

# Dynasty Warriors: Strikeforce FAQ/Walkthrough

by Leyviur

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Hammerin' Heroes FAQ & Walkthrough by Leyviur

v 1.00

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Send any questions, comments, corrections, or death threats to  
leyviur@gmail.com

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## I. INTRODUCTION

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Dynasty Warriors Strikeforce is the latest in the Dynasty Warriors line of video games. It's geared towards multiplayer, with a majority of the missions being way, way too hard for a single player game. However, with the help of some GameFAQs board posters, I was able to figure out some methods of getting through single player. It takes a lot of skill, a lot of grinding, and a HUGE amount of luck, but it can be done.

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## II. CONTROLS

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L - Lock on  
R - Dash  
Triangle - Smash Attack  
Square - Normal Attack  
X - Jump  
O - Switch Weapon

Select - Map controls  
Directional pad - Camera controls  
Directional pad + L - item management/usage  
O + Triangle - Fury mode, Musou when in Fury Mode

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III. STORY MODE [DWSto]  
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GENERAL STRATEGIES  
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-Grind a LOT. You'll want to grind to as high a level as possible for each chapter, because the enemies are incredibly tough and murderous, even for multiple people.

-Upgrade your stores ASAP. You're going to need a lot of high level equipment in order to get through this game solo.

-Poison is your best friend. When you equip an orb on your weapons, make sure it is a wood element orb, if your weapon isn't already a wood element. Wood element weapons can inflict poison, and poison's damage over time is a HUGE factor of success for much of this game's single player strategy.

-Control + Focus + Power Armor + Immortal. When Poison Bows and melees cannot get you through the day, go into fury mode, and start swinging away at everything. Keep a healthy collection of elixirs and such to ensure your fury mode stays as long as possible. I was able to maintain fury for up to seven to ten minutes at one point. With this combination, you can't be flinched, you can't be killed, and you'll have to take down your enemy as quickly as possible.

-USE YOUR BOW. The most annoying enemies in the game are bar none, the sorcerers. They can do lots of damage, and can fly. So they'll just fly around shooting fireballs at you. Normal melee weapons might as well be paper fans against them, but they are weak against one thing: bows. A few shots of your bow will kill even the hardest sorcerer.

-Each enemy type is weak against certain weapons. I'm currently experimenting, but what I know for sure is that sorcerers are weak against bows, animals against techs, static and heavy weapons against staffs, light infantry against swords, and heavy infantry against pikes. Spears are all around average against every enemy (except heavy infantry, apparently). My recommendation is to have a bow and a melee weapon, because sorcerers are too annoying to fight without a bow.

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3.1 CHAPTER 1 [DWS01]  
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You'll start at your base camp. This is where you accept quests and missions. You can also buy orbs, chi abilities, items, and weapons here as well as visit your storehouse for item management. For now, you don't really need to do any of these things. You have no missions either so you'll want to check the request board to the left of the gate on the northern side. Take the only request you have, you won't

need anything for this request.

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BANDIT TRAP  
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Enemy: Bandits  
Commander: Bandit Chief  
Reward: 100 G  
Victory: Defeat Commander  
Defeat: Die 3 times  
Bonus (50 G): Open gate within 3 minutes

You start at the southmost portion of the map. Run northwards into an area with continually respawning enemies. There are a few item boxes you can smash here, but don't waste too much time here. Use these enemies to get a feel for the controls and the battle system, but don't linger for more than a minute or so. When you're ready, head north into the next section.

Here, you'll fight a set number of bandits. They are all rather easy and it shouldn't take more than 30 or 40 seconds to kill all of them. Once you do, the gate to the next area opens. You should be able to do it within 3 minutes easily, fulfilling the bonus.

In the next area, you'll fight the Bandit Chief. He carries a giant mace, so he has a rather long range. Wait for him to finish his attacks then run in and hit him. You can use your smash attack to hit him into the air where he's rather helpless. You can also use your dash attack. You'll find in this game that the dash attack is immensely useful and highly invaluable to your game. It attacks fast, has a wide area of effect, and can dodge projectiles easily. He should go down without much trouble and you'll finish the request upon his defeat.

You'll still not have any missions after this, so go to the request board again to take on the next request. Before you take on the next request, buy a few meat buns.

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OFFICER PURSUIT  
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Enemy: Lu Bu  
Commander: None  
Reward: 200 G  
Victory: Defeat all Officers  
Defeat: Die 3 times  
Bonus (100 G): Defeat Butterfly

There are four parts to this map, north, south, east, west, and center. You start at the west part. Go east to the central part. To the south is Wen Chou, who is a heavy mace user. He's not much different from the bandit chief from the previous request, but things are complicated here due to archers, cannons on the walls, and sorcerer enemies firing stuff at you all the time. The sorcerers have too much HP to be worth fighting, so don't bother. You can use the dash strike continually to keep dodging their projectile attacks. The problem is that while fighting the commanders it's kind of hard to do. Salvage any meat buns you can on the battlefield.

To the east of the central area is Hou Cheng. You'll have to destroy the gate to his fortification first, but it's easy. He is an axe user; while not as fast as a sword user, he is much faster than the last two bosses you've faced. Here there are a large amount of projectiles and enemy grunts making life hard for you, so keep dash attacking and try to use air attacks. When he's gone, keep going east to the eastmost section of the stage to find the "Butterfly" enemy. It's kind of hard to reach, so you might take a while to defeat it, but all it has going for it is its small hitbox, so just keep at it.

At south is Wei Xu. He's another mace user and should be easy game for you - if there weren't more grunts. You have sorcerers and some strong grunt enemies to deal with. They have padded HP and the sorcers can really dish out the pain. Go into fury mode (you should have a full bar by now) and unleash your Musou attack when you are able. This should give you a fair advantage. You should be able to clean up the rest of the boss' HP afterwards.

Now you can select your first mission. Make sure you are prepared. Load yourself up with healing and fury items. You should also have enough raw materials and money to make a new weapon for yourself. Upgrade your weapon if possible, and move out.

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YELLOW TURBAN MENACE  
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Enemy: Yellow Turbans  
Commander: Zhang Liang  
Reward: 100 G  
Victory: Defeat Zhang Liang  
Defeat: Die 3 times  
Bonus (50 G): Defeat 50 enemies

Go north and you'll be in an area with a sealed gate and lots of enemies, as well as fire. The fire will damage you, so watch out for it and the enemies consist of spear users and archers. They aren't that tough but be wary not to walk into the fire. When you've killed enough Cheng Yuanzhi will show up. He's a mace user so he's nothing you have not dealt with before. Be careful as the spear enemies will rush at you while you're fighting him. Once he's gone all the fires will be put out and the gate unlocked. Move north.

You'll now be in another area with locked gates and enemy grunts. Fortunately there are no fires to dodge here so you can concentrate on defeating the enemies. Once you've killed enough of them, Zhang Man Cheng will appear and fight you. he's a sword user and he's fast. He can jump quite a distance as well. Use your fury mode if you have it and barrage him with your Musou attack to down him easily. The gate will unlock and you can go north.

You'll have to contend with Cheng Yuanzhi again here, but he's nothing really special anymore. He hasn't changed at all from his previous fight so you can defeat him easily. When he is defeated you'll fight Zhang Liang. He is quite difficult, appropriately. He has tons of HP and you'll have to dodge projectile attacks from catapults as well as enemy grunts. He wields a staff and can throw fireballs at you. Start attacking him immediately with your smash attacks, using the dash attack to your advantage. Never let him get too much distance from you otherwise he'll start chucking fireballs. When he's down to about

1/4 of his life he'll activate his fury mode. Respond in kind and continue your attack. Use your Musou attack to finish him off.

You should have easily met the 50 enemy requirement for this stage. Afterwards you'll have no more missions but more requests at the board. You should also have enough material to upgrade some of your stores, and to purchase some upgrades. Get whatever you think you need.

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LOST BELONGINGS  
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Enemy: Yellow Turbans  
Commander: None  
Reward: 200 G  
Victory: Reach Destination  
Defeat: Die 3 times  
Bonus (100 G): Defeat 50 enemies

Here, you'll have to find chests with belongings that were stolen. These chests present as item boxes and are marked with a "!" on the minimap. There is one in the center, two to the west, one to the east, and one to the north, followed by the goal further north.

In the west area you'll have to fight a sword user, Yang Zhang. While it isn't necessary to defeat him you can get a nice obnus by defeating him. He's fast and uses dash attacks without mercy, plus you have to dodge projectile attacks from the wall and other enemies, so if you can not handle it, just grab the chests and leave.

There's a good chance you haven't gotten the fifty enemy bonus even after getting all five chests. Go to the central area and kill some enemies. Here you won't have to worry about sorcerers, just infantry and archers. Now go to the north to the goal.

You'll be able to select another mission from the mission list now.

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YELLOW TURBAN FORTRESS  
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Enemy: Yellow Turbans  
Commander: Zhang Bao  
Reward: 200 G  
Victory: Defeat Zhang Bao  
Defeat: Die 3 times  
Bonus (100 G): Completely destroy the armed base

GO north from your starting position. In the next area, you'll have to navigate the stage by crossing pits with floating platforms. Ignore the enemies and keep jumping over the platforms, as they'll just distract you. You should reach the other side with little trouble.

At the next section you'll fight Pei Yuan Shao. He's a sword user and thus pretty fast, but you can make short work of him easily. Head north into the next section and you'll have to kill off all the enemies here in order to proceed. It's annoying thanks to most of them being sorcerers. Just take your time by using dash attacks and air attacks and you'll win.

In the final section you'll be trapped in the southern part of the area and have to defeat a bunch of sorcerers. After they're gone, Ma Yuanyi will appear and fight you. He's an ace user, so he has medium speed. Block his attacks and wait for him to finish, then run in and strike while he is still recovering. When he's gone you'll no longer be trapped so you can run north and fight Zhang Bao.

To achieve the bonus in this stage, you'll have to destroy the wall cannons that shoot fire at you. There are around six in the room and while you're running around attacking them the enemies won't bother you, so just get that out of the way first. Now, heal up, and run to fight Zhang Bao. Pei Yuan Shao will join in this battle, but he's a minor annoyance compared to Zhang Bao, who is a beast. He'll fly around, throw fireballs at you, and be a general bastard. You'll want to activate fury mode and slap him around a bit before unleashing your musou attack. Then you want to recharge your fury bar by using items and doing it again. This should take out a considerable amount of his HP. The rest is up to blind luck because he flies all over the place and the camera can't really keep up. Just jump at him, attack, and hope you get lucky enough to hit him so you can chain into a combo. Make liberal use of your dash attack.

Now you'll have more requests to deal with.

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SURPRISE ATTACK  
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Enemy: Yellow Turbans  
Commander: Bo Zhang  
Reward: 200 G  
Victory: Defeat Bo Zhang  
Defeat: Die 3 times  
Bonus (100 G): Defeat Ma Yuanyi

Go north to the next area. When you enter, immediately go to the west and jump on the ledge. Now circle around to the north while avoiding enemies as well as bamboo traps. You only have ten minutes so you can't waste your time fighting anything other than what you have to.

In the next area, you can try getting to the cliffs on the west by double jumping and using continual air attacks. Go west to fight Ma Yuanyi, who's a total pushover by this point. Otherwise, keep going north. In the next area, ignore all the enemies and go east. You'll have to defeat a grey cart here. Use your ranged weapon since melee will just get your ass kicked. Continue through the gate and you'll have to fight another blade cart to get through. The next area is the same. Keep going to the last area.

By this time you're probably running out of time. Run forward to where Bo Zhang is and activate Fury mode. Barrage him, then Musou attack. Now use your items to refill your fury gauge and do it again. Keep attacking him, and only him in order to finish him off within the time limit.

Get an Argor Orb so you have a wood element on your bow before this next mission.

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YELLOW TURBAN REBELLION  
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Enemy: Yellow Turbans  
Commander: Zhang Jiao  
Reward: 200 G  
Victory: Defeat Zhang Jiao  
Defeat: Die 3 times  
Bonus (200 G): Completely destroy the Yellow Thunder  
                  Defeat Zhang Liang and Zhang Bao

Go to the next area. Ignore all the enemies here and go north; this next battle is BRUTAL and you'll want to conserve as much HP as possible. You'll eventually have to fight Cheng Yuanzhi. By this point he is a joke. Defeat him like you did before, and try to take as little damage as possible; it's possible to get through without being hurt, but it'll take a little luck. His attacks are easy to dodge, so don't hesitate to fall back if you think he's about to attack. The gate unlocks once he is down, so go through.

Now you will have to fight Zhang Jiao, Zhang Bao, and ZhangLiang. They are MURDEROUSLY difficult. I wonder what the hell the deveopers were thinking. Anyway, keep away from them and keep shooting Zhang Jiao with your bow to poison him. A few shots will kill him but he will defend some shots and dodge others. SO just keep locking on and shooting at him while running away from them. When he dies once, he'll come back in fury mode. it is DOUBLY IMPORTANT you keep away from them because they are fast, angry, and strong. Keep shooting at him and if you take damage, heal yourself. Once Zhang Jiao is down you'll win.

Don't even try to achieve the bonus unless you are in a multiplayer fight. These guys mean business.

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3.2 CHAPTER 2 [DWS02]  
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LIBERATION  
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Enemy: Dong Zhuo  
Commander: Niu Fu  
Reward: 300 G  
Victory: Defeat Niu Fu  
Defeat: Die 3 times  
Bonus (150 G): Defeat all bandits

Go north. Defeat all the enemies here in order to open the gate. They should pose no real threat as you are now. Now go north into the next area, and then head east. Kill all the enemies here (even the bandit chief is absurdly easy after Zhang Jiao and co.) to achieve the bonus. Now go the the west back to the previous area and go north. There will be a sealed gate. Go directly to the sealed gate and kill the guard directly in front of it in order to open the gate.

In the next area you will fight Niu Fu. He uses a spear, which is quick and has a long reach. Poison him to make things go faster, and fire arrows from long range. If he is in a recovery phase, rush in and smack him around with your melee attacks to finish him off.

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TURBANS' REMNANTS  
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Enemy: Yellow Turbans  
Commander: None  
Reward: 300 G  
Victory: Capture all bases  
Defeat: Die 3 times  
Bonus (150 G): Defeat Butterfly

You have to capture all the bases by defeating the sorcerer enemies in each base. There are four, northwest, northeast, southwest, southeast. However, you have to remove all Yellow Turban presence in each base, otherwise it will be recaptured as soon as you leave the area. What this means is that you have to defeat ALL the enemies in each base, including the ballistas. Fortunately, there are no boss enemies, so it's actually rather easy. If you have poison weapons it's even easier. Also, you don't have to clear out the Turbans from the last base, only the sorcerer enemy.

The butterfly for the bonus is in the northwest base, on the west cliff and you can find "Legend of Zhang Jiao" in a red crate here.

-----  
TO THE RESCUE  
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Enemy: Dong Zhuo  
Commander: Hu Zhen  
Reward: 400 G  
Victory: Defeat Dong Zhuo's forces  
Defeat: Die 3 times  
Bonus (150 G): Defeat 10 enemies unharmed

This request has you fighting three waves of enemies in one area. GO north and you'll fight wave 1, which is just a bunch of normal soldiers. Note that this is the best opportunity to get the bonus as these enemies are rather easy. The second wave is a bunch of spinning blades. Trying to melee these things is suicide, so hang back and take out your bow, then shoot them to death. Finally you'll fight some sorcerers, heavy infantry, and Hu Zhen and Fan Chou. These two are rather easy, especially if you poison them. When they're gone, use your bow to take out the sorcerers, and melee for the soldiers.

-----  
AMBUSH  
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Enemy: Dong Zhuo  
Commander: Xu Rong  
Reward: 400 G  
Victory: Defeat Xu Rong  
Defeat: Die 3 times  
Bonus (100 G): Foil ambush on first attempt

Go into the center area and kill the messenger and he'll spout some weird cryptic nonsense. What you want to do is locate the box in the area depending on what he says:



"Where the sun sets" - West Area Box

"Where the sun rises" - East Area Box

"A land far away" - North Area box

"Former land" - Center area

When you break the box, Xu Rong will come out. He's quite easy despite being a boss, so you can take him out with little trouble. If you found him on the first try, you'll win the bonus.

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BATTLE OF SI SHUI GATE  
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Enemy: Dong Zhuo  
Commander: Hua Xiong  
Reward: 300 G  
Victory: Breach Si Shui Gate  
Defeat: Die 3 times  
Bonus (150 G): Defeat Hua Xiong in 7 minutes  
                  Foil Li Ru's strategy

Go north to the next area, where you fight Li Jue to open the gate. He's deceptively fast for being an axe user but otherwise he's not too difficult. Now go north into the next area, and either east or west. Keep going in that direction to battle Guo Si and Li Jue. This time it's much harder, as you have a lot of soldiers fighting you as well as a blade cart trying to ginzu knife you. Destroy the cart first, then equip your bow and shoot Guo Si from afar. Now, equip your melee weapon and take out the soldiers and Li Jue.

Now you'll need to fight Li Ru and Hua Xiong at the same time. Li Ru will release poison into the gates so be careful. If you can manage not to be poisoned, you'll get the bonus. Use your bow to take out Li Ru first, as he is the more dangerous of the two. Then close in and use melee against Hua Xiong. With poison you should be able to get through easily within 7 minutes.

-----  
BATTLE OF HU LAO GATE  
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Enemy: Dong Zhuo  
Commander: Lu Bu  
Reward: 500 G  
Victory: Breach Hu Lao Gate  
Defeat: Die 3 times  
Bonus (250 G): Defeat Lu Bu

Keep going north. In the second section, jump over all the enemies and go into the third section. You'll have to defeat some enemies here so you can fight a boss. Destroy the blade cart first, as it'll be a nuisance if you leave it there. The boss isn't too difficult, poison him for an easy win.

In the next area, you'll have to fight Zhang Liao first. Poison him and shoot at him with your bow. He's too dangerous in close quarters

combat, as he uses two blades and is extremely quick. It may take a while but it's the safest way to defeat him. Next is Diao Chan (what the hell is she doing fighting anyway? This game is absurdly inaccurate and weird). She'll go down easily with some poison and melee attacks, and is far less dangerous than Zhang Liao.

Now you have to fight Lu Bu and Bi Xie. This battle is extremely hard, though easier than the final battle in chapter 1 for one reason, Bi Xie is a very easy target to hit. What you want to do is retreat to the far right or far left side and target Bi Xie with your bow. Keep shooting it. There will be tigers, so keep jumping and moving to avoid their attacks. This method is very slow, but it has the least chance of you dying, as Bi Xie's attack cannot reach you at either end of the battlefield and Lu Bu will not come down unless you're really near. If you're feeling bold though, you can try to get Lu Bu to come down, and then poison him. It'll siphon away some of his HP and you can repeat this process two or three times to finish him off, getting the bonus.

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BATTLE OF LUO YANG  
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Enemy: Dong Zhuo  
Commander: Dong Zhuo  
Reward: 500 G  
Victory: Defeat Dong Zhuo  
Defeat: Die 3 times  
Bonus (250 G): Victory within 5 minutes  
                  Defeat all Strategists

Here, you can go directly after Dong Zhuo or run around the whole map taking out the strategists. Know that you can thus only get one of the bonuses this way. I recommend you not bother with the strategist bonus and just focus on Dong Zhuo. He's incredibly powerful and uses a mace. Hang back and use your bow to poison him and play keep away with him as his HP dwindles. Eventually he'll activate his fury mode. At this point you'll want to stay far away and pelt him with arrows. He'll go down eventually and you'll barely have a scratch.

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BATTLE OF MEI CASTLE  
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Enemy: Dong Zhuo  
Commander: Dong Zhuo  
Reward: 600 G  
Victory: Defeat Dong Zhuo  
Defeat: Die 3 times  
Bonus (250 G): Defeat Tian Lu

Go north and you'll fight Guo Si and Li Ru. Use the previous strategy of bows against Li Ru and melee against Guo Si and you should win easily. Continue north through the now unlocked gates and you'll fight Hua Xiong and Li Jue. There's a Blade Cart and some troublesome enemies here, too, so destroy the blade cart first and then focus on the bosses. Hua Xiong uses a mace so he's rather easy to defeat. Li Ru is quick as always, so use your bow against him.

Go north and you'll have to fight Dong Zhuo, Lu Bu, and Tian Lu.

Run along the outer extremes of the room to avoid being hit by Tian Lu and keep dodging attacks from Lu Bu and Dong Zhuo. Eventually Lu Bu will exit the fight, leaving only Dong Zhuo. Now, take out your bow and fire shots at Dong Zhuo until he is poisoned. Now keep dodging his attacks and when he's no longer poisoned, fire more arrows at him. When his HP goes down to 1, you can easily defeat him.

Don't bother with the bonus here, as Tian Lu has a truckload of HP and getting near it is a death sentence.

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3.3 CHAPTER 3 [DWS03]  
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BREAKING THROUGH  
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Enemy: Lu Bu  
Commander: Diao Chan  
Reward: 400 G  
Victory: Defeat Dian Chan  
Defeat: Die 3 times  
Bonus (200 G): Destroy Blade Cart

Look at the mini map and you'll see two areas below the northernmost area with boss characters. You'll want to get keys by defeating both of these characters, so go to either side. The first one has Wang Jie, who is a sorceror. As always against these enemies, take out your bow and start shooting at him. He'll go down with little trouble, just make sure not to let him hit you too much. Now go to the next boss. The area north of where you fought Wang Jie has a Blade Cart to the east. Destroy it to earn the bonus. Now go north and then east to face another boss. This one is also a sorcerer, so again, take out your bow and shoot at him to down him quickly. Now that you have both keys, go to the previous area to unlock the gate and go through.

Diao Chan uses a whip, which is an incredibly fast mid range weapon. try to poison her with your bow, and then run in with your melee weapon to damage her further. She has a few soldier grunts trying to attack you, but they aren't too big a threat. The poison should cause her HP to dwindle to nothing and you should be able to finish her off without too much trouble.

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ON THE HUNT  
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Enemy: Lu Bu  
Commander: None  
Reward: 500 G  
Victory: Defeat Juggernaut  
Defeat: Die 3 times  
Bonus (250 G): Defeat tigers

You'll have to fight lots of tigers in this one, which is okay since they are not too tough. In the first section, clear out all the tigers and the tamers that accompany them. Don't worry if they hang around after you reduce their HP to 0, they'll just run off. In the second section you have to defeat all the tigers to open the gate. They're not

too hard, just smack them around a bit and they'll retreat. Finally, in section three there will be tigers and a juggernaut tank. Let the tigers come to you first, and defeat them. After they're gone, go after the Juggernaut tank, which'll only attack if you near it. it'll spit fire and attack from the front so maneuver behind it and strike it a few times, then retreat and repeat the process. This isn't too hard.

If you defeated all the tigers you get a nice bonus.

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RATION DEFENSE  
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Enemy: Lu Bu  
Commander: None  
Reward: 500 G  
Victory: Defeat all Officers  
Defeat: Die 3 times  
Bonus (250 G): Prevent Officers Uniting

You'll have to fight three boss officers here. The first is Wei Xu in the western area. He's a mace user so you should be able to down him without too much trouble. Poison him to make him die faster so he doesn't reach the central area. Next is Song Xian to the north, who uses an axe. Again, not too hard. Just poison him as well, and keep attacking. He'll use fury once he reaches a certain HP percentage, but outside of that there's nothing that can threaten you. Lastly is Zang Ba. He is also a mace user. When you get to him, activate your Fury Mode and keep attacking him. He'll activate fury mode as well right when he meets you, but poison him and he'll go down before he can do too much damage to you.

If you defeated each officer before the others appeared, then you'll get the bonus.

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SWIFT TACTICS  
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Enemy: Lu Bu  
Commander: Gao Shun  
Reward: 500 G  
Victory: Defeat Gao Shun  
Defeat: Die 3 times  
Bonus (250 G): Reach gates unharmed

You'll have to make your way through three sections of arenas where you must defeat every enemy in order to unlock the gate. The first wave is not too hard, the second wave is the same, save for some spinning blade enemies you'll want to take out from afar, and the third is slightly more difficult. Gao Shun himself uses a bow, so you'll have to run in and melee him. Try to poison him to make his HP drain, and keep chasing him around and attacking him until he goes down, since you'll lose in a far range battle.

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PURSUIT OF LU BU  
-----

Enemy: Lu Bu

Commander: Lu Bu  
Reward: 400 G  
Victory: Defeat Lu Bu  
Defeat: Die 3 times  
Bonus (200 G): Defeat Diao Chan

First, go north, then east. You'll have to fight two people to open up a gate again. Chen Gong is up first. He's a sorcerer, so use a bow on him (with poison) to take him down quickly. Go east and you'll fight Gao Shun. Poison him and fight off the other soldiers. When his HP is near 0, give him the finishing blow. This will prompt Chen Gong to show up and both of them will engage fury mode. Now things get a little difficult - they are both incredibly powerful in fury mode, so you'll want to activate fury mode yourself. Take out your bow and kill Chen Gong first, as he's the more dangerous of the two. Then like before, melee Gao Shun until he's poisoned, wait for the poison to siphon off enough HP, then finish him off.

Now go to the northernmost area. Here you'll contend with a Juggernaut, Diao Chan, and Lu Bu. By themselves they're too difficult (with the notable exception of Lu Bu - he was known as the strongest fighter in the land who could fight Liu Bei, Zhang Fei, and Guan Yu to a standstill in the history books, appropriately), but together they are a force to be reckoned with. Lure Diao Chan and Lu Bu out so you won't have to deal with the Juggernaut. Use a bow to poison Diao Chan and keep running from them. Eventually she'll go into fury mode. Poison her again, and when she has a few HP left, melee her to death. Now Lu Bu will go into Fury mode. Poison him, and like before, keep running, for he is a juggling beast. If you get hit by him, it will hurt. Now, keep playing keep away with him, poisoning him if he ever recovers. Once he is near death, give him the finishing blow.

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BATTLE OF CHEN LIU  
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Enemy: Lu Bu  
Commander: None  
Reward: 500 G  
Victory: Defeat Zhang Liao  
Defeat: Die 3 times  
Bonus (250 G): Defeat Zhang Miao

Go south and you'll fight Hou Cheng. There are way too many enemies here for you to fight by yourself, so poison him and run around the room until you can finish him off. Now continue south. In the next room, you have to hit the control rod and run to the doors before they close. In the next area you have to fight Song Xian. Poison him and keep avoiding the enemies, especially the Thunderstrikes, because they are annoying as hell. Once he's near death, finish him off. In the next area you fight Zhang Miao. He's annoying to deal with since he's rather strong and there are lots of other enemies here. Use a bow to poison him and keep dodging everything else's attacks. When he's down to no HP, kill him off and go to the next area.

Now you'll face Zhang Miao, Zhang Liao, and Juggernaut. Lure the two officers away from the Juggernaut and poison them. Zhang Liao will go into fury mode when at a certain HP percentage, so be aware. Zhang Miao is the same as last time. This time, use your own fury mode to contend with them. Poisoning them along with your fury mode will enable

you to take them down much more easily.

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BATTLE OF XIA PI  
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Enemy: Lu Bu  
Commander: Lu Bu  
Reward: 700 G  
Victory: Defeat Lu Bu  
Defeat: Die 3 times  
Bonus (350 G): Defeat all officers

You'll have to make your way through lots of bosses and enemies here so make sure you are prepared. The first area has two bosses. They're both Pike users so they should pose little threat if you just poison them and let their HP drain. The next section requires you to kill as many enemies as you can. After a while another officer will appear. This one is a sorcerer and will use fury mode, so use your bow to kill him. At the next section, ignore all the enemies and head north. Be sure to avoid the swamp water or risk getting poisoned yourself.

The final area has Lu Bu himself. It's a collection of islands, basically, so hit him with poison using a bow and run around. If he recovers, poison him again. Keep running from rooftop to rooftop while he tries to come after you. Eventually after a bit of cat and mouse, he'll go down. Then he'll come back in Fury Mode. It is doubly important that you don't let him get near you now. Poison him with a bow again and keep running from him as his HP dwindles. Don't try to melee him unless you have confidence you'll land a hit; you don't want to get caught being guarded, then open to attack. With enough time, Lu Bu will go down, and you'll also get the bonus.

-----  
BATTLE OF BAI MEN TOWER  
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Enemy: Lu Bu  
Commander: Lu Bu  
Reward: 800 G  
Victory: Defeat Lu Bu  
Defeat: Die 3 times  
Bonus (250 G): Defeat Diao Chan

Move north and avoid any enemies in the way. You'll have to fight Diao Chan and Lu Bu now, and they're actually not as difficult as before. For one thing, they stay in the air on their bird of prey mounts for a majority of the fight, only coming down every so often to try and smack you around. So what you want to do is - yes, equip your bow, and start firing at them. If you are able to poison them, they will fly harmlessly overhead as their HP drains. If they come down to try to hit you, just run away from them and keep shooting at them when they recover from poison. It might take a while, but it's a rather safe method of defeating them.

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CAPTIVITY  
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Enemy: Yuan Shu  
Commander: Yuan Shu  
Reward: 600 G  
Victory: Defeat Yuan Shu  
Defeat: Die 3 times  
Bonus (250 G): Escape Castle in 10 minutes

You'll have to go through three areas of enemies before you fight the boss. The first two areas are home to sorcerers, spear users, arbalest tanks, and (in the second area) bombardiers who'll throw fire at you. These areas aren't too difficult. However in the third area the tanks are replaced by spinning blades, which are much more dangerous. Use long range attacks to defeat them.

By the fourth area, if you've spent less than 10 minutes on the level you'll get the bonus. You'll now fight Yuan Shu. He uses a sword, so use a bow on him to poison him. In fact, you'll want the bow for every enemy here, the Arbalest tank notwithstanding. As you run from Yuan Shu's attacks, just keep shooting the other enemies with your bow to make them stop bothering you, stopping periodically to poison Yuan Shu again. Since his weapon has an incredibly short range, you should be able to defeat him easily.

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AGE OF CHAOS  
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Enemy: Allies  
Commander: None  
Reward: 600 G  
Victory: Defeat all officers  
Defeat: Die 3 times  
Bonus (250 G): Defeat Butterfly

This requests is difficult at the end for throwing the sheer number of enemies it has at you. In section 1 you fight Lei Bo, who's a pushover as he uses a mace and you should be able to take him down easily, but when you get to the second section, he comes back to harass you along with the new boss, and this goes on for four sections. In the second section, Liu Xun is the boss. He uses a sword and is quick, so you'll want to poison him and Lei Bo, wait for their HP to dwindle, then finish them off. In the third section, Ji Ling is the boss. He uses a pike and is joined by the previous two bosses. Liu Xun is still the primary threat here, so take him out first and Ji Ling second. Again, poison is your friend. In the fourth section all three previous bosses are joined by Huang Zhu, who uses a bow. Shoot each of them with your bow to poison them and keep running around the area to avoid their attacks. Pick each of them off separately, and heal if you're damaged too much. When you're down to two, activate fury mode and finish them off. In terms of strength, they aren't that strong. But they have sheer numbers on their side, so it's best to rely on the poison to siphon off their HP.

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MILITARY FUNDS  
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Enemy: Yuan Shu  
Commander: None  
Reward: 700 G  
Victory: Reach Destination  
Defeat: Die 3 times  
Bonus (250 G): Defeat 100 enemies

Look at your mini map and you'll see five ! points interspersed through the map. The object of this section is to locate the crates at the ! points and smash them open, then go to the goal. This isn't difficult in the least, you could probably finish within 5 minutes by ignoring all the enemies (and you should, the bonus isn't worth that much). Just be careful of the westernmost area, it has swampland that'll poison you if you step in.

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TWO FRONT DEFENSE  
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Enemy: Black Bandits  
Commander: Zhang Yan  
Reward: 700 G  
Victory: Defeat Zhang Yan  
Defeat: Die 3 times  
Bonus (350 G): Destroy all machine cannons

Here, you'll need to defeat Zhan Yan 3 times. Go to where the boss marker is on the map, and battle him (use the poison bow strategy again to defeat him). He'll appear on the westernmost area. Now make your way ove there, and you can stop in the area before it to destroy 3 machine cannons, giving you the bonus. Now go to the westernmost area and defeat Zhang Yan again, and he'll reappear where he was at the start of the map. Go back there and finish him off to end the request.

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A DOU RESCUE  
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Enemy: Wei  
Commander: None  
Reward: 700 G  
Victory: Reach Destination  
Defeat: Die 3 times  
Bonus (250 G): Rescue A Dou unharmed

You'll see a goal marker on the map. Head to this area while ignoring all the enemies. Hang around there for a while and it'll disappear, and a boss icon will appear three sections away. Head there to fight Xiahou En. He uses a Pike, so shoot him with your bow to poison him, and hit him with your melee when he's almost dead to finish him off. Now go to the first area of the map to open the gate and then south to the goal in order to finish the level.

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THREE VISITS  
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Enemy: Shu



Commander: Zhuge Liang  
Reward: 800 G  
Victory: Defeat Zhuge Liang  
Defeat: Die 3 times  
Bonus (250 G): Defeat Butterfly

Go to the northernmost area and you'll have to go back to area 1 to fight Zhuge Jun. He uses a sword, and is fast, so poison him and keep blocking or dodging his attacks while landing your own melee hits in order to defeat him. Now go to the northernmost area again and Zhuge Liang will disappear, again. Go back to area 1 and now you fight Xu Shu, who uses a bow. Here, you'll want to run in and melee him, and if you've been listening to me both your weapons have wood elements on them, so you'll poison him as well. Poison combined with your melee attacks will bring him to his knees.

Now go to the northernmost part and finally you will fight Zhuge Liang. He's a powerful sorcerer enemy who starts in fury mode. As with all sorcerers before him, equip your bow and start shooting at him. If you hit him enough times you'll kill him outright, but more likely you'll "only" poison him. Play keep away with him as his HP drains, and re-afflict him with poison if it runs out. Then shoot him again when he is near death to defeat him and end the quest.

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BATTLE OF BO WAN PO  
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Enemy: Wei  
Commander: Xiahou Dun  
Reward: 800 G  
Victory: Defeat Xiahou Dun  
Defeat: Die 3 times  
Bonus (400 G): Fire strategy succeeds  
                  Victory within 5 minutes

Keep going to the first section where you fight Dian Wei. Despite using a mace, he's actually quite fast, so you'll want to rely on your bow and arrow to poison him and get his HP down so you can defeat him more easily. Now go to the easternmost area to fight Xu Shu. He uses a bow, which is not threatening at all by itself, but because there are tanks aiding him you'll want to poison him then keep dashing and jumping around the battlefield while his HP drains. When he is defeated, go to the northern area. Here you will fight Yu Jin who uses a spear. Again, like Xu Shu, there are tanks helping him so you'll need to poison him, preferably with a bow, then run around to avoid the projectile attacks coming at you from every direction. When he goes down, go north.

Now you will fight Xiahou Dun. There are fewer enemies fighting with him, and if you offed all the other officers the battlefield will be set on fire, fulfilling the first bonus. Know that it's near impossible to achieve the second bonus if you did the first one unless your level is absurdly high. Anyway, Xiahou Dun uses a spear, but he's fast and can use Fury mode. So, as always, poison him and keep running from his attacks. Doubly so when he starts using FURY mode and gets all pissy.

-----  
BATTLE OF XIN YE  
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Enemy: Wei  
Commander: Cao Ren  
Reward: 900 G  
Victory: Defeat Cao Ren  
Defeat: Die 3 times  
Bonus (450 G): Cao Ren appears within 3 minutes

You have to go around killing all the officers. First is Yue Jin, who uses a spear. He'll have lots of guards and arbalest tanks at his disposal, so shoot him from afar with your bow to poison him and keep dodging all the stuff being thrown at you. At the easternmost area is Han Hao, who's a bow user and is accompanied by two catapult tanks and a bunch of soldiers. Hopefully you have fury mode available right now, if you do, activate it, rush in, and defeat Han hao as soon as possible because the enemies here can do massive damage to you if you let them. If you don't have fury mode, you'll have to fall back on the poison bow strategy once again. You'll fight Jia Kui next, who is another bow user. Melee him to death as soon as you can. Run to the northernmost part of the map for the fight with Cao Ren. Know that if you take too long to defeat any of the officers, they will retreat and you'll have to fight them alongside Cao Ren.

Cao Ren is incredibly strong, and starts the fight in Fury mode, so respond in kind and attack Cao Ren with your bow to poison him, keep running away, turning, and shooting. Since all you need to do is defeat Cao Ren, just concentrate all your fire on him, and once he goes down you'll win the fight.

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BATTLE OF CHANG BAN  
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Enemy: Wei  
Commander: Cao Cao  
Reward: 1000 G  
Victory: Defeat Cao Cao  
Defeat: Die 3 times  
Bonus (400 G): Save at least 1 villager  
                  Save all villagers

The first officer you come across is Zhang He, who uses claws to attack you. Use your bow and arrow to poison the officer, and play keep away until he's down. Now go through the unlocked gate. Keep going and you'll fight Xiahou Dun, who is pretty strong. He uses a mace type weapon but is incredibly fast and a juggling demon. Use your bow against him, but be wary of the spinning blades; you might want to destroy those before fighting him.

At the northernmost area you will battle Cao Cao. He's incredibly strong with high HP and wields a sword. At 80% he goes into Fury mode and has absurdly powerful area attacks. While it may be tempting to take your melee weapon and duel him to the death, it'll likely end in a horrible, horrible death for you, so fall back on the bow and arrow you've been using up until now. When Cao Cao uses Fury mode, go into Fury mode yourself so you can keep up with him. Just don't get too near to him otherwise his attacks will punish you harshly.

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BATTLE OF CHI BI  
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Enemy: Wei  
Commander: Cao Cao  
Reward: 1200 G  
Victory: Defeat Cao Cao  
Defeat: Die 3 times  
Bonus (600 G): Invoke SE wind  
                  Destroy all Wei barges

Go to the westernmost area and you'll have to fight an officer who wields a mace. He's not too much trouble, but in order to get the bonus you'll need to destroy the prayer towers here. There are 7 in all, 6 in plain sight and 1 in the very center, high above the battlefield. Once you've gotten these operational, go to the top of the map.

Cao Cao will be accompanied by three officers, two of which are Sima Yi and Cao Pi, two of the strongest fighters in the game. You'll want to really rely on poisoning all the officers and running from them. Be careful if you invoked the southern wind because the ships will all catch on fire eventually and you'll have to dodge the fire. Cao Cao will come back once again after being defeated in permanent fury mode and it is again very important that you do not let him near you, otherwise he WILL kill you. Poison him again with your bow and keep running away. Eventually they'll go down and you'll win the battle.

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ASSAULT ON CHENG DU  
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Enemy: Liu Zhang  
Commander: Liu Zhang  
Reward: 1200 G  
Victory: Capture Cheng Du  
Defeat: Die 3 times  
Bonus (600 G): Defeat 100 enemies

Go to the center area of the map as quickly as possible, ignoring all the enemies. You'll fight Yan Yan here, along with some strategists, soldiers, and spinning blades. Again, poison bows rule the day, as everything will maul you if you try to melee Yan Yan. After defeating him, go through the gate to the north.

You'll have to fight three separate officers here. The problem is not the officers themselves, rather the sheer amount of enemies and the platforming you have to do to get to them. The camera is problematic and you might land in the water a lot, causing lots of frustration. In any case, all three use spears, and you can easily dispatch them using the poison bow trick. Now at the end you'll have to fight ALL THREE OF THEM in fury mode and with a tank and other enemies backing them up. All I can say is, this battle is HELL. You're constantly under attack and I think I died more than 10 times just on this fight. You will want to go into fury mode yourself and hopefully you have some useful abilities to help you along, because you'll need them. Upkeep fury mode with Elixir+ items, and keep using poison on the bosses and whacking away at them. With enough luck, you'll win.

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BANDIT HIDEOUT  
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Enemy: Bandits  
Commander: Bandit Chief  
Reward: 800 G  
Victory: Defeat Bandit Chief  
Defeat: Die 3 times  
Bonus (600 G): Open Gate within 5 minutes

This is much like the first request of the game, except here, you have to fight enemies in the eastern three areas until a random one drops the key you need in each area. Once you have three keys, go to the first area to open the gate. GO north to fight the bandit boss, who's pretty much a pushover if you go into Fury mode and barrage him with your bow.

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STEEL AND FIRE  
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Enemy: Zhang Lu  
Commander: None  
Reward: 800 G  
Victory: Defeat Catapult Cart  
Defeat: Die 3 times  
Bonus (600 G): Destroy Blade Cart unharmed

This is another easy stage. Run to the second to last area, and defeat all the enemies there (use a bow for the sorcerers and melee for the carts). Now, go north and activate fury. Immediately go to the northeast portion of the map and keep smashing the Catapult Cart and it'll go down in no time flat.

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PATH OF DESTINY  
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Enemy: Allies  
Commander: None  
Reward: 800 G  
Victory: Reach Destination  
Defeat: Die 3 times  
Bonus (600 G): Defeat Butterfly

Another easy request. Just go to one of the goals of the map and you'll win. There'll be enemies blocking the gates to each of the goals, but they're all a few carts with some enemies; you can easily off them with your bow.

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MARTIAL TRIAL  
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Enemy: Allies  
Commander: Zhang Jiao  
Reward: 900 G  
Victory: Defeat Zhang Jiao

Defeat: Die 3 times

Bonus (600 G): Defeat Yan Liang & Wen Chou

A straightforward stage. You have to defeat all the officers that appear. Use your bow to poison all of them. You might want to take out the arbalest carts nearby too, as they can make life difficult. When Zhang Jiao appears, focus on him and only him and start shooting at him with your bow while running from the other officers. Eventually you'll take him down.

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MA SU RESCUE  
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Enemy: Wei

Commander: Sima Yi

Reward: 1000 G

Victory: Defeat Sima Yi

Defeat: Die 3 times

Bonus (600 G): Rescue Ma Su unharmed

Go to the "!" icon on the stage in order to find Ma Su. Zhang He will appear and attack. Use your bow to poison him and dodge his attacks, and let his HP dwindle. When he is defeated, go through the unlocked gate and you'll fight three officers, one of whom is Sima Yi. He's quite powerful, so you'll want to use your bow to poison him, as well. He'll go into fury mode eventually, just poison him again and keep running. Whatever you do, don't step into the swampland, or you'll get poisoned yourself.

-----  
BLOOD OF A WARRIOR  
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Enemy: Allies

Commander: None

Reward: 1200 G

Victory: Capture all Bases

Defeat: Die 3 times

Bonus (600 G): Defeat Butterfly

On either side are officers you'll need to defeat. However to get into their bases you'll have to defeat the tanks in front. The blade cart is in front of the west gate whereas a Juggernaut waits to the east. These two are problematic, so use your bow against them.

In the west base you'll fight Xiahou Yuan and Xiahou Dun, the former uses a bow and the latter uses a pike. Use your bow to poison them and run from them as quickly as you can. The east base has Sun Ce and Zhou Yu, who uses pikes and staffs, respectively. Since they're both mid range fighters, again, reliance on the bow to poison and defeat them is your best bet.

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BATTLE OF MT. DING JUN  
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Enemy: Wei

Commander: Xiahou Yuan

Reward: 1200 G

Victory: Defeat Xiahou Yuan  
Defeat: Die 3 times  
Bonus (600 G): Victory within 7 minutes

You'll want to loop through the southern path to avoid enemies, since you want to conserve energy and items for the boss battle. When you get to Xiahou Yuan, use your bow to hit him and poison him, then keep dodging his own bow attacks. At 80% health he'll go into fury mode. Use your own fury mode to keep ahead of him. I may make it sound easy, but it's not. This is easily the toughest battle so far, so you'll want to be careful not to let him hit you.

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BATTLE OF WU ZHANG PLAINS  
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Enemy: Wei  
Commander: Sima Yi  
Reward: 1300 G  
Victory: Defeat Sima Yi  
Defeat: Die 3 times  
Bonus (650 G): Victory within 7 minutes

Wait for the enemy's provisions to run out, then rush to the northernmost area. Here you'll fight four officers, including Sima Yi. This battle is brutal, just hope that the normal poison-and-run strategy will work, because these guys are brutal as hell.

Alternatively, if you have Fury Armor, Focus, and Immortal Chi abilities, your fury bar will charge while waiting for the gates to open. When you get to the battle, immediately use your fury mode. Now, you'll basically be invincible, and just rush in with both arms swinging. Use a multitude of elixir type items to keep your fury gauge up, and just hope that you'll outlast the officers. This method is dangerous and expensive, but I found it to be majorly effective against some tougher fights; consider it an all-or-nothing strategy. Use Control to make it more reliable.

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BATTLE OF XU CHANG  
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Enemy: Wei  
Commander: Cao Cao  
Reward: 1500 G  
Victory: Defeat Cao Cao  
Defeat: Die 3 times  
Bonus (750 G): Defeat all officers

The officers blocking your way aren't huge threats. The worst threat is the boss. Cao Cao will have three officers backing him up and even worse, he'll sit on top of a Phoenix monster who'll shoot fire at you. All three officers will go into fury mode before too long, too. Your normal bow poison trick won't really work here, so if you've been grinding your levels (and I hope you have), you'll want to use the all-or-nothing strategy I described earlier. Be careful, as sometimes you'll inexplicably go out of Fury mode for some reason. Load yourself up with fury increasing items and come in swinging. If you're lucky enough you'll survive the whole ordeal. It took me about 20 tries on a level 50 character to win this battle.

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BATTLE OF FAN CASTLE  
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Enemy: Wu  
Commander: None  
Reward: 1200 G  
Victory: Escape Fan Castle  
Defeat: Time expires  
Bonus (600 G): Defeat Sun Quan

You have ten minutes to escape from the castle. There are a multitude of sealed rooms you have to kill enemies in, and you'll only unlock the gate after killing a certain number of enemies. The problem is some rooms have officers and tanks in them as well, so you'll want to make liberal use of your bow in order to best the officers and destroy the tanks. It's fairly straightforward, but make sure you work fast because you get no time boosters in this stage.

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BATTLE OF YI LING  
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Enemy: Wu  
Commander: Lu Xun  
Reward: 1300 G  
Victory: Defeat Lu Xun  
Defeat: Die 3 times  
Bonus (650 G): Foil fire strategy  
                    Victory within 5 minutes

The enemies here aren't too bad, but you'll need to fight through three officers. The first two are nothing special; your normal bow/poison trick should work fine on them. Just be careful of the cannons or you'll pay if they hit you. Lu Xun, the area boss, is much more difficult. He's strong, fast, and uses fury mode liberally. Use your own fury mode and try to stay on top of him. He's not damaged much by bows, but try to poison him. Run in with swords swinging and you can probably beat him before he gets you. Just be sure to have the right Chi abilities equipped.

-----  
BATTLE OF JIAN YE  
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Enemy: Wu  
Commander: Sun Jian  
Reward: 1500 G  
Victory: Defeat Sun Jian  
Defeat: Die 3 times  
Bonus: None

Like the final battle with Cao Cao, the final battle is incredibly difficult. I have a hard time believing this is beatable with even four people, much less only one. But, you can try using the fury rush strategy to defeat Sun Jian. Just defeat all other officers before you do or his life bar will keep refilling. Make sure you go into the battle with a huge number of elixir type items, so you can upkeep your fury mode as long as possible, otherwise you'll lose it

at the worst time.

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IV. VERSION HISTORY

[DWVer]  
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-First Version

-Walkthrough finished

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V. CREDITS

[DWCre]  
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-GameFAQs, for making this site, which I use a lot.

-The GameFAQs boards for helping me through my first trip through the  
game.

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