

# Destiny of an Emperor FAQ/Walkthrough

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Destiny of an Emperor 1

NES FAQ/Walkthrough

Version 1.3

Role-Playing

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FAQ History:

1.0

7/18/00

-First release

--And hopefully the final, this first release took so long to do...

--And yes, this does cover the ENTIRE game.

1.1

1/2/01

-Few fixes, additions, changes corrections

1.2

2/18/01

-More additions thanx to everyone who e-mailed me about the Trident!

(Sorry, can't mention all the names since a lot of ppl e-mailed me about this =)

-Forgot to add on how to free Liu Zheng. SORRY!

-More clarification about finding the dead wood to blow the canal.

-Sorry, I really cannot add much more about the actual history of each character since this game doesn't focus highly on the technical aspects on each character (plus the history in the game isn't entirely accurate, and it's too complicated to do such a thing. Thanks anyway!)

1.3

7/5/04

-Fixed a little discrepancy with losing Xu Zhe, thanks to

microwavekitten@hotmail.com for making it clear that my FAQ apparently sucks

that much that this person must make it a point to call me a "rookie" because I overlooked an error I made 4 years ago.

=)

-Made another correction on Chi Tu Ma, thanks to everyone that e-mailed me about

this too.

-Oh heck, I made a ton of corrections. Actually went through my e-mails and made all the corrections (which there weren't much of left) and additions. I'm probably now done with this FAQ.

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1. What's the point of this FAQ?

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Basically, I played this game many many years ago when popular game carts were bigger than you face, remember those good ol' days? Well anyway, I found this game many years later, but got stuck at one point and didn't find a good FAQ at the time (this was a long time ago on GameFAQs), so I figured, why not?

This walkthrough is NOT historically detailed (I'm not a complete history buff like, say my roommate who's descendant happens to be Liu Bei, go figure), but there are some good FAQs on GameFAQs if you want more detail about generals, the history, etc.

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2. What the heck is "Destiny of an Emperor?"

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In Chinese history, there's a period of dynasties that constantly changed with rulers and periods of time. During a major popular time period, known as the "Han" dynasty, China was divided into three major regions: Wei, Wu, and Shu. Basically, there were three major warlords fighting to conquer all three regions: Liu Bei, Sun Ce, and Cao Cao. This is where the game takes place.

In light of the few history games out there, Capcom decided to make a game about this time period. Unlike another game of the same time period made by Koei, Romance of the Three Kingdoms, this is more of an NES-style Role-Playing game. Except instead of having HP, you have soldiers, and you "magic" is "tactics" (which are in Chinese, but you can get the gist of them after awhile).

Unfortunately, this is a rare gem; there are no other RPGs on this time period other than DoaE 2, which was only released in Japan and DoaE on Gameboy.

If you want to play more games on this time period, you can check out the currently on going game series Romance of the Three Kingdoms (which is currently on NES, Genesis, SNES, PlayStation, and slated to be on PS2), and Dynasty Warriors (a fighting game by Koei on PSX; a second one is planned for PS2).

-----  
3. What do I need to know about this game for NES?  
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Nothing really. Just don't get discouraged if you can't understand the names of the tactics (trust me. If you want difficulty in a magic-type system, try Phantasy Star). Parts of each tactic will be reused, so you'll know what kind of tactic you've learned (i.e. Lian Huo, Huo Ren).

I will list each tactic and level they're earned later in this FAQ.

This is a great game for beginners and for those who want to pass time. The music is excellent and the story's interesting. One of my personal favorite RPGs of all time

### 3a. Frequently Asked Questions

Q: Who is Chi Tu Ma?

A: IIRC, in Chinese history, it was nicknamed "Red Hare." It was known best in Guan Yu's possession. According to an e-mail I received:

>It actually was Lu Bu's but Guan Yu captured it at the battle of Xia Pi and it became his.

(Thanks to jaizyn for the e-mail!)

Q: What's the easiest way to open the jail cell door?

A: According to Captain Mayhem (and many others that have e-mailed me about this):

>the way the game is set up, if it makes more than one noise when you run into the door it will never open. Instead stand right in front of the door and quickly press up about 6 times so that it makes one noise each time. No running involved.

Another e-mail I received says:

>First, put Huang Zhong in the lead of your party, then hold against the gate and keep pressing the 'B' button, the gate will open pretty quickly!!

(from sir Skitsomunkey)

Q: I went through your FAQ and \*so and so item\* or \*so and so person\* wasn't there or said something else as if I did the quest already, etc.

A: Unfortunately, this game suffers from flag errors on very rare occasions. I can only suggest that either refer to a save, back it up (COPY HISTORY BOOK), and start over. There's really not much you can do when this happens.

Q: Do you have any codes/cheats?

A: No, and I will not provide any.

Q: Your FAQ sucks. I can write a better one.

A: Great. Go ahead and write a better one. By all means.

Q: How the #\$^#&\*@ do I get rid of the Intro Letr???

A: According to Justin Gorres:

>Just go to the castle where you fight Ji Ling and Zhang Xun and 1 Rebel Force. Go north of that castle BUT don't cross that bridge, instead, go right into the opening. Follow the path and you should see a house, go in it and there will be Shui Jing.

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4. Do I need to purchase anything else for the game?

-----  
Just a NES console, a controller, a TV to play it on, and some patience.

GameGenies take the fun out of RPGs...  
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5. Can you give me some tips/secrets? I can't get through the game easily!  
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The first thing I must reiterate continually is that if you are NOT familiar with the tactics, MAKE SURE YOU HAVE THIS FAQ HANDY! Because some tactics in your arsenal are tremendously useful, and some general that you fight against will know some VERY dangerous tactics that you must defend against. Look at the bottom of the FAQ for the Tactics section. Just don't say I didn't warn you when generals start using An Sha against you.

Level 51 (Yes, I'm the one who posted this in GameSages too, so no copyright infringements! Heh. Although I may have submitted Xu Zhou instead of Ji Zhou, oops) Many people see the old man in the outskirts Ji Zhou as someone who can make an easy level up. However, if you want to maximize the size of your armies (applicable to the generals who can increase armies only, like Zhang Bao, Guan Xing, Zhu Ge Liang, Zhao Yun, Huang Zhong, Ma Chao, etc.), level them all up to level 50 first, then go to the old man. He'll raise you to level 51. However, do NOT go to him before you get to level 50, otherwise it won't work. To get to the old man, go to Ji Zhou, and take one step outside the east exit (don't leave Ji Zhou), then go straight north until you see a white house. Enter and talk to the old man.

Chi Tu Ma

The steps that Lu Bu refers to so you can find Chi Tu Ma is from Qing Zhou. However, the only advantage to having Chi Tu Ma is that the general that has him goes and strikes first, but that's it. You cannot get rid of Chi Tu Ma, so make sure you can spare an extra slot in you inventory. When I can remember from where to make the steps, I'll put it here. BTW-from what I hear, Chi Tu Ma was not Lu Bu's horse, but actually was Guan Yu's (and was quite famous). You can him literally like he said, 1 yard (step) south and 8 yards (steps) west of Fan Shui Guan fortress (the fortress southmost from Xu Zhou). Note that you have to go to the outer gate of Fan Shui Quan, then the first step south counts as the 1 yard south step. When you go 8 yards west, just go around the rock (but the rock still counts as a yard). If someone knows any other use for Chi Tu Ma (maybe to Lu Bu?), please e-mail me.

#### 5a. Known bugs

To my knowledge, there really aren't many bugs. Just mistakes in texts...  
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6. Is there any part of the game you want to cover? (Walkthrough)  
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The first thing I must reiterate continually is that if you are NOT familiar with the tactics, MAKE SURE YOU HAVE THIS FAQ HANDY! Because some tactics in your arsenal are tremendously useful, and some general that you fight against will know some VERY dangerous tactics that you must defend against. Look at the bottom of the FAQ for the Tactics section. Just don't say I didn't warn you when generals start using An Sha against you.

Otherwise, first things first: How stats affect your general/party.

Strength (STR)-Basically, how much damage you can inflict, even when your

army is low. The A.P. also affects how much damage you can do. Also, if your STR is high, and you have a very large army, you can do more damage. But if you have low A.P. or a very low army, STR means jack. Lu Bu will do the most damage even with a low amount of armies, as his STR is 255.

Intelligence (INT)-Usually, high INT generals can use tactics, the higher the INT, the more likely they are more suitable for tacticians rather than a fighting general (there are many exceptions of course). Also, the higher the INT, the more tactics they can learn. Another advantage to having high INT is that not only will you have a higher success rate of performing tactics, you can also have a better chance of defending against lower INT generals who use attacking tactics. Finally, the more INT your tactician has, the more T.P. you will have at your disposal. Zhu Ge Liang can utilize the most T.P. out of your maximum since he has 255 INT.

A.P.-I'm thinking this means Attack Power. This is reflected upon your weapon. The better the weapon, the higher the A.P. This will affect how much damage you will do. But A.P. is nothing without armies or strength.

A.C.-I don't know that A.C. means, but it's basically your armor. The better your armor, the higher your A.C. rate is and defense rating.  
(Addendum - I was informed this means "Armor Class", thanks to Battlemage\_Li for the e-mail!)

SOLDIER-Your army, your life source. Without 'em, you can't attack. Think of it as your "HP." Certain generals (namely the Tigers and very few others) will grow in army size as your level up. Also, army size can determine the strength of attacks. If an army way outnumbers their opponent, the likelihood of repelled attacks are greater.

Now, the fun part, THE WALKTHROUGH!

Note: This part is long.

\*SPOILER ALERT\*

THIS CONTAINS LOTS OF SPOILERS!!! SKIP ALL THE WAY DOWN IF YOU DON'T WANT TO RUIN THE GAME!

START:

I split the game up into different parts, and labeled them accordingly.

Sorry if I sound a bit corny ^\_^

Part 1-The Yellow Scarves  
Part 2-Betrayal, Dong Zhuo's tyranny  
Part 3-The ambition of the Yuan brothers  
Part 4-The Five Tigers  
Part 5-A new rebellion  
Part 6-Invasion!  
Part 7-Fall of Cao Pi  
Part 8-Rise and fall of Si Ma Yi

All quotes are untouched. If there are errors, that how it is in the game.

~~~

"Although we were born on different days, we hope to die in the same hour, of

the same day, of the same year. On our very souls, we pledge that this will be true."

-This is a true pledge that the three made called the Promise at the Peach Tree Orchard-

~~~

-----  
Part 1-The Yellow Scarves (aka the Yellow Turbins)

A bandit group known as the Yellow Scarves has taken over a large portion of Wei, and is terrorizing the people.

-----  
You start off in a nice little town. Liu Bei's mother(?) sends him off to help the current ruler, Tao Qian defeat the Yellow Scarves. The first castle to the west you'll run into is Xu Zhou.

==Xu Zhou==

Buildings/what can be bought

-Inn, 1 gold

-Recruitment center

-Provisions

-Armory

--Dagger

--Flail

--Bandana

--Robe

--Leather

-Supplies shop

--Elixir A

--Resurrect

--Steed

--Gullwing

Here, the townsfolk will talk about the Yellow Scarves and give you some beginner's tips. Tao Qian will ask you to take out the Yellow Scarves, and when he does, a nice new kingdom will be waiting for Liu Bei.

From here, you can go North to Qing Zhou to fight Zhang Liang, west to Mt. Da Xing to fight Zhang Bao/Cheng Yuan Zhi, or south to Tie Men Xia and fight Zhang Jao.

In this case, you should go north.

~~~

"Ha, ha, ha. You insolent fool. You think you can threaten us with such a small force? We'll crush you in one breath."

~~~

<<<Zhang Liang>>>

STR 102

INT 34

A.P 30

A.C 35

Sol 259

Tactics:

None

Accompanied Rebel Forces: 2 (100-120 troops)

==Qing Zhou==

-Inn, 1 gold  
-Supplies  
--Elixir A  
--Resurrect  
--Steed  
--Gullwing

When you first enter the town, a man will be standing there, Ma Yuan Yi, who will attack you right away if you talk to him. If you're too weak, avoid him until later.

~~~

"Hey boy! I'm Ma Yuan Yi. If you are foolish enough to attack the Yellow Scarves, you will find you impertence very costly. Go ahead! Attack!"

~~~

<<<Ma Yuan Yi>>>

STR 76

INT 34

A.P 30

A.C 25

Sol 177

Tactics:

None

Accompanied Rebel Forces: 4 (100-140 troops)

Ma Yuan Yi will tell you to about Zhang Bao and where to find him. Go out, follow the path south, then go west on the path once you hit Xu Zhou.

~~~

"Your Imperial army seems obsessed with death. Do battle with me and I'll give them a free lesson."

~~~

<<<Zhang Bao>>>

STR 68

INT 144

A.P 50

A.C 35

Sol 299

Tactics:

Lian Huo, Shui Tu, Chi Xin, Wuo Jian, Cheng Nei, Qi Shou

<<<Cheng Yuan Zhi>>>

STR 85

INT 68

A.P 30

A.C 20

Sol 195

Tactics:

Lian Huo

Accompanied Rebel Forces: 1 (100-120 troops)

In Mt. Da Xing, you won't really find anything of interest except an Axe. The people will then direct you to the third Zhang, Zhang Jao, who's south of where you are.

~~~

"I've had word of your coming. I heard you routed my brother. He always

was a sniveling fool. At my hand, you will die!"

~~~

<<<Zhang Jao>>>

STR 93

INT 136

A.P 50

A.C 35

Sol 346

Tactics:

Lian Huo, Shui Tu, Chi Xin, Wuo Jian, Cheng Nei

<<<Zheng Mao>>>

STR 93

INT 34

A.P 30

A.C 20

Sol 153

Tactics:

None

<<<Han Zhong>>>

STR 80

INT 30

A.P 50

A.C 25

Sol 204

Tactics:

None

Accompanied Rebel Forces: 2 (120-140 troops)

Tie Men Xia also isn't anything special (Is that Dong Zhou???). The people will talk about the Yellow Scarves retreating to Qing Zhou, and another will tell you about capturing Han Zhong to find an easier way to attack Qing Zhou. If you choose to capture Han Zhong and take the back door route, you must find him in a random battle. Make sure you're prepared to have a steed or money in case he asks.

Here you have two alternatives: You can take Han Zhong and go the back door route to fight the Zhang brothers easier, or take the front door and worry about two extra generals. Either way, go the back route, because in the path to the castle, there's an axe. Unless you don't need it, or if you're really strong, go the front door; you'll get more experience. Just remember: Han Zhong MUST BE THE LEADER in order to open the bridge in the back door path.

Back door:

<<<Zhang Jao>>>

<<<Zhang Bao>>>

<<<Zhang Liang>>>

Front door:

<<<Zhang Jao>>>

<<<Zhang Bao>>>

<<<Zhang Liang>>>

<<<Zheng Mao>>>

<<<Cheng Yuan Zhi>>>

Once this is all done, peace will be restored, and Liu Bei will become ruler of the Wei region. He will leave your party and have his son Liu Feng join you. From here, go south of Tie Men Xia, through another fortress.

-----  
Part 2-Betrayal, Dong Zhuo's tyranny

Lu Bu, a man of great strength who knows no loyalty, and Dong Zhuo, a powerful tyrannical ruler teamed up to make an unbeatable combination.

-----  
The next place you'll be going is Fan Shui Guan. There you'll meet Sun Ce, you will tell you he tried attacking Dong Zhou, but was betrayed by Yuan Shu and he leaves. You will fight Hua Xiong next.

~~~

"You want to attack Dong Zhuo? Ha! I, Hua Xiong, will dispatch you myself."

~~~

<<<Hua Xiong>>>

STR 162

INT 36

A.P 30

A.C 40

Sol 439

Tactics:

None

<<<Li Su>>>

STR 99

INT 45

A.P 30

A.C 40

Sol 299

Tactics:

None

Accompanied Rebel Forces: 2 (100 troops)

Hua Xiong is a pretty big major leaguer. But tactics work well against him. In Fan Shui Guan, another fortress. Yang Jin will ask to join you, and you'll find an axe. The people will talk of Yuan Shu's betrayal and Lu Bu at Hu Lao Guan, your next destination.

After Fan Shui Guan, keep going, and if you go north in a mountain path, you'll find a cave. Go in and get all the nice goodies from there. You'll need it if you don't want to be fighting Lu Bu all your life.

==Cave 1==

1000+ coins

Gold Key

As you exit the cave another general, Guan Ping will ask to join you (I would take him, 200 STR). From there, proceed west to Hu Lao Guan.

~~~

"I'm Lu Bu. I don't believe you will find me as feeble as Hua Xiong."

~~~

<<<Lu Bu>>>

STR 255

INT 72

A.P 30

A.C 45

Sol 439

Tactics:

None

<<<Li Ru>>>

STR 18

INT 200

A.P 30

A.C 40

Sol 362

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

Accompanied Rebel Forces: 2 (120-180 troops)

Lu Bu, by the way, is the strongest in the game, beating Zhang Fei by 5 points. But, like Zhang Fei, isn't the brightest. He can fall into tactics pretty easily, but don't take him for granted. His hits take off a lot, even when he's weak. Li Ru is opposite, if not worse. He has the strength of a grandma, yet has a few tactics that, unless you really leveled up, you have never seen yet.

At Hu Lao Guan, you'll meet Cao Cao, who'll go meet Yuan Shu and Yuan Shao at Luo Yang. The other people talk of Lu Bu's strength and how you can have Lu Bu join your side; Wang Yun, an old man in a tent will tell you where you can get the Gemsword. Huo Hu will ask to join you as well. Your next target is Luo Yang, where Dong Zhou has taken over. You need to pass two gates to get to Luo Yang.

Luo Yang

Gate 1

~~~

"Prepare to fight Li Jue."

~~~

<<<Li Jue>>>

STR 120

INT 72

A.P 30

A.C 40

Sol 399

Tactics:

None

Accompanied Rebel Forces: 3 (120-180 troops)

Luo Yang

Gate 2

~~~

"Prepare to die!"

~~~

<<<Xu Rong>>>

STR 90

INT 117

A.P 30

A.C 40

Sol 314

Tactics:

Ye Huo, Shui Tu, Chi Xin, Wuo Jian

Before you reach the inner castle, a general from Cao Cao's army will tell you they were whomped by Lu Bu, and tell you that if both are together, they'll be invincible and leaves. Dong Zhuo is waiting at the inner castle gate.

~~~

"Such a weak army doesn't stand a chance against me and Lu Bu. Did you really think you could just march in and occupy Luo Yang. What lunacy."

~~~

<<<Dong Zhuo>>>

STR 162

INT 72

A.P 50

A.C 45

Sol 439

Tactics:

Lian Huo, Shui Tu, Chi Xin

<<<Lu Bu>>>

Accompanied Rebel Forces: 2 (120-150 troops)

==Luo Yang==

-Inn, 1 gold

When you reach Luo Yang, you'll find it burnt down, the only thing left standing are the people, a house, and an inn. Wang Gui will ask to join you, and you'll find Yuan Shao, who will tell you that he too was defeated by Dong Zhou and must go back to Bo Hai to regroup. Go north in town to the only standing house. Inside, in the upper right corner, one of the tiles is red. Remember that Gold Key you found in the cave (if not, go back and get it)? Stand on top of the block, use the key, and voila, the gemsword. You can't equip it, but it'll come in handy, so make sure one of your attacking generals has it with him. Continue out to the next castle to meet with Lu Bu again. But this time, it'll be a bit different.

~~~

"Why do you keep hounding me. I'll teach you to regret it."

~~~

<<<Lu Bu>>>

<<<Cai Yong>>>

STR 117

INT 180

A.P 30

A.C 40

Sol 380

Tactics:

Ye Huo, Shui Tu, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Hu Zhen>>>

STR 90

INT 45

A.P 30

A.C 40

Sol 299

Tactics:

None

Accompanied Rebel Forces: 2 (120-180 troops)

Although you still want to be careful of Lu Bu, here's where you can get him to join your side. All you have to do is show him the Gemsword, and 70% of the time he'll ask you to join you. Sometimes he'll just say "What's that?" Also be warned: if you refuse to give him the Gemsword or refuse him to join you, he'll say "I guess kindness is too overrated. Take this!" and he'll attack, most likely will be a heavy attack (which isn't good), so decide whether or not you want him beforehand. Keep in mind that you cannot lose the Gemsword

unless you give it to Lu Bu.

==Yang Zhou==

-Inn, 3 gold

-Recorder

-Supplies shop

--Elixir A

--Ressurrect

--Gullwing

Here, Cao Cao was put in the dungeon. Talk to him, he'll tell you Dong Zhuo went to Chang An. Of course you'll have to go through an underpass cave first.

==Cave 2==

Club

As you approach Chang An, you need to get through Dong Min first.

Chang An Gate:

~~~

"Take them out before they are ready."

~~~

<<<Dong Min>>>

STR 72

INT 36

A.P 30

A.C 45

Sol 380

Tactics:

None

<<<Fen Chou>>>

STR 153

INT 36

A.P 30

A.C 40

Sol 399

Tactics:

None

Accompanied Rebel Forces: 2 (120-180 troops)

At Chang An...

~~~

"Do you think you can occupy Chang An with such a small detachment? I laugh at your folly."

~~~

<<<Dong Zhuo>>>

<<<Jia Xu>>>

STR 18

INT 220

A.P 30

A.C 40

Sol 418

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Zhang Ji>>>

STR 147

INT 36

A.P 30

A.C 40

Sol 362

Tactics:

None

Accompanied Rebel Forces: 0

Dong Zhuo dies, and his tyrannical reign with him.

-----  
Part 3-The ambition of the Yuan brothers

Brothers Yuan Shu, who controls Nan Yang, and Yuan Shao, who controls  
Bo Hai seized the Imperial Seal and threatens the peace in Wu.  
-----

==Chang An==

-Inn, 5 gold

-Armory

--Flail

--Ax

--Club

--Leather

--Bandana

--Cap

-Provisions

-Records

-Recruitment center

-Supplies

--Elixir A

--Steed

--Power Pill

--Resurrect

--Smoke Pot

Basically, Chang An's an oasis. Soldiers here are in paradise over the great environment, food, and women. And the women? Well, doesn't look like they appreciate it much. Other people will talk about Yuan Shu's usurption of emperor. Go ahead and invite Liu Bei over (through the records keeper). He'll ask you to rest, but early in the morning, you're waken up by Liu Bei. Cao Cao's messenger tells you that Yuan Shu has illegitimately taken over and is ruling in Nan Yang, and someone must stop him. Guess who here at the emperor's disposal to save China?

From Chang An, go straight south, and you'll run into a bar (a pub mind you). Talk to the first man there, Zhao Yun, and he'll ask if he can join you. But first he has to fulfill an obligation before he joins you...

After the bar, go follow the mountains up and right and you'll see a little path to the forest. Go south and attack Yuan castle.

Yuan

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Lei Bo>>>

STR 142

INT 76

A.P 50

A.C 45

Sol 643

Tactics:

Lian Huo, Shui Tu, Chi Xin

<<<Chen Ji>>>

STR 85

INT 47

A.P 50

A.C 45

Sol 531

Tactics:

None

Accompanied Rebel Forces: 2 (200-220 troops)

==Yuan==

-Inn, 10 gold

-Provisions

-Armory

--Club

--Leather

--Padded

Here, people will complain about Yuan Shu's cruel reign, and they basically can't stand him. Others will tell you about your upcoming battle at Huai Nan. Go south, you can follow the mountain route (which has a higher encounter rate or the forest path (which is longer), go west to the shore, then north and meet Ji Ling.

Huai Nan

~~~

"Prepare to fight Ji Ling."

~~~

<<<Ji Ling>>>

STR 192

INT 47

A.P 50

A.C 45

Sol 613

Tactics:

None

<<<Zhang Xun>>>

STR 183

INT 28

A.P 50

A.C 45

Sol 675

Tactics:

None

Accompanied Rebel Forces: 1 (230 troops)

==Huai Nan==

-Inn, 5 gold

-Records

-Provisions

Nothing much here, except one man tells who Zhao Yun really is; another woman tells you that now's the time to attack Nan Yang, while the bridge is under construction. Head North to meet another warlord at a fortress.

Chen Cang

~~~

"Crush them!"

~~~

<<<Han Xian>>>

STR 114

INT 38

A.P 50

A.C 45

Sol 585

Tactics:

None

<<<Li Feng>>>

STR 76

INT 57

A.P 50

A.C 45

Sol 557

Tactics:

None

Accompanied Rebel Forces: 2 (220-250 troops)

At Chen Cang, it's basically abandoned except for two men, the guard and a man who will give you an Intro Letter for Shui Jing and a spear.

Proceed northwest, but east of Nan Yang's gates, you'll see a cave. Go there first.

==Cave 3==

-Robe (3)

-1000+ coins

-1500+ coins

-Cap (3)

-Spear (3)

-Power Pill

Nan Yang

Gate 1

~~~

"Take them out now before they are ready."

~~~

<<<Liang Ji>>>

STR 85

INT 76

A.P 50

A.C 45

Sol 643  
Tactics:  
Lian Huo, Shui Tu, Chi Xin  
Accompanied Rebel Forces: 2 (220 troops)

Nan Yang  
Gate 2  
~~~  
"Crush them!"  
~~~  
<<<Chen Lan>>>  
STR 76  
INT 57  
A.P 50  
A.C 45  
Sol 460  
Tactics:  
None

<<<Liang Gang>>>  
STR 85  
INT 28  
A.P 50  
A.C 45  
Sol 506  
Tactics:  
None  
Accompanied Rebel Forces: 2 (200-250 troops)

Nan Yang  
~~~  
"Prepare to die!"  
~~~  
<<<Yuan Shu>>>  
STR 142  
INT 152  
A.P 70  
A.C 48  
Sol 899  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Yuan Yin>>>  
STR 133  
INT 142  
A.P 50  
A.C 45  
Sol 643  
Tactics:  
Ye Huo, Shui Tu, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Lu Fan>>>  
STR 76  
INT 161  
A.P 50  
A.C 45  
Sol 817  
Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei, Qi Shou  
Accompanied Rebel Forces: 1 (200 troops)

~~~

"You are very strong. But when strength fails, running is a good strategy.  
Goodbye Guan Yu."

~~~

If Zhang Fei is dead, Yuan Shu will flee to Bo Hai, otherwise...

~~~

\*But Yuan Shu was surrounded by Zhang Fei\*

"You dare defy me? I am the emperor. Let me go."

~~~

Yuan Shu will repeat this three times, if you say no all three times, you  
will behead him. If you let him go, he will flee to Yuan Shao in Bo Hai.

Either way, it's not over yet...

DO NOT PROCEED PAST THE BRIDGE AFTER NAN YANG YET!

You will see why; go to the inn and rest first and make sure you de-equip  
Lu Bu.

==Nan Yang==

-Inn, 12 gold

-Supplies

--Elixir B

--Steed

--Resurrect

--Gullwing

-Armory

--Club

--Padded

--Hood

-Provisions

-Hidden items

--Trident

Some of the people here are thankful that you freed the castle, but most of  
them are worried that Yuan Shao will come after Liu Bei. By the way, whether  
or not Yuan Shu is running free or not doesn't matter. The people and Liu Bei  
will still say the same thing (assume he's dead). Also, in the northeast side  
of town, a man will offer to sell you a key for 4000 gold. It's steep, I know  
but buy it; you'll need it later.

Thanks to everyone for pointing this item out!

After you talk to that man, go straight up, and then go straight left in the  
little inlet (there will be a tree above you, and water under you). Hit "Check"  
and you'll find a Trident, which is great since it doubles the power of your  
spear (100 AP).

As you exit the building, go north. As you're about to cross the bridge, Yuan  
Shao will be there to meet you.

~~~

"I've been waiting for you. I'm Yuan Shao, the lord of Bo Hai Castle. I'll  
kill you and redeem my brother's glory. Prepare to die!"

(Yes, Yuan Shao will still say the same thing if Yuan Shu is alive)

Lu Bu: "Guan Yu. I will serve Yuan Shao."

~~~

<<<Yuan Shao>>>

Sol 1754

<<<Guo Tu>>>

Sol 1317

<<<Wen Hun>>>

Sol 1449

<<<Yan Liang>>>

Sol 1381

<<<Lu Bu>>>

Sol 613

You will not be able to fight them for now (if you didn't use any cheats or level up massively, they should REALLY be outnumbering you). They'll attack you, and then leave.

~~~

"Go home, Liu Bei. You're obviously no threat to me."

~~~

Lu Bu betrayed you too! Where'd he get the extra soldiers???

You now have a choice-go east after Yuan Shao, or west after the Five Tigers. However, going west will lead you to MUCH stronger enemies, so be very careful. Going east will continue the storyline so...

If you go north from Nan Yang then west, you'll notice a cave. You should go there later to save time. Proceed east. (Also if you've noticed, go straight north and you'll see a long wall that runs along the northern border. I'll give you one guess what that is, hint:it's a REALLY long wall... ^\_^ and no, it has nothing to do with the game; just a decoration.)

You'll soon run into Bo Hai.

Bo Hai

~~~

"Run home and tell Liu Bei how terrible Lu Guang is."

~~~

<<<Lu Guang>>>

STR 160

INT 50

A.P 70

A.C 40

Sol 1037

Tactics:

None

<<<Shen Pei>>>

STR 60

INT 130

A.P 70

A.C 45

Sol 1255

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei

<<<Gao Lan>>>

STR 100

INT 60

A.P 70

A.C 40

Sol 942

Tactics:

Lian Huo

Accompanied Rebel Forces: 2 (230-270 troops)

--Bo Hai--

-Inn, 50 gold

(If you have Xu Zhe in your party, price goes to 20)

-Supplies

--Resurrect

--Elixir B

--Steed

--Power Pil

--Gullwing

-Provisions

-Armory

--Spear

--Padded

--Hood

--Wood H

At first, you cannot go to to the second part of town, or past Bo Hai for that matter because some woman is blocking the way calling for Xu Zhe. Go into the first house in the castle, to the door on the left. Talk to Shui Jing, and tell him you've been to the cave (even though you haven't gone there yet). He'll give you gun powder, it's use will come in handy. Now exit Bo Hai, and go straight west until you hit the cave; go in.

--Cave 4--

-EMPTY-

Inside this cave, if you stay on the upper path, along the pond is a general. Talk to him, and he'll try to attack you, but when he realizes who you are, he asks to join you. At this point, he's a very good general. When you reach the roadblock, use the gun powder, and talk to the man sitting there. He will introduce himself as Xu Zhe (aka Dan Fu) and will ask to join you.

From there, go back to Bo Hai, and talk to the woman (who happens to be his wife). She'll move out of the way. Go straight through town to go past Bo Hai (of course, get some new weapons/armor first). The townsfolk will talk of Xu Zhe, aka Dan Fu, and will warn you to beware of Yan Liang and Wen Hun. Others will tell you Yuan Shao went east to Ji Zhou.

Go out and go straight west, the go south around the mountains, you'll see a gate. Defeat it (with caution).

Note: if you go straight west, you'll run into a castle. Inside, Zhao Yun will be blocking the way, so you can't attack the castle and advance. You have to get the gate first.

Encampment

~~~

"I am Xu Shou. Let's fight."

~~~

<<<Xu Shou>>>

STR 40

INT 170

A.P 70

A.C 45

Sol 1255

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Yan Liang>>>

STR 180

INT 40

A.P 70

A.C 40

Sol 1381

Tactics:

None

<<<Wen Hun>>>

STR 190

INT 40

A.P 70

A.C 40

Sol 1449

Tactics:

None

Accompanied Rebel Forces: 1 (230 troops)

After you defeat them, go in. There's nothing there but a girl. Remember that overpriced silver key you bought? Use it at the door of the gate that the girl's being held. She'll give you the Zhou Letr to give to Zhao Yun.

Now go straight east, the north after the mountains, cross the bridge to the next castle. You'll see Zhao Yun blocking the path to the castle. Use the Zhou Letr on him, and he'll be happy his sister's safe. You find that his sister was used as bait to make Zhao Yun join Yuan Shao's side. He then asks to join your army. Basically, if you refuse, he will still sit there and block your path, so you don't have much of a choice. Now you have three Tigers!

Advance to the inner castle of Guang Zong.

Guang Zong

~~~

"Where's my enemy?"

~~~

<<<Yuan Tan>>>

STR 160

INT 130

A.P 70

A.C 45

Sol 1594

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei

<<<Yuan Xi>>>

STR 140

INT 120

A.P 70

A.C 45

Sol 1519

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei

<<<Tian Feng>>>

STR 120

INT 160

A.P 70

A.C 45

Sol 1141

Tactics:

Yan Re, Shui Xing, Tong Xian, Shui Jian, Jie Ce, Qi Shou

Accompanied Rebel Forces: 1 (250 troops)

==Guang Zong==

-Inn, 20 gold

-Supplies

--Elixir B

--Resurrect

--Gullwing

Talk to anyone that looks NORMAL. Most are living in fear of Yuan Shao's reign. Others are pissed. One guard will tell you that there are probably Yuan Shao spies around. There is one man towards the south end of town with a beard. Talk to him and he'll attack you. Make sure you've slept first.

~~~

"Have you set your life in order? You will go to meet them now"

~~~

<<<Yuan Shang>>>

STR 170

INT 140

A.P 70

A.C 48

Tactics:

Yan Re, Shui Xing, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

Once you defeat him, he'll run off. Go east, go north over the mountains (south is a longer route), and you'll see the two gates to Ji Zhou.

Ji Zhou

Gate 1

~~~

"Prepare to fight Ma Yan."

~~~

<<<Ma Yan>>>

STR 90

INT 80

A.P 70

A.C 40

Sol 942

Tactics:

Lian Huo, Shui Tu, Chi Xin, Wuo Jian

<<<Lu Xiang>>>

STR 150

INT 50

A.P 70

A.C 40

Sol 942

Tactics:

None

Accompanied Rebel Forces: 3 (250-300 troops)

Ji Zhou

Gate 2

~~~

"Prepare to die!"

~~~

<<<Zhang Yi>>>

STR 100

INT 90

A.P 70

A.C 45

Sol 989

Tactics:

Ye Huo, Shui Tu, Chi Xin, Wuo Jian

<<<Guo Tu>>>

STR 180

INT 90

A.P 70

A.C 45

Sol 1317

Tactics:

None

Accompanied Rebel Forces: 2 (230-250 troops)

Ji Zhou

~~~

"Aren't you of Liu Bei's Army? You killed my brother Yuan Shu. I'll take payment in your blood."

~~~

Again, it doesn't matter if you didn't kill him, however if you let him escape, he'll be fighting with Yuan Shao.

<<<Yuan Shao>>>

STR 170

INT 150

A.P 70

A.C 45

Sol 1754

Tactics:

Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Yuan Shu>>>

<<<Zhang He>>>

STR 210

INT 150

A.P 70

A.C 45  
Sol 1317  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Ju Shou>>>  
STR 40  
INT 180  
A.P 70  
A.C 45  
Sol 1449  
Tactics:  
Yan Re, Shui Xing, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Lu Bu>>>  
STR 255  
INT 40  
A.P 100  
A.C 45  
Sol 1449  
Tactics:  
None  
Accompanied Rebel Forces: 0 (even without Yuan Shu)

~~~  
\*You have Yuan Shao's head. All of Yuan Shao and Yuan Shu's egomaniacal plans have been undone. Peace settles over the land.\*  
~~~

==Ji Zhou==  
-Inn, 15 gold  
-Provisions  
-Recruitment center  
-Supplies  
--Resurrect  
--Elixir B  
--Smoke Pot  
--Gullwing  
--Power Pil  
-Armory  
--Sabre  
--Padded  
--Wood H  
-Records

Here, not much you can get, except the old man outside of town (DO NOT SEE HIM YET!). The people are just talking about nothing new or special.

-----  
Part 4-The Five Tigers

The five most powerful group of warlords in China are scattered, and they must gather to destroy anything or anyone that threatens China.

-----  
You will find that the outside music has changed (FINALLY) to something, IMHO better. You already have three of the five tigers, Zhang Fei, Guan Yu, and Zhao Yun. Time to find the other two...

Go west of Nan Yang, and go down the bridge to the house. A man will tell where to go from there (basically, follow the path to each house, and talk to the man there. You will also run into Zhu Ge Liang's house. Remember where his house is, it'll be important later. The first castle you run into is Wu Ling castle. You are now in the Jing Zhou region, BTW.

Wu Ling

~~~

"Where's my enemy?"

~~~

<<<Jin Xuan>>>

STR 147

INT 47

A.P 70

A.C 50

Sol 1317

Tactics:

None

<<<Gong Zhi>>>

STR 94

INT 157

A.P 70

A.C 50

Sol 1197

Tactics:

Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

Accompanied Rebel Forces: 2 (300-320 troops)

==Wu Ling==

-Inn, 20 gold

-Supplies

--Elixir B

--Elixir C

--Resurrect

Not much people will talk of here except about the Tigers, and the next Tiger, Huang Zhong. Proceed out of the castle and keep following the path east, then south, you'll run into a castle with interesting foes...

Chang Sha

~~~

"This castle will be very difficult to conquer."

~~~

<<<Han Xuan>>>

STR 136

INT 126

A.P 70

A.C 50

Sol 1519

Tactics:

Yan Re, Shui Xing, Chi Xin, Shui Jian, Cheng Nei

<<<Huang Zhong>>>

STR 235

INT 147

A.P 70

A.C 50  
Sol 1381  
Tactics:  
Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Wei Yan>>>

STR 228  
INT 136  
A.P 70  
A.C 50  
Sol 1317  
Tactics:  
None

<<<Yang Ling>>>

STR 168  
INT 42  
A.P 70  
A.C 50  
Sol 1197  
Tactics:  
None  
Accompanied Rebel Forces: 1 (350 troops)

~~~  
"Aaahhhggg...."  
~~~

==Chang Sha==  
-Inn, 40 gold  
-Armory  
--Bow  
--Ring Mail  
--Wood Helmet  
--Provisions  
--Recruitment Center  
-Supplies  
--Resurrect  
--Elixir C  
--Gullwing  
--Power Pil

With Han Xuan gone, you took over one of China's major capitals, besides Luo Yang, and a few others. Wei Yan and Huang Zhong will the first to greet you in the castle, and will ask to join you (let them join!). The people will talk of not trusting the ruler of Gui Yang castle. You find yet another owner with a tiger named Wang (I thought I saw that tiger in Wu Ling!). Go straight south to Gui Yang.

==Gui Yang==

This castle is unusual. There is no one guarding the castle, so you can walk right in. But when you walk in, something is weird. Everyone is blocking the entrances to the buildings, and say the same thing:

"My lord has sent me to welcome you with open arms to his humble castle. Our simple accommodations will surely be inadequate but we are a modest folk."

Sounds suspicious? Keep going to the palace. Everyone there except one man and the king will say the same thing. Talk to the king, he will offer you a place to stay. You can say yes or no. If you say yes, the screen will darken, you will hear some attack noises and you will realize that you fell into a trap, with about 75% of your troops missing. If you say no to his offer, he will insist. If you keep saying no, he will attack anyway (but you will have all of your troops intact). What should YOU do? ^\_^ Unless you want a challenge, say no.

~~~

"My friend, let me show you to your sleeping quarters."

\*If yes\*

"Good night, then."

"What's going on? This looks like a trap."

"Wha ha ha! You fools. We've got you right where we want you. Prepare to die."

\*If no\*

"Won't you reconsider?"

\*No again\*

"You arrogant wretch. It's time to teach you some manners!"

~~~

<<<Zhao Fan>>>

STR 136

INT 105

A.P 70

A.C 50

Sol 1594

Tactics:

Ye Huo, Shui Xing, Chi Xin, Wuo Jian

<<<Bao Long>>>

STR 126

INT 63

A.P 70

A.C 50

Sol 1255

Tactics:

Lian Huo

<<<Chen Ying>>>

STR 136

INT 42

A.P 70

A.C 50

Sol 1197

Tactics:

None

Accompanied Rebel Forces: 2 (300-320 troops)

~~~

"I give up. Please spare me."

~~~

==Gui Yang==

-Inn, 30 gold

-Supplies

--Power Pil

--Elixir C  
--Smoke Pot  
-Provisions

After you defeat Zhao Fan, he will give up the castle. Everyone will talk normal as well. The people will talk of Jing Zhou country, and tell you to beware of Xing Dao Rong in Ling Ling.

(thanks to microwavekitten@hotmail.com (and especially for calling me a "rookie" because I misplaced this section in the FAQ! I guess incompetence and human error automatically fails me as a FAQ writer!) =)

Invite Liu Bei over. Liu Bei will give you a letter to give to Xu Zhe. If he's not in your party, you have to go get him. He will find that his mother is ill and leaves your party. Leave the castle, and Xu Zhe will tell you to find a house south of the cave where you found him and find Fu Long, aka Zhu Ge Liang.

Here's where you can now get Zhu Ge Liang, but for now, I suggest getting a replacement tactician. Beef up your guys, and head to Ling Ling.

Go south and west to continue.  
You can go north around the mountains, or south under and take the hills. South will give you a higher encounter rate, and north isn't that much longer anyway. Go west until you hit the gate of Ling Ling.

Ling Ling Gate

~~~

"Run home and tell Liu Bei how terrible Xing Dao Rong is"

~~~

<<<Xing Dao Rong>>>

STR 168

INT 31

A.P 70

A.C 50

Sol 1519

Tactics:

None

<<<Liu Yang>>>

STR 126

INT 126

A.P 70

A.C 50

Sol 1381

Tactics:

Yan Re, Shui Xing, Chi Xin, Shui Jian, Cheng Nei

Accompanied Rebel Forces: 3 (300-350 troops)

Ling Ling

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Liu Du>>>

STR 126

INT 157

A.P 70

A.C 50

Sol 1672

Tactics:

Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Xing Dao Rong>>>

Accompanied Rebel Forces: 2 (300-350 troops)

~~~

Peace has returned to Jing Zhou

~~~

==Ling Ling==

-Inn, 30 gold

-Records

-Provisions

-Supplies

--Power Pil

--Smoke Pot

--Resurrect

People here are grateful that you freed Jing Zhou. You can find a sword in a house in the outskirts of town. When you first enter, follow along the outside of the wall to the left, and you'll see a house. Go in and talk to the man, he'll tell you to search around him. Do so, and you'll find a sword. There is one soldier in the town; if you talk to him, he'll say that Pang Tong is out with his soldiers. BE CAREFUL when you talk to him! Pang Tong is strong, and if you don't want to fight him, don't talk to the man. If you do, talk to him, go outside, and start walking back towards Gui Yang (or anywhere on the Jing Zhou region. One of the next fights is against Pang Tong. He's weak defensively, but if he pulls out Ji Mian, you're in trouble. Tactics will almost never work on him and you won't be able to fight until it wears off.

~~~

"You dare invade Jing Zhou? Take this!"

~~~

<<<Pang Tong>>>

STR 99

INT 240

A.P 100

A.C 48

Sol 3765

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, Bei Ji

~~~

"You fight to settle Jing Zhou and restore peace here? Let me join you."

Pang Tong joined our army.

~~~

Didn't take much convincing. It's amazing how quickly generals change their minds about you. You now have a very good tactician until you find Zhu Ge Liang (if you don't have him already).

-----  
4a. Zhu Ge Liang subquest (you cannot continue on to the Shu region unless you have him)  
-----

This is fun. First go find his house. Outside Nan Yang, go west, then go south past the bridge. Go to the house and talk to the man there, he'll direct you where to go. Continue south along the path, and you'll reach another house. Continue down, and you'll find Zhu Ge Liang's house. But he's not there. His brother Zhu Ge Jin will tell you that he left and might be at Chi Zhou Ping's house in Lou Sang (remember there?). Ugh. That's the very first village you started in. You can take a Gullwing to Xu Zhou or walk (I'd choose the latter). At Xu Zhou, go east and into the village. Go up the path on the right, and into Chi Zhou Ping's house. There will be an old man there. Is he Zhu Ge Liang? No...but he'll tell you that he already left. OK, so then go back to Zhu Ge Liang's house, but Zhu Ge Jin will tell you went out again and will call you at Nan Yang, so wait there. ARGH! Go to Nan Yang, go to the records keeper and Invite Liu Bei. Go to the palace. Liu Bei will tell you that Jin came by and that his brother is home, so go there. (Isn't this exciting?) Go back to Zhu Ge Liang's house, Jin will tell you Zhu Ge Liang's sleeping but come in anyway. If you talk to Zhu Ge Liang, you'll see he's sleeping, and you can wake him up if you want to. If you, he'll complain, "Who are you? Can't you see I'm sleeping?! Is my house on fire or something? No? Then we have nothing to talk about. Get out of here!" If you don't wake him, you'll have an unseen choice. Here's what you do: Hit "No" then don't hit anything (otherwise Jin will say something to you). Wait a while (about 20 secs), and Zhu Ge Liang will suddenly start talking and will join you. He'll go to Gui Yang castle and will meet you there.

How to get Zhu Ge Liang (ZGL for short) simplified

1. Go to ZGL's house and talk to Jin
2. Go to Chi Zhou Ping's house in Lou Sang village
3. Talk to Chi Zhou Ping
4. Go back to ZGL's house and talk to Jin
5. Go to Nan Yang and invite Liu Bei
6. Talk to Liu Bei
7. Go back to ZGL's house
8. Talk to ZGL, DO NOT WAKE HIM, and do not hit another button after you've said "NO."
9. Wait for an automatic response from ZGL, he'll wake up.
10. Go to Gui Yang, and get ZGL!

Continuing on...

-----

Continue past the bridge, southwest of Ling Ling. You'll notice enemies are MUCH harder. Also from this point, you'll only be fighting Rebel Forces, no more bandit forces or pirate forces.

One of the first generals you'll fight is Lu Bu, again.

<<<Lu Bu>>>

STR 255

INT 40

A.P 120

A.C 48

Sol 7003

Tactics:

None

Same as before, but even stronger with more troops. This will be the last time you fight him, since after this fight, he dies. I have not tried holding on to the Gemsword until now, but I'd imagine that it won't work.

~~~

"Oh my life comes to an end. My life was an essay in betrayal."

~~~

By the way, he'll give you TONS of stuff in the spoils. From here, proceed on south, east, south, past the bridge, south, and west around the mountains. You'll run into a house.

If you STILL haven't defeated Yuan Shao or don't gotten Zhu Ge Liang, you will not be able to continue. The man will just tell you that you're entering the region Shu. You'll have to return to Ji Zhou to beat Yuan Shao or get Zhu Ge Liang in the Jing Zhou region.

If you have done both, you will find that Shu has been invaded.

The Han Zhong army (not the same old Han Zhong, a different one) threatens Shu and the ruler Liu Zheng. Go west, and you'll run into a fortress.

Deserted Fortress

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Liu Ku>>>

STR 110

INT 110

A.P 120

A.C 110

Sol 3262

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian

<<<Zhang Ren>>>

STR 207

INT 165

A.P 120

A.C 110

Sol 3262

Accompanied Rebel Forces: 2 (700-850 troops)

In this fortress, it's basically deserted except one man, who will tell you that Liu Zheng is being held prisoner in Fu Shui castle. Otherwise, there's nothing else here. Go north. ALL the way north. Around all the mountains, north. A smoke pot is a good idea at this point. After all the mountains, go east then north, to a gate of Fu Shui.

Fu Shui

Gate 1

~~~

"Where's my enemy?"

~~~

<<<Meng Da>>>

STR 154  
INT 132  
A.P 120  
A.C 110  
Sol 3589  
Tactics:  
None

<<<Tao Qian>>> (NOT the same Tao Qian as the first ruler mind you)

STR 90  
INT 160  
A.P 120  
A.C 85  
Sol 2226  
Tactics:  
None  
Accompanied Rebel Forces: 2 (700 troops)

Fu Shui

~~~

"Run home and tell Liu Bei how terrible Yan Yan is."

~~~

<<<Yan Yan>>>

STR 207  
INT 157  
A.P 120  
A.C 110  
Sol 3262  
Tactics:  
Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Fa Zheng>>>

STR 66  
INT 198  
A.P 120  
A.C 110  
Sol 2965  
Tactics:  
Yan Re, Shui Lei, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Yang Huai>>>

STR 165  
INT 99  
A.P 120  
A.C 110  
Sol 2965  
Tactics:  
Ye Huo, Shui Tu, Chi Xin, Wuo Jian  
Accompanied Rebel Forces: 1 (320 troops)

==Fu Shui==

-Inn, 15 gold

-Provisions

-Supplies

-Armory

--Bow

--Sword

--Ring Mail

--Copper Helmet  
-Records  
-Recruitment center

People are talking about the new rebels, the last Tiger and Liu Zheng.

Yikes I guess I completely omitted this part. Freeing Liu Zheng may prove to be aggravating, since there's no clarification on how to "ram" the door down. Basically, it takes some patience. What I did, I just ran around, and literally just ran into the door so it made a sound. You can just try holding up at the door (so it makes that "crunching" sound), but I don't know if that works. You'll have to do this several times, (it took me 5 minutes) to do this, if you know of an easier way or the actual way, please let me know. But I just ran around the room and then ran straight into the door, and eventually it came down. YOU NEED TO FREE LIU ZHENG FIRST TO CONTINUE!

Continue north, go EAST around the mountains, more north, west, then south to the next castle gate.

Luo  
Gate 1

~~~

"Take them out now before they are ready."

~~~

<<<Huang Quan>>>

STR 66

INT 165

A.P 120

A.C 110

Sol 2695

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Leng Bao>>>

STR 180

INT 70

A.P 120

A.C 85

Sol 2024

Tactics:

Lian Huo, Shui Tu, Chi Xin

Accompanied Rebel Forces: 3 (700-900 troops)

Luo

~~~

"I'm impressed by your tenacity but such a small army can't possibly defeat us."

~~~

<<<Ma Chao>>>

STR 245

INT 162

A.P 120

A.C 85

Sol 3262

Tactics:

None

<<<Ma Dai>>>

STR 225  
INT 175  
A.P 120  
A.C 85  
Sol 3110  
Tactics:  
None

<<<Pang De>>>

STR 212  
INT 200  
A.P 120  
A.C 85  
Sol 2965  
Tactics:  
Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, Li Jian  
Accompanied Rebel Forces: 1 (850 troops)

Um, good luck. Unless you've learned Ji Mian by now, this fight might be a bit difficult. After you beat Ma Chao...

~~~

"You routed my men. In all my years of war, I have never suffered such a defeat. I would be honored to fight at your side if you'll have me."

~~~

Choose yes or no. I think you know what to do. If you say no, he'll become a free general (and you'll run into him randomly...and may have to pay him to join your side). Here's a hint: he's the fifth Tiger.

-----  
Part 5-A new rebellion

The peaceful land of Shu has been forcefully taken over, and now the land is in chaos. Another story of betrayal...

-----  
==Luo==

-Inn, 25 gold  
-Supplies  
--Elixir C  
--Resurrect  
--Smoke Pot  
--Gullwing  
-Recruitment Center

You find out that Shu has a very good swordsmith, and that five legendary swords can be made from the iron ore in a certain mountain. Also you find out that Liu Zheng betrays Liu Bei and joins the opposing side.

Leave Luo and go south then west along the mountains. There's another cave, the mountain cave.

==Cave 5==

(To leave the cave, go take the first path that goes up when you enter. Do not go straight west into the darkened paths)

-approx. 1500 coins (upper path)  
-Iron Ore

After you exit the cave, go straight west, then north cross the bridge,  
around the mountains, north, the another fortress.

Mian Zhu Guan

~~~

"I am Li Yan. Let's fight."

~~~

<<<Li Yan>>>

STR 90

INT 160

A.P 120

A.C 85

Sol 2827

Tactics:

Ye Huo, Shui Xing, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Liu Ba>>>

STR 99

INT 176

A.P 120

A.C 110

Sol 2569

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Liu Xun>>>

STR 132

INT 99

A.P 120

A.C 110

Sol 3110

Tactics:

Ye Huo, Shui Tu, Chi Xin, Wuo Jian

Accompanied Rebel Forces: 1 (1000 troops)

Welcome to Mian Zhu Guan, the mining fortress. People here want iron, but  
couldn't get any. Also you'll find that Liu Zheng is waiting at Cheng Du  
to fight with Liu Bei's army.

Cheng Du is right around the corner. Go east after you've exited  
Mian Zhu Guan.

Cheng Du

Gate 1

~~~

"Prepare to fight Lei Tong"

~~~

<<<Lei Tong>>>

STR 184

INT 88

A.P 120

A.C 110

Sol 3110

Tactics:

None

<<<Wu Lan>>>

STR 180  
INT 99  
A.P 120  
A.C 110  
Sol 2965  
Tactics:  
Ye Huo, Shui Tu, Chi Xin, Wuo Jian  
Accompanied Rebel Forces: 3 (700-850 troops)

Cheng Du  
~~~  
"To the battlefield! Destroy Liu Bei's army!"  
~~~  
<<<Liu Zheng>>>

STR 110  
INT 110  
A.P 120  
A.C 120  
Sol 4142  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian

<<<Gao Pei>>>  
STR 172  
INT 88  
A.P 120  
A.C 110  
Sol 2827  
Tactics:  
Lian Huo, Shui Tu, Chi Xin, Wuo Lian

<<<Wu Yi>>>  
STR 176  
INT 143  
A.P 120  
A.C 110  
Sol 3589  
Tactics:  
Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Qi Shou

<<<Wang Lei>>>  
STR 135  
INT 132  
A.P 120  
A.C 110  
Sol 2827  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian, Cheng Nei  
Accompanied Rebel Forces: 1 (850 troops)

~~~  
\*Shu was settled by Liu Bei's army.\*  
~~~

==Cheng Du==  
-Inn, 30 gold  
-Supplies  
--Gullwing

--Elixir C  
--Resurrect  
--Smoke Pot  
-Recruitment Center  
-Records  
-Armory  
--Sword  
--Battleax  
--Chain Mail

Not much here, but people are relieved. However, they worry because Cao Cao is sick and Wei may be in turmoil soon. You need to visit the swordsmith to continue. If you haven't given him the ore yet because you haven't found him, first, make sure you picked up the ore in Cave 5 (take the lower path). Then go to Fu Shui castle. Go south, and instead of going west where you came from, go east, then north, you'll see a house. Give him the ore, he'll start work. After you've defeated Cheng Du, go back to him, he'll tell you that he made the swords, but the Yellow Scarves stole them. After this happens, go back to Cheng Du and talk to Liu Bei, he'll ask Zhang Fei and Guan Yu to rule Chang Sha and Gui Yang...You don't have much of a choice.

But there's a peace for now...Sun Ce is ruling Wu, Cao Cao is helping rule Wei, and Liu Bei has Jing Zhou and Shu with Zhang Fei and Guan Yu helping.

However, shortly thereafter, a messenger from Wei comes and says that Cao Cao died from illness. Right after, another messenger says that Sun Ce was assassinated, and another comes and informs Liu Bei that Wu is attacking Jing Zhou. Liu Bei sends you back to Jing Zhou to help.

Where to go from here...

Make sure you have some gullwings...

==Chang Sha==

Go to Chang Sha and talk to Guan Yu. He'll give you his son Guan Xing to join in. Not AS good as Guan Yu, but good enough.

People are disturbed by Wu's arrival. Another tells you that Lu Meng has Ling Ling castle.

==Gui Yang==

Go south to Gui Yang to meet Zhang Fei. He'll at first tell you the same thing Guan Yu says. He also tells you that Sun Ce's son Sun Quan took the imperial seal and is calling himself emperor (sound familiar?). Cao Pi, Cao Cao's son also took the throne and is calling himself emperor as well. He then tells you to go back to Liu Bei in Cheng Du...don't bother. Just go ahead and go back to Jing Zhou. First attack Wu Ling.

Wu Ling 2

~~~

"Where's my enemy?"

~~~

<<<Fan Zheng>>>

STR 185

INT 90

A.P 150

A.C 160  
Sol 4780  
Tactics:  
Ye Huo, Shui Tu, Chi Xin, Wuo Jian

<<<Chen Wu>>>  
STR 161  
INT 115  
A.P 150  
A.C 160  
Sol 5014  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian  
Accompanied Rebel Forces: 3 (320-380 troops)

~~~  
"Tell Liu Bei that Wei has an alliance with Wu."  
~~~

Next, attack Ling Ling castle.

Ling Ling 2  
~~~  
"Take them out now before they are ready."  
~~~

<<<Ling Tong>>>  
STR 161  
INT 103  
A.P 150  
A.C 160  
Sol 5516  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Wuo Jian

<<<Wu Fan>>>  
STR 69  
INT 184  
A.P 150  
A.C 160  
Tactics:  
Yan Re, Shui Lei, Tong Xian, Shui Jian, Yi Xin, Qi Shou  
Accompanied Rebel Forces: 2 (320-300 troops)

~~~  
"You may have recaptured this castle but the final victory will be Wu's."  
~~~

Now go back to Cheng Du, and talk to Liu Bei. You'll have a nice warm conversation with him. To make a long story short, Liu Bei doesn't want to declare himself emperor because he doesn't want to be seen like Cao Pi and Sun Quan as an usurper. But Zhang Bao and crew convince him that if he doesn't take the emperor position and take out Cao Pi and Sun Quan, then all is for naught, and the fighting rebels would have been completely useless. Liu Bei reconsiders, and takes up the emperor position. He sends you to attack Wei and Wu. Now go back to Gui Yang and go south. See something new there? Cross the bridge, and you will have entered Wei.

-----

Part 6-Invasion!

Liu Bei becomes emperor, and sets out to restore peace in Wei and Wu.

-----  
Be VERY careful. The generals in Wei are quite a big jump from the generals in Shu and Jing Zhou. They now have over 10000 soldiers, very advanced tactics, and the most dreaded tactic, An Sha, which will kill your army instantly. Wei is not for the squeamish, go back to the Cheng Du area to build up if you think you're too weak.

Otherwise, cross the bridge and proceed straight west to the cave.

==Cave 6==

-Saltpeter

What's Saltpeter? Keep it, you'll need it. After the cave, go straight south and attack Jian An.

Jian An

~~~

"Prepare to die!"

~~~

<<<Gan Ning>>>

STR 223

INT 140

A.P 150

A.C 160

Sol 6069

Tactics:

None

<<<Lu Su>>>

STR 120

INT 218

A.P 150

A.C 160

Sol 6365

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, Li Jian

Accompanied Rebel Forces: 3 (1000-1200 troops)

==Jian An==

-Inn, 30 gold

-Supplies

--Gullwing

--Elixir D

--Resurrect

--Smoke Pot

-Provisions

You'll notice that you cannot go any further since a canal is blocking the way. Zhou Yu built that there for a reason. Go into town and everyone will tell you that you have to clog the canal by creating a big blast. All you need is Saltpeter (which you hopefully picked up at the cave) and a branch from a 1000 year old tree. It just so happens that one of townfolk has a 1000 year old tree sitting in his backyard. Search around the tree for the Dead Wood, and then talk to an old man at the front of town.

Dead wood: Basically, go to the northwest side of town. Look for the house with a lone tree behind it. Go inside the house and the man will tell you "1000 year old tree? I have one in my backyard!" Well heck, what a coincidence! Now go behind the house to the lone tree and go around each space around the tree and "check" each spot until you find "Dead Wood."

Now bring all the items back to the old man in front of town. He'll make the powder, and blast the canal for you. Now you can go through! Proceed south to fight Zhou Yu.

Hui Ji

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Zhou Yu>>>

STR 195

INT 230

A.P 150

A.C 170

Sol 6365

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, An Sha

<<<Gu Yong>>>

STR 127

INT 184

A.P 150

A.C 160

Sol 5014

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Yi Xin, Qi Shou

<<<Kan Ze>>>

STR 160

INT 199

A.P 150

A.C 160

Sol 5259

Tactics:

Yan Re, Hong Shui, Tong Xian, Shui Jian, Yi Xin, Li Jian

Accompanied Rebel Forces: 1 (1000 troops)

Hui Ji fortress is nothing special again. The left tent has a Scimitar in it. The people talk of Zhu Ge Liang's brother Jin (remember him?) protecting Wu castle. Go out east across the bridge, the go north. Then go east and south when you hit the river. Then go east and north when you hit another body of water. Then east and south when you hit another river. the go east and north (avoid going straight south into the mountains). You will meet Zhu Ge Jin.

Wu

~~~

"Crush them!"

~~~

<<<Zhu Ge Jin>>>

STR 125

INT 215

A.P 150

A.C 160

Sol 6365

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, Li Jian

<<<Jang Qin>>>

STR 182

INT 115

A.P 150

A.C 160

Sol 5259

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian

<<<Han Dang>>>

STR 180

INT 115

A.P 150

A.C 160

Sol 5516

Tactics:

Ye Huo, Shui Xing, Chi Xin, Shui Jian

Accompanied Rebel Forces: 2 (1000-1200 troops)

==Wu==

-Inn, 35 gold

-Supplies

--Gullwing

--Elixir D

--Resurrect

--Power Pil

-Records

People here are talking of something weird glowing in a tunnel. Others say it's a demon or a ghost. Another man, Lu Meng threatens to kill you if you continue invading.

Leave, go north, east, and south around the mountains. Continue south until you see a cave: Go in.

==Cave 7==

This cave has lava. Every step kills off some of your soldiers.

-Steel H

-Elixir D

-Nu Long

Exit the cave, go east, cross the bridge, north (left of the mountains), keep going northwest, north until you hit a gate.

Po Yang Gate

~~~

"I am Ding Feng. Let's fight."

~~~

<<<Ding Feng>>>

STR 120

INT 184  
A.P 150  
A.C 160  
Sol 15769

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Yi Xin, Li Jian  
Accompanied Rebel Forces: 3 (1000-1200 troops)

And at the fortress...

Po Yang

~~~

"Prepare to fight Chen Pu."

~~~

<<<Chen Pu>>>

STR 120  
INT 210  
A.P 150  
A.C 160  
Sol 9326

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Rou, Yi Xin, Li Jian

<<<Zhang Zhao>>>

STR 140  
INT 240  
A.P 150  
A.C 160  
Sol 8082

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, Bei Ji

<<<Bu Xi>>>

STR 124  
INT 195  
A.P 150  
A.C 160  
Sol 7003

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Yi Xin, Li Jian  
Accompanied Rebel Forces: 2 (1000-130 troops)

Po Yang fortress is yet another fortress. There's an inn for 35 gold as well; you'll need it. Hey! Lu Meng's there too! He'll warn you again to leave Wu (region). I'm sure he's just comic relief.

Time to leave. Go east and south to Jin Du castle.

Jin Du Gate

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Huang Gai>>>

STR 207  
INT 103  
A.P 150  
A.C 160  
Sol 9326

Tactics:

Ye Huo, Shui Xing, Chi Xin, Wuo Jian  
Accompanied Rebel Forces: 2 (1300 troops)

Jin Du

~~~

"Prepare to fight Sun Yu."

~~~

<<<Sun Yu>>>

STR 210

INT 180

A.P 170

A.C 160

Sol 13027

Tactics:

Yan Re, Shui Lei, Tong Xian, Shui Jian, Jie Ce, Qi Shou

<<<Zhang Hong>>>

STR 113

INT 211

A.P 150

A.C 160

Sol 10763

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, Li Jian

<<<Zhu Zhi>>>

STR 210

INT 95

A.P 150

A.C 160

Sol 10261

Tactics:

None

Accompanied Rebel Forces: 1 (1000 troops)

==Jin Du==

-Inn, 35 gold

-Supplies

--Elixir D

--Resurrect

-Armory

--Scimitar

--Crossbow

--Chain M

--Bronze H

-Records

Well, the second person to greet you will be Lu Meng. This time, he's  
pissed.

~~~

"You've had enough warning. Now I'll teach you the sharpness of my sword!"

~~~

<<<Lu Meng>>>

STR 130

INT 225

A.P 130

A.C 160

Sol 14333

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, Li Jian

Accompanied Rebel Forces: 3 (1000-1300 troops)

He isn't too hard. He'll say Tai Si Ci is stronger, and run away.

The other townspeople tell you where Sun Quan's castle is, another offers you a reward for destroying a bunch of bandits in the south. Let's go there first...follow along the river south, and you'll see a house. Go inside and talk to the pirate there.

~~~

"What are you doing here? You farmers don't have a chance against us. Go home!"

~~~

<<<Pirate>>> X5

STR 140

INT 60

A.P 190

A.C 100

Sol 10261

Tactics:

None

Accompanied Rebel Forces: 0

These guys are really easy. Best thing to do to get rid of them fast is have everyone use Huo Shen. When you defeat them, they'll apologize. Return to Jin Du. Talk to the man, and he'll give you another sword, Qing Long.

Proceed east. Note that the mountain range is a bit like a maze. Once you hit the center, take third east route from the top, go east then north. At Jian Ye, Sun Quan awaits...

Jian Ye

Gate 1

~~~

"Run home and tell Liu Bei how terrible Sun Yi is."

~~~

<<<Sun Yi>>>

STR 172

INT 46

A.P 170

A.C 160

Sol 15769

Tactics:

None

Accompanied Rebel Forces: 4 (1000-1200 troops)

Jian Ye

Gate 2

~~~

"Prepare to fight Zhou Tai."

~~~

<<<Zhou Tai>>>

STR 180

INT 45  
A.P 150  
A.C 160  
Sol 10763  
Tactics:  
None

<<<Xue Zong>>>

STR 69  
INT 115  
A.P 150  
A.C 160  
Sol 9326  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian  
Accompanied Rebel Forces: 2 (1100-1300 troops)

Jian Ye  
Gate 3

~~~

"Where's my enemy?"

~~~

<<<Sun Huan>>>

STR 215  
INT 115  
A.P 170  
A.C 160  
Sol 16540  
Tactics:  
Ye Huo, Shui Xing, Chi Xin, Shui Jian

<<<Xu Sheng>>>

STR 195  
INT 103  
A.P 150  
A.C 160  
Sol 11289  
Tactics:  
None

<<<Lu Ji>>>

STR 57  
INT 161  
A.P 150  
A.C 160  
Sol 11289  
Tactics:  
Yan Re, Shui Xing, Tong Xian, Shui Jian, Jie Ce, Qi Shou  
Accompanied Rebel Forces: 2 (1000-1100 troops)

And on to the castle...be careful, this is a two wave battle. After you defeat Tai Si Ci, you will have to face Sun Quan right after, so don't blow everything off on your first fight.

Jian Ye  
~~~

"Zhang Bao. Wu and Wei formed an alliance to destroy Shu, after which I thought to destroy Wei and rule China. Your strength is surprising but I am ready to die for my ambition. Men! Attack!"

~~~

<<<Tai Si Ci>>>

STR 230

INT 123

A.P 150

A.C 160

Sol 15769

Tactics:

None

<<<Lu Sun>>>

STR 215

INT 240

A.P 150

A.C 160

Sol 11841

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, Bei Ji

Accompanied Rebel Forces: 3 (1000-1100 troops)

~~~

"You have talent. I can see how you overcame my weak associates. But you are misled if you think that means you can defeat me. Your arrogance will find you dead."

~~~

(Yes, it does say "mislead," instead of "misled")

<<<Sun Quan>>>

STR 228

INT 207

A.P 240

A.C 170

Sol 19087

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, Li Jian

Accompanied Rebel Forces: 4 (1000-1300 troops)

~~~

"I assassinated Sun Ce. But I was deceived by Cao Pi of Wei. I am filled with guilt. I'll have to face my brother in the afterlife. Waahhh..."

\*Sun Quan, the last of his line, has died.\*

~~~

==Jian Ye==

-Inn, 40 gold

-Supplies

--Resurrect

--Elixir D

--Gullwing

--Smoke pot

-Armory

--Crossbow

--Lance

--Splint M

--Iron H

- Provisions
- Records
- Recruitment center

People here are sad that Sun Quan was corrupted by Cao Pi. People are also worried since Cao Pi has his men everywhere. Your next destination is north-east.

-----  
Part 7-Fall of Cao Pi

Sun Quan is killed, and Cao Pi is blamed for the mess. Time to clean up.  
-----

Again, after you've crossed the bridge on the east, the enemies will get even harder.

Guang Ling Gate

~~~

"Where's my enemy?"

~~~

<<<Xia Hou Yuan>>>

STR 204

INT 168

A.P 190

A.C 170

Sol 11289

Tactics:

Yan Re, Hong Shui, Tong Xian, Shui Jian, Jie Ce, Li Jian

Accompanied Rebel Forces: 4 (1800-1900 troops)

Guang Ling

~~~

"I am Zhang Liao. Let's fight."

~~~

<<<Zhang Liao>>>

STR 232

INT 216

A.P 190

A.C 170

Sol 13027

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, An Sha

<<<Cao Zhen>>>

STR 192

INT 192

A.P 190

A.C 170

Sol 10763

Tactics:

Da Re, Hong Shui, Tong Xian, Shui Jian, Yi Xin, Li Jian

Accompanied Rebel Forces: 3 (1500-1900 troops)

==Guang Ling==

-Inn, 40 gold

-Supplies

--

Here you can find the third sword, Bo Ye. A kid will tell you that he cut his foot on something under a tree. Go straight to the right of the kid, and check below the tree to find Bo Ye. Apparently, one of the townspeople stole it. Hey, what goes around, comes around, right?

Here's another long walk. Go west across a bridge, south and west across another, then go north and east, keep going until you hit a gate. A smoke pot would be extremely useful...

He Fei Gate

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Cao Zhi>>>

STR 132

INT 220

A.P 190

A.C 170

Sol 13665

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, An Sha

Accompanied Rebel Forces: 4 (1500-1900 troops)

He Fei Fortress

~~~

"Zhang Bao. Liu Bei, once a mere merchant, now has the audacity to declare himself Emperor and attack me. Well, I was planning to attack Shu anyway. I'll just have to crush him earlier than I'd planned."

~~~

(Cao Pi gets first attack)

<<<Cao Pi>>>

STR 216

INT 204

A.P 190

A.C 170

Sol 20020

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, An Sha

<<<Cao Ren>>>

STR 180

INT 156

A.P 190

A.C 170

Sol 14333

Tactics:

Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Li Jian

<<<Xia Hou Dun>>>

STR 204

INT 192

A.P 190

A.C 170

Sol 13665

Tactics:

Da Re, Hong Shui, Tong Xian, Shui Jian, Yi Xin, Li Jian

Accompanied Rebel Forces: 2 (1650-1900 troops)

~~~

"You are stronger than I thought but I'll be back with more men. I recommend you take the opportunity to run."

~~~

Nothing here really, except a warning about the guardian of Ru Nan castle, and Cao Pi, who retreated there.

Ru Nan is due west, past two bridges, then go south after the second bridge.

Ru Nan

Gate 1

~~~

"Take them out now before they are ready."

~~~

<<<Cao Xiu>>>

STR 168

INT 108

A.P 190

A.C 170

Sol 15034

Tactics:

Ye Huo, Shui Xing, Chi Xin, Wuo Jian

<<<Cao Chun>>>

STR 168

INT 48

A.P 190

A.C 170

Sol 13665

Tactics:

None

Accompanied Rebel Forces: 3 (1500-1900 troops)

Ru Nan

Gate 2

~~~

"Run home and tell Liu Bei how terrible Xia Hou Shang is."

~~~

<<<Xia Hou Shang>>>

STR 156

INT 144

A.P 190

A.C 170

Sol 17349

Tactics:

Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei, Li Jian

<<<Xia Hou De>>>

STR 168

INT 132

A.P 190

A.C 170

Sol 16540

Tactics:

Yan Re, Shui Lei, Chi Xin, Shui Jian, Cheng Nei

Accompanied Rebel Forces: 3 (1650-1800 troops)

Ru Nan part 1

~~~

"We meet again but this time I'm ready for you."

~~~

(Cao Pi, once again, gets first attack)

<<<Cao Pi>>>

<<<Cao Zhang>>>

STR 242

INT 168

A.P 190

A.C 170

Sol 19087

Tactics:

None

<<<Cao Ang>>>

STR 180

INT 84

A.P 190

A.C 170

Sol 18197

Tactics:

Lian Huo, Shui Tu, Chi Xin, Wuo Jian

<<<Xia Hou Mao>>>

STR 180

INT 84

A.P 190

A.C 170

Sol 16540

Tactics:

Lian Huo, Shui Tu, Chi Xin, Wuo Jian

Accompanied Rebel Forces: 1 (1650 troops)

~~~

\*Si Ma Yi's army has arrived.\*

~~~

~~~

Cao Pi

"Si Ma Yi, welcome. I'm glad you finally arrived."

Si Ma Yi

"Cao Pi. I must explain why we didn't join you sooner."

\*Si Ma Yi attacks!\*

Cao Pi

"Oh, Si Ma Yi. You..."

\*Si Ma Yi attacks!\*

Cao Pi

"You betrayed me..."

\*Si Ma Yi attacks!\*

Cao Pi

"Treachery! Retreat."

Si Ma Yi

"You can't run. You die here."

\*Si Ma Yi attacks!\*

Cao Pi

"But...Why?..."

Si Ma Yi

"Zhang Bao. I have killed Cao Pi. I'll give you his head, but I claim Wei for my own. Take the head back to Jian Ye castle."

\*You can't defend against Si Ma Yi's thunder.\*

~~~

-----  
Part 8-Rise and fall of Si Ma Yi

Cao Pi is killed by Si Ma Yi, usurped Cao Pi's throne and is ruling Wei with an iron fist. Last man standing wins...

-----  
~~~

"Where are we? We witnessed Si Ma Yi's coup and he attacked us with thunder. But I don't remember anything after that."

~~~

An interesting side effect to the thunder is that when you hit select to see your party's stats, the portrait of your leader will be reversed.

Si Ma Yi knocked your party unconscious, and Guan Suo (Guan Yu's son) brought you back to Jian Ye. Talk to Liu Bei, he'll tell you this, and to go to Chang Sha to talk to Guan Suo. When you get to Chang Sha, go to the palace. Talk to the man next to Guan Yu, and he'll tell you how to negate Si Ma Yi's thunder: Up, Up, Down, Down, Left, Right, Up, Down. Interesting counter, isn't it?

Anyway, when you return from Chang Sha, go back to Ru Nan to fight Si Ma Yi. Of course, he's going to try his thunder on you so when he pauses, input the counter. You don't have too much time to do it, so don't take too long doing the counter, or you'll be sent back to Jian Ye. You'll have 5 full seconds to do so.

~~~

"Liu Bei's army. You can't stand against my thunder."

(Input code now!)

"My thunder failed?! Then brute force will suffice."

~~~

Ru Nan part 2

(Si Ma Yi gets first attack)

<<<Si Ma Yi>>>

STR 180

INT 250

A.P 240

A.C 180  
Sol 40972  
Tactics:  
Huo Shen, Shui Long, Wan Fu, Ji Mian, Yi Xin, Bei Ji

<<<Xu Zhu>>>  
STR 228  
INT 24  
A.P 190  
A.C 180  
Sol 20020  
Tactics:  
None

<<<Dian Wei>>>  
STR 222  
INT 48  
A.P 190  
A.C 180  
Sol 20020  
Tactics:  
None  
Accompanied Rebel Forces: 2 (1650-1800 troops)

Si Ma Yi is the final general to threaten peace in China. However, this isn't the last battle. He chose some pretty good allies as well, even though they're dumber than a rock. You'll find that tactics will rarely work on him, so don't try any (but you're welcome to do anything to the other two generals). Also, it's not a good idea to go ALL-OUT, even with a level 51 army (I tried it, it almost never works unless they're weakened). Best thing is to eliminate Si Ma Yi first, or use Ce Mian on a weakened Si Ma Yi, then go ALL-OUT (otherwise, he may Ji Mian or Wan Fu himself or his allies).

~~~  
"You've penetrated much farther than I thought possible but it's not over yet!"  
~~~

==Ru Nan==  
-Inn, 30 gold  
-Supplies  
--Resurrect  
--Gullwing  
--Elixir D  
-Armory  
--Lance  
--Plate M  
--Steel H

The armor is the best you can have, so get them now. The people talk of a tunnel leading to Chin castle, but you can't go further on foot. The tunnel is kinda hidden. If you go west of the armory, you'll see a row of mountains. There is one mountain missing, go to that spot and you'll enter a cave. You may want to make sure you have A LOT of space in your inventory before going in.

==Cave 8==

-Power Pill  
-Bronze H x2  
-Smoke Pot  
-Wan Sheng  
-Plate M

After you've cleaned out that cave, go west to find another cave, with lots more goodies.

==Cave 9==

-Iron H  
-Steel H  
-Splint M  
-Elixir D  
-Plate M  
-Gullwing  
-Halberd  
-Qing Guang

Wow, picked up a lot stuff! Qing Guang and Halberd should be the catch of the day (240 AP and 245 AP respectively)! This is probably the theives stash...

Proceed west, the go north past the bridge to meet a gate.

Chen Liu Gate

~~~

"Where's my enemy?"

~~~

<<<Niu Jin>>>

STR 204

INT 36

A.P 190

A.C 180

Sol 20020

Tactics:

None

Accompanied Rebel Forces: 4 (1500-1800 troops)

And look! Si Ma Yi again!

Chen Liu

~~~

"Who are you? Oh Zhang Bao. You will regret opposing me."

~~~

<<<Si Ma Yi>>>

<<<Yang Xiu>>>

STR 124

INT 228

A.P 190

A.C 180

Sol 20999

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, Li Jian

<<<Jiang Gan>>>

STR 136

INT 180  
A.P 190  
A.C 180  
Sol 19087

Tactics:

Da Re, Hong Shui, Tong Xian, Shui Jian, Yi Xin, Li Jian  
Accompanied Rebel Forces: 2 (1650-1800 troops)

This time, Si Ma Yi got a bunch of tacticians together, so tactics may not be the greatest thing here. But the tactics aren't too harmful, just beware of Ji Mian, or you'll be sitting ducks. Ce Mian should be very useful.

~~~  
"Oh no!"  
~~~

Nothing here, except complaining about Wei, and you hear about Si Ma Yi's two sons.

Go north, part the bridge, go west, then go in between the mountains to attack Chin castle.

Chin  
~~~

"We will never give up this castle."  
~~~

<<<Xun Huo>>>

STR 72  
INT 228  
A.P 190  
A.C 180  
Sol 25418

Tactics:

Da Re, Shui Long, Wan Fu, Ji Mian, Yi Xin, An Sha

<<<Li Dian>>>

STR 156  
INT 108  
A.P 190  
A.C 180  
Sol 23103

Tactics:

Ye Huo, Shui Xing, Chi Xin, Wuo Jian

<<<Wang Shuang>>>

STR 216  
INT 48  
A.P 190  
A.C 180  
Sol 20999

Tactics:

None

Accompanied Rebel Forces: 2 (1800 troops)

~~~  
"We are no match for you."  
~~~

==Chin==  
-Inn, 20 gold  
-Supplies  
--Resurrect  
--Elixir D  
--Gullwing  
--Smoke Pot

Enter Chin and the people will tell you that Luo Yang has been rebuilt, but it's been reconquered by Si Ma Yi. Now a bridge will open up north of Chin, and you will be able to reach the other part of Wei (from the beginning of the game), and it leads straight to Luo Yang.

Luo Yang is the final castle. You will have three gates to defeat. Thankfully, the enemies are pretty easy. I just use Zhou Yu as my tactician and An Sha all the dumb generals.

Luo Yang 2

Gate 1

~~~

"Run home and tell Liu Bei how terrible Dian Wei is."

~~~

<<<Dian Wei>>>

<<<Hou Cheng>>>

STR 192

INT 108

A.P 190

A.C 180

Sol 18197

Tactics:

Ye Huo, Shui Xing, Chi Xin, Wuo Jian

<<<Liu Ye>>>

STR 60

INT 180

A.P 190

A.C 180

Sol 16540

Tactics:

Yan Re, Hong Shui, Tong Xian, Shui Jian, Yi Xin, Li Jian

Accompanied Rebel Forces : 2 (120-150 troops) (and it's not a typo)

Luo Yang 2

Gate 2

~~~

"To the battlefield! Destroy Liu Bei's army!"

~~~

<<<Liu Dai>>>

STR 168

INT 84

A.P 190

A.C 180

Sol 26661

Tactics:

None

<<<Chen Qun>>>

STR 72  
INT 228  
A.P 190  
A.C 180  
Sol 24233

Tactics:

Da Re, Hong Shui, Wan Fu, Ji Mian, Yi Xin, Li Jian

<<<Lu Wen>>>

STR 168  
INT 132  
A.P 190  
A.C 180  
Sol 22026

Tactics:

None

Accompanied Rebel Forces : 2 (120-150 troops) (still not a typo)

Luo Yang 2

Gate 3

~~~

"Prepare to fight Le Xin."

~~~

<<<Le Xin>>>

STR 168  
INT 72  
A.P 190  
A.C 180  
Sol 29332

Tactics:

Lian Huo, Shui Tu, Chi Xin

<<<Wang Can>>>

STR 36  
INT 204  
A.P 190  
A.C 180  
Sol 26661

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, Li Jian

<<<Mao Jie>>>

STR 132  
INT 72  
A.P 190  
A.C 180  
Sol 24233

Tactics:

Lian Huo, Shui Tu, Chi Xin

Accompanied Rebel Forces : 2 (150 troops) (would I lie?)

This is the final battle! You will have to face Si Ma Yi's sons first, then you face Si Ma Yi himself right after. Don't blow off everything on your first battle.

Luo Yang 2

Part 1

~~~

"You've gone far enough. It ends here."

~~~

<<<Si Ma Shi>>>

STR 192

INT 220

A.P 190

A.C 180

Sol 27965

Tactics:

Huo Shen, Shui Long, Wan Fu, Ji Mian, Yi Xin, An Sha

<<<Si Ma Zhao>>>

STR 180

INT 232

A.P 190

A.C 180

Sol 30767

Tactics:

Huo Shen, Shui Long, Wan Fu, Yi Xin, An Sha

Accompanied Rebel Forces : 3 (120-180 troops) (still think I'm lying?)

These guys talk A LOT in this battle. Ce Mian them and you'll be all good. Most of the time, they'll do the same thing.

Quotes:

"How much does Liu Bei pay you to throw your lives away?"

"You are strong. But you can't stand against my attack."

"If you stand by us, we will treat you very well."

"If you serve us, we can pay you well."

~~~

"How could you have withstood our attack?"

~~~

At this point, if you cannot handle another battle, use Gui Huan or Tui Lu to retreat, but if you use Gui Huan, you will need to get to Xu Zhou to get back to Luo Yang (which is the quickest route), unless you really want to walk from Ru Nan...

Luo Yang 2

Part 2

~~~

Si Ma Yi

"Zhang Bao. My destiny is to conquer the whole land. You can't prevent it."

~~~

<<<Si Ma Yi>>>

<<<Yu Jin>>>

STR 200

INT 48

A.P 190

A.C 180

Sol 30767

Tactics:

None

<<<Wei Xu>>>

STR 180

INT 84  
A.P 190  
A.C 180  
Sol 27965

Tactics:

Lian Huo, Shui Tu, Chi Xin, Wuo Jian

<<<Cheng Yu>>>

STR 148  
INT 216  
A.P 190  
A.C 180  
Sol 24233

Tactics:

Da Re, Hong Shui, Yin Xian, Ji Mian, Yi Xin, An Sha

<<<Xu Zhu>>>

Accompanied Rebel Forces : 0

~~~

"I didn't think defeat would come so quickly after my victory over Cao Pi. But if I am to die, I would have preferred it to be by Liu Bei's own hand, not one of his henchmen's. At least the land is finally united."

\*Si Ma Yi has died.\*

~~~

Music changes again.

==Luo Yang rebuilt==

-Records

All that's left is to go to the records keeper, invite Liu Bei over, and then go to the palace and talk to him.

~~~

"Zhang Bao  
Zhao Yun  
Guan Xing  
Ma Chao  
Huang Zhong  
Zhu Ge Liang  
Zhou Yu

My people.

Finally peace reigns again. I thank you all for your devoted effort. Through this great trial, I have gained much wisdom. I will rule fairly but with an iron hand so that no uprising can threaten peace again."

~~~

CREDITS! Congrats! You finished the game!

You get to see different scenes of the game, and portraits of the different generals. Sorry, no "second quest." What more could you want, Japan?

That's what Kessen and Nobunaga's Ambition is for ^\_^

By the way, the characters in the quotes will change if you have different people in your party.

\*SPOILER FINISH!\*

\*SPOILER FINISH!\*

My final army goes something like this in condescending order:

Zhang Bao

Zhao Yun

Guan Xing

Ma Chao

Huang Zhong

\*Zhu Ge Liang

Zhou Yu

With Zhu Ge Liang as my primary tactician and Zhou Yu as secondary (only because he's the smartest general that knows An Sha and Wan Fu ^\_^).

-----  
7. Tactics

-----  
Here are a list of tactics, levels needed to learn and how much TP used. The most effective of all of these is Ce Mian and Ji Mian. Any tactic that doesn't need a success works every time is the most effective. I couldn't get figures for all the TPs and levels that they are learned mostly because either I wasn't able to calculate the TP amount used or the general already learned the technique when I acquired them. If you can help me fill the "?" in, I'd appreciate it.

---Fire tactics---

Lian Huo - Level 2, 2 TP

Fire tactic 1, attacks 1 enemy (needs a success)

Ye Huo - Level 8, 4 TP

Fire tactic 2, attacks 1 enemy (needs a success)

Yan Re - Level 14, 6 TP

Fire tactic 3, attacks all enemies (needs a success per general)

Da Re - Level 22, 8 TP

Fire Tactic 4, attacks 1 enemy (needs a success)

Huo Shen - Level 30, 12 TP

Fire tactic 5, attacks all enemies (needs a success per general)

---Water tactics---

\*Note\* A body of water must be in the proximity of the area to use any water tactic, this goes for enemies as well.

Shui Tu - Level 4, 3 TP

Water tactic 1, attacks 1 enemy (needs a success)

Shui Xing- Level 10, 6 TP

Water Tactic 2, attacks 1 enemy (needs a success)

Shui Lei- Level 15, 8 TP  
Water Tactic 3, attacks 1 enemy (needs a success)

Hong Shui- Level 21, 12 TP  
Water Tactic 4, attacks all enemies (needs a success per general)

Shui Long- Level 29, 15 TP  
Water Tactic 5, attacks all enemies (needs a success per general)

---Offensive tactics---

An Sha - Level ?, 10 TP  
Takes off the head of the general thus destroying their troops  
as well (needs a success)  
This is also known as The Instant Kill Tactic

---Protection tactics---

Wuo Jian - Level 3, 4 TP  
Increases fire protection, all allies

Cheng Nei- Level 6, 5 TP  
Increases castle defense rating (needs a success)

Shui Jian- Level 9, 3 TP  
Increases water protection, all allies

---Healing tactics---

Chi Xin - Level 5, 3 TP  
Healing tactic, heals 1 ally

Tong Xian- Level 13, 5 TP  
Healing tactic, heals 1 ally

Yin Xian - Level 16, 10 TP  
Healing tactic, heals all allies

Wan Fu - Level 23, 10 TP  
Healing tactic, restores 1 ally completely

Jin Xian - Level 28, 4 TP  
Healing tactic, heals all allies  
\*Only Zhu Ge Liang can learn this tactic\*

---Miscellaneous tactics---

Qi Shou - Level 7, 4 TP  
Increases agility, one ally

Jie Ce - Level 11, 5 TP  
Counters enemies' strategy (needs a success)

Ji Rou - Level 17, 5 TP  
Adds a higher defense rating.

Fu Bing - Level ?, 6 TP  
Get hidden supporters to add a second attack (needs a success)

\*Only Xu Zhe can learn this tactic\*

Yi Xin - Level 19, 5 TP

Causes general to distrust his allies thus disabling his turn until he voids the effect (needs a success)

Li Jian - Level 20, ? TP

Causes general to attack their allies until he voids the effect (needs a success)

Tui Lu - Level 25, 5 TP

Retreats from any battle (needs a success)

You cannot use this tactic to proceed past a castle or fortress.

Bei Ji - Level ?, 10 TP

Increases attack power

Ji Mian - Level 24, 7 TP

Prevents your enemy from attacking (randomly wears off)

Gui Huan - Level 26, 6 TP

Retreats from any battle to Liu Bei (needs a success)

Ce Mian - Level 31, 17 TP

Prevents your enemy from using tactics (randomly wears off)

\*Only Zhu Ge Liang can learn this tactic\*

-----  
8. Items  
-----

Elixir A, 20

Heals 100 troops.

Elixir B, 50

Heals 500 troops.

Elixir C, 200

Heals 1000 troops.

Elixir D, 200

Heals 4500 troops.

Gullwing, 200

Takes you to and fro any specific castles.

Smoke Pot, 200

Keeps enemies away for 50 steps (in effect in castles as well, unfortunately).

Resurrect, 100

Revives fallen generals, reviving 400 troops.

Power Pil (Power Pill), 50

Causes heavy damage towards enemy.

Steed, 200

Used for a bargaining table for generals to join your side. Speeds up your attack slightly.

Gold Key

Found in cave 1, use in Luo Yang to get the Gem Sword.

Chi Tu Ma

Found near a fortress. Will allow you to attack first.

Gemsword

Found in Luo Yang, use to bribe Lu Bu to join your side.

Intro Letter

Give this to Shui Jing and he'll help you...

I STILL have this item, if someone know how to get rid of this, e-mail me...

Silver Key

Bought in Nan Yang, use in a fortress to rescue Zhao Yun's sister, who will give you the Zhou Letter.

Zhou Letter

Given by Zhao Yun's sister, show to Zhao Yun to have him defect to Liu Bei's side.

Iron Ore

Found in Cave 5, give to the swordsmith to make the five legendary swords.

-----  
9. Weapons

-----  
Dagger

Flail

Axe

Club

Spear

Trident

Sabre

Bow (2-hit)

Sword

Battleaxe

Scimitar

Crossbow (2-hit)

Lance

Halberd

Nu Long

Qing Long

Qing Guang

Wang Sheng

Bo Ye

-----  
10. Closing notes/Thanks/Contact Information

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Thanks to...

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GameFAQs for the opportunity to create this.

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- Asking for the GameShark/Enhancer/whatever bypass code
- How to modify a PlayStation
- How to pirate games
- How to unlock \*your favorite song here\*
- Unlocking codes
- Where to find MP3s or the songs
- Spam
- Viruses
- Flames/Rants/Raves
- Personal stories about how DDR changed their life
- Stupid crap that's already been explained in the FAQ, but you're too lazy to read
- CODES, PLEASE STOP ASKING ME FOR THEM
- Other such stupidity

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