

Genghis Khan FAQ/Walkthrough Final

by A Darkstar Ripclaw

Updated on Dec 26, 2006

Darkstar Ripclaw Presents...

GENGHIS KHAN

- | | |
|--------------------|------|
| 1. Country Numbers | STCS |
| 2. Orders | ODRS |
| 3. Battle | BTTL |
| 4. General Tips | Gntp |
| 5. Mongol Conquest | MGCQ |
| 6. World Conquest | WLCQ |

Introduction

=====

Another rare day off with no other priorities, another FAQ.

In the past, when I had gotten into gaming with lots of free time, quasi-strategy games such as those of Koei's Romance of the Three Kingdoms series were some of the items that I played. However, embarrassing as it is to say, RotTK was usually too hard. As such, I looked to other Koei games that played out in the same manner, but had a few different characteristics. Along with other games such as L'Empereur and Nobunaga's Ambition, Genghis Khan was one of them.

Years later, I would come back, and start visiting GameFAQs.com. Upon finding the NES FAQ Completion Project, I was surprised to see that this game had as of yet gone without a Complete FAQ. Thus, I wrote this up with what free time I had after refamiliarizing myself with the game.

The first two sections (Country Numbers and Orders) lay out what all those number means in your country profile and the basic micromanagement behind all the commansd that you can issue. Section 3 (Battle) deals with everything that you can do in a Battle. General Tips are general noteworthy items that a casual player might not get right away, but combined with the first two sections in here, can be invaluable information.

Lastly, Sections 5 and 6 detail how to win the game through the two scenarios for beginners of the game. However, strategies for the higher difficulties of the game are not listed, primarily because usually veterans are the people playing this, and as such, they should be able to make their own stragies on the fly (not to mention that whatever I wrote would have to be heavily improvised in the reader's playthrough).

With all that said, I give you this FAQ.

=====

| | |
|-----------------|------|
| COUNTRY NUMBERS | STCS |
|-----------------|------|

=====

1. Date: Represents the current year. The year increases by one when Spring rolls around.

2. Season: Represents the current season. The following is a description of what can happen at the start of each season.
 - Spring: Market rate is reset to a high number. Everyone ages a single year, and the year increases by one. New children may be born if you have four or less unmarried and unpromoted children. Gold from taxes based on your economy level will come in, while you lose an amount of gold equal to your number of men. You also lose food equal to half your population. The population grows larger, while morale, in turn, decreases. Sickness and epidemics may also occur in your country. You might recruit some troops as well automatically.
 - Summer: Market rate decreases. Major storms can may occur, decreasing Economy and Defense levels, and the Skill stats of the troops in your state or country will decrease somewhat.
 - Fall: Just like during Spring time, sickness may occur in your country. Food and items are produced by food-makers and artisans.
 - Winter: Severe Cold Waves can occur, in turn lowering the Economy and Defense of your levels. The Arms level of your army will also drop.
3. Orders Left: This showcases how many more commands you can issue to your country (the orders are explained in greater detail in the orders section). Your base country will start off with 3 orders every turn, while a directly-controlled country will only receive one.
4. Rate: The economic level of the market. If the rate is high, you should sell items, as they will be expensive. When the rate is low, items should be bought, while they are cheaper. The rate resets in the Springtime, then lowers over the next three seasons before it resets in time for the next Spring.
5. Country
 - Control: This indicates how the country is controlled. Base means that you yourself reside in it and can make three orders a turn, while Family Member indicates it being controlled by a person in the family. Non-Family Member indicates it being controlled by an unrelated prince, while Direct Control means that you issue orders to take place in that country, but cannot make some commands, only have one order per turn, and do not reside their directly.
6. Item: This is the item that is produced by the artisans in your country, and collected every Fall. Keep an eye on this; if you have a valuable item, such as spices or rugs, you should put some Artisans into business and make some money. Item production is BASED ON (not equal to) the average amount of artisans over the last four seasons before Fall.
7. Gold: The amount of gold you currently have stockpiled. Gold comes in every Spring based on your economy, and you lose an amount of Gold at the same time equal to the number of troops in your country.
8. Food: The amount of food you currently have stockpiled. Food comes in every Fall based on how many Food producers you have, and an amount equal to half the residential population is lost each Spring. Food production is BASED ON (not equal to) the average amount of food producers over

the last four seasons before Fall.

9. Troops: The amount of active-standing troops you have in your country (in other words, they are not currently working at one of the four possible jobs). This is the token force that you can use to defend your own country and invade others.
10. Town: The number of townbuilders that you have. The Economy statistic readjusts itself every season based on how many troops you have in this service, and can be sharply decreased if a spy is sent from another country to wreak havoc.
11. Mason: These people basically build up the Defense stat of your country, which determines a defense bonus to your own men when defending against invasions (only if your units are staying on buildings in the actual battle). This number readjusts itself every season based on how many troops you have in service, and can be sharply decreased if a spy is sent from another country to wreak havoc.
12. Food: This service is pretty basic, as it produces food every fall.
13. Artisans: The specialists of your empire, whom produce the specific item that each country has. For example, Country 1 in the Mongol Conquest produces Sheep for it's item. I only recommend you put in Artisans for spice, rugs, and jewelry.
14. Morale: The spirits of the people and their faith in you, basically. DO NOT let this fall below 100, because that is the basic level where they will begin to riot and rebel.
15. Economy: This stat determines how much gold you earn at the beginning of each year (the start of Spring). It either increases or decreases each season depending on how many troops you have enrolled in the Town service, and can also be brought plummeting down if an enemy spy does the Wreak Havoc action.
16. Defense: Determines how large of a defense bonus that any units sitting on a fortress or town on the battle map obtain in a battle. It can either increase or decrease each season depending on the number of troops you have working in Masonry, and can also be decimated if an enemy spy utilizes the Wreak Havoc action.
17. Arms: Shows the amount of weapons that you have between your troops to use in battle. Arms *may* increase the amount of damage you can inflict during war (unsure), but for sure, it can increase the amount of arrows archers can shoot during a battle (max of 20) and how many ambushes an infantry unit can set (max of 5).
18. Skill: The experience of your troops. Influences the amount of damage that a unit can do in battle to it's foes.

=====
ORDERS

ODRS
=====

1. Tax

-Change Rate: Allows you to lower or raise the percent of income that your (L5, C5) people make that you tax. I would not really recommend doing either; raising tax seriously lowers morale and people

leave, while lowering taxes, although they DO raise morale, are very ineffective. Giving 30 Food would raise the peoples' morale more than lowering taxes by 5%. Furthermore, after a single turn passes, your morale will actually plummet and troops will leave if you raise taxes.

-Extra Tax: Takes a one-time tax from the people, in raw gold (not a (L10, C10) percentage). I cannot stress this enough; ONLY USE IT WHEN DIRE. Once again, it seriously destroys morale, and troops will actually leave your state or country, so you will be worse off than before you made the tax.

2. Assign

(L5, C5)

NOTE: Only go into this screen if you really mean to change one of these two items, and record a list beforehand of how many people are in each profession or position. If you go into either Labor or Army screen, you must reassign everything to their exact values if you change them to avoid wasting a turn.

-Labor: Allows you to assign your troops into four separate groups of workers. Working Troops CAN NOT be used to defend your state or assault another state, so be careful as to how many people you assign to jobs, lest you leave yourself open. A quick reference on what each area does; Town builders expand your economy, obtaining more gold from taxes, Masons build up your defense, creating a defense bonuses for battle, Food people grow food, and Artisans make your country's special Item.

-Army: Lets you to organize your state's army (but only that state) by dividing men by percentage into anywhere from one to ten units, and then deciding which units are cavalry, infantry, or archers. So, if you decided to have two units, 80% Cavalry and 20% Archers, and went into battle with 60 men, the first unit would have 48 Cavalry, the second 12 Archers. This is only really useful if you are going into a direct battle yourself, as using others to fight a war will usually have the same result either way.

3. Give

(P5)

-In doing this option, you can give stuff to your people to raise their morale.

-Gold: This is basically the least effective of the options. Gold can be a lot scarcer to come by than food thanks to market fluctuations (or lack thereof) and keeping a force in town. Lastly, it just IS the least able to raise morale per item.

-Food: This is more effective at raising morale per unit than gold is, and should be the most often-used, thanks to the ease of producing more food than you need and stockpiling it.

-Item: The most effective per unit, the items that are referenced here is the item that is produced by the current state's artisans. Since more likely than not you won't have many artisans, you usually won't be using this command.

4. Train

- Troops: Increases the Skill of your troops (this applies both to active (L5) men and people whom are working). Obviously, the more men you have, the less of a buildup in Skill you can create per order.
- Prince: Lets you train up and thus increase one attribute of one of your (C5) princes.
- Self: This allows you to train one of your attributes at a time and up it anywhere between 20 and 50. In doing so, you can issue more orders without running too low on attributes.
- People: Increases the percentage of the population that can be drafted, (C5) to a maximum mobilization rate of 50%. Thus, you will be able to recruit more people from your own population.

5. Trade (J5)

- Quick notes; the higher the rate is in your country, the more items are sold and bought for, while the reverse is true. As such, sell high, buy low. The rate starts off high in Spring, lowers each season until Winter comes around, then resets again for Spring. An order and 5 Judgement points are only used up if you actually do something, not just browse.
- Sell: Allows you to sell artisan Items or Food. However, not every merchant will buy certain items from you (their selection pool is actually two or three a turn), so you will have to figure out which items you have you DO want to sell. You will obtain Gold in return.
- Buy: Purchase as many as total funds allow of preset items that a merchant has on-hand. You can also buy weapons that increase your state's Arms statistic (obviously, the more men you have, the less your Arms will increase).
- Hire: Lets you hire troops permanently for a fee. In doing so, morale, Arms, and Skill all will fall, as more soldiers in the mix dilutes the latter two statistics.

6. People

- Switch: Deals with the affairs of sending or otherwise replacing princes (L5, J10, P5) to lead countries other than your home base or direct control areas.
- Change: Allows you to change the leader of another country other than your base. Selecting "Prince" merely exchanges the leader of said country with one of your reserve princes, whereas "Prince Abroad" allows you to switch the leaders of two different states or countries.
- Send: This command deploys one of your reserve Princes to an area that is either directly controlled by you (not the base state, however) or has no leader at all.
- Direct Control: Allows you to take the reins from an ally state and control it directly.

-Select: AVOID selecting this unless you have to use it, as it wastes a (L5, J10, P5) turn. In any case, Select brings up a man whom you can recruit as a prince if you do not have a full reserve arsenal. In practice, the person usually does suck, and it wastes a turn whether or not you choose to promote him to a prince.

-Demote: Removes one of your princes from your prince list. As far as I (L5, J10, P5) am aware, there are no negative consequences to this beside the attribute cost.

-Promote: Allows you to make one of your male heirs a Prince. He, in turn, will never rebel against you. When promoting an heir, make sure you see his stats first. If they suck, quit the promotion, then redo the process, as his stats will change every time. Just make sure you don't run out of male heirs, however; if you yourself dies, you need an heir to take over. The heir needs to be at the least age 10.

-Marry: Wed one of your non-family princes and one of your daughters aged 8 or older together. The prince will never rebel against you.

-Draft: Allows you to recruit troops from your population, to a max percent of 50% mobilization (this can be increased by training your People). Lowers Skill, Arms, and morale.

7. View

-State: View the statistics on another state or country. To view an enemy (J5) or peace-treaty state, you must first send a spy. An order and the attribute points are only used up when viewing these states that are not your own.

-Ruler: View the stats of the ruler of another country. To view an enemy (J5) or peace-treaty state, you must first send a spy. An order and the attribute points are only used up when viewing these states that are not your own.

-Allies: See which countries you currently have peace-treaties with, and for how long you will continue to have a peace with each country.

-Princes: Look at your princes, and see their individual stats.

-Children: Shows you your children, their gender, and individual stats.

-Stock: Gives you an overview of all the Items, and how many of each that you possess.

8. Move

-Base: Changes your main state to a state that directly borders yours. (Bo20) If you go to a country that already has a leader (meaning it is not directly controlled), then that leader will take over your old base country.

-People: Lets you move men from any one field from one country to a (L10, C10) bordering country. Morale will drop in the new country, and the Arms and Skills stat will either drop or rise depending on the stats of the new men.

-Gold: Lets you move gold from one country to a bordering country.
(L5, J5, C5)

-Food: Lets you move foodstuffs from one country to a bordering country.
(L5, J5, C5)

-Item: Lets you move items from one country to a bordering country. This
(L5, J5, C5) only allows you to move items that you actually have in stock.

9. Policy (L5, J5, C5)

-Allows you to dictate the type of actions that a leader in one of your countries should take. Available actions are setting the tax, labor and army distribution, whether or not to give gold when morale falls low, whether or not to have an extra tax if revenue falls, recruit more soldiers and building up your Arms, negotiating with bordering countries or going to war with them, whether or not to send supplies to bordering countries, and what to do if ordered by an enemy state to give tribute or become a vassal.

10. Treaty

-Become Vassal: Only works on enemy states that are bordering yours.
(C25, Bo5, Ba10) Orders the other country to give 1/4 of all their goods to you. This very rarely works, and usually requires you to have a much larger and more skilled and equipped force than theirs.

-Pay Us: Only works on enemy states that are bordering yours. Orders the
(C5, Bo5, Ba5) other country to give 1/10th of all their goods to you. This has a better chance of working than Become Vassal, but it is usually useless in terms of stuff brought in, and, again, requires you to have a larger, more skilled and better-equipped force than they have.

-Ally: One of the most useful orders in the game, Ally has you trying to
(C5, Bo5) create a 5-year (20 turn) peace treaty with a bordering country, for a fee of only 10 gold. In exchange, that country and any other countries it captures will not attack you until the treaty expires. It should be noted that the treaty only applies to armies, not actual countries; thus, if your neighbour country gets captured by an enemy, it won't have peace with you any longer. Treaties can also be extended back to a full five years while in effect.

11. Spy

-View and Report: Send spies for 10 gold per spy to other countries not
(P5) under your own jurisdiction. Until the spy is caught or said country is taken over by yourself or another army, you can view the information on that state's statistics and ruler.

-Wreak Havoc: I believe that it is SUPPOSED to lower an enemy state's
(Bo20) Economy and Defense stats, but as I have never been able to get it to work, I am unsure as to whether this is the case or not.

-Kill: Sends a spy to an enemy state/country and try to assassinate the
(Ba20) ruler of that country, resulting in the state's abilities being

reduced. Again, much like Wreak Havoc, chances of it working are zilch, so don't bother.

-Search State: Searches your state/country for any spies sent by other (L5, P5) armies. This is generally useless, as even if there are any spies, it will not turn them up.

12. War

-War is what lets you take over another country. Everything in this game leads to this command, and it should only be undertaken when ready, and all strategic points are built up. Winning a battle results in your being able to take the reigns of a country, and whomever wins the battle gains (L30, J15, P10, C10, Bo20, Ba25). If you flee from battle, or time or provision runs out, you don't gain any points. Losing a battle results in having your war leader executed.

-Self: You yourself take the reigns of battle and go into an alternate (L40, J10, grid-based strategy system. This is the much preferred way to go P5, Ba20) about things, as you can minimize losses with smart tactics.

-Prince: Sends one of your princes to take over as leader of the battle, (L5, P5, C5) and the result is determined automatically. I REALLY don't recommend this, as the prince will usually bleed losses out of his army, whereas fighting yourself can get the same result while losing only one-tenth of your men.

13. Pass

-Ends your turn, no matter how many orders you have. I really, really, REALLY recommend you NEVER use this order. There is ALWAYS something that you can do, even if it's training one of your princes to increase one of his attributes.

14. Options

-Save: Saves the current game, which can be reloaded in Data on the title screen.

-Wait: Changes the speed of text in the game, ranging from 1 as the slowest to 10 as the fastest.

-Music: Toggle the tracks on the world map and within battle on and off

-Sound: Toggle the sound effects on the world map and within battle on and off

-Display: Toggle the animations shown after orders are issued on and off

-Animation: Toggles the animation of going to war on and off

-Battle: When the option is off (by default), you are given a victor on whom wins every battle between countries that aren't your own, and when one of your countries IS involved, some brief stats. Turning this on forces you to watch every the actual battles, and every single turn of it. I recommend you not turn this on unless you need to look at the computer's strategies (which you should not really need to do).

=====

These are the general battle commands you can make;

1. Move

-Entire: Moves the full unit either in one of the four cardinal directions or diagonally, depending on the battlefield. It costs 3 movement points to move across regular land, 4 across forests and towns, 5 across mountains and castles, 6 across the desert, and 8 across rivers.

-Divide: Divides your unit into two, with the second unit taking a chosen number of men from the first. To do this, you first must have 9 or less units in your army, an empty space next to your unit, and the unit must have either 13 movement points (if Cavalry) or 11 (if Infantry or Archers).

2. Attack

-Normal: Attack a unit right next to yours. Damage is done according to amount of men, Skill levels, stats of the two leaders, and terrain.

-Duel: Can only be initiated by the Command unit, against the enemy's Command unit. Your lord will challenge the enemy general to a duel. If your stats are too high, the duel will be rejected. If accepted, the duel will commence, and can have two different outcomes; defeat and capture. If defeated, the battle continues, but 20% of the loser's forces go over to the victor's forces. If capture occurs, the loser's side is defeated, and the battle ends automatically.

-Arrows: Only usable by Archer units. Point the arrow in a general direction, and you will shoot the square two panels away. Be careful, however, as if you accidentally shoot an allied unit, it will cause damage. The amount of arrows that you can have (up to 20) is determined by your Skill and Arms level.

-Ambush: Can only be performed by an Infantry unit. First, you either stay on your original square or move one square. Next, the Infantry unit becomes invisible. If an enemy unit comes nearby, then they get surprise attacked and can be damaged quite a bit. You CANNOT set an ambush if an enemy is right next to you or the square you want to set an ambush on.

3. Pass

-Your unit will pass it's turn, and gain a single movement point, to a maximum of 13 for Infantry and Archers, and 15 for Cavalry.

4. Other

-Demand: Can only be done by the Command unit, and only if the enemy's Command Unit is right next to you. Basically, your demand the enemy to surrender. For this to work (and it does, thankfully),

the enemy has to have no hope of winning the battle. If they are still too strong, you still have a turn, but if they decide to fight to the death, you lose your turn. If they surrender, all the units come over to your side.

-SOS: Only usable by the Command Unit. First, you must be on the border to one of your ally countries (but not the one you invaded from). You will then send a request to that country for a number of men and type. That country must have the necessary gold to send them off to battle, and they do not come with food supplies. Can only be used once per battle.

-Raid: Performable only by the Command Unit. Place him on the town in the map, and that unit will plunder the square for extra food to last your army a few days longer. Can only be done on the town (not the castle), and can only be done once per battle.

-Hunt: Can be done by any unit that is on a forest square. The unit will skip the next turn, and does not consume any food for two days. Cannot be performed if an enemy unit is next to the unit in question.

5. Flee

-Usable by any unit. You must first be on the border to one of your ally countries and/or the one you invaded from. The unit then flees to that country. Be careful as to which unit is the Command Unit, because once the Command Unit leaves, the battle ends, and any of your own remaining units on the battlefield join the enemy.

6. View

-Unit: Displays the amount of troops in each of your battle units.

-Leader: Shows the attributes of the leaders on both sides.

-Army: Shows some more varied stats; specifically, the Skill and Arms levels of each sides, the Defense of the castle, and the morale of the defenders.

7. Reconnaissance

-Map: Shows a mini-map of the battlefield. Attacking units are labelled "A", while the defense is labelled "D".

-Battlefield: Allows you to scroll around the map view to check the terrain and points of entry to other countries.

If you are still in more desire of information on battling, I suggest you take a look at chessjerk's highly useful and well-detailed Battle A.I. guide here at GameFAQs;

http://db.gamefaqs.com/console/nes/file/genghis_khan_ai.txt

=====

標hen changing bases, always do so on your last order. Otherwise, you will be wasting one or two orders.

俵se the market fluctuations to your advantage. When Spring comes around, sell off some of your items to get lots of Gold, then when you get to Winter, buy back what you need. This cannot be stressed enough; if you want to win, you NEED to sell and buy accordingly so you have a healthy dose of money.

逼egotiate to your advantage. For example, you may want to capture an enemy state, but it is in itself surrounded by two other countries. Make a peace treaty with those two other countries, and then he will be effectively trapped in, allowing you to take over and defend it with a minimal task force.

疋o not rely too much on diplomatic relations when choosing how many men to put in a country. Say if Country 1 was surrounded by sea on three sides and then Country 2, whom it had diplomatic relations with. If Country 3, whom Country 1 is not friends with, invades Country 2, he could also potentially invade Country 1 in the same turn. If you did not keep an active standing force so you could increase your other stats, you would be very open to attack.

柁rtisans, in general, can be fairly useless or very very useful. This is dependent on the type of item that your country makes. If your country makes either silk, rugs, spices, or pendants (rows three and four on the Item screen), then put some of your troops into the Artisan field. Ohnterwise, do not even give them the time of day.

標hile spies are useless at Wreak Havoc and Kill, you MUST use them in View & Report. Knowing the amount of troops your enemy has among other stats can be pretty imperative (unless, of course, you are using an emulator, in which case you could savestate, go to war, see how many men your foe has, then reload savestate, and thus ignore this whole tip).

彦or your Lord, keep a Battle and Body Stat of around 500-600. Any lower is not as guaranteed to win you duels, while any higher will make the enemy general refuse your challenge every time. Everything else should stay around 200+.

=====

MONGOL CONQUEST

MGCQ

=====

NOTES: This walkthrough is generally only for the use of those going through difficulties 1 or 2. If you are going higher than that, then you are more likely than not a person whom has played the game at least once, and knows what to expect. With that said, the overall strategy laid out here is likely to require improvisation due to experiences in your own gameplay, and if you are starting off, you should read the tips section offered in this FAQ.

Immediately, you should start off by asking to sign peace treaties with countries 8, 6, and 2, which effectively isolates yourself and country 5. If any of the aforementioned countries refuse a peace treaty, then recruit some more troops from the merchant so that you anywhere from 90-100, then try it again.

This time, they will fold under pressure.

When all is said and done in gaining allies, start assigning men into various fields of work. You should have 20 Townbuilders, 10 Masons, and 30 Food-growers, and at least 60 men left over (if not, draft or hire to fill up the remainder, and then give some food to the people to raise morale back above 100 if it falls below that level).

With that done, start taking advantage of the market fluctuations (high in Spring, drops every season through Winter before resetting again in Winter) to make up some major amounts of Gold. At the same time, start training your troops to increase Skill, and train your Lord in the Body and Battle Skills, as well as making sure that Leadership and Judgement stay above 100.

Once the second Spring of the scenario rolls around, you should have a strong force compared to Country 5, so attack with all your active men and take over Country 5. They should relatively have forty men tops, so you should not have too much of a problem with the battle. Install one of your own family member princes, and execute/free the former leader. Assign some men into the working fields in Country 5, but do not keep a standing army (the only other country that can attack Country 5 is Country 8, and it is doubtful that Country 9 can take over Country 8). Instead, send the remaining men back to Country 1.

For now, continue increasing your workers and then your standing army in Country 1, along with lots and lots of training of troops and your lord, and trading with market fluctuations to stockpile up a lot of money, which can in turn be used to purchase arms and hire some more soldiers. Within another year, you should easily have a force to be reckoned with.

Now, while it would be nice for you to be able to get away with your full five-year peace treaties with 8, 6, and 2, that more likely than not is not going to happen. What usually DOES happen is that one of the three countries in the south (or even Country 9, but rarely) will invade one of your allies. If they succeed in doing so, then you no longer have a peace treaty with that country. If only one of the countries is invaded, then send a sizable three-fifths of your force to take over that country. Send one of your princes to govern it after, then move your base to that country. If it's country 6 or 8, make peace with country 9 to avoid invasion from the west.

If, on the other hand, both 6 and 2 are taken over, well, it's war. Send half of your active forces to take over each country, then move to Country 2 while trying to get peace with Country 9 to, again, avoid invasion from the west. Since you have four countries now, you should not have too much of a problem winning against the remaining three countries in the south. If you begin to run out of men, ship more in from Countries 1 and 2, whom will be recruiting more troops even without a foe as their neighbour.

When taking over the last country in the south, you will run into a problem: you won't have any more family Princes left. In this case, leave the former leader as the prince here; if he rebels (which usually does not happen in Mongol Conquest on easier difficulties), he will get the ass kicked out of him anyways. After that is done, move to Country 6.

What should happen now is that Country 8 is the only country not under your jurisdiction in the east right now, and Country 9 separates the east and west. Although no one country will usually come to take over the east, it will likely end up between two or three forces (not counting 9). To prepare for this, start fortifying Country 6, and keep peace treaty with 9 until you can take over 8. With 8 taken over, conquer Country 9 as soon as you possibly can (whether the treaty expires first or somebody takes over it), and immediately make it as

powerful of a stronghold as you can.

The story of the west is a bit different from the story of the east. Because they are likely in constant warfare, it means they simply will not have had the TIME to build up a strong army. Thus, you want to invade on a country-by-country basis; wait until either 11 or 12 are invaded or make a failed invasion, then drop the writ and invade while they are weak. Continue this pattern while at the same time shipping in troops from the east, until you have one country left.

When you have only one country to go, there are a few things you should do, first, especially in your base country. What you do now will reflect your capabilities when you move onto the World scenario;

百witch out family member Princes that are currently leading a country for non-family members. This will ensure that you have five family members as your available Princes when you go into the World Scenario, so that you are assured that your first few conquests will not have rebels.

稗uild up the force of your troops in your home country up to 999, and train them in Skill as well as building up their Arms level. This will reflect on the starting stats of your country's army when you go into the World Scenario, and can allow you to stage a quick takeover of several countries.

謬rain up the Attributes of Temujin and his reserve Princes so that you are not distracted as quickly by loss of your attribute points due to Commands.

百tockpile up your Gold, Food, and Items in your base country. Especially do so in the case of the more valuable Items such as Rugs and Spices, as they can fetch a hefty amount of bundle in World, bringing to the table quick funding.

Afterwards, take over the last country. When you do, you shall get a screen talking about how the real battle begins. You will then be elevated to the World Scenario, intact with your stats from the Mongol scenario. It will then take about one or two minutes (I am not joking) before you can get set.

=====

| | |
|----------------|------|
| WORLD CONQUEST | WLCQ |
|----------------|------|

=====

There are two ways to do the world conquest; the first is by elevating yourself from Mongol Conquest into the World Scenario, and then fighting your way out as Country 1. The alternative is playing as England, Country 7, by choosing World Scenario on the title screen. England players can abuse their relative lack of borders to other countries (only two) to build up an army with very little interruption. You *CAN* play as the Bizantines and the Japanese, but because of their location, they are somewhat more difficult to win. I leave this up to veteran players to choose, and if you are a veteran, you should generally be able to outline a specific strategy for yourself. With that said, I offer walkthroughs for the first two.

MONGOLS

At the start of the game, you'll be perched in northeast

Europe/northwest Asia, while you can go south into Asia, west into Europe, southwest into a part of Africa, or a bit more east while staying in Asia. The countries that are surrounding you at first will be 2, 3, 14, 15, and 16. Immediately start off by making peace with 2 and 14-16, then quickly invade 3 to the west, leaving a token force of 100 standing soldiers in country 3.

Once you have taken country 3, you've effectively captured the gateway to the west. In turn, send about 200 troops each to take over countries 4, 10, and 11. 10 and 11 should be fortified, while in country 4, many more men should be recruited and trained. It's also about time that you started promoting your male family members to Princes, so that you can go four or five more countries before you need to start relying on new people not a part of the family. When you are ready, countries 5 and 6 both should be conquered as well.

By this point in time, the other countries should be waking up and going to war, so sit back, fortify your defenses (especially in Countries 3 and 11, whom can be attacked across the coast), and rebuild up your army in all your countries. Attacks should be more reactionary now, in contrast to before; attack only after your neighbor either gets attacked, or attacks somebody else, while their resources are stretched thin. Take this strategy to the road as you conquer Countries 7 through 9, finishing off your conquest of Europe.

With that done, fortify up countries 8, 11, and 3, and send the troops from the other countries to them. Do the same for Country 1, as you'll be needing to fight outwards soon. When either country 20, 12, or 13 is weakened, quickly take over, and work your way through the rest of the African continent until 20-22, 12, and 13 have all been conquered.

Now that 1, 3, and 13 are the only countries open to attack from Asia, you should in general lax policies on the countries in Europe and Africa, and ship their spare troops to the aforementioned countries (as they do not require a standing army, thanks to not having any enemies on their borders). Now, I recommend that you wait out the remaining years on your treaties if you have any left.

However, do not go fast this time around now that you have all enemies. Countries in Asia are surrounded by many others, so even if you take a foothold, you could still be swarmed by four other countries. Instead, have three countries attack at once; Country 3 should attack 14, 1 should attack 15 and 16, and 13 should attack both 23 and 24. This means that you only have three countries nipping at your borders; 2, 17, and 25, while your own Countries 3, 14, 15, and 23 can provide back-up troops along with other supplies.

That said, take a breath if you need to. The next line of countries to be taken over is 2, 17, and 25. which opens you up to attack from 19, 27, and 26. However, you're at the end of the line here, so don't hesitate to leave some sparse defenses while taking over. With that, all you need to conquer is 18, and that should not be too difficult. Once everything is said and done, congratulations. You have beat Genghis Khan!

ENGLISH

Fighting under the guise of the English is a bit different from the Mongols. The two main differences is that a) You do not get abnormally high stats and a large army compared to everyone else because you did not go through the Mongol scenario, and b) You only have borders against two countries.

As such, the main thing that you NEED to do straight off the bat is make peace with your two neighbours. Once that is done, take the initiative to build

up a full army (999), stockpile lots of Gold, Food, Items, build up your Skill and Arms levels, and train your own attributes up. Do so for the next five years, ignoring any times that your two neighbors get conquered.

Finally, once the time comes, attack both 8 and 9 in the same turn. Next, send soldiers from 8 south and conquer countries 20 and 21. At this point in time, Countries 9 and 21 are open to attack from 6, 10, 22, and 12. Build up your new front focal points, and take over Country 6, then Country 5 in the North.

Keep progress in the south to a minimum (take over Country 22 when you can), as you want to take it in time with your northern conquests, which has a lot more countries in the same amount of area. Your next two targets should be the states of 10 and 4, which allows you to keep all the countries to the west of those two totally safe from attack.

Now build up the armies in 4, 10, 21, and 22 once more. Once you feel you are good to go, take on Countries 3, 11, and 12. It should be noted thus that when you do take over Country 3, it is imperative that you quickly fortify your defenses; three different countries can all attack it, and that may be a floodgate you do not want to open just yet.

Instead, kick back for awhile, and wait while the eastern part of Eurasia fight amongst each others. When any of Countries 1, 13, and 14 are attacked, attack somebody else, etc., quickly take over them and build up your defense. Repeat until you have that line of countries completely conquered, then work on building up your army once more.

Again, wait for awhile while the other countries fight. If your really itching to do so, then take over Country 23, as it does not open up your borders to any new risks, and presents another viable option of attack. With that said, when Countries 15, 16, and 24 are attacked or attack somebody else, take the initiative on their weakened defenses.

By this time, however, you will probably have your resources stretched, so take the time to train, build up your countries' morale, and in general strengthen your army. The next great wall of countries for you to breach is 2, 17, and 25. Immediately after that, the floodgates will likely open, as the remaining countries not under your control will begin to attack you, instead of each other. Ideally, 19 and 27 should be next, which makes 18 vulnerable to three borders, and 26 to two.

With the game in your grasp, take over the last two countries, reinforcing your army with troops from other countries first if needed. After that, congratulations. You have won Genghis Khan!

Need help with something that's not in this FAQ? Got a comment to make? Find something wrong in this FAQ, or else just want to contribute something extra? Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Just a warning note; if I recognize a question as something being asked in this FAQ, it's not getting answered, so PLEASE read it over carefully before you email me.

CREDITS:

The only person that I have to thank here is chessjerk, whom allowed me to use some of the information from his FAQ. These are mainly in the form of a few battle commands that I had no idea how to perform, some information on what

happens each season and the effects of family relations, and attribute costs for each order that you give out. Additionally, he also corrected some of my errors in the first edition of this FAQ.

```
                ;;ff
                LLKK..
                ..WW##ii
                tt####LL
                DD####DD
                ii#####ii
                LL#####LL
                ..WW#####EE
                ff#####;;
                ..KK#####ff
                ii#####DD
                GG#####;;
                ;;WW#####jj
LLKKKKKKKKKKKKKKKKKKKKKKWW#####KKKKKKKKKKKKKKKKKKKKLL..
,,GG#####ii
..EE#####EETTtti,,
ttKK#####WWL;,,,;jjffjj;;
..ttKK#####KKtt:::ttjjjjff
..ttKK#####LL:::LL
    ;;LLKK#####jj    ::ii;,,,;..;ii;
    ii; ; ttGGKK#####GG:::,,,;..
..iiii  iiii .ii#####KKtt
iiii  ;,,,; .tt#####WWtt
tttt  ;;,    :DD#####WWii
;; ,,,,; .,,,;WW#####EE#####WW..
;i;;    ii; ;jj#####ff..GG#####;
.. ;ii...LL#####GG.. ;;KK#####;
ii..    KK#####DD..    iiWW#####ii
        ii#####KK,,        jj#####LL
        LL#####WW; ;        LL#####;
        DD####WWii        ..KK####tt
        ,,WW####jj        ;;WW##GG
        ff####LL        tt##WW,,
        LL##GG..        LL##tt
        jjKK..        ..KKLL
```

A Darkstar Ripclaw Production