

Gemfire Scenario Edit Guide

by DizavidHZ

Updated on Feb 12, 2015

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GEMFIRE

A customized scenario guide

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Contact guidelines:

You CAN contact me for: spelling/grammatical errors, any errors I make relating to gameplay, any ideas or new twists to my strategies outlined below. If you like the FAQ, you can write and tell me. If you absolutely hate it, you can also send me that info as long as you tell me what and why you dislike it. Only serious complaints; "Your guide sucks because you suck" is not constructive and a waste of both our time.

If by some chance you want to use a FAQ for a forgotten game, feel free to contact me. I'll most likely willingly allow use of the guide, as long as the website in question is at least somewhat reputable.

If you need to contact me, BE SURE TO INCLUDE "GEMFIRE FAQ" in the title of the e-mail.

You CANNOT contact me for: Basic flaming, trolling, etc. I will NOT provide links or access to emulators, ROMs, or any illegal materials. Anything not related to the FAQ would be ridiculous to send; what could you have to say to somebody you only know from a FAQ they wrote? :P

Please note this is NOT a walkthrough; it's a guide to manipulate the game into a "new scenario". As such, there is no scenario-by-scenario walkthrough, or 5th unit stats, etc. There are a few excellent full guides on gamefaqs, there's no need for me to rewrite the exact same material already covered. I'm all about the lazy folks.

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VERSION HISTORY

Version 1.0.0

First draft and version; a VERSION HISTORY section is probably overkill at the moment...

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CONTENTS

All contents will be put in parenthesis for easy CTRL+F searching. So the number of the section in parenthesis will only appear here in

contents, and at the start of its section. :)

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Six simple chapters (for now). Easy, right?

(1) Introduction

I've been playing this game since I was 9 years old. Since I'm not afraid of 'dating myself' (shudder) That's 22 years. If you've ever played this game (and honestly you should know it well before doing this trick) you know the AI isn't exactly head of its class. The AI becomes extremely easy to manipulate and makes every game, while fun, a sure thing to win. While the lack of challenge is actually a part of the games charm, being able to play a strategy game where you don't have to take steady aspirin for the headache of balancing all the minute details, sometimes it would be nice if the game could kick the difficulty up a notch.

Well, as a kid, I came up with such a way. Over the years I've refined it, and after seeing that this mostly underrated and unheard of game had a pretty active board, I decided I'd share it.

I sincerely hope you enjoy it as much as I have. I also hope you realize it does take some time to fully set it up before the "real" game starts up. Any tips or strategies that help cut the time taken to set up your custom scenarios are welcome. I'd also take some custom scenarios you come up with yourself. I'll post full credit for any such help.

Anyway, this has been a lot of words; on to the guide!

(2) Basic Set-up

Foreword: Though this can be done in ANY scenario, so far I've found the easiest is most likely SCENARIO 2: FLAX'S SHAME.

STEP 1:

First of all, you'll need to start up a 2 player game. If you only have 1 controller, it's no problem. Controller 1 can control both families. Player 1 should be who you personally want to play as in your chosen scenario. To make things easiest, either choosing the youngest ruler, or the ruler with the youngest FAMILY MEMBER (so they

can assume the throne in the event of the main rulers death due to old age). The 2nd player can be any family, but it's best to choose the one with the least/no heirs. For the example I set under Scenario 2, Erin of Blanche is the youngest ruler, and Erik of Flax has NO heirs. Leander of Molbrew is also a good choice due to his age. The 2nd player family will ultimately be wiped out, so I'll refer to them from here on as the DYING family. (Just incase you, for some reason, chose your personal family as the 2nd player...) The other family will be referred to as the SURVIVING family.

STEP 2:

Play the game normally as both families, grabbing up as much land as possible with both of them as quickly as possible. You may want to make sure to keep several provinces kept up (cultivation and protection levels) for the "real" game. During this phase, you'll want to start letting the DYING family grab up a lot of the land near the end, even ones the SURVIVING family owns. You can remove your resources from the lands you let the DYING family take before initiating the attack. Another thing to note during this phase is to kill any heirs/direct family members the DYING ruler has. This can be done by saving your game, having the heir attack one of your lands with 1 troop, then instantly having the DYING heir retreat. If you don't capture him after the "battle", load your save. If you do capture him, make sure the DYING family refuses his/her ransom, then you'll have the option to BANISH the heir forever. Do this until the DYING family has no possible vassals to take over in the event of ruler death.

STEP 3:

Once all families aside from DYING and SURVIVING are taken over, create a separate save file if you wish. This is the 'template' for creating the scenario. FINAL REMINDER: Make sure the DYING family has no heirs or family members left.

STEP 4:

There are SEVERAL ways to set up from this point, but here is the first way I set this up. First of all, have the DYING family take over ALL provinces except for your SURVIVING family's single last province. From here, you can have the DYING leader use the same save game/attack/capture/banish trick mentioned above to get rid of heirs. Or, if you'd like to create a custom made time limit on the real game, let old age kill the DYING ruler. This creates a time limit due to the fact your own ruler (and his/her heirs) have aged, and probably won't have very long to live before their stats start dying (at age 65) or start dying (around age 71-75).

STEP 5:

Once the DYING family's ruler passes away, something not unlike a glitch occurs. The game can't award the DYING land (or any crown gems) to you, because you didn't defeat them. With no heirs, the family is considered dead, and any vassals that controlled lands (lords and ladies) will create their own one-territory family. In my example above, where the DYING family took all 29 provinces, that created 28 new families.

The other 2 provinces are:

1. The one single province your family owns
2. The province the DYING ruler resided in. It will become empty.

Please note that any province that was under "direct rule" (lands that had no lord/lady installed to rule over it) will become empty.

This opens up TONS of personalized set ups. Leave a lord/lady of your choice in the land you want them to create a family. Leave ones you don't want anybody to rule in under direct rule. This will create an empty province; stack empty provinces close to each other to eventually create a highly contested area.

One last thing; any jewels the family had will be randomly distributed amongst the newly created families. For a challenge, make sure your player family does not acquire ANY new wizards of the crown.

This is just a basic set up, below I have some fun set-ups I've come up with and personally won. It definitely makes it a little more difficult. Some set-ups are more difficult to play than others.

(3) Custom Scenario Examples

NOTE: As far as I can tell, Provinces 8 and 30 are the easiest ones for you to have your SURVIVING family end up in for each of the challenges below. I feel no need to state the hardest ones; just pick a province that is heavily surrounded. :)

CHAOS:

Basically the set-up I chose as an example in STEP 5. Have a vassal in all 28 of the DYING family's provinces. Before ruler death, have the lands build up their troops, resources, and land stats to your liking for each. Then kill off the ruler, and enjoy fighting 28 families. It gets really aggressive if you made sure the DYING family got 6 of the 7 gems of Gemfire. It's also fun to sit back and watch if you have a few of the lands have 800-999 troops, and others nearby have 150-300. The 999 will begin trying to wipe out the lesser ones, but end up leaving its original province vulnerable to the others with 150-300 troops. Massive wars will break out.

VIRUS:

Before the DYING leaders death, place vassals ONLY in provinces 1-2 provinces apart. Leave the in-between provinces EMPTY. 2 provinces is best, but some areas might be better to have a few only have 1 empty province between them. Before the DYING rulers death, make sure all the vassals you have in place have FULL 999 resources. 999 Gold, 999 Food, 999 Troops. Try to make them also have 100 Happiness, 100 Cultivation, and 100 Protection. Close as possible, doesn't have to be 100's for all, as weather or random events make it hard to make ALL of them be maxed.

Once you have this set up, activate project DYING rulers death, and voila! The new families will feel utterly unthreatened, as they will ALL be surrounded by empty territories. They will begin spreading troops into the empty territories. They are habitually bad about sending the absolute minimum of troops to empty provinces. Eventually

they will spread to an empty province near a "not so empty" one...and massive wars will break out, like a virus. Sometimes this one is more fun to quit and let the computer finish the game and watch. If only you could turn off battle animations during full computer controlled games. :/

FOUR CORNERS:

Put your SURVIVING family in either province 8, 3, 26, or 30. Have the DYING family have vassals in the other 3 provinces. All others should be empties after the DYING rulers death. Similar to the VIRUS set up, this is better if all families have maximum resources, so they'll have more troops and resources to spread out. With lots of empty space, but a "rival" starting off somewhat nearby, it can be an interesting set up.

EAST vs. WEST:

This is the same set up as above, but put a new pair of families in number 13 (or 14), and number 18, respectively. Now you have a line of families down the west coast, and down the east coast. Fun! :o)

(4) Extra Tips and Tricks

This section has some tips I felt would fit in better down here rather than above. The above sections were already wordy enough, I saved some unimportant but interesting/fun things for here. Yay! Bonus tips! Now, excuse me while you check them out; I just said yay, and happiness and rainbows makes me sick to my stomach. I'll be back by the time you're done reading to give out thanks though! :/

(I) PART 1: Tips to Shorten Set-Up Time

The thing that takes up the most time is getting rid of the computer controlled families. Below are a few ways to try to cut the time it takes to get rid of them.

1.Let Them Eat Cake!

When you're against a province that can't be attacked with all your troops at once, starve them. For example, you need to attack province 22, but all of your provinces that can attack 22, can also be counterattacked by the nearby 23.

A good way to take the wind out of their sails without losing a ton of troops is to send in 1 troop in battle, and retreat.

The very first moment of battle, 1 days worth of food is lost for both sides. For 1 troop, that's 3 units of food; no big deal. For 999 troops, that's 100 units of food. Keep doing this until they have NO food, or only 1 days worth. With no food, they'll be forced to flee. With 1 days worth of food, that 1 day will be taken away immediately, giving them just that 1 day to reach your flag. Typically, this can't be done, so they'll be forced to flee at the end of the day due to no food. Beware of gargoyles if they have 1 day of food though;

gargoyles have a high chance of reaching the flag within that one day due to their ability to fly over all obstacles (fences, trees, rivers, etc.) They cannot fly over castle walls, but as attackers, that will never be an obstacle for gargoyles.

2. Come To The Dark Side; We Have Cookies!

Easy defections! If this gets published, and enough people tell me they would like me to do so, I'll make a list of "easy defections".

As a general rule, the following are almost always sure defects within three invites: Aiden, Melgan, Bradley, Raith, Pender.

Note that Pender is only possible A) if he's been recruited after being captured in family, or B) in Scenario 4, where he's already left the Blanche family and is no longer a family member. As a general rule, low charm usually seems to reflect higher defection chances, and your rulers popularity (Upper right stat on character info screen) also increases chances of defection.

Please note that direct descendants/family members will NEVER defect outside being recruited after a failed ransom post battle.

You can tell family members by checking the upper right part of their info screen. If there is a little symbol there showing two people with a connecting symbol above the two figures heads, they're directly related to the ruler and will stay loyal...until you capture them and the family can't afford the ransom. >:D

3.Slow and Steady Wins the Race

Sometimes you have to spend time to make up time. Build up several of your lands cultivation/protection levels. This will give you a LARGE amount of food and gold every September. Every year, you can use these provinces you built up to send food and gold to the lands on the front line to quickly recruit large amounts of troops and food for them without having to build up the newly acquired lands quickly.

4.Surrender! But Don't Give Yourself Away!

Once a family becomes extra powerful, any family with 2 or less territories will INSTANTLY give up and join you with the Surrender option. It's like the entire family defects to you! The best part here is the family that surrenders will bring ALL of their vassals; they won't seek out the family they prefer as they would if you'd defeated them in battle. This option obviously happens later in the game, but is helpful when you don't want to go through the motions of taking those last two lands.

I'm not quite sure what all the qualifications are to make a family surrender; I know owning a lot of lands is a big requirement, but leader popularity (upper right statistic in leader statistic info page) may also play a part. I'll play around with this more if I get requests to do so. (Or if someone already knows for certain. I give good cred.)

One last note on the Surrender option: The Lankshire family (King Eselred) will NEVER surrender. You can own all 29 other provinces against the Lankshire family's one, with 999 troops in all 29 provinces. It won't matter. The Lankshire family will NEVER surrender, regardless of who is ruling it. Just so you don't waste your time banishing Eselred in the hopes another ruler would make more intelligent decisions. Nope. Gotta kick their backsides all the way.

5. With Great Money, Comes Great Allies

Generally, especially in the north half of the map, hired units are utterly useless. They're a money drain, and usually don't have enough health or damage/range to justify the expenses.

One exception to this rule is mostly found in the southern provinces. There are some vicious 5th units for hire, and there are two that have a very exceptional ability that makes battles end much more quickly if used correctly. This is the ability to fly over obstacles, such as fences, rivers, and trees.

These two are the Wyvern, and the Gargoyles. Out of the two the Wyvern is the best. The main thing to focus on here is the gold it takes to keep them in your ranks. The Wyvern is 60 gold per month, but a whopping 150 points of health; equal to Zendor. It can only attack adjacent targets though.

The Gargoyles are 40 gold per month, but only 120 health. The reason I say all this is to point out this: Both of these units can get to the flag MUCH quicker on several battlefields due to their flying ability. Number 22: Londre jumps immediately to mind, with the two rivers it has in rapid succession. It isn't much, but any battle you can make shorter saves time.

(II) PART 2: Tricks to Make the Scenario Heat Up!

These are really just things I enjoyed doing in setting up these scenarios. I hope you enjoy them as well. :)

1. Brother against Brother

Using the trick of save/retreat/capture/recruit, you can make family members defect their family and join yours. Once you set up the scenario, you can make sure that you set family against family. Ander vs. Wolfen vs. Keyla. Or perhaps the entire Lankshire family dukes it out: Eselred vs. Elford vs. Karla vs. Adryl. Just an interesting little way to set up a "pretend" story.

2. Super Powers

This one is really difficult, because it depends on luck. Using the search option, you can sometimes find a relic instead of the territory's 5th unit info. These relics increase all three of a chosen vassals stats. There are 3 items for battle strength, 3 items for diplomacy, and 2 items for charm. Try to get them all, and pour them into two different people to get them insane stats. Then have those two set upon the world as their own family. At 200 strength, for instance, a province under 'direct rule' by such a ruler would have 100 strength when attacking. Since an attack of 90 is wonderful at the start of a

scenario, this makes the computer much more deadly in combat.

3. The Meek Shall Inherit The Earth

I'm sure by now you can figure out this one; make sure all the families that are created are ruled by the weakest of the weak in terms of vassals. Anise instantly pops into mind; also people who are weakened by age. Aigle pops into mind on this one. To truly participate in this one, you might want to make sure you start as a family with a weak heir that you can put on the throne with the banish trick. Again, Anise of Tate comes to mind here, as well as Arkan of Blanche.

Who will win out of the meek and weak?

4. There's Gold In Them Thar Hills

/or\
Race to the Finish!

This one involves making sure several provinces are in dire need of cultivation and protection. Get all of the lands you plan on having families in have their cultivation and protection levels in the single digits. Then, make sure 2 or 3 empty provinces away are provinces that have 80-100 cultivation and protection levels. To truly make things dire, put a limit of 150-300 troops per family. This becomes a race to the lands that will quickly generate food and gold, as well as be nearly impervious to sabotage and plundering. Combine this with The Meek Shall Inherit The Earth for some real headaches.

5. Possible Game Freeze/Glitch?

I've always wanted to do this, but just never got around to it. I've always wondered what would happen if all rulers died natural causes, with no vassals to rule their lands, in essence leaving all provinces empty. This would be difficult, but not impossible. I won't say how, but the way to set it up is easy to figure out if you pay attention to the tactics I listed for setting up the scenario. I'll give special mention and kudos to the first person who can post a video online that shows what happens when all lands are left empty. :o)

(5) Thanks

First thanks goes to Koei for making a game that, despite the vast

array of games I love to play over and over, easily has the trophy for most times played through.

Secondly, I'd like to thank Darth_Spectre for making me realize I could use the banish technique on DYING ruler instead of letting him die of old age. Boy, sometimes the most obvious fixes are right in front of you! :/

Third thanks goes to DragonAtma for telling me I might as well try to submit this. Worst they can say is no, right?

Fourth thanks goes to gamefaqs.com itself, for a site that I've used for over a decade for FAQ's and especially the reviews. I never get a game without reading the reviews here first.

Fifth, I'd like to thank admtanaka for his in-depth FAQ on this site I used it a couple of times to find the prices for the Wyvern and Gargoyles.

Sixth, the one that'll probably get me tons of flame-mails, goes jointly to both Marie, my mother, and Jed, my partner. Both of them always give me encouragement and inspiration to continue practicing my writing, regardless of subject or content. Lots of love to both; they've literally made me who I am today. Okay, enough of this sappy crappy. (Hopefully that last word won't be considered vulgar by the gamefaqs crew.)

If I forgot anyone/anything, please feel free to let me know at the e-mail address listed at the top of this document. I will be more than happy to fix the issue, and more than ashamed I forgot to give credit/thanks where due. I'm an easy guy to complain to; don't let the sarcasm fool ya.

(6) Legal Stuff, Or My Best Attempt At It?

Not exactly sure how this is supposed to go without plagiarizing somebody else's format, and that would really defeat the entire purpose of this section; so...here goes!

This FAQ is solely the property of myself, David Henry, and can only be used by the following websites:

- www.gamefaqs.com
- www.neoseeker.com

If by some slim chance another site actually wants to use this guide for such an old game, e-mail me first and GET MY PERMISSION. It'd just be nice to know it spread. Simple courtesy there, people.

The game Gemfire, and any references to its mechanics, characters, objects, or anything else remotely related to the game is the property of Koei. Not sure if that bit was necessary, but better safe than sorry.

If there's anything legal I've forgotten, please feel free to let me know, or let me know if I've made a total trash storm of all this.

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