

The cover art for Dynasty Tactics: Three Kingdoms War Record features a dramatic, fiery orange and red sky. In the foreground, a warrior in ornate armor sits atop a brown horse, holding a sword. In the background, a large army of soldiers on horseback is marching across a battlefield. The title 'Dynasty Tactics' is written in a large, stylized, metallic font with a red outline, set against a red banner.

Dynasty Tactics

三國志戰記





WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



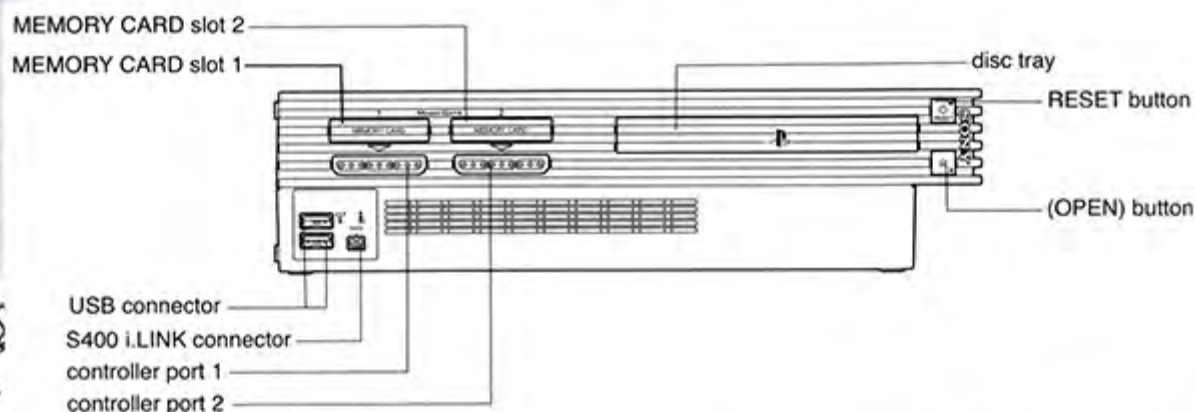
Dynasty Tactics™

三國志戰記

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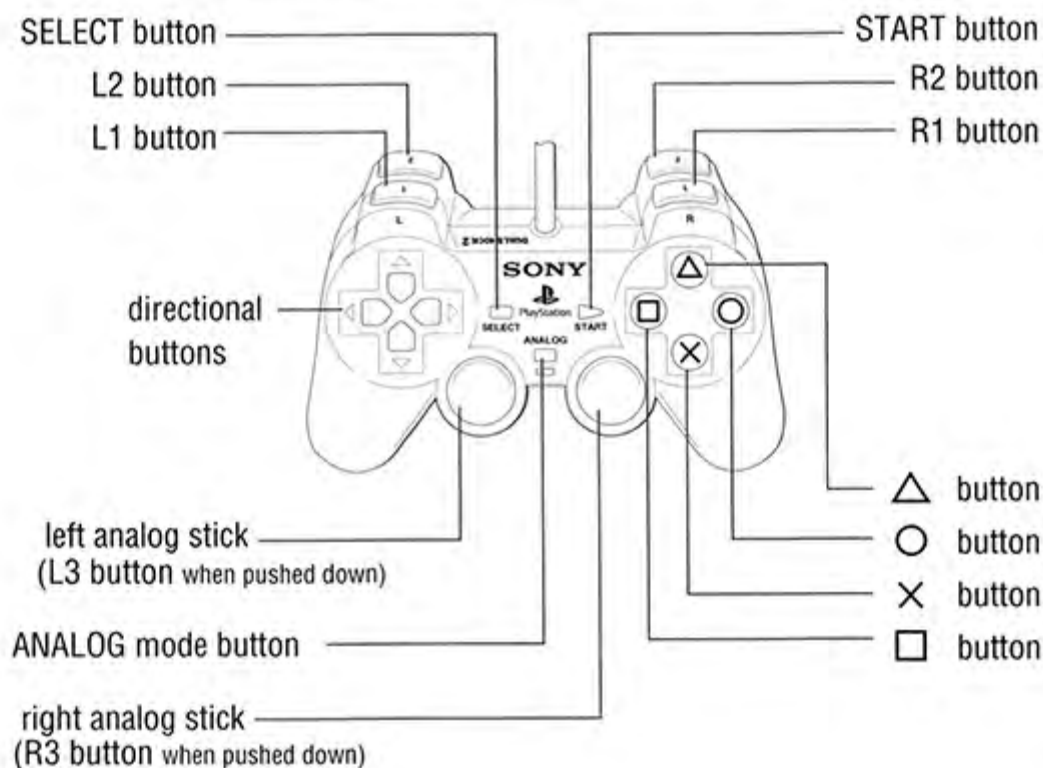
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Dynasty Tactics™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

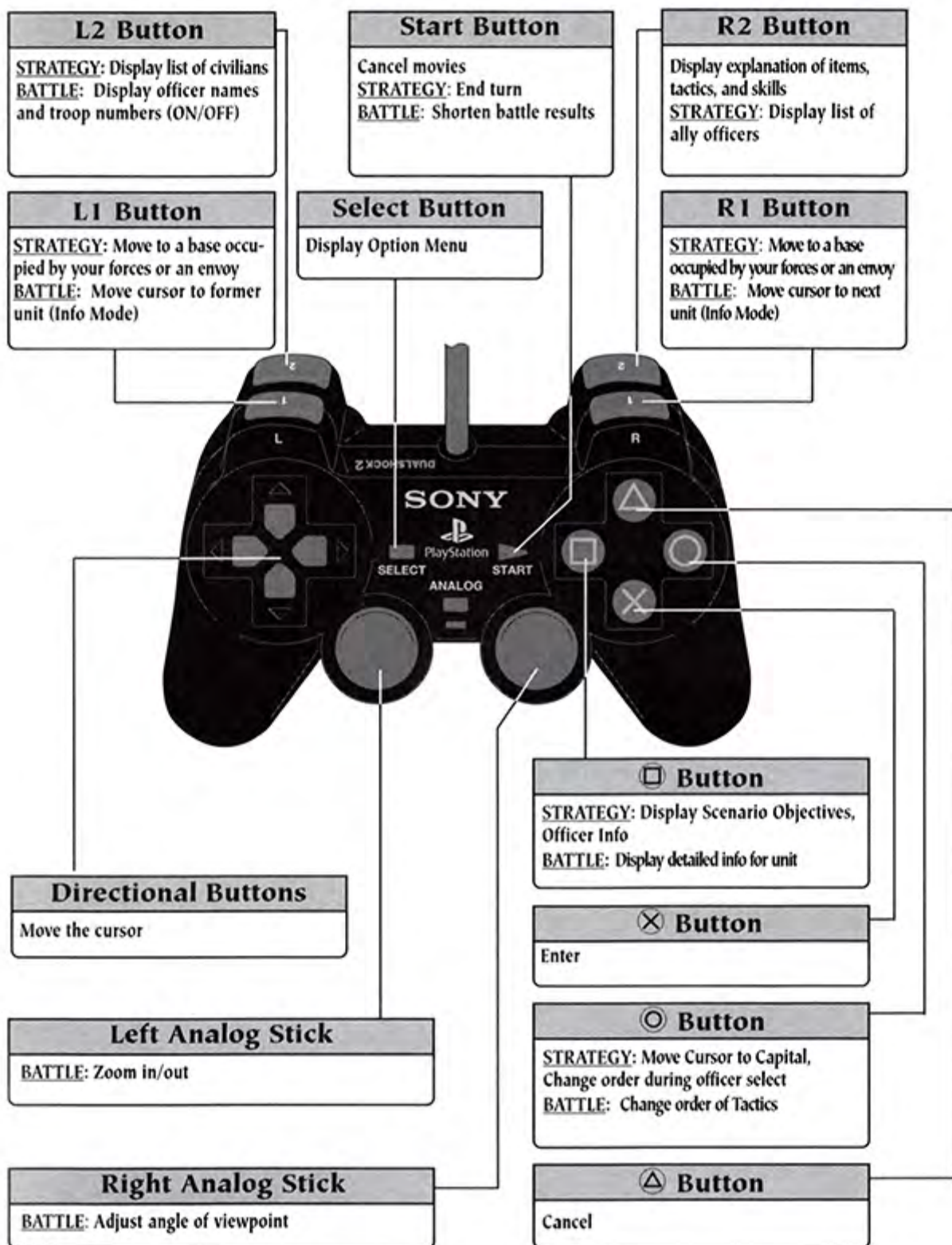
CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Note: The button functions are the same for Sony digital controller, though functions controlled by the left and right sticks are unavailable.



1800 years ago...
IN THE MIDST OF THE WARRING LANDS OF CHINA EMERGED
THREE POWERFUL HEROES.
THUS BEGAN THE INCREDIBLE LEGEND OF THE THREE KINGDOMS.

BEGINNING A GAME

○ INSERT GAME



First, insert a memory card (8MB) (for PlayStation®2) in MEMORYCARD slot 1 or 2.

If this is your first game, you will need at least 189KB of free space.

Next, insert the *Dynasty Tactics*™ disc in the disc tray.

When the opening ends or when you press the START button, the Title Screen will be displayed.

○ SELECT A MENU



Pressing the START button at the Title Screen will take you to the following Menu.

New Game: Select the Ruler, Liu Bei, Cao Cao, or Sun Ce, and begin a game.

Load: Load and play a saved game. ▶ P.8

Resume Battle: Begin a game that you saved during battle.

2 Player Mode: Connect 1 controller to controller port 1, or 2 controllers to controller ports 1 and 2 and battle against an opponent. Armies are decided randomly.

Settings: Select from various game settings.

History: Review movies or events that you have seen during game play. You can also review your more outstanding Tactical Combos.

THE START OF THE THREE KINGDOMS

During the last years of the Han Empire, Zhang Jiao triggered the 'Yellow Turban Rebellion' and embroiled the entire land in war. Cao Cao and Liu Bei participated in the battle that suppressed that rebellion; Cao Cao as an Imperial Minister, Liu Bei as the leader of a troop of volunteers.



Liu Bei



Cao Cao

劉備 *LIU BEI*

Liu Bei is a descendent of the Imperial family, although his line has fallen into decline. Swearing an oath of brotherhood with Guan Yu and Zhang Fei, he throws himself into battle, seeking to once again restore glory to the fallen Han Dynasty.

If you value righteousness and morality, Liu Bei is the one for you.

Liu Bei

Said to be a descendant of Liu Tseng, an Emperor of the Former Han. Born with natural nobility, he was virtuous to a fault.

Guan Yu

Brother of Liu Bei. The hero of his generation: brave, cultured, and just. Also known as Lord of the Beautiful Beard, due to his splendid beard.

Zhang Fei

Brother of Liu Bei. Possesses the courage to fight ten thousand foes alone. He loves wine, and is extremely chivalrous.

曹操 CAO CAO



Cao Cao was the grandson of an influential minister during the final years of the Later Han Dynasty. When rebellion breaks out, he begins to distinguish himself. He believed that chaos could only be subdued through subjugation. If you revel in power and cunning, Cao Cao is the man to choose.

Cao Cao

In his younger years, his character was described thus, "a wise minister in peace, and a cunning hero in chaos." He is talented and passionate, yet very cruel.

Xiahou Dun

Cao Cao's cousin. Cao Cao's most trusted relative and only friend. A famous General, bold and discreet.

Guo Jia

A young strategist, who was always at Cao Cao's side. He maintained an aura of arrogance, but his vision and battle sense are far beyond that of a normal person.

孫策

SUN CE

Son of the famed General Sun Jian of the Jiang Dong Region. Together with his blood brother, Zhou Yu, his younger brother, Sun Quan, and the deep loyalty of his followers, he uses the lands of Jiang as a base to seek for control of the land.

If you favor faithfulness and loyalty, Sun Ce has what you desire.

Sun Ce

Sun Jian's oldest child. Fond of battle from an early age, he early demonstrates the abilities of an experienced General. He is both courageous and faithful.

Zhou Yu

The blood brother of Sun Ce. Zhou Yu possesses excellent leadership abilities. Beneath his beautiful appearance, he is strong willed and loyal.

Sun Quan

Sun Ce's younger brother. Willing to listen to and take other's advice, Sun Quan is a sharp contrast to his older brother. Whereas Sun Ce tends to charge to the front, Sun Quan's strengths lie in his ability to offer support from behind.

SAVE & LOAD

○ SAVING DURING THE STRATEGY STAGE

Saves data during the strategy stage. Without having selected a command, press the SELECT button and choose save. Up to 50 games can be saved.

Note that the scenario, setting and history data will also be saved. When saving data, please use the same memory card that you started the game with and from which history data was loaded.



○ SAVE DURING A BATTLE

Only one battle can be saved at a time. To save during battle, press the SELECT button during your turn, then choose "Save." Both the game data and history will be saved.



○ LOAD

To load a saved game select "Load" from the Main Menu, or press the SELECT button during the strategy stage, and choose "Load."

To load a game saved during battle, select "Resume Battle" from the Main menu.



OTHER OPTIONS

○ GAME SETTINGS

Selecting Game Settings from the Main Menu or Options menu which is displayed when you press the SELECT button will allow you to change the following settings.



*This game features Dolby Digital 5.1ch. In "Dolby Digital 5.1ch" mode, the audio from the AV MULTI OUT of the PlayStation®2 is disabled. Sound will only come from the DIGITAL AUDIO OUT (OPTICAL). The DIGITAL AUDIO OUT (OPTICAL) should be connected to the "digital optical in" of a receiver with Dolby Digital decoding. This game uses both Dolby Digital and PCM audio. Some receivers will switch between both audio formats automatically, and others will not. Please refer to your receiver's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

BGM

Turn BGM on/off

Sound

Stereo or Mono

Dolby Digital 5.1 ch

Turn Dolby Digital 5.1 on/off (for movie scenes)

Subtitles

Turn subtitles on/off

Vibration

Turn vibration on/off

Screen Adjust

Adjust the positioning of the screen

Default

Return Settings to their default values

○ DATABASE

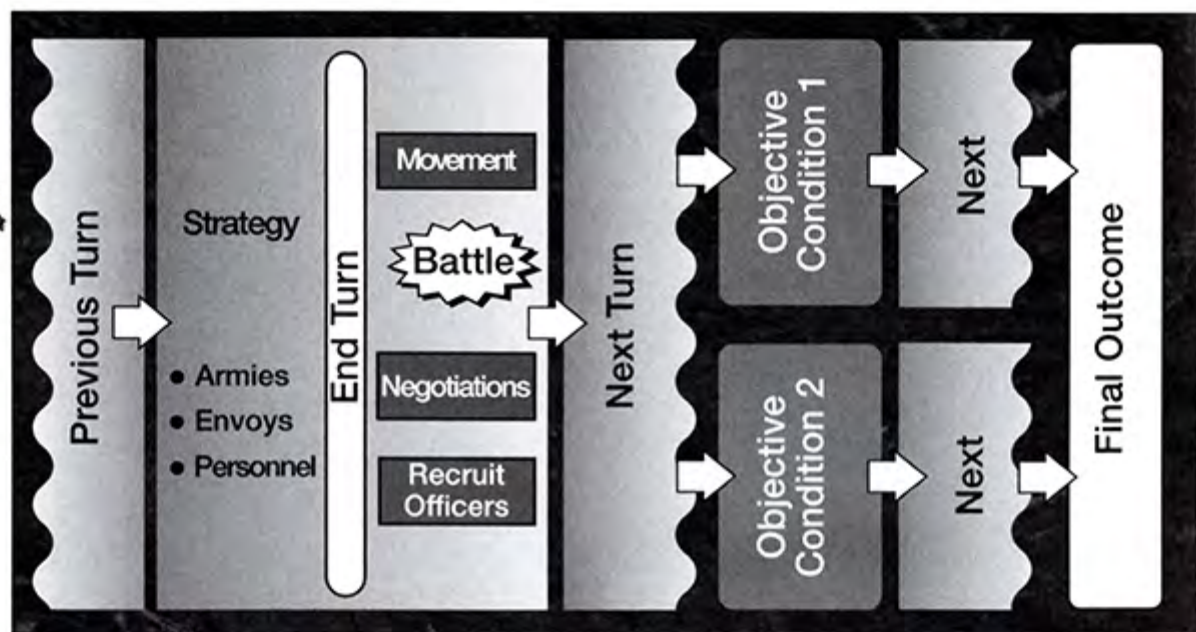
During the game, pressing the SELECT button and selecting Database will introduce you to information about each officer as gathered from history and from popular fiction.

You are only able to access information on those officers who have joined your forces up to that point. (During battle, you can only see those officers participating in battle.)



GAME FLOW

The game will follow the following pattern.



Let us use Liu Bei as an example of how to continue through the game.

○ DEFEAT CAO REN

A battle with Cao Ren's forces, sent by Cao Cao, begins at the start of the game.

If you have not forgotten what you learned during the tutorial, you should win easily.

- Move your units next to the enemy units and attack.
- Direct attacks can only be made against the enemy in front of a unit.
- Creating Tactical Combos allow you to do more damage to the enemy.



These are important points that you should not forget. Also remember that before executing an action, or choosing "Done," you may press the **△** button to return to the initial position. Consider your commands carefully.

○ OUTCOME OF THE BATTLE



Destroying the commander's unit during a battle secures the victory. In other words, you should destroy the unit of the General Cao Ren.

If after thirty days a Commander has not been defeated (one day passes when all units have had a turn) the defending army wins the battle.

Since Liu Bei is attacking Xiao Pei, if he does not defeat Cao Ren's forces, he loses.

○ AFTER THE BATTLE

If you defeat Cao Ren, events progress and the displays on the map of China will change.

An allied General that is defeated in battle leaves the army and returns to the capital to wait. Pressing the **○** button moves the cursor to the capital. Since Liu Bei only has Xia Pi, the cursor moves there.



○ CHECKING ON SCENARIO OBJECTIVES





Each Ruler is always laboring under a set of goals. When you fulfill these goals the story advances. If you do not succeed within the time limit the game ends.

With the menu off, press the square button. "Ally with Lu Bu within the time limit or engage Lu Bu in battle"


appears on the screen, right? This is your current objective. You may attack other lands but do not forget to complete the objective within the time period.

MOVING YOUR ARMIES AND ENVOYS

On the map,  expresses armies, and  denotes envoys (color depicts affiliation). The game is played by moving these icons to initiate battle or trade, or to recruit civilians.

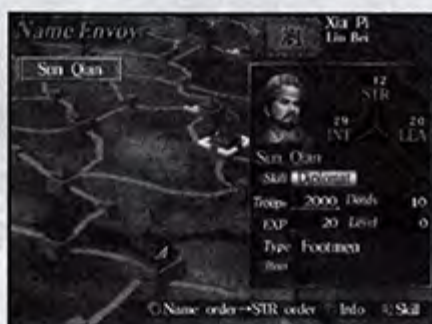
Army Unit movement


This time, let us fulfill the objective of attacking Lu Bu.


When you press the  button the Capital's Command list appears. Choose Army, and then choose Liu Bei. Next, from "Army Commands" choose "Move", and then select the base of Xiao Pei, in the upper left. Actual movement takes place after your turn is complete. Until then you may change your commands as many times as you need.



Appointing and moving an envoy



At first, Liu Bei will not have any envoys. Press the  button to display the Command list and choose "Name Envoy." Then choose "Sun Qian" to become an envoy.

Sun Qian has the Diplomat skill. If you wish to form an alliance with Lu Bu, then just move Sun Qian to Lu Bu's capital. To send an envoy press the 

button and select "Envoy." Then choose the name and select "Move."

ENDING THE TURN

After you finish giving orders to your armies or envoys, choose "End Turn," or press the START button. The armies and envoys will then execute their commands.



○ BATTLE ERUPTS

A battle will occur when you come in contact with non allied forces or forces with whom you do not have a truce. If your own or allied forces are nearby, one army may join as reinforcements.


Because Liu Bei's forces were sent to Xiao Pei, which is under Lu Bu's control, war will be declared and a battle with Lu Bu will begin.



○ ACCOMPLISHING THE MISSION

Did you win at Xiao Pei?

Because the mission was merely to engage Lu Bu in battle, you have accomplished the objective whether or not you won the battle. The story will advance.

The next objective will be displayed at the end of the event. Alternatively, press the  button to display your next objective. "Destroy Lu Bu within the time limit."

Your task has just become much more difficult!

	Deeds	Class	STR	INT	LEA
Liu Bei	336	4	27	29	54 up!
Guan Yu	195	3	64	26	44 up!
Zhang Fei	404	3	60	15	33 up!



Lu Bu can be called the strongest of all of the Officers. He has more than one base under his control. It will be impossible to win with normal tactics. Consider creating more armies or otherwise creating a more favorable situation for yourself.

GAME BASICS



I am Zhuge Liang, often called Kong Ming. I recognize your desire to bring peace to the land. In appreciation, I shall share with you some of my knowledge.

WHAT SHOULD YOU DO FIRST?

With the wide expanse of China before you, I can understand your hesitation. However, there is no need for indecision. You need simply fulfill the conditions that appear when you press the **□** button.



First, be aware of your situation. Press the **○** button to return to your capital and review the resources you have on hand. How many armies, envoys, undeployed officers, how your armies are structured; this is all important information to know. After you understand this, use the **L1** and **R1** buttons to move to other places

where you have people waiting and review that information as well. **▶ P.20**

GAME CLEAR AND GAME OVER

If you continue to accomplish the objectives shown you by pressing the **□** button, you shall eventually bring peace to our land of China. What future the land has will rest solely on your actions during the game.

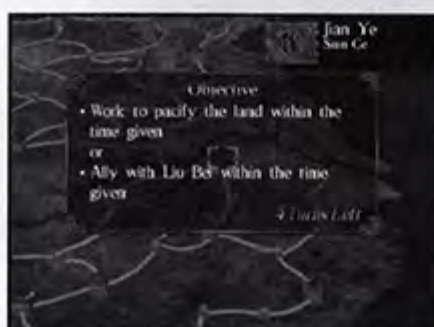
However, if along the way, you are unable to fulfill your objectives, or if your capital is taken by an enemy, your dreams of conquest will end there.



HOW DO I ADVANCE THE STORY?

All you have to do is fulfill the objectives that are displayed when you press the **■** button. A new development will take place based on the conditions that you just fulfilled.

Sometimes, however, doing things other than the listed objectives can open hidden paths for you to tread.



WHAT IS AN ARMY?



An army is a gathering of officers and troops into a unit for the purpose of fighting other forces. An Army is comprised of a Commander, a Strategist, and two officers, for a maximum of 4 units. Armies are formed at the Capital. During each turn, orders are given to each army, which they fulfill at the end of the turn. If they come in contact with an enemy unit, there will be a battle. **▶P.23**

WHAT IS AN ENVOY?

As the name implies, the role of the Envoy is to serve as emissary to a foreign power. However, this is only one of his roles. In actuality, you could call the Envoy a special agent, who is in charge of gathering information, preparing a battlefield in advance, and other important tasks.

And you should not forget his ability to recruit civilians.

Envoys are appointed at the Capital. Note that the skill of the Envoy will determine what kind of tasks he can undertake. **▶P.24**



OFFICER ABILITIES



For a more detailed look, I will ask that you refer to the end of the booklet. ►P.38

For now, let us discuss some important matters.

First, the basic abilities include STR (Strength), INT (Intelligence), and LEA (Leadership). These abilities directly affect an officer's effectiveness in battle and the type of tactics you are able to learn. As an officer gains deeds in

battle and his level increases, so do his abilities. Which ability improves depends on the type of unit the officer is leading. ►P.34

Also, each General has a unique skill. ►P.39
This skill might have a specific effect in battle, or it might make an envoy more capable in the field.

Regardless, it is extremely important that you understand your officers' abilities and employ them wisely!

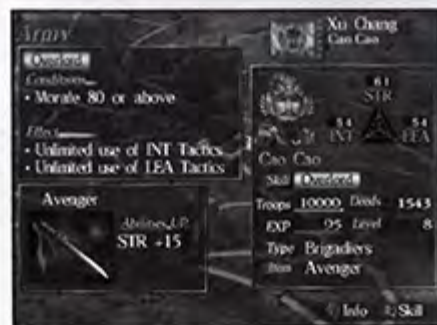


AN OFFICER'S STATUS AND LEVEL

Generals are arranged by status and level.

An officer's status determines whether he is qualified to become an Army commander or not. Qualified officers have a blue flag next to their name in the Officer Info screen.


An officer's level can go up to 16, and increases when he gains a certain amount of deeds in battle. The higher an officer's level, the more troops he can have in his unit, and the more tactics he can use in battle." If you have officers with high abilities, it is a good idea to work on raising their level.



I WANT MORE OFFICERS



The easiest way is to recruit civilians. Next, is to capture them in battle.

Occasionally, the map will show an icon like this  at one of the cities. This indicates that there is a civilian in that base. Sending an envoy that has a relationship with that officer will allow you to persuade him to work for you

the next turn. **▶P.24**

When you defeat enemy officers using Tactical Combos, you can sometimes capture them. In which case, they automatically become one of your officers. **▶P.33**

WHAT SHOULD I KNOW ABOUT FORMING MY ARMIES?

Just because you throw a number of strong officers together, it doesn't mean it will be a strong army. It is important to use the right mix of unit types, tactics, and officers.

When choosing your types, you should consider the landscape of the potential battlefield (use cavalry on flat lands, etc), and the makeup of the enemy forces. **▶P.22**



For tactics, prepare tactics that are easy to use. Also, after acquiring a new tactic, be sure to check which tactics you have in your queue. **▶P.22**

Some officers work better together than others. I will leave it to you to try various combinations and discover for yourself which work.

HOW DO I INCREASE MY TERRITORY?



There is only one way - Take other bases by force! To take an unoccupied base, simply move one of your armies to that base. To take an enemy base, move to that base and defeat any enemy armies that may be defending it.

►P.23

HOW DO I WIN A BATTLE?

First, you must defeat the enemy Commander's unit. At that point the battle is won. However, if you want to gain more deeds, then you should defeat as many enemy units as you can, and use Tactical Combos when possible. ►P.30

If you do not defeat the Commander within 30 days, the battle automatically ends. In this case, the army that is defending their territory is awarded the victory. If neither force controls the field, then victory is awarded to the army with the most remaining soldiers.



WHAT ARE TACTICS?

Tactics are vital to battle. There are many different types of tactics, powerful attacks such as "Raid" and "Charge", or activities like "Boost" that increase your allies' morale. ►P.36

New tactics are learned as officers gain levels. However, the number and type of tactics that an officer can master depend on the officer. If an officer's ability is too low, he may not learn as many tactics as others.



Some tactics allow you to alter either your position or an enemy's. Used wisely, these will allow you to link with other tactics for a devastating effect. ►P.30

WHAT IS A TACTICAL COMBO?

This refers to the fact that on the battlefield, after a tactic is used, the top tactic of each unit is also triggered provided that the necessary conditions are met. The turn order is displayed, so before you move a unit, think ahead to effectively use Tactical Combos.

►P.30

Although it might seem difficult, it is important to be aware of the abilities of your officers and be careful how you arrange your forces.

Remember that just as you are able to use Tactical Combos, so can your enemy. Therefore, anticipating your enemy's attacks becomes extremely important.



WHAT IS A LINK?

When your Strategist uses a tactic, selecting "Link" will tie up an enemy unit and prepare the way for the tactic to be used. ►P.32

Within one day, any tactic used by an ally automatically triggers the linked tactic. While your enemy is restrained, carefully position your armies to use Tactical Combos.



THE MEN THAT SURROUND LIU BEI

Even though Liu Bei is a descendent of the Han family, his family is impoverished and practically commoners. His ability to gather heroes and warriors to his side was due primarily to his virtue. Liu Bei was said to be a man of few words, who was unfailingly warm and polite and kind to all. These traits earned him the loyalty of men like Guan Yu and Zhang Fei, Sun Qian and Jian Yong.



Guan Yu



Jian Yong

UNDERSTANDING WAR & DIPLOMACY



I am Zhou Yu.

Meticulous preparations are necessary to attain victory. I will teach you what you need to know before charging into battle.

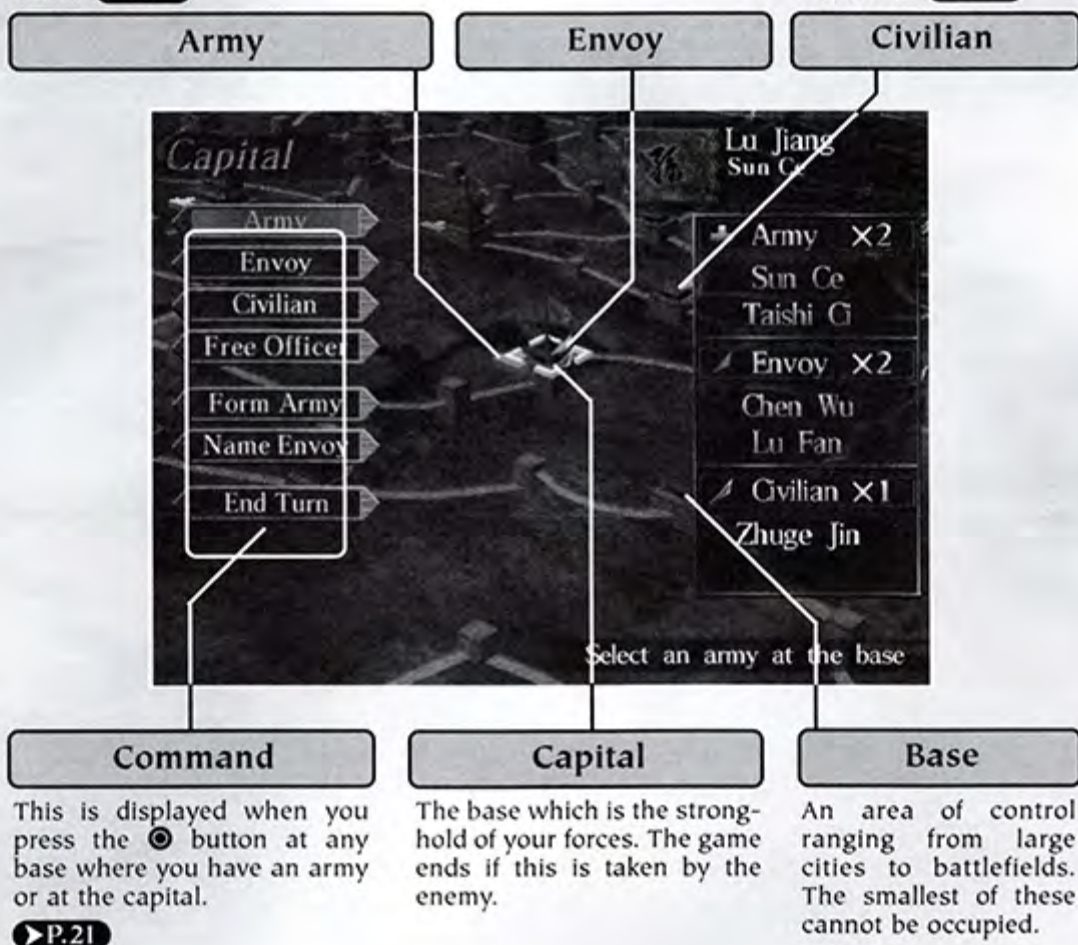
HOW DO I READ THIS MAP?

On the map you can see bases, forces, envoys, and civilians. Pressing the button will move the cursor to your capital. The L1 and R1 buttons move the cursor to your forces and envoys in order.

Armies are composed of at most 4 units. Each army moves at the end of the turn. Battle begins if you come into contact with any units with whom you do not have a truce or to whom you are not allied. **P.23**

An officer who moves alone. Diplomacy/Spying/Recruiting /Special detached unit during battle are some of the activities of the envoy. **P.24**

An officer that is not attached to any force. If an officer with whom they have good relations is at the same base, they will be recruited. **P.24**



WHAT COMMANDS CAN I USE?

Command menus are displayed by pressing the **X** button when at the capital or at a base where you have an army or an envoy. Note that by pressing the **O** button you will move directly to the Capital. The commands at the Capital are as follows.



Army

Give commands to forces at that base.

Envoys

Give orders to envoys at that base.

Civilians

Display a list of civilians at that base.

Free Officers

Displays list of officers currently not assigned to an army or named as an envoy.

Form Army

Form a new army.

Name Envoy

Appoint new envoys.

End Turn

Ends your turn and executes your orders.

You may use the commands "Army", "Envoy", and "Civilians" at bases where you have armies or envoys stationed, or where there are civilians.

Note that by pressing the SELECT button, you can save, load, or change settings.

P.8 **P.9**

VIEWING THE INFORMATION



You can check whether or not you can access a base by moving the cursor to that base. For those bases where you have some kind of presence, pressing the **X** button will allow you to view information.

However, you cannot view enemy information unless your envoy is at the same base as the enemy. Note that you cannot view enemy officer or envoy information.

Also, pressing the **O** button will display the scenario objectives. Failing to accomplish these will end the game. So be careful!

HOW DO I FORM AN ARMY?



First press the **⊙** button to display the command menu at your Capital. Then choose "Form Army" and choose a commander from the list of available Commanders.

Next, appoint officers to the unit. Of course, you

should appoint your most intelligent officer as strategist. It is also important to consider how the officer's tactics compliment each other. Organize your armies to use Tactical Combos easily.



READYING YOUR ARMY

By choosing an army and pressing the **⊗** button on an officer's name, you can change the make up of his unit using "Tactics", "Unit Type", and "Items".



Tactics

The number of tactics an officer can prepare is determined by his level. After you learn a new tactic, be sure to check whether it is in your queue or not. **▶P.36**

Unit Type


Unit types are broadly divided into classes (Infantry type, Cavalry type, etc.) and types within those classes (Spearmen, Brigadiers, etc). Officers usually have restrictions as to which classes they can choose. Through battle, the officer gains experience with a certain class and is eventually able to use the stronger unit types within that class. **▶P.34**



Items

If you have found any weapons or books, you can give them to your officers for them to use. Pressing the R2 button will give details on that item.

ISSUING ORDERS TO YOUR ARMIES

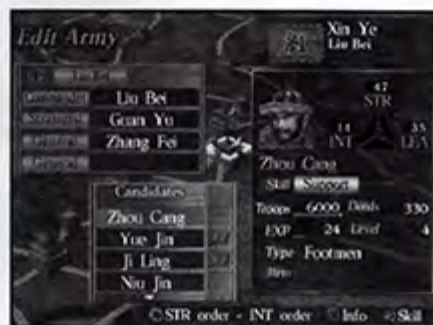
"When you choose an army and press the  button, you can go to the "Army Commands," where you can "Move," "Form," or "Disband" your units.

Move

This moves an army to another base. In one turn you can move up to four spaces. However, you can move only one space in enemy territory. After the turn is completed the actions are executed. Should you come in contact with the enemy, battle will be joined. Be sure to be aware of diplomatic affairs and troop sizes. Remember you may change your commands as much as needed before you end your turn.. Note that there may be areas you cannot enter.



Form



Exchange the officers that belong to your army. Keep track of and replace officers who have lost many troops in battle. The number of armies and officers depends on how many bases you control and what size those bases are. So be careful in deciding who to add to your armies.

Disband

Disband a unit. The officers will return to the Capital.

THE RISE OF SUN CE

Sun Ce was the oldest son of Sun Jian, the Tiger of Jiang Dong. Sun Jian conquered a large portion of Jiang Dong, but fell in battle at a very young age. Due to his youth, Sun Ce was forced to rely heavily on Yuan Shu. His father's success and end, his day to day patience as a guest, and the help of Zhou Yu and others allowed him to raise his own forces. His turbulent past forged him into an extraordinary General.



Sun Ce



Zhou Yu

HOW DO I APPOINT AN ENVOY?



Press the **⊙** button to display the command menu at your Capital. Then, choose "Name Envoy."

A list of available officers will be displayed from which you may choose the officer you would like to use.

ENVOY'S DUTIES AND OFFICER'S SKILLS

Though all officers can become envoys, some are better at it than others. Officers with the "Spy" or "Diplomacy" skill are capable of accomplishing special tasks.

Duties of Envoys

If you send an envoy to a base with a civilian that he is friends with, you will be able to recruit him next turn.

Also, if you are at a base that hosts the armies of another force, you can see information on that force.

Envoys with the Diplomat skill



You may conduct diplomatic negotiations if you send an envoy to another force's Capital (where a flag is raised). In normal conditions you may attempt to ally forces (12 turns), or in war you may attempt to create a truce (4 turns). Of course, you decide whether to negotiate or not.

Envoys with the Spy Skill

If an envoy with the Spy skill is at a base where you will engage in battle, he can join that battle as a Special unit. Up to two envoys can join a battle this way, and they have special abilities such as building facilities before the battle begins, and enticing enemy officers with low morale to defect (Commanders cannot be enticed).



ABOUT ENVOY ACTIONS

There are five commands that you can give to an envoy.

Move

Move to another base.

Relieve

Relieve the envoy of his duties and send him back to the Capital.

Tactics

Select the tactics in your queue. ▶P.36

Unit Type

Change the officer's unit type. ▶P.34

Item

View or change the item the officer is currently using.



Note that on the battlefield, an envoy with the Spy Skill will appear as a Special unit on the field regardless of the chosen unit type.

An Envoy with the "Diplomat" skill can enter into diplomatic negotiations at an enemy capital. The envoy cannot be captured, even on enemy territory.

FEUDAL LORDS OF THE LAND

During this period, Liu Bei, Cao Cao, and Sun Ce were not the only ones contending for power. Rather, there were other Lords who were much more powerful. The most powerful of these was Yuan Shao. For 4 generations, the Yuan family had earned the title of High Duke (a high ranking Minister). Many flocked to their banner for this very reason.

The next most powerful leader was Liu Biao of Jing. He had control of the strategically located Jing province and had become very strong. However, he had no desire to expand and spent most of his time protecting Confucianism and trying to bring peace to his land. Ma Tseng of Liao was a brave and faithful minister of the Han Imperial family. For this reason he never sought to control the land. However, he did all he could to save the Han Empire. Liu Zhang was given an easily defended land and concentrated on preserving the peace.



Yuan Shao



Liu Biao



Ma Teng



Liu Zhang

THE SECRETS OF WARFARE



The name is Guo Jia.
It is not enough to just win the battle. If you wish to be a true victor, then heed my words.

ABOUT THE BATTLEFIELD

In considering the battlefield, you must keep in mind the terrain and the positioning of your army.

Note that pressing the button will allow you to view detailed information. In that mode, pressing the L1 and R1 buttons will allow you to switch between units according to their movement order. Learn as much as you can, both of your own units and your enemies.

Will be displayed after movement has been decided.

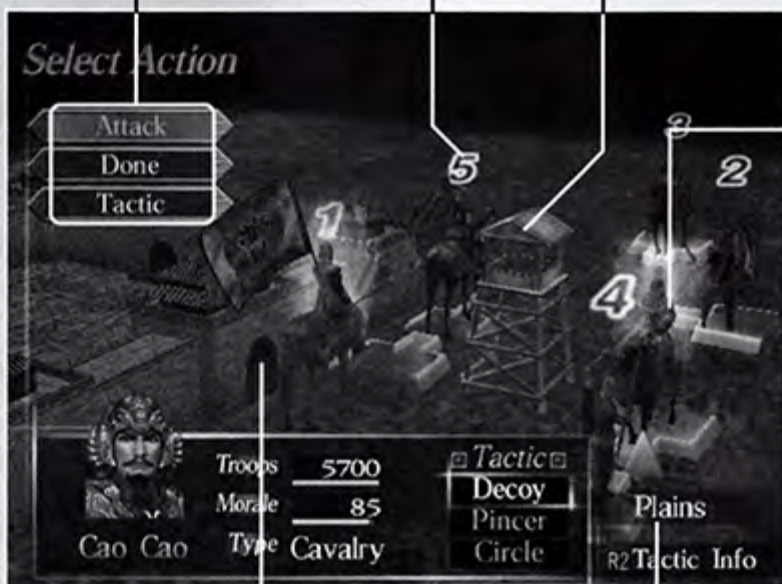
Each day begins with the unit with the most morale.

There are towers, supply depots, catapults, and more. Heavy arms can be moved one space per turn by the proper units. **P.29**

Command

Order

Facilities/Heavy Arms



Units

Allied units and enemy units are distinguished by different colors in the game. The Commander is marked by a big flag; while the Strategist is marked by a little flag. The appearance of the unit depends on its class. **P.34**

It's size varies with the number of troops in the unit.

When the officer's skill **P.39** is triggered the unit will turn white. If the skill gives an increase in attack ability a red mark, in defense a blue mark is shown.

Castle

Defenders can pass freely through the gates. After a number of attacks, the gate opens and both attackers and defenders can pass freely. Special units and Infantry Type units with high morale can climb the walls.

Terrain

There are Plains, Grass, Forest, Shoals, Rivers, Hills, and other terrain types. Some tactics will not work on certain terrain.



WHAT COMMANDS CAN I USE?

After a unit has moved it can execute a command. Aside from normal commands, there are commands that can only be used by advanced unit types.

▶P.34

- ⓑ Bow Long range attack.
- Ⓢ Build Build facilities or heavy arms.
- ⓐ Attack Attack the enemy in front of the units.
- ⓐ Done End the unit's actions for the turn.
- ⓐ Tactic Use a tactic. A tactic can only be used once. The Strategist can "Link" ▶P.32
- Ⓢ Heal Heal an allied unit's troops, morale, and tactics (if it has none left). Also cures confusion and breaks links.
- ⓐ Destroy Attempt to destroy facilities or heavy arms. Can be used by any unit type.
- Entice Can only be used by Special units. Entice an enemy officer with morale of 40 or lower to defect to your side. Cannot be used on army commanders.
- Melee Can only be used by Pikemen. End an enemy unit's turn.*
- Press Can only be used by Brigadiers. Push an enemy unit back one space.*
- Lure Can only be used by Crossbow units. Draw an enemy unit forward one space.*

*This can activate a Tactical Combo. This command decreases the acting unit's morale by 5.

- ⓑ Available only for Archer type units and Bow Riders.
- Ⓢ Available only for Special type units.
- ⓐ Available for all unit types.

NON-UNIT COMMANDS



On the battlefield there are other commands besides military movements. These include saving battle data and delegating command of your army to the computer. During your turn press the SELECT button to display the following commands.

Save: Save data during a battle. Only one battle can be saved. To load choose "Load Battle" from the main menu. ▶P. 8

Auto: Allow the computer to control your army. To regain control, hold down the ⓐ button.

Game settings: Change game settings. ▶P. 9

Database: View the histories and legends of the officers who are fighting in the battle.

WHEN WILL THE BATTLE END?



When a Commander's unit is destroyed, naturally the side, whose Commander is defeated loses. If one side has more than 1 army participating in battle, one of the army commanders is chosen as the overall commander. The other commander is treated as a normal unit.

If within 30 days the battle has not been won, victory will be determined by the following:

- The defending forces are awarded the victory.
- If neither force controls the battlefield, the side with the most remaining troops wins.

MORALE AND ORDER



Each unit has something called morale. Turn order is determined by this, with the highest morale going first, regardless of which side the unit is on.

Not only will a higher morale cause you to move early, it will also improve the effectiveness of the unit and enable skills such as "Hero."

Attacking the enemy and using tactics raises a unit's morale. If you are able to use the tactics "Boost" and "Revive", use them early on. Also, the morale of units positioned near your supply depot will increase daily.

Cao Cao and the Xiahou family

Cao Cao's father was adopted into the Cao family from the Xiahou family, making Cao Cao and Xiahou Don related. When first starting out, Cao Cao drew most of his officers from among his relatives. Being related by blood, they had a definite and unbreakable bond.



Cao Cao



Xiahou Dun



Xiahou Yuan

TERRAIN AND RANGE OF MOVEMENT



Movement range is determined by unit type. However, it is also affected by terrain. For example, in mountains and forests, range of movement is limited to one space.

Also, changes in elevation are also critical. You can move from the plains to the hills easily, but you cannot go from plains to mountains because there is 2

degrees of elevation between them. To move from plains to mountains, you must go plains → hills → mountains.

Similarly, you must move from plains to shoals, to get to rivers.

TO ATTACK



Besides normal attacks, there are bow attacks, tactics, special attacks by advanced unit types and automatic attacks by towers and heavy arms.

To attack, you need merely move within range of the enemy and then select the appropriate command. ▶P.27

Keep in mind when moving though that bow attacks and tactics have different

ranges. Pressing the R2 button will allow you to review the range and effect of a given tactic.

Towers and heavy arms can be used once a day on an enemy within range. It is quite effective to use your tactics to force the enemy into range.

Sometimes a truly brave warrior will challenge an enemy officer to a Duel. If this succeeds the enemy unit will be destroyed regardless of how many troops are left.

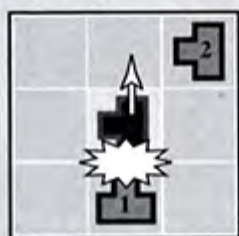
Still, this is not something you can control. You can only hope that your officers are brave enough to do so.



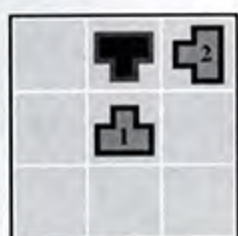
TACTICS AND COMBOS

Tactics alone are powerful attacks, but combining one with other tactics greatly increases its effectiveness. After a unit uses a tactic, the tactic of any allied unit whose requirements have been met will be automatically triggered. This is what is called a Tactical Combo.

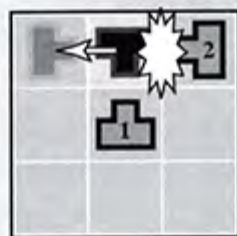
For example, in the map below, the gray unit (1) will use the tactic "Charge".



The enemy (cavalry) is driven back a space and ends up in front of a second unit.



has not yet been used, unit (2) will automatically perform "Repel" and the enemy will be blown back another space.



This is a tactical combo attack.



There is no limit to how many tactics can be chained together, so it is possible that all units can perform tactics. If you plan on using these combos; there are a few things you must keep in mind.

- A tactic can be triggered only if it relates to the unit that was targeted by the previous tactic, or the one which actually performed it.
- Tactics whose requirements have been met are triggered in Turn order.
- Only the tactic on top of an officer's Tactics queue will be triggered.
- If a tactic is unusable for any reason (e.g. "Volley" tactic held by any non-Archer type unit) it will not be triggered.
- The effect of the tactic increases as the number of tactics in the combo increase.

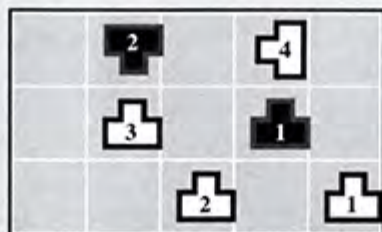
Note that each tactic can be used only once during battle. It is possible to restore them. But it is not easy.

- Destroy an enemy unit.
- Be healed by a Special unit (only when a unit has no tactics left).

Using tactics in combinations is more effective so do not waste them frivolously.

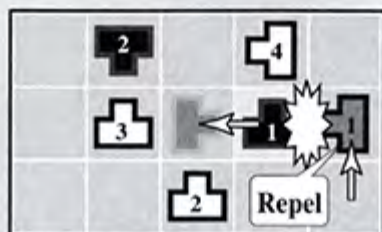
AN EXAMPLE OF A COMBO

Let me show you an example of a Tactical Combo.

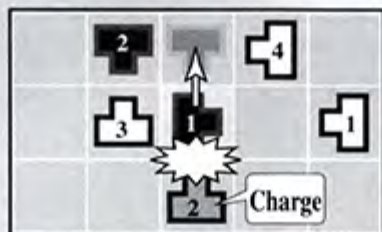


1. With unit placement as shown above, Four combos are possible. The white units are yours, and the black units are enemies. The numbers 1, 2, 3 for your units indicate the order. The order depends on morale.

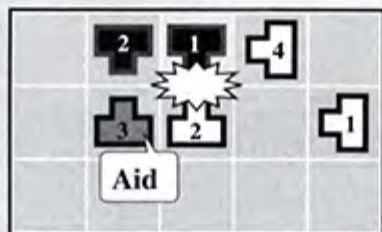
Note that the unit performing a tactic will be shown in gray.



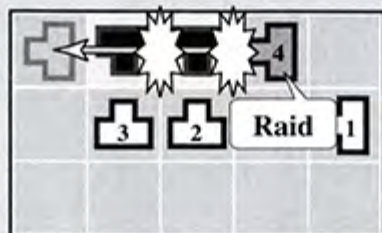
2. First, unit 1 moves to the side of enemy 1 and uses "Repel." This knocks the enemy over one space.



3. Ally 2's top tactic is "Charge." Since its requirements have been met, it is triggered automatically. The "Charge" drives enemy 1 back one space.



4. Here, ally 3's top tactic is "Aid." As its requirements have been met, it is triggered and both ally 2 and ally 3 to attack the enemy in front of ally 2.



5. "Aid" does not move the units. However, ally 4's tactic "Raid" is triggered. Ally 4 performs "Raid." Making it ia 4 combo attack.

When a tactic is used during a combo, the tactic is depleted. However, a unit with skills **P.39** such as "Hero" is able to use certain tactics an unlimited number of times. Using this, a large number of combos become available.

Also, certain tactics, like "Surround" (call an ally to trap an enemy between you) → "Pincer" (attack all enemies between 2 units), go together well, and thus make Tactical Combos easier to create. Keep this in mind when organizing your armies.

THE ROLE OF THE STRATEGIST

Is there a Strategist in your army? There are no special requirements to appoint a Strategist. As you organize your units, simply place an officer in the slot provided.

►P.22

There are a number of benefits to having a strategist. They include things like being able to select your formation at the beginning of a battle, being able to use Links, and sometimes being able to use "Trumps."



The effectiveness of these actions depend on the Strategist's INT. So you should appoint your most intelligent officers to the position of Strategist.

Choosing a Formation

The formations available vary depending on the INT of your strategist. Also, the strategist receives an extra tactic according to the formation chosen.

A Tactical Link

Choosing "Link" when using a tactic will immobilize the target unit for 1 turn. It will also be triggered automatically if an ally uses a tactic anywhere on the map. Refer below for more detailed information on Linking.

Trumps

An exceptionally intelligent Strategist will occasionally announce a strategy that he has thought up, a Trump. It does not occur often, but it helps you to know the mettle of your strategist.

ABOUT LINKS

This is a command you may choose when the strategist's unit uses a tactic. Using a Link will immobilize an enemy unit for one turn. Within this period, if an ally uses a tactic, the linked tactic automatically triggers regardless of distance.

The main points are listed below.

- The enemy is unable to move for one turn.
- If an ally uses a tactic, the Link is triggered regardless of the situation.

While the enemy is immobilized, position your units to effectively use combo attacks.

Note, however, that you cannot use another tactic against a unit that has been Linked. Also, after one day the Link expires. Furthermore, the Link will be broken if the acting unit is attacked. Alternatively, an able Officer might break the Link binding his unit himself. Finally, having a Special unit "Heal" the Linked unit will also break the Link.



CAPTURING AN ENEMY OFFICER



Enemy officers that you capture in battle automatically join your force. You can whittle away at the enemy's strength, while bolstering your own.

The only way to capture an officer is to wipe out his troops using combos. However, the higher the officer's level, the more combos you need to chain

together to capture him.

It is also said that there are certain officers that you cannot capture, no matter what you do. The most obvious example is the Ruler.

THE AFTERMATH OF BATTLE



After a battle, officers that have gained a level may learn new tactics, the base may be occupied by a new force, and defeated armies may be disbanded. I'm sure you'll be kept quite busy.

However, do not forget to check on the status of your armies. Officers whose units have been destroyed are returned

to the capital and the majority of your units will have reduced numbers. You may want to consider replacing some of your units within armies with others to prepare your armies for future battles. **P.23**

Restoring Troops






Units that have suffered losses will slowly regain their troops, as long as they are at a base that is connected to the Capital. Still, since units with heavy losses will be of little use in battle and it will take some time to restore them, you should take them out of your army and send them back to the Capital. This allows them to recover much faster.

the secrets of warfare





DATA

UNIT TYPES

Infantry Class






 Footmen	⊕ Strong against bow attacks	Growth STR ★★ INT LEA ★★
	⊖ Weak against Cavalry class	
	ATK ▶ 25 DEF ▶ 30 EXP ▶ 1	
 Infantry	⊕ Improved defense, strong against bow attacks	Growth STR ★ INT LEA ★★★
	⊖ Weak against Cavalry class	
	ATK ▶ 30 DEF ▶ 40 EXP ▶ 25	
 Rangers	⊕ Strong in Mountain or Hill terrain	Growth STR INT LEA ★★★★★
	⊖ Weak against bow attack	
	ATK ▶ 30 DEF ▶ 40 EXP ▶ 50	
 Spearmen	⊕ Strong against Cavalry class	Growth STR ★★ INT ★ LEA ★
	⊖ Weak against bow attack	
	ATK ▶ 40 DEF ▶ 30 EXP ▶ 30	
 Pikemen	⊕ Strong against Cavalry class, can use "Melee"	Growth STR ★ INT ★★ LEA ★
	⊖ Weak against bow attack	
	ATK ▶ 40 DEF ▶ 50 EXP ▶ 70	

Cavalry Class




 Horsemen	⊕ Strong against Infantry class, good forward mobility	Growth STR ★★★ INT LEA ★
	⊖ Weak against spearmen and pikemen. Weak in forest terrain	
	ATK ▶ 35 DEF ▶ 25 EXP ▶ 1	
 Cavalry	⊕ Good attack and defense	Growth STR ★★★★★ INT LEA
	⊖ Weak against spearmen and pikemen. Weak in forest terrain	
	ATK ▶ 45 DEF ▶ 30 EXP ▶ 30	
 Brigadiers	⊕ Good attack and defense. Can use "Press"	Growth STR ★★★ INT ★ LEA
	⊖ Weak against spearmen and pikemen. Weak in forest terrain	
	ATK ▶ 45 DEF ▶ 45 EXP ▶ 70	
 Bow Riders	⊕ Can use bow attack. Good forward mobility	Growth STR ★★ INT ★★ LEA
	⊖ Weak in close combat	
	ATK ▶ 35 DEF ▶ 25 EXP ▶ 40	

data

Archer Class

	Bowmen	+	Can use bow attack	Growth	STR	★★	
		-	Weak in close combat		INT	★	
		ATK	20		DEF	25	EXP
	Archers	+	Can use longer range bow attacks	Growth	STR	★	
		-	Weak in close combat. Low defense		INT	★	
		ATK	30		DEF	20	EXP
	Marines	+	Strong in river and shoal terrain	Growth	STR	★	
		-	Weak in close combat. Low defense		INT	★★	
		ATK	35		DEF	20	EXP
	Hvy Archers	+	Powerful bow attack	Growth	STR	★	
		-	Weak in close combat. Low defense		INT	★	
		ATK	40		DEF	15	EXP
	Crossbow	+	Powerful bow attack. Can use "Lure"	Growth	STR		
		-	Weak in close combat. Low defense		INT	★	
		ATK	50		DEF	10	EXP

Special Units

	Special	+	Can use "Entice" and "Heal"	Growth	STR		
		-	Almost no use in fighting		INT	★★★★	
		ATK	5		DEF	5	EXP
	Builders	+	Can build facilities and use "Heal"	Growth	STR		
		-	Low ability at fighting		INT	★★★	
		ATK	20		DEF	15	EXP
	Hvy Arms	+	Can build/move heavy arms and use "Heal"	Growth	STR		
		-	Fairly low ability at fighting		INT	★★	
		ATK	25		DEF	20	EXP

+ Unit strengths
 - Unit weaknesses

ATK DEF Basic unit offensive and defensive ability, may change due to terrain

EXP The amount of Exp needed to use this unit type

STR INT LEA Growth: the probability that this ability will increase

The chance that any ability will increase when an officer gains a level is dependent on the unit type. This potential is represented by ★. The more ★, the greater the probability.

TACTICS

*There are tactics which are not listed here. You can use the R2 button when you equip or use a tactic to see detailed information.

All Attack

LEA

An enemy is adjacent in front of you and an ally is also adjacent to the enemy.



Aid

LEA

Adjacent to and facing in the same direction as an allied unit who is adjacent to and facing an enemy unit.



Fire Attack

INT

Unit adjacent to an enemy who is in wood or plains terrain. Attack multiple units.



Decoy

INT

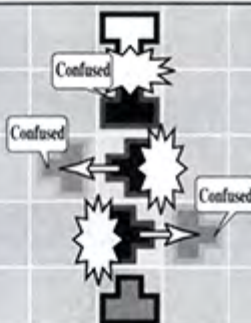
An enemy is adjacent in front of you. Following the attack, the enemy will move after you.



Pincer

LEA

An enemy is adjacent in front of you and caught between you and an allied unit. Attack multiple units.



Pierce

STR

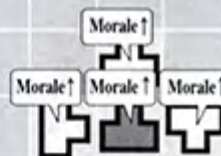
An enemy is adjacent in front of you. Following the attack, your unit will advance through the enemy.



Revive

LEA

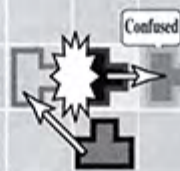
An allied unit is adjacent in front of you. Your and adjacent units' morale will rise.



Circle

LEA

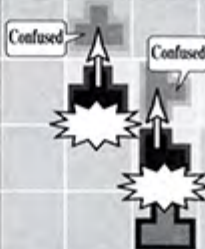
An enemy is adjacent in front of you and there is an open space to the rear of the enemy unit.



Flood

INT

Unit adjacent to an enemy who is in shoal or river terrain. Attack multiple units.
















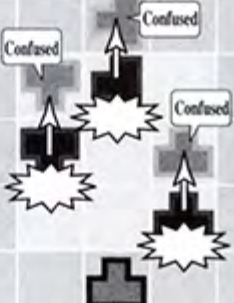

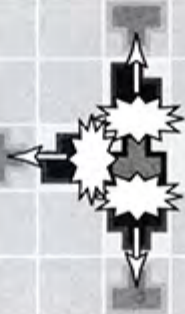
Feint

INT

An enemy is adjacent in front of you. Following the attack, the enemy will move.



- Legend**
- STR** STR type tactic
 - INT** INT type tactic
 - LEA** LEA type tactic
 -  Your unit
 -  Allied unit
 -  Enemy unit
 -  Attack
 -  Attack Area of effect
 -  Movement caused by tactic

<p>Flank</p> <p>STR</p> <p>Facing the side of an enemy who is adjacent in front of you. Following the attack, the enemy will move.</p>		<p>Raid</p> <p>STR</p> <p>An enemy unit is adjacent in front of you. Attack multiple units; attack all units lined up in front of you</p>	
<p>Pursue</p> <p>STR</p> <p>Facing the rear of an enemy who is adjacent in front of you. Easy to use with Repel.</p>		<p>Muddle</p> <p>INT</p> <p>An enemy is adjacent in front of you. Attack multiple units around the adjacent enemy.</p>	
<p>Boost</p> <p>STR</p> <p>An allied unit is adjacent in front of you. The adjacent unit's morale rises.</p>		<p>Charge</p> <p>STR</p> <p>An enemy is adjacent in front of you. Following the attack, movement depends on unit type.</p>	
<p>Switch</p> <p>INT</p> <p>An enemy unit is adjacent in front of you. After changing places you attack the enemy unit.</p>		<p>Fire Arrow</p> <p>STR</p> <p>Multiple enemies are within area of effect. Attack multiple units and following the attack, enemy.</p>	
<p>Ambush</p> <p>INT</p> <p>Unit is in grass or forest terrain and adjacent to an enemy in front. Following the attack, the enemy will be confused.</p>		<p>Repel</p> <p>STR</p> <p>An enemy is adjacent in front of you. Attack multiple units.</p>	

data

OFFICER INFORMATION

Subject	Details
Name	The officer's name. Generally only the Ruler or parents call the officer by his real name. Others use a kind of nickname or title.
Skill	The Skill of the officer. If conditions are fulfilled these are useful on the battlefield or can allow an envoy to do special tasks.
Friends	Friends of the officer. If a friend of one of your officers is a civilian, moving to the same base as an envoy or part of an army will allow you to recruit.
STR	Affects attack strength and tactic effectiveness.
INT	Affects defense strength and tactic effectiveness.
LEA	Affects attack and defense strength and tactic effectiveness. Also affects turn order.
Level	The officer's level of ability. Officers can gain levels when they accumulate a certain amount of deeds in battle.
Deeds	Points accumulated by an officer through successful actions in battle. Officers can gain levels through accumulation of deeds.
Tactics	Special attacks that can be performed in battle. More tactics can be learned and equipped as an officer gains levels.
Unit Type	The type of troops under the officer's command. As the officer gains Exp, more powerful units of the same type become available.
Exp	The officer's familiarity with a given unit type (Infantry Class, etc.). Officers gain a fixed amount of Exp after every battle.
Troops	Number of troops in an officer's unit. The maximum is determined by the officer's level. Any troops that are lost in battle are healed incrementally during each strategy turn. When officers are free, their troops heal faster.
Morale	The willingness of the unit to fight during battle. It rises when the officer uses tactics or when he attacks. There are also tactics which will raise morale. Turn order during battle is decided by morale.

Note: STR, LEA, and INT abilities increase according to an officer's unit type and deeds accumulated.

data

SKILLS

Skill	Effect	Conditions
Might	Attack strength increases	Morale 80 +
Hero	Unlimited use of LEA type tactics	Morale 80 +
Diplomat	As an envoy, negotiations become possible; you are not deported by the guards	-
Wile	INT type tactics become more effective.	Use INT type tactics against the enemy
Overlord	Unlimited use of LEA and INT type tactics	Morale 80 +
Genius	Enemies you attack with tactics are confused	Morale 80 +
Rage	Morale rises and attack strength increases	Allied unit is destroyed
Spy	As an envoy, you are able to join battle as a Special unit	-
Fame	Attack strength increases	Adjacent to the Army Commander
Strategy	Unlimited use of INT type tactics	Morale 80 +
Support	Attack strength of adjacent allies increases	Morale 80 +
Zeal	Receive twice the deeds	-
Archery	Bow attack strength increases	Morale 80 +
Speed	Move anywhere as if on plains	Morale 80 +
Guard	Attack strength increases	Morale 80 +
Conqueror	Attack/defensive strength increases; Unlimited use of STR type tactics	Morale 80 +
Menace	Unlimited use of STR type tactics	Morale 80 +
Fortitude	Attack strength increases	Morale is less than 40
Brute	Attack strength increases	Adjacent to enemy unit whose morale is less than 40

Note: Tactics which can be used an unlimited number of times due to a skill will blink on and off.

NOTES



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