

Romance of the Three Kingdoms VI FAQ

by jzdman

Updated to v1.8 on Oct 29, 2001

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ROMANCE OF THE THREE KINGDOMS VI : Awakening of the Dragon FAQ

by: jzdman

jzdman@yahoo.com

v1.8 - 10/29/01

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- GameFAQs.com
- a2zweblinks.com
- Neoseeker.com
- PSXCodez.com

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Notes:

1. Help me find corrections! If you ever find any error (grammar, info & spelling) in this FAQ, please tell me and I'll fix it ASAP.
2. I'm starting my 'Pronunciations' section...I need help!
3. I need contributions for the Triggering Scenes section!!!

!!!Revision History!!!

- Version 1.8 (10/29/01)- fixed Marcus Dion's (ReVeLaTeD) RTK site address
- added 'Name of Power' section
 - corrected some typos
 - updated 'Items' section
 - corrected some info on the 'Triggering Scenes' section
 - added 'Reader's Tips' section (under 'Tips' section)
- Version 1.7 (8/09/01) - added 'Gameshark Codes' section (under 'Cheats' section)
- updated 'Your Created Officers' section
 - updated 'FAQs' section
- Version 1.6 (8/08/01) - corrected some typos
- updated 'Finding Officers' section
 - reformatted 'Finding Officers' section
- Version 1.5 (7/24/01) - corrected some typos
- updated the 'Triggering Scenes' section
 - added 'Finding Officers' section
- Version 1.4 (7/08/01) - added 'Officer's Tips' section (under 'Tips' section)
- reformatted some of the contents
 - added 'City Window' section (under 'The Menu' section)
 - finished the 'Short Scenarios' section
 - finished the 'Duel Tactics' section

- updated the 'Tips' section
- Version 1.3 (6/02/01) - added 'Triggering Scenes' section
- added my own created officer
- added 'Scenario Transitions' section
- added 'Duel Tactics' section
- updated the 'FAQs' section
- updated the 'Warn' command under the 'Menu' section
- added 'Items' section
- Version 1.2 (5/31/01) - added 'Full Scenarios' section
- added 'Short Scenarios' section (under construction)
- fixed the format of some sections
- Version 1.1 (5/29/01) - added 'Your created officers' section
- added a new cheat
- added some tips
- completed the ranks section
- completed the titles section
- Version 1.0 (5/15/01) - everything is new!

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 =====CONTENTS=====

- I. INTRODUCTION
- II. CONTROLS
- III. THE MENU
 - A. Main Menu
 - B. In-game Menu
 - C. Battle Menu
 - D. City Window
- IV. FAQ
- V. CREATING OFFICERS
- VI. YOUR CREATED OFFICERS
- VII. WAR
 - A. If you're the attacker
 - B. If you're the one attacked
- VIII. TITLES
- IX. ITEMS (!UPDATED!)
 - A. Horses
 - B. Weapons
 - C. Weapons (Secret)
 - D. Maps
 - E. Literature
 - F. Healing Books
 - G. Miscellaneous
- X. RANKS
- XI. NAME OF POWER (!NEW!)
- XII. FULL SCENARIOS
 - A. The Yellow Turbans
 - B. Dong Zhuo's Ambition
 - C. The Warring Lords
 - D. The Fight for He-Bei
 - E. The Dragon & The Phoenix
 - F. Liu Bei, King of Han-Zhong
 - G. A Fallen Star; End of an Era
- XIII. SHORT SCENARIOS
 - A. The Volunteer Army
 - B. The War with Lu Bu
 - C. Unification of He-Bei
 - D. Emperor Yuan Shu
 - E. The Battle of Chi-Bi

- F. Ma Chao's Revenge
- G. The Officer's List
- XIV. TRIGGERING SCENES (!UPDATED!)
 - A. The Yellow Turbans
 - B. Dong Zhuo's Ambition
 - C. The Warring Lords
 - D. The Fight for He-Bei
 - E. The Dragon & The Phoenix
 - F. Liu Bei, King of Han-Zhong
 - G. A Fallen Star; End of an Era
- XV. SCENARIO TRANSITIONS
 - A. Scenario 1->2 Transition
- XVI. DUEL TACTICS
 - A. Policy
 - B. Tactics
- XVII. FINDING OFFICERS
- XVIII. CHEATS
 - A. Non - Gameshark Cheats
 - B. Gameshark Codes
- XIX. TIPS
 - A. General Gameplay Tips
 - B. Officer's Tips
 - C. Reader's Tips (!NEW!)
- XX. VISIT THESE ROTK SITES!
- XXI. CREDITS

* - Under Construction

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 =====INTRODUCTION=====

ROTK6 is a strategy game mixed with some RPG elements. The setting is during the Imperial Han Dynasty, 2nd Century AD. You play as one of the Rulers trying to unify China under one rule. You forge alliances, battle other rulers for control over a city, recruit officers, find items and please or betray the Emperor for your own purposes. ROTK6 requires a lot of thinking and time. You can't finish a full scenario in one day unless you play for about more than 4 hours or so. The game is also a bit difficult especially if you're a beginner. Don't worry though, this FAQ will help you understand the game better.

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 =====CONTROLS=====

The controls in ROTK6 are simple:

- X - select item in the menu
- O - cancel
- L1/R1 - During Civil mode, go to next/previous city
 - During battle, go to next/previous officer

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 =====THE MENU=====

 -MAIN MENU-

I. New Game - Start a new:

- a. Full Scenario
- b. Short Scenario

II. Load Game - If you have previously saved a game, you can load it here

III. New Officer - Create/Modify/Delete Created Officers.

IV. Coming Attraction - view a trailer of KOEI's next game

-IN-GAME MENU-

I. Civil - where you assign civil tasks to your officers:

- a. Farming
- b. Commerce
- c. Public Safety

II. Army

a. War - attempt to occupy a nearby city. If the city is occupied, you will battle with the officers who are in the city

b. Aid - if you already have a force preparing to attack, you can send reinforcements to help them.

c. Drft (Draft)- draft troops. The type of troops you draft depends on what city you are in. The number of troops you can draft depends on the leadership of the officer you assigned to draft. You can only draft in a city once a month. Also when you draft, the population of t

d. Raid - don't use this option unless you really need some gold/food. This will raid the town and collect food and gold. This will affect your PR and PS.

e. Trap - set traps in your city so when other rulers attack, they will be caught in the trap during the battle.

III. Move

a. Men - Move officer(s) and let them bring troops with them. You can only move to nearby cities.

b. Off (Officer) - Unlike Men, this will only allow officer(s) to move w/o troops. You can move to any city you own.

IV. Dipl (Diplomacy)

a. Ally - Forge alliances with other rulers. This is useful at the start of the game so you'll have time to manage your cities without war.

b. Jnt (Joint) - Attack a city together with another ruler. Also useful if you're in short of troops.

c. Gift - allows you to send gifts to other rulers to keep their ANTI low or 0.

d. Warn - warn a ruler to surrender. If they do, their cities will become your vassal cities and you will become their Overlord. If you use it

twice on a ruler and he accepts, the ruler will surrender all his cities and officers to you (including him).

e. Jail - If one of your officers were captured and imprisoned after a battle, you can ask the ruler who imprisoned your officer to release him/her in exchange for gifts.

f. Anul (Annul) - Annul alliances with other rulers.

V. HR (Human Relations)

a. Find - assign an officer to search for officers who can be recruited. This can be short-term or long-term. During long-term searches they might meet tigers, yellow turban bandits and other events which will increase their MExp.

b. Hire - hire an officer from one of the cities. If one of your cities has a VO, you can hire them easily. You can also hire officers who are already serving other rulers but it will be difficult. To raise the chance of success, you can give them gifts such as gold, items or a rank.

c. Item

c.1. Give - give items to your officers, which will increase their loyalty

c.2. Take - take items from your officers, which will greatly decrease their loyalty

d. Job

d.1. WL (Warleader) - assign a warleader which will advise you in your actions.

d.2. PRO (Protector) - assign a protector to your cities

d.3. Rank - give your officers ranks which will increase the amount of troops they can lead during battles

d.4. Spy - assign spies to monitor all military movements in your area.

d.5. Fire - fire officers.

VI. Plot

a. Turn - convinces an officer to join you and turn from their rulers

b. Rvlt (Revolt) - makes an officer revolt against his ruler to become another ruler

c. Stir - if you're successful, you can ask the people for help during battles in that city like opening the gates.

d. Rmr (Rumor) - make up rumors about their ruler and spread it in the city

e. Plnt (Plant) - plant your officer into an enemy's city. The next month, he will ask for recruitment and then in battle, if the enemy ruler uses him as a general, you can ask him to turn against the enemy ruler and join your forces. This will give you more troops and makes it easier to achieve victory.

V. MISC

a. Shop

- a.1. Buy Food - lets you buy food (duh!)
- a.2. Sell Food - lets you sell food (duh!)

b. Talk - talk to your officers. You should do this every month to keep your officers happy. They can also ask for conferences with you. During conferences, they will ask you to declare yourself governor, king or even emperor. They might also ask you to build palace, move your capital, etc.

c. Title - if you control the emperor, you can give titles to rulers and order them to attack other rulers. This is helpful if you want to weaken an enemy.

d. Aud (Audience) - if you control the emperor, this option will allow you to talk to him (emperor). If you do what the emperor tells you, he will give your higher titles such as , King, Commander of Five Posts, etc. This will also raise your PR.

e. Move - move your capital to another city.

-BATTLE MENU-

To access this menu, choose an officer in the battle field (during battle).

I. Order - give orders to the officer and his troops.

a. Policy - what they should do after they have done the commands

- a.1. Capture Commander - capture the enemy commander(duh!)
- a.2. Take enemy HQ - occupy/destroy the Headquarters
- a.3. Wipe Out - Wipe out/destroy all enemies
- a.4. Defend - defend the castle
- a.5. Wait - don't do anything, wait for the next orders

b. Command - their first priority

- b.1. Move - move to the indicated location.
- b.2. Chase

- b.2.1. Normal - Pursue and attack the indicated enemy
- b.2.2. Charge - Pursue and charge the indicated enemy. This is more powerful than the normal chase
- b.2.3. Duel - Duel with the enemy commander
- b.2.4. Deter - Try to stop the enemy

b.3. Trick

b.3.1. Fire - start a fire in the indicated location which will greatly decrease the number of troops who will get caught in it.

b.3.2. Taunt - taunt the enemy.

b.4. Gate - destroy a gate

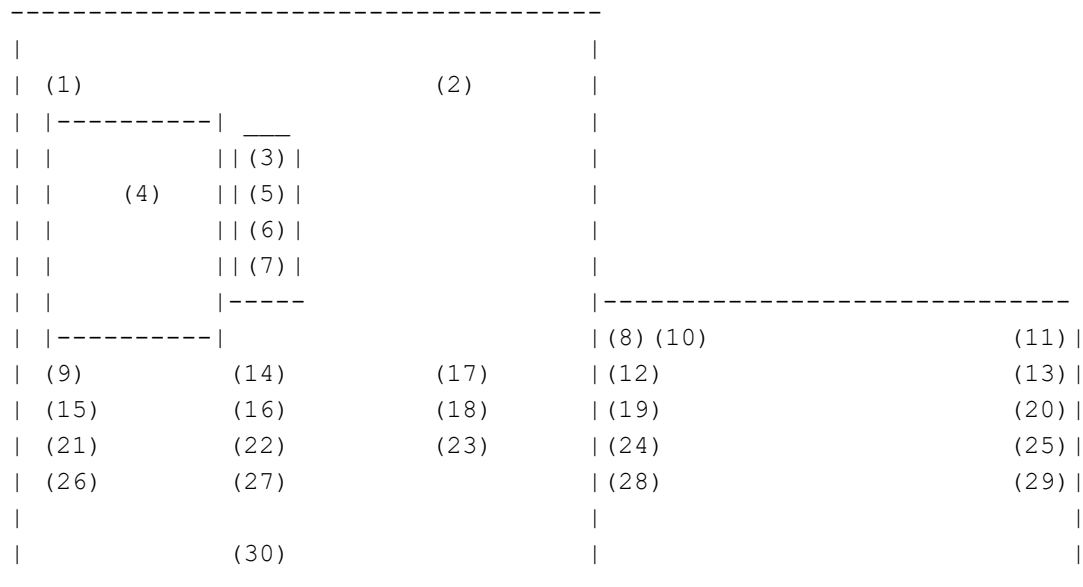
b.5. Wait - don't do anything and wait for the next command

- b.6. Policy - follow the policy right away
- c. Advisor - only accessible if your army has an advisor
 - c.1. Turn - if you have planted an officer and the enemy used him/her, use this to turn them from their ruler and join you.
 - c.2. Incite - if you have used stir and was successful in that city, use this command so the people will help you by opening the gates.
 - c.3. Fake - send fake commands to confuse the enemy, disabling them from doing anything
 - c.4. Trap Search - if you think the enemy has placed traps in their city, use this so that you'll be able to avoid them.
 - c.5. Aid - advise the commander
- d. Unit Speed
 - d.1. Normal - move in normal speed
 - d.2. Fierce - move fast
 - d.3. Careful - move slowly
- e. Arrow Type
 - e.1. Normal - normal type arrow
 - e.2. Fire - fire-type; can cause fire
 - e.3. Heavy - causes heavy damage

II. OFF - gives information about the officer
 III. ARMY - gives information about the army (Chain of Command)

 -CITY WINDOW-

I hope you can understand the diagram!



- 1 - Name of city
- 2 - Name of city's protector
- 3 - Population
- 4 - Protector's portrait
- 5 - Farm
- 6 - Commerce
- 7 - Public Safety

- 8 - Color of Flag
- 9 - No. of Foot-type troops in the city
- 10 - Date
- 11 - Season
- 12 - Name of ruler
- 13 - Name of capital city
- 14 - No. of Tribal-type troops in the city
- 15 - No. of Horse-type troops in the city
- 16 - No. of Armored Horse-type troops in the city
- 17 - Total no. of officers in the city
- 18 - No. of visiting (free) officers in the city
- 19 - Gold
- 20 - I-net
- 21 - No. of Hillmen-type troops in the city
- 22 - No. of Shanyue-type troops in the city
- 23 - No. of active officers in the city
- 24 - Food
- 25 - Prestige
- 26 - No. of Navy-type troops in the city
- 27 - Total no. of troops in the city
- 28 - Total no. of troops
- 29 - Drafting Potential
- 30 - Size of the city

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=====FAQ=====

If you have a question, pls. email it to:
jzdman@yahoo.com or jzdman@hotmail.com

Q: How can I look at other cities' stats (no. of soldiers, etc.)

A: While on the Main City Screen, press Triangle and choose a city.
(from: Wil - yscheung@intergate.ca)

Q: Can you create more than one Champion Class officer?

A: No, unless you have a gameshark.
(from: Sid - sid@ustlru.com)

Q: What is PR?

A: Prestige. It's how popular/famous your ruler is.
(from: Feriano Sugiharto - phyrexia@cbn.net.id)

Q: What is DP?

A: Drafting Potential. Indicates the number of soldiers you can draft.
(from: Feriano Sugiharto - phyrexia@cbn.net.id)

Q: How do I move my officers to a different city?

A: Use the MOVE -> OFF command
(from: Gavin Low - timgy@yahoo.com)

Q: Why can't I use my officer as a ruler?

A: They must be at least 18 yrs. old
(from: omeel4@hotmail.com)

Q: How can I get items?

A: You can get items from a captured officer or by doing long-term searches.
(from: deder@pacific.net.ph)

Q: I created an officer with 100 INT but when I used him he only had 92.

A: The officer might still be young. When he grows up to about 40 years old, he should have the max stats.

(from: nexon@edsamail.com.ph)

Q: Where can I find an online ROTK book?

A: Threekingdoms.com, you can also download an offline version.

Q: How can I have a title higher than Prime Minister?

A: First, you must have a high PR and you must lower the Emperor's PR.

Sometimes, you must

have the Hereditary Seal. When you've met these conditions, talk to an officer with

'Empire' or 'Advance' dream.

(from: Fal85@aol.com, IdeoSinKraSee@aol.com)

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=====CREATING OFFICERS=====

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To add more fun, they have included a "New Officer" feature, which is also in other ROTK games.

a. Name - First you'll be asked the name of the officer. Input first the family name and then the first name.

b. Face - after entering the name, select a face/portrait for your character. This will also change the character's gender. If you want to create a female officer, press square and you'll be able to select from female faces.

c. Birth - this will affect your age during a certain scenario. If you make your officer too young, you may not be able to use him/her in some scenarios. Also, if you want to have max stats, make your officer about 30-35 yrs. Old by the time of the scenario you want to play.

d. Family (optional) - Here, you'll be able to select a parent of your new officer.

e. Dream - you'll be able to select your officer's dream. The explanation of every dream can be seen in the game when you highlight it.

f. Ability - first select the officer type (Warrior, strategist, etc.) then you'll be able to distribute points to every stat of your officer.

...and you're done!

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=====YOUR CREATED OFFICERS=====

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Do you have any created officers? If you do, please send them to me (jzdman@yahoo.com) and I'll post it here. Proper credit will be given. You can add more details such as parents, their own bio, and other stuff.

Note: All names and bios are fictional (If you find historical names in this section, they are not referring to the historical figure)

(The Officers below are from: IdeoSinKraSee@aol.com)

Name: Cyrus McDohl

Family: Wife- Sarah

Sons/Daughters- Teos , Rydahl

Birth: 160

Dream: Territorial

Class: Officer

Bio: Originally served under Sun Jian. Was given the city of Ling Ling to govern after years of service. When Sun Jian died, he broke away from Sun Ce and went out on his own. Fought and defeated Liu Biao on his own. Then began a war with surrounding leaders, excluding Sun Jian and Wang Lang. Successfully absorbed Liu Zhang and Dong Zhou but was defeated by Lie Bei and executed. Posthumously dubbed the 'Grasping Hand' for his attempts at empire and for setting off the 'Unification War'

Name- Teos McDohl

Family: Daughter- Lana

Birth: 184

Dream: Advance

Class:Warrior

Bio: Became ruler after his father's death. Embarked on a war of vengeance against Liu Bei in retaliation for his father's death. Defeated Liu Bei and executed his entire clan. After this, he attempted to complete his father's war for Empire. While a brilliant tactician, Teos was not the equal of his father's governing mind nor was he as good a judge of character. After defeating Yuan Shao and Kong Rong, he made Kong Rong's son, Bong Rong, leader of one of his armies. Bong Rong then betrayed Teos and switched sides in a major battle between Teos and Cao Cao. Teos was defeated and killed in battle.

Rydahl McDohl

Birth: 185

Family: none

Dream: Territorial

Class: Minister

Bio- Brother of Teos. Assumed control of the McDohl clan after her brother's death. While not a soldier, she had a quick mind and was an excellent judge of character. She put a heretofore unknown pair of brothers to the head of her armies and cities and they, together, were an unstoppable pair. Pahn and Gremio Jee (the Brothers Jee) launched an all out effort to unify the land. Pahn's tactical mind and Gremio's able governing combined with Rydahl's charisma were almost enough to subdue the land. All of the South was absorbed into the McDohl territory and most of the East and West. However, the combined power of Cao Cao, Kong Zhou, Gongsun Zan and Serra Madine were enough to defeat the main armies of McDohl. During the quick retreat that followed, Sun Ce declared war and managed to take much of the South from Rydahl. She returned to her new capital of Chang An and, while participating in the new wars, never again attempted to unify the land.

Lana McDohl

Birth: 200

Family: none

Dream: Territorial

Class: General

Bio- Daughter of Teos McDohl. Received rulership over the reduced land of the McDohls after Rydahl's death at the hands of Ma Chao. During her brief rule, Lana controlled North Eastern and Eastern China, lands formerly belonging to Ma Teng and Liu Zhang. She participated in the last battle of the Unification Wars and was soundly defeated, as were Ran Motley, Cao Ren, Sun Quan and Ma Chao. Instead of being executed, she was forcibly married to Aeris Madine's son Gideon, and the Hereditary Seal taken from her and presented to the victor, Aeris.

hehehe...i'll add more soon!

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=====WAR=====

A. If you're the Attacker

I. Prepare Your Troops

If you want to wage a war, you must first have troops. You can draft soldiers in a city once a month. Also, your number of troops should not exceed 1/4 of your total population. An officer with the highest LS can draft the most no. of troops.

II. Generals

Your troops need to be led by generals. Your generals can only command 50(5000) soldiers unless you give them a rank. The higher their rank, the more troops they can lead.

III. Enemies

Of course, you can only attack your enemies you can't attack your allies unless you annul your alliance with them. Be careful though, they can also attack you if you're not allied with them.

IV. Starting the War

To start a war, select ARMY then WAR. Then choose the city and choose the generals who will participate in the war. Then give generals a troop for them to command. If you want, you can bring an Army Advisor with you and finally input the number of food you want to bring. I suggest you bring at least 3000 food.

V. Aid

If the city your are attacking is also adjacent to other cities (which is yours), you can send reinforcements to make your force stronger. Do this by selecting ARMY and AID.

VI. During the Battle

During the battle, you'll see your generals and the enemy generals. If you're the attacker, you should always leave one unit (I recommend the unit with the least no. of troops) in the camp to avoid the food being captured. Give each unit a command and press O to start the turn.

B. If you're the one being attacked

I. Sally

You can only select this option if you have a good I-net. If you choose 'sally', you won't fight in the castle but in the field instead. If you lost in the field battle, the enemies will advance to the castle gates and another battle will occur.

II. Fort

Sometimes if you don't have a good I-net, you won't notice the enemy movement until they have come to your castle gates. This option will allow you to fight in the castle. Do not select this option unless you cannot select the 'Sally' option.

III. Retreat

If you cannot defend the city, select this option to retreat to the nearest city.

IV. Burn

Just like retreat but this will raze the city. This will also decrease the ruler's PR.

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=====TITLES=====

Titles are given to rulers by the 'real' Han Emperor (Ling/Shao/Xian). If the Imperial Capital (most likely Luo Yang or Xu Chang) is one of your cities, you control the Emperor.

If you control the emperor, you can talk to him by selecting the MISC -> AUD command.

If you do what he wants you to do, he will give you a higher title. Titles can also be given to other rulers by the ruler who controls the emperor.

Here are the titles which can be given to you by the Emperor and its effects to your PR:

TITLE	PR
Lieutenant Governor	+1
Governor	+1
Commander of Royal Guard	+2
Commander of Tiger Escort	+2
Commander of North Corps	+3
Commander of South Corps	+3
Commander of Right Corps	+4
Commander of Left Corps	+4
Commander of Five Posts	+5
Lord of the Perimeter	+6
Lord of the Capital	+6
Minister of the Exterior	+8
Minister of the Interior	+8
Grand Commander	+9
Lord Grand Marshal	+10
Prime Minister	+12
High Lord	+13
King	+14
Emperor	+0

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=====ITEMS=====

** Credits: **
** **
** Timothy Monzon **

I've included the officers who will most likely have the item.
I will try to post here where you can find them.

Horses (arranged according to their effectiveness and infamy, lowest to highest):

Shadow Runner - Cao Cao
Gray Lightning - Cao Cao
Stallion of Fierce Winds - Liu Bei
Red Hare - Guan Yu/Lu Bu/Dong Zhuo/Cao Cao

Weapons (and their effects to the officer's WAR stats)

Jeweled Sword/Sword of the Seven Stars (+3) - Wang Yun/Dong Zhuo
Spear of Mortal Thorns (+4) - Shamoke
Striking Staff (+4) - Huang Gai
Great Axe (+5) - Xu Huang
Spear of the Eclipse (+5) - Dian Wei
Ancestral Sword (+6) - Sun Jian/Sun Ce/Sun Quan
Spear of Evil (+6) - Ji Ling
Sword of Fate (+7) - Liu Bei
Serpent Spear (+7) - Cheng Pu
Cobra (+8) - Zhang Fei
Black Dragon (+8) - Guan Yu
Lunar Spear (+9) - Lu Bu
Luminous Sword (+9) - Zhao Yun/Xiahou En/Cao Cao
Sword of Trust (+10) - Cao Cao

Weapons (allows you to learn "Secret" tactic)

Bee's Spike - Zhuge Liang?
Striking Hand - Taishi Ci
Shooting Star
Flying Swords - Zhu Rong
Whispering Blade

Maps (and their effects to the officer's LS stats)

Map of the Southern Region (+5)
Map of Western Shu (+5)

Literature

Histories of the Empire (+5 POL)
New Treatise of Meng De (+6 INT)
Way of Peace (+7 POL) - Zhang Jiao
Scrolls of Taigong Wang (+7 INT)
The Autumn and Spring Annals (+8 POL)
Book of Illusions (+9 POL)
24 Books of Zhuge Liang (+9 INT) - Zhuge Liang/Jiang Wei
War Manual of Sun Tzu (+10 INT) - Sun Jian/Sun Ce/Sun Quan

Healing Books

Secret Books of Healing (Given by Yu Ji)

Miscellaneous

Hereditary Seal (100 CHARM - only for rulers) - Yuan Shu/Cao Cao/He Jin

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=====RANKS=====

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Ranks can be given to officers for them to be able to command more men in battle.

But before you can give ranks to your officers, you must have a certain title (King, High Lord, Emperor, etc.). Some ranks can be given to multiple officers such

as Horse general and Foot General (you can give these ranks to up to 4 officers.)

These are the ranks which can be given to your officers:

RANK	No. of Troops (in hundreds)
None	50
Foot General	90
Foot General	90
Foot General	90
Foot General	90
Horse General	90
Horse General	90
Horse General	90
Horse General	90
General of North Glory	95
General of West Glory	95
General of South Glory	95
General of East Glory	95
General of the Army	100
General of Peace	100
General of the River	100
General of the Kingdom	100
General of Campaigns	110
General of Literature	110
General of the Military	110
General of Foreign Foray	110
General of Outer Praise	120
General of Inner Praise	120
General of Outer Spirit	120
General of Inner Spirit	120
General of Outer Vigor	130
General of Inner Vigor	130
General of Outer Growth	130
General of Inner Growth	130
General of Relief	140
General of Outer Peace	140
General of Pacification	140
General of Barbarians	140
General of the Rear	150
General of the Front	150
General of the Right	150
General of the Left	150
4th General of the North	160

4th General of the West	160
4th General of the South	160
4th General of the East	160
3rd General of the North	170
3rd General of the West	170
3rd General of the South	170
3rd General of the East	170
2nd General of the North	180
2nd General of the West	180
2nd General of the South	180
2nd General of the East	180
1st General of the North	190
1st General of the West	190
1st General of the South	190
1st General of the East	190
General of Defense	200
General of Chariot	200
General of Cavalry	200
Supreme Commander	200

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====NAME OF POWER====
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*****
**           Credits:           **
**                                           **
**           Lu Su              **
*****
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Everytime you declare yourself a High Lord, King or Emperor, you will have a name of power.
The name of power depends on what is your capital city. Here's a list of what city should be your capital if you want to get a certain name of power.

CITY	NAME OF POWER
Wan	Tang
Jin Yang	Jin
He Nei	Chao
Xia Pi	Chu
Xiang Yang	Chu
Wu Ling	Chu
Ling Ling	Chu
Chang Sha	Chu
Jiang Ling	Chu
Gui Lan	Chu
Jiang Xia	Chu
Xiao Pei	Lu
Chen Liu	Zheng
Ping Yuan	Zhao
Xu Chang	Wei
Ye	Wei
Qiao	Song
Nan Pi	Qi
Bei Hai	Qi
Nan Hai	Wen
Jiao Zhi	Wen
Xiong Nu	Xia

Wuwan	Dai
Luo Yang	Zhou
Chang An	Qin
Tian Shui	Qin
Wu Du	Qin
An Ding	Qin
Qiang	Qin
Ru Nan	Chen
Jian Ye	Wu
Wu	Wu
Hui Ji	Wu
Shou Chun	Cai
Lu Jiang	Cai
Xi Liang	Liang
Han Zhong	Han
Di	Chen
Yong An	Ba
Jiang Zhou	Ba
Cheng Du	Shu
Jian Ning	Shu

=====
 =====FULL SCENARIOS=====
 =====

Here's the Format:

I. Date - Scenario Title

Free Cities: #

Rulers:

RULER NAME
 {# of Cities}
 {# of Officers}
 {Amt. of Gold}
 {Amt. of Food}

=====
 List of Scenarios & Rulers:
 =====

 I. FEB 184 - The Yellow Turbans

Free Cities : 25

Rulers:

ZHANG JIAO	TAO QIAN
8	1
19	4
6020	3300
6650	3080

HE JIN	QIAO MAO
3	1
22	2
6870	3230
5410	3630

SUN JIAN

1
7
3520
4210

DING YUAN

1
3
3450
3230

LIU YAN

1
5
3400
3580

DONG ZHUO

1
6
3110
3060

HAN SUI

1
3
3100
3000

GONGSUN ZAN

1
5
3090
3520

KONG ZHOU

1
1
3110
3860

II. DEC 189 - Dong Zhuo's Ambition

Free Cities: 22

Rulers:

CAO CAO

1
10
3490
3480

LIU BEI

1
4
3240
3660

SUN JIAN

1
7
3820
3890

MA TENG

1
2
3310
3230

LIU YAN	DONG ZHUO
3	2
12	26
4170	4190
4850	3910

LIU BIAO	YUAN SHAO
2	1
7	12
3720	4520
3800	4330

YUAN SHU	LIU YU
1	1
5	3
3410	3050
3830	3250

HAN SUI	GONGSUN ZAN
1	1
4	6
2870	2890
3770	3440

KONG RONG	TAO QIAN
1	2
2	8
3860	3160
3750	3330

KONG ZHOU	WANG KUANG
1	1
1	1
3160	3280
3460	3280

III. OCT 194 - The Warring Lords

Free Cities: 14

Rulers:

CAO CAO	LIU BEI
2	2
24	12
3910	3310
4430	3740

SUN CE	MA TENG
1	2
12	9
2950	3250
3590	3220

LIU ZHANG	ZHANG LU
4	1
14	5
4410	4560
5230	4700

LIU BIAO	YUAN SHAO
3	3
11	22
4790	4560
4050	4900

YUAN SHU	WANG LANG
2	1
5	3
3100	2780
3140	3650

LI JUE	YANG FENG
2	1
12	2
4180	3060
3800	3030

LU BU	SHI XIE
1	1
10	2
2950	3740
3360	3290

IV. FEB 200 - The Fight for He-Bei

Free Cities: 10

Rulers:

CAO CAO	ZHANG FEI
6	1
47	7
8120	3310
8300	3650

SUN CE	MA TENG
6	2
28	13
6420	3460
7070	3430

LIU ZHANG	ZHANG LU
4	1
15	5
5050	4890
5980	4170

LIU BIAO	YUAN SHAO
5	8
16	29
5870	9360
6370	10070

SHI XIE	GONGSUN DU
1	1
2	2
3960	3330
3650	3220

V. MAR 207 - The Dragon & The Phoenix

Free Cities: 8

Rulers:

CAO CAO	LIU BEI
14	1
56	12
12920	6450
13920	3960
SUN QUAN	MA TENG
6	2
43	13
7440	3250
7490	3800
LIU ZHANG	ZHANG LU
4	1
21	5
5490	4260
6660	4820
LIU BIAO	SHI XIE
3	1
20	2
4780	4120
5240	3970
HAN XUAN	JIN XUAN
1	1
2	2
3060	3150
3060	3800
ZHAO FAN	LIU DU
1	1
2	3
3370	3150
3590	3910
GONGSUN KANG	
1	
2	
3030	
3540	

VI. JUL 219 - Liu Bei, King of Han-Zhong

Free Cities: 7

Rulers:

CAO CAO	LIU BEI
21	8
62	78
20660	12380
23100	14430

SUN QUAN

9

50

13280

14170

VII. SEP 234 - A Fallen Star; End of an Era

Free Cities: 3

Rulers:

CAO RUI

23

65

26760

30580

LIU CHAN

7

48

13790

16430

SUN QUAN

12

38

13640

22670

=====
=====SHORT SCENARIOS=====
=====

A. FEB 180 - The Volunteer Army

Time Limit: 6 months

Ruler: Liu Bei

- Objectives: a. Capture Cheng Yuanzhi and execute him
b. Capture the cities of Ji and Nan-Pi

B. OCT 196 - The War with Lu Bu

Time Limit: 24 months (2 years)

Ruler: Cao Cao

- Objectives: a. Capture Lu Bu and execute him
b. Capture the cities of Xiao Pei, Xia Pi, Shou Chun and 9 other cities

C. JAN 197 - Unification of He-Bei

Time Limit: 36 months

Ruler: Yuan Shao

- Objectives: a. Capture Gongzun Zan and execute him.
b. Control Xiang Ping, Bei Ping, Ji, Nan Pi, Ye, Ping Yuan, Bei Hai, and Jin Yang
c. Obtain a title greater than that of Minister of Exterior

D. MAR 197 - Emperor Yuan Shu

Time Limit: 48 months (4 years)

Ruler: Yuan Shu

- Objectives: a. Build an imperial city and gain control of 4 cities

E. SEP 208 - The Battle of Chi-Bi

Time Limit: 12 months (1 year)

Ruler: Sun Quan

- Objectives: a. Gain control of Jiang Ling
b. Capture Cao Cao and execute him

F. APR 211 - Ma Chao's Revenge

Time Limit: 12 months (1 year)

Ruler: Ma Chao

- Objectives: a. Capture Cao Cao and execute him
- b. Gain control of Chang An, Luo Yang and Xu Chang

G. MAR 227 - The Officer's List

Time Limit: 36 months (3 years)

Ruler: Zhuge Liang

- Objectives: a. Gain control of Chang An, Han Zhong, Cheng Du and 9 other cities
- b. Capture Cao Rui and execute him

=====
 ====TRIGGERING SCENES====
 =====

!!!Note - You might find some spoilers in this section!!!
 - Some dates may vary for some scenes

 ** Credits: **
 ** **
 ** nesrtkfan - Scen. 2 Scenes **
 ** Lu Su - Scen. 3, 5 & 6 Scenes **

 I. Yellow Turbans

Note: Most of the events here are triggered only if you follow the steps found in Scenario 1 -> 2 Transition (under 'Scenario Transitions' section of this FAQ).

Scene # 1: Zhang Jiao loses the Way of Peace

- This is an easy one. Once Zhang Jiao takes 4 more cities, Nan Hua will show up and take the book away from him.

Scene # 2: Lu Bu is bribed using the Red Hare

- First you must follow the steps in Scenario 1 -> 2 Transition and on Dec 185, Li Ru will ask Dong Zhuo if he wants to bribe Lu Bu using the Red Hare. If you're playing as Dong Zhuo and you want to see the scene wherein Lu Bu kills Ding Yuan, don't bribe him yet.

Scene # 3: Emperor Ling dies

- Follow Scenario 1 -> 2 Transition steps and on APR 189, Emperor Ling will die. He is replaced by Emperor Shao

Scene # 4: Ten Eunuchs murder He Jin; The start of Dong Zhuo's Tyranny

- Follow Scenario 1 -> 2 Transition steps and on AUG 189, He Jin tries to kill the Ten Eunuchs
but the Ten Eunuchs murdered He Jin before he can do this. Also, Emperor Shao and the King
of Chen Liu will be kidnapped by the Ten Eunuchs and they will be found by Cao Cao and Yuan
Shao's search party. Dong Zhuo takes over and replaces He Jin.

Scene # 5: Chen Liu Prince Xian replaces Emperor Shao; Ding Yuan is Murdered; Yuan Shao flees
to Nan-Pi

- Follow Scenario 1 -> 2 Transitions steps and on SEP 189, Li Ru will advice Dong Zhuo to re-
place Emperor Shao with the Chen Liu Prince, Xian. Ding Yuan disagrees with Dong Zhuo's plan.
Dong Zhuo gets mad but can't do anything because Lu Bu is at Ding Yuan's side. Li Ru then
bribes Lu Bu and wins him over to Dong Zhuo's side. Lu Bu responds by killing his foster
father, Ding Yuan. Fearing Dong Zhuo, Yuan Shao flees to Nan-Pi and becomes a ruler. (If Nan
Pi is already occupied, he will flee to a different city)

Scene # 6: Cao Cao Assasination Attempt fails

- Follow Scenario 1 -> 2 Transition and on OCT 189, Cao Cao will try to murder Dong Zhuo using
the Sword of the Seven Stars but fails. Dong Zhuo receives the sword from Cao Cao as a gift
instead. Having doubts about Cao Cao's real intention, he order Cao Cao to be arrested but
he had already fled.

Scene # 7: Cao Cao raises troops in Chen Liu

- This isn't really a scene but this will be triggered after the assasination attempt.

Scene # 8: Cao Cao asks for help from other rulers

- If you have successfully done the Scenario transition, you will automatically see this on
JAN 189.

Scene # 9: Dong Zhuo burns Luo Yang

- Just like scene # 8, this is automatically triggered 2 months after scene # 8.

II. Dong Zhuo's Ambition

Scene # 1: Cao Cao asks for help from other rulers

- No conditions. You'll see this on DEC 189

Scene # 2: Dong Zhuo burns Luo Yang

- No conditions. You'll see this on FEB 190

Scene # 3: Wang Yun introduces Diao Chan to Dong Zhuo

- You must have Li Ru, Lu Bu and Wang Yun as officers of Dong Zhuo. This happens on JAN 192

Scene # 4: Dong Zhuo discovers Lu Bu with Diao Chan

- This will follow after Scene # 3, on FEB 192.

Scene # 5: Dong Zhuo is offered the Seat of Heaven

- This will follow after Scene # 3 & 4, on MAR 192.

Scene # 6: Dong Zhuo is killed by Lu Bu

- This will follow after Scene # 3, 4 & 5, on APR 192.

III. Warring Lords

Scene # 1: Dian Wei meets Xu Zhu

- Automatically triggered on NOV 194, no conditions.

Scene # 2: Zhou Yu borrows rice from Lu Su

- Lu Su must still be undiscovered. This happens on FEB 195

Scene # 3: Zhou Yu visits Lu Su

- Lu Su must still be undiscovered. This happens on MAR 195

Scene # 4: Zhou Yu visits Lu Su again

- Lu Su must still be undiscovered. This happens on APR 195

Scene # 5: Zhou Yu invites Lu Su

- Lu Su must still be undiscovered. This happens on MAY 195

Scene # 6: Zhou Yu recommends the 2 Zhangs of East Jing

- The 2 Zhangs must still be undiscovered. This happens on FEB / MAR 196

Scene # 7: Lu Su recommends Zhuge Jin

- Zhuge Jin must still be undiscovered. This happens on FEB / MAR 196

Scene # 8: Yuan Shu declares himself Emperor

- Yuan Shu must have at least one city and has the Hereditary Seal. This happens within the year
197 and 198

IV. Fight for He-Bei

V. The Dragon and the Phoenix

Scene # 1: Liu Bei is lost and meets Sima Hui

- Xu Shu must still be undiscovered. This happens within the year 207

Scene # 2: Liu Bei meets Xu Shu

- Xu Shu must still be undiscovered. This happens within the year 207

Scene # 3: Cheng Yu plans on recruiting Xu Shu

- Xu Shu must be recruited by Liu Bei. This happens within the year 207

Scene # 4: Xu Shu is tricked into joining Cao Cao; Xu Shu recommends Zhuge Liang

- Xu Shu must be recruited by Liu Bei. This happens within the year 207

Scene # 5 - 7: The Three Famous Visits to Zhuge Liang

- Scenes 1 - 4 must be triggered. This happens on JAN - MAR 208

Scene # 8: Ma Liang recommends his brother, Ma Su

- This can be triggered if Ma Liang is your officer (any ruler). This happens within the year 208

VI. Liu Bei, King of Han-Zhong

Scene # 1: King of Wei dethrones the Emperor

- You must not play as Cao Cao/Cao Pi. This happens within the year 220

Scene # 2: Zhuge Liang tricks Liu Bei into becoming the Emperor of Han

- Scene 1 must be triggered first. Zhuge Liang and Liu Bei must be in Cheng Du. Automatically triggered if you're not playing as Liu Bei.

Scene # 3: Xu Shu asks Cao Cao to declare Sun Quan the King of Wu

- Scene 1 & 2 must be triggered first and Xu Shu must be with Cao Cao. This happens within the year 221

VII. A Fallen Star; End of an Era

=====
=SCENARIO TRANSITIONS=
=====

```
*****
**          Credits:          **
**          **                **
**          menghuo          **
*****
```

Scenario 1 -> Scenario 2 Transition (by: menghuo - sehghh@yahoo.com)

- First, make sure that you control these rulers:

He Jin

Sun Jian

Zhang Jiao

Tao Qian

Liu Yan

Ding Yuan

Gongsun Zan

Dong Zhuo

(Kong Zhou, Qiao Mao & Han Sui are comp. controlled)

- Do not use the Find command yet

- Have Sun Jian attack cities until he reaches Chang Sha

- Have Zhang Jiao follow Sun Jian by attacking Sun Jian's cities until Sun Jian's only left

with Chang Sha (You should see an event where Zhang Jiao loses the Way of Peace by this time)

- Fire all of Zhang Jiao's officers and kill Zhang Jiao (capture him and execute)

- When Zhang Jiao dies and no officer is left, all of Zhang Jiao's cities will be vacant.

- Save and keep on passing turns

- Make sure that Han Sui, Qiao Mao and Kong Zhou (comp. rulers) don't get any new officers.

- On Apr 189, Emperor Ling dies and is replaced by Shao

- Continue passing turns until you reach Aug 189

- On Aug 189 put everyone except Sun Jian in computer control

- He Jin will be murdered by the 10 Eunuchs

- On September 189, Xian will replace Shao as the Emperor

- On October 189, Cao Cao's assassination attempt will fail (start of Scenario 2)

- On December 189, Cao Cao starts building his forces in Chen Liu

- Jan 189 --- you've successfully done the transition!

=====
=====DUEL TACTICS=====
=====

During a war, an enemy general might challenge one of your generals to a duel.

Also, you can

challenge enemy generals to a duel. If they accept, you must first do some preparations and be

sure that your officer will win.

A. POLICY

Before selecting the tactics, you must first select a policy.

1. Suicidal

- You can choose up to 5 tactics.

- Fight until you run out of body.

- Chase your opponent if he runs. If he's getting away, shoot him.
- You can't use the tactics of Seduce, Exchange and Run & Hit.
- You more easily fall prey to Seduce, Capture and Run & Hit.

2. Strong

- You can choose up to 4 tactics.
- Retreat when your body falls below 20.
- Chase your enemy if he runs.
- Most frequently used strategy.

3. Capture

- You can choose up to 3 tactics.
- Retreat when your body falls below 30.
- Chase your enemy if he runs.
- You can only use the tactics of Shout, Capture, Secret and Seduce.
- Most frequently successful strategy.

4. Defensive

- You can choose only 2 tactics.
- Strategy with highest chance of retreating safely.
- Will not chase opponent if he runs, will not be fooled by Seduce and Run & Hit.
- Unable to use Secret, One Blow, Special and Arrow.
- You'll more easily fall prey to an opponent's Shout.

B. TACTICS

1. Shout - shock an opponent with a loud yell, forcing them to retreat.
2. Seduce - take your opponent captive through an ambush.
3. Retreat - persuade your opponent to retreat.
4. One Blow - try to defeat the opponent in one blow. (*)
5. Special - an extremely effective and powerful attack.(@)
6. Run & Hit - pretend to run away and if your enemy chases you, shoot him with an arrow. (@)
7. Capture - take your opponent captive.
8. Exchange - retreat and exchange with a nearby officer.
9. Fake Info - send out false information to your opponent which will cause him to retreat.
10. Both Side - attack while avoiding being hit.
11. Arrow - shoot your opponent with an arrow. (*) (@)
12. Secret - throw a secret weapon to your opponent. (^)

* - can only be used in the first pass

^ - even if you throw your weapon, you won't lose it

@ - will lower your opponent's WAR stat temporarily

```
=====
===FINDING OFFICERS===
=====
```

Here you go! Tips for using the HR->Find command!

This really isn't my own list. I just found them in the GameFAQs Message Board.
I guess
I'll just give them credit for this!

```

**           Credits:           **
**           **
**           Arsonist18         **
**           Lu Bu RULES        **
**           Kaney              **
**           Lu Su              **
**           manisan            **
*****

```

```

-----
From: Lu Su
-----

```

YEAR	CITY	OFFICER
194	Ping Yuan	Wang Can
194	Ping Yuan	Mi Heng
194	Xiang Yang	Xiong Chong
194	Jian Ning	Lu Kai
194	Jian Ning	Yong Kai
194	Jian Ning	Dong Yun
194	Jiang Zhou	Wang Lei
194	Yong An	Zhou Ying
194	Yong An	Wang Fu
194	Yong An	Wu Ban
194	Pu Yang	Pan Zhang
194	Wu Ling	Gong Zhi
194	Bei Ping	Tien Chou
194	Bei Ping	Zhu Ling
194	Chen Liu	Xu Shu
194	Hui Ji	He Qi
194	Ling Ling	Xingdao Rong
194	Gui Lan	Bao Long
194	Gui Lan	Zhou Fan
194	Chang Sha	Hong Zhong
194	Han Zhong	Meng Da
194	Chai Sang	Tan Xiong
194	Jiang Xia	Zhao Lei
194	Wu	Gu Yong
194	Wan	Lu Yi
194	Chang An	Hanfu Song
194	Luo Yang	Jia Kui
194	He Nei	Sima Lang
194	Ru Nan	Chen Bing
194	Xiao Pei	Yan Jun
194	Xia Pi	Niou Jin
194	Ji	Fushi Ren
195	Jin Yang	Han Zhao
195	Xia Pi	Lu Su
195	Bei Ping	Lu Wei Huang
195	Wu	Fu Ying
195	Lu Jiang	Ma Zhong
195	Jiang Shou	Fa Zheng
195	Cheng Du	Lei Tong
195	Cheng Du	Wang Kang
195	Nan Pi	Zhou Cang
195	Xi Liang	Chen Yi
196	Xi Liang	Pang De
196	Ling Ling	Jiang Wan
196	Chen Liu	Xu Sheng

196	Lu Jiang	Zhuge Jin
197	Lu Jiang	Zhang Hong
197	Lu Jiang	Zhang Zhao
197	Xiang Yang	Hua Jin
197	Xiang Yang	Cai He
197	Pu Yang	Hu Ban
197	Chang Sha	Xei Jing
197	Chang Sha	Wang Wei
197	Wu	Zhou Fang
197	Xin Ye	Wei Yan
198	Wuwan	Gu Jin
198	Wuwan	Ta Dun
198	Qiang	A Gui
198	?	Sun Li
199	Wu Ling	Pan Jun
199	Ru Nan	Lu Meng
199	Lu Jiang	Bu Zhi
200	Wan	Guo Youzhi
201	Xiang Yong	Cai Zhong
201	Lu Jiang	Sun Yi
201	Lu Jiang	Sun Kwang
201	Wu	Zhu Huan
201	Nanman	Shamoke
202	Cheng Du	Chen Shi
202	Tian Shui	Wang Shuang
202	Chen Liu	Cao Zhen
202	Xiang Yang	Yang Yi
202	Wu	Quan Zong
202	?	Wang Ping
203	Xin Ye	Deng Zhi
203	Lu Jiang	Sun Lang
203	He Nei	Sima Fu
203	Di	Quan Wan
204	Xin Ye	Li Yan
204	Wu	Lu Ji
204	Xin Ye (?)	Liao Li
205	Xin Ye	Shen Dan
205	Xiang Yang	Pang Tong
205	Jian Ning	Gao Ding
205	Lu Jiang	Sun Shao
206	Wu	Lu Xun
206	He Nei	Sima Yi
206	Chen Liu	Cao Xiu
206	Jin Yang	Guan Huai
206	Xu Chang	Xiahou De
206	Xu Chang	Xiahou Mao
206	Xiong Nu	Qu Bei
207	Lu Jiang	Ding Feng
207	Wu Du	Zhang Yi
207	Ping Yuan	Zhang Wen
208	Xiang Yang	Ma Liang
208	Xiang Yang	Ma Su
208	Hui Ji	Luo Tong
208	Jian Ye	Jiang Ji
208	Wan	Zhuge Liang
208	Wan	Zhuge Jun
208	Nanman	Mengya Zhang
208	Nanman	Meng Huo
209	Xu Chang	Ma Suen
209	Luo Yang	Geng Ji

209	Xin Ye	Shen Yi
209	Han Zhong	Zhang Yi
210	Jiang Xia	Fei Wei
210	Jiang Ling	Fen Xi
210	Wu Du	Gao Xiang
211	Wu	Zhu Ji
211	Bei Hai	Wang Ji
211	Lu Jiang	Sun Huan

From: Arsonist18

YEAR	CITY	OFFICER
192/196	Jin Yang	Zhao Yun (depends on scenario)
193	Qiao	Xu Zhu (depends on scenario)
195	Chen Liu	Xu Zhu (depends on scenario)
193	Lu Jiang	Zhou Yu
194	Yong An	Gan Ning
194	Xu Chang	Chen Qun
206	He Nei	Sima Yi
189/190	Chen Liu	Dian Wei (depends on scenario)
185	Xi Liang	Ma Teng
191	He Nei	Sima Lang
194	Qiao	Chen Dao
187	Qiao	Xiahou Dun
193	Cheng Du	Zhang Song
?	Jin Yang	Xu Huang
190/195	Chen Liu	Xu Shu
190	Xu Chang	Guo Jia
193/194	Ping Yuan	Mi Heng
188	Nan Pi	Wen Chou
186	Nan Pi	Yan Liang
187	Nan Pi	Zhang He
185	Jin Yang	Zhang Liao
?	Xiang Yang	Zhuge Liang

From: Lu Bu RULES

YEAR	CITY	OFFICER
184	Chang Sha	Huang Zhong
184	Qiao	Xiahou Yuan
184	Qiao	Xiahou Dun
188	Cheng Du	Zhang Ren
188	He Nei	Xu Huang
189	Bei Hai	Taishi Ci
189	Xu Chang	Guo Jia
189	Shou Chun	Liu Ye
189	Xi Liang	Ma Dai
190	Chen Liu/Qiao	Dian Wei
190	Chen Liu	Cheng
191	He Nei	Man Chong
195	Jiang Zhou	Fa Zheng
195	Jin Yang	Han Zhao
195	Xia Pi	Lu Su
196	Chen Liu	Xu Sheng

196	Lu Jiang/Xiao Pei	Zhuge Jin
196	Xi Liang	Pang De
196	Ling Ling	Jiang Wan
197	Xin Ye	Wei Yan
197	Lu Jiang/Xiao Pei	Zhang Zhao
197	Lu Jiang/Jian Ye	Zhang Hong
199	Lu Jiang	Bu Zhi
199	Ru Nan	Lu Meng
201	Wu	Zhu Huan
201	Nanman	Shamoke
202	Chen Liu	Cao Zhen
202	Wu	Quan Zong
202	Tian Shui	Wang Shuang
203	Xin Ye	Deng Zhi
204	Wu Ling	Liao Li
204	Xin Ye	Li Yan
205	Chang Sha	Sun Shao
205	Xiang Yang	Pang Tong
206	Jin Yang	Guo Huai
206	He Nei	Sima Yi
206	Chen Liu	Cao Xiu
206	Wu	Lu Xun
207	Wu	Zhang Wen
207	Lu Jiang	Ding Fing
207/208	Xiao Pei/Xiang Yang	Zhuge Liang
207/208	Xiao Pei/Xiang Yang	Zhuge Jun
208	Jian Ye	Jiang Ji
208	Nanman	Meng Huo
208	Xiang Yang	Ma Liang
208	Xiang Yang	Ma Su

From: Kaney

YEAR	CITY	OFFICER
220	Xin Ye	Deng Ai
225	Xi Liang/Tian Shui	Jiang Wei
240	Xia Pi	Yang Hu
241	Chang An	Du Yu
241/240	Luo Yang	Zhong Hui
242	Cheng Du	Zhuge Zhan
245	Jiang Xia	Lu Kang

From: manisan

YEAR	CITY	OFFICER
184	Chai Sang	Liu Du
191	Chai Sang	Fu Tong
192	Jian Ning	Dong Yun
191	Wu	Gu Yong
192	Gui Lan	Bao Long
192	Ling Ling	Liu Ba

=====

=====
=====

-A. Non - Gameshark Cheats-

Here are the cheats I know:

-CHAMPION CLASS OFFICER-

This is a very common cheat. First create 29 officers and when you're creating the 30th

Officer, you can select a new class for him/her: CHAMPION

-ALL TYPES OF UNITS-

If you want to draft all types of units in a city, go to ARMY -> DRAFT and highlight TYPE then press SELECT three times.

-CONTROL ENEMY DURING WAR-

To control the enemy and give orders to them during war, press [] (Square) to see a menu of the generals participating in the war and then select the one of the enemy generals and press O quickly before the next screen comes up. This will enable you to give orders to the enemy.

Note: The enemy generals will follow your orders ONLY if you are the one being attacked. On rare occasions, this cheat will also work if you are the attacker.

-WEALTHY START-

This isn't really a cheat but a strategy. When you start the game, select more than one ruler (8 is the max no.). Make sure you select the ruler you really want to play. And when the game starts, give all the other rulers' money, food, items to the real ruler you want to play.

Ex: In the scenario: Liu Bei - King of Han-Zhong

You want to play as Liu Bei. But instead of selecting just Liu Bei, also select Cao Cao and Sun Quan. Then when the game starts, give all Cao Cao and Sun Quan's gold, money & items to Liu Bei!

-SPLIT UP COUNTRY-

Again, this isn't really a cheat. If you want more rulers in the last two scenarios, first select all three rulers when starting the game and make sure that the rulers die (ex: Cao Cao, Liu Bei, Liu Chan, Cao Rui or Sun Quan dies). To do this, you can challenge them in a duel. Now when you're prompted to select the new ruler, select the last one in the list.

Ex: Liu Bei dies and you're prompted to select the new ruler. Instead of selecting Liu Chan, select the last officer in the WHOLE list (not just the page). When you do, your officers' loyalty should drop greatly and will revolt. Based on experience, at least two officers will succeed in revolting. Now you got new rulers! (I did this to Liu Bei and I didn't select Liu Chan. Instead, I selected the last officer in the list and Guan Yu,

Zhang Fei, and other protectors of cities of Shu revolted against the new ruler. Now the Shu emperor has only 4 cities left!

---B. Gameshark Codes---

```
*****  
**           Credits:           **  
**                                           **  
**           butter             **  
**           Lu Bu RULES        **  
*****
```

```
*****  
From: Butter  
*****
```

I. Max Money and Food codes: Base Code - 8014????ffff

Replace ???? with:

- 1) 99c4 99c8
- 2) 9a50 9a54
- 3) 9adc 9ae0
- 4) 9b68 9b6c
- 5) 9bf4 9bf8
- 6) 9c80 9c84
- 7) 9d0c 9d10
- 8) 9d98 9d9c
- 9) 9e24 9e28
- 10) 9eb0 9eb4
- 11) 9f3c 9f40
- 12) 9fc8 9fcc
- 13) a054 a058
- 14) a0e0 a0e4
- 15) a16c a170
- 16) a1f8 a1fc
- 17) a284 a288
- 18) a310 a314
- 19) a4b4 a4b8
- 20) a428 a42c
- 21) a39c a3a0

How to use these codes:

The no. before the codes is the Ruler #
The first four nos. are the gold codes and the last four nos. are the food codes to replace
???? in the base code.

Ex: You want Ruler 1 to have max gold...put in 801499c4ffff
You want Ruler 1 to have max food...put in 801499c8ffff
If you want Ruler 1 to have max gold and food put in both:
801499c4ffff
801499c8ffff

II. Max Officer Creation Points:

d01ffdc0 0023
801ffdd8 03e7

Max stats code for creating officers (the RV stats will start at 100)

d01ffdc00023
801ffdc40064
d01ffdc00023
801ffdc80064
d01ffdc00023
801ffdcc0064
d01ffdc00023
801ffdd00064
d01ffdc00023
801ffdd40064

Works for all classes but champion

NOTE: When switching between officer, warrior, etc. they may change. Don't worry just start adding to the value (LS, WAR, ETC.) and it should go back to 100.

For example: You switch to warrior and your LS goes to 55/89 as soon as you add a value point it would go to 56/100.

III. PR Codes

Base code - 8014????0064

Replace ???? with:

- 1) 99ec
- 2) 9a78
- 3) 9b04
- 4) 9b90
- 5) 9c1c
- 6) 9ca8
- 7) 9d34
- 8) 9dc0
- 9) 9e4c
- 10) 9ed8
- 11) 9f64
- 12) 9ff0
- 13) a07c
- 14) a108
- 15) a194
- 16) a220
- 17) a2ac
- 18) a338
- 19) a4dc
- 20) a450
- 21) a3cf

from: Lu Bu RULES

I. Officer's Energy Codes

#1-80143812/64c8
#2-801438ce/64c8
#3-8014398a/64c8
#4-80143a46/64c8
#5-80143b02/64c8
#6-80143bbe/64c8
#7-80143c7a/64c8
#8-80143d36/64c8
#9-80143df2/64c8
#10-80143eae/64c8
#11-80143f6a/64c8
#12-80144026/64c8
#13-801440e2/64c8
#14-80144419e/64c8
#15-80144425a/64c8
#16-801444316/64c8
#17-801443d2/64c8
#18-8014448e/64c8
#19-8014454a/64c8
#20-80144606/64c8
#21-801446c2/64c8
#22-8014477e/64c8
#23-8014483a/64c8
#24-801448f6/64c8
#25-801449b2/64c8
#26-80144a6e/64c8
#27-80144b2a/64c8
#28-80144be6/64c8
#29-80144ca2/64c8
#30-80144d5e/64c8

II. Ruler Energy Codes

Sun Jian - 80135f6e-64c8
Sun Ce - 801361a2-64c8
Sun Quan - 80135eb2-64c8
Liu Bei - 8013ed2a-64c8
Cao Cao - 801352f2-64c8
Lu Bu - 8013fb1e-64c8
Dong Zhou - 8013aa56-64c8
Zhang Jiao - 80137632-64c8
He Jin - 8012d0f6-64c8
Ding Yuan - 80139972-64c8
Liu Yan - 8013e39e-64c8
Han Sui - 8012da82-64c8
Gongsan Zan - 8013022a-64c8
Ma Teng - 8013bbf6-64c8
Liu Biao - 8013ec6e-64c8
Yuan Shu - 8012adb6-64c8
Liu Zhang - 8013e68e-64c8
Yuan Shao - 8012ac3e-64c8
Cao Rui - 801348aa-64c8
Liu Chan - 8013e8c2-64c8

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=====TIPS=====

A. GENERAL GAMEPLAY TIPS

1. Use the ability to control more than one ruler to your advantage. Use the "Wealthy Start" cheat found in the cheats section.
2. Always have at least one officer go on a long-term search. He might find new items, officers, Yellow Turban bandit or even a tiger which will increase both his Military Exp and your Prestige (PR).
3. If you control the Emperor, talk to him. He might ask you to ally with another ruler, contribute some food or gold, fire officers or ask you to give another ruler a title. If he does, accept it (I always do what he tells me to do except fire officers) and he will grant you titles. Only stop accepting his requests if you already have the highest title that can be given to you (Prime Minister) because he can't give you a title, higher than that.
4. If it's your first time playing this game (or haven't read the book), watch the opening scenes. This way, you'll be able to familiarize yourself with the names of the characters and the story.
5. An alliance in the game is very helpful. If you're allied with a ruler and want to attack a city, you can prepare a joint attack to create a stronger force. Also, if an enemy city is adjacent to 2 of your cities and at least 1 of you ally's cities, you can create a joint, aided attack which is composed of three forces: Main Force and 2 Reinforcements (1 from ally's city and 1 from another one of your cities).
6. If you want to challenge an enemy general to a duel and he doesn't accept, use your Army Advisor's Fake command to confuse him and after a few tries, he should accept.
7. Use the TALK command at least once a month to increase your officers' loyalty.
8. Assign officers with high POL stats to Farm or Commerce Task.
9. Assign officers with high WAR stats to Public Safety Task.
10. If you want to force an enemy general in war to a duel, use the army advisor's FAKE command.

B. OFFICER'S TIPS

This is what your officers will tell you if you talk to them using the MISC->TALK command.

I will explain some if necessary. Others are self-explanatory.

1. {Insert Name of Power here}'s officer, {Insert Ruler name here} is said to draw people to him like flies.

- If an officer tells you this, it means that he is praising that officer for his CHAR stats.

ex: Wei's officer, Cao Pi, is said to draw people to him like flies.

2. It is my dearest wish to find {Insert Item Name here}. There is no other like it.

- It means he wants to find and receive the item.

ex: It is my dearest wish to find Stallion of Fierce Winds. There is no other like it.

3. It is best to appoint those with the same ideas to work together. They get more done.

4. I feel that it is time that we thought about expansion. (Insert City name here) appears to be a likely choice. There are not many troops there. What does my lord think?

ex: I feel that it is time that we thought about expansion. Xia Pi appears to be a likely choice. There are not many troops there. What does my lord think?

5. My Lord, I would be a better protector for {Insert city name here} than {Insert officer name here}

- Now here, you will see a rivalry between two officers. Do not always believe the officer who will tell you this.

ex: My Lord, I would be a better protector for Chai Sang than Cheng Pu.

6. My Lord, there is a matter I would like to discuss in council. Do I have your leave?

- You will be prompted if you want to hold a council with your officers regarding a certain matter.

7. I hear that people who dream of Empire tend to like military matters and scheming.

8. {Insert name of power here}'s officer, {Insert officer name here} can truly be called a genius.

- The officer is praising another officer for his INT stats.

ex: Wei's officer, Xu Shu, can truly be called a genius.

9. The higher you climb nobility, the higher ranks you can bestow upon your men.

10. You receive taxes from trade cities each season.

11. The Han of old made Guan-Zhong their capital and conquered the land. We can do the same

with {Insert region name here}. Let us start by taking control of {Insert city name here}.

ex: The Han of old made Guan-Zhong their capital and conquered the land. We can do the same with Yong. Let us start by taking control of Hui Ji.

12. {Insert name of power here}'s officer, {Insert officer name here} is a truly strong and noble warrior.

- The officer is praising another officer for his WAR stats.

ex: Wei's officer, Xu Zhu, is a truly strong and noble warrior.

13. I hope someday, you reward me with the {Insert item type here}, {Insert item name here}.

- The officer is asking you to give him a certain item.

ex: I hope someday, you reward me with the Strategy Book, War Manual of Sun Tzu.

14. Your warleader appears busy. It makes me want to jump in and do it for him.

15. It is more important to wait and build your strength after gaining a new area.

16. Without a good I-net, you can't detect enemy movement. You end up fighting in your city.

17. Warleader has such a nice ring to it. I certainly envy {Insert WL name here}

ex: Warleader has such a nice ring to it. It certainly envy Sima Yi.

18. Build up a strong force. Have a piece of of land to govern. Seems like a good plan.

19. My Lord, maybe I shouldn't brag, but I excel at gathering information.

- If an officer tells you this, you might want to assign him to become an Intelligence officer.

20. {Insert city name here} doesn't seem to have much in the way of farms. We must develop more.

- It means you should focus on developing farms in a certain city.

ex: Pu Yang doesn't seem to have much in the way of farms. We must develop more.

21. The land is in chaos. A time like this is full of chances. Well, at least I think so.

22. The no. of cities you can build a palace is limited. There's only seven or so.

23. Lord, there is no point in attacking {Insert ruler name here} now. Just send an envoy and I'm sure that {Insert ruler name here} will submit. Shall we try it?

- Don't always believe if an officer tells you this but you might as well try

it.

ex: Lord, there is no point in attacking Sun Quan now. Just send an envoy and I'm sure that Sun Quan will submit. Shall we try it?

24. In war, it is best to have an advisor. Without one, certain strategies are useless.

25. Holding occasional; conferences keeps peace among your men. It lets them know you care.

26. Building a palace requires six months time and 20000 in gold.

Note: This is not yet a complete list, I will try to complete it on the next update.

C. READER'S TIPS

This section contains all the tips that are submitted by the readers of this FAQ.

If you have a tip, please send it to jzdman@yahoo.com!

Of course, credit will be given to you...

From: manisan

Tips how to maintain your main army:

In battle outside the city, keep your main army surrounded by your sub-armies.

When the enemy

is approaching your HQ, it will be blocked by your other squads, and from the HQ you could

attack with arrows. It works very well if you handle large enemies. Your HQ won't lose any

troops and you can eliminate the enemies very fast.

Duel with the enemy commander:

Always try to taunt the enemy commander and if he responds, his army will be confused. You

can try to challenge the enemy commander after that. The chance of the commander accepting

the challenge is pretty high.

From: Sun Jian

Easy way to destroy a large power:

The easiest way to destroy a large power is cut off their supply lines. When you attack an

enemy city and its supply line is cut, they will have no food and are more easier to defeat.

Other ways to force a duel:

- Set fires
- Charge the target enemy until its soldiers panic

Prevent officers with low loyalty from being recruited:

Make low-loyalty officers go on a long term search so they can't be recruited.

This is useful

for building up a good general's loyalty.

From: fordandmazda

Decrease enemy morale:

Make your strong generals (High WAR stat) challenge an enemy officer. Usually, they won't

accept the challenge. Their morale will decrease by one everytime the enemy refuses. Do this

using more than one general and eventually the enemy soldiers' morale will go down to zero.

Dealing with large enemy reinforcements:

Everytime your army attacks an weak enemy city, they will most likely send reinforcements to

help the weak army defend their city. In the beginning of the battle, use the majority of your

army to attack the enemy commander. When the reinforcements arrive, you can simply ignore them

and concentrate on attacking the enemy commander. If the enemy commander is defeated, the other

enemy generals will try to flee. You can try to pursue the fleeing enemy generals and

reinforcements.

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=====[VISIT THESE ROTK SITES!](#)=====

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<http://quantumirc.virtualave.net> - Marcus Dion's ROTK site

www.3kingdoms.net - the best ROTK site!

www.Threekingdoms.com - online ROTK book

www.sanguo-online.com - the best RTK Community! (You can talk to me at the forums)

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=====[CREDITS](#)=====

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(In no particular order)

- * GameFAQs.com
- * KOEI - for creating this game
- * Neoseeker.com
- * PSXCodez.com
- * a2zweblinks.com
- * Arsonist18
- * butter
- * Lu Bu RULES
- * Kaney
- * nesrtkfan
- * Lu Su
- * menghuo (sehghh@yahoo.com)
- * omeel4@hotmail.com
- * deder@pacific.net.ph
- * nexon@edsamail.com.ph
- * Timothy Monzon (unknown1777@yahoo.com)
- * Gavin Low (timgy@yahoo.com)
- * Feriano Sugiharto (phyrexia@cbn.net.id)
- * IdeoSinKraSee@aol.com

* Wil (yscheung@intergate.ca)
* Sid (sid@ustlru.com)
* Fal85@aol.com
* tyrael18 (for reminding me of the forced duel trick!)
* manisan
* Cujo Wolfslayer
* Sun Jian
* fordandmazda

(If you want me to post or correct your e-mail address, please send them to me)

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