Romance of the Three Kingdoms III (Import) Scenario Guide

by RAMS

```
   oooooo     oooooo    ooooooo  oo  oo
   oo  oo     oo  oo       oo      oo oo
   oo  oo     oo  oo       oo      ooo
   ooooo      oo  oo       oo      ooo
   oo  oo     oo  oo       oo      oo oo
   oo   oo    oooooo       oo      oo  oo


              oooooooooooo
               oo oo oo
               oo oo oo
               oo oo oo
               oo oo oo
               oo oo oo
              oooooooooooo
```

```
======================================
Game: ROTK III: Dragon of Destiny    =-
Name: Scenario Guide  (in depth)     =-
Plattform: SNES                      =-
Released: -                          =-
Written by: RAMS                     =-
E-mail: rams1801@hotmail.com         =-
Version: 0.1                         =-
                                     =-
Have any suggestion, e-mail them to  =-
rams1801@hotmail.com                 =-
======================================
```

```
===========================================================================
Disclaimer
===========================================================================
```
If you want to put this FAQ at your sites, then go ahead and do it. However,
please DO NOT ever claim this FAQ as your own. This FAQ is not to be modified
in any way without the author permission.

If you wanted to suggest what do you want to see in the FAQ just drop me a
mail.(my e-mail is at the end of this FAQ). I'll
try to include them in the next version of the FAQ(Hopefully:)

The site below is the only one allowed to put up my FAQ without asking any
permission:
www.gamefaqs.com

The site below is the only one allowed to modify this FAQ in any way:
www.kyogre.cjb.net

This guide is not the game official guide. Romance of the three kingdoms III
are owned by their various trademark holder.

```
================================================================================
Content
================================================================================


1. Version Update
2. Game Review
3. General Strategy
4. Scenario 1
5. Tips and Hints
6. Credits


===================
1. Version Update
===================


Version 0.1
- Created the walkthrough
- Completed list of rulers for scenario I
- Added in section on General Strategy
- Added i nsection on Rips and Hints


===================
2. Review
===================
```

Romance of the Three Kingdoms 3: Dragon of Destiny is the third installment in
the strategy games made by KOEI. The game is based on the three kingdoms period
in China (189-280). Romance of the three Kingdoms were also the basis for the
popular Playstation series Dynasty Warrior. However, unlike Dynasty Warrior,
this game is more strategical.

While this game might be pale to comparison with Romance of the three
Kingdoms 4: Wall of Fire. Nevertheless if you compare it with the second game,
you could notice huge improvement that have been made in this game.

Gameplay
With hundreds of officer that existed historically, this game will be entertaining,
especially to ROTK fans. There were 46 cities in the game based on real cities on
the real life three kingdoms period, and a lot of battlefield in which the war will
took place.

It is also a great feature, that besides controlling military aspect of your
country, you could control the economical and social aspect as well. For example,
you need to garner the popular support of the townsfolk so that you will get much
revenue and to prevent the town folks from rebelling.

There were 6 scenario in total that you could choose. Each with its unique
challenge that will be appealing for the player. For example, there is a
scenario that starts out with a lot of ruler with small countries, but there are
other scenarios that contain only a few rulers. The Ruler you choose will affect
the difficulty of the game.

In this game, you will also be able to create your own officer and ruler. This
feature is another plus point for the game.

Graphic
The Graphic is okay for an SNES game. More significant character such as ruler
and famous officer has their own unique picture. The battlefield was done quite
okay as well. With castle and houses were shown in a quite captivating manners.

Even though the graphic of this game is yet to match the fourth game, definitely

it is a huge improvement compared to its predecessor.

Music
In my opinion, the music is able to bring out the atmosphere of the game.
However, after playing for sometime, you might find the music to be repetitive.
It would be better if the creator of the game put on a more variety of music
implemented in it.

Replay Value
This game has a high replay value, considering the fact that two games you play
will never be completely similar. With a variety of rulers to choose from, this game
could keep you playing for a long time.

=====================
3. General Strategy
=====================

There are 2 key areas to be taken care of at the beginning of the game. They are your
cities defense as well as your popular support. Try to distribute food to your people to
raise their popular support. Popular support is quite vital in the game, as higher popular
support will reult in a higher tax return. IF your popular support is in red, there is a
risk that they might rebel. for your cities defense, there is no guidelines cast in stone
over how many soldiers you should have. You need to pay attention to the enemies cities
surrounding you. Try to have more soldiers than them to avoid being attacked. Cities
with no adjacent enemies cities could be left untouched first, or you might want to move
the soldiers in these cities to a more important one.

Next would be your cities domestic development. They consist of Flood Control, Land,
Harvest, and Economy. Out of this, try to develop economy using your civil officers. With
a higher economy rating, you will get more gold at the beginning of the year.

==================
4. Scenario 1
==================

Dong Zhuo

city: 11- Luoyang
Ruler: Dong Zhuo
Advisor: Li Ru
Economy: 700
Popular Support: 40
Soldier: 24700
Food: 62000
Gold: 4500
Officers: 19

city: 12- Hong Nong
Governor: Hua Xiong
Advisor: -
Economy: 550
Popular Support: 55
Soldier: 10000
Food: 53000
Gold: 3500
Officers: 5

city: 13- Chang An
Governor: Zhu Jun
Advisor: Jia Xue
Economy: 700
Popular Support: 50
Soldier: 11800
Food: 30000
Gold: 3400
Officers: 7

Han fu

city: 7-Ye
Ruler: Han Fu
Advisor: -
Economy: 450
Popular Support: 65
Soldier: 10000
Food: 45000
Gold: 2200
Officers: 5

Kong Rong

city: 8 - Beihai
Ruler: Kong rong
Advisor: -
Economy: 400
Popular Support: 45
Soldier: 8000
Food: 27000
Gold: 2700
Officers: 2

Liu Bei

city: 6 - Pingyuan
Ruler: Liu Bei
Advisor: Guan Yu
Economy: 450
Popular Support: 50
Soldier: 9500
Food: 50000
Gold: 2300
Officers: 3

Tao Qian

city: 18- Xuzhou
Ruler: Tao Qian
Advisor: -
Economy: 450
Popular Support: 60
Soldier: 10500
Food: 34000
Gold: 2100
Officers: 5

```
city: 17- Xia Pi
Governor: Che Zhou
Advisor: -
Economy: 400
Popular Support: 60
Soldier: 10300
Food: 30000
Gold: 2100
Officers: 3


Yuan Shao

city: 5- Nanpi
Ruler: Yuan Shao
Advisor: Tian Feng
Economy: 400
Popular Support: 70
Soldier: 29900
Food: 54000
Gold: 2800
Officers: 21


Gongsun Zan

city: 2- Beiping
Ruler: Gongsun Zan
Advisor: -
Economy: 250
Popular Support: 60
Soldier: 11500
Food: 25000
Gold: 1500
Officers: 3


Cao Cao

city: 10 - Chen Liu
Ruler: Cao Cao
Advisor: Chen Gong
Economy: 500
Popular Support: 65
Soldier: 23500
Food: 45000
Gold: 3000
Officers: 11


Wang Lang

city: 35 - KuaiJi
Ruler: Wang Lang
Advisor: -
Economy: 400
Popular Support: 23
Soldier: 9100
Food: 30000
Gold: 2000
Officers: 3
```

Qiao Mao

city: 9 - Puyang
Ruler: Qiao Mao
Advisor: -
Economy: 315
Popular Support: 60
Soldier: 7500
Food: 37000
Gold: 2800
Officers: 1

Kong Zhou

city: 20 - Qiao
Ruler: Kong Zhou
Advisor: -
Economy: 450
Popular Support: 60
Soldier: 10000
Food: 40000
Gold: 2300
Officers: 1

Yuan Shu

city: 22 - Wan
Ruler: Yuan Shu
Advisor: -
Economy: 550
Popular Support: 70
Soldier: 18900
Food: 52000
Gold: 3500
Officers: 11

Liu Yong

city: 32 - Shouchun
Ruler: Liu Yong
Advisor: -
Economy: 500
Popular Support: 48
Soldier: 10500
Food: 33000
Gold: 2300
Officers: 4

city: 33 - Jianye
Governor: Taishi Ci
Advisor: -
Economy: 450
Popular Support: 50
Soldier: 9500
Food: 40000
Gold: 2300

Officers: 3

Yan Baihu

city: 34 - Wu
Ruler: Yan Baihu
Advisor: -
Economy: 500
Popular Support: 25
Soldier: 10600
Food: 35000
Gold: 1900
Officers: 2

Sun Jian

city: 29 - ChangSha
Ruler: Sun Jian
Advisor: Cheng Pu
Economy: 450
Popular Support: 65
Soldier: 17500
Food: 60000
Gold: 2700
Officers: 9

Liu Biao

city: 24 - Xiangyang
Ruler: Lu Biao
Advisor: Kuai Liang
Economy: 600
Popular Support: 80
Soldier: 14700
Food: 53000
Gold: 2600
Officers: 7

city: 26 - Jiang Xia
governor: Han Song
Advisor: Kuai Yue
Economy: 350
Popular Support: 45
Soldier: 9400
Food: 53000
Gold: 2200
Officers: 4

city: 27 - Jiang Ling
Governor: Cai Mao
Advisor: -
Economy: 450
Popular Support: 75
Soldier: 8500
Food: 53000
Gold: 2500
Officers: 4

```
Ma Teng

city: 16 - Xi Liang
Ruler: Ma Teng
Advisor: -
Economy: 250
Popular Support: 60
Soldier: 12500
Food: 29500
Gold: 1700
Officers: 4



Liu Yan

city: 41 - Cheng Dou
Ruler: Liu Yan
Advisor: -
Economy: 500
Popular Support: 68
Soldier: 13000
Food: 41000
Gold: 2300
Officers: 9

city: 40 - Zi Tong
Governor: Yang Huai
Advisor: -
Economy: 400
Popular Support: 63
Soldier: 9000
Food: 30000
Gold: 2200
Officers: 2

city: 43 - Jiang Zhou
Governor: Yan Yan
Advisor: -
Economy: 350
Popular Support: 40
Soldier: 8300
Food: 36000
Gold: 2200
Officers: 1

==================
5. Tips and Hints
==================

Super Advisors
Advisors with intelligence rating of 100 or more will always give the right advice.
Unfortunately,
in the game Zhuge Liang is the only one with an original intelligence rating of 100. However,
you
could raise your advisors intelligence rating using items such as War Manual of Sun Tzu.


==================
6. Credits
==================
```

```
   - You, for reading it.



=================================================================================================

This FAQ is copyright of RAMS 2002-2003 all right reserved
You can contact me at RAMS1801@hotmail.com
8:12 AM 11/18/02
=================================================================================================


                                         (==RAMS==)


                   ########     ###       ####   ####    ########
                  ##     ##    ## ##     ## ## ## ##       ##
                  ########    ##   ##    ## ##    ##      ########
                 ## ##       #######    ##        ##          ##
                ##    ##    ##   ##    ##        ##      ########


=================================================================================================
```