



Dynasty Tactics 2™

三國志戰記



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

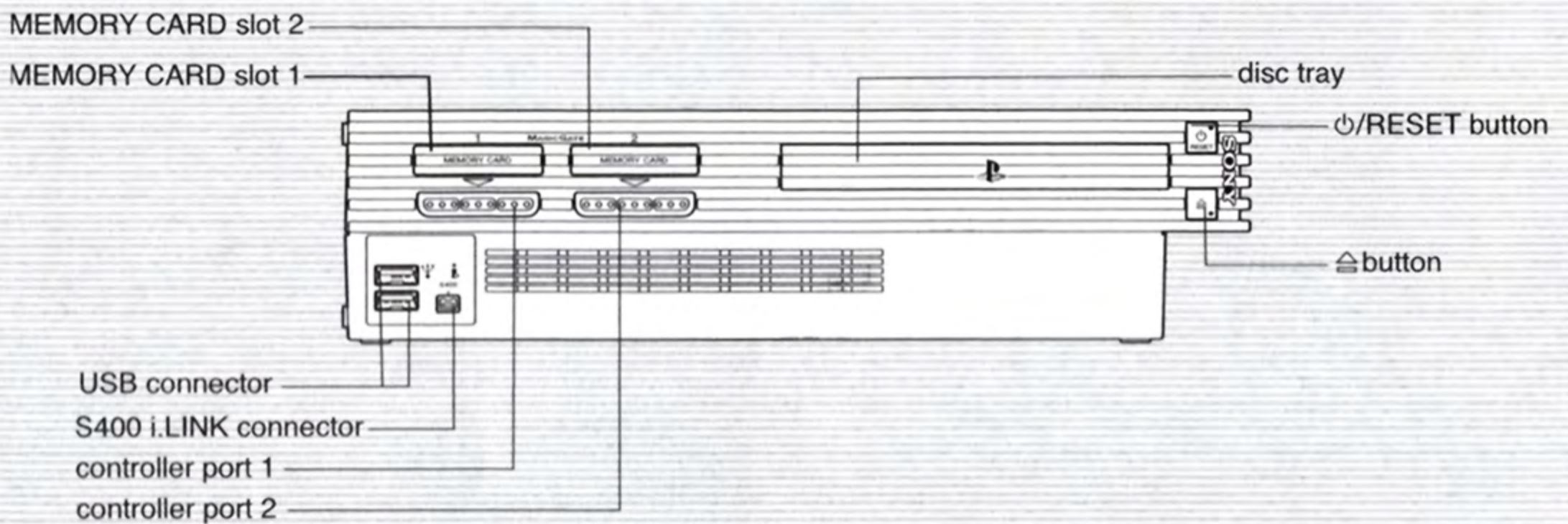
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
Never use solvents or abrasive cleaners.



CONTENTS

Getting Started	2
Starting Up	3
The Basics	4
Game Controls	4
Starting the Game	6
Save, Load, and Options	7
Game Flow	9
The Strategy Phase	10
Reading the Screen	10
Playing the Strategy Phase	12
Army	14
Spy	18
Developing Officers	20
Strategy Command List	23
The Battle Phase	24
Reading the Screen	24
Playing the Battle Phase	26
Battle Actions	28
Tactics and Combos	32
Database	38
Tactics List	38
Officer Information	42
Troop Type List	43
Skills List	44
Q & A	45
Warranty	49

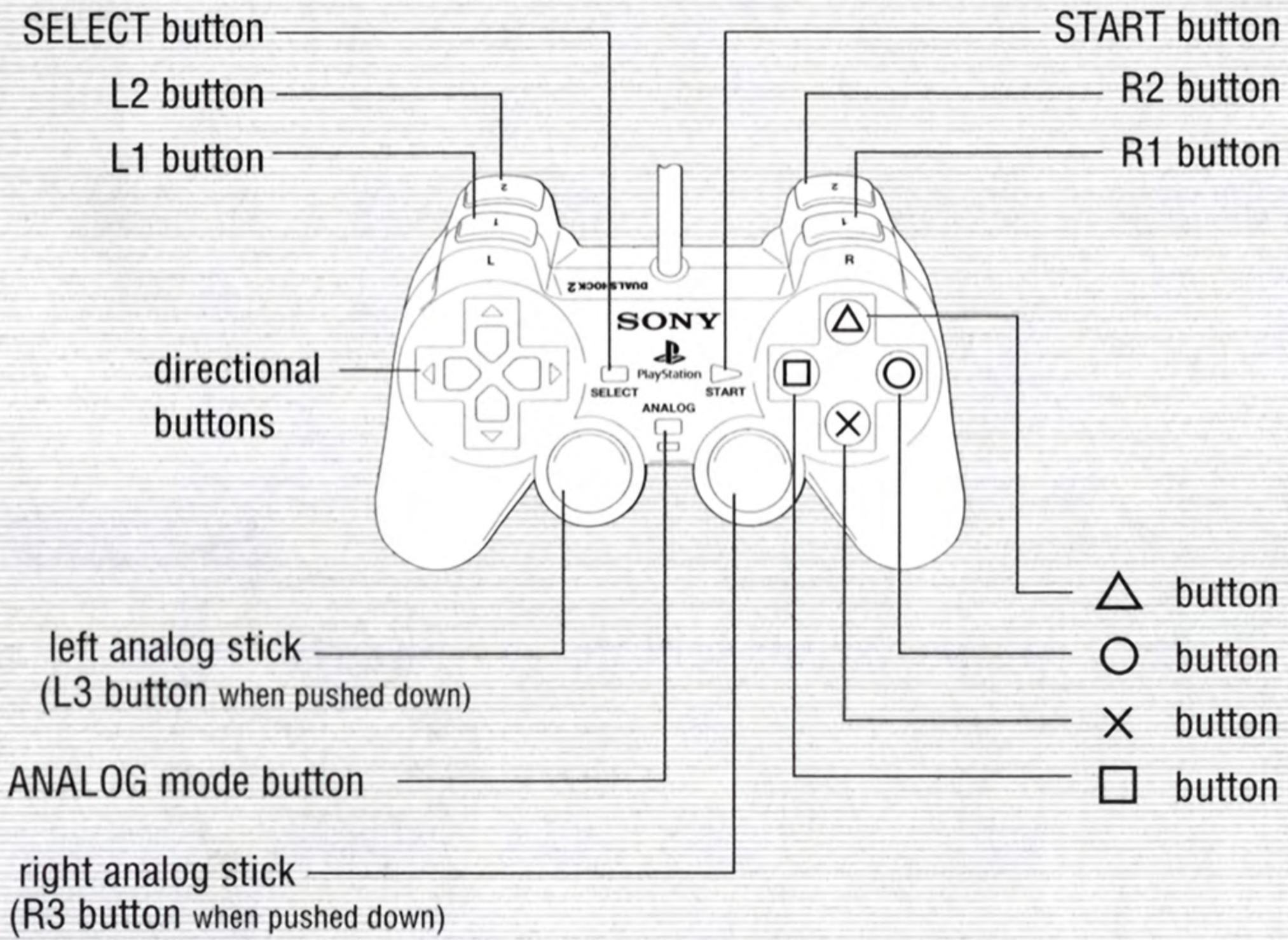
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Dynasty Tactics™2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 Analog Controller Configurations

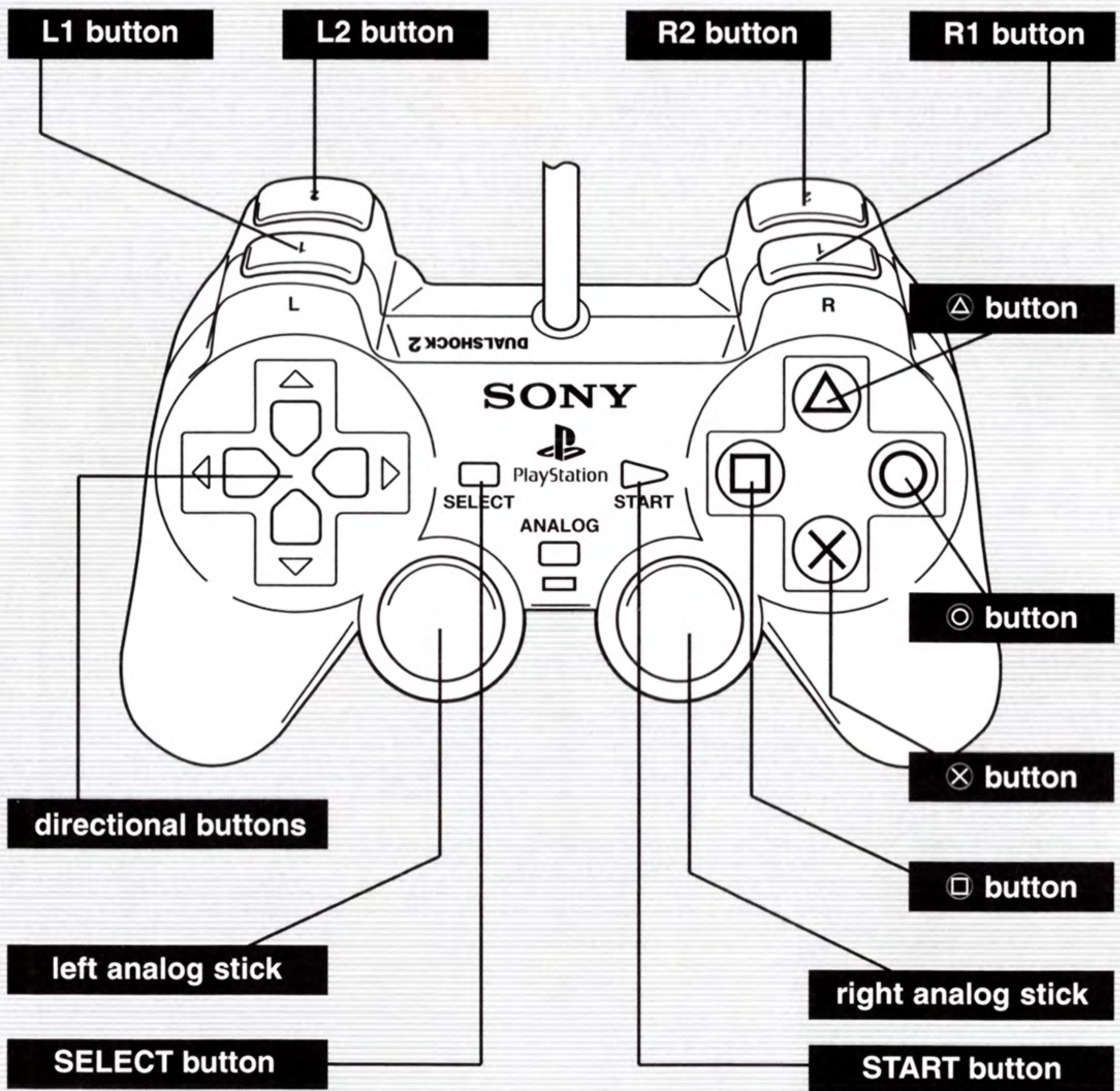


The Basics

GAME CONTROLS

DUALSHOCK®2 Analog Controller

* Controls are exactly the same when using a DUALSHOCK Analog Controller. This game does not support a non-analog controller.



- * During the game the controller should be set to analog mode (LED lit)
- * Vibration ON/OFF cannot be operated using the analog mode switch. See "Vibration" under "Options" to alter this function, (p.8).
- * You may return to the Title Screen by holding down the L1, L2, R1 and R2 buttons, together with the START and SELECT buttons for two full seconds.

Control Overview

◆ The Strategy Phase

BUTTON	FUNCTION
directional buttons	Move cursor
left analog stick	-
right analog stick	-
⊗ button	Confirm
⊙ button	Move the cursor to your capital (on the over map) Change the sorting category (on the officer overview)
□ button	Display the conditions for winning the scenario (on the over map) Change the display (with officer information displays open)
△ button	Cancel
R1 button	Cycle the cursor, in order, over your units or spies
R2 button	Display the list of officers in your army Display detailed information (with information displays open)
L1 button	Cycle the cursor, in reverse order, over your units or spies
L2 button	Display the civilian list (on the over map)
START button	End turn (on the over map)
SELECT button	Display the function menu (on the over map)

◆ The Battle Phase

BUTTON	FUNCTION
directional buttons	Move cursor
left analog stick	Change the distance of the camera
right analog stick	Rotate or move the camera
⊗ button	Confirm
⊙ button	Switch tactics
□ button	Display detailed unit information
△ button	Cancel
R1 button	Cycle cursor through units in order of movement (forward)
R2 button	Display tactics (when cursor is over a unit) Show detailed information on item or tactic (on information display)
L1 button	Cycle cursor through units in order of movement (backward)
L2 button	Toggle display of officer names and troops numbers
START button	Toggle display of control help
SELECT button	Open command menu

STARTING THE GAME

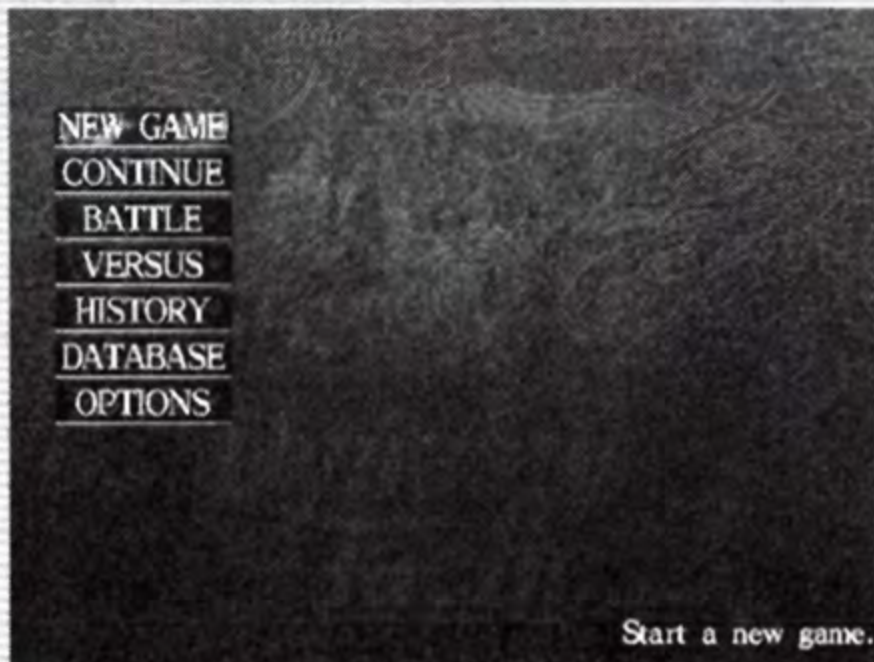
Loading the Game



If no buttons are pressed at the title screen, the demo screen will appear.

1. Place a memory card (8MB) (for PlayStation®2) with at least 197KB of free space into either MEMORY CARD slot 1 or MEMORY CARD slot 2.
2. Turn on the power to the PlayStation2 main unit and insert the **Dynasty Tactics™2** game disc, and the opening will begin to play.
3. When the opening finishes, the title screen will appear. Press the START button during the opening to go to the title screen.
4. Pressing the START button on the title screen will bring up the main menu.

Menu Selections



After fulfilling certain conditions, you can unlock a playable Epilogue for each character.

Select your desired command from the menu.

“New Game” – Start a new game. Select a character: “Liu Bei,” “Cao Cao,” “Sun Ce,” or “Lu Bu.”

* The very first time you play the game, you can only select the Liu Bei Prologue.

“Continue” – Load and continue a previously saved game (p.7)

“Battle” – Return to a previously saved battle.

“Versus” – Two players go head-to-head.

Forces are selected at random.

“History” – Review the stories from the scenarios that you have completed. You can also replay your top 10 combos.

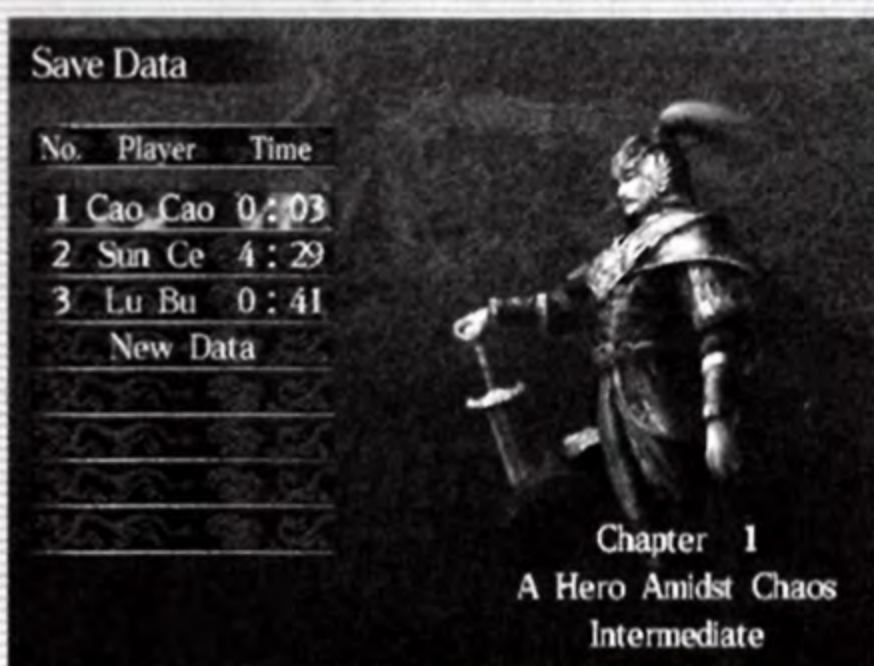
* “History” can only be selected after you have finished the game.

“Database” – View officer data. You may only view data on officers that have worked under your command.

“Options” – Alter various game settings (p.8).

SAVE, LOAD, AND OPTIONS

Saving Data



You need to save often.

During the game, it is possible to save data at both the Strategy Phase and the Battle Phase.

◆ Saving During the Strategy Phase

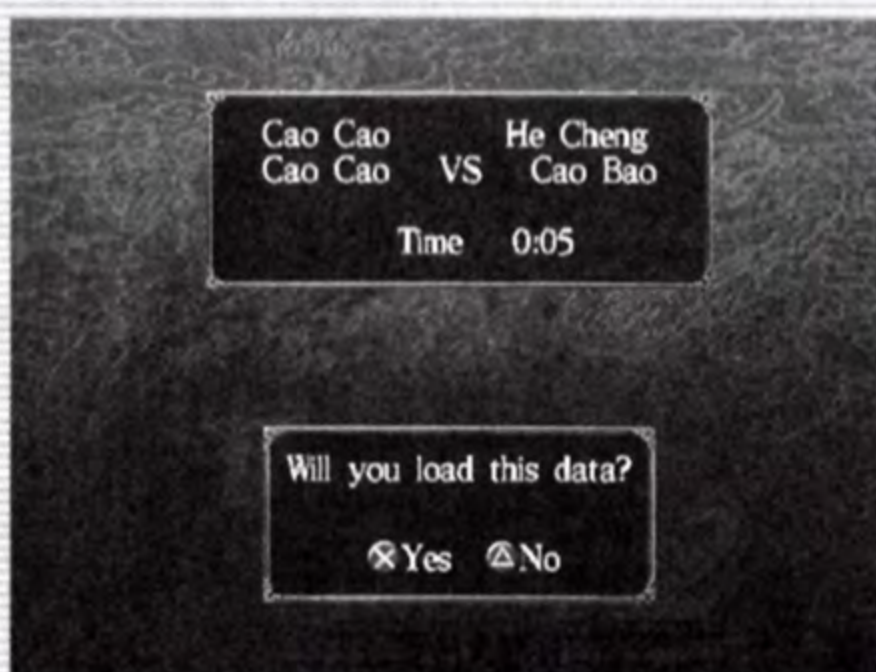
1. Press the START button on the over map (p.10).
2. Select "Save." A list of all save data will appear.
3. Select the slot you wish to use. If data already exists in that slot, you overwrite it. You can use up to 50 slots.

◆ Saving During the Battle Phase

1. During the turn of an allied unit, press the SELECT button.
2. Select "Save Battle."

* You can only have one battle save at a time. If you already have another battle save, you will be asked if you wish to overwrite it.

Loading Data



You can still load even during battle.

Loading previously saved data will allow you to continue the game from the point at which you saved.

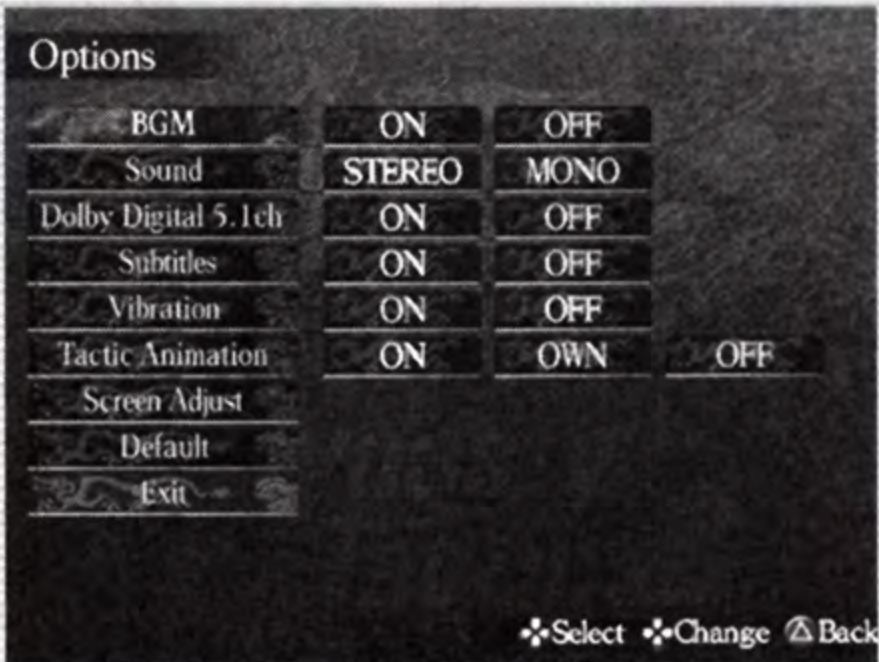
◆ Loading Strategy Data

Select "Load" from the main menu, or press the SELECT button during the Strategy Phase and select "Load."

◆ Loading Battle Data

Select "Battle" from the main menu, or choose "Resume" during battle.

Options



You can enjoy the game with Dolby Digital!

Alter various game settings.

“BGM” – Turn background music on or off.

“Sound” – Choose mono or stereo sound.

“Dolby® Digital 5.1 ch” – Choose “Dolby Digital 5.1 ch” or “Dolby Surround Pro Logic® II” for the sound during the movie scenes.

“Vibration” – Turn controller vibration on or off.

“Tactic Animation” – Turn tactic animation scenes on or off. You can also choose to view only your own tactic scenes.

“Screen Adjust” – Adjust the position of the screen and the brightness.

“Default” – Return all settings to their defaults.

“Exit” – Put all changes into effect and exit the option screen.

* Pressing the △ button allows you to exit without making any changes.

DYNASTY TACTICS™2 SOUND SETTINGS

This game features "Dolby Surround Pro Logic II" encoded content during gameplay, and "Dolby Digital 5.1 ch" and "Dolby Surround Pro Logic II" encoded content during movie scenes. Please select the best sound mode compatible with your sound system. "DIGITAL OUT (OPTICAL)" should be activated on the PlayStation®2 system settings when using a digital optical cable.

* If you do not have a sound system with Dolby Digital, Dolby Pro Logic II, or Dolby Pro Logic decoding, then select either "MONO" or "STEREO".

"Dolby® Surround Pro Logic® II"

If you have a sound system with Dolby Pro Logic II or Dolby Pro Logic decoding, select "STEREO" from the sound options to experience the excitement of surround sound during gameplay and during movie scenes. Connect your game console to a sound system with either a digital optical cable or analog cable.

"Dolby® Digital 5.1 ch"

If you have a sound system with Dolby Digital decoding, select "STEREO" and "Dolby Digital 5.1 ON" from the sound options. The movie scenes will play back in Dolby Digital 5.1ch, and depending on the features of your sound system, the sound during gameplay will playback in either Dolby Surround Pro Logic II, Dolby Pro Logic or stereo. Connect your game console to a sound system with a digital optical cable.

* This game uses both Dolby Digital and PCM audio. Some decoders will switch between both audio formats automatically, and others will not. Please refer to your sound system's instruction manual to determine if it is necessary to activate an "auto-detect" feature.

* Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

GAME FLOW

Introduction

It is the end of the second century, and China is facing the collapse of the Han dynasty. With faith in the Emperor already all but extinguished, it is an era of chaos as powerful factions battle each other across the face of the entire country. You take the role of either Liu Bei, Cao Cao, Sun Ce or Lu Bu, and play to expand your forces, unite the country and bring a final, lasting peace.

Progressing through the Game

Progress is made through the game via a cycle of short scenarios. During a scenario, you must carry out both strategy and battles in order to complete the set "Objectives." Once you clear a scenario, a new set of conditions will appear and the game will continue.

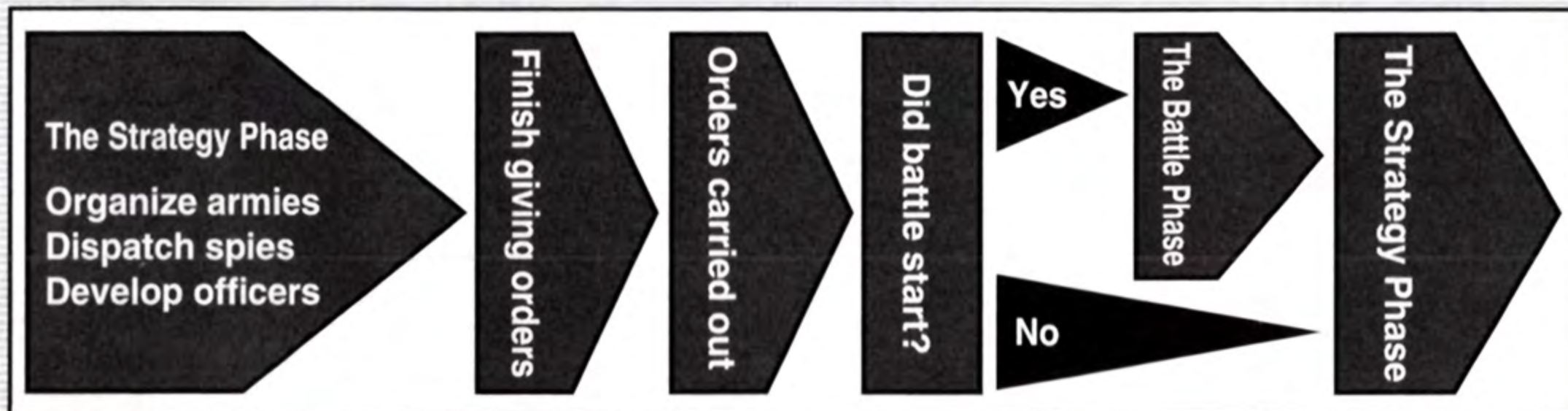
Sometimes it will be possible to select the next scenario, causing branches in the story.

Each scenario also has "Conditions for Defeat." If these conditions are met, the game is over.

The Strategy Phase and the Battle Phase

The game is divided into two major steps - the Strategy Phase and the Battle Phase. The Strategy Phase is turn-based. This phase gives you the opportunity to issue commands to your entire force. You can organize and move your armies, dispatch spies, recruit officers and learn new tactics. End the Strategy Phase and your armies and spies will carry out their orders. If your forces encounter the enemy, a battle will begin.

In the Battle Phase, each officer leads a unit of troops. The Battle Phase is also turn-based. The unit with the highest morale moves first. Satisfy the victory conditions to win the battle. Victory conditions change from battle to battle. When all battles for the current turn have been resolved, you will return to the Strategy Phase. This is the basic cycle that progresses the game.



The Strategy Phase

READING THE SCREEN

The Over Map

The area and bases displayed depend upon the scenario.

The screenshot shows a top-down view of a terrain with several bases and a network of roads. A control panel is overlaid on the right side of the screen, displaying information for the selected base. At the bottom, a command bar contains various icons and labels for game actions.

Roads

Roads connect bases together, and armies and spies move along them. A base will be supplied if it is connected to your capital via roads that run through your own bases (p.13).


Cursor

Move with the directional buttons. Use the R1 or L1 buttons to move your cursor directly to the locations of your armies and spies.


Base Information

The name, ruler and diplomatic relations of the currently selected base.




 **Guan Du**
Cao Cao

 **Army** ×1
Cao Cao

 **Spy** ×0

 **Civilian** ×0

Craft 1485

 **Menu**  **Objectives**  **Capital**  **L2 Civilians**  **R2 Officers**

Base

A position occupied by your forces. There are four types of bases: Provincial City, City, Castle and Village. The more bases your force has, the more supplies (p.13) you will receive each turn. Bases related to current victory conditions will be displayed brighter than others.

Capital

Your frontline base. There are some commands that can only be carried out at the Capital.

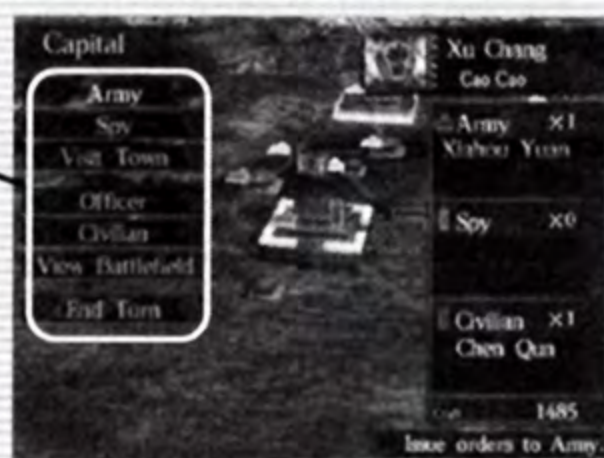
Control Help

○ button

Capital Screen

△ button

Command

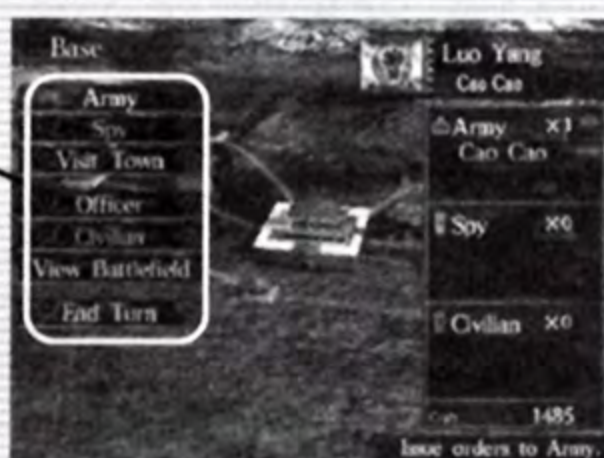


⊗ button

Base Screen

△ button

Command

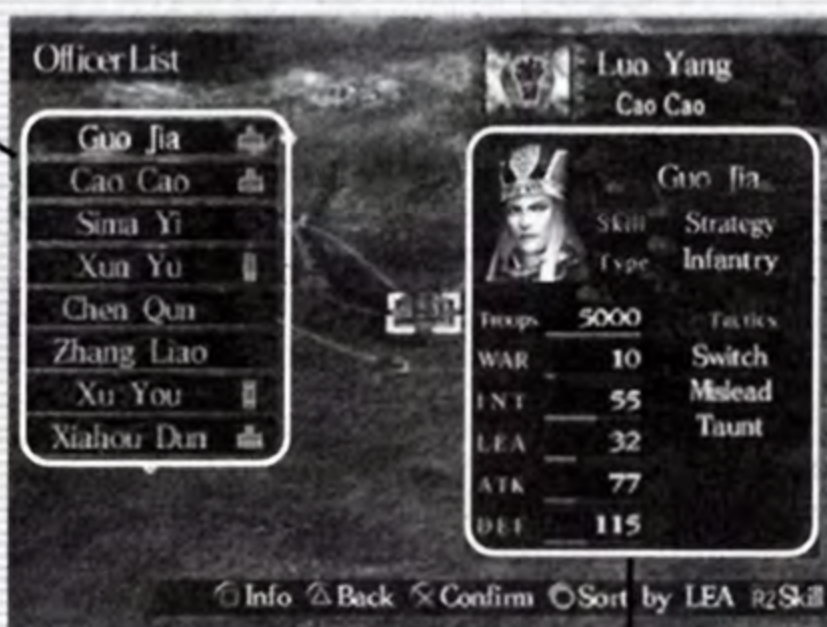


R2 button

Officer List Screen

△ button

Officer Overview





Officer Information

Pressing the □ button will change the information displayed.

Base Officer Information

The number of armies, spies, and civilians at the currently selected base. Two officers are displayed. When more than two officers are present, for example three, then the display will read, "Armies x3."

A list of all officers in your force. Officers organized into an army have a  next to them, and those currently acting as spies have a  next to them.

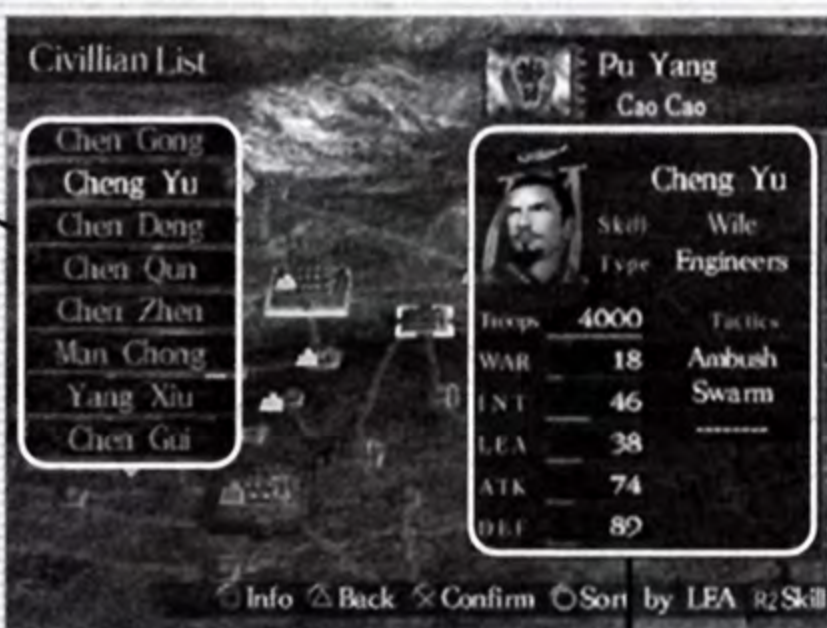
Pressing the ⊗ button displays the available commands for the currently selected officer.

L1 button

Civilian List Screen

△ button

Civilian Overview



Civilian Information

Pressing the □ button will change the information displayed.

Craft points

Your force's current Craft points. You can use these points at the Barracks (p.21), so your officers can learn new tactics.

A list of all the civilian officers currently at large. Pressing the ⊗ button and selecting "Friends" will display the officers with whom that officer is friends (p.20).

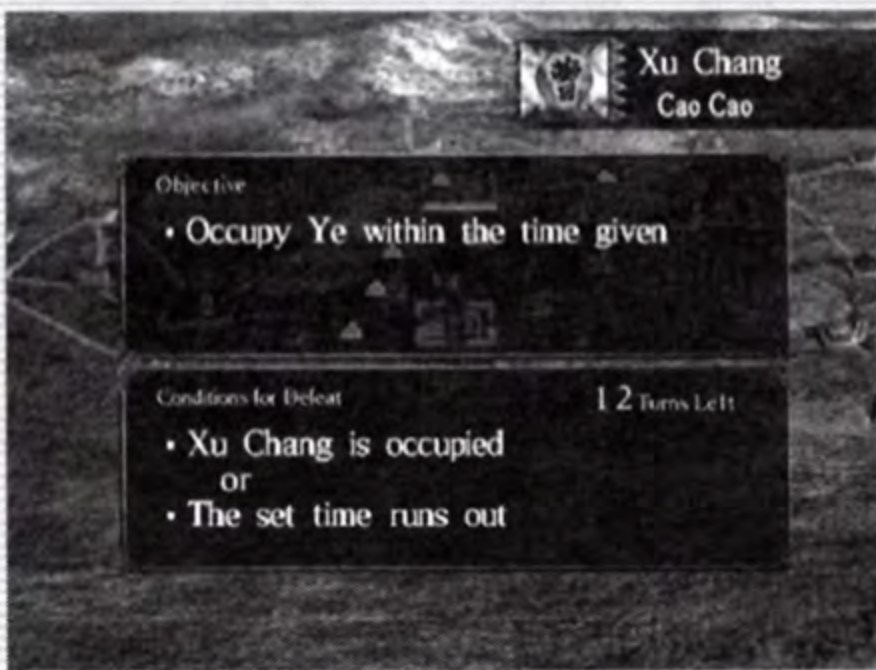
PLAYING THE STRATEGY PHASE

What is the Strategy Phase?

A well-planned strategy is “the key to total victory.” While you may want to just gather your troops and face your enemy head on, a truly skilled tactician can assure victory in battle even before the first blows are struck. There are four basic actions you will undertake during the Strategy Phase:

- | | | | |
|---------------|--------------------------|----------------|--------------|
| 1. Objectives | 2. Military Preparations | 3. Information | 4. Personnel |
|---------------|--------------------------|----------------|--------------|

1 Confirm your Target – Objectives



Your actions must always reflect the conditions for victory and defeat.

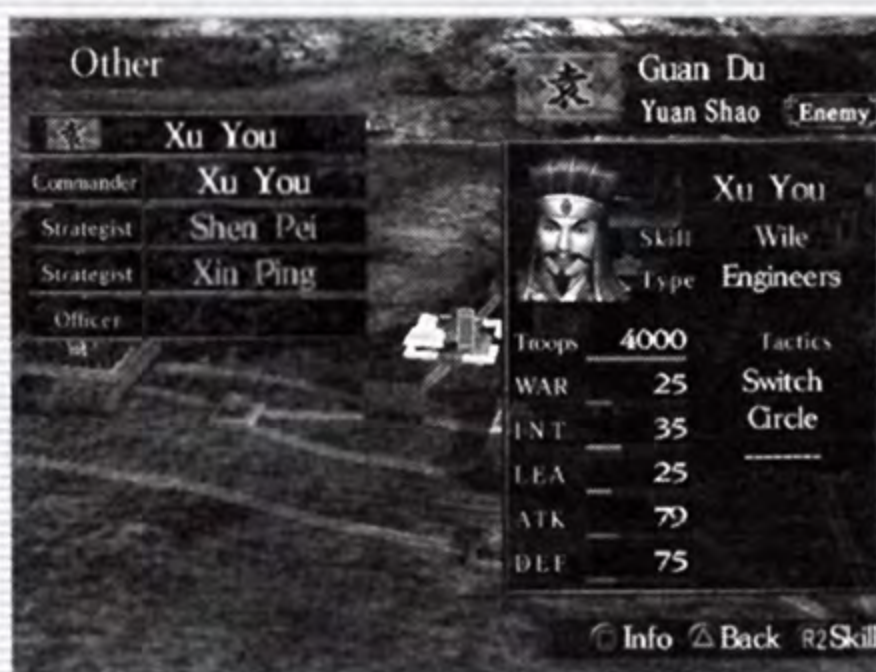
To proceed through the game, it is necessary to complete the given objectives for each scenario. No matter how many bases you take or how far your forces expand, without meeting these conditions you will not clear the scenario.

Pressing the button will display objectives. When the Strategy Phase starts, be sure to always check this target and its time period, and then base your plans around how to accomplish it.

2 Prepare your Forces – Army (p.14)

After checking your target, you need to create an army that can accomplish your assigned objectives. You can place a maximum of 10 officers in one army. It is very important to gather as many powerful officers as you can.

3 Gather information – Spy (p.18)



Spies allow you to see information on an enemy.

Before plunging your men into battle, it is vital to know the strength of your opponent. If you dispatch a spy into a base that contains enemy troops, you will be able to view the data of the officers in that army. Spies can also carry out various covert activities. These operations can reduce the number of enemy troops, lower enemy morale, and help make it easier to persuade officers you capture in battle to join your forces.

4 Development – Recruit, Visit, Learn Tactics (p.20)

The strength of an army is in its officers. In order to make your forces stronger, you will need to recruit the strongest officers that you can find.

◆ Recruit

To hire an officer, you can use either a spy to recruit a civilian, (p.20) or capture the officer of another force in battle, and then persuade him to join you, (p.27). Civilians will sometimes also automatically join your forces.

◆ Abilities

Battle is vital to improving your officers' abilities. After winning a battle, officers are awarded "Deeds" depending upon their performance during the conflict. Once an officer's Deeds reach a certain value, their level will increase. With each level, their War, Intelligence and Leadership abilities also increase. The number of troops they can command goes up as well. The three main abilities will increase differently depending upon the officer, and they may also be able to select a new troop type (p.43).

◆ Learning Tactics

For an officer to learn a new tactic, "Craft points" are required. Craft points are earned by performing tactic combos in battle. The higher the combo, the more points received.

So, in order to create a powerful officer, an officer will need to earn both Deeds from battle, and have tactics that allow high combos.

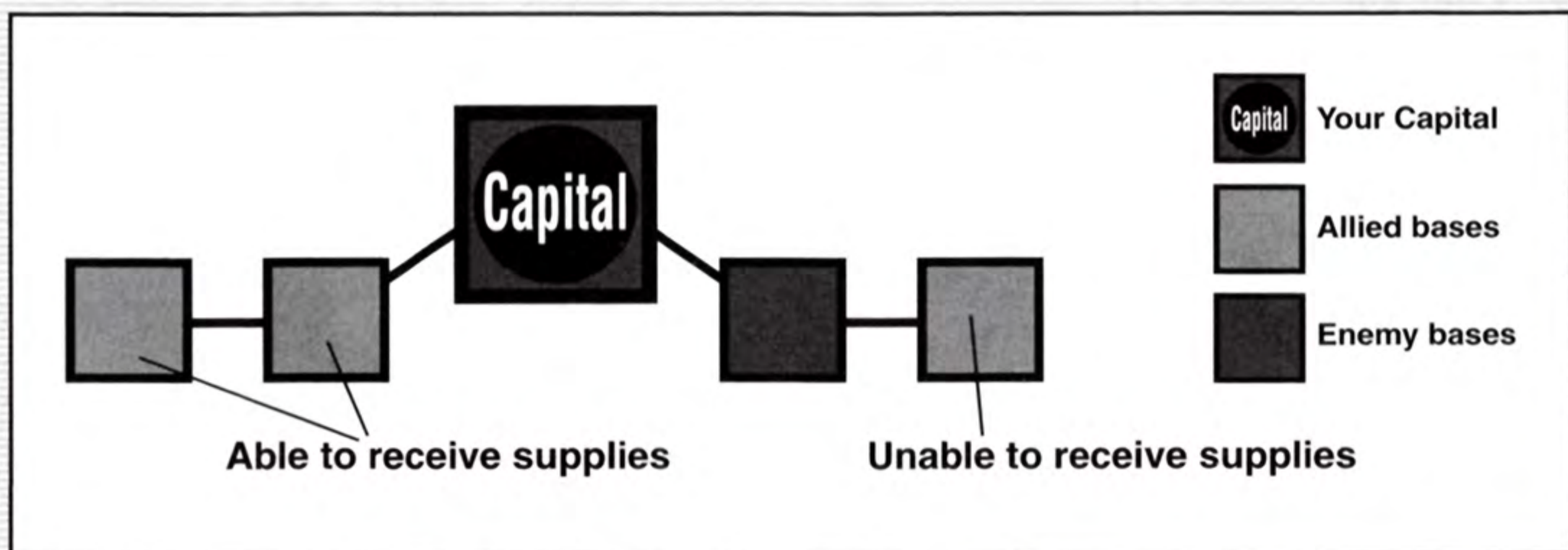
Ending the Strategy Phase – Movement, Battle, Supplies

Once you have done everything you needed to do during your turn, select the command "End Turn." You can also press the START button at the over map to end your turn. Your armies and spies will move as ordered.

If one of your forces enters a base occupied by the enemy, a battle will ensue. If one of your spies enters an enemy base, there is a chance that they will be discovered. Spies who are discovered will return to the capital.

After winning a battle and taking a new base, the number of tactics you can learn may increase (p.22).

Troops lost during battle will be replaced in accordance with the numbers you have in your other bases. However, these troops must be linked to the capital by a route that runs directly through your other bases.



ARMY

The Role of the Army

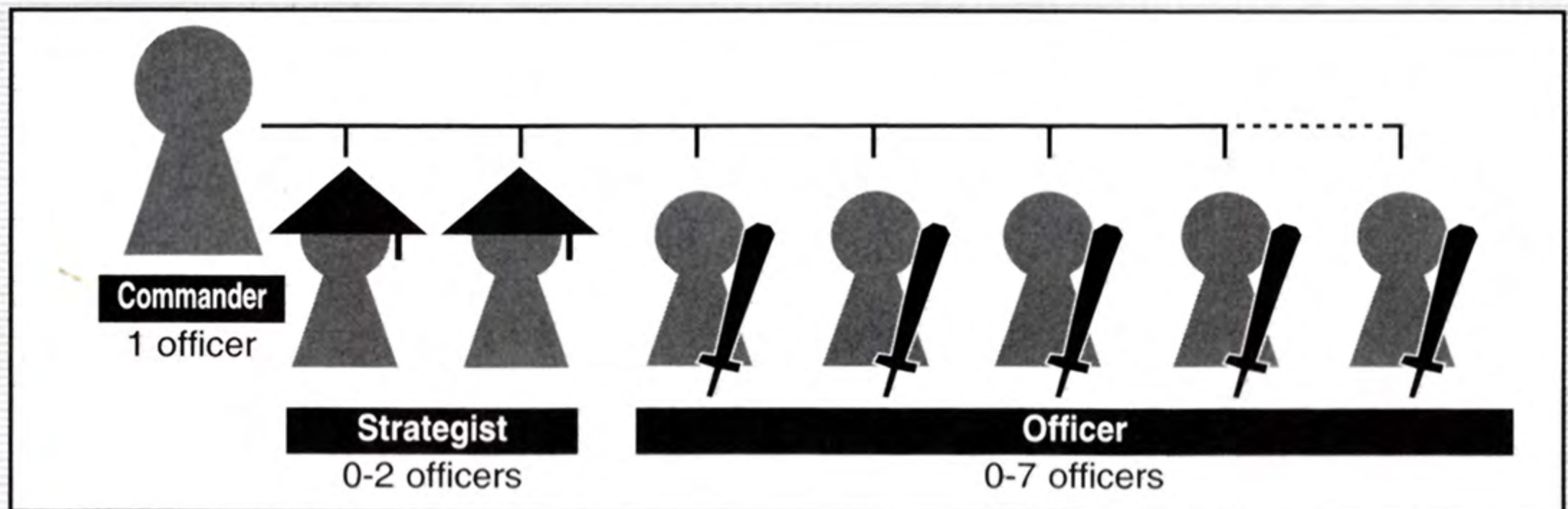


Armies move between bases and carry out your battles. Officers who are not included in any of your armies, and are also not spies, will not develop at all and will not carry out commands. Aside from when their troops have been reduced too severely from battle, it is best to have all of your officers placed in an army at all times. Each force can have a maximum of 20 armies.

Having powerful armies is the key to victory.

Army Organization

Armies are comprised of a maximum of 10 officers. An officer can be a commander, a strategist or a regular officer.



◆ Commander

The number of officers who can be placed in an army is dependant upon the leadership of the commander. Therefore, it is important to assign an officer with the highest leadership potential as the commander. That alone, however, is not enough. If the commander is defeated in battle then, in most cases, you will lose the battle. Therefore, making an officer with low War ability or few troops into a commander is not a wise idea. The player character is always the commander of the army in which he is placed.

◆ Strategist

While you do not have to fill this position, only strategists can link tactics (p.34) and order a Chain (p.34). With the aid they thus provide to Tactic Combos, (p.33), an army really cannot do without one. All strategists' special abilities rely upon intelligence, so appoint an officer with as high an intelligence ability as possible.

◆ Officer

Allowed – 0-7 officers - Important Abilities – War, Number of Troops

Officers who are not appointed to commander or strategist positions will join the army as regular officers.

It goes without saying that the higher their war ability, and the more troops they have, the more effective they will be. The number of troops an officer commands is decided by their Level, (p.42). It is also useful to have them learn tactics, which can easily lead to combos.

Forming a New Army



A new army can only be formed in your capital.

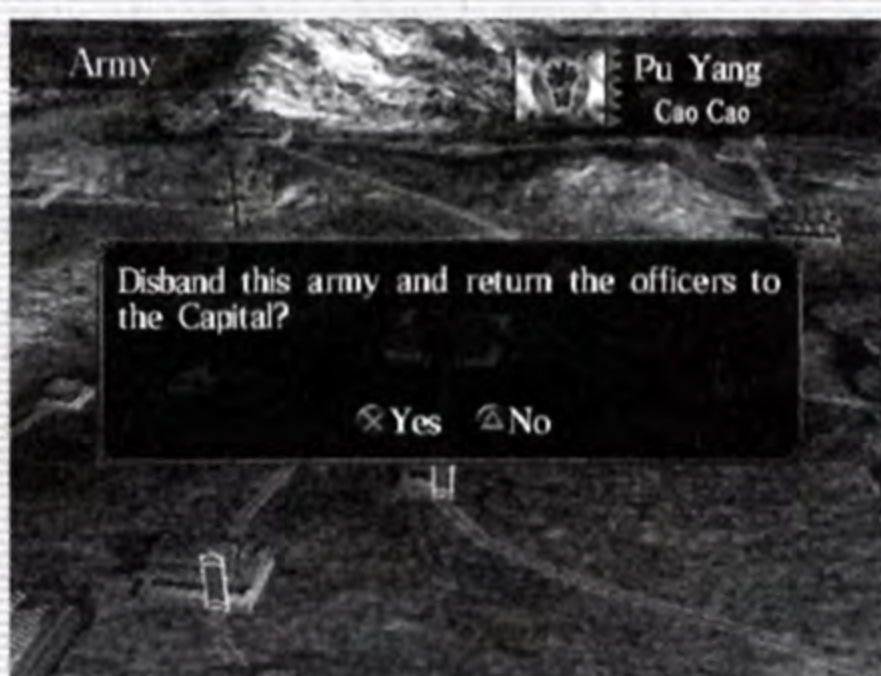
The Process

1. Press the ⊙ button on the over map to move to your capital.
2. Select "Form" from "Army." A list of your currently available officers will appear.
3. Select the officer you wish to make the commander. Pressing the ⊙ button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.

Be especially careful when choosing the army commander.

4. Next, select the officers you wish to make your strategists and officers. Once you have assigned a commander, you need not add any other officers and the army is ready to march.
5. Select "Confirm." The army will appear in the capital. The army can now move right away, during the turn it was created.

Disbanding an Army



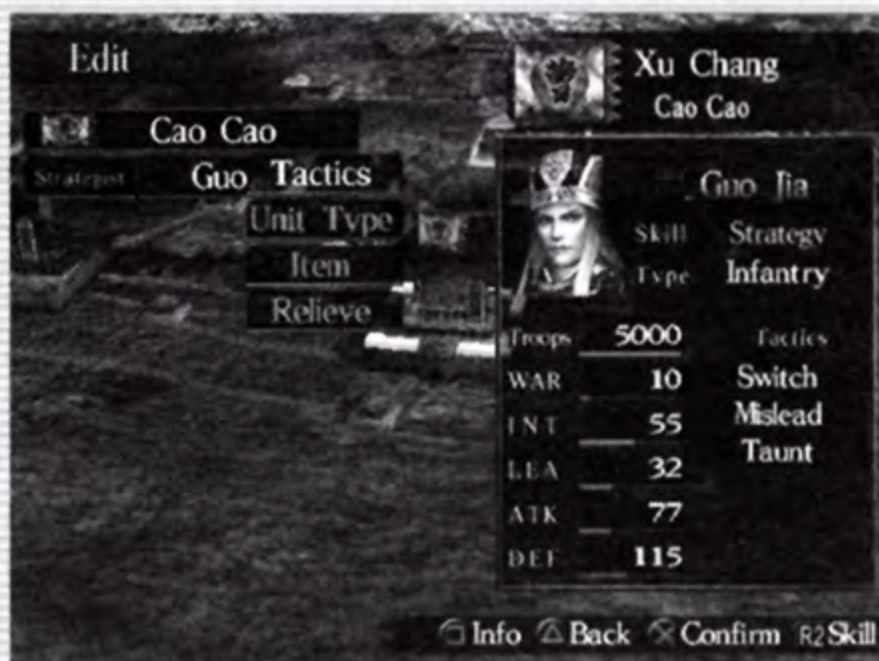
Sometimes it is best to disband an army and let your officers rest.

Disbanding an army will return all of the officers in that army to inactive status. The recovery of troops is faster for officers who are inactive. After losing a lot of troops, it is sometimes best to disband the army and recover.

The Process

1. Select a base with an army, then open the base screen by pressing the ⊗ button.
2. Select "Disband" from "Army." A list of your armies will be displayed.
3. Select the army you wish to disband. Pressing the ⊙ button will rearrange the armies depending on their abilities.
4. Press the ⊗ button to confirm the disbanding of the selected army. All disbanded officers will return to the capital automatically. Officers who are made inactive can join another army immediately in the same turn.

Editing Armies



Create your force with careful consideration of skills and tactics.

Editing lets you transfer officers between armies and change the items and tactics that your officers possess.

The Process

1. Select a base with an army, then open the base screen by pressing the \otimes button.
2. Select "Edit" from "Army."
3. A list of your armies will be displayed. Select the army you wish to edit. Pressing the \odot button will rearrange the armies depending on their abilities. Pressing the R2 button will display each officer's skill (p.44) and item.
4. The list of the officers within the selected army will appear. Selecting an officer with the \otimes button will display the edit commands. Selecting an empty space allows you to assign another officer to the army. Once you have finished editing, select "Confirm" with the \otimes button. Pressing the \triangle button will undo all changes.

Tactics: Change the tactics the officer can employ. The number of tactics an officer can hold depends upon their level.

Unit Type: Change the type of unit the officer will use.

Item: Change the item the officer is carrying. Changing an item can some times alter an officer's skill.

Discharge: Remove the officer from the army. You cannot discharge the commander. A discharged officer can be added to another army in the same turn.

CHECK!

- Consider combinations of tactics carefully to allow the maximum number of combos.
- Skills will activate during battle when certain conditions are met. You should also select tactics based upon an officer's skill set. For instance, the skill "Menace," gives any War tactics a 100% success rate. So you will want to assign War tactics to an officer with the skill, "Menace."
- There are some items that will add to an officer's skill. However, if an officer already has that skill, he will gain nothing from that item. The skill bestowed by items will always take precedence over any other skill the officer has. For instance, Cao Cao has the skill "Overlord." "Overlord" gives all Intelligence and Leadership tactics a 100% success rate. If you give Cao Cao the "Crescent," this ability will change to "Menace," which gives War tactics a 100% success rate. Seeing as Cao Cao is far more suited to Intelligence and Leadership tactics than War tactics, this item does not suit him at all.

Moving Armies



First try to read your opponent's movements, then give your orders based upon them.

Advance your armies on the bases which you wish to take. If you encounter an enemy army whilst moving, battle will ensue. Moving your armies to a base that is not occupied by the enemy, or does not belong to any force, will allow you to take it without fighting.

*You cannot take villages.

The Process

1. Select a base containing an army with the ⊗ button to open the base screen.
2. Select "Move" from "Army." A list of your armies will be displayed.
3. Select the army you wish to move. Pressing the ⊙ button will rearrange the armies depending on their abilities.
4. The area in which it is possible for that army to move will light up. Select a destination base for the army.

CHECK!

- In a single turn, an army can move up to 4 bases through either their own territory, or through an ally's territory. For "Enemy," "Neutral" or "Vacant" bases, you may only move 1.
- When moving to a diplomatically "Neutral" base, you have the option of declaring war. Press the ⊗ button to declare war, change the status to "Enemy," and attack the base. Press the ⊕ button and your force will stop one base in front of the neutral base.
- If your army is in a base that is not connected to your own bases or an allied base, they will not receive supplies and will not recover lost men (p.13). Therefore, attack enemy bases to cut off their supply lines.
- Increasing the area that you rule will increase the tactics that you can learn at the Barracks (p.23). Furthermore, repeatedly fighting battles will develop your officers' abilities. Therefore, have all of your officers fight, but keep victory conditions in mind.

SPY

The Purpose of Spying

Spying allows you to gather information on the armies of other forces, and it allows you to attempt various methods of disrupting enemy activities.

Normally, you can only see the number of officers in an enemy army, along with their names. However, by sending a spy to an enemy base, you will be able to see complete information on that army, during the following turn. You will be able to see troop numbers, tactics, skills, and everything else concerning your opponent. Spy activities can reduce the number of enemy troops. Spies can also try to persuade officers to join your forces. If the officer who is acting as spy has the skill "Spy," their activities as a spy will be more effective. If a spy has the skill "Diplomacy," then it will be harder for the enemy to discover him.

Appointing a Spy



The skills Diplomacy and Spy can only be bestowed by items.

You can only appoint spies at your capital.

The Process

1. Press the \odot button on the over map to move to your capital.
2. Select "Appoint" from "Spy." A list of your currently waiting officers will appear. Pressing the \odot button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.
3. Select the officer you wish to appoint as a spy.

Relieving a Spy

Relieve an officer acting as spy, and return him to inactive status.

The Process

1. Select the base where your spy is located. Press the \otimes button to open the base screen.
2. Select "Relieve" from "Spy." A list of your current spies will appear. Pressing the \odot button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.
3. Select the spy you wish to relieve from duty. The relieved officer can immediately be placed into an army or reappointed as a spy.

Moving Spies

Change a spy's mission.

The Process

1. Select the base where your spy is located. Press the ⊗ button to open the base screen.
2. Select "Move" from "Spy." A list of your current spies will appear. Pressing the ⊙ button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.
3. Select a new base for that spy. The area where the spy can move will be highlighted.

CHECK!

- In a single turn, a spy can move up to 6 bases through your own territory or allied territory. For "enemy," "neutral," or "vacant" bases, you may only move 1 base.
- When carrying out a mission in a base that is considered "Neutral" or occupied by an "Enemy," there is a chance that the spy will be discovered. If so, the spy will return to the capital (but is not relieved of duty).
- A spy with the ability "Diplomacy" will never be discovered when moving. However, a spy can still be discovered when carrying out spy activities.
- Spies with a high "Diplomacy" skill level are more difficult to uncover.

Spying Activities

Having your spy carry out various covert operations requires the use of Craft points (p.11).

The Process

1. Select the base where your spy is located. Press the ⊗ button to open the base screen.
2. Select "Ruse" from "Spy." A list of your current spies will appear. Pressing the ⊙ button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.
3. A spy can only perform one command in each turn. The list of possible commands will appear. Select a command.

Rumor Lower the morale of the entire target army (p.25). The higher the leadership of the spy starting the rumor, the more effective it will be.
150 Craft points

Falsehood Reduce the number of troops in the enemy army. The higher the intelligence of the spy spreading the lies, the more effective it will be.
130 Craft points

Assassin Reduce the number of troops of a specific officer within an army. The higher the spy's war level, the more effective it will be.
120 Craft points

Entice Make it easier to hire an officer after they are captured in battle (p.27). Effect increases with repeated use.
150 Craft points

DEVELOPING OFFICERS

Hiring Officers



The bonds between people will strengthen your army.

The more officers you have, the more armies and spies you can employ, and the faster you can progress.

◆ Automatic Entries

When the Strategy Phase ends, there is a chance that an officer who does not belong to any force will join your army.

◆ Hiring Civilians

You can hire a civilian yourself, if you have an officer on your force who is friends with him.

A friend is someone who is on good terms with another officer. If either a civilian or an officer of

your own force are in the same base, and they are friends with each other, then at the start of the Strategy Phase you will have the chance to hire them. You can refuse them if you want.

If the officer you wish to hire is in a distant base, or a base ruled by another force, then you can make an officer who is friendly with them into a spy and send them to that base. So long as the spy is not caught along the way, you will have a chance to hire the officer.

You can easily check the friendships with civilians from the civilian overview.

The Process

1. Press the L2 button on the over map to display the list of civilians.
2. Select an officer from the list and choose "Friends." A list of the friendships for that officer will be displayed. The officers who are currently not hired will be lighter in color.
3. Selecting an officer from the list will move the cursor to that officer's location.

CHECK!

- Friendship does not always go both ways. For instance, Guo Jia has friendships with Cao Cao and Liu Ye, but Guo Jia is not among the officers with whom Cao Cao is friendly. Turning these relationships to your advantage is the key to hiring civilians.

◆ Hiring a Captured Officer

You can also try to hire an officer captured during battle. However, there is a chance that you will be refused (p.27). If you use the spy ability "Entice" on the officer repeatedly prior to his capture, it is less likely that he will refuse you.

Visit Town



Sometimes highly unexpected events may occur during a visit...

Each base has various facilities within it. Also, certain special individuals will sometimes be living there. It is possible to visit these places and people.

"Visit Town" can only be carried out when you have an officer in that base. Aside from the "Barracks," each officer can only make one visit per turn.

The Process

1. Either press the **⊙** button on the over map to move to your capital or select a base containing an army or a spy with the **⊗** button to open the base screen.
2. Select "Visit Town." The places in that base that can be visited will appear.
3. Select the location you wish to visit. A list of the officers in that base will then appear. Pressing the **⊙** button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.
4. Select the officer that you wish to make the visit.

CHECK!

- An officer can learn new tactics at the "Barracks."
- Sometimes, during a visit, an event will occur. This can lead to an officer's abilities improving, or some hints on improving your game.
- If you have a spy in an enemy base, and that spy or an enemy officer located there have friendship with the other, then "Visit Officer" will be added to the list of possible locations to visit. As with the spy command "Entice," (p.19), this will make convincing that officer to join easier to do should you subsequently capture him in battle.

The Barracks



There is no way of taking back Craft points that have been used, so use them wisely.

You can teach new tactics to an officer by selecting "Barracks" from "Visit Town."

Craft points are required in order to learn a new tactic. Craft points are acquired by defeating enemy units in battle. You receive more points the higher the level of the enemy, and the higher the number of the combo that you defeat them with.

The Process



Choose the tactics for your officer carefully!

1. Press the \odot button on the over map to move to your capital, or select a base containing an army, then press the \otimes button to open the base screen.
2. Select "Barracks" from "Visit Town" A list of the officers in that location will appear. Pressing the \odot button will change the order in which the officers are displayed. Pressing the R2 button will display each officer's skill (p.44) and item.
3. Select the officer who will learn the new tactic. The types of tactics will appear.
4. There are three types of tactics: War, Intelligence, and Leadership. Select a tactic type. A list of tactics that can be learned will be displayed.
5. Choose a tactic for your officer.

CHECK!

- When you take a new base, new tactics may become available to your officers. Even if you subsequently lose that base to the enemy, you will not lose the ability to learn any of the new tactics.
- The Craft points required to learn tactics differ from officer to officer. For instance, Guo Jia requires about half as many Craft points as Xiahou Yuan if Guo Jia wants to learn the Intelligence type tactic, "Decoy." In other words, if an officer excels in Intelligence, it will cost him fewer Craft points to learn an Intelligence type tactic. Furthermore, highly effective tactics may require more Craft points. Select your tactics very carefully. Take into account the skills of the officer, the ease of learning and the usefulness in combos.
- As an officer's abilities increase, the required number of Craft points will decrease. An officer's abilities increase with each level. Items can also improve abilities. Raising your officers' levels in battle will lead to the more efficient learning of tactics.
- It is possible to learn multiple versions of a tactic that you have already acquired. However, each new version of a tactic will cost additional Craft points. You must decide if you should spend a large amount of Craft points to learn a single powerful tactic, or whether to learn different tactics that will help you with varied situations.
- In order to use a tactic learned in battle, you must equip your officer with that tactic (p.16). If you have an available tactic slot for equipping a newly learned tactic, it will automatically be placed there.

STRATEGY COMMAND LIST

Capital and Base Commands

- ARMY**
 - MOVE Move the army to another base (p.17).
 - EDIT Edit the officers in an army, or the items they are carrying (p.16).
 - DISBAND Disband an army. The officers will return to the capital and their status will be listed as inactive.
 - FORM Create a new army (p.15). This can only be done at your capital.
 - OTHER ARMIES View information on the armies of the other forces. If you have not spied on the other forces, only the names of the officers will be shown.
- SPY**
 - MOVE Move the spy to another base (p.19).
 - RUSE Carry out covert activities against enemy forces in that base (p.19).
 - RELIEVE Relieve the spy of duty. The officer will return to the capital and his status will be listed as inactive.
 - APPOINT Appoint a new spy (p.18). This can only be done at your capital.
- VISIT TOWN**
 - BARRACKS Have your officers learn new tactics (p.21).
 - PLACE/PERSON Visit a location or person at a base.
- OFFICER** Display a list of officers in bases.
- CIVILIAN** Display a list of civilian officers.
- VIEW BATTLEFIELD** Display the terrain of that base during battle.
- END TURN** End the Strategy Phase. Pressing the START button has the same effect.

Officer List and Civilian List Commands

- TACTICS** Select the tactics that the officer can use during battle. This can only be carried out on the Officer List.
- UNIT TYPE** Select the troop type that the officer will use. This can only be carried out on the Officer List.
- ITEM** Equip the officer with an item. This can only be carried out on the Officer List.
- FRIENDS** View the friendship list for that officer (p.20).

Menu Commands

- SAVE** Save the game (p.7).
- LOAD** Load and restart a saved game (p.7).
- OPTIONS** Change various options and settings (p.8).
- DATABASE** View information on the officers in the game. You can only view officers who have served under your command.

The Battle Phase

READING THE SCREEN

The Battle Map

Possible Movement Area

Displayed when a unit's turn comes around. Locations in which tactics can be used are displayed in red, and places where Talk can be used are shown in green.

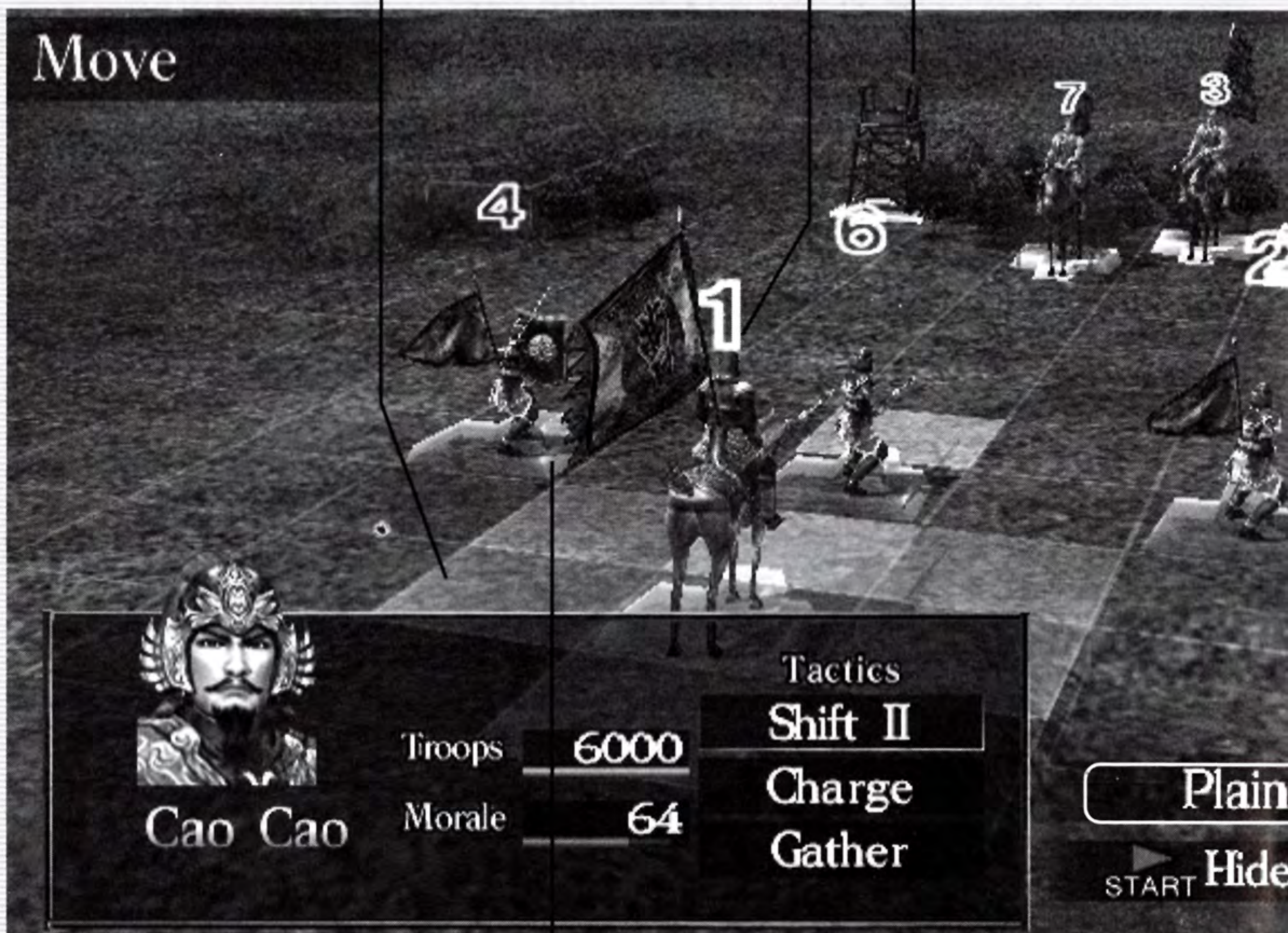
Order of Movement

The order in which units will move is determined by morale at the start of each turn.

Facility

A structure, such as a Tower or a Fence. Sometimes they are placed at the beginning of battle, and sometimes during battle.

Move



Cao Cao

Troops **6000**
Morale **64**

Tactics
Shift II
Charge
Gather

Plain

START Hide

SELECT Menu □ Info ○ Switch Tactic L2 Officer R2 Tactic

Control Help

Unit

Each officer in the army represents one unit. The appearance of the unit changes depending upon the troop type. The size of the symbol at the base of the unit denotes the number of troops, and the color refers to the force to which it belongs. The army commander and each of the strategists carry flags.

Detailed Information

The screenshot shows a battle map with several units. A detailed information panel for Cao Cao is open, displaying the following data:

Info	21000	12000	2110	Craft
			30	Days Left
4	1	7	5	
5				

Cao Cao
 Troops: 6000
 Morale: 64
 ATK: 131
 DEF: 152
 Deeds: 377

Tactics List:
 Tactics: WAR 42
 Shift II: INT 56
 Charge: LEA 52
 Gather
 Decoy II

Skills and Items:
 Type: Brigadiers
 Skill: Overlord
 Item

□ button
 ▲ button

Friend Icon

Displayed if you have not yet used a "Team Tactic" (p.36). Once used, this icon disappears.

Morale

Order of movement is decided by morale, starting with the highest.

Skill and Item

The officer's item and skill. Pressing the R2 button will display a more detailed explanation of each.

Tactics List

A list of the currently equipped tactics. Those that can be used are displayed in red. The one at the top can be used in a combo (p.33). Pressing the Ⓞ button will change their order.

Terrain

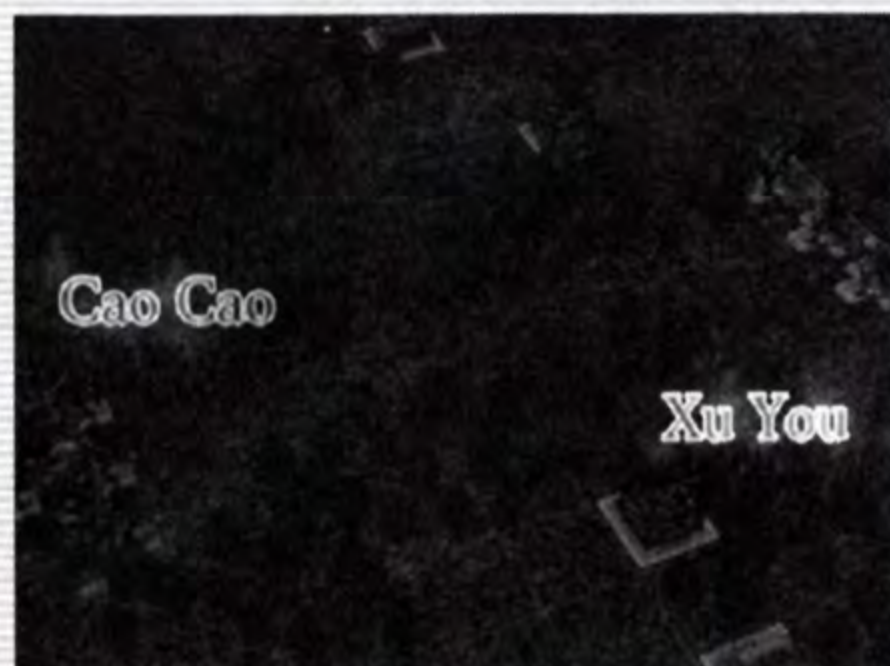
There are various types of terrain, such as Plains or Grass. These are of differing heights, and affect attack power and tactics differently (p.28).

Other Controls

- Left analog stick: Zoom the battle map in or out
- Right analog stick: Rotate the battle map
- L2 button: Toggle display of officer names and troop numbers
- START button: Toggle display of control help

PLAYING THE BATTLE PHASE

Battle Begins



Finally, the time for battle has come!

When the Strategy Phase ends, armies will move following the orders they have been given. Should two armies from forces which are currently diplomatic enemies come into contact, a battle will begin.

If there are more than two armies present at the base, then the one with the most total troops will undertake the battle.

Placement of Units

When the battle begins, each officer in the army becomes one unit, and is placed automatically onto the battle map.

Sometimes towers or depots will also appear.

Order During Battle

◆ Order of Movement

During battle, both allied and enemy units move in order of morale (p.25), starting with the highest. This order is decided at the start of the day, and even if morale then changes during that day, the order of movement will not change.

Example – For Ally A (49 morale), Ally B (52 morale), Enemy C (50 morale) and Enemy D (46 morale), the order would be B-C-A-D.

* Even if an attack from C is to reduce the morale of A to 45 or less, the order would still remain unchanged.

◆ Moving and Attacking

When a unit's turn comes around, first you can move the unit, and then perform a command, such as "Attack." The exact commands available depend upon the troop type of the unit, and the positioning of the other units on the map.

Along with the regular "Attack" command, and the "Bow" command available to units with ranged weapons, there are also "Tactics."

Tactics can be thought of as an officer's special attacks. They cause more damage than a regular attack, throw the enemy into confusion, or any number of useful and varied effects. Also, under certain conditions, it is possible to activate tactics from a number of units in succession. This is called a "Combo" (p.33).

The key to victory in battle is the creation and wise use of these combos.

The End of Battle



Triumph!

By completing the victory requirements, you win the battle and take the base for your forces. If you lose the battle, then you lose the base. Sometimes, if the battle is an especially pivotal one, defeat can even result in game over. The victory conditions differ depending upon the battle. To check the required conditions, press the SELECT button and choose "Objective" from the Menu Commands. Fulfilling other special conditions can also lead to the awarding of a "Special Prize", extra Craft points or even an item.

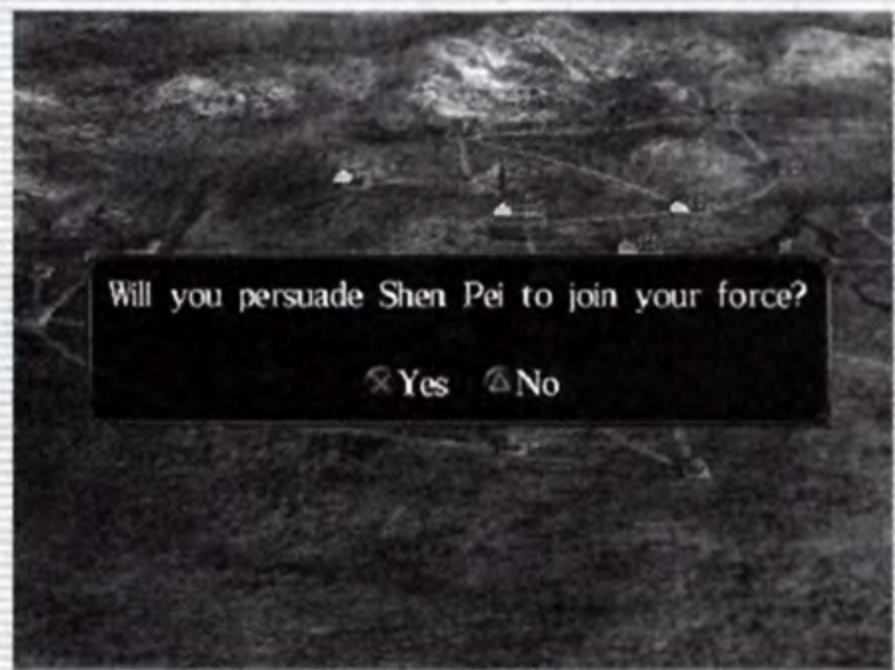
The Aftermath of Battle

◆ Hiring Prisoners

After battle, it is possible to try and hire officers captured during the fighting.

If you have a prisoner, you can choose if you wish to try and persuade him to join you. If successful, the officer will join your forces. If you can't persuade him, or you choose not to attempt it, then the officer will be released and return to his original force.

Whether an officer accepts or not depends upon their fealty. Even if an officer refuses you, if you continually capture and attempt to persuade him then he may eventually join you. Also, having a spy use "Entice" on an officer will make it easier to hire him (p.19).



Hire superior captured officers!

◆ Supplies

If the base in which an army is located is connected to your capital via your own or allied bases then troops lost in battle will be recovered. The number recovered depends upon the scale of the base and the size of your domain (p.13).

Inactive officers will recover troops faster than those placed in armies. If an officer has suffered especially heavy casualties in battle, it can be effective to remove them from the army for a while to allow faster recovery.

BATTLE ACTIONS

Movement

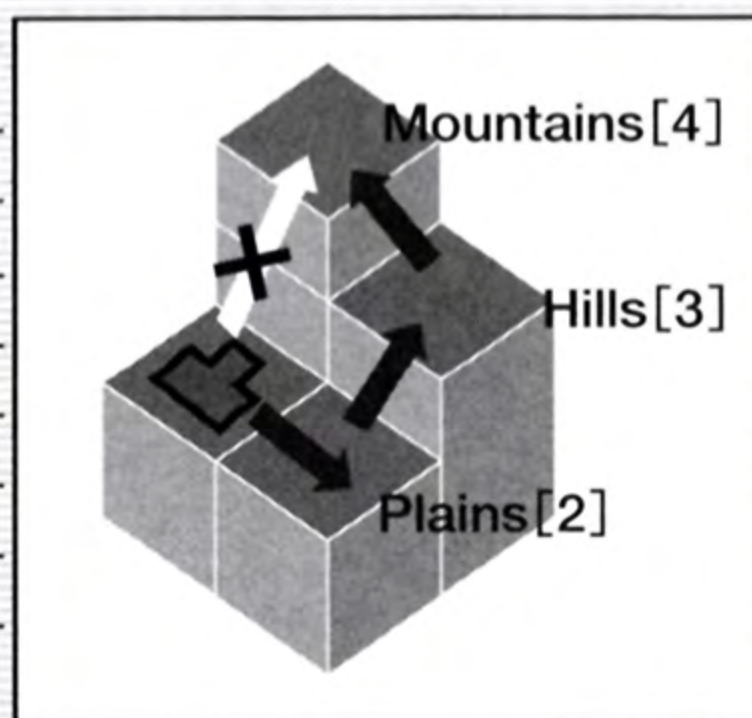
When a unit's turn comes around, the area in which it can move will light up. Select a destination for the unit, and then select a direction for it to face.

CHECK!

- The distance that a unit can move depends upon the troop type. Generally, Cavalry class have a wide movement range to the front, while Infantry class, Archer class and Special troop classes can move backward and make tight turns. Footmen, Infantry, Spearmen, Pikemen and Engineers can also climb over walls, (although, aside from engineers, morale must be higher than 80 to do so.)
- Locations where tactics can be used are displayed in red.
- Locations where conversations can take place are displayed in green.
- If the unit is comprised of archers, their range of fire is also displayed.
- Moving the cursor to another unit will display its movement range.
- Movement range is affected by the terrain. Each type of terrain has a height, and if this height is 2 or greater than the current location, a unit will not be able to move there. Some land types also impose other restrictions - for instance, in mountains or forests, it is only possible to move one square at a time, and not to move diagonally.
- Decide the facing of the unit based upon the direction in which you want to move in the following turn, and the likely directions of enemy attacks.

◆Terrain Effect Table

Type	Height	Move more than 1	Diagonal Movement
Mountains	4		
Hills	3	✓	
Plains	2	✓	✓
Grass	2	✓	✓
Barren	2	✓	
Forest	2		✓
Shoal	1	✓	
River	0		



* Footmen and Infantry can always move diagonally, and always move the maximum number of squares.

Attack



Attack an enemy unit with whom you are in contact. Select the command "Attack." It is only possible to attack enemy units directly in front of your unit.

Sometimes it is better to simply attack, rather than relying purely on tactics.

CHECK!

- A unit attacked in the side or rear will suffer more damage.
- Attacking an enemy unit in the rear can allow you to steal their tactics. A tactic stolen in this way can only be used during that battle, and when the battle ends will return it its original owner.
- Each troop type has varying levels of efficiency against other types of troops (p.43).
- Attacking from a higher level than your opponent will also cause more damage.

Bow

Attack an enemy from a distance, using ranged weapons. Select the command "Bow," and then the enemy unit that you wish to attack. Only archer class troops can perform this kind of attack. The possible range of the attack varies depending on the troop type.

CHECK!

- Generally, it is impossible to counterattack a ranged attack. However, if the target unit also has ranged weapons, and the attacking unit is within range, then a counterattack will be made.
- Shooting from a higher vantage will increase range.

◆ Range Chart

	8	8	8	
	8	6	8	
	5	3	5	
	4	1	4	
	2	0	2	
7				7

Troop Type	0	1	2	3	4	5	6	7	8
Bowmen		✓	✓	△	▽				
Archers		✓	✓	✓	✓	▽	△		
Heavy Archers		✓	✓	✓	△		✓		
Crossbow		✓	✓	✓	✓	△	✓		
Bow Riders		✓	✓	✓	✓	△		✓	
Arbalest	✓	✓		✓	✓	✓	✓		
Catapult		✓		✓			✓		✓

* ✓ indicates that the attack is effective no matter the height difference.
* △ indicates that the attack is more effective if your unit is higher than the target unit.

* ▽ indicates that the attack is more effective if your unit is lower than the target unit.

* Although Arbalests and Catapults are ranged weapons, the command for them is "Attack," rather than "Bow."

Order Chain



You will be able to give orders to more officers if your strategist's intelligence is high.

Allow a unit within range to link tactics (p.34). Only a strategist can carry out this command. Its range is determined by the intelligence of the strategist. Giving the order will lower the morale of the strategist's unit by 5. The order will only last until the unit that receives it finishes its actions for that turn, so it will in effect be wasted if not used.

Tactic

Use one of the unit's tactics (p.32). In the case of a strategist, you may also link tactics (p.34). If the officer has received an order to chain tactics, this option will change to "Chain Tactics." After selecting a tactic, select "Chain" and then the next tactic you wish to use (p.34).

Build

Build a structure. Only engineers can perform this command. You can build one of four things – a tower, a catapult, an arbalest or a fence. Each unit of engineers can only build one thing. Moreover, each army is limited to a maximum of two catapults and arbalests. Up to 60 pieces of fence can be constructed, minus the number of any other constructions on the map.



[Tower]
Will automatically attack an enemy unit within two squares of where it is constructed.



[Arbalest]
Can be used exactly like a unit, moving, firing and using tactics. The unit officer needs at least 60 intelligence in order to construct it. Range – short.



[Catapult]
Can be used exactly like a unit, moving, firing and using tactics. Range – medium to long.



[Fence]
Blocks movement of units.

Destroy

Attack a construction that the unit is in contact with. Select the "Destroy" command. You can only attack constructions directly in front of the unit. The number of turns required to completely destroy a construction is different for each type. Constructions that are destroyed are removed from the map.

Heal

Restore troop numbers, raise morale and cure confusion in an allied unit directly to the front. Will also break a link placed by the enemy (p.34). Only engineers can perform this command.

Talk

When in contact with a specific officer, this command will appear. Selecting it will cause an event to occur, which may raise morale or have some other beneficial effect. You can only talk to an enemy unit that is directly to the front.

Done

Do nothing more, and remain in that position.

Special Commands

Some special commands can only be carried out when certain items are equipped.

MELEE Attack a unit directly to the front, and at the same time cause that unit to miss its turn.

LURE Draw an enemy directly to the front but removed by one square forward, and then attack them.

PRESS Push an enemy unit directly in front back one square and then attack them.

* Carrying out one of these commands will reduce morale by 5. Also, they can be used as a type of tactic, and under correct conditions be used in combos (p.33).

Menu Commands

Pressing the SELECT button will open the menu.

SAVE BATTLE Save battle data. You can only save one battle at a time, and it will always be overwritten each time you save a new battle. To load this data, select "Battle" from the main menu or "Resume" from the battle menu commands (p.7).

RESUME Load previously saved battle data and restart that game.

OBJECTIVE Display the battle objectives, conditions for defeat and special prize for the battle.

AUTO Allow the computer to decide the moves for your entire army. Hold down the Δ button to cancel auto play.

RETREAT Abandon the battle and have your army retreat. Cannot retreat from certain important battles.

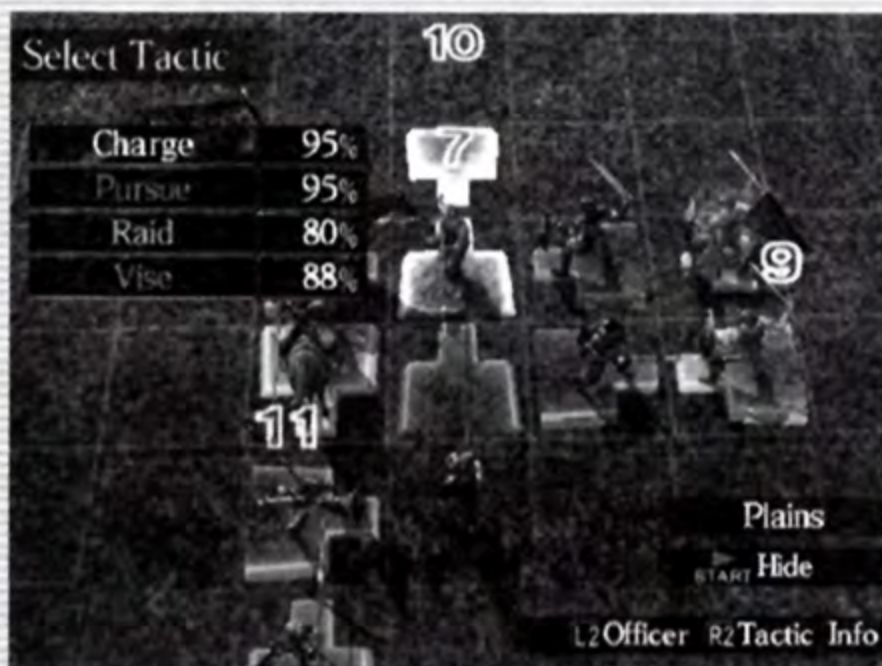
OPTIONS Change game options (p.8).

DATABASE View the database. You can only view the information on officers taking part in the battle.

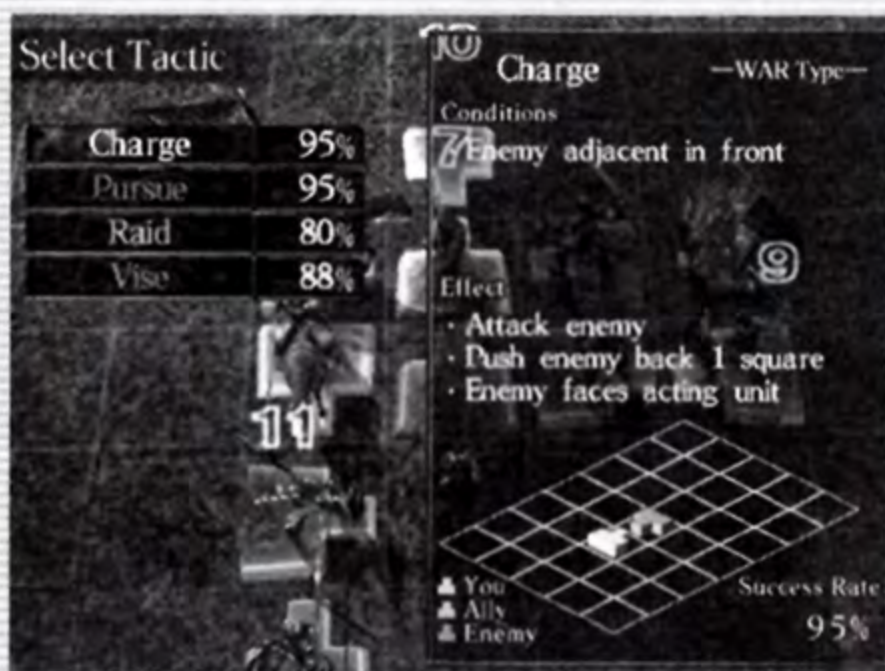
TACTICS AND COMBOS

The Basics of Tactics

◆ What are Tactics?



The effects of the currently selected tactic can also be seen on the screen.



Be sure to pay attention to the specifics of each tactic.

◆ Using a Tactic

During battle, an officer can use each tactic they have equipped once. If using a tactic results in the destruction of an enemy unit, then the use of one tactic will be recovered. If a unit is attacked from behind, there is a chance that one of the officer's tactics will be stolen (p.29).



Losing a combo due to a failed tactic can be a harrowing experience.

Tactics are the special attacks accessible to each officer. They must be learned at the Barracks (p.21) and equipped (p.16) during the Strategy Phase. Tactics cause more damage than regular attacks, and they sometimes cause other effects such as confusion.

However, there are numerous conditions that allow their usage, including the facing of the unit and the placement of surrounding units. Tactics can only be used when all the required conditions are fulfilled.

When you want to see the details of these conditions for a specific tactic, along with its effects, select it and press the R2 button. Also, selecting a unit and pressing the R2 button will display the details of the top tactic in the list of that officer.

Each tactic has a success rate, and thus there is a chance that it may fail. The higher an officer's ability in the area relating to that tactic (e.g. for a War Type, "War"), the more chance there is of the tactic succeeding. Also the higher the combo, the higher the chance of the next tactic in it succeeding.

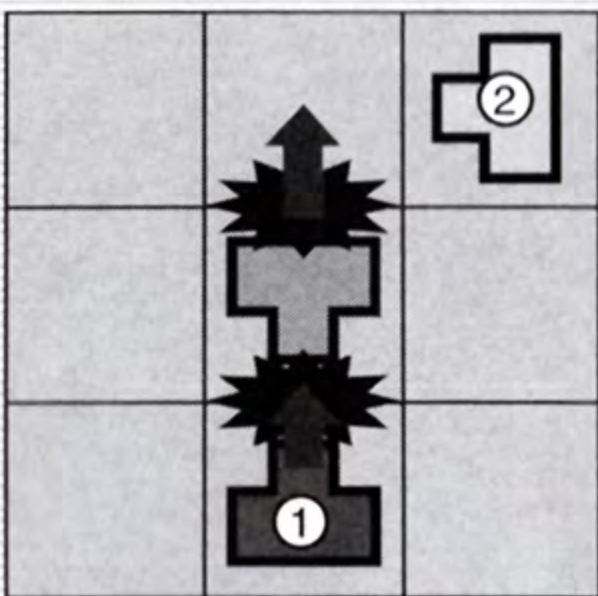
A failed tactic is not counted as used, and you can continue to attempt to use it on subsequent turns until successful.

Combos

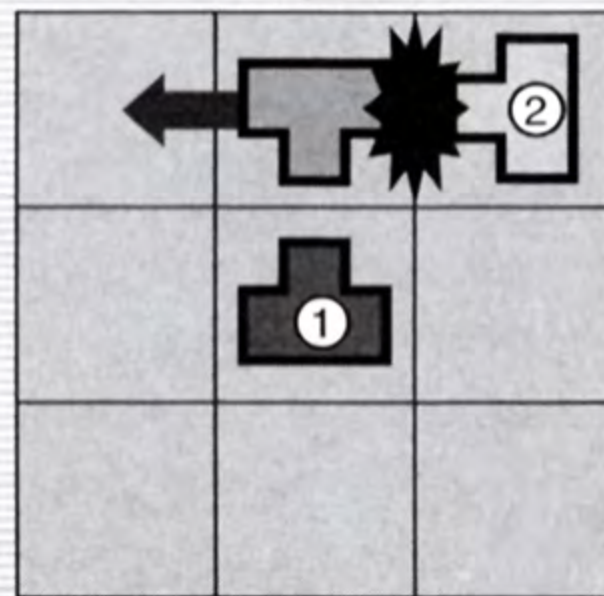
◆ The Basics of Combos

Although tactics can be extremely effective alone, their real worth lies in "Combos." A combo occurs when, having fulfilled certain conditions, numerous units release their tactics one after another. The more links in the combo, the more effective it will be and the higher the chance of tactics succeeding. Also, if an enemy unit is destroyed by a combo, the chance of capturing its officer is also increased. A tactic can be used in a combo against a unit which has just used a tactic, or against a unit upon which a tactic was just used.

Example 1 - Unit 1 has "Charge" and unit 2 has "Repel."

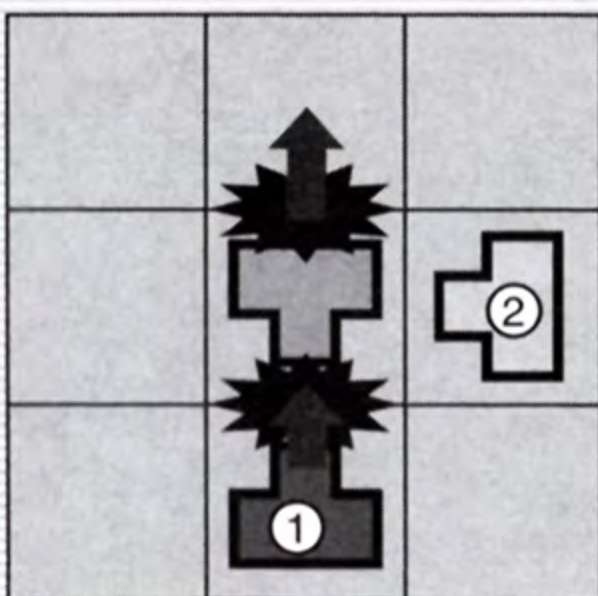


The effect of the "Charge" tactic pushes the enemy unit into contact with unit 2.

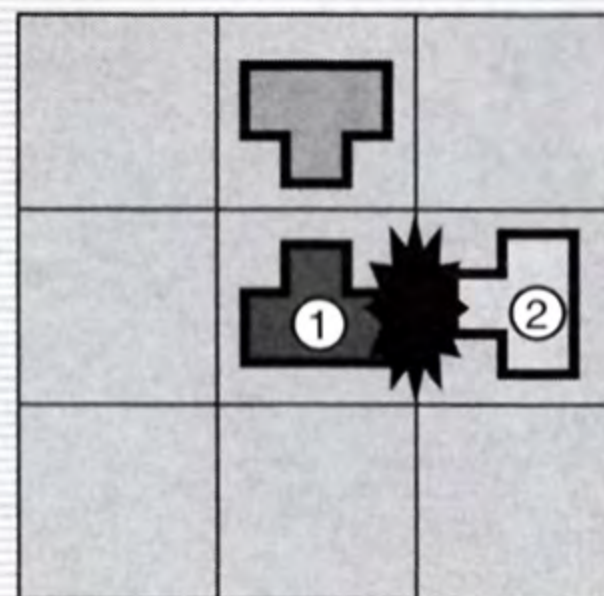


As it can now be used against the unit that was attacked by unit 1, "Repel" may now be used in a combo.

Example 2 - Unit 1 has "Charge" and 2 has "Revive."




"Charge" is used.



As it can now be used against unit 1, "Revive" may now be used in a combo.

◆ Combo Rules

There are two basic rules in creating combos.

1. Even if an officer has multiple tactics equipped, only the one at the top of their tactics list (p.25) can be used in a combo. To change the order of the tactics in the list, select the officer and press the  button.
2. Combos occur in the same order as unit movement.

When numerous units are in a position to perform a combo, they will act in the same order as the predetermined unit movement (p.26).

Chains



A long chain of tactics is one of the most impressive sights in battle.

Normally, a single unit can only use one tactic at a time. However, if the unit is set up to "Chain" then it can use numerous tactics at once. In other words, a single unit can perform a combo all by itself.

If the conditions for chaining are fulfilled, then it is possible to use all equipped tactics. After use, another unit can also then add to the combo. However, other units cannot perform tactics until the first unit has completely finished its chain. It is only possible to chain when the unit has received a chain order from a strategist (p.30).

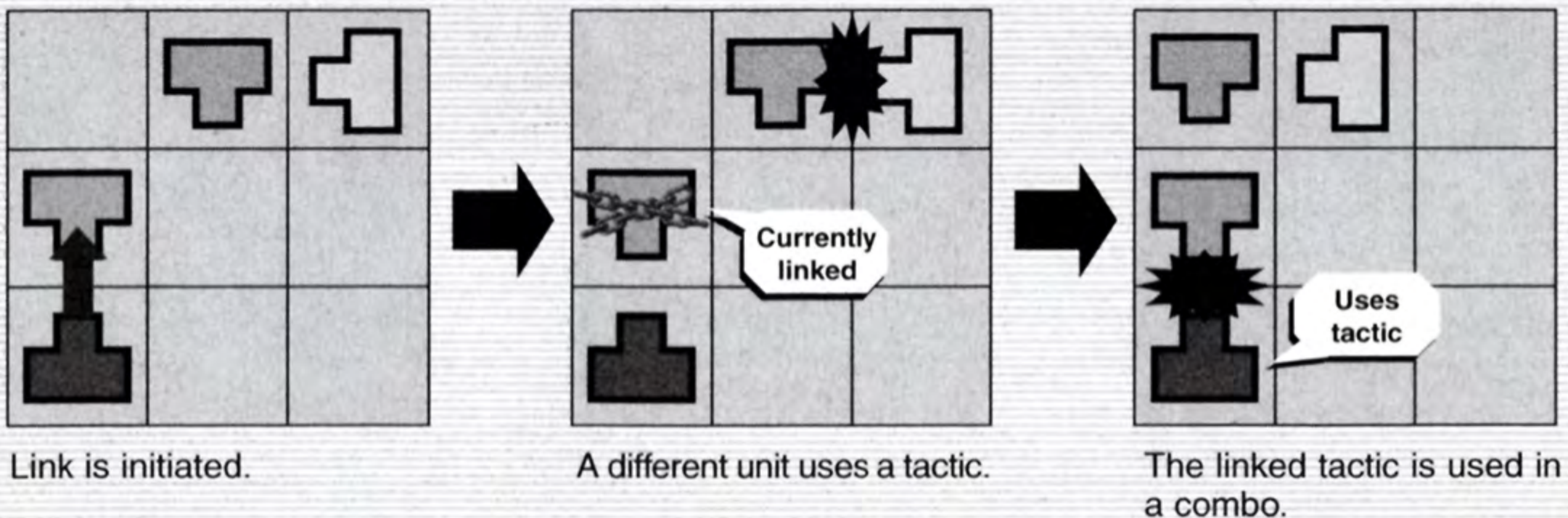
The Process

1. Select the "Chain Tactic" command, and then the first tactic that you wish to use. Subcommands will appear.
2. Select "Chain," and select the tactic you wish to use next. Repeat this process for each tactic you wish to use.
3. Once you have finished choosing tactics, select "Use."

Links

Only a strategist can link tactics.

A link is like holding a tactic in reserve for later use. An enemy unit that receives a link cannot move for that turn. Then, when another ally unit uses a tactic, the linked tactic will follow as a combo.



However, you cannot use a tactic against either the unit that caused the link, or the unit that is linked.

◆ Removing Links

Links may be removed under the following circumstances.

- The unit that initiated the link has another turn.
- The strategist or an allied unit necessary to start the link is attacked.
- The linked unit is healed (p.30).
- The linked unit manages to shake off the link.

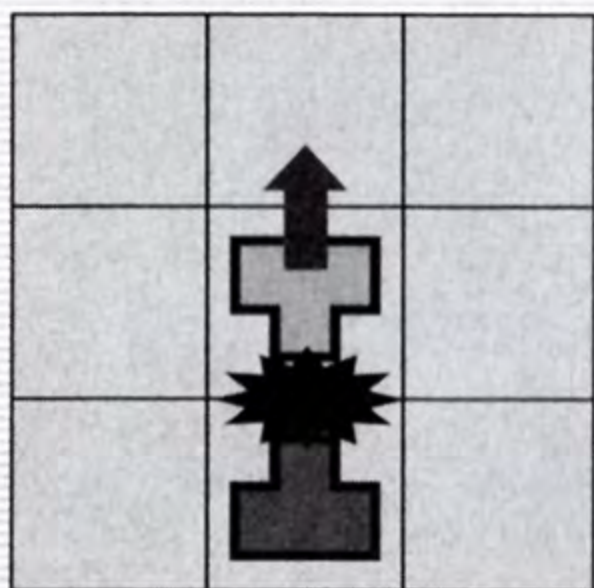
* The higher the abilities of the linked unit (for a War Type tactic, "War", for an Intelligence Type tactic, "Intelligence" and for a Leadership Type tactic, "Leadership"), the more likely a unit is to shake off the link by themselves. Also, the higher the Intelligence of the strategist initiating the link, the harder it is for the unit to shake it off.

Bringing a Combo Together

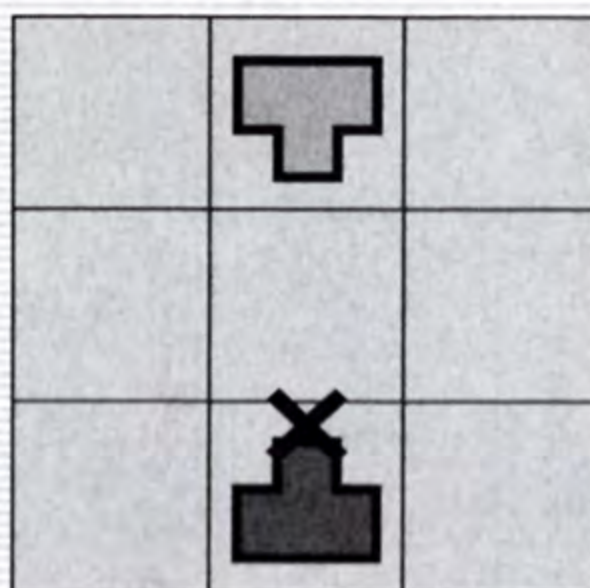
Here is a list of things to watch out for when aiming to create a combo.

1. Units Being Moved

Many tactics will cause some kind of movement among units as a secondary effect. When planning a combo or link, the next tactic must be able to affect the target unit after any such movement has taken place. For instance, when trying to chain the two tactics "Repel" and "Charge," using "Repel" first will push the enemy unit out of range and mean that "Charge" cannot be selected.

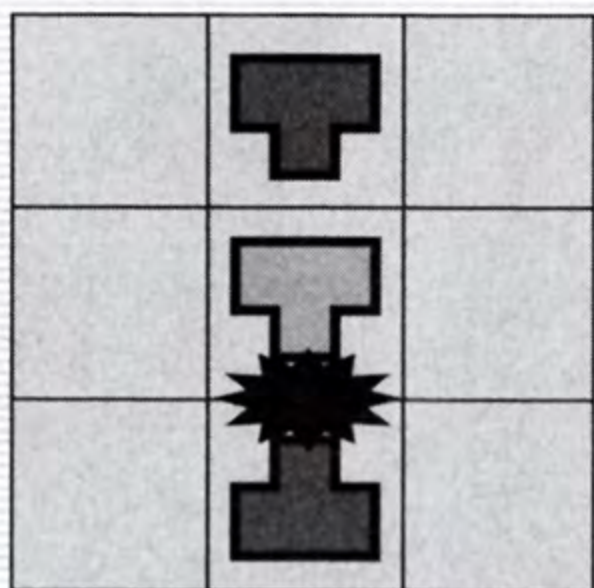


"Repel" pushes the enemy unit away.

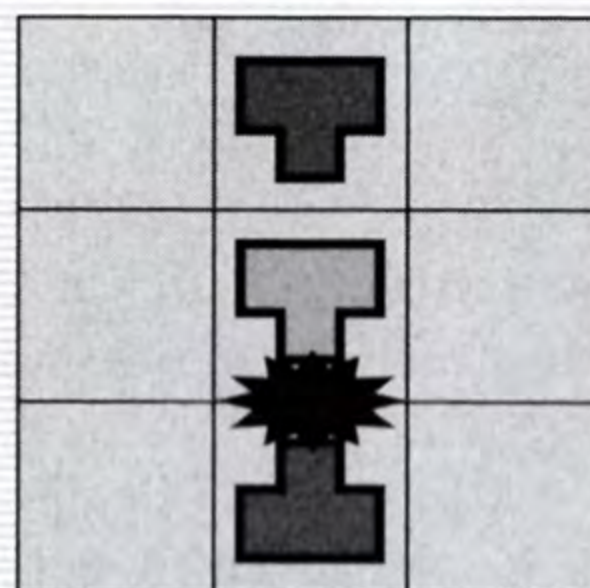


Now the units are no longer in contact; "Charge" cannot be used.

To create a combo under these circumstances, using "Charge" first and then "Repel" will be more effective. When other units or constructions block movement, you can still use tactics. Taking advantage of this, you can aim for combos by first closing off an enemy's movements.



"Repel" should push the unit away, but the unit behind the enemy prevents them from being moved.



Because the enemy position is unchanged, "Charge" can now be chained.

One of the very fundamental issues when planning a combo is how the units effected will move, and how to turn this to your advantage.


2. Tactics Failing

Every tactic has a success rate, and thus may not always succeed. No matter how perfect your combo set-up may appear, if even one of the tactics fails, the combo is broken and ends.

The success rate of each tactic rises with each successive move in the combo, so it is always best to start with a tactic that has a high chance of success.

There may also be times when it is best to leave a certain tactic out of a combo, even if it could be included, if the officer is not proficient in that area or if it has a low success rate.

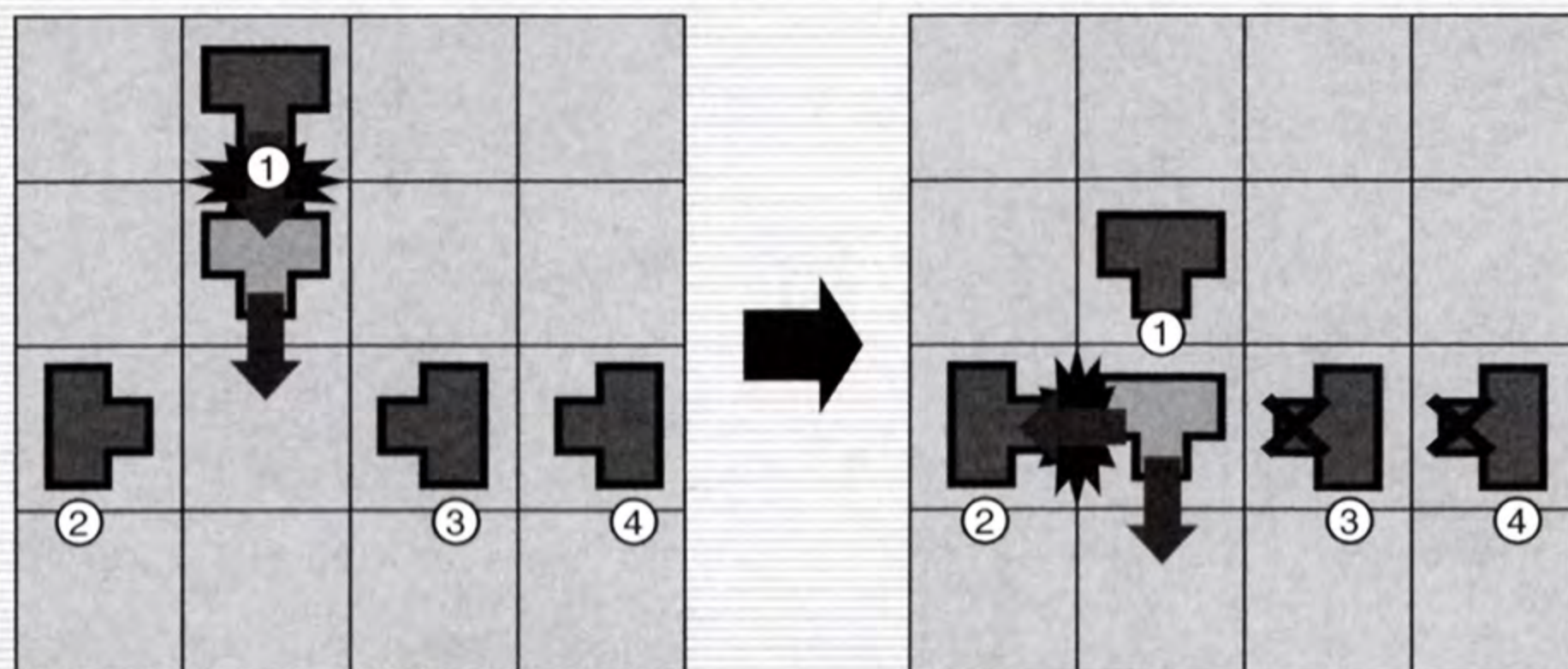
3. Confirm Tactic to Use

The only tactic that will be used during a combo is the one at the top of the tactic list. Selecting a unit with the cursor and pressing the  button will change the order of this list.

Tactics that can be used in a combo are displayed red in the list, but be aware that this is only based upon the current position of units. As explained in 1 on the previous page, if the positioning of units changes before the tactic is used, then it may no longer be used in a combo. Thus, select the tactic you wish to use directly before starting the combo, bearing in mind all movement that will occur.

4. Things to consider when setting up combos

When many units are able to use combos, they will activate in order of turn. You may choose tactics that cannot be used in combination with each other in order to prevent to break combos due to many units.



Here, a three move combo has been planned, unit 1 using Charge, unit 3 Charge and unit 4 Arrow. However...

Unit 2 uses a "Flank" before unit 3, moving the enemy unit and stopping the combo after 2 moves.

5. Chains and Links

Creating a truly impressive combo is almost impossible without the use of chains and links. A chain allows a single unit to produce a combo, allowing the number of moves to go above that of the number of units participating. However, only the first unit to move can use a chain. Any unit after that, even if they have chain enabled, can only use one tactic to add to the combo.

Linking allows a tactic, and a combo, to be used in a totally different location. For instance, if a three move combo is carried out in one location, which leads into another three move combo due to a link, a six move combo is created.

Creating a massive combo a single move at a time is very difficult, and impractical, but by taking advantage of links you can create a much larger combo with much less difficulty.

6. Use of Friendships



Sometimes, when two friends participate in a combo, a special Team Tactic will occur. These do not cause any movement, and so the combo will not be broken.

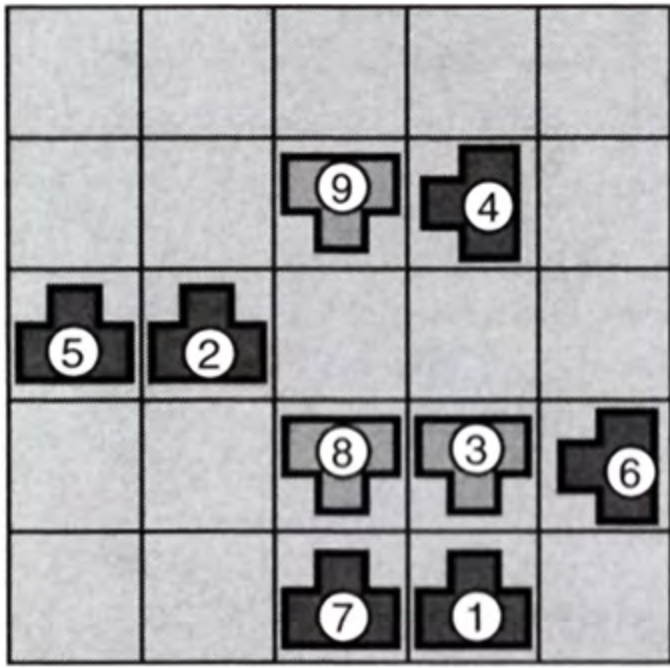
This is the proof of bonds with friends.

7. Keep Morale High

It goes without saying that having the enemy units moving while you try to place your own units to create a combo is not very helpful. Because the order of movement is decided by morale, be sure to keep morale as high as you can among your army. The more units of yours that move before any enemy, the bigger your advantage will be. Certain tactics and normal attacks to the side or rear will raise morale.

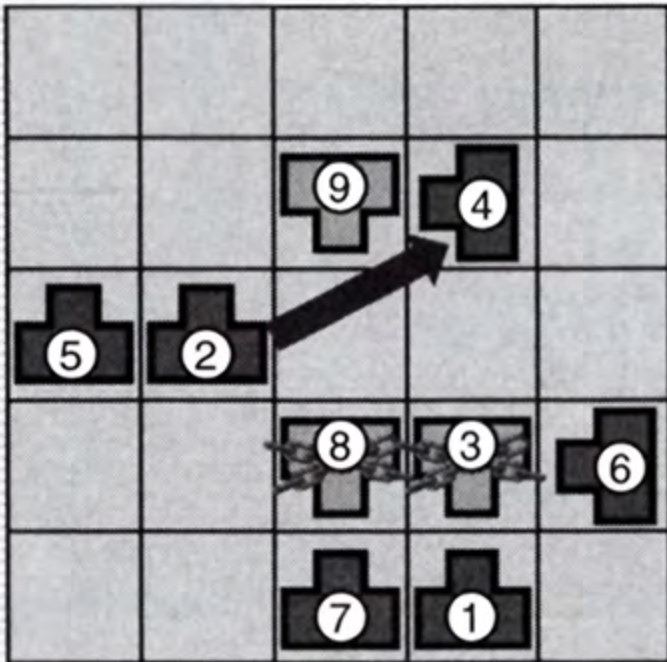
An Example Combo

Finally, here is a complete description of a full combo. From the conditions below, a seven move combo can be created. If you wish, first try to work out how to complete the combo without looking at the solution below.

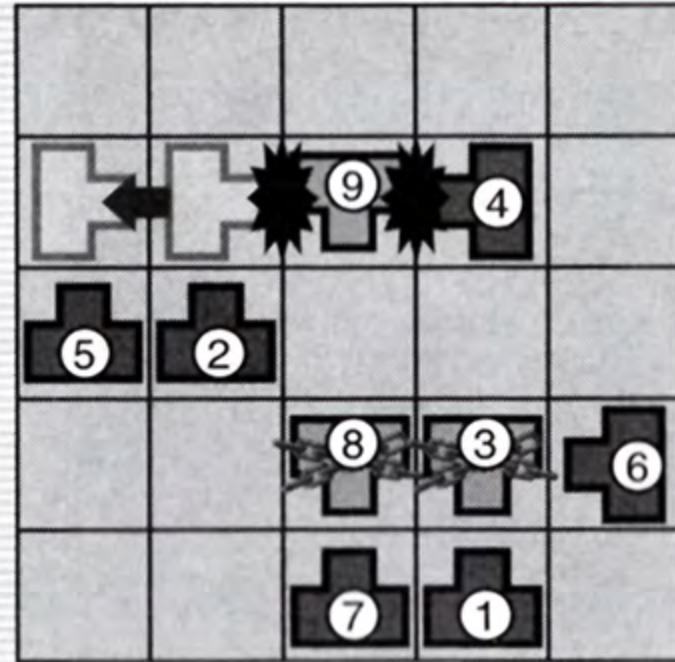


- Numbers indicate the order of movement
- Each unit has the following tactics:
 - ① - Muddle II, Muddle
 - ② - Taunt, Revive, Aid
 - ④ - Charge, Awe II, Repel
 - ⑤ - Charge, Pierce, Pursue
 - ⑥ - Flank, Raid, Pincer
 - ⑦ - Aid, Ambush, All Attack
- Units ① and ② are Strategists

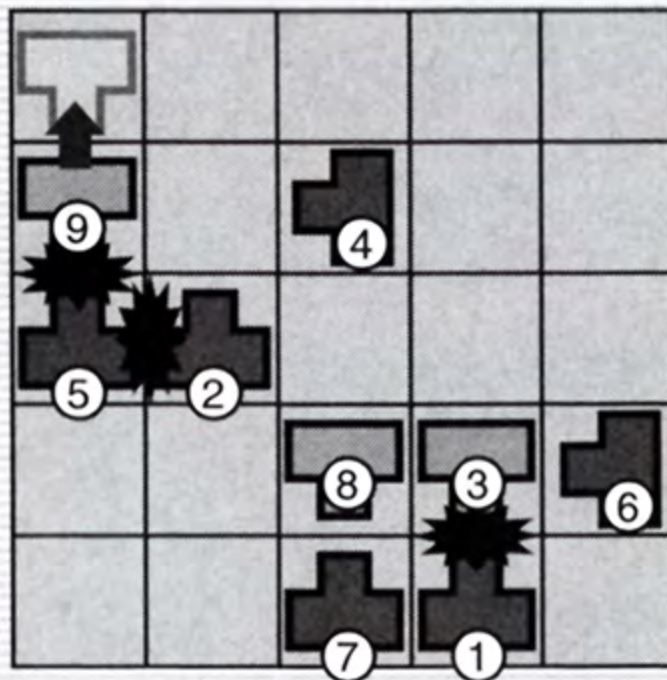
◆ Solution



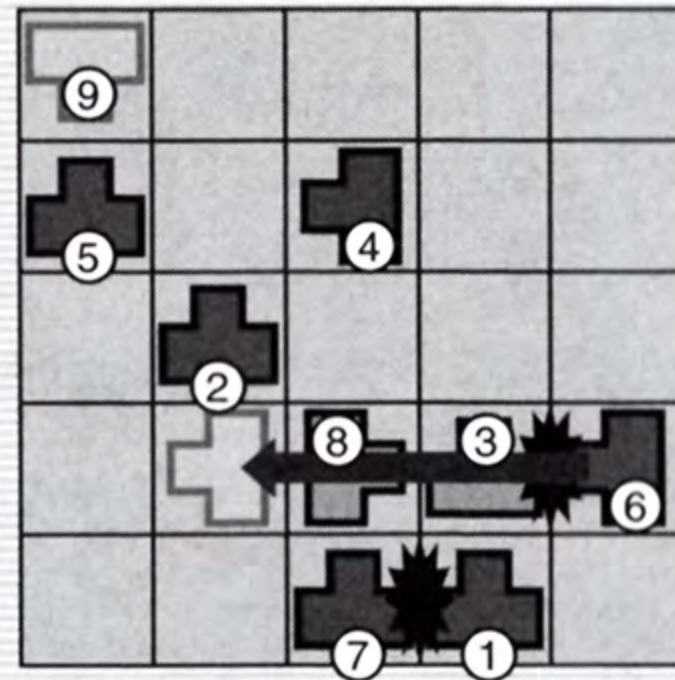
Unit 1 links a Muddle II on 3. 2 gives the order to chain to 4, (meaning that 4 is within the area of effect).



It is now unit 3's turn, but it is linked and so cannot move. 4 then chains Charge and Repel.



Unit 2's linked Muddle II then follows, and then Aid from 2, and Charge from 5.



Finally unit 6 uses Raid, and 7 uses Aid to complete a seven move combo.

Database

TACTICS LIST

There are also other tactics than those listed here. Pressing the R2 button when equipping or about to use a tactic will display details about it and its effects.

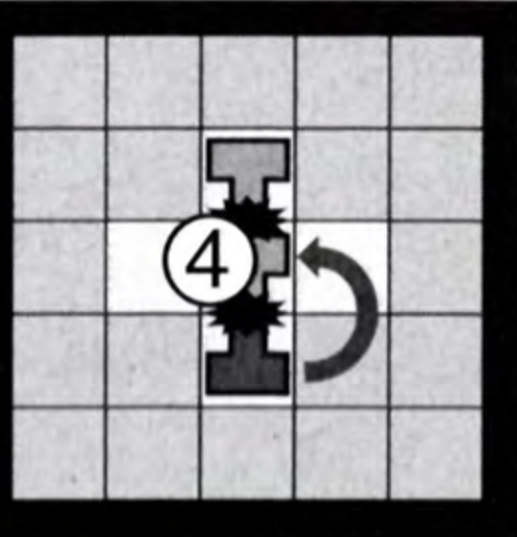
[Legends]

1. **CHARGE**

2. Success Rate: 80%

Conditions for use

3. Enemy directly in front.



1. Name of tactic
2. Basic success rate. This changes depending upon the abilities of the officer and the number of combo moves preceding it.
3. Conditions for use. The tactic can only be used under these conditions.
4. Effect diagram. The icons used are as follows.

Unit using tactic

Enemy unit

Area of effect

Direction of movement

Friendly unit

Attack

Effect

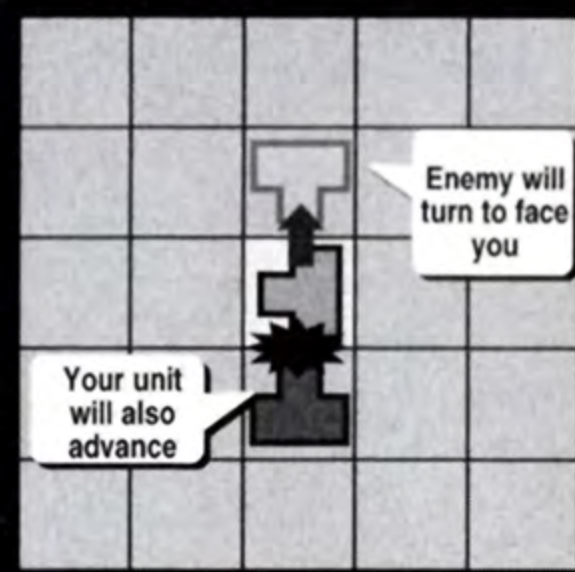
War Type

CHARGE

Success Rate: 80%

Conditions for use

Enemy directly in front.

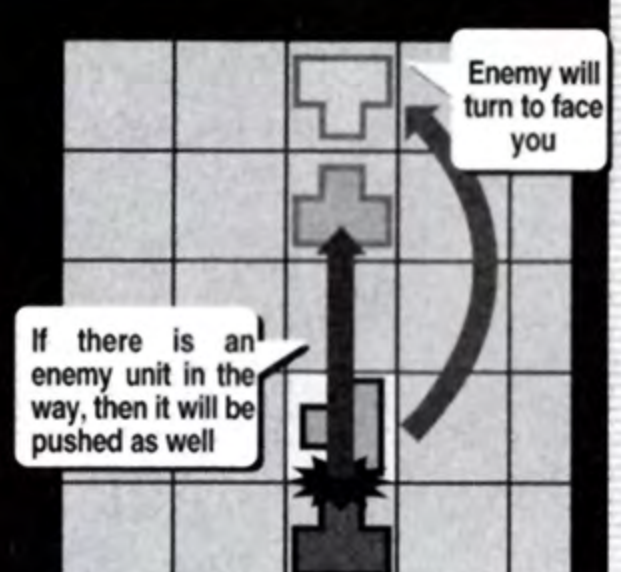


CHARGE II

Success Rate: 40%

Conditions for use

Enemy directly in front.

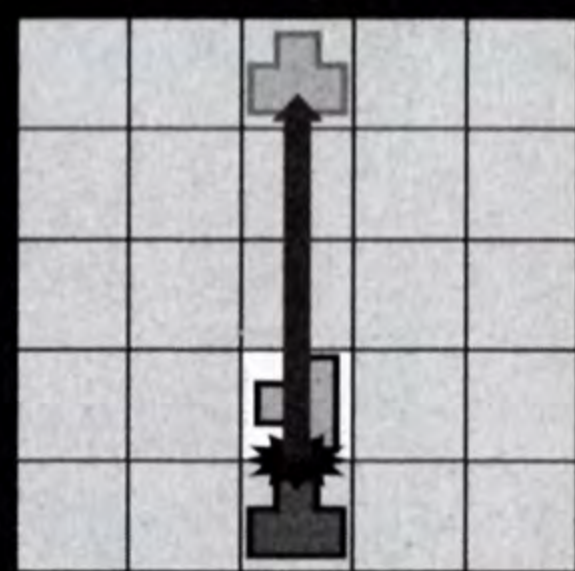


PIERCE

Success Rate: 80%

Conditions for use

Enemy directly in front.

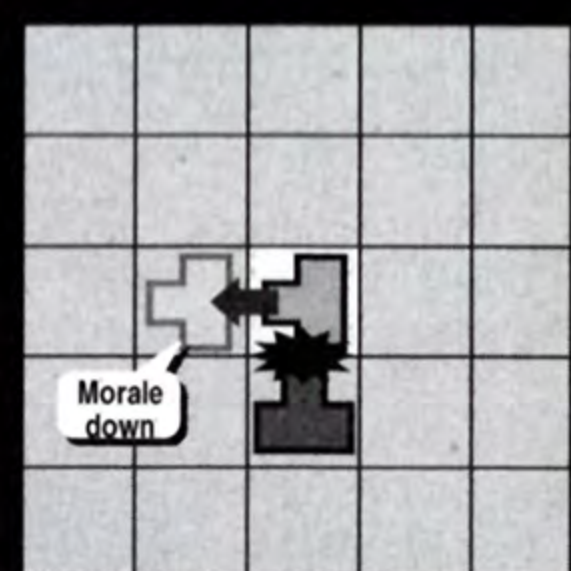


FLANK

Success Rate: 80%

Conditions for use

In contact with side of enemy unit.

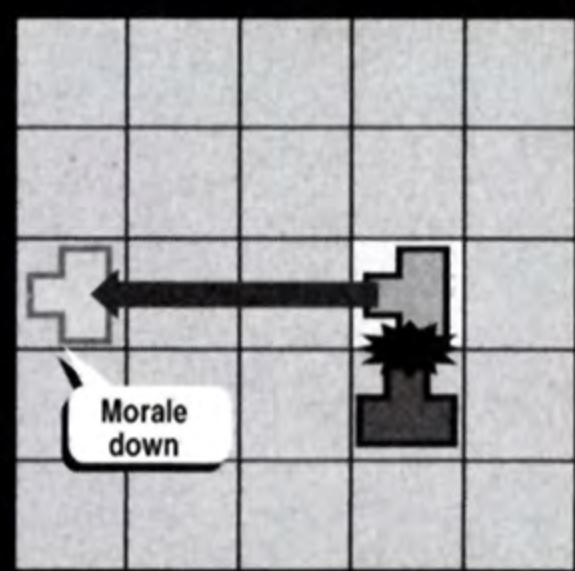


FLANK II

Success Rate: 60%

Conditions for use

In contact with side of enemy unit.

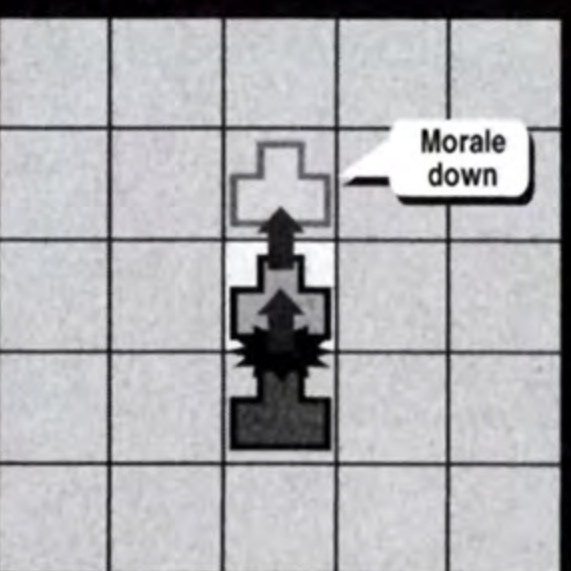


PURSUE

Success Rate: 80%

Conditions for use

Directly behind the enemy unit.



PURSUE II

Success Rate: 60%

Conditions for use
In contact with rear of enemy unit.

Morale down, confusion

If there is an enemy unit in the way, then it will be pushed as well

RAID

Success Rate: 65%

Conditions for use
Enemy directly in front.

Attacks all lined up enemy

Enemy moves forward

RAID II

Success Rate: 40%

Conditions for use
Enemy directly in front.

Pierce a row of units and then turn around.

Confuses enemies

Attacks all lined up enemies

REPEL

Success Rate: 70%

Conditions for use
Enemy directly in front.

Enemy will turn to face you

Attacks all adjacent enemies

REPEL II

Success Rate: 40%

Conditions for use
Enemy directly in front.

Confusion

Attacks all adjacent enemies

Enemy will turn to face you, confused

ARROW

Success Rate: 80%

Conditions for use
An enemy unit is two squares away, to the front. Can only be used by archer class or bow riders.

VOLLEY

Success Rate: 70%

Conditions for use
Enemy within the area of effect. Can only be used by archer class or bow troops.

Hits all enemies within the area of effect

AWE

Success Rate: 80%

Conditions for use
Enemy directly in front.

Enemy will face away from you, morale down

Pushes all enemies within the area of effect

AWE II

Success Rate: 50%

Conditions for use
Enemy directly in front.

Pushes all enemies within the area of effect

Enemy will face away from you, morale down, in confusion

BOOST

Success Rate: 85%

Conditions for use
Allied unit directly in front.

Turn to face the front. Morale up. Cures confusion

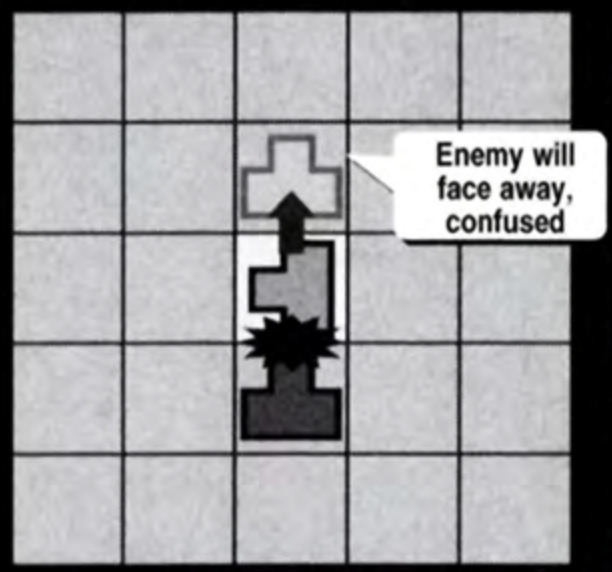
Intelligence Type

AMBUSH

Success Rate: 75%

Conditions for use

Enemy directly in front. Your unit is in forest or grass.

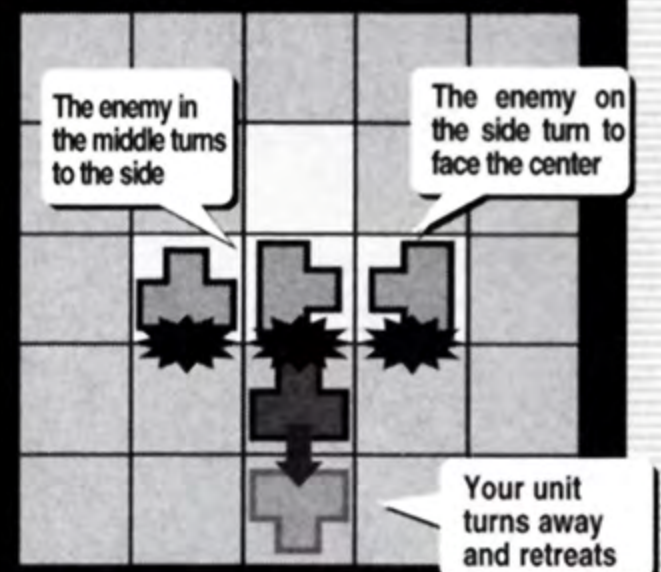


MUDDLE

Success Rate: 75%

Conditions for use

An enemy unit directly in front, that is also in contact with another enemy unit.

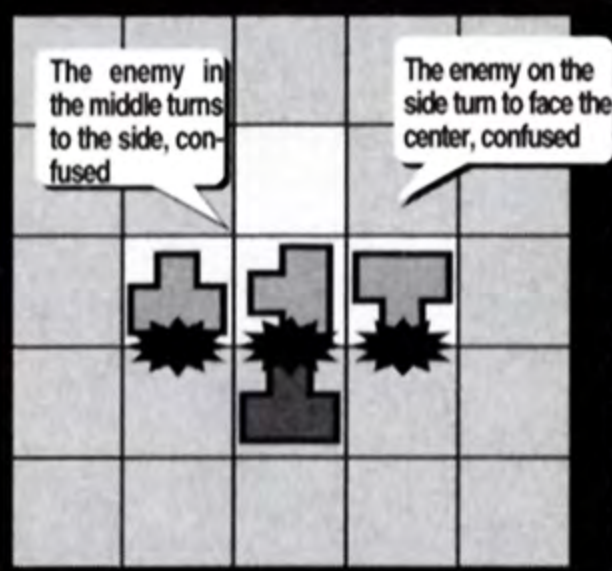


MUDDLE II

Success Rate: 45%

Conditions for use

An enemy unit directly in front, that is also in contact with another enemy unit.

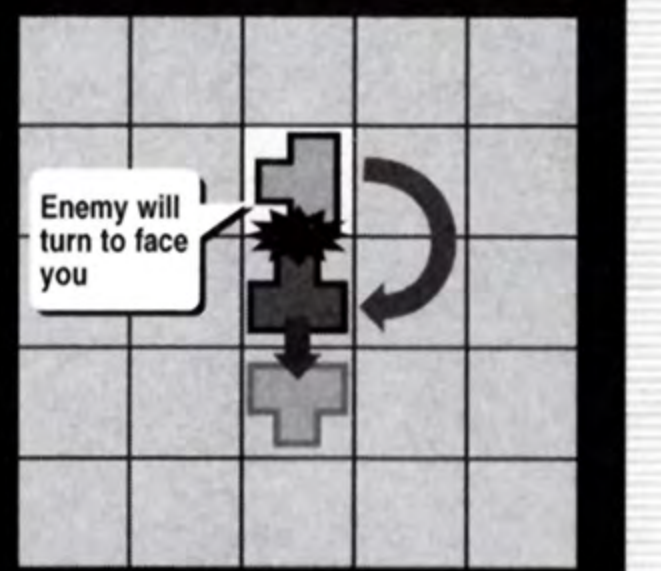


DECOY

Success Rate: 80%

Conditions for use

Enemy directly in front.



MISLEAD

Success Rate: 90%

Conditions for use

Enemy directly in front.

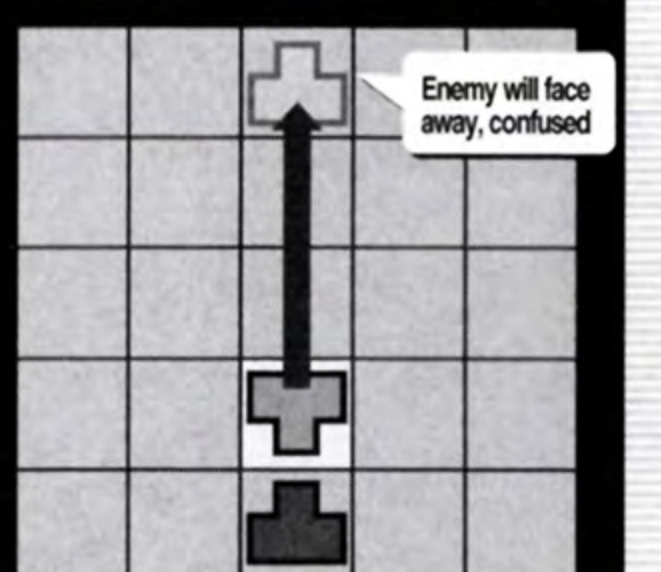


MISLEAD II

Success Rate: 60%

Conditions for use

Enemy directly in front.

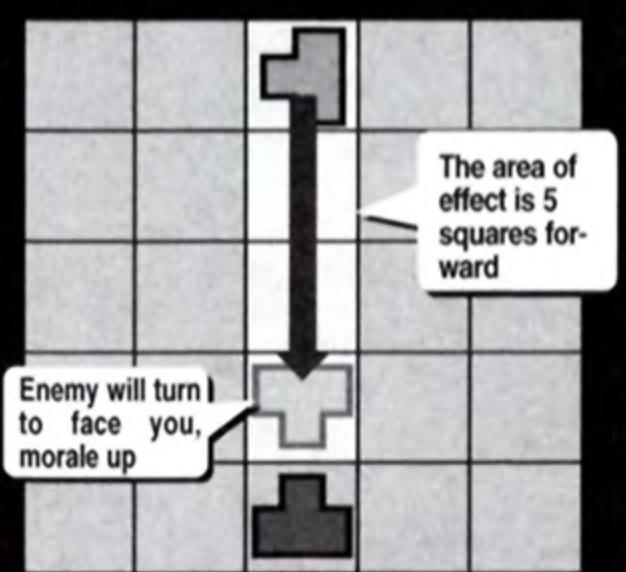


TAUNT

Success Rate: 80%

Conditions for use

An enemy within 5 squares to the front, with no obstructions in between.

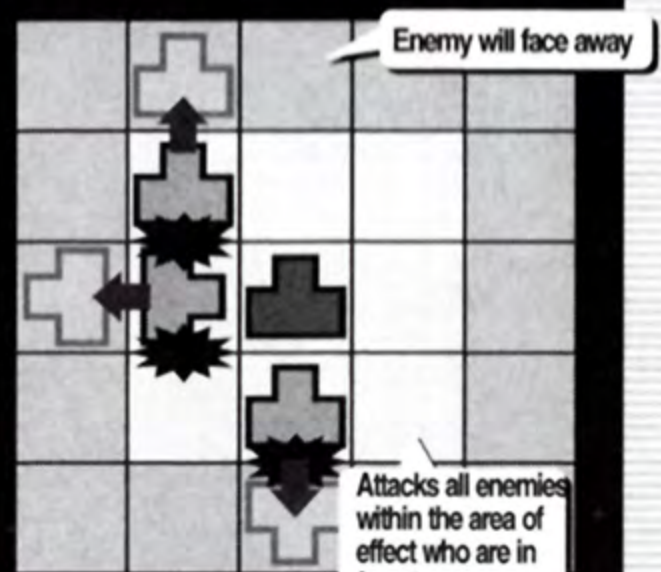


FIRE ATTACK

Success Rate: 70%

Conditions for use

Enemy within the area of effect, and in forest or grass.

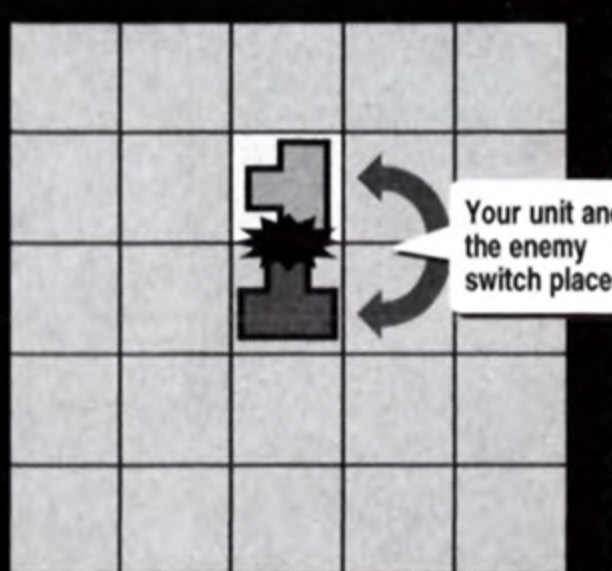


SWITCH

Success Rate: 75%

Conditions for use

Enemy directly in front.

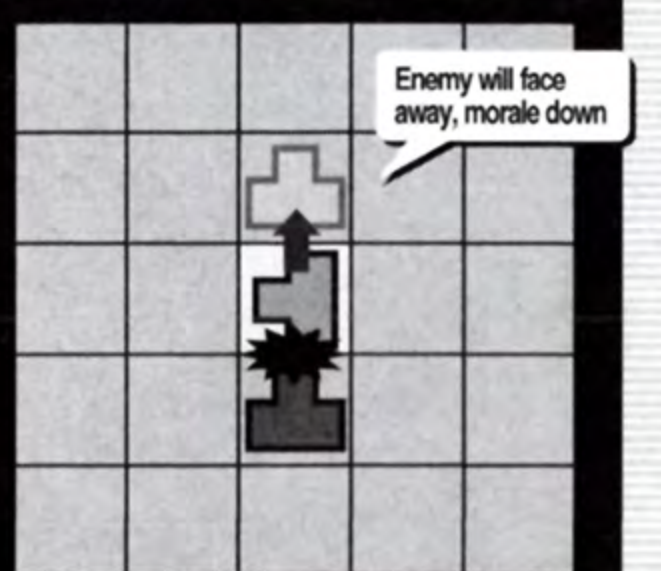


FEINT

Success Rate: 80%

Conditions for use

Enemy directly in front.



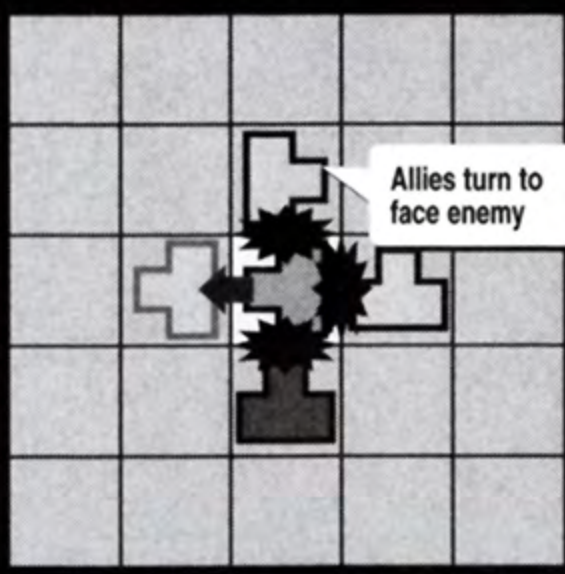
Leadership Type

ALL ATTACK

Success Rate: 60%

Conditions for use

Enemy unit directly in front, with other allied units also in contact with it.

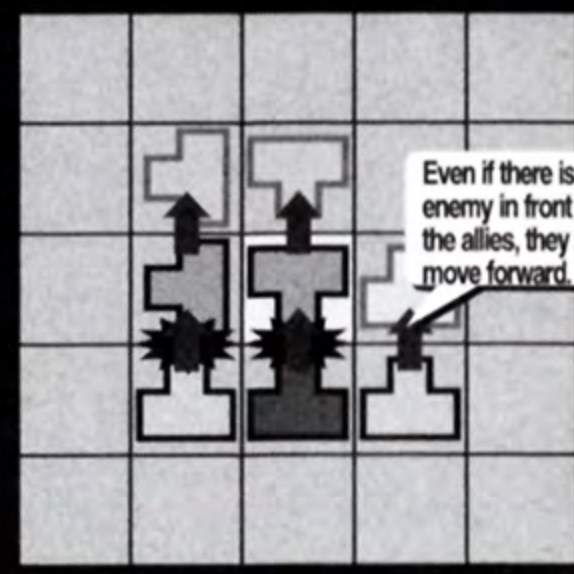


ALL CHARGE

Success Rate: 75%

Conditions for use

Enemy directly in front, and also in contact with allies facing the same direction.

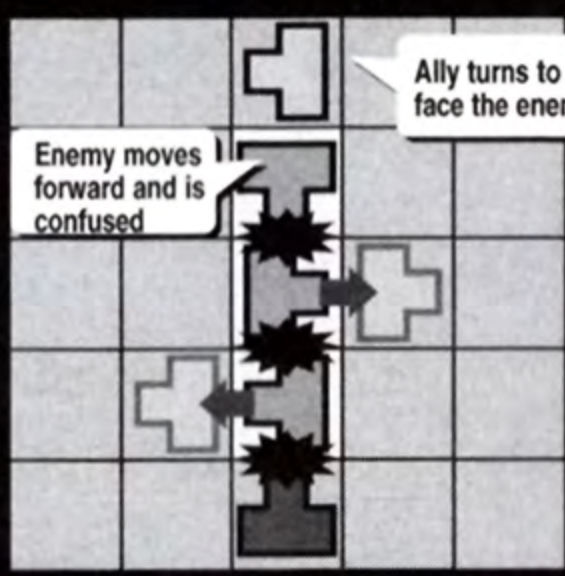


PINCER

Success Rate: 65%

Conditions for use

Enemy directly in front, between you and an allied unit.

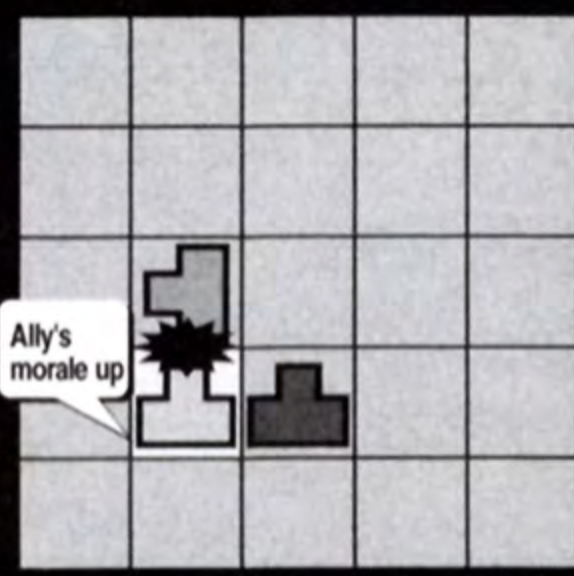


AID

Success Rate: 75%

Conditions for use

In contact with an allied unit facing the same direction, and with an enemy directly in front of it.

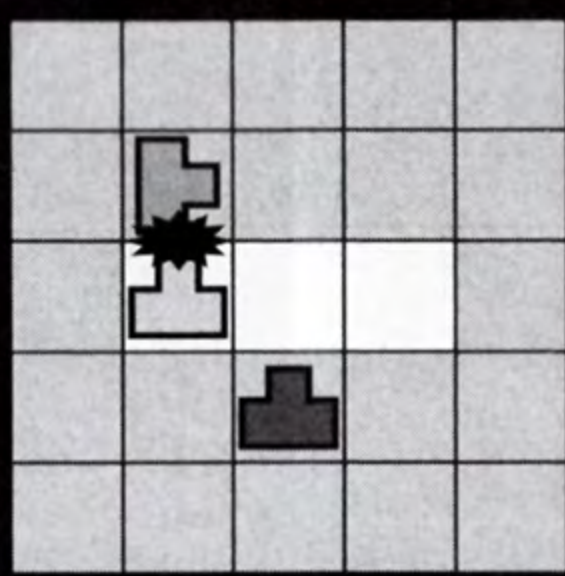


AID II

Success Rate: 85%

Conditions for use

An allied unit, with an enemy directly in front, is within the area of effect. Can only be used by archer class or bow riders.

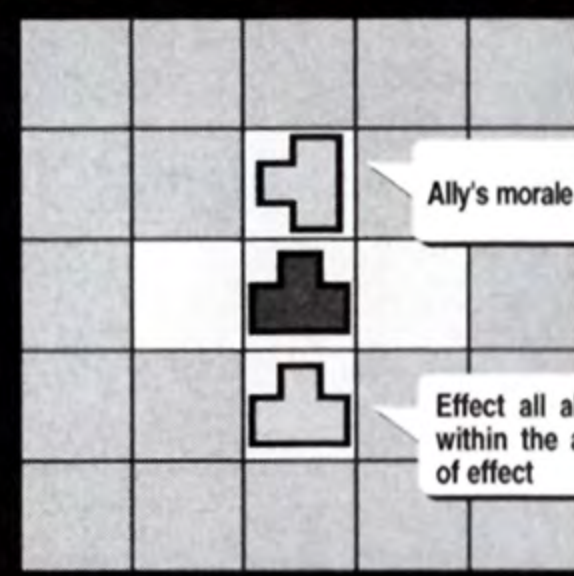


REVIVE

Success Rate: 75%

Conditions for use

An ally directly to the front.

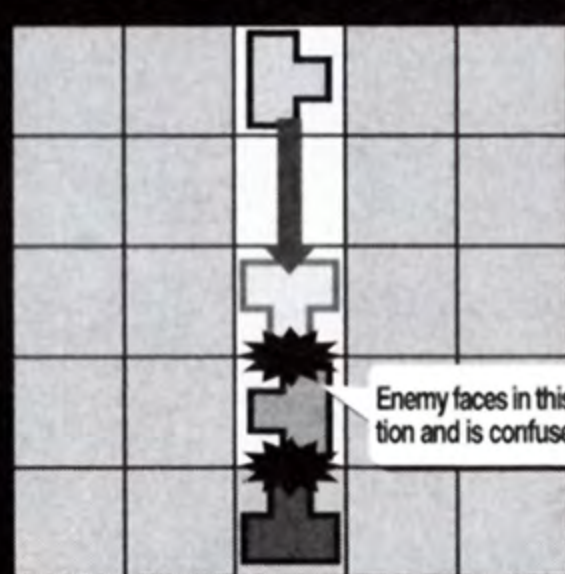


WISE

Success Rate: 70%

Conditions for use

Enemy directly in front. An ally to the front with no obstacles between it and the enemy.

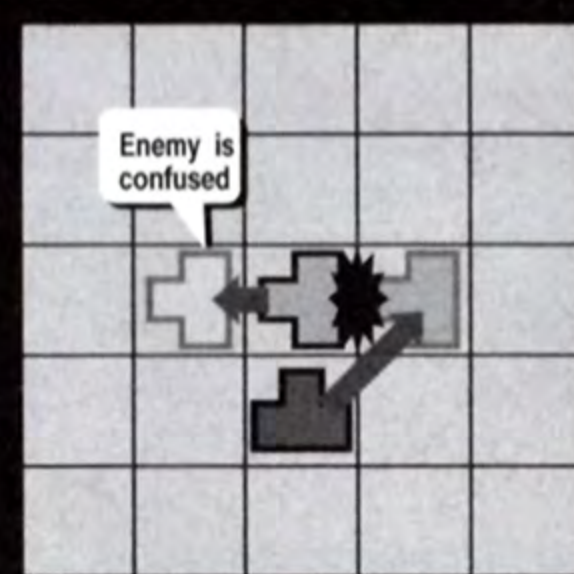


CIRCLE

Success Rate: 70%

Conditions for use

In contact with front or side of enemy. No obstacles or other units behind the enemy.

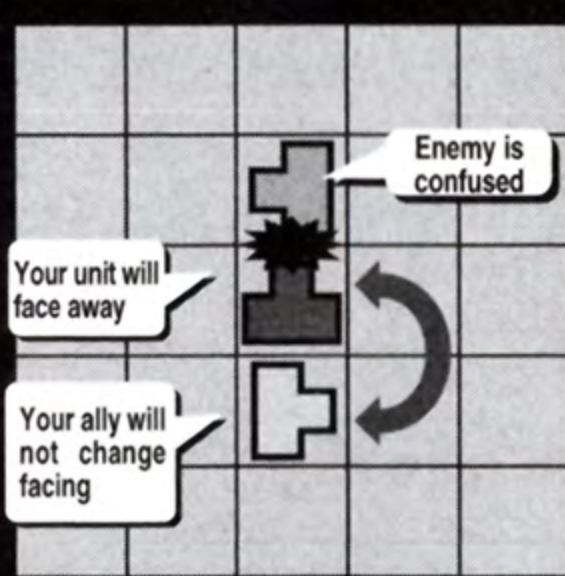


SHIFT II

Success Rate: 70%

Conditions for use

Enemy directly in front, and an ally behind.

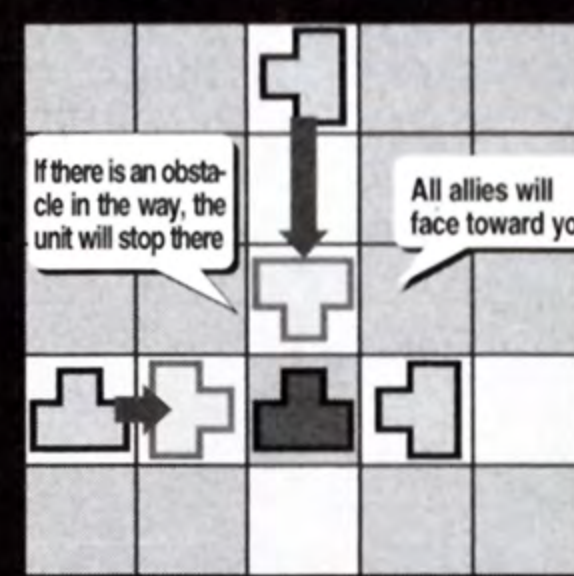


CALL

Success Rate: 75%

Conditions for use

Ally to the front.



OFFICER INFORMATION

TYPE	DESCRIPTIONS
Name	The name of the officer.
Skill	That officer's skill. These can be used in battle, under certain conditions, or make the officer a better spy.
Type	The type of troops the officer leads. The available types increase with levels.
Troops	The number of troops the officer leads. Rises with levels. Some of those lost in battle will be regained every turn. This occurs faster if the officer is inactive.
War	Affects attack and tactics. Rises with an officer's level.
Intelligence	Affects defense and tactics. Rises with an officer's level.
Leadership	Affects attack, defense, tactics and unit movement order. Rises with an officer's level.
Attack	The officer's attack power. Dependent upon War, Leadership and Type.
Defense	The officer's defensive power. Dependent upon Intelligence, Leadership and Type.
Tactics	The special attacks available to the officer in battle. The number that can be equipped rises with levels. More can be learned at the Barracks, in exchange for Craft points (p.21).
Morale	The morale of the officer's unit. Can be raised by using tactics, or by attacking. Some allies' tactics will also raise morale. The order of movement in battle is determined by morale.
Deeds	Earned in battle. Once a certain amount is accumulated, the officer's level will go up.
Level	The officer's level. Raised by collecting deeds in battle. With each new level, types of troops, number of equippable tactics, and number of troops available to the officer all increase.
Rank	The officer's rank. Changes according to level.
Items	The officer's items.
Friends	Officers with whom this officer is friendly. When you move the officer - either in an army or as a spy - to a base where a friend is located, you may hire that friend (if he is a civilian).

TROOP TYPE LIST

TYPE	DESCRIPTION	ATK	DEF
● Infantry Class			
Footmen	Poor against Cavalry and overall quite weak, but are resistant to ranged attacks.	25	30
Infantry	A more heavily equipped version of Footmen. Especially good defense.	30	40
Spearmen	Infantry with better attack abilities. Strong against Cavalry, but weak against ranged attacks.	40	30
Pikemen	Infantry that excel in both attack and defense. Strong against Cavalry.	50	45
● Archer Class			
Bowmen	Although capable of a ranged attack, they are weak overall.	20	25
Archers	Bowmen with improved ranged abilities. Have a wide range of fire.	30	20
Heavy Archers	Capable of powerful, frontal ranged attacks.	40	15
Crossbow	Boast the highest possible range, but poor at short distances.	50	10
● Cavalry Class			
Horsemen	With excellent movement and attack, the backbone of any army.	35	25
Cavalry	These troops sacrifice some movement for extra attack and defense.	45	30
Brigadiers	Heavy Cavalry with an emphasis on defense. Low movement.	45	60
Bow Riders	Mounted archers capable of a ranged attack. Weak at short distances.	35	25
● Special Class			
Engineers	Can construct towers, fences, arbalests and catapults on the battlefield. Can also use the command "Heal."	20	15
● Facilities			
Arbalests	Can attack a wide area. Can also use tactics, and start a combo (as the first move only).		
Catapults	Can attack a wide area. Can also use tactics, and start a combo (as the first move only).		
Fence	Blocks unit movement.		
Depot	Recover a unit's morale and tactics. The amount recovered depends upon the number depots on the map.		
Tower	Will attack once each day at any enemy that moves within its range.		

* Each unit can only build one of each building, aside from fencing. Each army can have a maximum of 2 arbalests or catapults. Fencing can be placed up to the building maximum (60).

SKILLS LIST

TYPE	DESCRIPTION	CONDITIONS
Strategy	All Intelligence Type tactics will have a 100% success rate.	Morale over 80
Menace	All War Type tactics will have a 100% success rate.	Morale over 80
Hero	All Leadership Type tactics will have a 100% success rate.	Morale over 80
Overlord	All Intelligence Type and Leadership Type tactics will have a 100% success rate.	Morale over 80
Conqueror	Raises success rate of all tactics by 30%. Attack and defense x1.2.	Morale over 80
Avatar	All War Type tactics will have a 100% success rate. Attack x1.5, defense x0.8.	Morale over 80
Might	Attack x1.2.	Morale over 80
Fortitude	Attack and defense x1.2.	Less than half troops remaining
Guard	Defense x1.2.	Morale over 80
Support	Allied unit in contact with this unit will cause 1.5x damage	Morale over 80
Speed	Receive no movement penalties from terrain.	Morale over 80
Archery	Ranged attacks and tactic 1.5x damage.	Morale over 80
Genius	Confuse the first enemy unit hit by a tactic.	Morale over 80
Brute	Attack x1.2.	There is an enemy unit with less than half of its troops remaining
Calm	Cannot be confused, and all taunt based tactics are ineffective.	Morale over 80
Tongue	Double the morale changes when making a normal attack.	Morale over 80
Capture	Makes it easier to capture an officer.	The enemy officer is a friend
Example	+ 5 to adjacent allied units' morale.	Morale over 80
Scare	-5 to adjacent enemy units' morale.	Morale over 80
Foresight	100% success rate for a tactic, but not during a combo.	Morale over 80
Master	Success rate for all tactics increases by 30%.	Morale over 80
Loyalty	Attack x1.2.	Army command is attacking
Rage	Attack and defense x1.2, and morale + 20.	Destroy an enemy unit
Wile	Tactics damage x1.5.	Use an Intelligence Type tactic
Bravery	Tactics damage x1.5.	Use a War Type tactic
Fame	Tactics damage x1.5.	Use a Leadership Type tactic
Counter	Counterattack damage x2.	Incur a normal attack
Zeal	Deeds x2.	Receive deeds
Spy	Increases the effects of spying.	For spies
Diplomacy	Lower the chance of being discovered in an enemy base.	For spies

*Spy and Diplomacy are only used during the Strategy Phase.

Q & A

The Strategy Phase

Q I can only place a small number of officers in each army! Why?

A The number of officers allowed in an army is governed by the commander's leadership.

The higher the Leadership of the army commander, the more officers you will be able to place in his army. So it is a fundamental point to select an officer with high Leadership to be your commander.

However, if your commander is defeated in battle, then in most cases you will lose the battle. Therefore, it is important to not overlook a commander's troop numbers and war ability.

More Details P.14 Army

Q My spies keep getting captured right away!

A Appoint higher level officers, or those with the skill "Diplomacy," as spies.

The abilities of an officer have no effect on the chances of being discovered as a spy. It relies mainly on luck.

However, the higher the level of the officer, the harder it will be for the enemy to discover him. Likewise, an officer who has the skill "Diplomacy" from an item will never be discovered when moving as a spy, and will be much harder to discover when carrying out any covert actions.

More Details P.18 Spy

Q Why can't I use any new tactics?

A You must learn new tactics at the "Barracks."

Use the commands "Visit Town" and then "Barracks" to teach an officer new tactics. You are free to select the tactic that you wish to learn.

Craft points are required to learn new tactics. Craft points are earned by active participation in battle.

More Details P.21 Barracks

Q Why do the points required to learn the same tactic differ from officer to officer?

A The points required depend upon the officer's level and abilities.

Each officer has his strong and weak points, and find some tactics harder to learn than others.

These tactics therefore cost more Craft points.

Also, as an officer's level increases, the Craft points required to learn a specific tactic will decrease.

More Details P.21 Barracks

Q I want to make my officers stronger! But how?

A Use them in battle, and raise their levels.

An officer's abilities increase along with their level. In order to raise levels, "Deeds" are required from action in battle. Using the officer effectively and often in battle is the key to acquiring a lot of deeds.

However, each officer favors some abilities over others. By equipping specific items, you can gain some control over which ability you wish to improve.

Giving officers items that complement their abilities will make them stronger. Also, using the command "Visit Town" can lead to an event that will increase an officer's abilities.

More Details P.13 Developing Officers, P.21 Visit Town

Q I finally managed to capture an officer, but he did not join me...

A Have a spy use "Entice" in advance.

It is always hard to convince especially loyal officers to join your force. In order to improve your chances, before capturing the intended officer send a spy and repeatedly use the "Entice" command against that officer, lowering their faith in their lord.

More Details P.19 Spying Activities

Q I won a battle, but now have few troops remaining. How do I recover them?

A Troops will recover naturally over time. Removing officers with especially high losses from the army for a while is also effective.

So long as a route through your or your allies' bases connects an army with the capital, each army will recover a certain number of troops each turn. If this supply line is broken, then no troops will be recovered.

Inactive officers also recover troops faster. If an officer sustains especially severe casualties, then it is sometimes best to remove them from the army for a while and let them make a full recovery.

More Details P.13 Ending the Strategy Phase

Q How do I see details on Items or Skills?

A Use the R2 button.

Pressing the R2 button on the officer information screen will display more detailed information on skills or items.

Also, when learning or equipping tactics, pressing the R2 button will display details on that tactic.

If you want to know more details on anything, start by pressing the R2 button.

More Details P.5 Control Overview

The Battle Phase

Q I hate having tactics fail! How can I prevent this?

A The more moves in a combo, the higher the success rate of the next tactic.

Each tactic has a success rate, and thus will not always succeed. However, these success rates are set as a basic figure, and are affected by an officer's abilities. The better the officer is in the area of the tactic, the higher the success rate will be.

Also, with each successive move in a combo, the success rate for the next tactic will increase. The key here, then, is to include any tactics with a lower success rate as late in the combo as possible.

Using officers with skills that allow certain types of tactics to always succeed ("Strategy," "Hero" and the like), or the skill "Foresight," which causes the first tactic used to have a 100% success rate, are other good ways of preventing tactics from failing.

More Details P.35 Bringing a Combo Together, P.38 Tactics List, P.44 Skills List

Q So just what exactly are Skills?

A A reflection of the officer's personality or outstanding qualities.

Skills come into play when certain conditions are fulfilled. Their effects vary. Every officer has a skill of some kind. Giving an officer an item can also change the skill that an officer has. A good combination of complementary skills, tactics and abilities will create a powerful officer.

More Details P.16 Editing Armies, P.44 Skills List

Q I cannot use a tactic, even though I have it equipped.

A You must fulfill all conditions for that tactic before it can be used.

Tactics can only be used when various specific conditions for each are fulfilled. These range from the positioning of both enemy and allied units, to the terrain in which they are placed.

Some are also related to troop type. For instance, ranged tactics such as "Arrow," "Volley" and "Aid II" can only be used if the unit in question is comprised of Archer Class troops. A unit's troop type can be changed in army organization.

More Details P.16 Editing Armies, P.38 Tactics List, P.43 Troop Type List

Q What if I just want to know the results of a particular maneuver?

A You can skip battle animations with the **△** button.

If you just want to quickly see the results of an action, you can skip the animation with the **△** button. You can also change the game options to turn the animations off altogether.

More Details P.8 Options

Q My unit is confused and can't do anything!

Use tactics or healing to cure their confusion.

A

If you have engineers in your army, using their "Heal" command will return a confused unit to normal, (with a special item, other units are also able to use the heal command.) The "Talk" command will also heal confusion.

Also, using certain tactics, such as "Revive," will cure confusion.

Check your enemy's tactics before battle is joined, and if one of them has the ability to cause confusion, be ready to deal with it should you be affected.

More Details P.30 Heal, P.31 Talk

Q During a combo, I used a tactic that I don't actually have.

It was a Team Tactic.

A

Team Tactics occur if two friends are positioned correctly during a combo. For instance, in the case of Double Blade, if the enemy target has a unit led by a friendly officer on the other side of it the Team Tactic will be used.

The four leaders can each unleash unique Team Tactics, and it is most worthwhile to find and try these out.

More Details P.36 Use of Friendships

Q I can only equip a few tactics, and I quickly use them up!

Make use of healing during battle.

A

If you use a combo and defeat an enemy unit, you will be able to select one used tactic to recover. Be sure to set up a combo so that it will take out at least one unit. Also, attacking an enemy unit from behind may allow you to steal one of that officer's tactics. The stolen tactic can then be used for the rest of that battle.

The most basic way of using more tactics in battle is to raise your officer's levels and thus allow more tactics to be equipped in the first place.

More Details P.29 Attack, P.32 The Basics of Tactics

Q Why can't I capture an enemy officer?

Defeating a unit with a large combo will make capturing its officer easier.

A

In most cases, when you reduce a unit's troops to 0 the officer will just escape and not be captured. Using a combo with a high number of moves to defeat a unit will make capturing the officer easier. The higher the abilities of the officer, the higher the number of moves that will be required.

More Details P.27 The End of Battle

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