

Try outsmarting your enemy with some plots like arson, gossip etc...

When hiding a general to an enemy city be sure he has 95 - 100 loyalty

After battles try to see the talents and stats of a captured enemy general and try to recruit him/her. If he/she asked for freedom take him to prison never ever execute a general unless you really want him to die. (hehehehe reminds me of CaoCao)

Focus investing on cities with 200,000 people, smaller cities can develop to slow for your kingdom.

And most of all save always, this may help you.

Frequently Asked Questoins

Q. Why is it that this game don't have any walkthroughs?

A. This game can be different every time you play it. Other rulers can do different actions every time you start a new game. For example the first the first time you've played it you were attacked by a Ruler and the next time you load or start it again thay can do a different action. Got that?

Q. How can I prevent my Officers from death?

A. It's easy you can't. But I know a way to lenghten their lives a month or more.

First when you have an Officer who is in at the age of 49 or 50 they can be the next one to die so save your game every month and when the message that one of your officers died load your last saved game file which is just the month you last played on. Remember each time you play there can be many possibilities that can happen.

Q. How come some item's my ruler have don't have anything special?

A. Am sure it was fake. I don't know if there are anything special about this fake items but they can be given to an Officer who has low loyalty points.

Q. Why won't this officer join me?

A. If you try several times to recruit an officer, but he repeatedly turns you down, chances are your ruler is not very virtuous. In Historical mode, it may be that the officer you're trying to recruit is not very compatible with your ruler.

Game Commands

The game has much commands and are divided into 8 categories. When issuing a command you need an officer who has the ability for the job. For Example, when you want to Arson the provision of an enemy city, before you can you need somebody who has the Arson skill.

Army

Move - Move generals between city. The generals can take gold and/or provision and/or soldiers with them when they move. You can only move generals into adjacent cities, they must be one of your vassal cities or an unclaimed city.

Send - Send supplies, soldiers, and weapons between cities. Bandits may steal your supplies during shipment; this is based on the leadership, power, political ability, and intellect of the officer executing the command.

War - Attack an enemy city.

Draft - Draft soldiers from the population. It costs 10 gold and 10 food to recruit 100 soldiers.

Train - Train your soldiers.

Build - Build weapons. The Tech level must be high enough to build the weapons, you must have a sufficient amount of gold, and you must have an officer available with skills to build weapons.

Spy - Gather information on other cities in a territory. The selected general must have the ability to spy.

Staff

Search - Search a territory for free officers or bring back an artifact. The officer must have skills to recruit.

Recruit - Recruit a free officer, prisoner or an enemy officer in an adjacent space. The officer must have the recruit command.

Reward - Give gold or an item to an Officer(maximum of 100). This will raise your general's loyalty.

Give - Give food to your people. You can give up to 1000 food, and its success is based on the officers/rulers charm. I raise your people's loyalty.

City

Farm - Invest money and assign generals to develop farmland. The higher the Farm is the more provision can be produced and people to feed.

Dams - Invest money and assign generals to develop dams. The higher the Dam is the less you get flooded.

Economy - Invest money and assign generals to develop the economy. The higher the economy is the better the gold production and low market rate.

Technology - Invest money and assign generals to develop the technology. The higher the Technology is the better the weapon that could be build.

Market

F.Sell - Sell provisions for money

F.Buy - Buy provisions

X-Bow - Buy crossbows.

Str X - Buy strong crossbows.

Horses - Buy horses.

Plot

Hide - Hide an officer in an enemy city. He must have a Loyalty rating of 95 or higher. You may recruit him back during a battle (if he was there) and bring an army of his own. Or you can get him after conquering the city.

Bribe - Bribe an enemy officer to betray his ruler in battle. Your officer must have skills to bribe. It depends on the loyalty of the bribed officer and the Intelligent and charm of an officer.

Rebel - Persuade an enemy governor to rebel against his ruler. Your officer must have skills to rebel.

Gossip - Spread gossip in an enemy city, either to the officers or the people. Your officer must have skills to gossip. It lowers the loyalty of either of the two.

Arson - Set fire to an enemy city's provision, arms, or both. Arsoning both gives half damage. Your officer must have skills to commit arson.

Snoop - Attempt to increase your Farm, Dams, Economy, or Tech level at the expense of another city. Your officer must have skills to Snoop.

Foreign

Ally - Form an alliance with an enemy ruler. Never broke it.

Joint - Launch a joint attack on a city with an allied city.

Gift - Offer gifts to a rival ruler or foreign tribe. This lowers their hostility.

Threat - Threaten another ruler into surrendering.

Revoke - Revoke an alliance. As I said never broke one, you'll see if you broke it.

Swap - Swap prisoners for other prisoners or stocks(I mean gold, provision horses etc..)

Invade - Ask a foreign tribe to invade a city.

Ruler

Delegate - Give command of a vassal city to its governor. Choose either Army or City control.

Assign - Assign the ranks of Advisor, Civil Officer, Marshal, Governor, Chief Advisor, or Chief Civil Officer from your officers.

Punish - Demote an officer, fire an officer, or confiscate an item.

Exile - Abandon your cities and go into exile.

City - Command your home city.

Vassal - Command a vassal city.

Information

Officer - View data for you officers.

Vassal - View data for your vassal cities.

City - Shows a city statistics screen

Events - You can see events like good harvest, plague etc . . to where does it happend

Report - Hear the latest reports from officers in charge of development, training, and building weapons.

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