indicator that shows the direction of the currently targeted enemy officer on or off.
	Brightness	Adjust the brightness of your television screen. (Only when the "Full-Screen" option in the "Graphics" menu is turned to "On")
Controls	Assisted controls	[Off/On] Turn the controls assistance that makes it easier to perform specific attacks in certain situations on or off.
	Camera - vertical	[Normal/Inverted] Switch the controls for moving the camera up and down.
	Camera - horizontal	[Normal/Inverted] Switch the controls for moving the camera left and right.
	Targeting	[Normal/Auto] Turn the ability of the camera to automatically track enemy officers while strafing on or off.
	Vibration	[On/Off] Turn the vibration for your game pad on or off.
	Storm Rush	[Manual/Auto] Choose whether Storm Rush attacks will be triggered manually or automatically.
Sound	Button settings	Assign commands to each of the buttons on the controller or the keyboard.
	Music volume	Adjust the volume of the background music in the game.
	Sound effects volume	Adjust the volume of the sound effects in the game.
	Voice volume	Adjust the volume of the voices in the game.
	Sound test	Play back songs that you have heard within the game.
Guest Officer Settings	Accept Guest Officers	[On/Off] Choose whether custom officers that were automatically downloaded will appear in Empire Mode or not.
	Accept Guest Units	[On/Off] Choose whether custom units that were automatically downloaded will appear in Empire Mode or not.
Save/Load	This enables you to save and load system data.	
Bonus Points	Use the Bonus Points earned during the game to obtain weapons, items and more.	

Graphics	Full-Screen	[On/Off] Choose whether to display the game in full-screen or windowed mode.
	Resolution	[Windowed resolution/Full-screen resolution] Set the resolution of the game window. *The maximum resolution you can display will depend on factors such as your monitor and graphics card.
	Texture Filter	[High/Medium/Low] Adjust the level of detail the game uses when displaying zoomed in or out images. *Depending on your PC's specifications, reducing this setting may improve game performance.
	VSYNC	[0/1/2] Set the screen refresh rate. *Setting this option to [0] will refresh the screen based on current performance, while [1] will force the screen to refresh 60 times per second, and [2] will limit it to 30 times per second. Depending on your PC's specifications, selecting [0] for this setting may cause screen tearing in the game's visuals.
	Play Movie	[High/Medium/Off] Adjust the quality of the movie scenes played during the game.
	Quality	[High/Medium/Low/Custom] Adjust the graphical quality of the game. * Selecting [High], [Medium] or [Low] will automatically adjust the other "Details" settings. If you select [Custom], you will be able to freely adjust each setting. Players who possess a high-end graphics card can customize the settings to enable even more realistic visuals. Depending on your PC's specifications, adjusting this setting may decrease game performance.
	Characters	[Many/Normal/Few] Set how many characters you wish to display on screen at one time. *Lowering this setting may improve game performance.
	Fog Distance	[Far/Medium/Near] Adjust how far you can see into the distance on screen. *Lowering this setting may improve game performance.
	Graphic Detail	[High/Medium/Low] Adjust the level of detail for the character models. *Lowering this setting may improve game performance.
	Texture Quality	[High/Medium/Low] Adjust the quality of textures used for objects and background displays. *Lowering this setting may improve game performance.
Details	Dynamic Shadows	[On/Off] Choose whether or not to enable more realistic shadows for people in the game. *Depending on your PC's specifications, turning this setting to [Off] may improve game performance.
	Shaders	[High/Medium/Low] Choose whether or not to enable more realistic reflections. *Depending on your PC's specifications, lowering this setting may improve game performance.
	Post Effects	[High/Medium/Low] Adjust the level of detail for the graphical effects added to drawn objects. *Depending on your PC's specifications, lowering this setting may improve game performance.

Battle Controls

Battle Screen

Enemy Info

The enemy's name, health, troop strength marker, and equipped stratagem type.

Target Marker

The officer you are currently fighting.

Weapon Affinity

Chain Count

The number of consecutive hits landed against the enemy.

Army Orders

Give commands to your army. If you are not a Commander, you can put in a request for orders.

Weapons

The weapon on the left is the one you are currently using, while the one on the right is your reserve weapon. The color indicates its affinity (Heaven-Earth-Man).

1. Current weapon
2. Reserve weapon

Ex: A weapon capable of using an EX Attack.

Troop Strength Marker

1 troop strength marker is displayed for each 2,000 troops you take into battle. If you are defeated, 1 marker will be depleted, and you will rejoin the battle.

Rage Gauge

You are able to enter a state of Rage when this is full.

Base Info

The type of base P.28 and its Durability. The base will be captured when its Durability reaches 0.

Troop Strength Gauge

The total troop strength for both armies. The higher your troop strength, the easier the battle will be for your side.

Map

[.] Switch between the overview and zoomed maps.

Overview map

Zoomed map



▲ Player

● Allied officer

● Allied soldier

● Defeat condition officer

● Enemy officer

● Enemy soldier

● Victory condition officer

● Objective location

● Horse (animal)

● Allied captain

■ Allied siege weapon/
Instant Base

○ Enemy captain

■ Enemy siege weapon/
Instant Base

K.O. Count

The number of enemies you have defeated.

Stratagem Gauge

This is depleted as you use stratagems P.31. The amount used up by the gauge differs by stratagem, and the gauge will gradually refill itself over time.

Health Gauge

Your character's remaining health. It depletes and changes colors as you take damage: (Blue→Yellow→Red). If it is emptied, you will be forced to withdraw or the battle will end in defeat P.30.

Equipped Stratagems

P.31

Select a stratagem using [1] and [3], and press [2] to execute it.

No Entry Marker



You cannot proceed any further past this mark.



Musou Gauge

You can use a Musou Attack P.12 when at least 1 unit of the gauge is full.

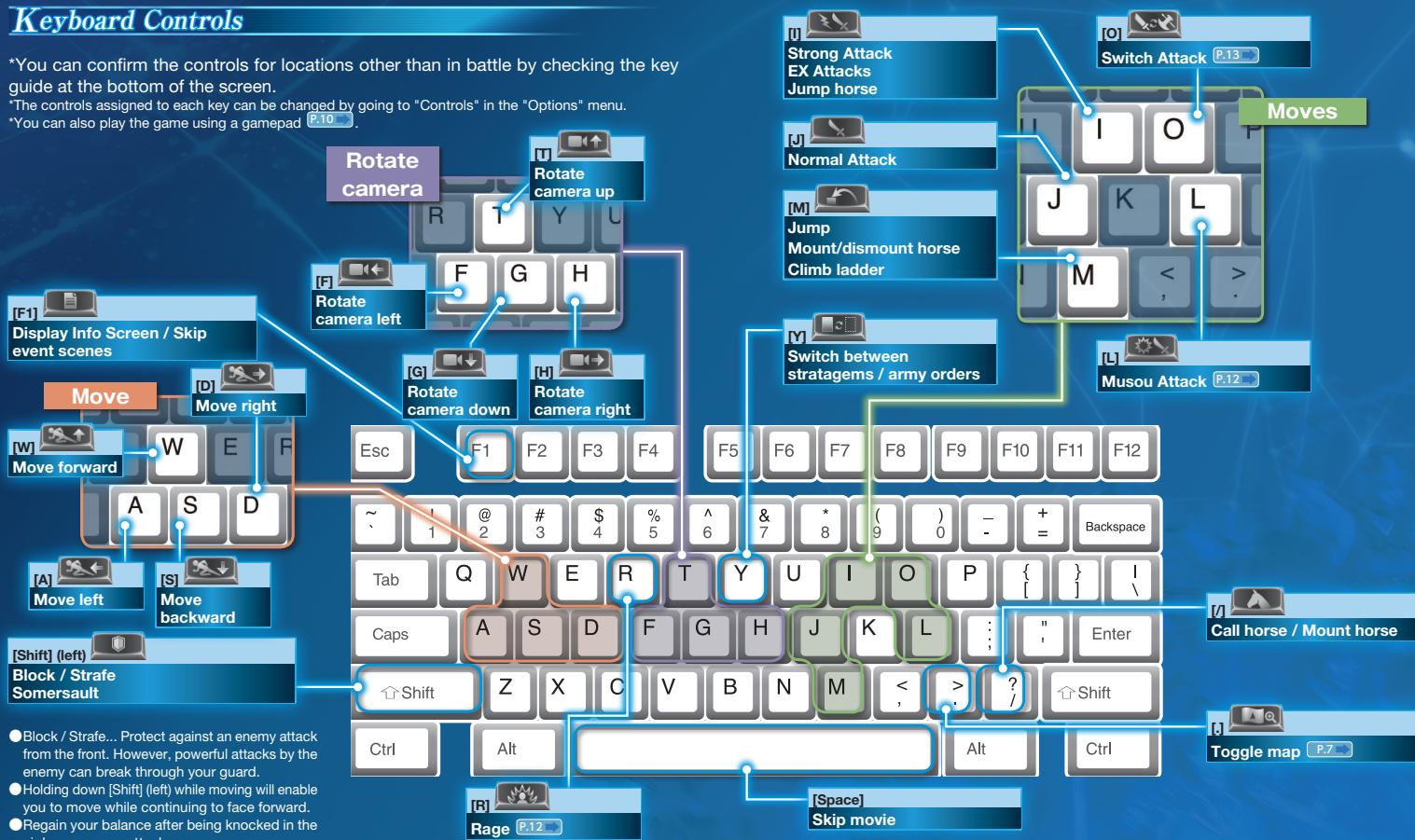


Keyboard Controls

*You can confirm the controls for locations other than in battle by checking the key guide at the bottom of the screen.

*The controls assigned to each key can be changed by going to "Controls" in the "Options" menu.

*You can also play the game using a gamepad [P.10](#).

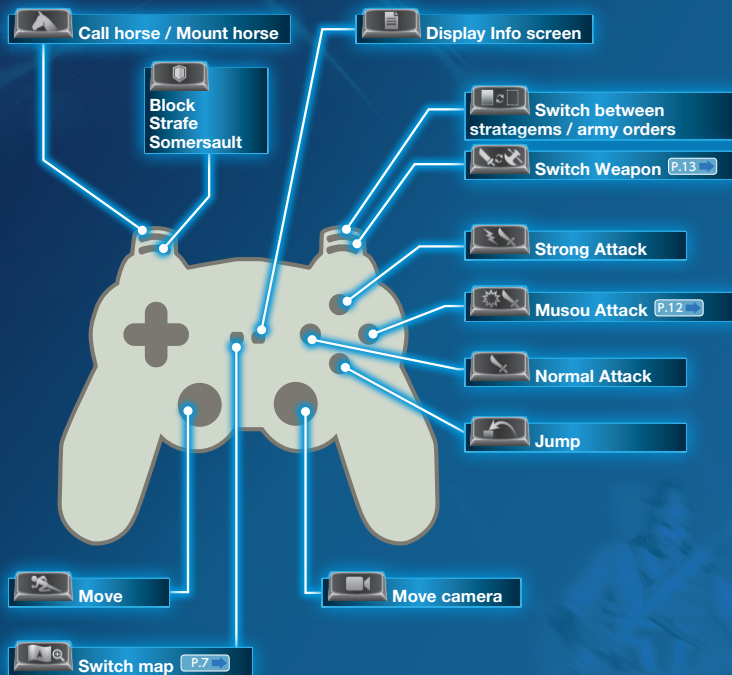


- Block / Strafe... Protect against an enemy attack from the front. However, powerful attacks by the enemy can break through your guard.
- Holding down [Shift] (left) while moving will enable you to move while continuing to face forward.
- Regain your balance after being knocked in the air by an enemy attack.

Gamepad Controls

This game is designed to be played with a gamepad. We recommend you use a DirectX 9.0c compatible 12-button gamepad to maximize your enjoyment. When using a gamepad for the first time, please adjust the settings to your liking via "Button Settings" under "Controls" in the "Options" menu **[P.4]**.

The following diagram lists the recommended button placements for this game.



Playing with Two Players

This game enables you to play cooperatively with another player. Player 2 can join the game by pressing **[F11]** when "2P PRESS F11" is displayed on the officer selection screen **[P.26]** in Empire Mode, or on the settings screen during battle in Free Mode. Once Player 1 and Player 2 have selected "Begin Battle" on the Pre-battle Screen **[P.27]**, the battle will begin.

*When playing with a keyboard, Player 2 will be given control input after Player 1 has selected "Begin Battle."



Player 2 controls

Move	[↑][↓][←][→]
Block	[R Ctrl]
Normal Attack	10-key [4]
Strong Attack / Jump horse	10-key [8]
Musou Attack	10-key [6]
Switch Attack	10-key [9]
Jump / Mount & dismount horse / Climb ladder	10-key [2]
Rotate camera	[Home] [End] [Delete] [Page Down]
Rage	10-key [5]
Switch between stratagems / army orders	10-key [7]

*Player 2 can also play the game using a gamepad.

Musou Attack



[L]

Musou Attack 1 [L]

Attack with a finishing move unique to each officer. Performing the attack will consume 1 unit of the Musou Gauge.

If your Health Gauge is red, you can perform an even more powerful True Musou Attack. When in a state of Rage, you can perform a extremely powerful Rage Attack. If you inflict a certain amount of damage with a Rage Attack, it will become a True Rage Attack.



◇How to fill the Musou Gauge

- Inflict damage on the enemy.
- Receive damage from the enemy.
- Your Health Gauge turns red.
- Obtain items such as wine.

Musou Attack 2 [O] + [L]

This is a special finishing maneuver. You will be able to use this attack after your level increases.

Aerial Musou Attack While in the air... [L]

Perform a Musou Attack while in the air. You will be able to use this attack after your level increases.

2P True Musou Attack While playing with two players... [L]

Perform a combined Musou Attack together with another officer. When playing with two players locally or online, both players can perform the attack by standing near each other and pressing [L] and [6] at approximately the same time.

Rage



[R]

When your Rage Gauge is full and you press [R], you will enter a state of Rage and be powered up for a limited time.

◇How to fill the Rage Gauge

- Inflict damage on the enemy.
- Attack enemies with a Switch Counter.

What to do in these situations

◆ Stunned

You can speed up your recovery by quickly pressing [L Shift] (block), or attack keys such as [J].

◆ Deadlock

Rapidly press [J] to gain the advantage in a weapon deadlock. If victorious, you will gain an opening to attack your opponent, while you both will present an opening in the event of a tie. If you lose, you will create an opening to be attacked.

Switch Attack / Switch Counter



[O]

Switch weapons while performing a special attack. When fighting an enemy against whom your weapon is at a disadvantage, you can perform a Switch Counter. Watch for your opponent to use their stored attack (lights up blue) and press [O] to switch weapons and perform a counterattack. You will be able to inflict heavy damage on opponents whose weapon has an affinity disadvantage.



◇ Check the weapon's affinity advantage/disadvantage markers above the characters' heads.



Advantage



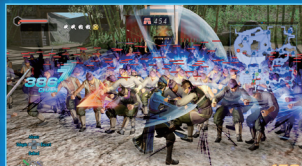
Disadvantage

Storm Rush



[J]

A Spirit Gauge will be displayed above the heads of enemies against whom your weapon is at an advantage. The Spirit Gauge is depleted as you attack the enemy, and when it is empty, you will be able to rush the enemy and attack them with a Storm Rush.



Manual and Auto triggering

You can choose whether you want the Storm Rush attack to trigger automatically or not by selecting "Storm Rush" [P.4] under "Controls" in the "Options" menu.

- Auto: Triggered automatically when the Spirit Gauge reaches empty.
- Manual: Triggered by pressing [J] and [I] simultaneously when the Spirit Gauge reaches empty.



Ready to strike!

Weapon Affinity

There are three types of weapon affinities: Heaven, Earth, and Man. Heaven is strong against Earth, Earth is strong against Man, and Man is strong against Heaven. If you attack with a weapon that has an advantage, you will inflict a large amount of damage, and the enemy will refrain from attacking aggressively, giving you the edge in battle.



Empire Mode

Empire Mode Overview

Assume the role of an officer and aim to unite the land under a single rule. You are free to take any course for your life, whether it be assisting your commander in search of a promotion, spreading rumors to work your way up the ladder at another person's expense, or not even worrying about status and simply focusing on perfecting your military might.

Completing the Game & Game Over

You will finish the game when all of the land has been united, and you will be able to watch the ending movie. During the ending, you will be conferred a "Way of Life" based on your exploits.

The game will end in defeat if 50 years elapse within the game or if another kingdom unites the land before you do.

A Unique Three Kingdoms Experience



Officers can have various positions within their kingdom, and what they can do will differ depending on their position. You can decide whether to work your way up the ranks as a common officer, or to become a free officer and raise a banner of your own. Or perhaps you grow tired of your position as a Ruler and abandon the throne in order to set out on a journey of self-discovery.



Although each position has certain limitations, you are basically free to do as you like. You may serve your ruler and help the people, or carry out assassinations and terrorize everyone around you.

You can receive titles such as Gentle Heart or Violent Rogue depending on your actions. The types of titles earned serve as an indicator on how you live your life.

Memorable encounters



Titles

How you live your life

Various event scenes will play out based on your actions and interactions with other officers. You may swear an oath of loyalty with a sworn sibling or even settle down and get married.

A life summary



New beginnings; old acquaintances

If you start a new game with another officer after finishing the game, you can meet your previous character. The actions of your character will be based upon how you lived your life in the previous game. If you lived a life of honor and loyalty, the character will be a loyal retainer, and if your life was filled with betrayal, that will also be reflected this time around as well. In this way, the personality of you and your character will help create a world within the game that is all your own. If you register your character online as custom officer data, your character can appear in the games of other players, and you can be visited by their characters as well.

*Only custom officers will have their personalities and actions change.

Playing Empire Mode

- 1 Select Empire Mode from the Main Menu. If you are playing for the first time, select "New Game" from the menu, and select "Continue" if you are resuming a previously saved game.

You can select "Quick Load" to load any Quick Save data **P.3** that you might have.



- 2 When you choose "New Game," you will be given a chance to select a scenario to play. Depending on the scenario, the kingdoms, officers and officer positions may differ.



- 3 Adjust game settings. You can select the game's difficulty, whether customized officers will appear or not, and more. *Certain scenarios may have limited settings available.



- 4 Select an officer to play as. You can switch between kingdoms by pressing **[PageUp]/[PageDown]**, and filter officers by rank by pressing **[Home]/[End]**. Once you have selected an officer, Empire Mode will begin.

Guest Officer Settings

Set "Accept Guest Officers" under "Guest Officer Settings" in the "Options" menu **P.4** to "On" in order to allow downloaded custom officers and units to automatically appear in your game in Empire Mode. Any custom officers or units will remain in the game until the scenario is finished.

Empire Mode Gameplay

The gameplay in Empire Mode rotates between the War Councils/Strategy Phase and fighting battles.

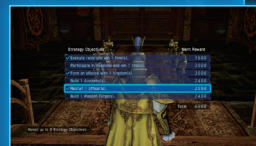
War Council (once every few months) **P.20**

If you are a Ruler, you will be able to select your Kingdom Policy. All subordinates will base their actions on this policy.

If you are not a Ruler, you will receive an Invasion Policy from the Ruler of your kingdom. Depending on your position, you may be able to propose a different plan of action than that of your Ruler.

Next, you will need to select your Strategy Objectives

to complete by the next War Council meeting. You can select up to a total of three. If you can complete them before the next War Council, you will receive Merits as a bonus.



Strategy Phase (every month) **P.22**

You are able to carry out various commands. The commands you can choose from will vary depending on the Fixed Strategy **P.23** of the officers in your kingdom and your character's position.

You will carry out various actions in order to try and complete your Strategy Objectives.



Battles Phase **P.26**

Invasions or Defensive Battles can place a kingdom's very existence on the line. By winning an Invasion, a kingdom can expand the amount of territory under its control, while losing a Defensive Battle means that the kingdom will lose territory. In addition, there are other types of battles such as Event Battles or Quests, and the victory conditions will differ for each one.



An ever-changing environment

The circumstances surrounding you can change depending on the actions you take during the Strategy Phase.

Various aspects of the game can be altered, such as specific regions prospering, or your relationships with other officers changing.



Sworn Siblings / Spouses / Children

Sworn Siblings / Spouses

By using the "Interact" command under the "Personnel" menu and other factors, you can increase your Friendship rating with other officers. When your Friendship rating reaches a certain level, you may be able to make them a sworn sibling or spouse.

There are special events that can be played when you have a sworn sibling or spouse.

*You are unable to choose officers you are related to as a spouse.

*You cannot change the officers that have become your sworn sibling or spouse.



Children

If you are married, you and your spouse may have a child. After a certain amount of time has passed, the child will become an adult and will join your kingdom as an officer.

Positions

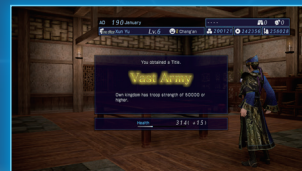
The things you can do in War Councils and the Strategy Phase are determined by your position. Additionally, by performing well in battle and leveling up your character, they will develop some abilities **P.34** more easily than others depending on your position. Your position can also change based on the actions you take.

Titles & Ways of Life

Titles

Based on the actions you take in Empire Mode, you can obtain various titles.

You can confirm the titles you have earned by selecting "Player Info" - "Acquired Titles" from the Info menu.



Sample Titles

Title Name	Requirements
Gentle Heart	Requires your Virtue be of a certain level or higher.
Violent Rogue	Requires your Virtue be of a certain level or lower.
Experienced General	Win a certain number of Invasions.
Armored Warrior	Win a certain number of Defensive Battles.
Great Power	Your kingdom suppresses a certain number of territories.
Prize Pick	Receive a large promotion into another kingdom from being a regular officer.

*There are many other titles to obtain.

Ways of Life

When you clear Empire Mode, an evaluation of your way of life will be made based on the actions you took during the game.

If your character appears in the game as an NPC the next time you play, he or she will act based on your choices from your previous game. (This only applies to custom officers.)



Stratagems

Stratagems are tactics and techniques that can have various effects on the Strategy and Battle Phases. You can learn stratagems by using the "Academy" command **P.25** under "Purchase" in the Strategy Phase. You may also be taught stratagems by other officers.

War Council / Strategy Phase

War Council

A War Council to set the kingdom's policy will be held once every few months. The types of things you can do at these meetings depends on whether you are a Ruler or not. Additionally, you will select the Strategy Objectives you wish to complete by the next War Council meeting.

*There will be no War Council if you are a Vagabond Leader or Free Officer.

Kingdom Policy

The Ruler will decide the policy the kingdom will follow until the next War Council.

If you are Ruler...

You will determine the importance of the 4 different kingdom policies: Personnel, Finances, Diplomacy and Battle. After the importance of each policy is set, your subordinates will carry out orders to promote those policies accordingly. You can assign importance to each priority, up to a total value of 3.



Kingdom Policy	Details
Personnel	Focus on recruiting officers.
Finances	Make donations to regions and focus on building new facilities such as markets.
Diplomacy	Focus on forging alliances with other kingdoms.
Battle	Focus on attacking territory held by other kingdoms.

If you are not Ruler...

You will receive an Invasion Policy from the Ruler of your kingdom.

Depending on your position, you may be able to voice your objection to the current policy and suggest a different one. When doing so, using a stratagem can make it easier to get your proposal approved.

Your Ruler will make the final decision.



Strategy Objectives

You must select at least one Strategy Objective that needs to be completed by the next War Council. You can select up to a total of three. If you are successful, you can receive Merits. Your officer will level up and can receive a promotion once you receive a certain amount of Merits [P.34].

War Council & Strategy Phase Progression

War Council

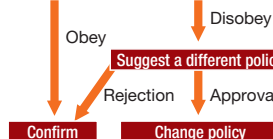
Kingdom Policy

If you are Ruler...

Assign importance to each policy

If you are not Ruler...

The Ruler sets the Invasion Policy



Set Strategy Objectives (up to 3)

Strategy Phase

- Aim to achieve Strategy Objectives
- Participate in Invasions/Defensive Battles
- Obtain new weapons and stratagems
- Interact with other officers and more...

several months

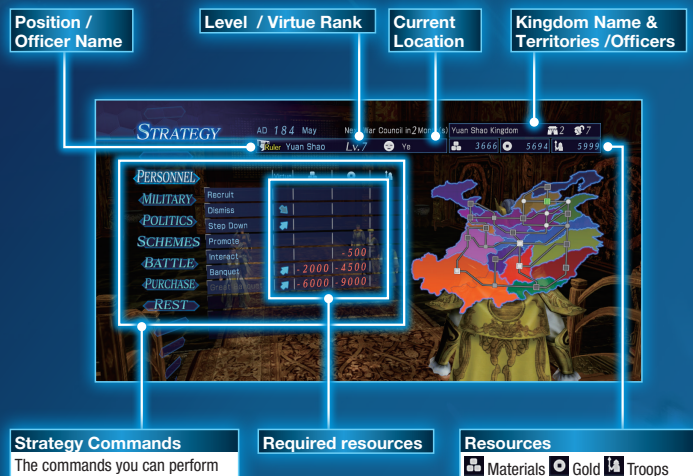
Achieve Strategy Objectives to obtain Merits.

Strategy Phase

You can perform various tasks, such as obtaining troops and resources, interacting with other officers, gaining Merits by fighting battles, and more. You can select up to one task per month. You should aim to try and achieve your Strategy Objectives (P.21). Once you finish carrying out your task, the game will proceed to the following month.

Strategy Phase Screen

You can press [Tab] to confirm the current status of your Strategy Objectives (P.21) as well as your Invasion Policy (P.20) and other information. If you press [PageDown], you can check the Kingdom Strength (total troops) of each kingdom.



Strategy Commands

The commands you can perform will differ depending on your position and the Fixed Strategy (P.23) of your officers.

Virtue Rank

Your Virtue rating will rise and fall based on the Strategy Commands that you carry out. If your Virtue rating reaches a certain point, then your Virtue Rank will change and you will be able to carry out special commands.

Fixed Strategy

All officers have a Fixed Strategy. Depending on the Fixed Strategy of the officers within the kingdom, the number of Strategy Commands you can choose from will increase. Recruit various officers in order to increase the number of things you can do during the Strategy Phase and expand your strategic options.

Your Fixed Strategy is determined by your Way of Life (P.19). Therefore, your officer's Fixed Strategy will change depending on changes in your Way of Life.

You can confirm each officer's Fixed Strategy by going to "Player Info" or "Ally Info" in the Info menu.



Personnel

You can make allies, change positions, or increase your Friendship rating with other officers. If you are not assigned to a kingdom, you can use the "Serve" command to join one. When Rulers are in control of multiple territories, they can select "Appoint" to appoint a Prefect to govern the territory on their behalf. When a territory governed by a Prefect is invaded by another kingdom, it may be able to hold them off.

Military

Utilize commands such as "Conscript," "Training," and "Heal" to increase the military strength of your kingdom.

Training can increase your officers' Merits, while healing can help your troops recover from physical exhaustion (P.34).

Politics

Carry out domestic policy efforts such as levying resources, making donations to the people and building facilities in order to strengthen your kingdom.

Facilities List

Facility	Effect
Weapon Forge	Allows more powerful weapons to be purchased at the Blacksmith. You can only purchase weapon types that are the favorite weapons (P.37) of officers within the kingdom.
Academy	Increases the kinds of stratagems that can be learned at the Academy.
Item Shop	Increases the kinds of items that can be purchased at the Item Shop.
Training Ground	Receive additional Troops each month.
Marketplace	Receive additional Gold each month.
Mine	Receive additional Materials each month.
Castle Wall	Slows down invasions from other kingdoms.

*Each kingdom can build up to a total of 6 Weapon Forges, Academies, and Item Shops. The more you have of a facility, the greater the selection of items you can obtain.

Schemes

Carry out political activities such as forming alliances, requesting invasions, demanding surrenders, recruiting officers from other kingdoms, and more. There are also stratagems that help make your diplomatic negotiations more effective.



Battle

Participate in a battle **P.26** ➡

Rulers, Prefects, Marshals and Strategists can select a territory under "Invasion" or "Defensive Battle" and participate in a battle. Other positions are also able to choose the "Join Battle" command and participate in Invasions or Defensive Battles that are already underway. If you have a territory that has been invaded by another kingdom and do not participate in the battle to defend it, you will eventually cede the territory to the enemy. However, if there is a Prefect present within that territory, there is a chance that they will be able to prevent the invasion. In addition, using the "Politics" command "Construct Facility" to build a defensive "Castle Wall" can help slow down the enemy's invasion.

There are other types of battles, such as small-scale conflicts known as "Raids" and "Quests" that you can receive from the people or other officers. Prefects are also able to select the "Secede" command, while Marshals and Strategists can choose "Rebel" to declare their independence.



Resources

◆Obtaining resources

- Win battles.
- Obtain as Territory Income each month.
- You can also obtain resources through the use of certain Strategy Commands.

◆ Spending resources

- Carry out various Strategy Commands.
- Purchase things such as weapons or items.
- Use "Fortify Base" during battles.

Purchase

You can purchase weapons and items and learn stratagems at the facilities you build. Using the "Politics" command to build additional facilities **P.23** can enable you to purchase and learn even more different things. Additionally, they can also change depending on the territories under your control or the officers that serve you.

You can confirm the weapons you have purchased, stratagems learned and more by going to "Player Info" in the Info menu, or by checking the preparation screen **P.27** before battle.



Move

Move from one territory to another.
Only Vagabond Leaders and Free Officers can perform this command.

Rest

Do nothing and proceed to the following month.

Info menu

This is displayed by pressing **[Space]** during the Strategy Phase.

Command	Details
Player Info	Change equipped stratagems, weapons and items. You can also confirm the controls for each move, as well as obtained titles, and more.
Ally Info	Check detailed information on each of your allied officers.
Territory Info	View information on each territory, such as Region Income, Happiness P.33 , Products, Controlling Kingdom and officers employed, and position information.
Kingdom Info	Check detailed information on each kingdom.
Settings	Select a residence, banner, warhorses, and troops.
System	Adjust game settings P.4 , save and load your game, check the tutorial, and more.

Battle Hints

Battle Preparation

Selecting "Battle" during the Strategy Phase will cause the battle to begin. There are five types to choose from: Invasions, Defensive Battles, Raids, Event Battles, and Quests.

During battle, you should aim to complete the victory conditions. Depending on the type of battle, there may be different victory conditions than normal.

Victory Conditions	Defeat Conditions
<ul style="list-style-type: none"> Defeat the enemy commander. Capture the enemy main camp. [Defensive Battles] The time remaining reaches 0. 	<ul style="list-style-type: none"> Your playable character is defeated and cannot rejoin the battle. The allied main camp is captured. [Invasions] The time remaining reaches 0.

Select Officer

- Select the officers that will participate in the battle. The number of officers you can select will vary depending on the type of battle. *The Commander will be chosen automatically for each battle. *By selecting an officer and pressing [PageUp], you can change the officer you control during the battle.
- Set the number of troops each officer will take into battle.
- Select "Confirm" in order to proceed to the Pre-battle Screen **P.27**.



Battle Objectives

You can set your battle objectives before the battle begins. If you complete the battle objectives during the battle, you will receive Merits for your officer.

*You can set up to 4 battle objectives. You are free to change them as you see fit.

Successful Raids & Narrow Victories

The defending side during an Invasion or Defensive Battle will have a secondary camp. If the invading side captures the secondary camp but the defending side goes on to win the battle, the invading side will earn a Successful Raid, while the defending side will earn a Narrow Victory. If a Successful Raid is achieved, then the defending side will not lose its territory, but will be at a disadvantage in any future Defensive Battles for several months.

Pre-battle Screen / Info Screen

This is displayed before battles. You can also display it by pressing [F1] during battle.

Base **P.28**
 ■ Allied ■ Enemy

Supply Route **P.29**
 ■ Allied ■ Enemy

River (Blue)
 You can swim in these areas. You are able to use stairs and other areas to climb up onto land.

Differences in elevation
 The brighter the area, the higher the elevation.

Borders (Brown)
 You cannot go beyond these areas. There are some places where you can jump down to lower elevations.

Legend:
 ▲ Player
 ● Horse (animal)
 ● Allied soldier
 ● Allied officer
 ● Enemy soldier
 ● Enemy officer

Command	Details
Battle Objectives	Set your Battle Objectives. These objectives cannot be changed during battle.
Battlefield Info	Confirm information such as the victory and defeat conditions, officer locations, and more.
Fortify Base	Increase the level of your bases, change their type, and more. This requires resources.
Stratagem Settings / Stratagem Info	Determine the stratagems that you will take into battle. Equipped stratagems cannot be changed during battle.
Officer Info	Weapons Change your weapons. You cannot change your equipped weapons during battle.
	Items Change your items. You cannot change your equipped items during battle.
	Move List Confirm the various moves for your character. You can also confirm the controls for each officer's EX Attacks and more.
Individual Orders	[During battle] Give orders to individual allied officers.
System	Settings Adjust game settings.
	Save [During battle] Save your current game data.
	Tutorial View an explanation of the basic battle controls, game flow, and more.
	Exit Game Quit the game and return to the Title Screen.
Begin Battle	[Before battle] Begin the battle.
Withdraw	[During battle] Withdraw from the current battle. If you are on the invading side and capture the enemy's secondary camp, your raid will be successful, otherwise, you will lose the battle.

*Pressing [Esc] during battle will return you to the battlefield.

Bases

There are both allied and enemy bases on the battlefield. Defeating the enemies within a base causes its Durability to decrease, and when it reaches 0, the base will be captured.

Capturing a base will increase allied morale and also give you additional troops.

Bases have spot turrets. The more spot turrets you have, the higher the Durability of the base. And the higher the number of troops of the army controlling the base, the more spot turrets it can have. You can also increase the number of spot turrets by using stratagems [P.31](#).

The six types of bases are listed below. Offensive Bases, Defensive Bases and Supply Bases can provide your forces with beneficial effects if you have at least five or more of the same kind.



Type	Special Characteristics
Standard Base	A base with no special features.
Offensive Base	A base that increases the Attack ability of allied officers and troops.
Defensive Base	A base that increases the Health of allied officers and troops.
Supply Base	Reduces the rate of decline in allied troop numbers.
Secondary Camp	A special kind of base that only appears on the defending side of battles. Capture this and even if you do not achieve the victory conditions for the battle, you will earn a Successful Raid and will gain an advantage in battle for a set period of time. (You will not gain the territory, but you will not lose the battle either.) P.26
Main Camp	Capture this to win the battle. However, when invading territory containing a Ruler or Prefect, the victory condition will be to defeat the Ruler or Prefect, not capture the main camp.

Instant Bases

There is a stratagem that enables you to create simple bases wherever you like, such as catapults that can attack the enemy, or healing turrets that can heal nearby allies.

Attacking an Instant Base will destroy it. *A certain amount of space is required to make an Instant Base.



Supply Routes & Territory

The paths that connect bases are known as supply routes, and the area surrounding supply routes connecting the allied main camp to each base is known as territory.

When in their own territory, the abilities of allied units increase, and it is easier to capture enemy officers. Conversely, when you are in enemy territory, the enemy's abilities will be increased, and it will be easier for allied officers to be captured.

In addition, the more troops you have, the more territory and allied bases you will start out with at the beginning of the battle.

If the enemy captures one of your bases, the supply route between that base and your main camp will be cut off.

Bases that have been cut off become isolated and their effects will be weakened.



Territory Guide

	Allied influence is extremely strong
	Allied influence is strong
	Influence is evenly matched
	Enemy influence is strong
	Enemy influence is extremely strong

*You cannot temporarily withdraw [P.30](#) from battles when in territories where the enemy's influence is extremely strong.

Troop Strength & Returning to Battle

When an officer is defeated, they will be forced to temporarily withdraw from the battlefield. However, if they still have troops remaining, they will be able to return to the battle after a set period of time. Returning to the battle one time will consume one troop strength marker.

Officers who are defeated when they do not have any troops remaining will be forced to retreat. Additionally, defeating an officer in areas where allied influence P.29 is extremely strong can enable you to capture officers that have troops remaining, or force them to retreat. If your playable character is defeated in an area where the enemy influence is extremely strong, you will be forced to retreat and lose the battle, even if you have troops remaining.

Battle Orders

When you are the Commander, you can give orders to your subordinate officers during battle. If you are not the Commander, then you can ask for certain actions to be performed. There are "Army Orders" and "Individual Orders" available during battle.

Army Orders (Commander only)

You can give orders to your entire army by using the following keys.

Controls	Orders	Details
[2]	Advance	Order your entire army to attack nearby bases.
[Q]	Defend	Order your entire army to defend nearby allied bases.
[3]	Escort	Call the nearest allied unit and have it protect you.
[1]	Delegate	Allow your entire army to act on their own orders.

Individual Orders (Commander only)

You can also give orders to individual units. Use "Individual Orders" from the Info Screen to select a unit and give the orders.

Request Action

When near an allied officer, you can use the keys listed below to suggest they carry out an action. They may refuse your request however.

Controls	Request	Details
[3]	Request Escort	Request an escort from a nearby allied officer.
[1]	Request Orders	Request that a nearby allied officer give you orders.

Stratagems

If you fulfill certain conditions during battle, you will be able to use stratagems. First, press [Y] to switch to the Select Stratagem/Usage screen. Then press [1] and [3] to select a stratagem, and [2] to use it.

Using a stratagem will deplete the Stratagem Gauge. The amount used up by the gauge differs by stratagem.

Once a stratagem has been used, it will take a set period of time before it can be used again. The amount of time required between usages also varies by stratagem. Some stratagems can only be used once per battle.



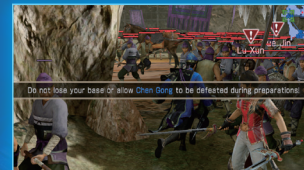
Stratagem Gauge



Stratagems that cannot be used will be dimmed out.

Large Scale Stratagems can change the course of the battle in an instant!

There are also Large Scale Stratagems that can instantly capture enemy bases, or inflict heavy damage against the enemy army. Large Scale Stratagems are highly effective, but they require a large amount of time between uses. Furthermore, in order to make the necessary preparations, a number of units will need to temporarily withdraw from the battlefield. Be sure to plan the usage of these stratagems carefully, such as times when you are certain you will not be defeated before the stratagem can be prepared. Of course, the enemy can also perform Large Scale Stratagems of their own. When the enemy begins preparing to use a Large Scale Stratagem, try to defeat the officer responsible or use a stratagem designed to lessen the impact of enemy stratagems in order to minimize the damage against your forces.



Using Items in Battle

Items may appear after you defeat enemy troops. They may also appear within allied bases [P.28](#) after a set period of time has elapsed. The more troops the allied forces have, the more effective the recovery items that appear will be.



Recovery Items

	Meat Bun	Restores 50 Health.
	Meat Bun x2	Restores 100 Health.
	Meat	Restores 200 Health.
	Chicken	Restores 400 Health.

	Wine	Restores 1 unit of your Musou Gauge.
	Imperial Seal	Completely restores your Musou Gauge.
	Hua Tuo's Ointment	Completely restores your Health & Musou Gauges.

Power-up Items

	War God's Axe	Attack x2 for 30 seconds.
	War God's Armor	Defense x2 for 30 seconds.
	Winged Boots	Increases Speed for 30 seconds.

Battle Results

You can obtain Merits by winning Invasions, Defensive Battles, Raids, or Event Battles, and by completing Battle Objectives. Once you receive a certain amount of Merits, your officer will level up. If you win a Battle and achieve your Strategy Objectives, you will receive even more Merits than usual.

Completing a Quest will also enable you to obtain various rewards depending on the Quest.



Expanding the Kingdom

Winning an Invasion (or "Raise Banner" for Vagabond Leaders) will expand the amount of territory under your control. If you capture the territory where a kingdom's Ruler resides, you will seize all of that kingdom's territory.

Dealing with Prisoners

You will need to decide what to do with prisoners that you capture during battle. Selecting "Recruit" will enable them to join your kingdom.

If you select "Execute," then that officer will not reappear for the rest of the current game. The "Execute" command is only available if you set "Officer Deaths" to "On" when determining the settings [P.16](#) at the beginning of Empire Mode.

Happiness

This serves as a rating of how satisfied the people in each region are with the ruling kingdom. You can receive items from the people in territories with a high Happiness rating. Additionally, battles where people look to raise banners of their own may occur in territories with a low Happiness rating.

For regions that are happy or unhappy, you can check by going to the Info menu during the Strategy Phase and selecting "Territory Info" [P.25](#) to select a territory. A symbol will be displayed next to the territory name, indicating the Happiness level. (Happy is , Unhappy is)

Officer Abilities

The abilities of officers will increase along with their level, and can also be augmented by equipping weapons or items. You can obtain items by selecting "Item Shop" from the "Facilities" [P.25](#) command during the Strategy Phase. You can confirm your current abilities by selecting "Officer Info" from the Info Screen.

*Parameters lowered due to fatigue will be displayed in red. Exhaustion will build up by participating in battles. You can recover from exhaustion by sitting out battles for a period of time, or by using commands such as "Targeted Healing" under the "Military" menu.



Status	Details
Level (Lv.)	Your Level will increase when the Merits bar is filled. You can receive Merits by completing Strategy Objectives P.21 or Battle Objectives P.26 . As your Level increases, so will your abilities, number of Musou Gauge units, Compatibility with your weapons, and number of consecutive attacks. When you reach a certain level, you will be able to perform a second Musou Attack.
Ways of Life	Your current Way of Life P.19 . This will change depending on the titles you obtain.
Fixed Strategy	A Strategy Command that can be carried out when this officer is in the same kingdom.
Health	When your Health runs out, you will be forced to withdraw or the battle will end in defeat. You can increase your maximum Health by leveling up or through the use of items.
Attack	The higher this value is, the more damage you can inflict against the enemy. You can increase it by leveling up or through the use of items.
Defense	The higher this value is, the less damage you will receive from the enemy. You can increase it by leveling up or through the use of items.
Leadership	The higher this value is, the more troops you will be able to lead into Invasions and Defensive Battles.
Speed	The higher this value is, the faster you can move.
Musou	The number of units in your Musou Gauge. You can increase this by leveling up or through the use of items.
Stratagems	The number of units in your Stratagem Gauge. You can increase this by leveling up.
Compatibility	Your compatibility with each weapon type. This is split into four different types by technique. The longer the bar is, the more your Attack will increase, and if it reaches full, you will be able to perform a special technique. Although it increases with your level, each officer has a Compatibility limit for each weapon type.
Weapons / Stratagems	Your currently equipped weapons and stratagems. The top weapon is your primary weapon, while the one on the bottom is your secondary weapon. You can change these by selecting "Weapons" before battle.

Increased abilities based on position

When you level up, certain abilities will grow stronger more quickly than others depending on your position [P.18](#). In some cases, it might be better to forgo promotions in order to improve your abilities...

Items

You can purchase items by selecting "Item Shop" from the "Purchase" command during the Strategy Phase.

Equipping items can give you various skills. You can equip up to 6 items.

Item List

Item	Effect
Phoenix Wing	Increases Life Gauge max.
Dragon's Spleen	Increases Musou Gauge max by one.
Lion's Fang	Increases Attack.
Chimera Shell	Increases Defense.
Charm of Alacrity	Increases Speed.
Vacuum Scroll	Increases attack range.
Tundra Pearl	Increases your Critical Hit rate.
Pearl of Awakening	Adds a bonus to your ability boosts when in Rage Mode.
Fleet Mail	Significantly increases Speed, but lowers Attack.
Messenger's Garb	Significantly increases Speed, but lowers Defense.
Warrior's Plate	Significantly increases Attack and Defense, but lowers Speed.
Equestrian Horns	Increases mounted Attack and Defense.
Amulet of Protection	Decreases damage taken from enemy officers.
Tengjia Armor	Decreases damage taken from enemy projectile attacks.
Belt of Darkness	Increases your resistance against elemental attacks.
Musou Armor	Enemy projectile attacks will not knock you back.
Dive Cord	Able to use Dive with all Dive class weapons.
Shadow Cord	Able to use Shadow Sprint with all Shadow Sprint class weapons.
Whirlwind Cord	Able to use Whirlwind with all Whirlwind class weapons.
Focus Belt	Your Musou Gauge will gradually refill itself, but your Defense is decreased.
Vitality Belt	Your Health Gauge will gradually refill itself, but your Defense is decreased.
Shadow Runner Saddle	Begin the battle mounted on Shadow Runner.
Hex Mark Saddle	Begin the battle mounted on Hex Mark.
Red Hare Saddle	Begin the battle mounted on Red Hare.

*There are many other items that can be obtained.

Weapons

You can purchase weapons by using the "Blacksmith" command in the "Purchase" menu during the Strategy Phase. Weapons can also be obtained in other ways, such as rewards for certain types of Quests, or receiving them as gifts from your superiors.

Equipping Weapons

You can equip a primary weapon and a secondary weapon and you can switch between them while you fight.

Weapons can be equipped by going to the Pre-battle Screen **P.27** before battle and selecting the "Weapons" command under the "Weapon Info" menu.

Weapon Rank
The more ● or ◆ symbols the weapon has, the higher its Attack strength.

Weapon Type
Weapons capable of performing an EX Attack will have an "Ex" displayed on them.

Favorite Weapon
Weapons capable of performing an EX Attack will have an "Ex" displayed on them.

Attributes
The attributes affixed to the weapon.

Affinity P.11
There are three different types: Heaven, Earth, and Man. Together, they make up the three-point system.

Attack
Attack 20
Compatibility Bonus +2

Attributes
Flurry Lv. 2

Compatibility Bonus
You will receive a bonus to your Attack strength based on your Compatibility rating.

*Weapon Ranks use ● for weapons purchased at the Blacksmith, and use ◆ for weapons obtained in battle or received from other officers.

Attributes

Weapons can have attributes affixed to them (up to a total of 6). For attributes with levels, the higher the level is, the greater the effect of that attribute will be.

Favorite Weapon

Each officer has a particular weapon type that they are most proficient with (favorite weapon). By equipping the officer's favorite weapon, he or she will be able to perform an EX Attack. *You will be unable to perform an EX Attack when the favorite weapon is equipped as the secondary weapon.



Special Techniques

Each weapon has a special technique associated with it. When your Compatibility with that weapon type is at max (4 bars), you will be able to perform the special technique for that weapon type.

There are four types of techniques: Dash, Dive, Shadow Sprint, and Whirlwind.

*When equipping certain items **P.35**, you can use the special techniques even when you do not have a weapon with maximum compatibility.

Special Techniques	Main Weapons	Controls	Details
Dash	Staff, Wheels, War Fan, etc.	While attacking or in the air... [M]	Move at high speed.
Dive	Dragon Spear, Crescent Blade, etc.	When knocked back... [M]	Quickly evade the enemy attack.
Shadow Sprint	General's Sword, Double Pike, etc.	During a Strong Attack... [J]	Charge the enemy.
Whirlwind	Great Axe, Spear, Pike, etc.	[J] (Normal Attack)	Create a whirlwind that attacks in a wide radius around you.

Edit Mode

You can create and customize your own original officers, units, banners, warhorses, soldiers and scenarios for use in scenarios within Empire Mode. The data you create can be used within the game and can also be uploaded to the network for other players to download. You can also download data created by other players as well, such as using their custom officers within Empire Mode.

Edit Mode Process

Other than customized units (P.40) and scenarios (P.40), Edit Mode follows the general process below.

- 1 Select a file.
Select a file in which to create your custom data. If you chose already created data, you will be able to edit its contents.
- 2 Select a gender. (custom officers only)
- 3 Choose the different parts you wish to use.
Some parts will differ depending on the customization features you choose.
- 4 Finalize your creation.
Select "Confirm" to finalize your custom data.



Customizable Parts for Officers

Name	Input the name for your character.
Face	Select the parts and color for its face.
Body Type	You can adjust it with [←] and [→].
Equipment	Select the equipment and color for each part. Pressing [Enter] will bring up a list of the parts you can choose from.
Moves	Select things such as your Favorite Weapon and Musou Attacks.
Voice / Abilities	Choose the voice and starting abilities for your character. You can also adjust the pitch of your character's voice.

Customizable Parts for Custom Banners

Banner Border Shape	Select the border shape for your banner.
Banner Border Pattern	Select the border pattern for your banner.
Banner Border Color	Select the color of your banner's border.
Insignia Variety	Choose a symbol, original image, or text for your banner's insignia.
Insignia Type	Select an insignia based on type. Original images can be selected from the hard disk drive.
Insignia Color	Select the color of your insignia.
Banner Background	Select the color of your banner's background.

Customizable Parts for Warhorses

Warhorse Name	Choose a name for your warhorse.
Hair Color / Body Type	You can change the color of the horse's coat, tail and mane, and you can also adjust the size of its body and each part.
Abilities	Set the starting abilities for your warhorse.

Customizable Parts for Soldiers

Equipment	You can set the model type, color for specified locations and the emblem.
Body Type	You can adjust the body type, such as height and the size of each limb.

File Menu

When customizing officers, you can press [Space] on the file selection screen in order to bring up the File Menu. There, you can copy and move files, or upload and download them via the network. By selecting "Register Guest Officer," you can register officers from other players that appear as a result of selecting "Accept Guest Officers" (P.4).

If you select "Register Officer Swap," you can replace existing officers in the game with your custom officers.



Custom Units

You can create custom units featuring up to 10 custom officers.

Units you create will appear within the Empire Mode scenario, "A Gathering of Heroes."

1 Select a file.

Select a file in which to store your custom data. If you chose already created data, you will be able to edit its contents.

2 Create a unit.

You can decide the unit's name, the custom officers that will make it up, its banner, warhorses, and soldiers.

3 Finish customizing the unit.

Select "Confirm" to finalize your custom data.

Custom Scenarios

Freely select the officers and kingdoms that appear in your own original scenario in Empire Mode.

1 Select "Create New."

Select "Create New" from the menu and create a new scenario.

You can change the settings of already created scenarios by selecting "Load Data."

If you select "Upload," you can upload your custom scenario to the network.

By selecting "Download," you can download custom scenarios uploaded to the network by other players.

2 Choose the default settings.

Choose the default settings for your custom scenario.

3 Create the scenario.

Select "Edit Territory" to adjust the kingdoms, Vagabond Units and Free Officers in each territory. If you want custom officers to appear in the scenario, select "Officer Settings."

You can select "Edit Title" and "Edit Description" to input a title and description for your scenario.

If you select "Officer Settings," you can choose which custom officers will appear in the scenario.

You can also set which officers are recommended to be available as your playable character.

4 Save your scenario.

Select "Save" in order to save your custom scenario.

For those interested in completing our product survey

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