

Destiny of an Emperor FAQ/Walkthrough

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Complete Walkthrough/FAQ for Destiny of an Emperor

Version 1.1

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Credits:

- My older brother Jon who introduced me to this game when I was just a young lad.
- The webmaster of kongming.net, James, for providing me with some info and secrets I was unaware of before.
- The ancient Chinese people for actually performing all the events that this game was based off of, though this game's story is quite starkly different from actual events.
- Capcom for making such an awesome game!

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I. About

Destiny of an Emperor, released by Capcom on the NES in 1989, is a very underrated and not well-known RPG. However, it is not only a long and enjoyable game, but it is based on a true period of ancient Chinese history, known as the Three Kingdoms period, which lasted about 50 years in the 200s A.D.

If you would like to learn more about this story, there are many websites that have full information on the spectacular wars and unique people that shaped this period of the past. The largest site I know of, which covers every Three Kingdoms game, is www.kongming.net. There you can find full descriptions and history for any of the amazing characters that you learn of while playing this game.

II. Getting Started & Things to Know

An opening sequence shows 3 best friends, warriors Liu Bei, Zhang Fei, and Guan Yu, swearing an oath of loyalty to each other in a peach garden in a small village. Afterwards, you learn of recent happenings from a wise man. In the little village talk to every person. One man, a merchant, will give you 200 gold and 1,000 rations, which are necessary for the start of the game. Also, there are two men standing next to each other: Song Ren and Song Yong. They will add their armies to your cause. However, they are both very weak. They won't be with you too long, so don't worry.

Before you go outside, make sure to equip Liu Bei's, Guan Yu's, and Zhang Fei's weapons and armor, and give Liu Bei's dagger to Song Ren. When you go outside, go directly west to the castle Xu Zhou. When inside, go left and to the house in the trees. There you will meet Mi Zhe. He will join. Make him your active tactician. Now, go to the long building, shingled roof, no curtain on door. There's no name for this place, so we'll call it the eatery. Go in, and have Song Yong leave your party. He is weaker than Song Ren and Mi Zhe, and so you don't need him. Also, if you want a better chance for battles with higher EXP gain, fire Song Yong so you can fight him out in the open.

Next, if you feel like using any of the 200 gold you started with, you can go to either of the two shops at the top of the town, one is the merchant's shop and the other is weapons and armor. Personally, I buy four bandanas at this time - they're cost efficient sources of AC (defense). Whenever you need to heal your party, go to the closest building to the entrance to the town. That is the Inn. You can pay a small price there to cure all your armies. And lastly, to save the game, or in some cases invite Liu Bei to a newly conquered castle, go to the medium building, shingle roof, plain door, no window. It's right above the Eatery and the food shop. You can find out how long you have to wait until your party increases a level when you save. Also note that if you ever run out of

food, which is seldom because fort and castle battles give you a lot, you will be losing men every step you take out on the world map, so get to the nearest food shop quickly.

Another thing I should not fail to cover before we get going: The Destiny of an Emperor "Power of 10" rule. Any general's best attack power occurs when he is over the highest "Power of 10" number of soldiers he can be. For example, say a general does 1,600 damage a hit while at or over 10,000 men. From 1,000-9,999 he will only do 800 a hit. From 100-999 he will do 400 a hit, from 10-99 he will do 200 a hit, and from 1-9 he will do 100. Keep this in mind at all times. You want to keep your best warriors above the highest thresholds of men they can be above. This often means putting attackers like Zhang Fei and Guan Yu towards the bottom of your party so that they get hit less often, allowing longer periods of time where they achieve their maximum damage potential. Similarly, you always want to get your opponents knocked down to at least one lower threshold as quickly as possible in battle to reduce the amount of damage you take.

One final and important concept: TP (Tactical Points) and MTP (Max TP). This is the game's "MP" or "Magic Points" if you've played other RPGs - the resource you spend to use Tactical abilities. Here's how the system works. Many generals in this game have tactics that they can use. You will often see this when using the "Report" command on opposing generals in battle to learn their statistics. Actual "tacticians", though, have some inherent stats while on your side. First, they have a set of learned tactics, which often relates directly to your current level and will all be similar sets. However, tacticians start to diverge as the game goes on. Different tacticians will have different intelligence levels and sometimes completely different tactic sets. Secondly, they have their own TP value, which will always be somewhat to very much lower than your MTP depending on the intelligence of the tactician in question. In fact, strangely enough, the tactician with the highest intelligence in the game, Zhu Ge Liang, will always be 1 TP shy of your MTP, which doesn't make any sense to me.

Furthermore: your MTP is determined with each level up. Every time your army hits a new level, you get between 3 and 5 TP. This stat is random, so if you don't like the fact that you got 3 or 4, reset every time to get 5 if you want to be a perfectionist. This does add up over time. However, you *only* get these level-up TP when you have in your present army (of up to 7 generals) a tactician of the right type with enough intelligence to learn the tactic assigned to that level.

What it all boils down to is that, for the first 18 or so levels of this game, you're going to want to seek out some very specific Tacticians, and also try not to "power level" (grind against random battles until you're much higher than you would be naturally).

Here's a rough list of what's important:

-At level 12, you learn Fu Bing. However, only Liu Bei at this time would be intelligent enough to get you the associated TP. Unless you grind to 12 before giving up Liu Bei for his son (which is a very laborious process), you're going to miss these TP guaranteed.

-Before levels 16 and 17, you want either Li Ru (capture him in the wild after facing him in battle with Lu Bu) or Xu Zhe (rescued in a cave northwest of Nan Yang) in order to get the TP for these levels.

-Before level 18, you want to seek out either Pang Tong (found in the fields of Jing Zhou after the country has been liberated) or the story-dependent general Zhu Ge Liang, AS WELL as a tactician of a different type, Ma Liang (found in the house north of the first castle in Jing Zhou region). Note that you do not

need Pang Tong at all if you have Zhu Ge Liang - especially on level 28 when you learn Jix Xin, the best healing tactic, which is exclusive to Zhu Ge Liang and his 255 intelligence rating. Another note is that you want to keep Ma Liang (or another tactician of his type, such as Zhou Yu or Jiang Wei) around until at least level 27 to make sure all of the tactics associated with their type also get you the corresponding TP.

-All in all, this business ends by level 31 when Zhu Ge Liang or Pang Tong learn Ce Mian, the most powerful tactic in the game (it stops opposing generals from casting tactics for an undetermined number of turns). After this, you stop gaining any more MTP.

A "perfect" game of MTP should get you 160, I believe, but a more realistic target (if you follow the above rules and don't go for 5 at every level) is ~130. In the past, when I ignored this entire thing out of ignorance, I often ended the game with ~110-120 TP.

III. The Yellow Scarves Rebellion

Go to the palace and talk to the Tao Qian. He says he is sick, and will make you his heir if you defeat the Yellow Scarves. So, our mission will be to crush the rebellion. For starters, your generals armies are very weak right now and you have little equipment. Spend time fighting battles outside against rebel, bandit, pirate, and brigand forces, and the occasional random general(s). You should get to level 3 or 4 before our next task, and have leathers for Zhang Fei and Guan Yu. and maybe a few Bandanas to go around. Some Elixer A's wouldn't hurt, either.

Leave Xu Zhou and go directly north to Qing Zhou and touch the castle entrance.

*****BATTLE 1*****

Zhang Liang - 259
Rebel Force (x2)

Zhang Lian has no tactics. Immediately all out attack, or if you're too low of a level, then focus attacks on Zhang Liang until he is under 100 troops. If any of your men are about to die, pull out and use Chi Xin to heal them (or if you're even lower of a level, just play conservatively and possibly use some elixers for healing instead). This shouldn't happen, though. Zhang Liang will retreat.

After the battle, enter Qing Zhou castle. For now, it's yours (but not for long). First, heal. Second, go to the upper-right house and recruit Chen Deng, who has similar stats to Mi Zhe but slightly higher attack. Put him in your party in place of Song Ren (send Song Ren back to the eatery as soon as you get the chance, though for the moment he can be your tactician). At the front of the town, talk to the man and engage in battle.

*****BATTLE 2*****

Ma Yuan Yi - 177

Rebel Force (x4)

Knock any rebel forces close to 100 down below it, and otherwise just work Ma Yuan Yi down with physical attacks (and maybe some of your fresh new Lian Huo fire tactics) and you will be done with this one in no time; it is more like a random battle than a story battle.

After returning to Xu Zhou, healing, and saving, follow the path directly west of Xu Zhou. Touch the camp entrance and Zhang Bao will threaten you, and the battle begins.

*****BATTLE 3*****

Zhang Bao - 299
Chen Yuan Zhi - 195
Rebel Force (x1)

This is a rather easy fight. Zhang Bao and Cheng Yuan Zhi can both use Lian Huo, but rarely will it hurt. Start out by having Liu Bei, Zhang Fei, Guan Yu, and Chen Deng attack Zhang Bao, and Mi Zhe use Lian Huo on him as well. Kill Zhang Bao first and foremost. Tackle Cheng Yuan Zhi individually if you wish, or just go all out to end this. Zhang Bao also retreats.

Enter the large middle tent in the camp and search the corner pot. You will find an Ax. Give it to Zhang Fei. Give the replaced Flail to Chen Deng, and his dagger to Mi Zhe. You should be level 5 by now, and know Chi Xin. If so, go back to Xu Zhou, heal, and save. If not, fight random battles until you're at level 5. Then, head south and slightly west of Xu Zhou and you will find another camp. Zhang Jao mentions you routing his brother and says the guy was a fool anyways. Now he taunts you! Time to fight!

*****BATTLE 4*****

Zhang Jao - 346
Zheng Mao - 153
Han Zhong - 204
Rebel Force (x2)

This battle is a bit tougher than the last one, but not by much. Have Liu Bei, Zhang Fei, and Guan Yu attack to get Han Zhong below 100 men, and have Chen Deng and Mi Zhi use Lian Huo to bring down Zheng Mao. Once they're below 100, concentrate on just attacking Zhang Jao. Use Chi Xin to heal if necessary, and if Zhang Jao heals one of the other two generals, attack them again. After Zhang Jao has less than 100 men, do an all out attack. The battle will end shortly, and Zhang Jao will retreat.

In the camp, enter the largest middle tent and obtain an Ax from a treasure chest. Equip it on Guan Yu. After this, return to Xu Zhou, heal, save, and go back outside. If you go north, you should now see a cave opened up behind Qing Zhou. Don't go in yet, because you can't get through if you're not a Yellow Scarves rebel. What you must do is wander the country until you meet up with

Han Zhong, whose loyalty to Zhang Jao is quavery. If you battle him, you will capture him, but he may request a steed or money upon joining. Make sure you have a steed on hand, they can be bought at the merchant shop in Xu Zhou.

Once Han Zhong is on your side, heal, save, and enter the cave. Put Han Zhong in front of your party, and talk to the man by the water. He will make a bridge. You may return Liu Bei to the front of your line, now. Cross, and then go left and up to get an Ax from a treasure chest. Equip it on whom you please, preferably Liu Bei. This cave is very small and easy to navigate. In the southwest corner you will find 3 men standing side by side. They are the Zhang brothers. Fight them. Note that by doing all of this, you have avoided a much harder battle, which would've been outside at the front of the castle Qing Zhou - it would've also included Zheng Mao and Cheng Yuan Zhi. Be glad you aren't fighting that battle.

*****BATTLE 5*****

Zhang Jao - 346
Zhang Bao - 299
Zhang Liang - 259

Your armies are now pitted against the 3 strong generals who previously retreated from you. However, you hold the brains and the superior numbers, so this will be a swift and sure battle. Have Liu Bei, Chen Deng, Zhang Fei, and Guan Yu all attack Zhang Jao and Mi Zhe use Lian Huo on him repeatedly. He has the highest attack and is in general the most dangerous. Follow up by killing Zhang Liang in the same manner, as he has the greatest physical attack. If you're of decent strength still, then an all out attack should be good to polish off Zhang Bao. Congratulations, you stopped the Yellow Scarves Rebellion.

Exit the cave through the entrance in front of you. Enter Qing Zhou and heal, and if for some reason you didn't collect Chen Deng earlier, do so now in the northeast house.

IV. Dong Zhuo

Return to Xu Zhou and talk to Tao Qian, who is lying on the bed in the back room. He will give up his rule to Liu Bei, who will in turn leave you in order to stay and rule. However, his son, Liu Feng, will be a worthy replacement, with more men, and slightly higher strength. Note that Liu Feng is not as intelligent and cannot be made to be your tactician, so if Liu Bei happened to previously be your acting tactician, make it Mi Zhe. Save the game and head south as far as you can go, until you get to another fort you haven't been to yet. When you enter, Sun Ce (ruler of the Wu kingdom) tells you he attacked, but failed because Dong Zhou's forces were too strong, and Yuan Shu didn't send reinforcements. He leaves you. Don't worry, this battle isn't at all as tough as Sun Ce said.

*****BATTLE 6*****

Hua Xiong - 439
Li Su - 299
Rebel Force (x3)

These enemies know no tactics, so an all out straight from the start wouldn't be suicide, except that Xua Xiong has 162 strength, almost twice as much as any general you've fought so far! Plus, his immense army will take a few turns to bring down. Attack him and have Mi Zhe / Chen Deng use Lian Huo. When Hua Xiong is dead, all out to destroy the rest of them.

In the camp, go to the back and talk to Yang Jin, who will join you. You can put him in your main party to fight, and he would likely be replacing Chen Deng which is a fair tradeoff (you lose decent tactical ability for 100 more men and significantly better attack). Then, go into the right tent for an Ax. In the middle tent you'll find an Inn. Stay there if you must. Go back outside. If you want to go back to Xu Zhou to save, you may. Once ready, walk 8 paces west and 1 pace south of the entrance of the camp. Search the spot and find Chi Tu Ma, who is Lu Bu's best horse (you'll meet Lu Bu soon). The person who has Chi Tu Ma will be MUCH faster in battle, and probably go first every turn. I suggest giving it to Zhang Fei, if you want his strong attack first, or to your best tactic user, so you can get healings and other tactics in before other attacks in a battle.

Note: From here on for a while, make sure to always have a steed with you. Be on the lookout for Hua Xiong, and if you fight him, hopefully you can capture him! He can replace Yang Jin.

Travel west of the camp and immediately upwards to the cave there. On the first level of the cave, go either all the way left or right, go to the north end of the floor, take the stairs and get about 1,000 gold in a chest. Return to the entrance to the cave. Go up the middle, go left or right, and take the fork downward. On the next floor, walk until there is a big fork. Go downward. Take the stairs, and on the next floor go left and up to the stairs. Obtain the Gold Key. Make your way back out of the cave. At the entrance, Guan Ping will be waiting there. He is VERY strong. Replace a lesser fighter you have in your battle lineup with Guan Ping. Now leave and return to Xu Zhou to heal and save.

Also get some more Elixer A's while you're there. Go back to where the fork in the mountains by the cave is and go west. You will come to a fort - here you will face the mighty Lu Bu for the first time.

*****BATTLE 7*****

Lu Bu - 439
Li Ru - 362
Rebel Force (x2)

Just one report on Lu Bu will tell you he is the strongest general in the game. Thus, he is very dangerous to you and should be eliminated as soon as possible. Note that Guan Yu has very high intelligence - he will be using tactics for this battle. Have him keep doing Ye Huo on Lu Bu while everyone else attacks him until he is dead. Once he is, Li Ru shouldn't be too much trouble (though watch out, Ye Huo can do over 100 damage and possibly take out one of your generals) and the battle will go quickly from there. After a threat, Lu Bu retreats.

In this fort, go right and talk to Huo Hu, who joins you. Replace your current tactician with him. Now enter the central tent with the bushes around it. Talk to Cao Cao, who is the leader of the Imperial Army. He talks of not being able to catch Dong Zhou and says that Yuan Shu and Yuan Shao have gone ahead to the castle of Lou Yang and he goes there also.

Check the right tent, left pot for another Ax.

Exit the camp, and return all the way back to Xu Zhou to heal and save. Make any general replacements, and replenish any Elixer A's you've used up. You should have at least one on each person. Also get a few Gullwings for easy travel back Xu Zhou when you need it.

Now then, travel north and west of fort Hu Lao Guan to get to Luo Yang. You will have to fight a few battles at gates before you fight the battle at the castle. Battles 8 and 9 will be walks in the park. However, the one at the castle will be just a little bit tougher. A general (I'm not sure who) will tell you he failed to take Luo Yang because Dong Zhuo and Lu Bu are working together, and then he leaves you. But I think you can take them on! Approach the first gate.

*****BATTLE 8*****

Li Jue - 399
Rebel Force (x3)

Little to no strategy required. Gang up on Li Jue, and when he is below 100, go all out.

Approach the second gate.

*****BATTLE 9*****

Xu Rong - 314
Rebel Force (x2)

Little to no strategy required. Gang up on Xu Rong (but be wary of his Ye Huo... I guess. He has very low intelligence though) and you will be done quickly.

Consider using some Elixers to lick the wounds you received in the previous battles, and approach the castle of Luo Yang.

*****BATTLE 10*****

Dong Zhuo - 439
Lu Bu - 439
Rebel Force (x2)

OK - Dong Zhou doesn't have as much strength as Lu Bu, but he does have 20 more attack power, making him just as dangerous. They both have a lot of men... but you should take down Lu Bu first, because his attack is still the greatest. Have everyone attack except Guan Yu who should use Ye Huo. If you want more firepower, have Liu Feng use Ye Huo also, for he has very high intelligence

also. Just be ready for big attacks from the enemies each turn until you have them both dead, because they still do a fair amount with under 100 men. When it is over, Dong Zhuo and Lu Bu will retreat.

When you talk into Luo Yang, you will see it has been burned and pillaged. This once grand capitol of China has been put to ruin. There are only 2 buildings you can enter. Bottom middle is an Inn, and top left is a house. In the floor in that house is a safe. Open it with the gold key to find the Gem sword. It is not a weapon. Give it to somebody for later use.

There is also a general you can recruit in this town, Wang Gui. He has pretty low attack, but if you find yourself hurting for more men, he has over 300 and may prove useful. Really though, the best he could do is replace Yang Jin if you happen to still be using him (doubtful if you acquired Hua Xiong prior).

Leave the city and continue westward to the next castle, where you shall fight Lu Bu once again.

*****BATTLE 11*****

Lu Bu - 439
Cai Yong - 380
Hu Zhen - 299
Rebel Force (x2)

On your first turn, have a general use the Gem Sword on Lu Bu. After a few tries, you should be able to convince him to join your side. He is an invaluable asset, and as a bonus, you no longer have to fight against him! Now this battle is a cinch. Just take care of these two loser generals the way you best see fit (Cai Yong first, if you couldn't have guessed).

After the battle, replace your weakest fighter with Lu Bu. Enter Yang Zhou castle. Stay at the Inn, then save. You cannot invite Liu Bei here, though it would seem you could because of the palace. Also, go to the lower right house and search in the pot for a Club. Give this to Lu Bu, and now you should be able to start selling Ax's since you've got 5. Also give Lu Bu Chi Tu Ma, because you want his super high attack to go first during battle.

As soon as you leave the city, you will see another cave. Inside, go left at the first fork, and down at the next. On the next floor, grab the Club in the chest above you. Give it to Zhang Fei. Now go down and left and to the first staircase you see. This leads to the way out. I suggest you not go to Chang An right now. Fight some random battles in the area, and when you need healing go back to Yang Zhou. Always keep some gullwings with you. When you are ready to attack Chang An, go up to the gate before it to fight the first battle.

*****BATTLE 12*****

Dong Min - 380
Fen Chou - 399
Rebel Force (x2)

Fen Chou has the greater attack, so kill him first. All out once he is dead.

Now attack Chang An castle.

*****BATTLE 13*****

Dong Zhuo - 439

Lu Bu - 439 (not present if he's in your party... obviously)

Jia Xu - 418

Zhang Ji - 362

Have all physical attacks go on Jia Xu until he is dead, and have Guan Yu keep using Shui Xing and Ye Huo on Dong Zhuo and Zhang Ji. Jia Xu is very dangerous, because he uses Shui Xing a lot, and it hurts. Be proud of yourself when this battle has ended. Dong Zhuo is killed and peace returns to Chang An...

Note: If you did not convert Lu Bu using the Gem Sword at Yang Zhou, he appears in this battle. You still have a chance to convert him if you want to. FYI this battle turns from medium to actually possibly challenging with the addition of Lu Bu on the opposing side.

V. Yuan Shu

Now you enter Chang An. It is a giant monster of a city - the biggest in the game. It is a paradise. This will be your main headquarters until you occupy Nan Yang, much later. List of things to do here include buying Caps and Clubs for everyone, stocking up on Elixers and Power Pills, and inviting Liu Bei to the palace. When he has arrived, go speak with him. He tells you you've done a good job fighting and he lets you rest. He awakens you however, and summons you to the palace. A messenger has arrived from Cao Cao bringing ill news. He says general Yuan Shu has somehow aquired the Imperial Seal and calls himself the Emperor. This is a problem that must be fixed!

In this city you can find Zhou Chao, however, he is inferior to any of your generals thus far (assuming you have Lu Bu), so put him in the reserves.

Leave Chang An and travel south. First take the fork at the left and talk to Zhou Yun inside the house. He will promise to join you but not until later after he finishes his current duty. Now retrace your steps and take the right fork past the mountains and approach the next castle.

*****BATTLE 14*****

Lei Bo - 643

Chen Ji - 531

Rebel Force (x2)

This generals may see to have overwhelmingly large armies, but their attacks are really not great, and neither of them use tactics. Wipe out Lei Bo with attacks and with Guan Yu using Ye Huo. Then all out to kill the rest of them.

This is Yuan castle. Not a very important place. However, you can buy Padded armors here, which are much stronger than Leather armors. Buy as many as you can, but they are expensive. Give them first to anyone most vital to your party. Leave and continue south. From here on you will be fighting many generals with upwards of 500 men, and Rebel, Pirate, Brigand, and Bandit forces now have over 200 men a piece. Take the shortcut through the mountains and go west. You will come to a castle where you will fight two very powerful generals.

*****BATTLE 15*****

Ji Ling - 613
Zhang Xun - 675
Rebel Force (x1)

Both of these generals have insanely large armies and attack to rival any of your generals due to the high AP they are given in this battle coupled with their almost 200 strength each. They are both equally dangerous, so use Power Pills to kill them quickly, and also have Guan Yu use Shui Xing. Tactics will be more effective than physical damage because both generals have very high defense. Once one of the two is defeated, then it should be safe to all out attack. **Note: These are the two strongest capturable men before Nan Yang, and I highly advise you to spend time trying to find and capture them so they can fight for you. Have the first of two you catch replace Liu Feng and the second replace Guan Ping.**

This is Huai Nan castle. Fairly small, but you can both heal and save here. Spend some time in the field north of here trying to find Zhang Xun and Ji Ling before you go any further. You want those two generals ASAP. Also, around this point in the game, your health bars will change from pink to orange, because the number of men generals are getting is too great for the pink scale.

There is a small fortress just to the north of here.

*****BATTLE 16*****

Han Xian - 585
Li Feng - 557
Rebel Force (x2)

Han Xian has the slightly higher attack here, but these are both very weak generals with low intelligence. Dispose of them via the usual attacks, but it shouldn't be necessary to waste power pills or TP on them unless you're interested in finishing faster. If you would like to complete this battle and continue onward without backtracking, simply fight these guys raw.

Inside this fortress you can get a spear in the northeast tent.

You will also get a letter which, when taken southeast of here to a house,

will get you some advice as to who would be powerful tacticians for you to ally with. They are pseudonyms, referring to Zhu Ge Liang and Pang Tong.

North of the fortress, just to the east of Nan Yang is a cave. In this cave you will find 3 spears, so I'd say it's worth venturing in. Immediately inside, turn north and then head west at the next intersection to acquire a Cap and a Spear. If you don't already have a full suite of Caps, then give it to anybody wearing a Bandana. Give the Spear to Zhang Fei (assuming Lu Bu possesses your first) and his Club to anybody who happens to not yet have a Club.

Back at the entrance, there's some funny intersection business, but basically there's a north path and a west path. The northern one leads to a floor in which you can find a Robe (going South) and ~1500 coins (going North). Back at said intersection (near the cave entrance), going west along the bottom wall will lead you downstairs once again. On the next floor you immediately see a chest which contains a Cap. Continuing on you come to some open space. Northeast of this space is a Robe. In the southeast corner of this space is another Spear (give to Guan Yu). Directly west of that spear is ANOTHER spear. In the center of the room are stairs leading down - they bring you to 4 chests, containing (clockwise from the left) Cap, Robe, Power Pill, and ~1000 coins.

You now have everything. Exit and leave. Hopefully that cave got you some good experience; if not, level up a little bit.

Once you are about level 14, return to Huai Nan castle, heal and save. Now venture northward towards Nan Yang castle and attack the gates.

*****BATTLE 17*****

Liang Ji - 643
Rebel Force (x2)

Beat him down. You can use tactics to speed it up if you want, but I'd say save them (depending on your total TP).

And...

*****BATTLE 18*****

Chen Lan - 460
Liang Gang - 506
Rebel Force (x2)

Same as the last battle, except that these generals are both even weaker physically. Take out Liang Gang first.

*****BATTLE 19*****

Yuan Shu - 899
Yuan Yin - 643
Lu Fan - 817
Lu Bu - 613 (not present if he's in your party... obviously)

Rebel Force (x1)

Nan Yang would've been much tougher had you not had Lu Bu, because then there would be a mighty fighter against you as well as all the tacticians. Luckily, only Yuan Shu has somewhat of an attack. Focus on taking him out first, with everyone attacking except Guan Yu who should use Yan Re, which you learned at level 14. This battle may take a bit because all these generals can heal, but if you have power pills, you should be able to pick off one or two of them in one round apiece. Watch out for your health - have Zhang Xun heal if you're low (he has lowest attack). After the battle is over, you're given the choice whether or not to release the traitor Yuan Shu, and will have to emphasize this with "no" 4 times before you finally have his head!

VI. Yuan Shao

Now that the battle is over, DO NOT TAKE A STEP NORTHWARD. Just enter Nan Yang RIGHT AWAY. Once you've gone in and healed and saved, take off all of Lu Bu's items and give them to Guan Ping, who will replace him. Give Chi Tu Ma to Zhang Fei now, though. He will keep him for a while. Now when you step outside and go a few steps north, you will be met with a horrifying battle. You don't have to fight this one, though. Yuan Shao and Yuan Shu show up with immense armies and backing generals, and bully you for a turn. Lu Bu switches sides, seeing that he is on the "losing" side. That's why you took his stuff away.

Now go back inside the castle and heal. Invite Liu Bei in and talk to him. He will thank you for killing Yuan Shu, Also, go to the northeast corner of the town and talk to a man walking around. Buy the key from him, even though 4,000 is a lot, it is more than worth it later. And even more importantly, check the space facing the water at the top-right to find the Trident, the most powerful weapon up to this point in the game.

Above Nan Yang you will face slightly harder rebel and other forces, but not very much harder. However now a new group of generals will meet you out in the open, and many now have over 1000 men and over 150 strength. The key to fighting them is to get their health below 1,000 as soon as possible. Above that number, their attacks will be great, but below they will be just average of what you're used to.

Head north and west of Nan Yang and take a stop in a small cave. There are 2 people in here, and one you can't reach now. The one you can talk to is Zhou Cang, who will join voluntarily. He is stronger than Guan Ping, so replace him with Zhou Cang.

NOTE: If you want, at this point in the game you can instead branch off and first go west and south of Nan Yang to embark on the next chapter (Jing Zhou). It is advised that you do this if you are slightly better at the game, or especially if you wish to quickly get to Pang Tong and/or Zhu Ge Liang in order to maximize your MTP. If so, skip ahead in this guide, but remember to come back and do this one afterwards!

That said, head north and east to Bo Hai castle.

*****BATTLE 20*****

Lu Guang - 1037
Shen Pei - 1255
Gao Lan - 942
Rebel Force (x2)

This is your first castle battle against generals of this caliber, and 2 of them have over 1,000 men. Luckily, one is a weak tactician, and the other will fall below 1,000 in just 1 attack. Simply, attack Lu Guang once, then focus attacks on Shen Pei until he is dead. Have Guan Yu use Yan Re every turn. Once Shen Pei is dead, then you can choose to all out or kill Lu Guang first, then all out. Shouldn't make much difference, just watch your health, because no one in your party is really higher than 700 men, if any.

In Bo Hai, heal, then enter the left of the double house. Get the Gun Powder and go to the cave in the west. Use the powder to free Xu Zhe who is trapped. He will join you. Make him your tactician, because he is very intelligent. Note that he is going by the name Dan Fu, so there's no confusion. Now with him you can get past the woman blocking the bridge in Bo Hai. Get Wood Helmets for at least Zhang Fei and Guan Yu, and if funds permit, for other generals in the front of your group.

Continue east of Bo Hai until you see a gate in the middle of nowhere. Attack.

*****BATTLE 21*****

Xu Shou - 1255
Yan Liang - 1381
Wen Hun - 1449
Rebel Force (x1)

This is a hard battle, but though you're outnumbered, you are a human and they are just NES intelligence. Wen Hun and Yan Liang have two insanely high attacks, and with their HP are hard to get below 1,000 immediately. In fact it will take at least 3 turns to get all generals below 1,000. Xu Shou has Yan Re and is not afraid to use it. Be ready to heal anyone who gets down to around 250, because they could be killed in one turn by consecutive hits on their armies. The main thing is to focus on Xu Shou and kill him, after Wen Hun and Yan Liang are under 1K men. Guan Yu should be using Yan Re every turn. Once you have routed this enemy force, you should be happy. Now, you will not face any of them again, which means if you meet up with Wen Hun or Yan Liang out in the open, hope that you can convert them, for they are as you saw very powerful.

Enter this fortress and free the girl behind the bars. She gives you a letter. Before we do anything with this, you should go back to Nan Yang to heal and save. Try to capture Wen Hun, Yan Liang, or at least one of the two. Lu Guang is also pretty good. Now, travel to the castle east of Bo Hai. Go ahead and "go in", but actually this just gives the game a chance for you to talk to Zhao Yun. Show him the letter from his sister and he joins you. Fit him into your team, because he is one of the 5 what are called "Tiger" generals. He gains men every level, and has insanely high attack and intelligence. When the end of the game

comes he will be your best man all around. Now, attack the castle.

*****BATTLE 22*****

Yuan Tan - 1594
Yuan Xi - 1519
Tian Feng - 1141
Rebel Force (x1)

Attack Yuan Tan and Yuan Xi using power pills with Zhang Fei and whatever random generals you have. Guan Yu and Zhao Yun should use Yan Re every turn. Once Yuan Tan and Yuan Xi are below one thousand, concentrate attacks on Tian Feng until he is dead. Once he is gone, all out attack.

Now enter this castle, which is Guang Zong. Check the second well to find a Sabre, which is marginally better than your current Spears (though inferior to the Trident), this should go to your second-strongest (Guan Yu, or possibly an Zhang Fei if an over-1,000 general has the Trident). Heal, and save (the building is at the far end of the city). Do not talk to the pink and white general in the middle until you've saved. Ok, now talk to him. He is blood of Yuan Shu and Yuan Shao, and he wants to kill you.

*****BATTLE 23*****

Yuan Shang - 1672
Rebel Force (x4)

Yuan Shang is a strong general. However, with only Rebel Forces as backup, you can take him down quickly. Have Guan Yu and Zhao Yun use Yan Re, and everyone else attack him. If he is not below 1000, then do another round, all attacking him. Watch out in case he uses Yan Re, for he is a capable tactician. Now, you can all out to kill him and any remaining rebel forces.

Heal and save again, and continue eastward towards Ji Zhou, the castle where Yuan Shao, Lu BU, and others await you. But first, the gates!

*****BATTLE 24*****

Ma Yan - 942
Lu Xiang - 942
Rebel Force (x3)

Kill Lu Xiang first. There is little else to worry about in this battle.

And the next...

*****BATTLE 25*****

Zhang Yi - 989
Guo Tu - 1317
Rebel Force (x2)

Focus attacks on Guo Tu first, and then finish off as usual.

Return to Guang Zong for a quick heal/save. If you are not level 18, get there, so Zhang Fei will have a little over 1,000 men. Make sure to get all generals at least 2 power pills and 1 elixer B each. Now, attack Ji Zhou. Yuan Shao will again say you killed his brother.

*****BATTLE 26*****

Yuan Shao - 1754
Yuan Shu - 899 (if you decided to let him go earlier, he appears here!)
Zhang He - 1317
Ju Shou - 1449
Lu BU - 1449

THIS BATTLE IS HARD, and in fact harder than first glance. Not only do all these generals, and there are 4 of them, have a mass army of over 6,000 men, but each of them is a strong fighter except Ju Shou, and all are expert tacticians except Lu Bu. Note that Lu Bu now has about 1,500 soldiers, and will be doing over 300 damage a hit until brought down, and 150 until he is defeated. Basically, we take this battle slowly, one step at a time. First turn, your strongest warriors should all use power pills to attack Lu Bu. Have Guan Yu use Ji Rou to reduce enemy attack damage, and Zhao Yun use Yan Re. Hopefully Zhang Fei got to do his attack before he was knocked below 1,000 (if you're even that high of a level to begin with). He should do between 300 and 400 damage. Odds are you took some heavy casualties, so have Guan Yu use Yin Xian now. Concentrate attacks and Lu Bu, and keep using Yan Re with Zhou Yun. save your power pills for Yuan Shao, whom you will kill last. After Lu Bu is dead, focus on Ju Shou. Go up the enemy line from him, killing them one by one. When only Yuan Shao is left, have everyone attack with power pills. Congratulate yourself, a lot, when they are all defeated.

VII. Fighting in Jing Zhou

Enter Ji Zhou, heal, save, and invite Liu Bei in. Talk to him and he tells you the land of Jing Zhou is in turmoil and you need to stop the fighting there. Before heading off, buy 3 sabres, for Wen Hun, Yan Liang, and Zhang Fei. I'd have you buy more, but only 2 towns away is your next weapon, which though expensive is very awesome, and you should save your money for some.

Gullwing back to Nan Yang and save. Go left now and down the path. Following this path you will go by 4 houses, and then come to a castle.

*****BATTLE 27*****

Jin Xuan - 1317
Gong Zhi - 1197
Rebel Force (x2)

Get Jin Xuan under one thousand, then kill Gong Zhi so he doesn't get crazy with Yan Re.

Enter Wu Ling castle. Grab the Bow by the well in the upper portion of the town. Give it to Guan Yu. Heal, leave, and continue eastward along the path. Before attacking the next castle, which is hard, get to level 19. When you're ready, attack the castle.

*****BATTLE 28*****

Han Xuan - 1519
Huang Zhong - 1381
Wei Yan - 1317
Yang Ling - 1197
Rebel Force (x1)

This battle has 2 of the strongest men in the game fighting you. Huang Zhong and Wei Yan. Basically, have Wen Hun, Yan Liang, and Zhang Fei keep attacking Huang Zhong and then Wei Yan, and Zhao Yun should keep using Yan Re. Once they are dead, kill Yang Ling, and then allout to kill Han Xuan.

Entering Chang Sha you see Huang Zhong and Wei Yan standing in the way. They will join you now. Replace the worst two expendable officers you've acquired with them. First thing, search the well in the town for a Sword. This is the strongest weapon yet available - give this to your strongest officer who has over 1,000 men (this will either be Wei Yan or Zhang Fei, likely). The second-strongest of the two should get the old Trident. Head to the weapon shop and buy as many Bows as you can afford. Now heal, leave, and go south. Enter the castle you see; you don't have to fight your way in. Here again you will find ANOTHER Sword by the well, so once again shuffle your weapons around so that the strongest / over 10,000 have the Swords and so on downwards. Go to the palace and talk to the leader. He will show you to your sleeping quarters... or not. Refuse him twice, then a battle will begin! Had you not refused, you'd have had to fight after just waking up and would've had severely reduced numbers.

*****BATTLE 29*****

Zhao Fan - 1594
Bao Long - 1255
Chen Ying - 1197
Rebel Force (x2)

Have everyone attack Zhao Fan, but have Zhao Yun use Yan Re. With all your great weaponry, and maybe a few power pills, this battle is a cakewalk.

Now this town becomes completely docile. You can heal and save here, and invite Liu Bei in. He will simply tell you that the fighting in Jing Zhou needs to be stopped. Guess its up to you to stop it. Every fight between here and the next castle will be simple because of your almighty bows.

*****BATTLE 30*****

Xing Dao Rong - 1519
Liu Yang - 1381
Rebel Force (x3)

Bows really make this part of the game cheap... hell, Swords + Power Pills make it even cheaper!

*****BATTLE 31*****

Liu Du - 1672
Xing Dao Rong - 1519
Rebel Force (x2)

Mmmm, bows. Attack!! The end of this battle restores peace to Jing Zhou.

Enter Ling Ling castle. Heal and save. If you try and invite Liu Bei here, the scribe will say that Liu Bei is going to Gui Yang, the last castle you were at. You should visit him in a bit. First, go around the edge of the town to a house on the left, and search in front of the man inside. You'll find a sword. Equip it on whoever. You should now have 3 swords equipped on your best men, along with either 2 bows or one bow and the Trident.

Now go back to Liu Bei at Gui Yang. You will probably meet up with a mighty tactician named Pang Tong on the way back... (if you talked to the man in Ling Ling who mentions that Pang Tong is out with his men).

*****BATTLE 32*****

Pang Tong - 3765
Rebel Force (x3)

Pang Tong is... well, strong. He has quite a good few men, and very advanced tactics such as Ji Mian, which stops you from attacking, Da Re, a fire spell capable of huge damage to one army, and Wan Fu, which allows a full heal of the target army. Ouch. Well, just never cease to attack Pang Tong. When hurt, heal. However, with your bows, you can kill him in two turns flat, and so just hope he doesn't use any of his big guns. And please, please hope that you did not meet up with him near water. His Hong Shui tactic could wipe out your party.

When he's defeated, he'll join you. Yay. Replace Xu Zhe with him, and if you wish, put him in your battle party in place of Huang Zhong, due to his sheer mass of men and great tactical capabilities. But, on the other hand, greater attack is better for now. Just let Pang Tong do his stuff from behind the fight. When you get back to Gui Yang, Liu Bei gives you a letter for Xu Zhe saying he needs to leave to care for his sick mother. Good thing you have Pang Tong. When you walk out of the palace, Xu Zhe says something he almost forgot. He is telling you to go see Zhu Ge Liang at his house, which is the third one down to the left of Nan Yang. Go there. Stock up on Gull Wings, you're gonna need em. Also note that the game music has now changed from the fun, upbeat squeaky noise, to a more mellow, epic sort of sound. This is how it will be until the end of the game.

*****Zhu Ge Liang Scavenger Hunt*****

When you arrive at Zhu Ge Liang's house, he is not there. You must go to Lou Sang villiage, where you began the game. Gullwing to Xu Zhou. Enter the small house and ask the man there, who will say Zhu Ge Liang was there but left. Now go back to his house, and the man there will refer you to Nan Yang. Go to Nan Yang, invite Liu Bei in. Talk to him and he says someone named Jin came and was looking for you. Now go back to Zhu Ge Liang's house one last time. You see Zhu Ge Liang sleeping. Talk to him but choose not to wake him, and he will awaken by himself. He says he will join but go to Gui Yang castle first.

Now gullwing to Chang Sha and go down to Gui Yang and meet up with him in the palace. Finally! In rapid succession you just got the 2 best tacticians in the game. However, you can only use one of them, so you should make Zhu Ge Liang the acting strategist and now if you want, put Pang Tong into your party in place of Wei Yan. Also, around this time, your health bars should change from orange to light yellow.

Now, go west to Ling Ling castle, heal, and save, and venture onward. Soon you should meet up with a pretty crazy battle...

*****BATTLE 33*****

Lu Bu - 7003
Rebel Force (x4)

This battle is easier than it looks, though Lu Bu will take a while to kill, and he does around 800 damage a hit. Best ways to deal with him are power pills. If you have the tactic Da Re, it is also very effective, so have Guan Yu, Zhao Yun, and Pang Tong use it, while the others attack. Hopefully Lu Bu doesn't get any critical attacks before you kill him (and this time, you kill him for good). Also, if you have Bei Ji, that would be great right now, for double attacks. Yi Xin can also be good, to prevent Lu Bu from attacking. Whatever you do, just have fun killing the stupid traitor.

Return to Ling Ling to heal and save. Now, I suggest you spend a lot of time building up levels, at least to 25. Yes it may seem like a lot, but this new area we've entered has many new generals and the rebel forces all have many more men. Plus, experience should come pretty quickly. Also note that from this point on there will be no more pirate, brigand, or bandit forces. Only rebel forces. Something else to keep in mind: make sure that Zhang Fei has your a sword equipped right now. Always keep him with at least 2 power pills

at hand. Give Chi Tu Ma to Pang Tong. Then, if you get into a battle with some really big armies against you, have Pang Tong use Bei Ji and then Zhang Fei use a power pill - he will deal over 2,000 damage! Hong Shui is another great tactic right now. When near water, you can have Pang Tong deal over 1,000 damage to every opponent! Ouch.

Travel past Ling Ling, down, up, around, down, left, etc... until you reach a house between some mountains. This is the gateway into the kingdom of Shu, a land ruled by Liu Bei's brother which is in turmoil right now. Time for you to step in. Before stepping in, make sure to have elixer Cs for everyone.

VIII. Shu

Head west until you reach a fortress.

*****BATTLE 34*****

Liu Kui - 3262
Zhang Ren - 3262
Rebel Force (x2)

Cast Bei Ji on your best fighter (Zhang Fei...) and just have everybody gang up on Zhang Ren. Pang Tong should throw a few Da Re's in there to speed things up, but it's not necessary, especially if you're saving TP for your journey northward to Fu Shui (and the subsequent battles).

There is nothing of interest in this fortress. Continue northward. You will go through a series of twisting mountain paths. Also watch out around here, for you can meet up with Ma Chao and Ma Dai, who are two of the strongest generals in the game, especially Ma Chao. Eventually you will reach a castle with a gate.

*****BATTLE 35*****

Meng Da - 3589
Tao Qian - 2226
Rebel Force (x2)

Meng Da has slightly worrisome attack power, so go ahead and gang up on him, but don't use up too many resources. Tao Qian is a pushover.

Attack Fu Shui castle.

*****BATTLE 36*****

Yan Yan - 3262
Fa Zheng - 2965

Yang Huai - 2965
Rebel Force (x2)

These opponents are all very capable. Yan Yan is both an expert fighter and a superb tactician. Yang Huai's attack is nothing to scoff at, either. I suggest you use Bei Ji on Zhang Fei, and have everyone attack except Pang Tong who should use Da Re on Yan Yan or Yang Huai. When they're dead, all out to win. You've just made it past your first really long trek in this game.

Enter Fu Shui castle, heal, and save. Enter the palace, which cannot entertain Liu Bei. Go through the door to the right, and then you see a prison cell. Keep pushing your character against it, repeatedly tapping, or backing away and running into it. Eventually the door will break. Then talk to the man. Now go to the weapons shop. If you feel like making the switch from Bow to Sword, you can. You should probably just keep your bows until the next weapon after sword comes along. Also get copper helmets.

Head northward once you are at least level 26.

*****BATTLE 37*****

Huang Quan - 2695
Leng Bao - 2024
Rebel Force (x3)

I suggest having a Bei Jied Pang Tong use Hong Shui for an easy win.

Now, let's attack Luo castle.

*****BATTLE 38*****

Ma chao - 3262
Ma Dai - 3110
Pang De - 2965
Rebel Force (x1)

This battle is hard. You are facing Ma Chao, one of the 5 Tiger generals (you have 4 on your side right now), Ma Dai, his almost as strong brother, and Pang De, an obvious relative of Pang Tong and also an expert tactician. All of his tactics are dangerous to you, so I would recommend killing him first. But to start this battle, have Pang Tong use Bei Ji on Zhang Fei, and have everyone else cast it on themselves except Zhang Fei, who should use a power pill on Ma Chao. Next turn, have Pang Tong use Da Re on Ma Dai, and have everyone else attack Ma Chao, except zhang Fei who should use another power pill, on Pang De. After this turn, there shouldn't be much left of your opponent. All out attack to defeat them. Now, Ma Chao and Ma Dai will join you. Put Ma Chao in your line up in place of Huang Zhong, but keep him with you. Keep Ma Dai in the reserve. We still want Pang Tong leading the party.

Enter Luo Castle. Note that you can gullwing here, so you can now go between older cities and easily. Check the upper well for a Battleax, which is the strongest weapon you've found thus far - I'd say Zhang Fei deserves it. Heal up, and go somewhere else to save if you want. Continue south of Luo and you come to a cave. In this cave is the Iron Ore, which you will really want. The cave is relatively small. Take the lower of the 2 pathways left at the beginning and it's straight directions from there to the Iron Ore. Gullwing out to Luo when you have it. Then go back to Fu Shui, go a bit south of there, and hook around back up to a house, and give the ore to the blacksmith. Gullwing back to Luo, and return to Mt. Gang Tai (the cave). You can follow the northern of the two west paths to go to about ~1500 gold, or just take the path upwards this time to get through.

When outside, go down and left, then hook back up to a fortress.

*****BATTLE 39*****

Li Yan - 2827
Liu Ba - 2569
Liu Xun - 3110
Rebel Force (x1)

Attack these generals in bottom to top order. Should be a breeze.

Enter Mian Zhu Guan fortress. In the leftmost tent, there is a treasure chest with a battleax in it. Give the battleax to Zhang Fei and his Sword to Ma Chao. Leave and continue onwards. Attack the gate at the next castle.

*****BATTLE 40*****

Lei Tong - 3110
Wu Lan - 2965
Rebel Force (x3)

Though Lei Tong and Wu Lan both have great attacks, you totally outnumber them, outsmart them, and out hit them. Plus you've faced them both many times. Time to whoop them.

Now Cheng Du

*****BATTLE 41*****

Liu Zheng - 4142
Gao Pei - 2872
Wu Yi - 3589
Wang Lei - 2827
Rebel Force (x1)

This battle is much easier than it looks. The big "bad guy" Liu Zheng is very weak in strength and intelligence, despite his mass of soldiers. Gao Pei and Wu Yi are moderate, but you've beaten them before. Wang Lei is just crap. Use Bei

Ji on Zhang Fei with his battleax, then have him power pill-attack Liu Zheng and then Wu Yi. Kiss them goodbye. Pang Tong should Bei Ji Zhang Fei the first turn, then do Da Re on Gao Pei. Everyone else can attack whoever. Voila, you win, Liu Bei now rules Shu.

In Cheng Du, heal, save, and invite Liu Bei in. He says something about the blacksmith and your swords. Don't worry about that yet. Go buy battleaxes for everyone who doesn't have one yet (except of course Zhu Ge Liang). Get Chain Mails for everyone. Don't go back to the swordsmith yet. Spend some time around here facing battles and owning with your battleaxes. You can gain some quick levels. Get to at least level 29.

Ok, now go to the swordsmith's house. He tells you he made 5 great swords and tells you what he named them. But they were stolen! Oh no! Don't worry. You'll find them in various places later on.

Return to Cheng Du and talk to Liu Bei. He gives you a speech about how the world is all good right now, but he says Shu is too vast for him to control alone, so he makes Guan Yu the ruler of Chang Sha and Zhang Fei the ruler of Gui Yang. This is to help keep the peace in Jing Zhou, a very hostile area.

IX. Wu

But suddenly something happens. Some time passes, and Guan Yu and Zhang Fei have left. Now two messengers come and say that Cao Cao and Sun Ce both died. Uh oh. And, Wu is attacking Jing Zhou, and Guan Yu and Zhang Fei are barely holding on. You must go help them. First, gullwing to Chang Sha. Go to the palace and speak with Guan Yu, who offers his son to join your army. Good! Do the same at Gui Yang where Zhang Fei's son will join you. Alright, awesome. They are both a bit weaker in stats than their fathers but have the same men and all the stuff the two dads left with.

Go back to Cheng Du and speak to Liu Bei. He says that Wu has invaded Jing Zhou. Head to Wu Ling first and fight the enemies there.

*****BATTLE 42*****

Fan Zhang - 4780
Chen Wu - 5014
Rebel Force (x3)

This is your first fight against generals from Wu. These two are sort of strong, but with power pills and you battle axes, you'll have them routed in no time.

Head to Gui Yang. Heal, save, and reload on power pills. Now go to Ling Ling to fight.

*****BATTLE 43*****

Ling Tong - 5516
Wu Fan - 5014
Rebel Force (x2)

This battle is just as easy as the last one, because Ling Tong isn't that strong and Wu Fan doesn't have any dangerous tactics. Use power pills and whoop them.

Get back to Cheng Du and talk to Liu Bei again. He gives another speech, and this time you'll do some butting in also. At the end of the speech, 3 people now claim the title of emperor. Woah. Go back to Gui Yang and you will find a bridge there now. Woah, cool. You can cross it and explore a bit if you want, but until you are level 31, stay close to Gui Yang. There are dozens of new generals in Wu, and many of them have immense strength, armies reaching over 10,000, and very vicious tactics. Stay near water, because Pang Tong can use Shui Long to do over 2,000 damage to every enemy. Always keep a fresh supply of power pills, especially on Zhao Yun and Ma Chao, who are your strongest attackers now. At level 30, your health bars should change to light blue.

At level 31, heal and save. Take Pang Tong out of your battle party, but keep him with you. Put it Huang Zhong now. Give Chi Tu Ma to Zhao Yun. Heal, save, and head west and south of Gui Yang now. Generals to watch out for in this area, some you may have met while building up, include Tai Ci Si, Zhou Yu, Lu Sun, Lu Su, among others. Do not hesitate to try retreating if you face any of them. Attack the first castle you come to.

*****BATTLE 44*****

Gan Ning - 6069
Lu Su - 6365
Rebel Force (x3)

Gan Ning is a strong general, but he is the least of your worries. Lu Su has Ji Mian, Yi Xin, and Li Jian, which prevent you from attacking, prevent one general from doing anything, and cause one general to attack his allies, respectively. First turn, have everyone cast Bei Ji on themselves. Next turn, have everyone attack Lu Su with power pills except Zhao Yun who should use Huo Shen. That will do over 3000 damage to anyone it hits, but probably won't hit Lu Su. One dose of that should be sufficient. Then just own the battle with your Bei Jied hits.

Enter Jian An. Make sure everyone has at least 1 elixer D. Go to the back of the town and search in front of the lone tree for some Dead Wood. Also, on the back side of the tree is your first Scimitar. Equip this to your strongest devoted attacking general (likely Ma Chao). Now leave and head north into the cave in the mountains. In the cave, take the lower fork and take the stairs you see. Then go left and up on the next floor. The path to the saltpeter which you came for is straight-forward. Gullwing out to Jian An when done.

Talk to the man standing in place in the front part of the town. He will take your saltpeter and dead wood and make dam so you can get across the canal. Leave and head south. You will come to a fortress where you will fight a very hard battle...

*****BATTLE 45*****

Zhou Yu - 6365
Gu Yong - 5014
Kan Ze - 5259
Rebel Force (x1)

Ok, you're up against 3 tacticians. Zhou Yu is probably tied for the most dangerous in the game, next to Cao Pi, Si Ma Yi, and very few others. He is who you want dead the fastest. First turn, have everyone use Bei Ji. Then, have everyone attack except Zhao Yun who should use Shui Long. You will probably have to heal often, since these guys love to use Hong Shui. Guan Xing should do the healing, he's your weakest man. Use power pills and just try to get Zhou Yu dead as fast as you can, and hope he doesn't use Wan Fu too many times. Also note he has An Sha, which can wipe out an entire general of yours with one swipe. Hopefully someone has some resurrects, which we've not really needed so far. When you finally get Zhou Yu dead, get Kan Ze, and then all out to finish. An alternate way to start the battle would've been for Zhao Yun to cast Ce Mian the first turn to ward off enemy tactics for some undetermined number of turns. But note that it's expensive to use and sometimes has to be re-cast every turn, and can hinder your ability to use other tactics that are also expensive.

LOW LEVEL STRATEGY: If you are not as over-leveled as this guide typically recommends, then you should fight this battle with Pang Tong leading. You won't be able to rely on the crutch of Ce Mian to stop opposing tactics. Basically, you'll want Bei Ji cast on Pang Tong by whoever is using your Chi Tu Ma, as well as having Bei Ji on your 1 or 2 strongest men. Pang Tong should try to deliver Hong Shui every turn, which will do 1200 to 2000 on any hit to these intelligent tacticians. Your most powerful generals (one of whom should have the Scimitar found in Jian An), likely Ma Chao and Zhao Yun, should beat up on Zhou Yu and then Kan Ze with power pills until they are dead.

Go into the lower left tent and get the Scimitar; give to your second-best. Gullwing back to Chang Sha. Reload on power pills and gullwings, and gull back to Jian An. Continue past the fortress you just beat until you get to another castle.

*****BATTLE 46*****

Zhu Ge Jin - 6365
Jang Qin - 5259
Han Dang - 5516
Rebel Force (x1)

This is a rather easy battle vs Zhu Ge Liang's lesser brother. As long as he doesn't get sneaky using Hong Shui repeatedly (your equivalent Bei Ji'd Hong Shui, or better Shui Long is much more potent)

Enter Wu castle. Heal, restock on power pills if necessary, and grab the Crossbow found next to the well. Give this to somebody you don't typically

cast Bei Ji on - maybe an attacking tactician, or just your weakest general. Save your game and Continue onwards. You will come to the first confusing cave in the game. This one is big and stupid. Get to level 33 before going in, and make sure to have elixer Ds for everyone. Uhhh... I'll try to give directions, though if you can find a map somewhere on the internet this would be much easier. The first two rooms are very small. Then there's a big floor. Follow the path around, then go left at the fork. This will lead you across some lava to a Steel H - the best class of helmet in the game, which you won't be able to buy for yourself for a long time from now. Give it to the general most vital to your strategy, be it more strength-based or tactic-based. Zhao Yun is a good selection for both such strategies.

Return to the fork you were at before and this time go down to some steps. On the next floor take the stairs right next to you (note that doing so saves you a lot of time you could've spent going the other way and getting an Elixer D, but we're still pretty early in this cave, and you're probably still well-stocked on that very cheap supply item), and on the next follow the plain path around. Again take the stairs next to you. On this floor, follow the path, go left at first fork, right at second (unless you badly need 1 more Power Pill), down at third. This leads you to Nu Long, one of the 5 swords. Give it to your best fighter, and move the Scimitars down to the second-bests. Now backtrack to that last fork, and go right to get out of the cave.

Go north for a darn long while until you come to a gate and a fortress.

*****BATTLE 47*****

Ding Feng - 15769
Rebel Force (x3)

Ding Feng doesn't have any of the tactics considered truly dangerous at this point - An Sha, Wan Fu, Ji Mian, or hell, even a respectable fire tactic (Da Re). He's got tons of men, and honestly it's pretty safe to just all-out against him, backing out only if something seriously abnormal happens to one of your party members.

Double check that your best fighter (probably Ma Chao equipped with Nu Long) has as many power pills on him as you have available, and attack the fortress.

*****BATTLE 48*****

Chen Pu - 9326
Zhang Zhao - 8082
Bu Xi - 7003
Rebel Force (x2)

The reason this fight will be tough is because you just went on a long journey since your last heal, so you probably are way down on tactic points. Obviously, this battle is against 3 very capable tacticians. Hopefully you've saved enough tactic points to at least get a few spells in. Have your Chi Tu Ma general immediately use Ce Mian, and the only tactics you need to cast in this battle (assuming your TP is low anyways) are Bei Ji on your best fighter (whoever has Nu Long) and your best tactician (that is, if you have somebody like Pang Tong, Zhou Yu, or Zhu Ge Liang who could actually land hits against these guys with Huo Shen). Take out Zhang Zhao, then Chen Pu. Bu Xi is relatively harmless.

Enter Po Yang fortress, which lovingly has a place to rest in. Leave and go southeast. Attack the gate you see.

*****BATTLE 49*****

Huang Gai -
Rebel Force (x2)

Huang Gai is kind of strong, but there's just one of him, and you significantly outnumber his army overall. I'd say just beat up on him without sacrificing any TP or power pills.

Now attack Jin Du castle.

*****BATTLE 50*****

Sun Yu - 13027
Zhang Hong - 10763
Zhu Zhi - 10261
Rebel Force (x2)

These generals have huge armies. 2 are amazing fighters, 1 is an annoying tactician. However, with Bei Jied power pill attacks (on the tactician) and Bei Jied Shui Long uses, you should be able to take them down quickly. You might consider Ce Mian, just to avoid Ji Mian being used against you.

LOW LEVEL STRATEGY: You get a choice of attacking this castle from close or far proximity to water. Choose close if you have at least 2 good tacticians (or one tactician and Zhou Yun, for example) that you plan on using Hong Shui with); choose far (straight on) if your army count is too low and you believe a good Hong Shui could wipe you out. First round, have everybody cast Bei Ji on themselves, and hope that the enemy doesn't cast Ji Mian, or (just as bad in this case) Shui Jian reducing the effectiveness of water attacks. Second round, have anybody down below 1,000 men use Wan Fu on themselves, while all fighters should use power pills on Zhang Hong (and at least one on Sun Yu to ensure that he gets below 10,000) and all tacticians should cast Hong Shui. If all goes well and you get some luck, you will be making short work of this battle. If you have a lot of misses or run into Ji Mian, play conservatively. Focus on tactics while under Ji Mian, and have fighters defend or cast Wan Fu on anybody in perilous health.

Be very happy, for Jin Du is on your gullwing list, you can go to and from here easily. Heal now. Before talking to anyone, buy crossbows for everyone except Ma Chao and Bronze Helmets for everyone. Now talk to the soldier in the middle of the town to initiate a fight.

*****BATTLE 51*****

Lu Meng - 14333
Rebel Force (x3)

This is a strong general and even greater tactician. Use Bei Jei on everyone, then give him dose after dose of attacks. He may use Wan Fu, which would suck. Hope he doesn't! Don't use power pills except with Ma Chao, because everyone else has double attack weapons. Huo Shen wouldn't hurt. When you beat him he runs off, saying you're strong but Tai Si Ci is stronger. Phhtt you've beaten Tai Si Ci a few times already I assume.

Gull out of Jin Du to someplace where you can get power pills and more gullwings and come back. Head south of Jin Du to find a house. Attack the group of pirates inside.

*****BATTLE 52*****

Pirate (x5) - 10261

They have moderately high attacks, but will be wiped out in a few rounds of your strong attacks and dilligent tactic use.

Return to Jin Du and talk to a man who will give you Qing Long, another one of the 5 swords (and one of the 3 stronger types). Give it to your next best fighter after whoever has Nu Long.

When you feel you are ready level-wise (I suggest high 30s, like 36-37), start attacking the gates of Jian Ye castle. Ideally you will be 38 by the time you attack Jian Ye, which will put a number of your best officers over 10,000 men and give you a huge boost in attack. Those officers should get your best weapons.

*****BATTLE 53*****

Sun Yi - 15769
Rebel Force (x4)

Sun Yi has more men then any general you've fought thus far, and also a fairly high attack. But this is not a difficult battle. One Bei Ji on your best attacker, who will use a power pill to help get him below 10,000 should do the trick. Everybody else can just attack. Save your TP, unless you feel like taking trips back to the Inn at Jin Du in between these few battles.

Now the second gate...

*****BATTLE 54*****

Zhou Tai - 10763

Xue Zong - 9326
Rebel Force (x2)

Possibly even easier than the last battle, nobody here has either high strength or intelligence. Dispose of them as you see fit.

...and the third...

*****BATTLE 55*****

Sun Huan - 16540
Xu Sheng - 11289
Lu Ji - 11289
Rebel Force (x2)

Topping his relative Sun Yi, Sun Huan is now the general you've fought with the highest soldier count. His 215 attack is kind of scary as well. Xu Sheng is almost a match at 195. Fortunately this battle's tactician is a pushover. Use a combination of Bei Ji and power pills to reduce all generals to below 10,000 men, then kill them in top-to-bottom order.

Before taking on Jian Ye, you probably want to heal/save, and maybe even restock on power pills.

*****BATTLE 56*****

Tai Si Ci - 15769
Lu Sun - 11814
Rebel Force (x3)

Well, though you've probably faced both of these generals at random times before, this time they're together. These are the two best generals in Wu, in terms of Strength and Intelligence (respectively). At a high enough level though, they shouldn't worry you too much. It'll be a matter of the usual tactics. Bei Ji, use power pills, Huo Shen, etc...

After the start of the second part of the battle, you may want to cast Gui Huan so you can return, save/heal/restock, and then come back to Jian Ye.

Sun Quan - 19087
Rebel Force (x4)

Wow. Sun Quan is a monster. 228 strength with 240 AP to back it up, and plenty of men to keep him over 10K for a while. And, he has very high intelligence and some of our least favorite tactics like Ji Mian, Li Jian, and Yi Xin. So, start out with everyone using Bei Ji on himself. Your best tacticians should do a few rounds of Huo Shen, and everybody else should use any remaining power pills. This is honestly only hard if you didn't heal after the previous battle. If you didn't, you might find Sun Quan getting some heavy hits and possibly wiping out a few generals, but if you stopped halfway through, this should be OK.

Sun Quan's ambitions are foiled and he dies. Liu Bei now occupies Wu.

X. Wei

Enter Jian Ye, heal, save, and invite. Liu Bei says Cao Pi must die, and you should attack from "Jian Ye, northeast of here" which is an obvious mistake-you're in Jian Ye! Anyways, go to the weapon shops and replace your crossbows with Lances. Also give Nu Long back to Ma Chao. Do not buy the mail here for there is better armor at the next town. For now, just go outside to the east and wander around a bit. There are many new generals with armies reaching over 20 and 30K men, so you should definately do some leveling up. Generals to watch out for include Cheng Yu, Yang Xiu, Chen Qun, Cao Zhi, Xun Huo, and anybody else that can cast An Sha, Ji Mian, or even Wan Fu.

When you reach level 39, head east and north of Jian Ye for your next fight. Attack the gate.

*****BATTLE 57*****

Xia Hou Yuan - 11289
Rebel Force (x4)

Should be a relatively easy battle. He's got good attack but low men and only mediocre intelligence/tactics.

Now attack Guang Ling castle.

*****BATTLE 58*****

Zhang Liao - 13027
Cao Zhen - 10763
Rebel Force (x3)

This battle, though the opposing generals don't have too many men, is hard because they're BOTH strong warriors and elite tacticians, especially Zhang Liao. Bei Ji everyone and power pill Zhang Liao to death before he kills anyone with An Sha. If he does, don't worry about resurrecting, just kill the bastard. Cao Zhen can go next. Don't all out against these guys. I suggest using Shui Long once or twice with Bei Ji for ass-beating potential.

LOW LEVEL STRATEGY: You will be level 31 by this battle, so Zhu Ge Liang, Pang Tong, Lu Sun, or Zhang Zhao (all tacticians with 240+ intelligence) should have the final tactic, Ce Mian. As long as you maintain Ce Mian throughout this battle, you should be able to get away with anything and take your time killing these generals.

Enter Guang Ling castle and talk to the first person you see after the guard. This is Jiang Wei, a great tactician and good fighter, who gains men like all your other generals right now, and gets as many as Zhao Yun. He is so good that you could replace anybody with him. Give Chi Tu Ma to Jiang Wei. In the middle of a town, a tree sticks out on the side. Search there to find Bo Ye, another sword. It is not as strong as the first 2 you got, but still stronger than any generic weapons. Give it to Zhang Bao (assuming all your generals are over 10,000 now, you want to maximize damage output, so your two stronger swords should be on Zhao Yun and Ma Chao). Check in at the equipment shop and get Plate Mail for everybody. You're now done buying armor, as this is the best in the game.

Go back to Jian Ye and save. Build up to level 40. Heal, save, and continue past Guang Ling castle. You might consider getting some smoke pots. Oh and while fighting you should notice your health bars changed to a cool green. That's the last color. After a lot of walking you come to a gate.

*****BATTLE 59*****

Cao Zhi - 13665
Rebel Force (x4)

Eek! Cao Zhi has all the tactics we're scared of. But it's just him, and with a Ce Mian and some good hard hits, you should have him dead before he manages to do much damage.

Now attack He Fei fortress.

*****BATTLE 60*****

Cao Pi - 20020
Cao Ren - 14333
Xia Hou Dun - 13665
Rebel Force (x2)

Your first battle against the second hardest opponent in the game - Cao Pi. And, there's a very high chance you will be suprised as you enter the battle. So you're already starting a turn behind. The most important thing here of course is maintaining a consistent Ce Mian. If they don't use Shui Jian to protect against water tactics, then you'll want your best tactician (hopefully somebody with more intelligence than Cao Pi) using Shui Long. If they do, then use Huo Shen instead. Anybody carrying a legendary sword should also have Bei Ji on them. Take out Cao Pi as fast as possible, followed by Xia Hou Dun.

Gullwing first back to someplace with power pills so you can reload. Then gull back to Jian Ye, get more Elixer Ds and gulls, heal, and save. Get more smoke pots, because you've got to take that long hike again. This time we're going even further. Continue past He Fei fortress where you fought Cao Pi. Go across one bridge, then another, and then straight down. You will see a castle protected by some gates. Go in and attack!

*****BATTLE 61*****

Cao Xiu - 15034
Cao Chun - 13665
Rebel Force (x3)

Two of the lowliest Caos, they should not scare you! Their attacks are identical, take them out in any order and don't waste tactics or pill resources unless you really want some speed-up.

And the next gate...

*****BATTLE 62*****

Xia Hou Shang - 17349
Xia Hou De - 16540
Rebel Force (x3)

Nearly as easy as the last gate, this one has slightly more men and slightly more intelligent generals. Dispose of them as you did the last gate.

And now the well-fortified Ru Nan castle.

*****BATTLE 63*****

Cao Pi - 20020
Cao Zhang - 19087
Cao Ang - 18197
Xia Huo Mao - 16540
Rebel Force (x1)

Here's Cao Pi again, this time with a load of strong backup, including the 6th strongest general in the game, Cao Zhang. Yeah, that says something. You WILL be caught off guard in this battle, so you'll have a round of beating on you before you can even get going. Now on your first turn, everyone should use Bei Ji. Second turn, everyone attack Cao Pi with power pills except Jiang Wei, using Huo Shen or Shui Long (depending where you initiated the battle). This will probably bring Cao Pi down below 5K. Do one more power pill attack and one more regular on him to kill him. Hopefully he never An Shaed anyone. You should be strong enough to all out after this to finish them.

But wait! Si Ma Yi has arrived! And he's backstabbing Cao Pi! Sounds like a cool guy. Well, he kills Cao Pi and gives you his head. However, he says he claims Wei for his own, then does some crazy thunder on you, and you wake up in Jian Ye.

Heal, save, and go talk to Liu Bei. He says Guan Yu's other son found you unconscious and brought you back to Jian Ye. He says you should go to Chang Sha

to talk to him. So, do so! When you talk to him he says he knows Si Ma Yi's thunder tactic, and says the counter is to press up, up, down, down, left, right, up, down before the attack hits. Also restock on power pills here, and get everyone at least three of them. Now gullwing back to Jian Ye. Reload on gullwings and Elixer Ds.

Upon reaching Ru Nan, touch the castle from the left side, so you are away from the water, because Si Ma Yi can use Shui Long. When it starts, you will first have to counter the thunder. If you mess up you are returned to Jian Ye. So don't mess up. Now, the battle starts.

*****BATTLE 64*****

Si Ma Yi - 40972
Xu Zhu - 20020
Dian Wei - 20020
Rebel Force (x2)

You'll probly be caught off guard. Now, do a report on Si Ma Yi. He has 250 intelligence, so he will a) be able to hit any of your guys with his tactics successfully and b) it will be hard for you to hit him with tactics. He has Huo Shen and Shui Long, two tactics that hardly any of your opponents had before. He also has Bei Ji, so his attacks and tactics will be twice strength once he uses it. In addition, he has Wan Fu, and coupled with his 40K men, will mean a long, hard, tedious fight. And this isn't the only time you face him - you fight him 2 more times!

Begin this battle with Bei Ji on everyone. Now, focus on killing Xu Zhu, and then Dian Wei. Don't use power pills - save those for Si Ma Yi. You can use Huo Shen a few times, but try and save tactic points for healing. You will be healing often because Si Ma Yi loves to hit everyone for 4K damage with Huo Shen. Do power pil attacks on Si Ma Yi until you get him down to around or below 10K. But, if you are in range of killing him in just one more turn, start that turn with Jiang Wei using Ce Mian so Si Ma Yi can't use Wan Fu. That should work and have him dead.

Enter Ru Nan castle. Heal, and go to the weapon shop. Buy Steel Helmets for everyone. You're now done buying helmets as these are the strongest that are ever offered. Now go back to Jian Ye and restock on Elixer D's and Gullwings, and definitely get some Smoke Pots. Gullwing somewhere where you can buy power pills (Chang Sha works) and head back to Ru Nan. You are now about to embark on the longest journey between heal points in the game. Head down to the bottom-left of Ru Nan and go into the little niche in the mountains. A note before you go: try your best to conserve TP throughout the caves. There are two very difficult battles between you and the next inn.

On the first floor, follow the northern path going west. You will pass up a power pill on a southern branch (unless you really want it), and when you curve back around at the bottom, you will pass by a Bronze H (though that is more appealing as you can sell it for 3000). Continue on to the stairs down.

On the next floor, the only treasure accessible is a Smoke Pot (but the distance you would walk to it is longer than a Smoke Pot would even last... completely not worth it), so I suggest moving a tick left of the stairs and heading north. This leads you on a linear path for a couple small floors.

When you next have a choice of which way to go, first head south across the lava you can see. This leads you to a Legendary sword (Wan Sheng, one of the two weaker ones), a Plate Mail, and a Bronze Helmet. Collect them all, though if you're strapped for extra space for whatever reason, leave the Helmet behind. Return to the fork and head north. You will come upon some stairs leading down. Take them (note that if you'd continued west, you'd have found another set of stairs leading to the exact same connected floor). Go down and take the left-most of the 3 paths. You're now on your way to the second cave.

In the second cave, heading west takes you linearly to the next floor. At the first fork, head north to obtain the Halberd, the strongest weapon in the game. Because the AP & Str scales in Destiny of an Emperor are not linear, an increase of 10 between the best Legendary Swords and the Halberd actually results in attacks that are roughly 40-50% higher. Give the Halberd to your strongest, highest-manned, most-devoted fighter, in whose possession it will remain until the end of the game. This will likely be either Ma Chao or Zhao Yun. However, since Zhao Yun is also a master tactic user (especially compared to the average level-gaining general in a traditional DOAE final party), you may find him occasionally casting offensive tactics. This would be a waste of the Halberd's potential, which means Ma Chao is probably your best choice. If you're at a low level and Ma Chao is not yet over 10,000 men, give it to somebody else in the mean time.

Return to the fork that took you north to the Halberd. This time, move slightly west and then move south into a large room. East of this is a treasure trove that contains such valuables as a Plate M and a Steel H. Return to the last fork and go down the stairs.

On the next floor, head east until you see a couple diagonal paths. The first one going up leads you to Qing Guang, the final legendary sword (and one of the best!). Your main party of 5 should now have weapons with 250, 240, 240, 240, and 190 AP. If you're missing any of that, you might want to backtrack in this guide a little bit. That 190 should probably be paired with your character who is A) most likely to use tactics, and B) the weakest strength. Also, that person should PROBABLY have your Chi Tu Ma. It's always important to get that certain Ce Mian or Bei Ji off as quick as possible.

Head over to the next diagonal path, and within sight beneath you is a Gullwing if you need it. Else head up. Before reaching the next stairs you'll run over a chest with a power pill in it. Grab it if you need it. You can either take the stairs or first head east and collect an Elixer D. The rest of the cave is a linear path taking you out.

Shortly after leaving the cave you will come to a gate...

*****BATTLE 65*****

Niu Jin - 20020
Rebel Force (x4)

Niu Jin is strong, but not **too** strong. Try to conserve resources for the next fight. You can maybe afford one Bei Ji on your Halberd-wielder, just to speed things up.

...and Chen Liu Fortress

*****BATTLE 66*****

Si Ma Yi - 40972
Yang Xiu - 20999
Jiang Gan - 19087
Rebel Force (x2)

Uh oh. You may have all your tactic points, Elixer Ds, resurrects, power pills, and the best physical army in the land, but you're up against 2 generals with Wan Fu, Ji Mian, and Yi Xin. Plus, you're close enough to the water where Si Ma Yi can use Shui Long and the other two can use Hong Shui. You're in for a rough ride unless you play your cards right. Start with a round of Bei Jis on everyone except Jiang Wei, who should use Ce Mian. Gang up on Si Ma Yi with power pills until he is dead, and whenever Ce Mian runs out, use it again. When Si Ma Yi is dead, you can stop using power pills and Ce Mian. Take out Yang Xiu and then Jiang Gan. These two wont last long against an army of Bei Jied warriors.

If you still have at least 34 TP (enough for 2 Ce Mians), and 4-5 power pills, then go past the fortress and head north to Chin castle. Otherwise, strongly consider heading back to Ru Nan (or even doing the whole re-stocking routine, i.e. going elsewhere to get power pills) and heading back through the caves to get back where we are. Make sure your Halberd-wielder is maxed out on power pills.

*****BATTLE 67*****

Xun Huo - 25418
Li Dian - 23103
Wang Shuang - 20999
Rebel Force (x2)

Odds are you have between 20 and 40 tactic points left, 0-2 power pills left on any given man, and you don't want to face another guy with Wan Fu. Don't use any Bei Jis. Have your Chi Tu Ma user cast Ce Mian immediately. Hopefully you can sustain it long enough for your forces to attack Xun Huo (with your Halberd-wielder using power pills each round) before he gets the chance to Wan Fu himself. If that all goes your way, the rest of this battle is just a slug-fest between you and the two attacking generals. Take out Wang Shuang first as he is significantly the stronger.

In Chin castle you find out that Si Ma Yi controls a newly rebuilt Luo Yang castle. His very strong, intelligent sons are helping him guard it. Sounds like fun. Walk outside and you see a bridge built. You can go across it and wow! You're right next to Luo Yang castle! Don't fight yet. Gullwing to Chang Sha or Chang An and fill up on power pills - 4 to 5 each for your very best fighters, while anybody else should have a mix of resurrects and Elixer D's.

Go to Xu Zhou to save. This is the closest place on your gullwing list that can attack Luo Yang - the path from Yang Zhou has been blocked off.

Now head back and launch your assault against the "million men" that Si Ma Yi defends Luo Yang Castle with.

*****BATTLE 68*****

Dian Wei - 20020
Hou Cheng - 18197
Liu Ye - 16540
Rebel Force (x2)

Dian Wei's attack is high, and Hou Cheng's is respectable, but honestly, by this point in the game you are such a high level and have really nothing to lose (you are mere steps away from a cheap place to heal). Go all out, have some fun.

NOTE: Dian Wei can be recruited in Wei after you fight him with Si Ma Yi. If you do so, Dian Wei will not be present for this battle.

One down...

*****BATTLE 69*****

Liu Dai - 26661
Chen Qun - 24233
Lu Wen - 22026
Rebel Force (x2)

Chen Qun is a somewhat dangerous tactician, so you'll want to do the Bei Ji routine and gang up on him. Afterwards, all-out.

...one to go...

*****BATTLE 70*****

Le Xin - 29332
Wang Can - 26661
Mao Jie - 24233
Rebel Force (x2)

Le Xin and Mao Jie are the epitome of Wei's mediocre generals, while Wang Can is similarly a very unspectacular tactician. You're gonna be healing after this battle anyways... just all-out, honestly.

That last battle was the last meaningful experience points you'll get in this game from story-related elements. If you are not level 50 but you feel like being as strong as possible, consider leveling up in Wei for a little while.

Protip: At level 50, go to Ji Zhou castle, walk around the outside to the back, and talk to the man in the house to automatically be put to level 51 - the highest level in the game! Zhang Bao's soldiers will increase to the highest known in the game, even higher than Si Ma Yi's!

Alright then. Heal and save at will, and come back to Luo Yang castle when ready to meet your final matches!

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*****FINAL BATTLE PART 1*****

Si Ma Shi - 27965
Si Ma Zhao - 30767
Rebel Force (x3)

Alright... let's see. Si Ma Yi's two loving sons which he seems to have raised well, because they're both very bright people. And they even try to taunt you into submission before every attack of theirs. What a nice thing to teach your kids.

Begin the battle with Jiang Wei using Ce Mian and everyone else using Bei Ji. Each time Ce Mian runs out, use it again. These generals are dangerous and not afraid to use An Sha and Wan Fu. You will not need tactic points for anything but Ce Mian, because if you gang up on the two generals one at a time with power pills, you can get them dead very quickly (Ma Chao will be doing insanely high amounts of damage). I really doubt you can get into a very big predicament fighting them, though I could be wrong. If Ce Mian runs out for a short space and you get really unlucky, they could squeeze in Ji Mian and An Sha, significantly worsening your day.

When they're gone, you know it's not finished yet because you haven't fought Si Ma Yi. And here he is...

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Si Ma Yi says its his destiny to rule, and you can't prevent. Well you can, just not in your tacticleless condition. Though it may not seem like it, you can run from this battle. Either do that or use the Gui Han tactic. Fill back up on power pills, heal, save, and come back. Now, you will not have to fight his sons, just the battle against Si Ma Yi and his henchmen.

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*****FINAL BATTLE PART 2*****

Si Ma Yi - 40972
Yu Jin - 30767
Wei Xu - 27965
Cheng Yu - 24233
Xu Zhu - 20020

Alright, going into this battle, you should be confident, since you've taken on all the other foes this game could throw at you, and you outnumber your foes roughly 5:2 if you're on level 51. You also have the superior brains. Though they may have infinite TP, you know how to use them better. So, try not to get frustrated if you get An Sha'd or repeatedly Huo Shen'd when Si Ma Yi is Bei

Ji'd. Just know that you're superior to these punks.

Kick it off with a round of Bei Ji. Wittle down Cheng Yu until he is dead - he is the most dangerous, with An Sha in his arsenal. When he's gone you can worry a bit less and focus on getting the fighter generals out of the way. If at any time someone dies, use 2 Elixer D's and 1 Jin Xian, to get them back up over 10,000 and repeat this if they fall back under. You should be able to successfully revive 4 people if everyone has 1-2 Elixer D's.

When only Si Ma Yi is left, spend a few turns attacking, and defend for however long necessary if he uses Ji Mian. If you get him down to about 15K, Jiang Wei should use Ce Mian followed by everyone else attacking with power pills. Odds are this will kill him. If you accidentally get Si Ma Yi to low on health and he gets a chance he will Wan Fu and be fresh as new. And he will barage you with Huo Shen a lot. Hopefully you get him down to the right health and can finish him, because you only have so many power pills and TP until you're a goner. If you win, he has some last sentiments, and then he dies. Yay. Congratulate yourself. Kiss the nearest person. No more fighting. Now its time for the ending pieces.

LOW LEVEL STRATEGY: You should only be on level 39-40, depending on how you played the game, so you are in fact quite heavily out-numbered. Ce Mian is your friend - cast it right away and maintain it throughout. Si Ma Yi is currently the most dangerous to you, as Bei Ji'd Huo Shen hurts a lot worse when you only average 12,000 men per general. Once you've used your power pills to finish off Si Ma Yi (hopefully within the span of a working Ce Mian barrier, and also hoping that Si Ma Yi didn't get a chance to cast too many Bei Ji's on other generals), shift your focus to Cheng Yu. When he is dead, hit up Xu Zhu, then Yu Jin, then Wei Xu. If you're feeling lucky, all-out for a stellar finish :D

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The music changes to that of victory. Ahhh it sounds so sweet. Enter Luo Yang and gaze upon its majestic looks as a newly rebuild city. Everyone is talking of peace and happy things. Go to the scribe and invite Liu Bei in. If you want to fight Si Ma Yi again, don't save.

Enter the palace. Talk to Liu Bei and hear his final speech:

"Zhang Bao, Zhao Yun, Jiang Wei, Guan Xing, Ma Chao, Zhu Ge Liang, Huang Zhong, 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 the peace again."

Now its time for the credits! Yippee! We get to see lots of clips of Liu Bei, Guan Yu, and Zhang Fei in many places they never were together to some funky music. Woohoo! Between each scene are some names, and portraits are displayed of characters. Capcom thanks you for playing at the end. Pat yourself on the back, give yourself a high five, whatever. You just beat on of the coolest RPGs ever.

Now try the sequel, Destiny of an Emperor 2! Much more faithful to the Romance of the Three Kingdoms storyline, it is another epic and gratifying RPG experience. It's a little slow-going, but once you get Chi Tu Ma, movement speeds up significantly. That's all I'll say here - see Lord Yuan Shu's guide for the most in-depth explanation of everything Destiny of an Emperor 2 related.

 Appendices

 XI. Characters & Generals

Main Characters:

Name	Strength	Intelligence	Men	Note
Liu Bei	180	225	314	Leader of your army, stops fighting to rule.
Guan Yu	245	180	Grows	Mighty warrior in your army for long time.
Zhang Fei	250	75	Grows	Second strongest fighter in the world.
Zhang Jiao	93	136	346	Leader of the Yellow Scarves rebellion.
Lu Bu	255	72	439	Strongest fighter in the world, also a dangerous traitor.
Dong Zhou	162	72	439	Cruel ruler who burnt Luo Yang to the ground.
Yuan Shu	142	152	899	Tries to make himself emperor, fails
Yuan Shao	170	140	1754	Mighty brother of Yuan Shao
Zhao Yun	245	216	Grows	Your best warrior at end game
Huang Zhong	235	147	Grows	Old yet strong and wise fighter
Pang Tong	99	240	3765	One of the greatest tacticians ever to live. You find him in the fields of Jing Zhou.
Zhu Ge Liang	122	255	Grows	Greatest tactician in the world
Ma Chao	245	162	Grows	Almost as strong in battle as Zhang Fei
Guan Xing	237	175	Grows	Guan Yu's powerful son
Zhang Bao	240	150	Grows	Zhang Fei's mighty son
Sun Quan	228	207	19087	Assassinates Sun Ce to rule Wu
Jiang Wei	204	225	Grows	Great tactician/fighter, joins you in Guang Ling castle in Wei.
Cao Pi	216	204	20020	Devious ruler of Wei.
Si Ma Yi	180	250	40972	Kills Cao Pi to rule Wei

Other Generals:

Name	Strength	Intelligence	Men
Bao Long	126	63	1255
Bu Xi	124	192	7003
Cai Yong	117	180	380
Cao Ang	180	84	18197
Cao Chun	168	48	13665
Cao Ren	180	156	14333
Cao Xiu	168	108	15034
Cao Zhang	242	168	19087
Cao Zhen	192	192	10763
Cao Zhi	132	220	13665
Chen Deng	94	157	153
Chen Ji	85	47	531
Chen Jiao	48	192	11841

Chen Lan	76	57	460
Chen Qun	72	228	24233
Chen Wu	161	115	5014
Chen Ying	136	42	1197
Cheng Yu	148	216	24233
Cheng Yuan Zhi	85	68	195
Dian Wei	222	48	20020
Ding Feng	120	184	15769
Dong Min	72	36	380
Fa Zheng	66	198	2965
Fan Zhang	185	90	4780
Fen Chou	153	36	399
Gao Lan	100	60	942
Gao Pei	172	88	2827
Gong Zhi	94	157	1197
Gu Yong	127	184	5014
Guan Ping	200	137	418
Guo Ji	128	72	418
Guo To	180	90	1317
Han Dang	180	115	5516
Han Xian	114	38	585
Han Xuan	136	126	1519
Han Zhong	80	30	204
Hou Cheng	192	108	18197
Hu Zhen	90	45	299
Hua Xiong	162	36	439
Huang Gai	217	103	9326
Huang Quan	66	165	2695
Huo Hu	80	175	236
Ji Ling	192	47	613
Jia Xu	18	220	418
Jiang Gan	136	180	19087
Jin Xuan	147	42	1317
Ju Shou	40	180	1449
Kan Ze	160	199	5259
Le Xin	168	72	29332
Lei Bo	142	76	643
Lei Tong	184	88	3110
Leng Bao	180	99	2024
Li Dian	156	108	23103
Li Feng	76	57	557
Li Jue	120	72	399
Li Ru	18	200	362
Li Su	99	45	299
Li Yan	90	160	2827
Liang Gang	85	28	506
Liang Ji	85	76	643
Ling Tong	161	103	5516
Liu Ba	99	176	2569
Liu Dai	168	84	26661
Liu Du	126	157	1672
Liu Feng	187	162	399
Liu Kui	110	110	3262
Liu Xun	132	99	3110
Liu Yang	126	126	1381
Liu Ye	60	180	16540
Liu Zheng	110	110	4142
Lu Fan	76	161	817
Lu Guang	160	50	1037
Lu Ji	57	161	11289

Lu Meng	130	225	14333
Lu Sun	215	240	11841
Lu Wen	168	132	22026
Lu Xiang	150	50	942
Ma Dai	225	175	3110
Ma Liang	59	211	1449
Ma Su	138	195	1754
Ma Yan	90	80	942
Ma Yuan Yi	76	34	177
Mao Jie	132	72	24233
Meng Da	154	132	3589
Mi Zhe	73	157	161
Niu Jin	204	36	20020
Pang De	212	200	2965
Shen Rei	60	130	1255
Si Ma Shi	192	220	27965
Si Ma Zhao	180	232	30767
Song Ren	80	100	110
Song Xian	168	60	13665
Song Yong	60	40	104
Sun Huan	215	115	16540
Sun Yi	172	46	15769
Sun Yu	210	180	13027
Tai Si Ci	230	123	15769
Tao Qian	90	160	2226
Tian Feng	120	160	1141
Wang Can	36	204	26661
Wang Gui	110	40	346
Wang Lei	135	132	2827
Wang Shuang	216	48	20999
Wei Xu	180	84	27965
Wei Yan	228	136	1317
Wen Hun	190	40	1449
Wu Fan	69	184	5014
Wu Lan	180	99	2965
Wu Yi	176	143	3589
Xia Hou De	168	132	16540
Xia Hou Dun	204	192	13665
Xia Hou Mao	180	84	16540
Xia Hou Shang	156	144	17349
Xia Hou Yuan	204	168	11289
Xing Dao Rong	168	31	1519
Xu Huang	216	108	18197
Xu Rong	90	117	314
Xu Sheng	195	103	11289
Xu Shou	40	170	1255
Xu Zhe	73	220	643
Xu Zhu	228	24	20020
Xue Rong	69	115	9326
Xun Huo	72	228	25418
Yan Liang	180	40	1381
Yan Yan	207	154	3262
Yang Huai	165	99	2965
Yang Jin	125	40	247
Yang Ling	168	42	1197
Yang Xiu	124	228	20999
Yu Jin	200	48	30767
Yuan Shang	170	140	1672
Yuan Tan	160	130	1594
Yuan Xi	140	120	1519

Yuan Yin	133	142	643
Zhang Bao	68	144	299
Zhang Hong	113	211	10763
Zhang He	210	150	1317
Zhang Ji	147	36	362
Zhang Liang	102	34	259
Zhang Liao	232	216	13027
Zhang Ren	207	165	3262
Zhang Xun	183	28	675
Zhang Yi	100	90	989
Zhang Zhao	140	240	8082
Zhao Fan	136	105	1594
Zheng Mao	93	34	153
Zhou Cang	215	85	506
Zhou Chao	140	20	346
Zhou Tai	180	45	10763
Zhou Yu	195	230	6365
Zhu Zhi	210	95	10261

XII. Equipment

Armor:

Name	Cost	Defense	Found at:
Robe	100	20	Xu Zhou
Leather	300	35	Xu Zhou, Chang An, Yuan
Padded	800	45	Yuan, Nan Yang, Bo Hai, Ji Zhou
Ring M.	2000	50	Chang Sha, Fu Shui
Chain M.	4000	70	Cheng Du, Jin Du
Splint M.	10000	85	Jian Ye
Plate M.	30000	100	Guang Ling, Ru Nan

Helmets:

Bandana	50	10	Xu Zhou, Chang An
Cap	150	20	Chang An
Hood	500	40	Nan Yang, Bo Hai
Wood H.	1000	60	Bo Hai, Ji Zhou, Chang Sha
Copper H.	2000	70	Fu Shui
Bronze H.	4000	80	Jin Du
Iron H.	15000	90	Jian Ye
Steel H.	40000	100	Ru Nan

Weapons:

Name	Cost	AP	Found at:
Dagger	50	10	Xu Zhou
Flail	100	15	Xu Zhou, Chang An
Ax	200	20	Chang An
Club	500	30	Chang An, Yuan, Nan Yang
Spear	1000	50	Bo Hai
Saber	2000	70	Ji Zhou
Bow	4000	80	Chang Sha, Fu Shui
Trident	-	100	Nan Yang, hidden on the top-right of the water

Sword	6000	120	Fu Shui, Cheng Du
Battleax	10000	140	Cheng Du
Scimitar	20000	150	Jin Du
Crossbow	45000	130	Jin Du, Jian Ye
Lance	65000	170	Jian Ye, Guang Ling, Ru Nan
Bo Ye	Found	190	Below a tree in Guang Ling castle
Wan Sheng	Found	190	Cave in Wei
Nu Long	Found	240	South of the exit at Wu's mountain pass
Qing Long	Found	240	Defeat the brigands south of Jin Du castle
Qing Guang	Found	240	Final cave past Ru Nan
Halberd	Found	250	Same cave as Qing Guang

XIII. Items

Bought Items:

Name	Cost	Use
Elixer A	20	Recovers 100 Soldiers
Elixer B	50	Recovers 500 Soldiers
Elixer C	200	Recovers 1,000 Soldiers
Elixer D	500	Recovers 4,500 Soldiers
Gullwing	100	Fly to a main city
Power Pill	50	User does an attack of 2x dmg in battle
Resurrect	100	Revives general along with 400 men
Steed	200	Help sway general's into joining you
Smoke Pot	200	Avoid enemies while traveling for short time

Found Items:

Name	Where	Use
Chi Tu Ma	On a square 8 spots west and 1 south of Fan Shui Guan fort	Rider gains passive increase in agility
Gold Key	Cave before Lou Yang	Open trap door to get Gemsword
Gem Sword	House in Lou Yang	Sway Lu Bu into joining you
Intro Letter	Chen Cang fort	Talk to Shui Jing in his house for good tips
Gunpowder	Bo Hai castle	Destroy blocks by Xu Zhe in cave west of Bo Hai
Silver Key	Nan Yang, 4K to buy	Open cell where Zhou Yun's sister is held
Zhou Letter	In fort where Zhou Yun's sister is captive	Convince Zhou Yun to join you
Iron Ore	Mt. Gang Tai in Shu	Give to swordsmith for him to make best weapons

Deadwood	By tree in Jian An	Man in Jian An castle in Wu uses this and Saltpeter to make explosive to let you pass through Jian An
Saltpeter	Cave in northwestern Wu (west of bridge by Gui Yang castle)	Used with Saltpeter

XIV. Tactics

Fire Tactics:

Name	TP	Level	Effect
Lian Huo	2	2	Attack enemy for about 40 damage
Ye Huo	4	8	Attack enemy for about 100 damage
Yan Re	6	14	Attack all enemies for about 200 damage
Da Re	8	22	Attack enemy for about 1000 damage
Huo Shen	12	30	Attack all enemies for about 2000 damage

Water Tactics:

Name	TP	Level	Effect
Shui Tu	3	4	Attack enemy for about 80 damage
Shui Xing	6	10	Attack enemy for about 120 damage
Shui Lei	8	15	Attack all enemies for about 200 damage
Hong Shui	12	21	Attack all enemies for about 1500 damage
Shui Long	15	29	Attack all enemies for about 2500 damage

Healing Tactics:

Name	TP	Level	Effect
Chi Xin	3	5	Heal one ally for about 90 soldiers
Tong Xian	5	13	Heal one ally for about 200 soldiers
Yin Xian	10	16	Heal all allies for about 900 soldiers
Wan Fu	10	23	Heal one ally's soldiers completely
Jin Xian	4	28	Heal all allies by about 5000 soldiers

Miscellaneous Tactics:

Name	TP	Level	Effect
Wuo Jian	4	3	Fire attacks do half damage
Cheng Nei	5	6	Reduces the defense level of a castle
Qi Shou	4	7	Raise targeted general's agility
Shui Jian	3	9	Water attacks do half damage
Jie Ce	5	11	Undo any status changes caused by enemy tactics
Ji Rou	5	17	Enemy attacks do 1/2 damage
Yi Xin	5	18	Targeted general will not be able to do commands
Bei Ji	8	18	Increases attack power of one ally
Li Jian	6	20	Targeted general attacks himself and/or his allies

Fu Bing	6	12	For a short time, user will do extra attack of 1/2 damage each turn on a chosen General
Ji Mian	7	24	Enemies' attacks do nothing
Tui Lu	5	25	Retreat from battle
Gui Huan	6	26	Teleport instantly to palace where Liu Bei is
An Sha	10	27	Behead an enemy general (instant kill)
Ce Mian	17	31	Enemies cannot use tactics for a few turns

XV. Experience Levels

1	-	18	13547	35	181060
2	20	19	17040	36	202073
3	50	20	21232	37	225188
4	95	21	26263	38	250614
5	162	22	31797	39	278583
6	263	23	34884	40	309349
7	404	24	44579	41	343191
8	602	25	51944	42	380417
9	897	26	60045	43	421365
10	1267	27	68956	44	466408
11	1811	28	78759	45	515956
12	2518	29	89542	46	549978
13	3438	30	101403	47	627686
14	4634	31	114451	48	687775
15	6189	32	128730	49	750868
16	8210	33	144591	50	817116
17	10636	34	161957		

XVI. Game Genie Codes

Code	Effect
AEKPZZGT	Buy 300 provisions for no money
AEKPIYZ + AEKPTZAP	Buy 30,000 provisions for no money
AENLULZL	Dagger costs nothing
AEVLKGZL	Bandana costs nothing
AENUKLGT	Flail costs nothing
AEXLXGGT	Robe costs nothing
AEXUOKGZ + AEXUXGPA	Leather costs nothing
AEUUXLGP	Elixir A costs nothing
AEXUVLGT	Resurrect costs nothing
AEXLVUEG	Steed costs nothing
AEUKUEG	Gullwing costs nothing
NNVUUAOV	Main character (Liu Bei) starts with 255 Intelligence (instead of 225). Also, T.P. (Tactical Points) goes up.
AEKPLZLA	Buy 3,000 provisions for \$232
AEKPLZLA + AEKPGXET	Buy 3,000 provisions for free

XVII. Version History

April 25th, 2003: Guide started, with progress tracked on Classic Gaming Entertainment (my old site).

May 21st, 2003: Walkthrough portion completed.

June 6th, 2003: Appendices added. Guide v1.0 submitted to GameFAQs.

October 20th, 2008: Many corrections made, especially to battle numbering. Specific directions added for more caves. Formatting improved all around, with more paragraphing and better line-breaking technique. Detailed information about TP and MTP, thanks to kongming.net has been added. Version 1.1 submitted to GameFAQs.

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