

# Dynasty Warriors: Strikeforce Wei Walkthrough

by Mythril Wurm

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| DYNASTY WARRIORS: STRIKEFORCE - Wei Walkthrough |
|                               Version 1.03         |
|                               Created by Mythril Wurm |
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#### I. Update History

v0.30 - Completed walkthroughs for Chapters 1 and 2 and all of the special battles I've fought to date. Will add more upon making further progress.

v0.80 - Corrected some errors, made some minor formatting changes, and added more information to the Characters and Battle Walkthroughs sections. Will add more upon making further progress.

v1.00 - Completed Battle Walkthroughs section for Chapters 1-6, made formatting changes, and added Officer Card List section and an additional question to the Questions & Answers section.

v1.01 - Edited the strategy for Path of Destiny, expanded the Officer Card List section, and made minor changes to several sections.

v1.02 - Expanded the Officer Card list section and made minor changes to many other sections.

v1.03 - Added all but one of the cards to the Officer Card list section, and made a few corrections and minor changes.

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Got that? Good. Now, let's move on to the fun stuff...

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### III. Foreword

Hello, and welcome to my Dynasty Warriors: Strikeforce walkthrough for the Kingdom of Wei! I'm a longtime fan of the Dynasty Warriors series, and decided to buy this game despite feeling a little let down by DW6. I needed a new PSP game to play, and I'd heard that DW: Strikeforce made some refreshing changes to the series.

I can be perfectly honest with you, my dear readers, when I say that I have not been disappointed by the vast majority of the changes. While the fundamental battle mechanics are the same, there are more RPG elements in DW: Strikeforce than have been in previous DW games. Any character can wield any weapon, and you can bring up to two weapons into battle. You can customize your weapons with Orbs and your character with Chi, which allows for a tremendous variety of builds and strategies. Your characters earn experience and materials by taking part in battles, thus growing stronger and becoming able to craft weapons that will fell mightier foes. In battle, you can enter Fury Mode to transform into your fearsome alter ego, who has improved attacks and can perform a powerful musou attack. You can even upgrade the shops that you visit, improving their selection and capabilities by collecting cards from allied officers in town.

With all of these new abilities at your disposal, you'll be facing foes who are mightier than ever. In addition to enemy officers who have all the same powers and abilities that you do, you'll be confronted with defensive emplacements, war machines, and mythical beasts that will require all of your strength and cunning to defeat. The road to a unified China will be long and hard, but with skills and good strategies, you can follow it to its conclusion...and if any of the battles you have to fight along the way are frustratingly difficult, I hope you find the information you need to triumph in this FAQ.

In conclusion, I'll share a few general tips, some of which I'll repeat several times throughout the FAQ. Remember them and utilize them, and they should make your quest to unite the lands under one ruler quite a bit easier.

\* Search the town square for children, pandas, or new officers after finishing each battle. Children will give you free items, pandas will give you materials in exchange for items, and officers will give you cards that allow you to upgrade the town's shops.

\* Try different combinations of officer cards to reap maximum benefit. Using a combination of cards that share an attribute, ability, or affiliation will give you bonuses beyond those listed on the cards.

\* Buy and equip the Spring and/or Jump Chi as soon as they become available, and upgrade them as you proceed. They'll allow you clear battles more quickly, fight more effectively in the air, and reach some areas that would otherwise be inaccessible to you.

\* Upgrade your weapons whenever you have the gold and materials to do so. The bonuses from good equipment can make the difference between victory and defeat.

\* Always carry a bow with you. It's indispensable against flying enemies and the most effective weapon to use against staff wielders.

\* Equip a Wood Orb on at least one of your weapons. They cause poison damage, which will make a huge difference in fights with powerful officers.

\* Before engaging an enemy officer, it's usually a good idea to clear the surrounding area of archers, sorcerers, and war machines. It'll be much easier to take the officer down when you don't have people pelting you with projectiles.

\* When fighting officers, hold down the L button to stay locked on to them. This will allow you to block most frontal attacks and keep track of their positions more easily.

\* Enter Fury Mode whenever you need to break out of a combo. Use your musou to clear crowds or finish off weakened officers.

\* If you're playing solo, don't be ashamed to replay earlier battles for extra experience and materials. You can fight each battle as many times as you like, and the game can be very difficult if you don't have other players to help you.

---

#### IV. Characters

The following is a list of all the playable characters in Wei along with their initial weapons, Chi, and parameters. Weapon experience and abilities both increase as you complete battles, maxing out at 1000 and 500 respectively. Higher weapon experience will allow you to equip stronger weapons, so it pays to focus on using one or two kinds of weapons exclusively.

When you first choose a character from your kingdom, no other characters will be available for use. You'll unlock new characters from your kingdom every time you complete a chapter, giving you a full roster by the end of Chapter 4. When you're in town, you can change characters by visiting the Shrine.

##### A. Xiahou Dun

###### 1. Equipment

Main Weapon: Rock Crusher

Sub Weapon: Machete

Chi: Control

###### 2. Parameters

Experience

Sword 240

Spear 150

Pike 200  
Staff 280  
Bow 240  
Tech 100

Ability

Life 100  
Fury 100  
Atk 120  
Def 140  
Mov 90  
Res 80

B. Dian Wei

1. Equipment

Main Weapon: Violent Soul Star

Sub Weapon: Iron Pike

Chi: Last Stand

2. Parameters

Experience

Sword 240  
Spear 200  
Pike 240  
Staff 280  
Bow 100  
Tech 150

Ability

Life 110  
Fury 90  
Atk 130  
Def 150  
Mov 80  
Res 110

C. Sima Yi

1. Equipment

Main Weapon: Eradication Claws

Sub Weapon: Bronze Sword

Chi: Float

2. Parameters

Experience

Sword 240  
Spear 200  
Pike 200  
Staff 100  
Bow 200  
Tech 280

Ability

Life 90  
Fury 110  
Atk 90  
Def 130  
Mov 110  
Res 120

D. Zhang Liao

Main Weapon: Twin Vipers

Sub Weapon: Iron Spear

Chi: Charge

## 2. Parameters

Experience

Sword 200

Spear 240

Pike 280

Staff 240

Bow 150

Tech 100

Ability

Life 100

Fury 100

Atk 100

Def 130

Mov 100

Res 100

E. Cao Cao

### 1. Equipment

Main Weapon: Sword of Heaven

Sub Weapon: Military Fan

Chi: Channel

## 2. Parameters

Experience

Sword 280

Spear 200

Pike 150

Staff 100

Bow 200

Tech 240

Ability

Life 110

Fury 110

Atk 110

Def 140

Mov 90

Res 90

F. Xu Zhu

### 1. Equipment

Main Weapon: Bone Crusher

Sub Weapon: Iron Spear

Chi: Readiness

## 2. Parameters

Experience

Sword 200

Spear 240

Pike 200

Staff 280

Bow 150

Tech 150

Ability

Life 120  
Fury 90  
Atk 130  
Def 140  
Mov 80  
Res 100

#### G. Xiahou Yuan

##### 1. Equipment

Main Weapon: Swallow Bow

Sub Weapon: Stone Cudgel

Chi: Rush

##### 2. Parameters

Experience

Sword 200

Spear 200

Pike 240

Staff 240

Bow 280

Tech 100

Ability

Life 100

Fury 100

Atk 90

Def 130

Mov 110

Res 90

#### H. Xu Huang

##### 1. Equipment

Main Weapon: Destroyer

Sub Weapon: Iron Spear

Chi: Swift Rush

##### 2. Parameters

Experience

Sword 150

Spear 240

Pike 280

Staff 200

Bow 150

Tech 200

Ability

Life 90

Fury 100

Atk 110

Def 140

Mov 100

Res 120

#### I. Zhang He

##### 1. Equipment

Main Weapon: Phoenix Talons

Sub Weapon: Wooden Cane

Chi: Spring

##### 2. Parameters



Experience

Sword 280  
Spear 240  
Pike 200  
Staff 150  
Bow 150  
Tech 200

Ability

Life 90  
Fury 110  
Atk 110  
Def 120  
Mov 120  
Res 80

J. Cao Ren

1. Equipment

Main Weapon: Phoenix Wing  
Sub Weapon: Horn Bow  
Chi: Channel

2. Parameters

Experience  
Sword 100  
Spear 200  
Pike 280  
Staff 240  
Bow 200  
Tech 150

Ability

Life 120  
Fury 90  
Atk 110  
Def 150  
Mov 80  
Res 100

K. Cao Pi

1. Equipment

Main Weapon: Heaven's Blade  
Sub Weapon: Wooden Cane  
Chi: Control

2. Parameters

Experience  
Sword 280  
Spear 200  
Pike 200  
Staff 100  
Bow 240  
Tech 240

Ability

Life 100  
Fury 100  
Atk 90  
Def 140  
Mov 110

L. Zhen Ji

1. Equipment

Main Weapon: Allure

Sub Weapon: Horn Bow

Chi: Vitality

2. Parameters

Experience

Sword 240

Spear 150

Pike 100

Staff 280

Bow 240

Tech 200

Ability

Life 90

Fury 90

Atk 100

Def 120

Mov 110

Res 110

-----  
V. Battle Walkthroughs

This section contains strategies and walkthroughs for all of the battles in which the Kingdom of Wei participates. All entries will follow the format depicted in the table below.

```

* * * * *
* Difficulty: The battle's difficulty.   Time: The time limit for the battle. *
* Enemy: The enemy force's name.       Reward: The rewards for winning.   *
* Commander: The enemy commander.     Victory: The conditions for victory. *
* Battlefield: The site of the battle.  Defeat: The conditions for defeat.  *
* * * * *
* Bonus: The bonus objectives for the battle. The rewards for fulfilling the *
*       objectives are listed in parentheses.                               *
* Unlocks: The names of the battles that become available after clearing this *
*       battle.                                                             *
* Map: A basic map of the battlefield. An "S" represents the starting loca- *
*     tion, and an "o" indicates a place where the path changes direction. *
*     The numbers refer to the areas mentioned in the walkthrough for the *
*     battle.                                                                *
* * * * *

```

A. Chapter 1

This chapter tells the story of the Yellow Turbans' rise to prominence and their conflict with the Han.

1. Requests

a. Bandit Trap

```

* * * * *
* Difficulty: 1/10                       Time: 30 minutes                       *
* Enemy: Bandits                         Reward: Old charm + 100 G                 *
* Commander: Bandit Chief                Victory: Defeat Commander                 *
* Battlefield: Northern Plains            Defeat: Die 3 times                       *
* * * * *
* Bonus: Open gate within 3 minutes (Black coal + 50 G) *
* Unlocks: Officer Pursuit *

```

```

* Map: 4
* |
* 3
* |
* 1-2
* |
* S
* * * * *

```

Don't think of this as a battle so much as a training session. Aside from the Rapid Ballistae in Areas 2 and 4, the only regular enemies in this battle are dagger-wielding bandits. They attack en masse and often drop meatbuns when defeated, so you can farm them for experience or low-grade materials with next to no risk.

The gate is in Area 3, and it will open when you defeat all of the peons there. They won't respawn once defeated, so it may be worthwhile to grab the materials from the crates in Areas 1 and 2 before engaging the Bandit Chief in Area 4. He uses a cudgel, but he'll quickly fall to relentless Fury Mode attacks.

b. Officer Pursuit

```

* * * * *
* Difficulty: 1/10           Time: 30 minutes
* Enemy: Lu Bu             Reward: Sand star + 200 G
* Commander: None         Victory: Defeat all Officers
* Battlefield: Northern Plains  Defeat: Die 3 times
* * * * *
* Bonus: Defeat Butterfly (Impure oil + 100 G)
* Unlocks: Yellow Turban Menace
* Map: 2
* |
* S-1-3
* |
* 4
* * * * *

```

You have three targets in this battle: Wei Xu in Area 2, Hou Cheng in Area 3, and Wen Chou in Area 4. You must defeat all of them to triumph. Additionally, you'll be introduced to two new kinds of peons: bow-wielding archers and staff-wielding sorcerers. Archers are more annoying than deadly, but sorcerers are a royal pain in the posterior. They fly around and attack you from a distance with blasts of magical fire, which can do some serious damage if you take too many hits. They're vulnerable to bows, which can hit them from a distance as they fly around, so snipe them if possible.

Wei Xu and Wen Chou are nothing special. Clear out the peons around them and go to town. Hou Cheng requires a little more care to take down, if only because he's hiding in a fort and protected by war machines. Batter down the gates and smash the Ballistae before going after him.

The Butterfly can be found fluttering above a cliff in Area 3, just outside of Hou Cheng's fort. It's a small target and easy to overlook, but its attacks are pathetic. Use your bow if you have one.

c. Lost Belongings

```

* * * * *
* Difficulty: 1/10           Time: 30 minutes
* Enemy: Yellow Turbans     Reward: Peasant book + 200 G
* Commander: None          Victory: Reach Destination
* Battlefield: Northern Plains  Defeat: Die 3 times

```

```

* * * * *
* Bonus: Defeat 50 enemies (Glue + 100 G)
* Unlocks: Yellow Turban Fortress
* Map: 5
* |
* 4
* |
* 2-1-3
* |
* S
* * * * *

```

Your destination is Area 5, but you have to collect the treasures from five crates before you can reach it and finish the battle. There's one treasure in Area 1, directly to the north of your starting position. Grab it and slaughter peons until you've met the conditions for the bonus objective.

There are two more treasures in Area 2, one of which is in Yan Zheng's fort. It's protected by Tiger Cannons, which fire laser beams at you if you come too close. Yan Zheng wields a sword, and he's not hard to beat as long as you lure him away from the cannons or destroy them before taking him on.

Areas 3 and 4 each contain one treasure and loads of peons. Grab the goods and get going.

d. Surprise Attack

```

* * * * *
* Difficulty: 2/10 Time: 10 minutes
* Enemy: Yellow Turbans Reward: Flax cord + 200 G
* Commander: Bo Zhang Victory: Defeat Bo Zhang
* Battlefield: Central Plains Defeat: Die 3 times
* * * * *
* Bonus: Defeat Ma Yuanyi (Spring water + 100 G)
* Unlocks: Yellow Turban Rebellion
* Map: 4-5
* | |
* 3-2 6-7
* | |
* 1 8
* |
* S
* * * * *

```

Time is of the essence in this battle, so avoid unnecessary conflicts and make your way to Area 8 as fast as you can.

Area 1 is a hilly area that introduces you to some new threats. In addition to the too-familiar archers and Ballistae, you'll run across bamboo spears, poison marshes, and Thunderstrikes. The first two are easy to evade with timely jumps and dashes, but the Thunderstrikes give new meaning to the word "obnoxious." They dart through the air erratically and zap you with lightning bolts at close range. They're so fast that high accuracy is more valuable against them than high damage, so use a bow if you have one. Climb the ledges and take the high road to reach the next area.

Area 2 is full of Turrets, Ballistae, and peons. If you can jump high enough to reach the path to Area 3, take a detour and strike down Ma Yuanyi to complete the bonus objective. Proceed to Area 4 when you're ready, and dash through it to avoid the sorcerers.

You'll meet your first Blade Cart in Area 5. These mighty war machines can charge into you and impale you on their blades, or fire ball lightning at you in close quarters. Keep it away from the Turrets near the gate, dash around it, and attack it when it pauses or as it moves back into position after a charge. Special air attacks work well against it. The gate will open once you're done reducing it to scrap.

Turrets, Ballistae, Tiger Cannons, and another Blade Cart will menace you in Area 6. Clear out some of the other war machines before turning to the Blade Cart, which you can lure onto the nearby floating platform if you're crafty and a little lucky. Do so, and it won't be able to use its charging attack. Evade its ball lightning and strike back when you have an opening, and defeat it to open the gate to Area 7.

You'll meet yet another Blade Cart here, which is backed up by Yellow Turbans. Focus on the Blade Cart first and the troops second. Because you have so much more room to maneuver here, this is less intense than Area 6. The gate to Area 8 opens with the destruction of the Blade Cart.

You'll get a 3-minute extension to your time limit immediately upon reaching Area 8. Work your way through the streets towards the bow-wielding Bo Zhang, destroying the Tiger Cannons along the wall and the four Ballistae at the top of the stairs behind his platform. Bo Zhang is most dangerous at a distance, so get close to him and enter Fury Mode to dispatch him easily.

## 2. Battle Quests

### a. Yellow Turban Menace

```

* * * * *
* Difficulty: 1/10           Time: 30 minutes           *
* Enemy: Yellow Turbans    Reward: Earth spirit + 100 G      *
* Commander: Zhang Liang  Victory: Defeat Zhang Liang     *
* Battlefield: Wan Castle  Defeat: Die 3 times          *
* * * * *
* Bonus: Defeat 50 enemies (White pearl + 50 G)        *
* Unlocks: Lost Belongings                               *
* Map: 3                                                  *
*   |                                                    *
*   2                                                    *
*   |                                                    *
*   1                                                    *
*   |                                                    *
*   S                                                    *
* * * * *

```

This is a short and straightforward battle, but the enemy officers here can be dangerous if you get careless. The first one you'll face is Cheng Yuanzhi, who wields a cudgel and comes out to fight after you've defeated enough peons in Area 1. You'll meet Zhang Man Cheng in Area 2, who uses a sword. If you get badly damaged fighting him, grab the chicken in the northwest post.

Cheng Yuanzhi comes back with a vengeance in Area 3. If you beat him once, you can beat him again, and Zhang Liang comes out to play when you do. He fights with a staff and goes into Fury Mode when weakened, so a bow is the best weapon to use against him. His musou causes fire damage, so take pains to avoid it and keep up the pressure until he falls.

### b. Yellow Turban Fortress

```

* * * * *
* Difficulty: 1/10           Time: 30 minutes           *
* Enemy: Yellow Turbans    Reward: Obsidian + 200 G      *

```

```

* Commander: Zhang Bao                      Victory: Defeat Zhang Bao          *
* Battlefield: Luo Yang                      Defeat: Die 3 times              *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Bonus: Completely destroy the armed base (Gold dust + 100 G)            *
* Unlocks: Surprise Attack                                                         *
* Map: 4                                                                            *
*   |                                                                              *
*   3                                                                              *
*   |                                                                              *
*   2                                                                              *
*   |                                                                              *
*   1                                                                              *
*   |                                                                              *
*   S                                                                              *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

```

This battle is a little easier than the Yellow Turban Menace, but it presents its own variety of challenges.

Area 1 is full of Ballistae and geysers that lift stone slabs into the air. Use the slabs as stepping stones while dodging the shots of the Ballistae.

You'll fight Pei Yuan Shao, a swordsman in Area 2. Beware the Ballistae and defeat him to open the gate.

There's a Mighty Tower in Area 3, along with Turrets and a sorcerer-heavy assortment of peons. Defeat all of the troops to open the gate; you can save the weapons for last.

Area 4 throws you into a battle with the pikeman Ma Yuanyi and some sorcerers. Defeat them to open the gate to Zhang Bao's inner sanctum, and scour all the Tiger Cannons from the walls to complete the bonus objective before going after him. Like his brother, he wields a staff, and he enters Fury Mode and summons Pei Yuan Shao upon losing half his life. Defeat Pei Yuan Shao first, then finish off the commander.

c. Yellow Turban Rebellion

```

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Difficulty: 2/10                        Time: 30 minutes                  *
* Enemy: Yellow Turbans                   Reward: Bamboo + 400 G           *
* Commander: Zhang Jiao                   Victory: Defeat Zhang Jiao       *
* Battlefield: Guang Zong                  Defeat: Die 3 times             *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Bonus: Defeat Zhang Liang + Zhang Bao (Hawk statue + 200 G)             *
*   Completely destroy Yellow Thunder (Sunstone + 200 G)                  *
* Unlocks: Liberation, Turbans' Remnants, To the Rescue, Ambush, Orochi's *
*   Ambition                                                                    *
* Map: 3                                                                            *
*   |                                                                              *
*   2                                                                              *
*   |                                                                              *
*   1-S                                                                            *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

```

This is a short battle, but it has an extremely deadly finale. Conserve your life and keep your guard up. If you don't normally use a bow, bring one into this battle. You'll learn why soon enough.

You're faced with sorcerers, Tiger Cannons, and Ballistae in Area 1. Use the platforms to ascend and avoid or dispatch any enemies between you and the exit.



The map for this battle resembles the one for Bandit Trap, and it's only marginally longer and harder. You should have no problems clearing it in a hurry.

Defeat all of the peons in Area 1 to open the gate to Area 2, where Ballistae and archers will fire upon you from a distance. Climb the ledges to reach your destination.

Area 3 is full of Bandits and a Bandit Chief. There are two Ballistae and two Tiger Cannons in the fort, as well. Neither the Bandits nor their chief should be at all scary, so defeat them all to complete the bonus objective. Grab the ointment from the pot in the southwest corner if you need life or Fury.

Area 4 is full of rocky plateaus. There are Tiger Cannons down below, Ballistae above, and peons scattered all over the place. Take whichever path you feel is safer and defeat the Guard by the gate to open it.

In Area 5, you'll meet the pike-wielding Niu Fu, who brings melee peons and archers into battle as backup. There are no surprises here, so enter Fury Mode and go to work.

#### b. Turbans' Remnants

```
* * * * *
* Difficulty: 2/10           Time: 30 minutes           *
* Enemy: Yellow Turbans    Reward: Bamboo + 300 G       *
* Commander: None         Victory: Capture all Bases    *
* Battlefield: Northern Plains  Defeat: Die 3 times      *
* * * * *
* Bonus: Defeat Butterfly (Amber + 150 G)           *
* Unlocks: Duel! Zhang Jiao                          *
* Map: 3-4                                           *
*   | |                                             *
*   2-1                                             *
*   |                                             *
*   S                                             *
* * * * *
```

Each of the bases in this battle holds two Ballistae, a sorcerer, and a number of assorted peons. You can capture a base by defeating the sorcerer within, and you must capture all four bases to win. Things only get harder from here, so enjoy this simple battle while it lasts.

The base in Area 1 is a warm-up exercise. Slay the sorcerer, and the base is all yours. Mop up the peons as desired.

The bases in Areas 2 and 4 house two archer Guards each. Wipe them out before going after the sorcerers.

Area 3 is by far the most interesting. There are two sword-wielding Guards in the base, who should be dispatched to make your job easier. The Butterfly is on the western cliff, and the red crate in the north contains the Legend of Zhang Jiao, which unlocks a special battle. Make sure you don't miss either one.

The battle ends as soon as you capture the last base.

#### c. To the Rescue

```
* * * * *
* Difficulty: 3/10           Time: 30 minutes           *
* Enemy: Dong Zhuo         Reward: Beast spirit + 400 G       *
* Commander: Hu Zhen      Victory: Defeat Dong Zhuo's forces    *
* Battlefield: Northern Plains  Defeat: Die 3 times      *
* * * * *
```



```

* * * * *
* Bonus: Defeat 10 enemies unharmed (White coal + 200 G)
* Unlocks: N/A
* Map: 1
*   |
*   S
* * * * *

```

This battle is as straightforward as they come. The battlefield is a large open area with two Ballistae in towers and some Turrets mounted on the cliff face in the northeast. You can ignore or demolish these as you see fit, but you'll have to defeat all of the other enemies that appear in order to proceed.

The enemies come at you in three waves. The 1st wave consists of ten peons, nine of whom will make a beeline for you as soon as they appear. This is your only chance to complete the bonus objective, so fight defensively and don't let yourself get surrounded. The last peon is an archer, and he likes to hang back by the cliff and shoot you as you approach. Dash or run towards him in a zigzag pattern to avoid letting him get an easy shot.

The 2nd wave consists of four Spinning Blades, which spawn by the cliff. Don't be fooled by their leisurely drifting; they'll slice you into ribbons if you get too close. It's very difficult to take these things out in close combat without taking some damage yourself. The bow is a safer but more time-consuming alternative, so use it if you want to conserve your life.

The 3rd wave consists of Fan Chou, Hu Zhen, and a number of peons, including two sorcerers. The officers can rapidly deplete your life if they team up on you, so try to take them out one at a time to shift the balance in your favor. Once you've taken care of both of them, mop up the remaining peons to seize victory.

d. Ambush

```

* * * * *
* Difficulty: 3/10                               Time: 30 minutes
* Enemy: Dong Zhuo                             Reward: Spiritstone (s) + 400 G
* Commander: Xu Rong                          Victory: Defeat Xu Rong
* Battlefield: Chang An                       Defeat: Die 3 times
* * * * *
* Bonus: Foil ambush on first attempt (Spiritwater + 200 G)
* Unlocks: N/A
* Map: 4
*   |
*   3-1-2
*   |
*   S
* * * * *

```

This is an interesting battle that can be completed quickly as long as you pay attention. Xu Rong is hiding in one of three areas, and the clue you get when you defeat the Messenger in Area 1 will tell you which area to search.

"Something awaits you where the sun rises..." means that Xu Rong is in Area 2.  
 "Something awaits you where the sun sets..." means that Xu Rong is in Area 3.  
 "Something awaits you in a faraway place..." means that Xu Rong is in Area 4.

Each area presents unique challenges. Area 2 is filled with Turrets and re-spawning Ballistae, Area 3 with peons and geysers that raise stone slabs into the air, and Area 4 with peons and Ballistae. Look for the crate in the appropriate area and break it open to find Xu Rong. He appears in Fury Mode and at-

tacks you relentlessly, so you'll have to strike hard and fast to beat him.

## 2. Battle Quests

### a. Battle of Si Shui Gate

```

* * * * *
* Difficulty: 2/10                               Time: 30 minutes
* Enemy: Dong Zhuo                               Reward: Malachite + 300 G
* Commander: Hua Xiong                           Victory: Breach Si Shui Gate
* Battlefield: Si Shui Gate                       Defeat: Die 3 times
* * * * *
* Bonus: Defeat Hua Xiong in 7 minutes (Leather + 150 G)
*         Foil Li Ru's strategy (Energy charm + 150 G)
* Unlocks: Battle of Hu Lao Gate
* Map:    7-6-8
*         |
*         o---5-o
*         |   |
*         o-3-2-4
*         |
*         1
*         |
*         S
* * * * *

```

This is a slightly longer battle that has a few surprises to offer. It's very difficult to complete both of the bonus objectives in one go, so choose the one that's easier for you and cheer if you can accomplish the other one as well.

You'll encounter the sword-wielding Li Jue in Area 1, who must be defeated before you can progress. He's supported by muscle-bound Catapult Troops, who hurl rocks at you from a distance. They sometimes drop meatbuns when defeated, so use them to replenish your health before moving on.

There's not much of note in Area 2 except some peons. You can either go west to reach Area 3, which has Blade Carts by the entrance and exit and falling rocks for you to dodge; or east to reach Area 4, which is filled with Rapid Ballistae and sorcerers. Both paths converge in Area 5, so take whichever one sounds more fun.

Li Jue returns in Area 5, backed up by a pike-wielding Guo Si and a Blade Cart. Defeat the lot of them and move on to Area 6, where Li Ru will spring his trap. Poisonous fog will fill the area, and it will slowly sap your life as Hua Xiong tries to brain you with his cudgel. If you're running low on life or aiming to complete the second bonus objective, you'll need to disperse the fog by smashing the Poison Pots in Areas 7 and 8. The one in Area 8 is protected by a pair of Blade Carts, so be careful as you search for it.

Hua Xiong and a staff-wielding Li Ru will attack you together when you return to Area 6. They'll both enter Fury Mode when weakened, so defeat them with all possible haste.

### b. Battle of Hu Lao Gate

```

* * * * *
* Difficulty: 3/10                               Time: 30 minutes
* Enemy: Dong Zhuo                               Reward: White charm + 500 G
* Commander: Lu Bu                               Victory: Breach Hu Lao Gate
* Battlefield: Hu Lao Gate                       Defeat: Die 3 times
* * * * *
* Bonus: Defeat Lu Bu (Lifestone + 250 G)
* Unlocks: Battle of Luo Yang, Duel! Diao Chan

```

```

* Map:      4
*          |
*         3-2
*          |
*          1
*          |
*          S
* * * * *

```

The learning curve becomes noticeably steeper here, especially at the end. If you don't have other players to help you and you haven't spent a great deal of time leveling up your character of choice, you may want to stock up on Meatbuns or Meatbuns+ before braving this battle.

Area 1 sees you in a ravine filled with Tigers, Turrets, and melee peons. The Tigers pose a unique challenge; they attack quickly, they're excellent jumpers, and they're unkillable. They can't block attacks, however, and they flee when critically wounded. If you have the Spring + Chi equipped, you can leap out of the ravine and take the high road to the next area. None of the enemies will be able to reach you up there, and you can find some nice materials in the crates.

Area 2 pits you up against a Blade Cart and lots of archers, and a bow-wielding Gao Shun once the Blade Cart is destroyed. Stay far away from the Tiger Cannons and defeat him to open the gate. A meatbun can be found in the pot up north.

Area 3 harbors Tigers, Rapid Ballistae, and a Blade Cart. The Legend of Diao Chan can also be found in a red crate near the central part of this area. The Tigers here can leap between the levels to chase you, so be on guard.

Area 4 is where the real action is. The massive stone tiger Bi Xie protects Hu Lao Gate, and Lu Bu protects Bi Xie. Zhang Liao and a Tiger Cage await you in the western valley, and Diao Chan and three more Tiger Cages guard the eastern cliff. In addition, there are war machines all over the place, and the only ones that don't respawn when destroyed are the Ballistae in the towers.

The odds are intimidating, but not insurmountable. Start by closing the three Tiger Cages in the east to stop them from churning out Tigers, then attack Diao Chan. She's not aggressive initially, but she'll enter Fury Mode upon losing half her life and become much more unpredictable. Finish her quickly, and try to keep her out of the valley, or Zhang Liao will run over to reinforce her. He also enters Fury Mode when he hits half life, so take care when fighting him.

With Diao Chan and Zhang Liao out of the picture, you'll be free to focus on Lu Bu and Bi Xie. Veterans of the earlier Dynasty Warriors games have a healthy fear of Lu Bu, but your only real choice here is to fight him. He'll launch a violent offensive if you get close enough to Bi Xie, but he'll usually fall back after a couple of combos. Draw him out, wait for him to close in on you, and attack him whenever you have an opening. Stay off to the side of Bi Xie as you fight him to avoid the stone tiger's attacks. Like his two subordinates, Lu Bu will enter Fury Mode after taking severe damage, so do anything necessary to finish him before he goes to town on you.

Bi Xie itself has four different attacks. It can stomp the ground, shoot energy waves, breathe fire, or gather electricity above its head and discharge it as bolts of lightning. It'll put you in a world of hurt if you charge it and slash or bash wildly, but you have a couple of less suicidal options.

The safer option is to stand in one of the towers or off to Bi Xie's side and pepper it with arrows. If you're in a tower, it can only hit you with its fire breath, which you can avoid with a well-timed jump. None of its attacks will be

able to hit you if you stand far enough off to its side, but you'll be within range of the Turrets by keeping this distance. This method works well if you're determined to avoid fighting Lu Bu, but since Bi Xie is resistant to bow attacks and seems to be immune to damage from poison, it also takes a long time.

The faster option is also riskier. You'll need to defeat Lu Bu before you attempt it, because it's way too hard to fend off his attacks and whittle Bi Xie down at the same time. Once he's been dealt with, jump on top of the guardian's head and hit it repeatedly with strong melee attacks. You'll be out of range of all of its attacks except the lightning bolts, and those are nigh impossible to dodge at point-blank range anyway. You may die once if you're low on life, but you'll do damage much more quickly than you can by standing back and firing a constant stream of arrows.

Once Bi Xie's life is depleted, victory is yours. Pat yourself on the back and prepare to liberate Luo Yang!

c. Battle of Luo Yang

```
* * * * *
* Difficulty: 3/10           Time: 30 minutes           *
* Enemy: Dong Zhuo         Reward: Fireruby + 500 G           *
* Commander: Dong Zhuo    Victory: Defeat Dong Zhuo           *
* Battlefield: Luo Yang    Defeat: Die 3 times           *
* * * * *
* Bonus: Victory within 5 minutes (Feather + 250 G)     *
*       Defeat all Strategists (Black pearl + 250 G)    *
* Unlocks: Battle of Mei Castle                          *
* Map:    4    6                                         *
*       |    |                                         *
*       3-2-5-o                                         *
*       |                                         *
*       1                                         *
*       |                                         *
*       S                                         *
* * * * *
```

Just as you arrive in the capital, Dong Zhuo sets fire to it! It's up to you to quench the flames and punish him for his execrable behavior. The fires go out when the Strategist in each area dies, so finding them and cutting them down should be your highest priority. They won't attack you, but they will try to flee from you and can be annoying to catch if you're trying to simultaneously avoid enemies and the leaping flames.

Dong Zhuo will appear when you enter Area 1 and harass you for a little while before leaving his troops to do his dirty work. The Strategist is in the north.

The Juggernaut makes its debut in Area 2. These rolling tanks move and turn slowly, but the flames they spew can be painful. Dash around it and wait for it to prepare its attack, then whack it from the side or rear while it's attacking empty air. There are Spinning Blades here, as well, and a Strategist on the east side.

Wang Yun, a swordsman, can be found in Area 3, and a Strategist is right next to him. Take out the nearby Tiger Cannons and Ballistae to ease the pressure of the fight.

Area 4 is chock-full of war machines, including Ballistae, Tiger Cannons, and Boulder Cannons. The Boulder Cannons resemble trebuchets and will rain death on you from a distance. The Machine Cannon is more intimidating than threatening, and the Strategist here is next to an Arbalest Cart. Dashing around it and com-

being it when it pauses to attack will make short work of it, as will special air attacks.

Li Jue will attack you when you enter Area 5. Guo Si will follow shortly after, and the exit in the east will open when you defeat both of them. Make sure you strike down the Strategist in the southwest before leaving.

A Juggernaut and Spinning Blades lie in wait near the entrance to Area 6. Tear them apart to clear a path to Dong Zhuo. The final Strategist is cowering on top of the wall near Dong Zhuo and the four Boulder Cannons, and may leap off to avoid you. Break out your bow or use a special air attack to stop him in his tracks. Dong Zhuo isn't all that hard, but he refills his life and enters Fury Mode when weakened. Block and counter his attacks to make quick work of him.

#### d. Battle of Mei Castle

```
* * * * *
* Difficulty: 4/10                               Time: 30 minutes
* Enemy: Dong Zhuo                               Reward: Artisan book + 600 G
* Commander: Dong Zhuo                          Victory: Defeat Dong Zhuo
* Battlefield: Chang An                          Defeat: Die 3 times
* * * * *
* Bonus: Defeat Tian Lu (Jade + 300 G)
* Unlocks: Breaking Through, On the Hunt, Rations Defense, Swift Tactics
* Map: 4
* |
* 2-3
* |
* 1
* |
* S
* * * * *
```

The final battle against Dong Zhuo is the most intense yet. You'll face lots of officers here, so fight carefully and try to conserve your life for the last leg of the battle.

Area 1 pits you up against Guo Si, Li Ru, and some sorcerers. Defeat the two officers to open the gate.

You'll be confronted by Hua Xiong, a Blade Cart, and Li Jue in Area 2. Flamethrowers line the walls; smash them or stay close to the center to avoid getting burned. A chicken can be found in the pot near the northern gate.

You don't need to visit Area 3 to complete the battle, but you can pilfer some nice materials from the crates and the two Blade Carts here. Just beware the Ballistae and the Firesnakes as you do.

Immediately after entering Area 4, you'll be attacked by Dong Zhuo and Lu Bu at the same time. There's a thick fog hanging over the area, but it will gradually dissipate as you find and smash the five Mist Pots. Stay out of the water as you look for them; it will slow your movement for a short time if you step in it. Breaking all the pots will reveal Tian Lu, a towering qilin, on the central island. Like Bi Xie, it can breathe fire and shoot lightning at you from a distance. It can also conjure a wind wall around itself that will toss you into the air like a feather. Stay as far away from it as you can and attack Lu Bu, who will flee the battle after sustaining a little damage. This is the best time to attack Tian Lu if you're determined to get the bonus; stand on its head and attack its horn until it breaks off, then continue whacking it on the head.

If you just want to be done with the battle, focus your attacks on Dong Zhuo

until he's down to 30% life. He'll enter Fury Mode and withdraw to Tian Lu's shoulder. You'll have to use the floating stone platforms to reach him, and then approach him without getting hit by Tian Lu's buffeting winds. Trying to get within melee range of him is extremely dangerous, so pull out your bow and shoot at the fat coward from a distance to get his attention. Switch to your melee weapon and attack him when he closes in. If you have too much trouble luring him into melee range or avoiding the wind wall, use your bow to pick him off slowly from a distance. Don't get too aggressive, or you may find yourself on the losing side of a war of attrition.

Once Dong Zhuo falls, it's on to Chapter 3!

### C. Chapter 3

This chapter tells the story of Lu Bu's rampage across the land and Cao Cao's campaign to chain the mighty beast.

#### 1. Requests

##### a. Breaking Through

```
* * * * *
* Difficulty: 3/10                               Time: 30 minutes          *
* Enemy: Lu Bu                                   Reward: Silk thread + 400 G      *
* Commander: Diao Chan                          Victory: Defeat Diao Chan      *
* Battlefield: Ru Nan                            Defeat: Die 3 times           *
* * * * *
* Bonus: Destroy Blade Cart (Feather + 200 G)   *
* Unlocks: Pursuit of Lu Bu                    *
* Map: 6                                         *
* |                                             *
* 4-o                                           *
* | |                                           *
* 5 3                                           *
* | |                                           *
* 1-2                                           *
* |                                             *
* S                                             *
* * * * *
```

You'll need two keys to unlock the gate in Area 4. One of them can be obtained from Wang Jie, a staff-wielding officer in Area 1. Avoid the peons and Rapid Ballistae as you fight him, then move on to Area 2.

Area 2 is full of melee peons, archers, Ballistae, and floating platforms. Wipe out all the enemies in the area to open the north gate.

Chen Gong, another staff wielder, is in Area 3, supported by flying peons. Destroy the Sky Tower in the southeast to ground them, then defeat Chen Gong to claim the second key.

You'll find peons and a Tiger Cannon by the gate in Area 4, which will open if you've followed the battle plan thus far. Before going through it, though, you head south into Area 5 and wreck the Blade Cart in the valley to accomplish the bonus objective. Once that's been accomplished, proceed north through the unlocked gate.

Diao Chan is hiding in the base in Area 6, and she's protected by Rapid Ballistae and peons, many of whom are archers. Clear out the regular enemies, then beat her into submission.

##### b. On the Hunt

```
* * * * *
```

```

* Difficulty: 4/10                               Time: 30 minutes                                *
* Enemy: Lu Bu                                   Reward: Firesand + 500 G                       *
* Commander: None                               Victory: Defeat Juggernaut                      *
* Battlefield: Central Plains                   Defeat: Die 3 times                            *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Bonus: Defeat tigers (Fish oil + 250 G)      *
* Unlocks: N/A                                  *
* Map: 3                                         *
*   |                                           *
*   2                                           *
*   |                                           *
*   1                                           *
*   |                                           *
*   S                                           *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

```

Any challenge in this battle comes from the sheer number of enemies that attack you at the same time. In Area 1, these enemies include Bandits and Tigers, all of which you should defeat before heading north. Be sure to open all the crates in the area, as well.

All of the Tigers in Area 2 will rush you once you enter. Trigger Fury Mode to fight them if necessary, and send them fleeing before you move on.

You'll once again be harassed by Tigers in Area 3, and you'll need to avoid the Juggernaut's fireballs while you fight them. Once all the Tigers have fled, the Juggernaut itself is no great threat. In addition to spitting fireballs, it can breathe fire and create a shockwave that hits 360 degrees at close range. The best way to fight it is to get close to it, hit it a few times as it charges up its attacks, then dash away from it and counterattack after it finishes its attack phase. You'll tear it apart soon enough.

c. Rations Defense

```

* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Difficulty: 4/10                               Time: 30 minutes                                *
* Enemy: Lu Bu                                   Reward: Beast spirit + 500 G                       *
* Commander: None                               Victory: Defeat all Officers                      *
* Battlefield: Guan Du                           Defeat: Die 3 times                            *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Bonus: Prevent officers uniting (Spiritgem + 250 G)  *
* Unlocks: Duel! Yuan Shao                      *
* Map:    3                                       *
*   |                                           *
*   2-1-4                                       *
*   |                                           *
*   S                                           *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *

```

As long as you can take down the enemy officers quickly, this will be an easy battle. Be sure to fully upgrade your weapons before starting to give yourself an extra edge.

Area 1 is full of cliffs and high walls. There are peons in the valleys, Rapid Ballistae atop the cliffs, and a red crate in the northeast corner in which the Legend of Yuan Shao can be found. Don't forget to pick it up.

Entering Area 1 will also trigger Wei Xu's appearance in Area 2. Song Xian will appear in Area 2 after Wei Xu is defeated or 3 minutes elapse from the start of the battle, and a cudgel-wielding Zang Ba will appear in Area 3 after both of the other generals are defeated or 6 minutes elapse from the start of the bat-

tle. If Wei Xu and/or Song Xian are still alive when Zang Ba appears, they'll immediately move to his position. This will cost you the bonus objective, and since fighting one officer at a time is easier than fighting two or three, it's important to defeat Wei Xu and Song Xian in the first 6 minutes of the battle. Once they're out of the picture, the rest will be a breeze.

Aside from the officers who appear there, Areas 2, 3, and 4 are virtually identical to each other. You'll find a small number of peons, two Rapid Ballistae, and a Tiger Cannon on the cliff in each one. Break the crates in these areas and grab what's inside before you finish the battle.

d. Swift Tactics

```
* * * * *
* Difficulty: 5/10                               Time: 10 minutes
* Enemy: Lu Bu                                   Reward: Warrior spirit + 500 G
* Commander: Gao Shun                           Victory: Defeat Gao Shun
* Battlefield: Ru Nan                            Defeat: Die 3 times
* * * * *
* Bonus: Reach gates unharmed (Lapis lazuli + 250 G)
* Unlocks: N/A
* Map:      5
*          |
*          2-3-4
*          |
*          1
*          |
*          S
* * * * *
```

This battle is both an endurance test and a race against the clock. You'll have to fight hard and fast to make it out alive.

There are peons, a couple of Turrets, and a Tiger Cannon by the gate in Area 1. The peons can fly thanks to a Sky Tower in the northeast; smash it and cut them all down to open the gate.

You get a 2-minute time extension upon entering Area 2. Your enemies here are peons, Spinning Blades, and Turrets; destroy the peons and Spinning Blades to advance.

You get another 2-minute time extension upon entering Area 3. You'll have to overcome three Spinning Blades and some peons to move on, all while avoiding the attacks of the two Tiger Cannons and the Turrets by the exit. You may want to trigger Fury Mode to clear this area more quickly.

You get - wait for it - a 2-minute time extension upon entering Area 4. The only enemies here are Turrets and peons, all of whom have axes and shields. If they won't stop blocking, use charged attacks to break their defenses and go to work on them. If you didn't deplete your Fury gauge in the last area, this is a great place to use it.

You get a whopping 5-minute time extension upon entering Area 5. Gao Shun and the peons here are empowered by the Swift Tower in the southwest, which should be taken care of before you go after them. Once they're unable to sprint around like cheetahs, they'll be easy targets.

It's very hard to get the bonus objective in the battle. If you want to try for it, progress slowly, block and dash often, use your bow to keep enemies at a distance, and never let yourself get surrounded.





```

*      | |
*      2 5
*      | |
*      3 4
*      | |
*      0-0
* * * * *

```

This battle is full of clever traps and Tiger Cannons that can whittle you down in a hurry. You'll have to do a lot of jumping and dashing to make it through intact, so Spring, Rush, and Leap Chi will help you immensely.

Area 1 contains nothing but peons. Make haste to Area 2, where you'll find Hou Cheng, two Catapult Carts, some peons, and Tiger Cannons on the walls. Beating down Hou Cheng will open the gate and earn you a 2-minute time extension.

Area 3 is full of water, Spinning Blades, Ballistae, Tiger Cannons, and deep water. Falling in will cause you to return to the entrance. Hit the Control Rod to open the gate on the far end of the room, which will emit winds that blow you back. Jump and dash like crazy to avoid the machines and reach the gate while it's open, because it only stays that way for 10 seconds.

You'll get a 2-minute time extension when you reach Area 4. In addition to the usual Tiger Cannons and peons, Song Xian and three Thunderstrikes are here. To make things even more interesting, the platform that Song Xian stands on will continually rise into the air and sink to the ground, shooting fireballs every time it touches down. Jump on top of it do your best to stay up there with Song Xian until you deplete his life. Doing so will earn you another 2-minute time extension and open the gate to Area 5.

Area 5 confronts you with Zhang Miao, two Arbalest Carts, and some Tiger Cannons and peons. Focus entirely on Zhang Miao and attack him until he gives in. You'll be rewarded with another 2-minute time extension for your efforts.

Zhang Miao turns to Zhang Liao for protection in Area 6, and both of them will fight you with help from a Juggernaut and some Spinning Blades and peons. There are Tiger Cannons on the walls, and both officers will go into Fury Mode when half their life is gone. Zhang Miao will flee if left alive for too long, so focus exclusively on him if you want to get the bonus. This is a great place to use Fury Mode if you have a full gauge. After Zhang Miao is defeated or flees, take out Zhang Liao to finish the battle.

c. Battle of Xia Pi

```

* * * * *
* Difficulty: 5/10           Time: 30 minutes
* Enemy: Lu Bu             Reward: Aegis charm + 700 G
* Commander: Lu Bu        Victory: Defeat Lu Bu
* Battlefield: Xia Pi      Defeat: Die 3 times
* * * * *
* Bonus: Defeat all Officers (Peach log + 350 G)
* Unlocks: Battle of Bai Men Tower, Kiyomori Taira's Fury, Duel! Dong Zhuo
* Map: 4
*      |
*      3
*      |
*      2
*      |
*      S-1
* * * * *

```

Now that Lu Bu's castle has been flooded, it's time to move in for the kill! You'll face Ballistae, peons, and rolling boulders in Area 1, as well as the officers Hou Cheng and Song Xian. Defeat both of them to open the gate and grab the chicken in the pot if you need healing.

You'll encounter many peons and Strategists upon entering Area 2. The Strategists will attack you with wind bombs, but have little life. Slay them to draw out Chen Gong, whose defeat will open the gate.

Area 3 is a poisonous marsh full of Bats, Wolves, and Spinning Blades. The Bats are basically more aggressive Butterflies, and the Wolves are powered-down Tigers. Snatch the Legend of Dong Zhuo from the red crate west of the entrance, and grab the chicken from the pot south of the exit if you take too much damage from the poison.

Lu Bu stands and fights in Area 4, where he's supported by three Battleships, and respawning Strategists. There are Stone Beasts atop the wall, and you have to stand on rooftops to avoid falling in the water. Crush the Battleships and Stone Beasts first, which will cause Lu Bu to enter Fury Mode and receive reinforcements in the form of respawning Spinning Blades. Use a combination of arrows and melee attacks to defeat him, and he'll reappear with even more fighting spirit. During this final phase, he'll occasionally stop moving and shoot energy waves in all directions; listen for him to cry "Weakling!" to tell when he's about to use this attack. Stand back until he finishes, then dart in and punish him with melee attacks.

#### d. Battle of Bai Men Tower

```
* * * * *
* Difficulty: 5/10                               Time: 30 minutes
* Enemy: Lu Bu                                   Reward: Nightstone + 800 G
* Commander: Lu Bu                             Victory: Defeat Lu Bu
* Battlefield: Xia Pi                           Defeat: Die 3 times
* * * * *
* Bonus: Defeat Diao Chan (Firescale + 400 G)
* Unlocks: Captivity, Age of Chaos, Military Funds, Two Front Defense, Guan
*           Yu's Escape, Cao Cao's Siege
* Map: 2
*   |
*   1
*   |
*   S
* * * * *
```

Area 1 is full of peons, all of whom use either pikes or axes and shields. The Earth Tower in the southeast makes them stronger, so destroy it and slay the peons to prepare yourself for what lies ahead.

Lu Bu and Diao Chan make their last stand in Area 2. They both ride phoenixes that will spit fireballs at you as you climb the tower, so your first goal is to disable their mounts. Do so by smashing the two Storm Towers on the bottom level of the tower, then climbing the ramps and smashing all of the Light Cannons and Storm Towers in your path until you receive a message that the winds have stopped. If you make it all the way to the top of one of the ramps without receiving the message, go back to the bottom of the tower and work your way up the other ramp. The phoenixes will be unable to fly when the winds stop, and you'll find Lu Bu and Diao Chan at the bottom of the tower. Go into Fury Mode and take care of Diao Chan first, then deal with Lu Bu. He'll enter Fury Mode at half life, but fighting conservatively and attacking him when he leaves himself open will win you the day.



This battle is an endurance test that starts off easy, but becomes quite challenging at the end. Bring a healthy selection of restorative items to be safe.

A cudgel-wielding Lei Bo and some peons will attack you in Area 1. Smash the Shell Tower to the west of the entrance, then defeat Lei Bo to open the gate. Shoot down the Butterfly in the southeast corner to secure the bonus before you leave.

Lei Bo returns in Area 2 with backing from a sword-wielding Liu Xun. There are also some peons and Turrets to avoid or destroy as you fight them. Defeat both officers to open the gate.

Lei Bo and Liu Xun will both return in Area 3, and a halberd-wielding Ji Ling will join them. This is a good place to activate Fury Mode, which will help you take down the three officers and survive the attacks of the peons, Ballistae, and Tiger Cannon in the area. Defeating all three officers will open the gate.

Lei Bo, Liu Xun, and Ji Ling will make their last stand in Area 4, and a bow-wielding Huang Zu will combine his might with theirs. Destroy the Turrets on the walls to give yourself more maneuvering room, and destroy or avoid the attacks of the Spinning Blades as you wear down the four officers. They'll beat the tar out of you if they all attack you at once, so try weakening them with arrows from a distance before closing in to finish them with melee attacks. Abuse Fury Mode whenever you have a full gauge.

If you find yourself struggling, jump on top of the northernmost pillar on the east side of the area. The pot up there contains some ointment.

#### c. Military Funds

```
* * * * *
* Difficulty: 6/10                               Time: 30 minutes
* Enemy: Yuan Shu                               Reward: Oakwood + 700 G
* Commander: None                              Victory: Reach Destination
* Battlefield: Jiang Ling                       Defeat: Die 3 times
* * * * *
* Bonus: Defeat 100 enemies (Varnish + 350 G)
* Unlocks:
* Map:      4    7
*          |    |
*          3-2-5-6
*          |
*          1
*          |
*          S
* * * * *
```

They say that freedom isn't free, but collecting the gold from the five chests in this battle will help you foot the bill for it. Start by entering Area 1 and staying on the high path as you overcome Ballistae, Catapult Troops, and peons to reach the north exit. The gold crate is very close to it.

Area 2 presents you with Bombadiers and Spinning Blades in addition to the normal peons. The Bombadiers and peons will continually respawn as they are slain, so this can be a good place to linger for awhile and build up your body count.

Area 3 is full of poisonous marshland populated by Wolves and peons. The gold crate is on the south side.

Area 4 is a watery area populated by a wide assortment of enemies, all of whom



```

* Commander: Guan Yu                    Victory: Defeat Guan Yu          *
* Battlefield: He Bei                    Defeat: Die 3 times              *
* * * * *                               * * * * *                       *
* Bonus: Encounter Guan Yu in 5 minutes (Peach log + 350 G)          *
* Unlocks: Duel! Xiahou Dun                                                     *
* Map: 4-5-6                                                                     *
*   |                                                                               *
*   2-3                                                                           *
*   |                                                                               *
*   1                                                                               *
*   |                                                                               *
*   S                                                                               *
* * * * *                               * * * * *                       *

```

Speed is of the utmost importance if you want to earn the bonus in this battle, so keep a fast pace as you fight your way to Area 6.

You'll meet Guan Ping and some peons in Area 1. Guan Ping has good reach and some strong attacks, but he's easy to take down by blocking and countering or taking to the air. He'll flee when defeated, and the gate to Area 2 will open.

Area 2 is a peon-filled maze of opening and closing doors. Navigate it to reach Area 3, where Guan Ping will make a second stand. He has sorcerers on his side this time, so be ready to do some fancy dodging or shoot them down before you fight him. He'll once again flee upon defeat, opening the gate to Area 4.

Area 4 is full of Ballistae and sorcerers. Rush for the exit and blaze through an empty Area 5 to catch up with Guan Yu. Guan Ping will support his father in battle, as will a company of sorcerers and peons. This is a great place to use your Fury Mode abilities, which should help you dispatch Guan Ping and thin the crowd with ease. Guan Yu won't be too much worse.

If you go for the bonus the first time around, you'll probably have to replay the battle to find the Legend of Xiahou Dun. It's in a red crate in the north-west room of Area 2.

#### f. Cao Cao's Siege

```

* * * * *                               * * * * *                       *
* Difficulty: 6/10                       Time: 30 minutes                 *
* Enemy: Allies                          Reward: Aegis charm + 800 G      *
* Commander: Tao Qian                    Victory: Defeat Tao Qian        *
* Battlefield: Chen Liu                   Defeat: Die 3 times            *
* * * * *                               * * * * *                       *
* Bonus: Defeat Yuan Shu (Wolf statue + 400 G)                             *
* Unlocks: Duel! Xu Huang                                                         *
* Map: 1                                                                             *
*   |                                                                               *
*   S                                                                               *
* * * * *                               * * * * *                       *

```

In spite of the stated goal in this battle, the enemy officers seem much more concerned with striking you down than they do with running away. Get off to a good start by clearing the walls up north of Turrets, which will fire on you as you beat down Kong Rong. Avoid or snipe the sorcerers as you fight him; you can make short work of him with your bow.

Defeating Kong Rong will cause a staff-wielding Tao Qian and a pike-wielding Cao Bao to come out of hiding. Wipe out Cao Bao and soften up Tao Qian if you choose, but don't finish him off unless you want to end the battle right away. If you want to complete the bonus, you'll need to wait for Yuan Shu to appear.

While you're waiting, shoot down some sorcerers and break open the red crate by the east wall, which contains the Legend of Xu Huang.

Yuan Shu will appear about 5 minutes into the battle. Mop the floor with him, then finish off Tao Qian to seize victory. If you get seriously injured during the fight, a big chicken can be found in a pot by the north gate.

## 2. Battle Quests

### a. Escape from Wan Castle

```
* * * * *
* Difficulty: 5/10                               Time: 30 minutes          *
* Enemy: Zhang Xiu                               Reward: Strategist book + 800 G  *
* Commander: Zhang Xiu                           Victory: Defeat Zhang Xiu       *
* Battlefield: Wan Castle                         Defeat: Die 3 times            *
* * * * *
* Bonus: Victory within 5 minutes (Ivory + 400 G) *
* Unlocks: Battle of Guan Du, Duel! Dian Wei    *
* Map:      8                                     *
*          |                                     *
*      o-3-4---6-o                               *
*      |  |  |  |                               *
*      |  o-5-o |                               *
*      |                |                       *
*      o--2-1-7--o                               *
*          |                                     *
*          S                                     *
* * * * *
```

The map of the battlefield may look daunting, but you can blaze through this one as long as you aren't concerned about being thorough.

Area 1 is a maze riddled with Spinning Blades, Thunderstrikes, Turrets, Tiger Cannons, and peons. Go up, left, up, and left from your starting point, then exit to the west.

Area 2 confronts you with Spinning Blades, Ballistae, and Tiger Cannons that will attack you as you try to avoid falling in the water. Hit the Control Rod to open the door at the opposite end of the room, then jump and dash over the water and past the machines to reach it before it closes. Strong winds will blow you back as you advance, so compensate with carefully-timed jumps and mid-air dashes.

A pike-wielding Hu Che Er will greet you in Area 3. He's backed up by Spinning Blades, a Catapult Cart, and a few peons, and goes into Fury Mode at half life. He drops the first gate key when defeated.

Jia Xu will attack you in Area 4. There's a Juggernaut next to him and a second one near the south entrance, as well as some peons and Rapid Ballistae. Smash the Juggernaut first, then take out Jia Xu and claim the second gate key.

If you're trying to get the bonus, you can and should access Area 8 now. Zhang Xiu is waiting there to perforate you with arrows, and he's got some archers, Ballistae, Spinning Blades, and a Supply Troop to help him in the fight. All of them are strengthened by a Mighty Tower, which can be found in the northwest. Make your life easier by defeating the Supply Troop first, or he'll keep dropping beacons that heal any nearby enemies. Destroy the Mighty Tower next, then clear out any nearby Ballistae and Spinning Blades and turn your attention to Zhang Xiu. He'll go into Fury Mode when weakened, but a focused melee assault will make short work of him.



If you want to explore Areas 5, 6, and 7 rather than going for a quick victory, ignore Jia Xu and take the southern path from Area 4 to reach Area 5. The dangers here include Thunderstrikes, peons, and a moving platform that launches fireballs in all directions when it touches the ground. Avoid or dispose of these at your leisure.

Take the path from Area 5 to Area 6, and you'll find the Legend of Dian Wei in a red crate immediately after entering the area. Pick it up and destroy the Dividing Walls, avoiding the water and battling the Spinning Blades, Ballistae, Tiger Cannons, Turrets, and strong winds as you make your way through the halls that lead to Area 7.

If you didn't deal with Jia Xu in Area 4, you'll meet him in Area 7 instead. Two Arbalest Carts, two Turrets, and a number of dagger-wielding peons support him, and the room is booby trapped as well. The dark-colored sections of the floor will vibrate and explode when stepped on, so don't linger on them. Defeat Jia Xu for the second gate key, then backtrack to Area 8 and finish the battle.

b. Battle of Guan Du

```
* * * * *
* Difficulty: 6/10                               Time: 30 minutes
* Enemy: Yuan Shao                             Reward: Gold cloth + 1000 G
* Commander: Yuan Shao                       Victory: Defeat Yuan Shao
* Battlefield: Guan Du                       Defeat: Guan Du Castle falls
* * * * *
* Bonus: Completely destroy Thunderbolt (Varnish + 500 G)
*         Capture Wu Chao (Light lump + 500 G)
* Unlocks: Duel! Zhen Ji
* Map:    o-6
*         | |
*         3-2
*         | |
*         5-4 1
*         |
*         S
* * * * *
```

This battle pits you up against a number of enemy officers in quick succession, and its finale is especially intense. Make sure you equip the strongest weapons you can afford and at least one kind of Chi that improves your jumping ability before starting the battle, and consider bringing some items to restore your life and Fury, as well. They'll be a great help at the end.

Yan Liang and Wen Chou will attack you in Area 1. One wields a halberd and the other wields a cudgel. Even with Ballistae and peons backing them up, they're not that scary. Defeat them both to open the gate and proceed north.

You'll encounter Zhen Ji in Area 2, along with a Catapult Cart and some flying handmaidens. The Sky Tower that allows them to remain airborne is in the north-west, but it shouldn't be your first target. Zhen Ji will challenge you to defeat her in under a minute, so go all-out on her and don't let her show you what she's capable of doing in Fury Mode. Beat her down quickly enough, and she will advise you to go west. Do as she says.

Enter Area 3 and tear down the wall in front of you. You'll see a mountainous slope and a multitude of boulders rolling downhill. Avoid these and the scattered peons as you run down the slope, jump across the river, and exit to the south.

Area 4 is full of Ballistae, Turrets, and moving platforms. If you don't have

Spring or Leap Chi equipped, use the platforms to climb the slopes and defeat the four Guards at the top to open the gate.

The Wu Chao supply depot is in Area 5, and it's protected by Chunyu Qiong and a handful of troops. Smash the Swift Tower as you make your way into the depot, then cut down the two Supply Troops and wreck the Catapult Cart before going after Chunyu Qiong. He's a coward who would rather flee than fight, so catching him is your biggest challenge. The Turrets and Ballistae pose a bigger threat to your safety than he does. Chase him down and immobilize him to set the supply depot ablaze, which will reduce the speed of the Thunderbolt. There's a red crate near the cliff that contains Legend of Zhen Ji, which you should collect before you leave the area.

Retrace your path and take the north exit from Area 3 to reach Area 6, where you'll see Yuan Shao, Zhang He, and the massive siege engine known as the Thunderbolt advancing on Guan Du Castle. Zhang He will defect if you captured Wu Chao, and Yan Liang will appear to replace him. Before engaging him, destroy the two Tiger Cannons and Firesnakes around the Thunderbolt's base, then smash the four Ballistae on its middle tier to complete the first bonus objective. Yan Liang will enter Fury Mode after losing 75% of his life, and Wen Chou will replace him if he falls. He, too, will enter Fury Mode when severely wounded, so it might be easier to focus your attention on Yuan Shao if you can't take them both down in a hurry.

Unfortunately, Cao Cao's former friend will put up strong resistance as the Thunderbolt rolls ever closer to Guan Du Castle. If it reaches the castle gate, the battering rams will go to work on it and you'll have about about 3 minutes to defeat Yuan Shao before you lose the battle. When you're ready to fight him, climb to the top tier of the Thunderbolt and avoid the flying rams as you whittle him down. After losing half his life, he'll restore it and go into Fury Mode. He starts flying around erratically at this point, and the electricity that gathers around the top tier of the Thunderbolt won't make the fight any easier. The key to victory is to stay near the top of the Thunderbolt and shoot arrows at Yuan Shao as you wait for him to get close to you, then punish him with melee attacks when he does. You'll waste a lot of time if you try to chase him every time he flies away, and time's not something you'll have in abundance when the Thunderbolt comes knocking on your door.

#### c. Battle of Bo Wan Po

```
* * * * *
* Difficulty: 6/10                               Time: 30 minutes
* Enemy: Liu Bei                                 Reward: Leather cord + 1000 G
* Commander: Zhuge Liang                       Victory: Defeat Zhuge Liang
* Battlefield: Bo Wan Po                       Defeat: Die 3 times
* * * * *
* Bonus: Foil all Zhuge Liang's plans (Black coral + 500 G)
*         Defeat Zhao Yun (Large spiritgem + 500 G)
* Unlocks: Battle of Chang Ban
* Map:    6
*         |
*         0-5
*         | |
*         4 |
*         | |
*         0-3-2-1
*         |
*         S
* * * * *
```

Zhuce Liang thinks that his tactics will allow Liu Bei to prevail over Wei's

superior numbers and strength. Prove him wrong by making a beeline for the Strategist in the northwest of Area 1 as soon as you enter and cutting him down to foil the plan. Avoid the attacks of the Spinning Blades and Ballistae as you defeat Zhao Yun, then press on.

There's a bridge over troubled waters in Area 2, where Guan Ping, some Spinning Blades, and peons bar your path. Jump and dash through the crowd to reach the Strategist by the west exit, then turn your attention to Guan Ping.

There are three Air Splitters and a whole bunch of sorcerers in Area 3. The Air Splitters are large cannons that can fire a three-way shot, which is extremely damaging at close range. Dash around them as they charge up their attacks and lay into them when they stop to aim and fire. Once all three have been reduced to scrap, switch to your bow and shoot down all the sorcerers to open the gate to Area 4.

Stone slabs on geysers, Air Splitters, Ballistae, and sorcerers await you in Area 4. Avoid or destroy them and take the high road to Area 5.

If you've followed the battle plan thus far, there will be a Strategist nearby when you enter Area 5. Defeat him to foil Zhuge Liang's last plan and earn the first bonus, then smash the two Air Splitters atop the cliffs. Zhang Fei will come after you; stay on top of the cliffs, activate Fury Mode, and bring him to his knees with a strong and relentless offensive. If you want some materials, avoid the attacks of the Turrets and go after the two Blade Carts in the gorge before you proceed to the final area.

There are lots of obstacles between you and Zhuge Liang in Area 6, including Spinning Blades, three Air Splitters in the towers, some sorcerers, and Zhao Yun. Your bow is once again your best friend here; inch forward and clear the path of enemies as you go, shooting at Zhao Yun from a distance to draw him out. He has a Water element on his attacks and will go into Fury Mode when you reduce him to half life, so be careful. Once he's incapacitated, charge Zhuge Liang, who will enter Fury Mode and use Wood elemental attacks on you. Destroy any remaining Air Splitters in the area, then use your bow to turn him into a pincushion. There's a meatbun in a pot on top of the northeast pillar if you need it.

#### d. Battle of Chang Ban

```
* * * * *
* Difficulty: 6/10                               Time: 30 minutes
* Enemy: Liu Bei                                Reward: Oakwood + 1000 G
* Commander: Zhang Fei                         Victory: Take Chang Ban Bridge
* Battlefield: Chang Ban                       Defeat: Die 3 times
* * * * *
* Bonus: Defeat Zhao Yun in 5 minutes (Lapis lazuli + 500 G)
*         Defeat all Supply Troops (Amethyst + 500 G)
* Unlocks: Battle of Chi Bi, Duel! Xu Zhu
* Map: 6   3
*         |   |
*         5-4-2
*         |
*         1
*         |
*         S
* * * * *
```

Liu Bei is leading his followers on a mass exodus, and Zhang Fei is staying behind to cover his escape. Show him that resistance is futile by taking the high road past the peons, Hawks, Spinning Blades, and Light Cannons in Area 1, stop-

ping only to cut down the Supply Troop.

From the time you enter Area 2, you'll have 5 minutes to find and defeat Zhao Yun. There's a river here, along with two Juggernauts and several peons, all of whom wield cudgels or axes and shields. The Supply Troop is in the northeast; slay him before you progress.

A fast and furious Zhao Yun will attack you in Area 3, along with two Spinning Blades and a Juggernaut. Crush the Mighty Tower in the northwest, then use both your bow and melee attacks to bring Zhao Yun down. Grab the Legend of Xu Zhu from the red crate in the northeast before you leave.

A wide river runs through Area 4. You start on the south bank, and the last of the Supply Troops is on the north bank. You might be able to reach him quickly with Fury Mode-assisted leaps and midair dashes, but if not, you'll have to use the catwalk on the east side to cross. You'll be harassed by Spinning Blades, Hawks, peons, and a Blade Cart by the exit to Area 5, so be ready.

You start on the north bank of the river in Area 5, where Ballistae, Spinning Blades, a Juggernaut, and Zhao Guang will confront you. Use Fury Mode-assisted leaps and dashes or the bridge on the west side of the area to reach the south bank and destroy the Shell Tower there. Without its protection, Zhao Guang will be an easy target.

The Chang Ban Bridge is in Area 6, and Zhang Fei will put up quite a fight to stop you from making it across. He enters Fury Mode as soon as you set foot in the area, and he's flanked by a cudgel-wielding Wang Ping and a Juggernaut. Two Blade Carts block the path to him, and there are three islands on either side of the bridge. There are two Light Cannons and a Ballistae on the west islands, and three Light Cannons a Mighty Tower on the east islands. Sounds fun, doesn't it?

Start the fight off right by dashing to the southeast island and destroying the Light Cannon and Mighty Tower there. Jump back onto the bridge and wreck the two Blade Carts, then work your way up the west islands toward Zhang Fei and Wang Ping. They'll team up on you; go island hopping or swimming when they get close, destroying siege weapons at every opportunity. Go after Wang Ping once you've dealt with all the siege weapons, then go all out on Zhang Fei. Activate Fury Mode whenever you can to speed up the fight.

e. Battle of Chi Bi

```
* * * * *
* Difficulty: 7/10                               Time: 30 minutes
* Enemy: Allies                                 Reward: King spirit + 1200 G
* Commander: Zhou Yu                           Victory: Defeat Zhou Yu
* Battlefield: Chi Bi                           Defeat: Die 3 times
* * * * *
* Bonus: Defeat all Officers (Lord statue + 600 G)
* Unlocks: Bandit Hideout, Steel and Fire, Path of Destiny, Martial Trial,
*           Run The Gauntlet, Iron Armor
* Map:      4
*           |
*           3
*           |
*           S-1-2
* * * * *
```

Zhuge Liang and Zhou Yu are colluding to destroy Wei's navy. Unravel their plan by destroying all of the Ballistae on the boats in Area 1 and avoiding the attacks of the Hawks and archers. Do the same thing in Area 2, and Pang Tong will

take the battlefield. Attack him with your bow; he'll flee shortly. Proceed to Area 3 and avoid the peons, Hawks, and Rapid Ballistae as you climb the cliffs.

The first thing you'll notice when you reach Area 4 is the number of holes in the ground. These are flame jets, and Zhou Yu will trigger them periodically as he leaps around the room, so watch for the glow and stay in the air as much as possible to avoid getting burned. Pang Tong will appear in Fury Mode, and Zhuge Liang will be here as well. All three officers are very passive unless they're cornered, so you're free to take them out in whichever order you prefer. Make Zhuge Liang your first target and go after him with arrows. He'll enter Fury Mode at half life; defeating him will make the flame jets trigger less often and bring Huang Gai in as reinforcements. The old soldier is more aggressive than Zhou Yu or Pang Tong, so take him down next. Be ready for him to switch on Fury Mode at half life. Go after Pang Tong next, then give Zhou Yu your undivided attention. It's possible to destroy the Rapid Cannons that encircle him, but it's so hard to focus your attacks on one of them that you're better off targeting Zhou Yu himself. He's very quick in melee combat, but as long as you block at the right times and get out of the way when the Rapid Cannons prepare to attack, you should have few problems. He'll enter Fury Mode at 50% life and add a Fire element to his attacks, but timely blocking and dodging and a steady offensive will help you prevail.

Once Zhou Yu falls, it's on to Chapter 5!

## E. Chapter 5

This chapter tells the story of Wei's final campaigns against Shu and Wu.

### 1. Requests

#### a. Bandit Hideout

```
* * * * *
* Difficulty: 7/10                               Time: 30 minutes
* Enemy: Bandits                               Reward: King spirit + 800 G
* Commander: Bandit Chief                     Victory: Defeat Bandit Chief
* Battlefield: Northern Plains                 Defeat: Die 3 times
* * * * *
* Bonus: Open gate within 5 minutes (Rainbow cocoon + 400 G)
* Unlocks: Battle of Shi Ting, Battle of Mt. Ding Jun
* Map: 6
*   |
*   5  4
*   |  |
*   1-2-3
*   |
*   S
* * * * *
```

Your first objective in this battle is to find the three keys needed to unlock the gate in Area 1. Avoid the Bandits and Spinning Blades in the area and exit to the east.

Areas 2, 3, and 4 are full of respawning Bandits, one of whom will drop a gate key upon defeat. You can only find one key in each area, so slaughter Bandits mercilessly until you get a message saying that you found a key. If you're fast and a little lucky, you'll find all three keys in time to earn the bonus. The Bandits in Area 2 are strengthened by the Mighty Tower in the northwest, which you should destroy before taking them on.

Area 5 is full of high cliffs, Bandits, and Spinning Blades. The Turrets on the cliff walls can do some damage if you stand still, so keep moving and don't be an easy target. If you can jump high enough to reach them, there are crates on

top of the cliffs that contain useful materials.

The Bandit Chief is in the base in Area 6, which is protected by Turrets, two respawning Ballistae, and some regular Bandits. Lure the Bandit Chief out of the base and pummel him into oblivion.

b. Steel and Fire

```
* * * * *
* Difficulty: 7/10                               Time: 30 minutes
* Enemy: Zhang Lu                               Reward: Rainbow cloth + 800 G
* Commander: None                              Victory: Destroy Catapult Cart
* Battlefield: Han Zhong                       Defeat: Die 3 times
* * * * *
* Bonus: Destroy Blade Cart unharmed (Silver shell + 400 G)
* Unlocks: N/A
* Map: 3
*   |
*   2
*   |
*   1
*   |
*   S
* * * * *
```

You'll encounter lots of machines in this battle, so it's a good idea to bring along some Para Rods. You'll definitely want to use one on the Blade Cart in Area 1; avoid the poison marshes and the attacks of the sorcerers and archers as you approach it, then drop a rod and wreck it while it's immobile. Some good materials can be found in the crates on top of the rocky pillars, but you may not be able to reach them without activating Fury Mode.

There are more sorcerers in Area 2, as well as two Machine Cannons, an Arbalest Cart, and a couple of Turrets and a Tiger Cannon by the gate. Destroy the three war machines to open it.

The Catapult Cart is on the far north side of Area 3. You'll have to slash and smash your way through two Arbalest Carts and some melee peons to reach it, and avoid the attacks of the three respawning Ballistae in the towers if you climb the cliffs to open the crates. Destroy the Catapult Cart to seize victory.

c. Path of Destiny

```
* * * * *
* Difficulty: 8/10                               Time: 30 minutes
* Enemy: Allies                                 Reward: Topaz + 800 G
* Commander: None                              Victory: Reach Destination
* Battlefield: Chang Sha                       Defeat: Die 3 times
* * * * *
* Bonus: Defeat Butterfly (Sundrop + 400 G)
* Unlocks: N/A
* Map:      G
*   |
*   4 G
*   | |
*   G-3-2 6 G
*   | | |
*   1-5-7
*   |
*   S
* * * * *
```

Your objective in this battle is to find the path along which your forces can advance. Your goal can be any of the four areas marked with a "G" on the map, and is randomly chosen at the start of the battle. The fastest way to find out if you're on the right track is to run up to the gates in Areas 3, 4, 6, and 7 as soon as you enter; if you get a message saying that they're stuck shut, you need to look elsewhere. Once you find the right area, you can open the gates by defeating all the peons there.

Area 1 features bamboo spears and peons to the north, a poison marsh and Tiger Cannons to the east, and Ballistae and Rapid Ballistae on top of the cliffs. The Butterfly is here, too; you can find it fluttering around near the northern exit.

Area 2 is a plateau full of peons, Ballistae, and a Sky Tower in the central western section. Smash the Sky Tower as you head to your destination.

There are two Blade Carts and several Ballistae in Area 3. Para Rods will help you here.

The river that runs through Area 4 is crossed by a large bridge like the one at Chang Ban. It's held down by a Blade Cart, some sorcerers, melee peons, and the six Ballistae on the surrounding islands. If you plan on cleaning up the area, stay near the middle of the bridge or smash the Ballistae to avoid being impaled by their bolts.

Area 5 is full of stone slabs on geysers, sorcerers, Ballistae, and Rapid Ballistae. If you don't have Leap or Spring Chi equipped, you can use the slabs to reach the higher elevations.

Area 6 is home to a Blade Cart, Ballistae, Rapid Ballistae, and many archers. Dash frequently to minimize the hits you take as you wipe them out.

Area 7 is a hotbed of activity that takes the form of boulders, Ballistae, Rapid Ballistae, melee peons, archers, and a Blade Cart by the gate. If your goal lies beyond this area, your thumbs will get a good workout.

Once you clear the path to your destination and enter the target area, you're home free.

#### d. Martial Trial

```
* * * * *
* Difficulty: 8/10           Time: 30 minutes           *
* Enemy: Allies             Reward: Ebony + 900 G       *
* Commander: Zhang Jiao    Victory: Defeat Zhang Jiao       *
* Battlefield: He Fei      Defeat: Die 3 times         *
* * * * *
* Bonus: Defeat Yan Liang & Wen Chou (Gold wing + 450 G) *
* Unlocks: N/A              *
* Map: 1                     *
*   |                           *
*   S                           *
* * * * *
```

You'll face four waves of enemy officers in this battle, which takes place in an arena decorated with stone pillars. Ballistae and peons will attack you as you battle the officers, so clean them out whenever you have a spare moment.

The 1st wave consists of Ou Xing, who will try to brain you with his cudgel. He disappears in one minute if not defeated.

The 2nd wave consists of Hua Xiong, who's only a little tougher than Ou Xing. You've beaten him before, and you can beat him again.

The 3rd wave consists of Yan Liang and Wen Chou. If your Fury gauge is full, trigger Fury Mode now and go to town on them. You should be able to take both of them out before the final wave shows up.

The 4th wave consists of Hua Xiong, Ou Xing, and Zhang Jiao. Flee from the two melee officers and shoot them with arrows to soften them up, then finish them with melee attacks and switch back to your bow to fight Zhang Jiao. Without his beefy subordinates to protect him, he'll die quickly. Again.

e. Run The Gauntlet

```
* * * * *
* Difficulty: 7/10                               Time: 30 minutes
* Enemy: Allies                                 Reward: Rainbowsand + 1000 G
* Commander: None                             Victory: Capture all Bases
* Battlefield: He Nei                          Defeat: Die 3 times
* * * * *
* Bonus: Defeat Butterfly (Beast horn + 500 G)
* Unlocks: Duel! Zhang Liao
* Map: 3-2
*      |
*      1-4-5
*      |
*      S
* * * * *
```

There are two bases in this battle, both of which you must capture in order to win. The strategy that follows is based on the order in which I attacked them, but you're free to follow your own path.

Area 1 is full of sorcerers and towers that hold Ballistae. Speed through it to reach Area 2, which is full of melee peons. Grab the Legend of Zhang Liao from the crate in the northeast before you leave.

Gan Ning and Ling Tong watch over the base in Area 3. Lure them out of it and away from the Tiger Cannons and Ballistae before you go toe-to-toe with them. They're both very fast, so don't let them flank you if you're using a slower character. Stay in the air as much as possible to be safe.

After capturing Wu's base, make your way to Area 4. The Butterfly can be found atop the northern cliff here, so practice your marksmanship on it. Avoid the peons and exit east to reach Area 5, where you'll find Huang Zhong and Wei Yan defending another base. They're slower but stronger than Gan Ning and Ling Tong, and Huang Zhong likes to perforate you with arrows from a distance. Lure them out of the base and defeat Wei Yan before going after the elderly archer.

f. Iron Armor

```
* * * * *
* Difficulty: 8/10                               Time: 30 minutes
* Enemy: Wu                                    Reward: Gold thread + 1200 G
* Commander: Lu Xun                           Victory: Defeat Lu Xun
* Battlefield: Jian Ye                        Defeat: Die 3 times
* * * * *
* Bonus: Destroy Juggernaut (Silver shell + 600 G)
* Unlocks: Duel! Zhang He
* Map: 2
*      |
*      3-1-4
* * * * *
```



```
*      |                                   *
*      S                                   *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

Lu Xun is your target here, but like most small animals, he won't be easy to corner. Bring along some Para Rods to make your job easier.

You'll meet Wu's young strategist for the first time in Area 1, along with some Ballistae, melee peons, and archers. They're all protected by a Shell Tower in the northwest; destroy it and attack Lu Xun to scare him away. He'll soon reappear in Area 2.

Lu Xun is supported by some Spinning Blades, two Machine Cannons, peons, and Ballistae on the cliffs of Area 2. The Legend of Zhang He is in a red crate on top of the southwest cliff, so pick it up before you leave. Lu Xun will flee to Area 3 after being reduced to half life. There's a chicken in the pot by the entrance if you need life.

Area 3 is a big bridge reminiscent of the one at Chang Ban. There are two Blade Carts, two Catapult Carts, Spinning Blades, and melee peons on it, as well as Lu Xun himself. Para Rods will be a huge asset here. Again, Lu Xun will retreat when reduced to half life.

Lu Xun makes his last stand in Area 4, where he triggers Fury Mode as soon as you enter. He has an Arbalest Cart, a Blade Cart, a Juggernaut, a Machine Cannon, and Spinning Blades to help him, and the Mighty Tower in the northwest makes all of their attacks even deadlier. Smash the tower first, then use any Para Rods you have to render the war machines helpless and smash them to pieces before they recover. Lu Xun will be far less threatening without his toys. If you get badly damaged, there's some ointment in the pot near the center.

## 2. Battle Quests

### a. Battle of Shi Ting

```
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Difficulty: 7/10                               Time: 30 minutes                          *
* Enemy: Wu                                       Reward: Mystery charm + 1200 G             *
* Commander: Lu Xun                              Victory: Defeat Lu Xun                    *
* Battlefield: Shi Ting                          Defeat: Die 3 times                       *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

```
* Bonus: Defeat Ling Tong in 7 minutes (Moondrop + 600 G)                             *
* Unlocks: Battle of He Fei, Duel! Cao Ren                                            *
```

```
* Map:    9-5-o                                 *
```

```
*      |  |                                     *
*      8  4                                     *
*      |  |                                     *
*      o-7 3                                     *
*      |  |                                     *
*      |  2                                     *
*      |  |                                     *
*      o-6-1-o                                 *
*      |                                       *
*      S                                       *
```

```
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

As you make your way past the melee peons, archers, and Rapid Ballistae in Area 1, you'll notice something unique about this battle. Do you see Zhou Fang? He's a defector from Wu, and he wants to help you launch a surprise attack on Wu's main camp. You can follow him to the east if you trust him, or slip off to the west if you don't.

Let's assume for now that you choose to follow Zhou Fang. He'll lead you to a big bridge in Area 2, where you'll meet melee peons, archers, and Zhu Huan, a spear-wielding officer. There are two Rapid Ballistae on the islands off to the side, but they should pose little threat if you stay away from the sides of the bridge. Defeat Zhu Huan and all his troops to open the gate.

Area 3 is a village populated by the swordsman Quan Zong and an assortment of peons. Defeat all of the enemies to open the gate, avoiding the archers' shots as you do.

You'll meet Ling Tong in Area 4. He'll get lots of support from various peons, an Air Splitter, Rapid Ballistae, Turrets, and Xu Sheng. Deal with Xu Sheng and any nearby peons or machines, then hit Ling Tong hard and fast. He'll go into Fury Mode after losing a quarter of his life, but he'll fall soon enough if you keep up the pressure. Beating him will open the gate and net you the bonus if you're fast enough.

When you enter Area 5, Zhou Fang will reveal that his defection was one of Lu Xun's ploys and turn on you. Beat the stuffing out of the double-crosser, who will enter Fury Mode at 75% life, then go after Lu Xun. There are lots of dagger peons in the area, along with two Air Splitters, some Turrets, and a Mighty Tower in the north, so you may want to mop some of them up first. Lu Xun, like Zhou Fang, will enter Fury Mode after losing 25% of his life, so be ready.

If you're trying to find everything, you'll have to replay the battle and take the west path out of Area 1 this time. This will bring you to Area 6, where you will find stone slabs on top of geysers, flying melee peons and archers, Air Splitters, Ballistae, and Rapid Ballistae. Use the slabs as stepping stones to make it across, and destroy the Sky Tower in the northern part of the area if the peons annoy you too much.

Area 7 is full of Tigers and melee peons, both of whom are empowered by a Fire Tower and a Swift Tower. The Fire Tower is in the northeast, on a ledge in the middle of the poison marsh. The Swift Tower is on a rocky outcropping in the southwest, and an outcropping directly across from it houses a red crate that contains the Legend of Cao Ren. Grab it and avoid the geysers around the north exit as you leave.

The ground is not a nice place to be in Area 8. It's covered with geysers and bamboo stakes, and there's poison marshland in the west. In addition, the Fire Tower in the east and the Sky Tower in the northwest allow the peons here to menace you. Destroy the Air Splitters, then use the hovering platforms to avoid the traps as you progress. The platforms will fall soon after you step on them, so make haste.

Area 9 is a winding path full of melee peons, archers, rolling boulders, Air Splitters, and Ballistae. Zhou Fang will appear here and turn on you when he realizes that you didn't fall for his ploy. Took him long enough, didn't it? Beat the crap out of him, then proceed to Area 5 and cut down Lu Xun to finish the battle. Without Zhou Fang around, it'll be a little easier.

b. Battle of He Fei

```
* * * * *
* Difficulty: 8/10           Time: 30 minutes           *
* Enemy: Wu                 Reward: Ebony + 1300 G       *
* Commander: Sun Quan      Victory: Defeat Sun Quan       *
* Battlefield: He Fei      Defeat: Die 3 times           *
* * * * *
* Bonus: Victory within 5 minutes (Dark crystal + 650 G) *
* Unlocks: Battle of Jian Ye, Duel! Cao Pi              *
```

```

* Map: 11 o-o
*      | | |
*      10 7 6
*      | | |
*      9-8 5
*      |
*      4
*      |
*      2-3-o
*      |
*      S-1-o
* * * * *

```

When you first see the map for this battle, you'll probably think that it's impossible to earn the bonus. It isn't, but it does require pinpoint timing and advance knowledge of the route you want to take. Spring + Chi and items that can restore your Fury will be a great help, so buy and equip some before the battle if you intend to go for the bonus objective.

Area 1 is a clifftop path laden with peons, Ballistae, Catapult Troops, and an Air Splitter. The Legend of Cao Pi is on the northwest side of the valley; jump down and claim it, then take the high road to reach Area 2.

Area 2 is bisected by a wide river. You start on the south bank, and Zhou Tai guards a checkpoint on the north bank...but if you have high-grade Spring Chi and a full Fury gauge, you won't have to deal with him or any of the other foes in the area. Simply climb to the top of the tower on the south bank, trigger Fury Mode, and leap and dash to the east side of the north bank. The other option is to defeat Zhou Tai and all the troops in the area to clear the checkpoint, which is far more time-consuming.

Area 3 contains peons, an Air Splitter, some Light Cannons, Turrets, and Sun Quan. Knock him down to 50% life, and he'll flee. Chase after him.

Strong winds in Area 4 will blow you to the south as you use the boats to cross the river. There are many archers and Light Cannons on the boats, so make yourself a harder target by zigging and zagging.

Area 5 takes a little more time to clear. A river runs through here, and the path to the next area is in the north. The doors are shut when you first enter, and the only way to open them is by defeating all of the troops in the area. Most of them use axes and shields, but there are some archers as well. Charge attacks will break the guard of the melee fighters, who can then be beaten to a pulp with combos. There are two Light Cannons on the north bank of the river, and two Air Splitters and a Rapid Ballista in the towers on the south bank, so you'll need to either destroy them or avoid their shots as you handle all the peons. If you have any offensive items, this is the place to use them.

You'll meet Sun Quan again in Area 6, which is fortified with Firesnakes, Turrets, a Light Cannon, and an Air Splitter. Attack Sun Quan until he flees, then press on.

Take the high road past the archers, Ballista, Air Splitters, and Light Cannon in Area 6 to reach Area 7, where Gan Ning will confront you. He's deadly with his daggers, and his attacks will sometimes freeze you when the Water element activates. The gate opens when you defeat him, but you may need to deal with the Ballista, Light Cannon, Air Splitter, and Catapult Troops in the area if they become too troublesome.

You'll meet Sun Quan again in Area 9, which is protected by two Light Cannons,

some peons, and several wall-mounted weapons. Sun Quan will flee when defeated; follow him through the gate.

The spear peons, Air Splitters, and Catapult Troops in Area 10 are strengthened by the Mighty and Earth Towers near the center. Break down the wall, smash the towers, and avoid the shots of the Turrets as you hurry to the north.

When you finally corner Sun Quan in Area 11, he goes into Fury Mode. He has Metal element on his attacks, which can stun you. Destroy the Juggernaut and Arbalest Cart in the area first, then block and counter Sun Quan's attacks. As long as you stay out of the poison marsh, you should be in good shape.

c. Battle of Jian Ye

```
* * * * *
* Difficulty: 8/10                               Time: 60 minutes
* Enemy: Wu                                       Reward: Monarch book + 1500 G
* Commander: Sun Jian                           Victory: Defeat Sun Jian
* Battlefield: Jian Ye                          Defeat: Die 3 times
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 5
*   |
*   4
*   |
*   2-3
*   |
*   1
*   |
*   S
* * * * *
```

As long as you don't get reckless at the end, the assault on the Wu capital is manageable. Your first opponent here is Sun Ce, who appears in Area 1 with some Light Cannons and peons with axes and shields for backup. Take him out and proceed north.

The female peons in Area 2 are the most exciting things there. Take a detour to Area 3, which is full of male and female peons, sorcerers, and archers, and destroy the wall to reach the Mighty Tower that strengthens them. Avoid the shots of the Turrets and Tiger Cannons and shatter the crates, which hold some nice materials, before returning to Area 3 and exiting north.

Sun Quan, two Light Cannons, and an assortment of male peons, female peons, and archers can be found in Area 4. Defeat Sun Quan to open the gate and grab the ointment from the pot. You'll need all your health and Fury for what lies beyond.

Sun Jian and the Wu Tiger await you in the northwest corner of Area 5. They won't attack you right away, but Sun Ce and the Small Wu Tiger will. Stay near the south or east walls of the area and avoid the Small Wu Tiger's leaps as you fight Sun Ce. Sun Shang Xiang will join the battle when he falls, and Sun Quan will appear after his sister is defeated. All three Sun siblings will enter Fury Mode at half life, but as long as you don't attract the attention of Sun Jian and the Wu Tiger, they're not that hard to take down individually.

When you defeat Sun Quan, the Small Wu Tiger will vanish and you'll be attacked by the big Wu Tiger and Sun Jian, who will immediately go into Fury Mode. As you did when fighting his children, avoid the Wu Tiger's attacks and focus entirely on Sun Jian. He'll restore his life and return even stronger than before

when defeated; strike him down a second time to achieve victory.

d. Battle of Mt. Ding Jun

```

* * * * *
* Difficulty: 7/10                               Time: 30 minutes
* Enemy: Shu                                     Reward: Spiritstone (1) + 1200 G
* Commander: Huang Zhong                       Victory: Defeat Huang Zhong
* Battlefield: Mt. Ding Jun                    Defeat: Die 3 times
* * * * *
* Bonus: Defeat Pang Tong (Sundrop + 600 G)
* Unlocks: Battle of Wu Zhang Plains, Duel! Xiahou Yuan
* Map: 1-2-3-5
*      |  |  |
*      S  4-o
* * * * *

```

The Shu forces are trying to take what's rightfully yours. Defend it by heading to Area 1 and destroying the Earth Tower in the southwest, which will make it much easier to defeat Huang Zhong. Avoid or destroy the Firesnakes, Light Cannons, Spinning Blades, and Catapult Troops as you whittle him down, and use the hovering platforms to climb the bluffs and reach the east gate.

Area 2 has a Wood Tower in the northwest and a Sky Tower in the center, both of which should be promptly destroyed. Smash the two Juggernauts, slay the female peons and archers, and avoid stepping in the poison marshes as you proceed to the east.

Zhao Yun and Ma Chao will attack you in Area 3. Ma Chao has an Earth element on his attacks, and both officers will enter Fury Mode at half life. Try to defeat them individually, staying in the air when possible to give yourself more room to dodge their attacks and those of the Catapult Troops and Light Cannons on the ground. When both officers are defeated, the south gate will open.

There's a big lake in Area 4. Avoid falling in as you cut your way through the Firesnakes, Catapult Troops, and Light Cannons, and you'll soon reach Area 5. Huang Zhong and Pang Tong are here, and they have Spinning Blades and archers to support them. Destroy the Earth Tower in the northwest to prevent yourself from being bound to the ground, and climb the high cliff in the northwest to find a red crate that contains the Legend of Xiahou Yuan. If Pang Tong follows you, this is a good place to engage him; switch to your bow and start shooting. At half life, he'll revitalize himself and enter Fury Mode; keep firing at the not-so-beautiful butterfly to bring him down. Go after Huang Zhong next; he'll revitalize himself and enter Fury Mode like Pang Tong, but he's not that deadly as long as you stay close to him.

e. Battle of Wu Zhang Plains

```

* * * * *
* Difficulty: 8/10                               Time: 30 minutes
* Enemy: Shu                                     Reward: Rainbow cloth + 1300 G
* Commander: Zhuge Liang                       Victory: Defeat Zhuge Liang
* Battlefield: Wu Zhang Plains                Defeat: Die 3 times
* * * * *
* Bonus: Destroy all mirror towers (King's amulet + 650 G)
* Unlocks: Battle of Cheng Du, Duel! Sima Yi
* Map:      8
*          |
*          4 o-1-o 7
*          | | | | |
*          | | S | |
*          o-2---5-o

```

```

*           |           |
*           3-0       0-6
* * * * *

```

You'll run across Zhuge Liang in Area 1 of this battle, but he'll flee as soon as you attack him. Thereafter, he'll frequently teleport between Areas 3, 4, 6, and 7, staying in each place for a minute or so to maintain the magical field.

Naturally, undoing his hard work should be your first goal. Rush past the Light Cannons, Strategists, and sorcerers in Area 1 and decide which of the Mirror Towers you want to destroy first. If you choose the ones in Area 3 or 6, wait until he leaves the area to be sure that he won't interrupt your battles with the officers there.

Areas 2 and 5 are both fortified with Ballistae, Spinning Blades, and a Thunder Tower in the center. Destroy the Thunder Towers and any machines that get in your way as you work your way to your destination.

Area 3 is protected by some archers, two Arbalest Carts, and Yue Ying, all of whom are strengthened by the Wood Tower atop the southwest cliff. Yue Ying will enter Fury Mode after losing 25% of her life, but if you stay on top of her and use melee attacks, she'll effectively be helpless. The Mirror Tower is in the valley.

You'll find peons, a Supply Troop, and two Light Cannons in the towers in Area 4. There's a Fire Tower in the northeast and a Mirror Tower near the center.

Area 6 is a circular basin inhabited by Wolves and Wei Yan and protected by two Light Cannons. Destroy the Mirror and Ice Towers near the center, then deal with Wei Yan and his pets. He has Earth elemental attacks and will enter Fury Mode after losing 25% of his life, so be ready to dash around like crazy if he seals your jumping ability.

There's a high cliff with wooden platforms jutting from it in Area 7, and you have to climb them to reach the Mirror Tower. Destroy the Earth Tower in the north before starting your ascent, and avoid the attacks of the Spinning Blades and sorcerers as you make your way up.

Once all of the Mirror Towers have been destroyed, head to Area 8 to confront Zhuge Liang. You'll find sorcerers and four Light Cannons in the towers, and Zhuge Liang will enter Fury Mode as soon as he sees you. Break open the red crate in the northwest to find the Legend of Sima Yi, then switch to your bow and fire away at Zhuge Liang. He'll trigger a rockslide and fully heal himself at half life, and summon a phantom to fight with him as well. Dodge the rocks and Zhuge Liang's projectiles as you continue to fire away. Defeat either one of the two Zhuge Liangs, and victory is yours.

f. Battle of Cheng Du

```

* * * * *
* Difficulty: 8/10           Time: 60 minutes
* Enemy: Shu                Reward: Monarch book + 1500 G
* Commander: Liu Bei       Victory: Defeat Liu Bei
* Battlefield: Cheng Du    Defeat: Die 3 times
* * * * *
* Bonus: None
* Unlocks: Da Ji's Schemes
* Map: 5
*           |
*           4-3
*           |

```

It's time to take the battle to Shu's capital city! This is a straightforward battle, but the finale can be difficult. You can make things easier by bringing along some protective scrolls.

There's a high cliff with wooden platforms jutting from it in Area 1. Climb the platforms and avoid the attacks of the peons and Light Cannons to reach the exit.

Follow the walkway past the archers and the Firesnakes in Area 2. If a segment starts collapsing, jump aside to avoid being plunged into the drink.

There's another walkway in Area 3, which is made hazardous by two Light Cannons, two Juggernauts, and several archers. One of the Juggernauts guards the exit to Area 4, where you'll be faced with Light Cannons, Spinning Blades, and peons under Zhang Fei's command. Guan Yu will take the battlefield when Zhang Fei is defeated; cut him down to open the gate to your destination.

Liu Bei and his brothers make their stand in Area 5, and they've got a furious Zhuge Liang and the Shu Dragon to help them. Zhuge Liang will say prayers that inflict status ailments on you, so make him your first target. After shooting him full of arrows, attack Guan Yu and Zhang Fei while avoiding the lightning shots and fiery breath of the Shu Dragon. If you have any protective scrolls, use them to defend yourself from the three brothers' attacks. Liu Bei will enter Fury Mode when attacked, so try to save him for last. He will return with full life and increased strength after being defeated, so press the assault until he falls.

#### F. Chapter 6

Clearing the Battles of Jian Ye and Cheng Du earns you Meng De's Manual and the ability to change to any of the Wu or Shu characters at the Shrine. You'll also be able to play through the battles normally available to Wu and Shu, albeit with a scaled-up difficulty. The land will be united under the banner of Wei, and you can celebrate a job well done as you sit back and watch the ending...

...but wait! Lu Bu's insatiable hunger for battle has brought him back from the underworld, and he's leading a new army on a rampage across the land. Only by combining their strength can the heroes of the Three Kingdoms bring an end to his bloodthirsty ways once and for all!

#### 1. Requests

##### a. Black Storm

\* \* \* \* \*  
\* Difficulty: 8/10 Time: 15 minutes \*  
\* Enemy: Lu Bu Reward: Gold thread + 1200 G \*  
\* Commander: None Victory: Defeat all enemies \*  
\* Battlefield: Chang Ban Defeat: Die 3 times \*  
\* \* \* \* \*  
\* Bonus: Destroy all chests (Gold fang + 600 G) \*  
\* Unlocks: Sealing Death Phoenix, Duel! Lu Bu \*  
\* Map: 1 \*  
\* | \*  
\* S \*  
\* \* \* \* \*

The battlefield here is a big bridge like the one at Chang Ban. There are four Light Cannons on the islands that respawn when destroyed, and the enemies come at you in five waves. You must eliminate all of the enemies that appear in a

wave to trigger the appearance of the next wave.

The 1st wave consists of two dagger peons and two sword peons.

The 2nd wave consists of five dagger peons and one set of Spinning Blades.

The 3rd wave consists of two cudgel peons and two sorcerers.

The 4th wave consists of three spear peons, one archer, and Gao Shun.

The 5th wave consists of two Juggernauts, two spear peons, one sorcerer, and Zhang Liao. Defeat the enemies in this wave to finish the battle.

It's not very hard at all, and the bonus is one of the easiest in the game to acquire. There's one crate on the north bank, one on the south bank, and one on a western island, and a red crate on the northeast island that holds the Legend of Lu Bu. Break all four of them before finishing the battle, and the bonus is yours.

b. Bewitching Land

```

* * * * *
* Difficulty: 9/10                               Time: 30 minutes
* Enemy: Yellow Turbans                         Reward: Mage spirit + 1500 G
* Commander: Zhao Hong                          Victory: Defeat Zhao Hong
* Battlefield: Guang Zong                       Defeat: Die 3 times
* * * * *
* Bonus: Defeat all sorcerers (Giant talon + 750 G)
* Unlocks: Duel! Cao Cao
* Map: 5    4
*      |    |
*      1-2-3
*      |
*      S
* * * * *

```

Your last battle with the Yellow Turbans begins in an area full of moving platforms, peons, and Thunderstrikes. There's a Sky Tower in the northeast and a sorcerer in the northwest, both of which you should deal with before leaving Area 1.

The bridge over the river in Area 2 leads you to a slope covered with rolling boulders. There are Ballistae, archers, and melee peons on the slope as well, and a sorcerer near the alcove closest to the bridge. Shoot him and advance up the slope.

Area 3 is full of Thunderstrikes, Rapid Ballistae, and peons. The last of the sorcerers is in the south; shoot him down to earn the bonus.

You'll be attacked by Thunderstrikes, peons, and Han Zhong upon entering Area 4. Break the crate in the southeast to find the Legend of Cao Cao and defeat Han Zhong to find the gate key.

After opening the gate in Area 1, you'll be able to enter Area 5. You'll find Zhao Hong on the highest cliff here, and Sun Zhong, Rapid Ballistae, Turrets, and peons on the cliffs below. Watch for falling comets and make good use of Fury Mode when you're able, and you'll soon vanquish the last of the Yellow Turban officers.

c. Manipulation

\* \* \* \* \*



```
* Difficulty: 9/10                               Time: 30 minutes           *
* Enemy: Allies                                 Reward: Ancient stone + 1500 G *
* Commander: Pang Tong                        Victory: Defeat all Officers   *
* Battlefield: Cheng Du                       Defeat: Die 3 times          *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Bonus: Defeat Cao Ren unharmed (Phantom statue + 750 G)                *
* Unlocks: Duel! Liu Bei                                                   *
* Map: 2                                                                    *
*   |                                                                      *
*   1                                                                      *
*   |                                                                      *
*   S                                                                      *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

This is a short battle, but you'll be fighting lots of officers here. Consider equipping an Anthrostrike Chi before the battle, which will allow you to clean their clocks in Fury Mode.

Cao Ren and some Hawks will assault you in Area 1. Cao Ren has good reach and an Earth element on his attacks, so stay away from him and weaken him with poison arrows before moving in to finish him in melee combat. When he collapses or one minute elapses, Xu Zhu will join the battle. He has a Water element on his attacks and can do some serious damage if he freezes you, so using the same tactics that you used to defeat Cao Ren will help you prevail. Pang Tong will appear when Xu Zhu goes down for the count or another minute elapses; switch to your bow to take him down. Before moving on to the next area, break open the southwest crate to find the Legend of Liu Bei.

Pang Tong reappears with Lu Meng and Huang Gai in Area 2, and the three of them will attack you together with some Hawks and the Ballistae and Rapid Ballistae in the towers. Make judicious use of Fury Mode, use arrows to weaken Lu Meng and Huang Gai before closing in for the kill, and try to take down one enemy at a time. Defeat all three officers, and victory is yours.

d. Zenith Tower

```
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Difficulty: 9/10                               Time: 30 minutes           *
* Enemy: Allies                                 Reward: Arcane wood + 1800 G  *
* Commander: None                              Victory: Defeat all Officers   *
* Battlefield: Luo Yang                       Defeat: Die 3 times          *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
* Bonus: Defeat Huangfu Song in 5 minutes (Ancient leaf + 900 G)         *
* Unlocks: Duel! Sun Quan                                                         *
* Map: 10                                                                    *
*   |                                                                      *
*   3  6  9                                                                      *
*   |\  |\  |                                                                      *
*   2 \ 5 \ 8                                                                      *
*   |  \  \  |                                                                      *
*   1  4  7                                                                      *
*   |                                                                      *
*   S                                                                      *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

This battlefield has ten floors and pits on every floor after the first. If you fall in a pit, you'll drop to the floor below, so be ready to jump and dash to reach solid ground.

Areas 1, 4, and 7 all have the same layout. You'll be faced with archers, many kinds of melee peons, Firesnakes, Turrets, and Tiger Cannons on each floor, and

you'll have to destroy two Spinning Blades to access the stairs. Be especially careful of the explosive floors in Areas 4 and 7; they'll leave behind pits if you trigger them.

Areas 2, 5, and 8 all have the same layout. There's a huge moving platform over the central pit that will shoot fireballs in every direction as it slowly rises and falls, and ramps leading up either side of the room. There are many weapons mounted on the walls beside the ramps, and peons that can fly thanks to the Sky Towers in the southeast corner. The northwest corner harbors a Mighty Tower in Area 2, a Shell Tower in Area 5, and a Swift Tower in Area 8, and you'll have to destroy three Spinning Blades in each area to access the stairs.

Areas 3, 6, and 9 all have the same layout, which proves that the architect who designed this tower was as lazy as he was devious. A pit surrounds a pillar in the center of each room, which is covered with Turrets or Tiger Cannons. There are also several peons and an officer on each floor: a bow-wielding Huangfu Song in Area 3, a staff-wielding Zhang Lu in Area 6, and a polearm-wielding Gongsun Zan in Area 9. Defeat the officer and the two Spinning Blades to access the stairs, and don't forget to collect the Legend of Sun Quan from the crate in the northwest corner of Area 9.

Area 10 has a layout similar to Areas 2, 5, and 8, save for the Shell Tower in the southeast and the Mighty Tower in the northwest. He Jin, Yuan Shao, Gongsun Zan, and Zhang Lu will assault you on this floor, and it can be hard to survive their combined attacks. Try to focus on the melee fighters first and attack the officers one at a time. If you have the Anthrostrike Chi equipped, trigger Fury Mode and do as much damage as you can to an officer of choice before the others start ganging up on you, then fall back and repeat. You may have to use a few items to make it out of this one alive.

Clearing this battle unlocks Yuan Shao as a playable character.

## 2. Battle Quests

### a. Sealing Death Phoenix

```
* * * * *
* Difficulty: 9/10           Time: 60 minutes           *
* Enemy: Lu Bu              Reward: Wraith cloth + 2000 G   *
* Commander: Death Phoenix Victory: Defeat Death Phoenix  *
* Battlefield: Xu Chang     Defeat: Die once             *
* * * * *
* Bonus: None               *
* Unlocks: Sealing Death Tiger *
* Map: 1                    *
*   |                        *
*   S                        *
* * * * *
```

Lu Bu's evil influence has corrupted the Wei guardian, and it's up to you to seal it away. In addition to Death Phoenix, you'll face Lu Bu and Diao Chan in this battle, both of whom are permanently in Fury Mode and become even stronger at half life. Lu Bu's attacks have a Dark element, which can prevent you from using Fury Mode or items for several seconds; and Diao Chan's attacks have a Light element, which reduces your defense. You can defeat them if you want to attack Death Phoenix without distractions, but Lu Bu will revive himself every few minutes and come after you again. It won't be easy.

If your Academy's level is maxed out, there's a way to make this battle much easier. Before starting, buy and equip the following Chi and items:

Immortal

Last Stand +  
Seal Resist  
5 Fury Pills +  
1 Zen Elixir ++

If your Academy is too low in level, substitute Invert +, Anthrostrike +, and Aero + Chi to achieve a similar effect. Lu Bu will be able to set you back if he inflicts Seal status on you, so don't give him the chance.

With either of these setups, you'll be impossible to kill as long as you remain in Fury Mode. The Last Stand + Chi will make your attacks stronger as your life decreases, and the Seal Resist is a safety precaution against Lu Bu's attacks. If his Dark element takes effect when you're one hit away from death, you've got a big problem.

Before entering Area 1, use a Zen Elixir to max out your Fury. Activate Fury Mode as Lu Bu and Diao Chan approach, then use a Fury Pill to stop your Fury from decreasing. Wait on Lu Bu and Diao Chan until they fall, then hit Death Phoenix with everything you've got. If your Fury gets low, either pop another Fury Pill or wait for Lu Bu to reappear and slay him again. Keep attacking the guardian until you bring it down.

b. Sealing Death Tiger

```
* * * * *
* Difficulty: 9/10                      Time: 60 minutes                *
* Enemy: Lu Bu                          Reward: Wraith thread + 2000 G         *
* Commander: Death Tiger                 Victory: Defeat Death Tiger           *
* Battlefield: Jian Ye                    Defeat: Die once                       *
* * * * *
* Bonus: None                               *
* Unlocks: Sealing Death Dragon           *
* Map: 1                                   *
*   |                                       *
*   S                                       *
* * * * *
```

Lu Bu's evil influence has corrupted the Wu guardian, and it's up to you to seal it away. In addition to Death Tiger, you'll face Lu Bu and Diao Chan in this battle, both of whom are permanently in Fury Mode and become even stronger at half life. Lu Bu's attacks have a Dark element, which can prevent you from using Fury Mode or items for several seconds; and Diao Chan's attacks have a Light element, which reduces your defense. You can defeat them if you want to attack Death Tiger without distractions, but Lu Bu will revive himself every few minutes and come after you again. It won't be easy.

If your Academy's level is maxed out, there's a way to make this battle much easier. Before starting, buy and equip the following Chi and items:

Immortal  
Last Stand +  
Seal Resist  
5 Fury Pills +  
1 Zen Elixir ++

If your Academy is too low in level, substitute Invert +, Anthrostrike +, and Aero + Chi to achieve a similar effect. Lu Bu will be able to set you back if he inflicts Seal status on you, so don't give him the chance.

With either of these setups, you'll be impossible to kill as long as you remain in Fury Mode. The Last Stand + Chi will make your attacks stronger as your life

decreases, and the Seal Resist is a safety precaution against Lu Bu's attacks. If his Dark element takes effect when you're one hit away from death, you've got a big problem.

Before entering Area 1, use a Zen Elixir to max out your Fury. Activate Fury Mode as Lu Bu and Diao Chan approach, then use a Fury Pill to stop your Fury from decreasing. Wail on Lu Bu and Diao Chan until they fall, then hit Death Tiger with everything you've got. If your Fury gets low, either pop another Fury Pill or wait for Lu Bu to reappear and slay him again. Keep attacking the guardian until you bring it down. Due to Death Tiger's erratic movements, you may have an easier time fighting it if you stay on the ground.

### c. Sealing Death Dragon

```
* * * * *
* Difficulty: 9/10                               Time: 60 minutes
* Enemy: Lu Bu                                  Reward: Arcane charm + 2000 G
* Commander: Death Dragon                      Victory: Defeat Death Dragon
* Battlefield: Cheng Du                        Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: From the Depths
* Map: 1
*      |
*      S
* * * * *
```

Lu Bu's evil influence has corrupted the Shu guardian, and it's up to you to seal it away. In addition to Death Dragon, you'll face Lu Bu and Diao Chan in this battle, both of whom are permanently in Fury Mode and become even stronger at half life. Lu Bu's attacks have a Dark element, which can prevent you from using Fury Mode or items for several seconds; and Diao Chan's attacks have a Light element, which reduces your defense. You can defeat them if you want to attack Death Dragon without distractions, but Lu Bu will revive himself every few minutes and come after you again. To make matters worse, there are Heavy Ballistae in each corner that fire three-shot spreads. It won't be easy.

If your Academy's level is maxed out, there's a way to make this battle much easier. Before starting, buy and equip the following Chi and items:

```
Immortal
Last Stand +
Seal Resist
5 Fury Pills +
1 Zen Elixir ++
```

If your Academy is too low in level, substitute Invert +, Anthrostrike +, and Aero + Chi to achieve a similar effect. Lu Bu will be able to set you back if he inflicts Seal status on you, so don't give him the chance.

With either of these setups, you'll be impossible to kill as long as you remain in Fury Mode. The Last Stand + Chi will make your attacks stronger as your life decreases, and the Seal Resist is a safety precaution against Lu Bu's attacks. If his Dark element takes effect when you're one hit away from death, you've got a big problem.

Before entering Area 1, use a Zen Elixir to max out your Fury. Activate Fury Mode as Lu Bu and Diao Chan approach, then use a Fury Pill to stop your Fury from decreasing. Lu Bu will inflict status ailments on you as Diao Chan heals him, so defeat Diao Chan first and Lu Bu second. Dismantle the Heavy Ballistae, then hit Death Dragon with everything you've got. If your Fury gets low, either

pop another Fury Pill or wait for Lu Bu to reappear and slay him again. Keep attacking the guardian until you bring it down.

#### d. From the Depths

```
* * * * *
* Difficulty: 10/10                               Time: 60 minutes
* Enemy: Lu Bu                                   Reward: Heaven gem + 2500 G
* Commander: Lu Bu                             Victory: Defeat Lu Bu
* Battlefield: Xia Pi                          Defeat: Die 3 times
* * * * *
* Bonus: Defeat Diao Chan (Ancient crystal + 1250 G)
*         Defeat Black Lu & White Diao (Sky garment + 1250 G)
* Unlocks: Orochi X Resurrection
* Map: 1
*     |
*     S
* * * * *
```

With all three guardians sealed away and free from Lu Bu's influence, it's time to take the fight to Lu Bu himself. This is the battle to end all battles, so don't hold anything back!

Lu Bu and Diao Chan both ride phoenixes in this battle - respectively, Black Lu and White Diao. They're held aloft by the winds created by the Storm Towers, two of which are on the ground floor and two of which are on each of the two ramps. The only other threats here are Light Cannons and some scattered peons. Destroy all six Storm Towers, and the phoenixes will vanish. Although this is the easiest way to be rid of their breath weapons and wind bombs, you won't be able to earn the second bonus unless you defeat the two phoenixes in battle. I don't personally feel that it's worth the trouble, but if you're determined to try for it, the best time to target White Diao is after dismounting and eliminating Diao Chan. Black Lu is harder to take down without the same Chi and item combo I recommended for the guardian battles, because Lu Bu will be wailing on you incessantly as you attack his mount. Take pains to avoid hitting him, because he'll die much more quickly than Black Lu does.

Regardless of what you choose to do about the phoenixes, you should defeat Diao Chan before turning your attention to Lu Bu. You've fought and beaten him many times before, and you have much better weapons and Chi than you did the first time you faced him, so you should be perfectly capable of doing it again. Hit him with everything you've got, and he'll perish soon enough.

Clearing this battle unlocks Lu Bu as a playable character and earns you the Book of Illusions. You'll be treated to a short ending, after which you'll be free to replay old battles, build up new characters, and search for any special items you haven't found yet. The war may be over, but there's still plenty of work to be done.

Congratulations! You have proven yourself a true hero of the Three Kingdoms!

#### G. Special Battles

##### 1. Legends

These battles pit you against individual generals, rulers, and other important figures from the Three Kingdoms period, all of whom have surprises in store for you. You won't get materials from any of the enemies in these battles, but the prizes you earn for winning can be used to craft the most powerful weapons in the game. Fight hard and be ready for anything!

##### a. Duel! Xiahou Dun

```
* * * * *
```

```
* Difficulty: 5/10           Time: 10 minutes           *
* Enemy: None               Reward: Fealty dagger + 800 G   *
* Commander: Xiahou Dun    Victory: Defeat Xiahou Dun     *
* Battlefield: Arena       Defeat: Die once              *
* * * * *                   * * * * *                   *
* Bonus: None              *
* Unlocks: N/A             *
* Map: 1                   *
*   |                       *
*   S                       *
* * * * *                   * * * * *                   *
```

Xiahou Dun will fight you in a town. He starts alone, but he'll soon be backed up by dagger-wielding peons. Deplete his life, and he'll come back in Fury Mode with two Blade Carts to assist him. Disable the Blade Carts, then beat him down until he restores his life again. This time, he'll call in Xiahou En, Cheng Yu, and Jia Xu to support him. Jia Xu can easily be defeated with your bow, and the polearm-wielding Xiahou En should be your next target. Dodge Cheng Yu's arrows and Xiahou Dun's strikes as you defeat him with melee attacks, and use the same method to dispatch Cheng Yu. With no one to support him, Xiahou Dun will be a much more manageable adversary.

b. Duel! Dian Wei

```
* * * * *                   * * * * *                   *
* Difficulty: 5/10         Time: 10 minutes           *
* Enemy: None             Reward: E Lai chain + 800 G   *
* Commander: Dian Wei    Victory: Defeat Dian Wei     *
* Battlefield: Arena     Defeat: Die once            *
* * * * *                   * * * * *                   *
* Bonus: None             *
* Unlocks: N/A            *
* Map: 1                   *
*   |                       *
*   S                       *
* * * * *                   * * * * *                   *
```

The duel with Cao Cao's most feared bodyguard isn't as brutal as some of the others. Destroy the four Turrets and avoid the exploding floors while avoiding Dian Wei's attacks, then pound him into oblivion. He'll restore his life and reappear in Fury Mode with four peons, who will respawn when defeated. He has a Fire element on his weapon now, so don't let him juggle you. If you have a bow with a Wood Orb attached, snipe him from a distance to poison him, then block his attacks and counter with melee attacks when he closes in on you. When he's down to half life, he'll call for help from Xu Yi and Xiahou De, both of whom will try to brain you with their cudgels. This is a great time to enter Fury Mode, which should allow you to wipe out at least one of the officers without too much difficulty. Once you've dealt with both of them, you'll be free to handle Dian Wei as you choose.

If you sustain damage, a meatbun can be found in a pot in the southeast corner.

c. Duel! Sima Yi

```
* * * * *                   * * * * *                   *
* Difficulty: 8/10        Time: 10 minutes           *
* Enemy: None            Reward: Schemer's attire + 1400 G *
* Commander: Sima Yi    Victory: Defeat Sima Yi     *
* Battlefield: Arena     Defeat: Die once            *
* * * * *                   * * * * *                   *
* Bonus: None           *
* Unlocks: N/A          *
```

```

* Map: 1
* |
* S
* * * * *

```

You'll face Sima Yi on a small island in the middle of a poison marsh. There are four huge pillars on the island and sorcerers and Turrets that will fire on you as you fight Sima Yi. His attacks have an Earth element and can do lots of damage at close range, so stay away from him and attack him with arrows as much as possible. When you defeat him, he'll return in Fury Mode with a clone. Keep dashing and shooting, and try to stay away from the marsh. When one Sima Yi is defeated, the other will heal himself. Keep jumping, dodging, and shooting to bring him down.

d. Duel! Zhang Liao

```

* * * * *
* Difficulty: 7/10           Time: 10 minutes
* Enemy: None              Reward: War teachings + 1200 G
* Commander: Zhang Liao   Victory: Defeat Zhang Liao
* Battlefield: Arena       Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1
* |
* S
* * * * *

```

You'll fight Zhang Liao in a small arena that contains eight stone pillars, and he'll start the battle with Wang Lang and Guo Huai at his side. Both of them use bows, so defeat them with melee attacks before making Zhang Liao your primary target. He'll revive in Fury Mode after you deplete his life, and he'll be reinforced by two Blade Carts and a Juggernaut after losing 30% of his life. Para Rods and Shield Scrolls will both be of great use to you as you tear them apart; the former will render the machines immobile, and the latter will protect you from Zhang Liao's attacks while you focus on the machines. You'll have a much easier time beating Zhang Liao once they're out of the picture.

e. Duel! Cao Cao

```

* * * * *
* Difficulty: 9/10          Time: 10 minutes
* Enemy: None              Reward: Wei helmet + 1600 G
* Commander: Cao Cao      Victory: Defeat Cao Cao
* Battlefield: Arena       Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 2
* |
* 1
* |
* S
* * * * *

```

An arena with two areas in it? Astonishing! In spite of its unique layout and high difficulty rating, this duel isn't as hard as you might think.

Area 1 contains Cao Cao, five peons, and four Tiger Cannons. Cao Cao has a Dark element on his attacks; avoid them and destroy the Tiger Cannons before going after him. The gate to the next area will open when Cao Cao is defeated.

Cao Cao appears in Fury Mode in Area 2, and brings along lots of friends to help him in the fight. They include a Blade Cart and some Spinning Blades as well as sorcerers and peons. Destroy the machines, then focus your attacks on Cao Cao. Reduce his life to zero, and your work is done. There's a meatbun in the central eastern pot if you need it.

f. Duel! Xu Zhu

```

* * * * *
* Difficulty: 6/10                               Time: 10 minutes
* Enemy: None                                   Reward: Tiger fool ring + 1000 G
* Commander: Xu Zhu                            Victory: Defeat Xu Zhu
* Battlefield: Arena                           Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1
*   |
*   S
* * * * *

```

Xu Zhu starts alone on the bridge at the top of the mountain, but he gets reinforced by Cao Hong, Niu Jin, Xu Yi, and four peons - all of whom use cudgels - once you get close to him. His attacks have a Water element, so do your best to avoid getting frozen and smashed as you defeat his subordinates. After his life is depleted, he'll return in Fury Mode with full life, and he'll restore it a second time and get Thunderstrike backup when you knock him down to half life. Keep up the pressure until the fat man falls.

g. Duel! Xiahou Yuan

```

* * * * *
* Difficulty: 7/10                               Time: 10 minutes
* Enemy: None                                   Reward: Sharp arrow + 1200 G
* Commander: Xiahou Yuan                       Victory: Defeat Xiahou Yuan
* Battlefield: Arena                           Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1
*   |
*   S
* * * * *

```

In spite of the unwelcoming terrain, this duel is deceptively easy. It takes place in a poison marsh with a large central island, which is where Xiahou Yuan starts. Destroy the three Ballistae on top of the plateaus before approaching him, and lure him away from the archer reinforcements that appear when he gets damaged. Deplete his life, and he'll return in Fury Mode with Water elemental attacks. Stay close to him and keep him away from the central island, and he'll go down in no time at all.

h. Duel! Xu Huang

```

* * * * *
* Difficulty: 6/10                               Time: 10 minutes
* Enemy: None                                   Reward: Warrior's blade + 1000 G
* Commander: Xu Huang                           Victory: Defeat Xu Huang
* Battlefield: Arena                           Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A

```



```

* Map: 1
* |
* S
* * * * *

```

Xu Huang, along with a Juggernaut and three Ballistae, can be found in a fort in the northernmost part of the battlefield. If you destroy the machines, peons will appear in their place. The first two times you deplete half of Xu Huang's life, he'll restore it; he'll summon a sword-wielding Xiahou Hui the first time and a cudgel-wielding Dian Man the second time this happens. He'll also enter Fury Mode and gain a Wood element on his weapon. Defeat Xu Huang's helpers as they appear and avoid his attacks as best you can until you're ready to take him out. There aren't many healing items in the area to help you recover from the poison damage he can do, so it's a good idea to bring some along in case of an emergency.

i. Duel! Zhang He

```

* * * * *
* Difficulty: 8/10 Time: 10 minutes
* Enemy: None Reward: Beautiful art + 1400 G
* Commander: Zhang He Victory: Defeat Zhang He
* Battlefield: Arena Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1
* |
* S
* * * * *

```

Zhang He has nothing but melee peons to fight alongside him at the beginning of the duel, but he'll be reinforced by two clones when you damage him. Focus on one of them at a time, because the other two will be fully healed and go into Fury Mode when the first one falls. Spinning Blades will also appear. The Fire element on Zhang He's attacks is nothing to be afraid of as long as he and his clone don't team up on you, so stay in the air and dodge frequently to protect yourself. When the second Zhang He falls, the third will be fully healed and get sorcerer reinforcements. Go all out on Zhang He and bring him to his knees.

j. Duel! Cao Ren

```

* * * * *
* Difficulty: 7/10 Time: 10 minutes
* Enemy: None Reward: Sturdy armor + 1200 G
* Commander: Cao Ren Victory: Defeat Cao Ren
* Battlefield: Arena Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1
* |
* S
* * * * *

```

Cao Ren begins the duel with melee peons, two Turrets, and two Tiger Cannons on his side. He has an Earth element on his attacks, which can temporarily prevent you from jumping. Clean the walls, then attack Cao Ren. Upon defeat, he'll return in Fury Mode with full life. You may want to bring a Solis Orb to help you punch through his defense. At half life, he'll fully heal himself and call in Zhen Ji to help him. Deal with her first, then finish off Cao Ren to win.

k. Duel! Cao Pi

```

* * * * *
* Difficulty: 8/10           Time: 10 minutes           *
* Enemy: None              Reward: Ice flower + 1400 G      *
* Commander: Cao Pi       Victory: Defeat Cao Pi        *
* Battlefield: Arena       Defeat: Die once           *
* * * * *
* Bonus: None              *
* Unlocks: N/A            *
* Map: 1                   *
*   |                       *
*   S                       *
* * * * *

```

Cao Pi, Zhen Ji, and some archers will attack you in a stone room filled with explosive floors, two Turrets, and a Tiger Cannon. Zhen Ji will instantly re-spawn with full life if defeated, so ignore her and scour the walls before you go after Cao Pi. He'll restore his life when defeated, and he and his wife will both enter Fury Mode. At 50% life, he'll revitalize himself one last time. Keep him as far away from Zhen Ji as possible and wail on him until he gives in.

l. Duel! Zhen Ji

```

* * * * *
* Difficulty: 6/10         Time: 10 minutes           *
* Enemy: None              Reward: Fancy ring + 1000 G  *
* Commander: Zhen Ji      Victory: Defeat Zhen Ji     *
* Battlefield: Arena       Defeat: Die once           *
* * * * *
* Bonus: None              *
* Unlocks: N/A            *
* Map: 1                   *
*   |                       *
*   S                       *
* * * * *

```

The only threats you face at the start of the battle are Zhen Ji, some peons, and the three Ballistae in the towers. Clean the towers out if you can, then attack Zhen Ji until she's down to half life. She'll refill it, gaining a Wood element on her attacks and some backup in the form of Dian Man. This is a good chance to take advantage of the towers; if you can climb on top of one, you'll be able to attack Zhen Ji and Dian Man with arrows or hit them with melee attacks when they try to reach you. Defeat Dian Man and continue wailing on Zhen Ji. She'll once again refill her life when she's halfway to defeat, this time calling in a pike-wielding Hao Zhao and a bow-wielding Xun Yu. Again, take advantage of the towers if you can jump high enough to reach the top. Xun Yu's attacks are easier to avoid, so take care of Hao Zhao before going after his arrow-shooting comrade. Once they're both out of the picture, go back to work on Zhen Ji and keep the pressure on until she submits.

A meatbun can be found in the pot up north. If you're worried about Zhen Ji's poisonous lashes, bring some extra healing items with you.

m. Duel! Diao Chan

```

* * * * *
* Difficulty: 3/10         Time: 10 minutes           *
* Enemy: None              Reward: Royal erhu + 500 G  *
* Commander: Diao Chan    Victory: Defeat Diao Chan   *
* Battlefield: Arena       Defeat: Die once           *
* * * * *
* Bonus: None              *

```

```

* Unlocks: N/A
* Map: 1
* |
* S
* * * * *

```

It's a one-on-one fight between you and Diao Chan...and a slew of handmaidens, a few of whom have bows. Some duel! She has some other surprises up her sleeve, as well.

The area in which you fight Diao Chan is a valley sprinkled with huge stone plateaus. Use these to separate groups of handmaidens from their companions if they become too numerous or aggressive for comfort. Diao Chan is fast, but not very strong. Attack her whenever she leaves herself open. She'll disappear when she loses half her life, and Dong Zhuo will appear to protect her. He's much slower than Diao Chan, so punish his lack of speed or block and counter his attacks as appropriate.

When Dong Zhuo falls, Diao Chan will come back in Fury Mode. She's extremely dangerous in the air now, so try to stay on the ground and fight defensively or enter Fury Mode yourself if your gauge is full. She'll disappear again after being weakened, and Lu Bu will take the battlefield in her stead. He's not as scary when he can't enter Fury Mode and doesn't have Bi Xie to back him up, so stand your ground and take him down. Diao Chan, still in Fury Mode, will make a final appearance when he falls. Finish her off and claim your reward.

If you need them, there are two meatbuns in a pot near the southeast corner.

```

n. Duel! Lu Bu
* * * * *
* Difficulty: 8/10           Time: 10 minutes
* Enemy: None              Reward: Warrior plume + 1400 G
* Commander: Lu Bu        Victory: Defeat Lu Bu
* Battlefield: Arena      Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1
* |
* S
* * * * *

```

The most feared warrior in China attacks you with help from two Tiger Cannons, two Spinning Blades, and an assortment of peons with axes and shields. As per usual, clean the walls before you fight him. He has Dark elemental attacks, so be ready to flee if he locks your ability to use Fury Mode and items. When you defeat him, he'll return in Fury Mode, and he'll heal himself and call forth a clone at 50% life. Defeat them both to win. If the battle gives you too much trouble, buy some Shield Scrolls to make things much easier.

```

o. Duel! Dong Zhuo
* * * * *
* Difficulty: 5/10         Time: 10 minutes
* Enemy: None              Reward: Splendid grail + 800 G
* Commander: Dong Zhuo    Victory: Defeat Dong Zhuo
* Battlefield: Arena      Defeat: Die once
* * * * *
* Bonus: None
* Unlocks: N/A
* Map: 1

```



Before you even think about fighting this battle, make and equip the strongest bow you can afford, and add a Wood element to it for good measure. All of the enemies in this battle can fly, and you'll soon be ripping your hair out if you try to face them without ranged weapons. Consider yourself warned.

Your enemies in this battle are Zhang Jiao, his doppelganger, two sorcerers, and a boatload of Thunderstrikes. In addition, there are bamboo spear traps by the entrance to the area, geysers in the far east, and a poisonous marsh in the southeast corner. There are high cliffs all over the battlefield, and these are the best places to stand and fight. Try not to move too far from your battleground of choice, or you'll risk attracting unwanted attention.

Your first priority should be to wipe out the sorcerers and any Thunderstrikes in the immediate area. This will allow you to focus on Zhang Jiao and his doppelganger, who will fly after you and harry you with fireballs as you attack their minions. Use your bow against them, and abuse the midair recovery option if they knock you down. If you fall prone, they'll incinerate you before you have a chance to get back on your feet.

Once you've defeated both Zhang Jiaos, they'll reappear in Fury Mode and the hard part will begin. From the time you defeat either Zhang Jiao, you'll have about 10 seconds to finish off the other one. If you don't, he'll revive his fallen double with full life. Of course, they won't just stand there and let you turn them into pincushions; they'll be dashing about nonstop and hurling fireballs at you all the while. Stay in the air and spam the dash button to avoid their attacks, keeping a bead on either Zhang Jiao or his doppelganger and firing at him all the while. When your mark is one or two arrows away from death, switch targets and finish off the other one. Then turn your attention to the weakened Zhang Jiao and deplete the last fraction of his life. Enter Fury Mode to speed up the process if you can. There's a fair amount of luck involved in this portion of the battle, but it's far from impossible.

Mercifully, there are two pots in this battle that contain two meatbuns each. One can be found on the islet in the middle of the marsh, and the other is in a small alcove just past the bamboo spears.

2. OROCHI 2

These battles challenge you to overcome the supernatural antagonists of the Warriors Orochi series. They're mighty foes who won't fall easily, so expect a good fight when you confront them.

a. Orochi's Ambition

* * * * *		
* Difficulty: 4/10	Time: 15 minutes	*
* Enemy: Orochi	Reward: Fireruby + 800 G	*
* Commander: Orochi	Victory: Defeat Orochi	*
* Battlefield: Arena	Defeat: Die once	*
* * * * *		
* Bonus: None		*
* Unlocks: N/A		*
* Map: 1		*
*		*
* S		*
* * * * *		

This battle is harder than it looks at first glance. Orochi is your opponent, and the only other foes in his chamber are four melee peons and three Tiger

Cannons. Clear them all out, then set foot on Orochi's dais to draw him out. He has insane defense and quite a bit of offensive power, but he's less dangerous in the air than he is on the ground. You might be able to chip away at his life if you have a strong enough bow, but if not, you'll have to block and counter his combos in melee combat.

Naturally, the Serpent King isn't one to gracefully admit defeat. He restores his life and returns for a second round, summoning clones of Liu Bei, Cao Cao, and Sun Jian to fight beside him. This part of the battle is utterly insane, and will likely give you problems unless you have several teammates or a large stockpile of recovery items. The best advice I can offer is to defeat the three rulers one at a time, entering Fury Mode as needed, and then deal with Orochi. Bringing a Shield Scroll to protect you from your foes' attacks will make for a much easier fight.

The pot in the northern chamber contains one meatbun. Be thankful for small favors.

#### b. Orochi X Resurrection

```
* * * * *
* Difficulty: 10/10           Time: 15 minutes           *
* Enemy: Orochi              Reward: Ancient stone + 2000 G       *
* Commander: Orochi X       Victory: Defeat Orochi X         *
* Battlefield: Arena        Defeat: Die once                *
* * * * *
* Bonus: None                *
* Unlocks: N/A               *
* Map: 1                      *
*   |                          *
*   S                          *
* * * * *
```

Before attempting this battle, equip the Anthrostrike + Chi. If it hasn't yet proven its worth, it will do so in this battle.

The duel with the resurrected and empowered Orochi takes place on a big bridge. Wolves stalk across it, and there are Light Cannons on the islands off to the sides. Destroy these first, then attack Orochi X. He has a Dark element on his attacks and can do tremendous damage with his massive blasts of darkness, so be cautious. It's easier to dodge them if you stay on the ground, maintain a fair distance, and attack Orochi X when he leaves himself open. Deplete his life, and he'll return with Lu Bu, Diao Chan, Dong Zhuo, and sorcerer and peon reinforcements. Run from the mob and whittle them down with arrows before closing in for the finishing blows, or use the Last Stand + and Immortal Chi combo with Fury Pills to pummel them all into oblivion. Once Lu Bu, Diao Chan, and Dong Zhuo have been annihilated, you'll be free to focus on Orochi X. Continue to avoid his attacks and strike back whenever you have an opening, and eventually he will admit defeat.

#### c. Kiyomori Taira's Fury

```
* * * * *
* Difficulty: 6/10           Time: 15 minutes           *
* Enemy: Orochi              Reward: Aegis charm + 1200 G       *
* Commander: Kiyomori Taira Victory: Defeat Kiyomori Taira   *
* Battlefield: Arena        Defeat: Die once                *
* * * * *
* Bonus: None                *
* Unlocks: N/A               *
* Map: 1                      *
*   |                          *
*   S                          *
* * * * *
```

\* S \*

All of the enemies in this duel are strengthened by a Swift Tower and a Thunder Tower, both of which you should find and destroy as you climb to the top of the central peak. Clear the area of Spinning Blades, Air Splitters, and sorcerers, then start whittling down Kiyomori Taira. He has respectable defense and some painful attacks, but he's less dangerous in the air than he is on the ground. Stay airborne as much as possible while fighting him. Unlike the rest of the duelists, he won't enter Fury Mode, restore his life, or call for help as he weakens; deplete his life once, and the duel is over.

Two meatbuns can be found in a pot on the east cliff.

#### d. Da Ji's Schemes

\* \* \* \* \*

* Difficulty: 8/10	Time: 15 minutes	*
* Enemy: Orochi	Reward: Mystery charm + 1600 G	*
* Commander: Da Ji	Victory: Defeat Da Ji	*
* Battlefield: Arena	Defeat: Die once	*

\* \* \* \* \*

\* Bonus: None \*

\* Unlocks: N/A \*

\* Map: 1 \*

\* | \*

\* S \*

\* \* \* \* \*

Orochi's strategist confronts you on a battlefield filled with Thunderstrikes and poison marshes. She has decent range with her orbs and can pull off some devastating combos, and the Dark element on her attacks can prevent you from using Fury Mode or items. Unless you enjoy the adrenaline rush of high stakes melee combat, keep your distance from her and attack with your bow, staying in the air as much as possible to minimize your chances of being poisoned. She'll soon summon a clone; keep firing and never stop moving. When she's down to half life, she'll revitalize her clone and herself and summon a second clone, giving you three times the nine-tailed vixen to deal with. Continue shooting, jumping, and dashing, and try to lure Da Ji and the clones together so that you can hit more than one of them at a time with your arrows. You have to defeat all three to win, but the fight becomes much more manageable when one of them drops. Expect your thumbs to be sore after this duel.

If you get damaged and have a moment to collect them, there are two meatbuns in the pot up north.

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#### VIII. Officer Card List

The following is a list of the game's officer cards and their effects on the town. I will continue to add to it as I find more cards or receive contributions from other players.

#001: Cao Cao  
Attributes: Red, Lord  
Effect: Blacksmith +30

#002: Cao Pi  
Attributes: Blue, Lord  
Effect: Academy +30

#003: Zhen Ji  
Attributes: Black, Strategist

Effect: Storehouse +28

#004: Xiahou Dun

Attributes: Purple, Officer

Effect: Workshop +25

#005: Dian Wei

Attributes: Yellow, Officer

Effect: Market +25

#006: Xu Zhu

Attributes: White, Officer

Effect: Exchange +22

#007: Xiahou Yuan

Attributes: Green, Officer

Effect: Storehouse +20

#008: Zhang Liao

Attributes: Red, Officer

Effect: Workshop +20

#009: Xu Huang

Attributes: Blue, Strategist

Effect: Blacksmith +20

#010: Zhang He

Attributes: Yellow, Strategist

Effect: Academy +18

#011: Cao Ren

Attributes: Purple, Strategist

Effect: Market +18

#012: Sima Yi

Attributes: Black, Strategist

Effect: Exchange +18

#013: Guo Jia

Attributes: Green, Strategist

Effect: Storehouse +15

#014: Cao Zhang

Attributes: White, Officer

Effect: Blacksmith +15

#015: Cao Zhi

Attributes: Red, Strategist

Effect: Workshop +14

#016: Jia Xu

Attributes: Blue, Strategist

Effect: Academy +13

#017: Li Dian

Attributes: Black, Officer

Effect: Market +13

#018: Yue Jin

Attributes: Purple, Officer



Effect: Exchange +10

#019: Yu Jin

Attributes: Yellow, Officer

Effect: Storehouse +10

#020: Cao Hong

Attributes: White, Officer

Effect: Workshop +8

#021: Guo Huai

Attributes: Green, Strategist

Effect: Blacksmith +8

#022: Xiahou En

Attributes: Red, Officer

Effect: Academy +6

#023: Man Chong

Attributes: Blue, Strategist

Effect: Storehouse +6

#024: Niu Jin

Attributes: Yellow, Officer

Effect: Market +4

#025: Xiahou Shang

Attributes: Purple, Officer

Effect: Exchange +3

#026: Sun Jian

Attributes: Black, Lord

Effect: Storehouse +30

#027: Sun Ce

Attributes: Green, Lord

Effect: Workshop +30

#028: Sun Quan

Attributes: White, Lord

Effect: Academy +28

#029: Sun Shang Xiang

Attributes: Red, Officer

Effect: Blacksmith +25

#030: Zhou Yu

Attributes: Blue, Strategist

Effect: Storehouse +25

#031: Lu Xun

Attributes: Black, Strategist

Effect: Market +22

#032: Huang Gai

Attributes: Purple, Officer

Effect: Exchange +22

#033: Taishi Ci

Attributes: Yellow, Officer

Effect: Blacksmith +20

#034: Lu Meng

Attributes: White, Strategist

Effect: Academy +20

#035: Gan Ning

Attributes: Green, Officer

Effect: Storehouse +18

#036: Zhou Tai

Attributes: Red, Officer

Effect: Workshop +18

#037: Ling Tong

Attributes: Blue, Officer

Effect: Market +18

#038: Xiao Qiao

Attributes: Yellow, Strategist

Effect: Exchange +15

#039: Han Dang

Attributes: Purple, Officer

Effect: Storehouse +15

#040: Yu Fan

Attributes: Black, Strategist

Effect: Academy +14

#041: Zhu Ran

Attributes: Green, Officer

Effect: Workshop +13

#042: Jiang Qin

Attributes: White, Officer

Effect: Blacksmith +13

#043: Zhuge Jin

Attributes: Red, Strategist

Effect: Market +10

#044: Sun Xiu

Attributes: Blue, Strategist

Effect: Exchange +10

#045: Zhang Zhao

Attributes: Black, Strategist

Effect: Storehouse +8

#046: Chen Wu

Attributes: Purple, Officer

Effect: Academy +8

#047: Cheng Pu

Attributes: Yellow, Officer

Effect: Workshop +6

#048: Xue Zong

Attributes: White, Strategist

Effect: Blacksmith +6

#049: Ma Zhong

Attributes: Green, Officer

Effect: Market +4

#050: Lu Su

Attributes: Red, Strategist

Effect: Exchange +3

#051: Liu Bei

Attributes: Blue, Lord

Effect: Academy +30

#052: Guan Yu

Attributes: Yellow, Officer

Effect: Workshop +30

#053: Zhang Fei

Attributes: Purple, Officer

Effect: Storehouse +28

#054: Zhuge Liang

Attributes: Black, Strategist

Effect: Blacksmith +25

#055: Zhao Yun

Attributes: Green, Strategist

Effect: Market +25

#056: Ma Chao

Attributes: White, Officer

Effect: Exchange +22

#057: Huang Zhong

Attributes: Red, Strategist

Effect: Blacksmith +20

#058: Wei Yan

Attributes: Blue, Officer

Effect: Academy +20

#059: Pang Tong

Attributes: Black, Strategist

Effect: Storehouse +20

#060: Guan Ping

Attributes: Purple, Officer

Effect: Workshop +20

#061: Yue Ying

Attributes: Yellow, Strategist

Effect: Market +18

#062: Yi Ji

Attributes: White, Strategist

Effect: Storehouse +18

#063: Wang Ping

Attributes: Green, Officer

Effect: Exchange +15

#064: Yan Yan

Attributes: Red, Officer

Effect: Academy +15

#065: Gao Ding

Attributes: Blue, Officer

Effect: Blacksmith +14

#066: Zhou Cang

Attributes: Yellow, Officer

Effect: Workshop +13

#067: Zhang Bao

Attributes: Purple, Officer

Effect: Market +13

#068: Chen Shi

Attributes: Black, Officer

Effect: Storehouse +10

#069: Ma Su

Attributes: Green, Strategist

Effect: Exchange +10

#070: Ma Dai

Attributes: White, Officer

Effect: Academy +8

#071: Fei Yi

Attributes: Red, Strategist

Effect: Storehouse +8

#072: Mi Zhu

Attributes: Blue, Strategist

Effect: Workshop +6

#073: Meng Da

Attributes: Black, Officer

Effect: Blacksmith +6

#074: Lei Tong

Attributes: Purple, Officer

Effect: Market +4

#075: Liu Qi

Attributes: Yellow, Strategist

Effect: Exchange +3

#076: Lu Bu

Attributes: White, Officer

Effect: Blacksmith +30

#077: Diao Chan

Attributes: Green, Strategist

Effect: Academy +28

#078: Dong Zhuo

Attributes: Red, Lord

Effect: Storehouse +25

#079: Yuan Shao  
Attributes: Blue, Lord  
Effect: Market +25

#080: Zhang Jiao  
Attributes: Yellow, Lord  
Effect: Workshop +25

#081: Yuan Shu  
Attributes: Purple, Lord  
Effect: Blacksmith +20

#082: Wang Yun  
Attributes: Black, Strategist  
Effect: Academy +18

#083: Liu Zhang  
Attributes: Green, Lord  
Effect: Storehouse +18

#084: Liu Biao  
Attributes: White, Lord  
Effect: Market +16

#085: He Jin  
Attributes: Red, Officer  
Effect: Blacksmith +16

#086: Hua Xiong  
Attributes: Blue, Officer  
Effect: Academy +15

#087: Gao Shun  
Attributes: Black, Officer  
Effect: Workshop +14

#088: Huang Zu  
Attributes: Purple, Officer  
Effect: Storehouse +14

#089: Gongsun Zan  
Attributes: Yellow, Officer  
Effect: Exchange +13

#090: Huangfu Song  
Attributes: White, Officer  
Effect: Storehouse +10

#091: Chunyu Qiong  
Attributes: Green, Officer  
Effect: Academy +10

#092: Su Fei  
Attributes: Red, Officer  
Effect: Workshop +10

#093: Zhang Ren  
Attributes: Blue, Strategist

Effect: Blacksmith +8

#094: Zhang Bao

Attributes: Yellow, Strategist

Effect: Market +8

#095: Zhang Liang

Attributes: Purple, Strategist

Effect: Storehouse +7

#096: Zhang Lu

Attributes: Black, Strategist

Effect: Academy +7

#097: Chen Gong

Attributes: Green, Strategist

Effect: Blacksmith +6

#098: Wen Chou

Attributes: White, Officer

Effect: Market +6

#099: Yan Liang

Attributes: Red, Officer

Effect: Workshop +5

#100: ?

Attributes:

Effect:

---

## IX. Questions & Answers

Q: Why a Dynasty Warriors: Strikeforce FAQ for Wei?

A: It hadn't been done yet, and I wanted to include a lot of specific information about the characters and battles available to one of the kingdoms. This seemed like the best way to do it.

Q: How do you think DW: Strikeforce compares to the earlier DW games?

A: As I said earlier, I approve of most of the changes Koei made. They make the game more customizable and keep it fresh without venturing too far outside of familiar territory.

Q: You say you're happy with "most of" the changes. Which ones don't you like?

A: The controls. They don't translate very well to the PSP and often feel stiff and unintuitive. The camera angle can make for some awkward fights, as well.

Q: Why didn't you include any information about the duels with Liu Bei and Sun Quan in your FAQ?

A: They aren't necessary to attain 100% quest completion, and neither Liu Bei nor Sun Quan belongs to the Kingdom of Wei. That kind of information belongs in a walkthrough for Wu or Shu, or a comprehensive FAQ for the entire game.

Q: Who's your favorite character from Wei?

A: Xu Huang has been my favorite since DW3. However, I'm a big fan of Cao Cao as well, and I used him to play through the game.

Q: Wei sucks! Cao Cao is evil incarnate, and Sima Yi's a backstabbing conniver who wasn't fit to breathe the same air as Zhuge Liang!

A: That's not a question, though it certainly is questionable. If you really believe those statements, I suggest you do a little more research using sources other than Romance of the Three Kingdoms and the Dynasty Warriors games.

Q: Are you saying Romance of the Three Kingdoms is a work of pure fiction?

A: No, but I am saying you shouldn't believe everything you read.

Q: Your FAQ sucks! I've crapped out better FAQs than this!

A: As soon as you find a way to upload excrement, you should post your wondrous creation for all to see.

Q: I posted my FAQ, and everyone I know thinks it's better than yours! Your FAQ really DOES suck!

A: Congratulations! I am in awe of your superior FAQ-writing skills! Now go away.

Q: This is the best FAQ I've ever read! You're a genius and a god among men, and I want to know more about you so that I can immortalize you!

A: Yeah, I get that a lot. My contact info's listed below.

Q: <insert some question that has nothing to do with the game or the FAQ here>

A: See the second sentence of my previous answer.

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#### X. Special Thanks

I would like to thank...

...Koei and Omega Force, for creating the Dynasty Warriors series.

...Kongming's Archives (<http://www.kongming.net>) and its contributors, for offering a wealth of information about the Three Kingdoms period.

...Mike Espera and Ryan Wang, for providing me with information about several different officer cards.

...IGN's Dynasty Warriors: Strikeforce trophy guide, for providing a list of the officer cards that helped me fill in most of the gaps.

...GameFAQs, for posting this FAQ.

...IGN, for posting this FAQ.

...Neoseeker, for posting this FAQ.

...Super Cheats, for posting this FAQ.

...you, for reading this FAQ.

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#### XI. Contacting Me

If you want to get in touch with me, send an e-mail to the following address:

mythrilwurm[at]gmail[dot]com

Be sure to replace [at] and [dot] with the appropriate symbols, and put the word "FAQ" in the subject line of your e-mail to ensure that it doesn't wind up in my spam folder. I check my e-mail every day, so you should receive a reply quickly in most cases. I happily accept praise, corrections, and constructive criticism, and will give you credit for any information you share with me that I decide to add to the FAQ. Rude, crass, or incomprehensible e-mails will be ignored or mercilessly ridiculed as my mood dictates, so keep your e-mails clear and polite if you want me to respond in kind.

I also use Skype and various IM clients occasionally. If you want my contact information, ask for it via e-mail.

Happy gaming!