

Romance of the Three Kingdoms VI FAQ

by ReVeLaTeD

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Digital Legacy, Inc. Presents...

ROMANCE OF THE THREE KINGDOMS VI

A Sony PlayStation Strategy Game by KOEI Corporation.

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(PS. No there ain't no fancy artwork. It's not the drawing that counts, it's the content.)

{{{EDITOR'S ADDITION, dated 11/08/00:

This file is best viewed using WordPad. If you are unable to download it, I apologize for the Item List. If you would like a cleaner version of that list, please go to <http://www.QuantumIRC.net/RTTK/> . I have an HTML version as well as a Microsoft Excel version you may download. Thanks.}}}

Updates

10/09/00: Enhanced information for Short Scenarios.
Cleaned up encoding.

10/24/00: Added Advanced War Strategy section.

11/08/00: Added Troop Types section.

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|||_INTRODUCTION_| (excerpt from KOEIgames.com)

RTK6 gives players the opportunity to build, manage and control an ancient Chinese fiefdom while interacting with and directing the actions of characters from the famous Romance of the Three Kingdoms epic. The goal is to unify the charred remains of this fragmented, war-torn land into a single empire stretching across the continent.

|||_NOTE FROM THE EDITOR_|

This is a unique game in that it is not traditional role-playing. Essentially, you are putting yourself in the role of a ruler (one of many) of the Han Dynasty of China. There are stories and books related to this warring era, but to put it in a nutshell, each ruler wanted the same goal: to conquer the other warring rulers and unite this area of China. It's not an easy task either. As ruler, you must not only see to your capital city, but also

each individual city you govern. To increase your boundaries, you must go to war and take over each city by force. Once you take a city, it's yours until someone goes to war against it and takes it back. What's more, you must also maintain amicable relations with some of the stronger lords nearby, so that they do not attack you until you are ready to wage war with them. You must see to it that your people remain happy, for if their support of you drops, so does your number of soldiers. You must make sure that your crops remain well tended, or your soldiers/people will not have food, and without food, they will starve and die. You must see to it that taxes are collected appropriately;

without money, you cannot buy what you need, such as the manpower to build up your city, and soldiers. All this on top of war strategy in battle and learning the gaming system, so that the computer fails. An intense game, yet one that will have you occupied for many a day. It is recommended that you play RTTKVI with a friend, fighting side-by-side as you wage war against China. It adds a completely different dimension to the game altogether. Or, you can go it alone, knowing that everyone is your enemy. In any event, RTTKVI is more challenge than you can bargain for. Enjoy.

||||_GENERAL INSTRUCTION_||||

Because of the sporadic nature of RTTKVI, it's difficult to create a walkthrough. You can basically determine the course of the game through your actions, which means you can expect a different game every time. This is what creates its replay value. But here are some things to help you decide what you should do and the best course of action to get started with this game.

First of all, you have to decide which scenario you wish to start in. The challenge increases slightly depending on which scenario you decide to start in, but not significantly. The challenge is more demographic rather than overall. In other words, it will be harder to maintain your cities, but not necessarily war. For the first time around,

it's best to pick one of the earlier scenarios. I'll use Full Scenario: The Yellow Turbans

for my future examples.

A switch to this game is that you can play freestyle (Full Scenario) or for a targeted goal

(Short Scenario). The catch 22 for the Short Scenario is that you MUST do what the game requires in the amount of time required, or you lose. What's more, you can't do all you'd like to do. The upside to this is that you can get a feel for the game and its features more quickly than if you started in Full Scenario. Both of these types are outlined below in Scenario Information.

Now that you've selected which scenario you'd like to start, you'll need to decide whether you'll use China's heroes/villains, or if you'd like to create a faction of people of

your own. Creating your own people adds a personal dimension to the game that most (myself included) find irresistible. The heroes/villains are also outlined below, in Scenario Information.

If you select to use one of the pre-created characters, you'll have to begin with the city that's already pre-assigned to them. If you use your own created characters, you'll be able to place your city in one of the free cities. These are outlined below in Scenario Information.

If you select to create your own people, you'll need to go back to the Main Menu and go to "New Officers". This screen will allow you to custom build your people from the

ground up. This procedure is found below, under "Custom Officers". From here, you can create them by name, assign them an innate dream, and even set their statistics. You can create up to 30 of these characters; however, keep in mind that you may only use 11 when you first start: you, the ruler, counts as one, and then 10 others. If you wish to use more, you'll need to create a family tree, which will be explained later. After you've selected your scenario and your characters/starting city, you're ready to set your options. Make sure you pay close attention to these; they can affect your game drastically if not set correctly.

First is Mode. This can be either "Historical" or "Fiction", depending on your preference.

- "Historical" Mode: All characters in the game are as they were in history. They will act exactly as history records them to be. Family relations are the same. Scenes will envelop actual events from the game.

- "Fiction" Mode: Characters in the game act upon random ideas. They may choose to act in a way totally abstract from history. In addition, family relations are severed, and historical friendships are broken. There are subcategories with "Fiction" mode that let you determine which is to be Historical and which is to be Fiction. This lets you customize your game more closely.

1. Family: Family Relations can be Historical (as they happened in the actual history), or Fictional (meaning there are no children and there are no parents, just a bunch of warlords and advisors)

2. Personal: Affects the person's personal beliefs and abilities. If Historical, everything will be as it was set to be. If Fictional, the Dream and will be randomly issued.

3. Compat. (Compatibility): Affects how well people get along with each other. For example, in the history books, Liu Bei and Sima Yi were never buddies. They were always on opposite sides. If this is set to Fictional, they could theoretically be on the same team and never have a second thought. If this is set to Historical, and you have one in your army, chances are high the other will not join.

4. Special Ability: Affects your person's use of their Duel Tactics. If set to Fictional, their Duel Tactics will be randomly generated each time. If set to Historical, their Duel Tactics will be as they should be.

5. Item: Affects the location and possession of items in the game. Normally, there are certain people who automatically start with certain items, and others must be found by searching. If this is set to Fictional, anyone could start with any item, at any time. If set to Historical, everything will be in its proper place.

6. Anti: Affects the feelings of one empire vs. another. For example, Liu Bei and Sun Ce might have had an alliance, but Liu Bei and Cao Pi never did. Cao Pi's Anti, or his ill feelings, would always be high towards Liu Bei. If Anti is set to Fictional, nobody's Anti goes up unless provoked. If set to Historical, each person despises the proper people at the proper time.

"Level" sets the level of difficulty for the game in general. Beginners means the computer is basically a pushover; Advanced means they'll be out for your tail if you slip up.

"Saved Officers" lets you determine whether or not custom characters will appear in this game. If you didn't create any officers, you don't need to worry about this one. If you have set up family relations, you'll need to set this to Appear, or they won't ever come

of
age and join you.

"Foreign Battles" lets you determine whether or not you want to watch the battles the computer has amongst itself. Sometimes these battles can be long and boring; sometimes they add insight for war strategy. It's up to you.

"Sound" lets you set the sound for the game to Stereo or Mono. For some reason, it sounds better Mono.

"Emissary Animation" lets you either watch the little horse gallop to each distant land as people use diplomatic meetings with one another, or just show the words telling what happened in each diplomatic mission. It's not long, but the galloping gets annoying after awhile.

"Message Speed" is just that - the speed of the messages. Short, Normal, or Long are the settings.

Once you've set your custom settings, you're ready to begin your reign. The first thing you should pay attention to is your city. Make sure it is well constructed and taken care of before you do anything; that way, if anyone retaliates against your offense, you will be better equipped to counterattack or defend.

A short explanation of the menu system and the screen in whole:

In the upper left of the big window, is the name of the city you occupy. This is your capital city for now. As the game progresses, you can change where your capital resides, so long as you own another city to transfer it to. Directly to the right of the city

name is the name of your ruler, next to a small shield. The shield means that the person's name who is displayed is the Protector of that castle. In other cities you own, the protector should be the person who is most expendable; chances are they won't be able to go to battle as much as others.

Directly below that, in this order, are your Population (multiply the number by 100 to get the actual number, or just add 2 zeros to the end), your Farming Level, your Commerce (Taxes) Level, and your Public Safety (public happiness). Your Farming Level affects how much food you get at harvest time, which is about July. Your Commerce Level affects how much money you collect from your people, which is in January. Your Public Safety affects how many people feel comfortable living in your city, as well as increasing the other three stats. You should strive to get your Farms and Commerce as high as possible.

Farms, Commerce, and Public Safety can be built up fairly quickly. Each level can be assigned 3 people to do the task. These three people will be responsible for its upkeep as well as its protection, so for Farms and Commerce, assign people with higher Politics and Intelligence. For Public Safety, assign people with higher Power and Leadership. Directly below these stats, in the left column, are your Footsoldiers, Cavalrymen, Mountaineers, and Naval units. In the right column are your Tribesmen, Armored Horsemen, Shanyue, and Total Troops. Footsoldiers are best on flat plains, but are good all around. Cavalrymen are good on flat plains, but have trouble on mountainous areas and water. Mountaineers are designed for mountain travel, but are slow. Naval units perform best in rivers and water areas, and are not as strong on land or mountains. Tribesmen are skilled fighters, but cannot move great distances. Armored Horsemen are the most powerful type, but are virtually too slow on mountains. Shanyue are good fighters, but can only be found in one kingdom, and Total Troops sums all of the troop types up and gives you a broad figure. Again, multiply the troop numbers by 100 to get the actual number of men for each type, or just add 2 zeros to the end of the number.

The next column is for your officers. RO is for Recruited Officers, or the total number of

officers in that particular city. VO is for Visiting Officers, or Officers that are not a part of your kingdom, but are potential to be recruited.

AO is for Active Officers, or officers that are available to perform a task.

For AO, once you've assigned an officer to do a task, they are too spent to do any more work; thus you must wait until the following month if you have another task for them to accomplish. This adds to the challenge, because sometimes you will not be able to complete all that you have to complete in one month, but spread across a few months instead. Also, do not confuse "Task" with "Assignment". A "Task" is like a quickie; it is a one-word job that you have them do. Some examples are Searching for one month, Selling food, buying food, diplomatic missions, hiring Visiting Officers, buying troops, etc. an "Assignment" is anything the officer is assigned to do for more than one month. Some examples are Long-term Searches, Hiding in an enemy city, etc.

Energy is another factor to be considered. The energy level determines how much an officer can do before he/she needs rest. It starts at 100, then decreases depending on what the officer is doing and how much of it he/she is doing. For example, if you buy troops with a particular officer, that officer's Energy will go down by 30. Plus, since it is

a Task, he/she will not be available to do anything else until the following month. Pay close attention to their energy level; if you're not careful, and your officers are too low in

energy, and you are attacked, the enemy can rout your army without even breaking a sweat. It's also balance, because even though the energy goes down as you perform Tasks, it also increases as the months pass. For each month, you receive 20 Energy points back. So if you spent 30 buying troops, and then wait until the following month, and get 20 back, you'll only be down to 90, instead of 70. Knowing this, you can be better aware of the Energy levels and more carefully determine priority of Tasks.

The smaller window to the right contains vital information about your kingdom as a whole. The upper left is your flag, and the month/year. To its right is the season, and believe the flag is the name of your ruler. Below the ruler name, in this order, is your Total Gold, Total Food, and Total Troops. These Totals are all-encompassing; they apply to the sum of your stats for each city. Each individual city does not keep its own stock of food and money; it is all kept at the capital city as a total. Each harvest and each tax season, the money and food are accumulated at the capital. This is good, because if an individual city is overtaken, you will not lose a good portion of your supplies. The Total Troops shows you how many total soldiers you have across all of your cities. This is good to be able to match yourself up against your adversaries. Keep in mind, that the soldiers ARE in the individual cities; unlike the Food and Money, they can be captured by the enemy.

To the right of the ruler name, is the name of your capital city. This may change depending on whether or not you move capitals, which will be explained later. Below this, in this order, are your Intelligence Level, Public Relations Level, and Draft Potential. Intelligence Level will determine how much crucial information about your enemies you are able to gather. Also, it is vital to protect your cities from surprise attacks. This number has a max of 20, and goes up depending on how many Spies you have assigned. You can assign a total of 3 spies, and they should be of high intelligence, or your Intelligence Level may not hit the max of 20, which could allow a surprise attack by a resourceful enemy. Your Public Relations Level, in laymen's terms, is how popular you are in China. It has a max of 100, and the higher it is, the easier it is. Also, it affects how the Emperor looks upon you for jobs and promotions. Draft Potential tells you how many soldiers (multiply by 100 to get how many) you can draft, based upon how many cities you have and the total population of all of them combined.

||||_THE MENU_||||

Now that you have a better understanding of the windows and its contents, let's explain the menu.

|Civil|

This is where you set your people to work on your Farms, Commerce, and Public Safety. Again, up to three officers can be assigned to each task, and the more you assign, the faster the level increases.

|Army|

This is where you do all of your military planning and setup. Subcategories are:

War: Lets you initiate a battle with an enemy. You'll pick the officers going to battle, the number of soldiers for each, and the type of unit. Then you'll pick your target, and attack. War takes 30 energy.

Aid: Let's you send help to a unit that has already been sent to battle. This gives your kingdom a slight advantage in numbers. The kingdom you want to help must be directly next to the kingdom you send help from.

Drft: Lets you draft soldiers for your team. You'll pick the person to do the draft (should have high leadership) and then the type of unit you wish to buy. Takes 30 energy.

Raid: Raid the people of your town for food and money. This option should ONLY be used if you are totally broke and have no other way of getting these resources. Once you do it, your PR goes down, as well as your Public Safety, which goes down to near zero. How much you get depends on the Power of the person doing the command.

Trap: Set up traps around your city. This helps if your enemy is a constant attacker; you can set a number of traps to lower enemy numbers. Each trap costs money, so be careful.

|Move|

Lets you move Soldiers, Officers, or both to another city of yours. You can only move Officers and Soldiers to an adjacent city, but you can move soldiers anywhere as long as you have ties to the city.

|Dipl|

Contains all of your diplomatic commands. Subcategories are:

Ally: Lets you ally with another kingdom. In an allegiance, you can ask their assistance in battle, and in turn assist allies who are being attacked.

Jnt: Allows you to make a joint attack with an ally. If you are attacking another kingdom, you can use this command to ask your ally to join you in the battle.

Gift: Send a gift to your ally to keep them in good spirits.

Warn: Threaten another ruler to surrender. If you succeed, they will become your vassal, which means they serve you. If you Warn them after they are your vassal and you succeed, they will then join your kingdom.

Jail: Lets you negotiate the release of one of your officers imprisoned by the enemy. If successful, you'll get your officer back in exchange for one of their officers, or for money/food.

Annul: Breaks an alliance with another ruler.

|HR|

This menu item contains everything you need with regards to your officers. Subcategories are:

Find: Laymen's Terms, Search. This function allows you to send a member of your party out to search for new talent. You can send them on a short-term search (1 month,

counts as a Task), or a Long-term search (up to 6 months, counts as Assignment). They will scour the nearby area in search of talent. Randomly, they will come across a variety of obstacles such as tigers, Yellow Turbans, bandits, and pirates. If the officer manages to rout one of these, they will gain military experience. Every so often, one of these obstacles will carry an item that you can take possession of.

Hire: Hire new talent into your party. Sometimes an officer will be walking through your land (VO, Visiting Officer). You can then recruit them with this command.

Item: Give an item to one of your officers. This increases loyalty as well as statistics.

The statistics and items are found in the Weaponry section. You can also use this option to take items from your officers as punishment or to exchange items.

Job: Assign a job to one of your officers. There are many different types of jobs: Warleader, which is your primary advisor; Protector, which is the overseer of one of your cities; Spies, which increase your Intelligence Level, etc. You can also use this option to assign your officers Ranks. Note that you cannot do this until you have received a Title from the Emperor. This option is also where you Fire officers no longer needed or welcome.

|Plot|

These are your underhanded tactics, which are used to gain an advantage over a normally doubtful situation. Subcategories are:

Turn: Lets you turn an enemy officer to your kingdom.

Rvlt: Persuade an enemy Protector to revolt against his ruler and become a new ruler on his own.

Stir: Cause trouble with the population. If you succeed, the people will help you during battle when you ask for it.

Rmr: Spread rumors amongst the people. If you succeed, the people's loyalty and Public Safety will decrease. This allows for easier execution of the Stir and Turn commands.

Plnt: Plant one of your officers in an enemy city. With one of your officers Planted, your Plots' success rates will increase.

|Misc|

Any command that has to do with your kingdom that doesn't fall into a category. Subcategories are:

Shop: Buy or Sell food. A merchant has to be present in your town; if you look next to your Intelligence Level and see a man with a green shirt, that's the merchant.

Talk: Talk to your officers and get their opinions. Often, they will ask you to perform a task. Doing this keeps them loyal and happy.

Title: Bestow a title upon one of the other rulers. You must control the Emperor to do this option.

Aud: Request an audience with the Emperor. You must control the Emperor to do this option.

Move: Change your capital city.

||||_STARTING YOUR FIRST GAME_||||

There are a few ways to go about starting. Ultimately, you should do the same things each time you first start (but not necessarily in this order, so long as it's in the first turn):

First, set your Civil duties. Assign at least two people to Farms, Commerce, and Public Safety. If you don't have the people to spare, assign at least two to Commerce and Public Safety. Come back for Farms when your Public Safety is at least 70.

Next, set your Jobs. Make sure you have a Warleader and all three Spies set. Watch your Intelligence Level; if it does not reach 20, reassign your Spies with smarter people to get it as high as you can.

Go to HR:Find and select a person that's not assigned a Duty. Send all the people who are not assigned Duties out on Long term-searches; send the rest on short-term searches. Pay attention to the clue your Warleader gives you; he/she may tell you whether or not the search will succeed.

Finish your turn by pressing your Cancel Button, then your Accept Button. Your turn will pass. Repeat this fourth step until your Commerce is at a reasonable level and your Public Safety is at 70, then exchange to Farms and Commerce and allow them to be built up naturally.

By now, you should be feeling a need for more stuff, so if there's an open city nearby, inhabit it by waging War against it, with one officer and a small regime of soldiers. Make sure that you populate this with officers. You should have found a few faces to join your cause; if not, keep searching until you do. You'll need the extra hands to build up your cities.

Once you've gotten a city or two besides your capital, and you've passed tax season, proceed to purchasing more troops. Empty your Draft Potential if you can. Whatever you do, DON'T exhaust your food! You'll need food to go to war, and at least 3000 per battle.

Be sure to Talk to your officers periodically (under the Misc menu). Not only will their advice be useful to telling you what to do next, but it keeps them happy. If you go too long and neglect them, they'll start to get discontent and not function properly.

Make sure that you do NOT send anyone on a long search that has a Duty (such as Farms, Commerce, or Public Safety, etc). If you do, they'll be excused from the Duty without you knowing it. Also, DO NOT assign a spy to a civil job, or they will lose their spy position and your IntelligenceLevel will suffer. This should be sufficient to get you started. Remember, always talk to your officers, for they will lead you to victory every time if you treat them right. NEVER engage a battle if you're not sure you can win it, and always keep a high number of soldiers in every city, as well as officers. You never know when you'll be sneak attacked.

||||_SCENARIO INFORMATION_||||

And now comes the fun stuff.

Below is a list of all of the Short and Full Scenarios, each person in each scenario, and requirements (if any). Also listed are the free cities you can occupy should you choose to use custom characters:

SHORT SCENARIO

In Short Scenario, you are served with a particular ruler and a set of events that must take place. Once you have accomplished the tasks put forth, you will have completed the Scenario. These Short Scenarios are great for people just learning the game who wish to get a feel for how the game flow goes first before diving in headfirst.

Feb. 184: The Volunteer Army

6 months long. You start with Liu Bei.

- Capture Cheng Yuanzhi and execute him.
- Capture the cities of Ji and Nan-Pi.

This scenario signifies the first creation of the Yellow Turban Rebels, a faction whose primary objective is to combat the Han Dynasty. Disgusted with the way things are, they decide to band together in an attempt to bring some order to the chaos in their own ways. Eventually, they become rebels and thieves. It is also at this time that Liu Bei, Guan Yu, and Zhang Fei band together and decide to form the Peach Tree Oath, which bonds them as brothers. When you first start, you'll notice you have one city surrounded by potential enemies. Your first target, Cheng Yuanzhi, is in the castle directly south of you. However, it may not be a good idea to attack just yet, since you are at a strong disadvantage with your number of soldiers.

Some basic strategy to help you achieve victory:

- Use your money and food to purchase soldiers. You may not be able to buy very many at first, but eventually you will get more and be able to amass a very powerful army.
- Set your Civil duties for Farming. Reason being is, harvest season is the next to come up, and tax season won't be around for another 11 months. With this strategy, you'll ensure that you are able to have enough grain stocked in case you are required to go to battle before you are ready. Remember, food is also depleted when you purchase soldiers.
- DO NOT do any searches at first. Wait until you have at least 10 generals, then send some of the lesser needed ones to search, if only to raise your PR.
- Keep an eye always on Cheng Yuanzhi. Don't let him vanish from your mind. Always watch out to know where he is at all times; this will enable you to better plot your strategy.
- When you first begin, you are already in one of the two kingdoms you need to conquer in order to finish this scenario. This makes your job slightly easier, because the faster you kill Cheng Yuanzhi, the faster you may finish the scenario. If you notice, he is in the second city (Nan Pi) that you need to subdue. So if you conquer that city, catch him in battle, and execute him, you will finish immediately.

You can take a fast approach, purchase some soldiers, and then go to war if you feel confident you can defeat your enemy quickly. Or, you can take your time and make sure that you are well equipped to handle anything that may come about. Keep in mind that Gongsun Zan is directly north, and Ding Yuan is directly south of you.

Oct. 196: The War with Lu Bu

24 months long. You start with Cao Cao.

- Capture Lu Bu and execute him.
- Capture Xiao-Pei, Xia-Pi, Shou Chun and 9 other cities of your choice.

This scenario is a key point in the Three Kingdoms story. It signifies the rise to power of Cao Cao and his attempts to subdue the major powers which threaten to grow and overtake. With Yuan Shu holding the Hereditary Seal,

and Lu Bu holding one of the major castles, it creates an empass for the Han Emperor to hold his power. Knowing this, and the nobility that Cao Cao holds, he entrusts the task of unifying China to the Cao family.

- Your three targets are in direct access of your two cities, Qiao and Xu Chang. This can be an advantage or a detriment, depending on your playing style. If you are the type of person who welcomes allies, you could use one's army to help defeat the other and then betray the other, or you could just go postal on both. The decision is up to you, so long as you defeat both in 24 months. With the help of the Emperor, this should not be too much of a problem.

- Now, it is VERY important that you keep your PR at a reasonable level. If it drops too low, the Emperor will start to question his reasons for remaining under your control and may very well leave to your enemy! You cannot allow that to happen; for it will make your enemy that much stronger.

- You have a reasonable amount of soldiers and supplies, but Lu Bu has Liu Bei, Guan Yu and Zhang Fei at his disposal; these three are dangerous on the battle grounds when placed together. You have strong generals, such as Xiahou Dun, but do not underestimate any of them, especially Lu Bu himself.

Jan. 197: Unification of He-Bei

36 months long. You start with Yuan Shao.

- Capture Gongsun Zan and execute him.

- Gain control of Xiang Ping, Bei Ping, Ji, Nan Pi, Ye, Ping Yuan, Bei Hai, and Jin Yang.

- Obtain an Title greater than that of Minister of Exterior.

Yuan Shao is solid in Nan Pi and wants to expand. However, he has the all-too-powerful Cao Cao at his southern border and Gongsun Zan, with whom he has ill relations, at his northern border. He has a strong desire to be the strongest power; however, he has no time for indecisiveness. He must act quickly.

- You're given a freebie in this one. Bei Hai is uninhabited, so you can move in and inhabit it at any time you wish. Beware that you take a sufficient number of soldier with you, however; Lu Bu is directly to the south.

- You are not started with many soldiers, but your Draft Potential will allow you to amass an army of great power. Be careful how you use it in battle. Do not waste soldiers by sending them on sacrifice missions. If you go to battle, do so in confidence that you will succeed.

- You are required to vanquish Gongsun Zan's entire realm and overtake all of his cities. This is an average task, however you must also watch out for Wuwan, the tribe who is directly to the north of Gongsun Zan. They will attack without a cause, and if they do, they may do severe damage to your army. On the other hand, if you are able to defeat Wuwan in battle, you are then entitled to use their unit type (Armored Horsemen), which are the strongest in the game, and you can use them to defeat your enemies much easier. Keep in mind that this unit type is also the most expensive.

- Yan Liang, Zhang He, and Wen Chou are three of China's most powerful generals. Be sure to use their talents as they should be used; on the front line whenever possible. Tian Feng is your most skillful advisor; only use him in battle when you have no other.

Mar. 197: Emperor Yuan Shu

48 months long. You start with Yuan Shu.

- Build an imperial city and gain control of 4 cities.

Yuan Shu, who holds control of the Hereditary Seal retrieved from Sun Ce, has decided to take the title of Emperor for himself. In order to show his eligibility for this title, he must show that he is capable as an Emperor, just like the Han Emperor. Building an Imperial city and expanding his territory is one way to show the people that he is the one to undertake such a role. Despite some of his officers questioning his judgement, he decides to take a stand.

If played right, this might actually be one of the easiest scenarios of all. The only requirement is that you build an Imperial City, which takes short of 6 months, and gain and maintain control of 4 cities, including your own 2. You are surrounded by Sun Ce to the south, who is easy to become an ally; Zhang Xiu, who is only one kingdom and easy to defeat; Liu Bei to the north, who only has one castle; Cao Cao to the Northwest, who is probably one of the more powerful, and Lu Bu to the Northeast, who has very few soldiers.

- a recommended course of action would be to ally with Sun Ce off the bat, to ensure that you will have backup anytime anyone attacks you. This is of course your discretion, but it may help keep you alive as you take over others.

- You may want to consider taking out Zhang Xiu and Liu Bei first, in that order. That will increase your strength dramatically, and once you have defeated those two, you will have fulfilled your requirements for 4 cities! All you'd have to do then is maintain your cities, which, with the help of Sun Ce, should not be too much of a problem.

- In order to build an Imperial city, you must "talk" to your officers, using the Talk command under "Misc" menu. One of your advisors will make the suggestion. You can start your war campaigns while they are building.

Sept. 208: The Battle of Chi-Bi

12 months long. You start with Sun Quan.

- Gain control of Jiang Ling.
- Capture Cao Cao and execute him.

Cao Cao, in his plans of expansion, has dominated Liu Bei and sent him fleeing southward to his brother's land. Lu Bu has been executed, and due to the lack of strong warlords, smaller rulers are popping up left and right in the southern cities. Upon hearing of Cao Cao's recent actions, Sun Quan decides to take action first and catch Cao Cao offguard.

Your mission, should you choose to accept it, is to take over Cao Cao's capital city of Jiang Ling. If you're lucky, you may also catch him and execute him. You only have a year to do this, which means you'll have to be swift and efficient.

- Your capital, Chai Sang, is just south of Jiang Ling, which gives you somewhat of a tactical advantage -AND- disadvantage. In a way it's good, because you can mount an assault almost instantly. Your Draft Potential allows you to amass a great army and rise up instantly against Cao Cao; however, since he has so many other cities backing him up in the north, it's a very good possibility that he may send reinforcements. To countermand this, send some officers of high rank and power/leadership into battle, with a strong army. If at all possible, get some allies to assist you in your war efforts. If you're skillful at not only overpowering, but outmaneuvering your enemy, you may be victorious in a short time.

- If you choose to take your time and build up your cities and arsenal before attacking, make sure to strengthen defense along your fronts. If at all possible, move your ruler to a safer city, and move your stronger officers to

the front line. If things get too hairy, or you need strong offense, use your ruler, but only if he's got some good strong officers to help him in a tight squeeze.

- Use the neighboring rulers to your advantage. Since they do not necessarily have to be your enemy, you might as well use their power in conjunction with your own to defeat Cao Cao. It will be a much easier mission if you do this.
- First and foremost, you should strive to prevent Cao Cao from moving himself to the back of his sphere of influence. If he moves back into his safer lines, it'll take you too long to break through and you will lose. Try assaulting him as soon as possible to prevent this, but be careful at the same time.

Apr: 211: Ma Chao's Revenge

12 months long. You start with Ma Chao.

- Capture Cao Cao and execute him.
- Gain control of Chang An, Luo Yang, and Xu Chang.

Ma Teng has received orders to attack Sun Quan from the Emperor by way of Cao Cao. But as his army mobilizes, it is learned it is a trap to catch Ma Teng. Cao Cao reminds Ma Teng of his at-one-time allegiance to Dong Cheng (son of Dong Zhuo) and kills him in vengeance. Ma Dai, Ma Teng's youngest son, escapes back to Xi Liang to tell Ma Chao, who is ruling in his father's absence. Upon hearing of the atrocity, Ma Chao swears upon his father that he will avenge the death.

This scenario may be a bit complicated, simply because of the fact that you have a tribe to your immediate left -AND- right. The tribes have a strong tendency to attack, sometimes without merit. This can cause you to be at a disadvantage. Another tricky thing to look out for are your target cities. There's about 400 in Xu Chang (Cao Cao's capital city) and about 500 in Luo Yang. Not to mention, the high amount of officers he has in each -AND- the high number of officers he has in the surrounding cities. This is an almost guaranteed sign of assistance in any attack you may mount against him.

- One major downside to this scenario is your lack of powerful generals. You really only have three at your disposal, and they're already on the front line. You don't really have anyone of good intelligence, and it's hard to mount a good offense with just three officers. Because of this, you may want to use some of your other people to attack Zhang Lu and take him out first. This will give you more officers.
- If you feel as though you're still at a tactical advantage, another good idea might be to take out Xiong Nu in the north, thus giving you access to Armored Horsemanship, the strongest unit in the game. This will greatly balance the battle in your favor.
- A recommendation is that you move Han Sui and the other officers out of Tian Shui and replace them in the north, in varying cities. This will help prevent a total assault from Qiang Tribe, and keep your officers where they can be at your disposal when you need them.

Mar: 227: The Officer's List

36 months long. You start with Zhuge Liang.

- Gain control of Chang An, Han Zhong, Cheng Du and 9 other cities.
- Capture Cao Rui and execute him.

Following the death of Liu Bei and the ascension of Liu Chan, Zhuge Liang heads south to deal with relations with Wu. Meng Huo still opposes the Shu-

Han and threatens attack. Zhuge Liang captures and releases him to teach him a lesson of a new era; Meng Huo finally gives in. After pacifying the south, he returns to Cheng Du to plot strategy to defeat Wei and bring peace to the land and the rise of the Shu-Han Dynasty.

This one is a challenge. In order to succeed, you must not only take over 10 total cities (you own Cheng Du and Han Zhong), but you must also catch and kill Cao Rui. He's sitting in Luo Yang.

- One strategy might be to ignore the brunt of Cao Rui's army entirely and attack Chang An first. This will cut off his other two cities (An Ding and Tian Shui) and make them easy pickings. This might help increase your army strength. That gives you 3 of the remaining 10 cities. Then if you take over Xi Liang, which is vacant, and defeat both Qiang and Xiong Nu Tribes, that gives you a total of 6. There's another vacant city (Jin Yang) directly north past Xiong Nu; that makes 7. Then going south and defeating Nanman Tribe makes 8. That will give you control over the entire western front, and you should have not only enough manpower, but also enough money/food to make the attack effort. Then it's a simple matter of cutting straight through Cao Rui's forces to get to him. Hopefully he'll still be in Luo Yang, or at least a city near the front. Sun Quan may attack from the south; if so, he may mobilize himself and the main chunk of his forces to the south. Take this as a benefit.

- In this battle, watch for ways you can cut off some cities from others for easy victories. For example, defeating Chang An cuts off An Ding and Tian Shui; they cannot receive food from their other lines, so they are basically helpless against attack. This makes for easy battles, and easy battles make quick battle.

- You could also take the direct approach, ignoring the tribes totally and centering solely on Cao Rui's army. Of course, it's still a good idea to take Chang An and then attack An Ding and Tian Shui; if for nothing else than the requirement of cities.

- Use Sun Quan's help whenever possible. For some of the southern cities, they can provide assistance wherever needed. This might be the deciding factor in a battle.

FULL SCENARIO

In the Full Scenario, the sky's the limit. There is no goal to be attained save the domination of China. You can create custom characters to serve here in one of the Free Cities, and grow and expand as you please. It provides a bit more challenge for the player here, as there are no boundaries.

Feb. 184: The Yellow Turbans

|Officers|

Zhang Jiao, He Jin, Sun Jian, Ding Yuan, Liu Yan, Dong Zhuo, Han Sui, Gongsun Zan, Kong Zhou, Tao Qian, Qiao Mao

Free Cities: 25

Dec. 189: Dong Zhuo's Ambition

|Officers|

Cao Cao, Liu Bei, Sun Jian, Ma Teng, Liu Yan, Dong Zhuo, Liu Biao, Yuan Shao, Yuan Shu, Liu Yu, Han Sui, Gongsun Zan, Kong Rong, Tao Qian, Han Fu, Qiao Mao, Kong Zhou, Wang Kuang

Free Cities: 22

Oct. 194: The Warring Lords

|Officers|

Cao Cao, Liu Bei, Sun Ce, Ma Teng, Liu Zhang, Zhang Lu, Liu Biao, Yuan Shao, Yuan

Shu, Wang Lang, Liu Yong, Gongsun Zan, Kong Rong, Xu Gong, Li Jue, Yang Feng, Lu Bu, Shi Xie

Free Cities: 15

Feb. 200: The Fight for He Bei

|Officers|

Cao Cao, Zhang Fei, Sun Ce, Ma Teng, Liu Zhang, Zhang Lu, Liu Biao, Yuan Shao, Shi Xie, Gongsun Du

Free Cities: 10

Mar. 207: The Dragon and the Phoenix

|Officers|

Cao Cao, Liu Bei, Sun Quan, Ma Teng, Liu Zhang, Zhang Lu, Liu Biao, Shi Xie, Han Xuan, Jin Xuan, Zhao Fan, Liu Du, Gongsun Kang

Free Cities: 8

Jul: 219: Liu Bei, King of Han Zhong

|Officers|

Cao Cao, Liu Bei, Sun Quan

Free Cities: 7

Sep. 234: A Fallen Star: End of an Era

|Officers|

Cao Rui, Liu Chan, Sun Quan

Free Cities: 3

||||_CUSTOM OFFICERS_||||

If you like, you can create up to 30 characters strictly from your imagination. There are also a variety of faces you can put to your newly created characters to add to the feel of China.

First, you'll need to select a family name. In this time, The family name (last name) went first. It looks more cool to have the last name be the same across all of your characters, but this is optional. Pick a name for each person, last name then first name, and hit OK.

Now, you'll be asked to select a Face for your character. If you wish it to be a female, be sure to select the Female Faces option. Then, select the gender for the character, and continue.

Next, you'll be asked to select their Dream. The Dreams are outlined in the instruction manual, and they are described on screen as well, so I won't go into detail. Select the Dream that best suits the new character and hit OK.

Next select the year in which this character was born. One major thing to watch out for in RTTKVI is that you'll need to change the year depending on what scenario you play. For example, if you're playing in 221, and you make them born in 200, you know they'll be 21 right? But if you've already got 11 people over 18 starting with you, that person will not be included in your team; that means they'll be a Free Officer somewhere else, and someone can recruit them. Not good at all. SO be careful with the starting year. Make sure you balance this so that your people all fit into your group. Keep in mind that there must be at least a 16 year difference between parent and child, if you plan to create family ties. So if this person will be a parent, their kids must be at least 16

years

younger than them; if they plan to be a child, they must be 16 years younger than the parent.

If there are to be a parent for this officer or child(ren), set them now. Remember the age difference and go back to change the age if you're not comfortable with who it gives you as choices.

Next, set the Abilities. These abilities will reflect on the performance of this officer, so

decide beforehand what his/primary duties will be. First, select a general type. Officer gives balanced stats, General gives higher Leadership, Warrior gives higher War, Strategist gives higher intelligence, Minister gives higher Politics, and Retainer gives higher Charm. When you select the type, it will give you a list of ability stats as a base.

You can change these to a better set by going to the button that says "Revalue Max" and clicking it. When you have a base set you are satisfied with, go down to each stat. Notice the "Remaining" and the number next to it; this is the number of points you can assign to each statistic. Using your [X] button to add and [O] to subtract, allocate your points to the statistics as desired. When you are finished, hit OK. It will ask you if this is

sufficient, then say yes if everything looks ok. Congratulations! You have successfully created your first officer. Repeat as many times as needed to create your officers.

When you're done, hit your Cancel Button to go back. Pay close attention to the notes; they tell you that you MUST start a Full Scenario game and save it, using the newly created characters, or they will cease to exist.

||||_TROOP TYPES_||||

This section is an in-depth look at each troop type. It also explains the pros and cons (as

the editor sees them) and price differences. Feel free to strike your own assumptions about

each. All of these are strictly from my experience and my friends.

Let me first explain the pricing. It will look like this:

**Gold and **Food per cent (for each 100 troops)

This shows that you have to pay ** gold AND ** food for 100 of that troop type. Remember, in

RTTK VI, what you see on screen (as far as numbers) have to be multiplied by 100 in your mind

to get the actual number. So if you see your troops say 80, you actually have 8000 troops.

Make sense?

If not, you can always email me and I'll try to explain it. But anyway, that's the deal, so if

you tell it you want to buy 80, you're actually buying 8000. SO if it's 20 gold an 20 food

apiece for a type, and you buy 80, that's 80 times 20, or 1600. So you'd pay a total of 1600

gold, AND 1600 Food.

The "for each 100 troops" in parentheses is not referring to the number you see on screen, but

the actual number of troops you're buying. So if you tell it to buy 1, that's 100. If you tell

it to buy 10, that's 1000. If you tell it to buy 100, that's 10000. Hopefully that makes sense.

Again, if any of this is too confusing, please don't hesitate to email me.

__Footsoldiers (FOOT): 10Gold and 10Food per cent (for each 100 troops)__

Footsoldiers are the most inexpensive and, unavoidably, the weakest of the units. Their upside is the fact that they are the most versatile of all of the units. They do not have penalties in any of the battle field types. These units are good to buy in the beginning of the game. They do not perform very well against tribal types except in very large numbers.

__Horsemen (HORSE): 30Gold and 30Food per cent (for each 100 troops)__

Horsemen are slightly more expensive than Footsoldiers, but for the extra money they're a little stronger. Their biggest upside is their extended range of travel, but their big downside is their difficulty in hills and mountaneous regions. Because of this, they hold a distinct disadvantage against Hillmen. They also cannot shoot Arrows.

__Hillmen (HILLMEN): 20Gold and 20Food per cent (for each 100 troops)__

As the name implies, Hillmen excel in battles where there are hilled areas and mountaneous regions. They're actually strong units, but they do not fare well on open fields. The price is right for these units if you're in any of the surrounding areas of tribes. They are at a distinct disadvantage against Navy.

__Navymen (NAVY): 20Gold and 20Food per cent (for each 100 troops)__

Again, as the name implies, Navymen work best in areas where there are bodies of water. Even though all units *CAN* fight on the water, none do it better than Navy. They fare good on water as well as open plains, but they have a tough time handling castle battles. They are at a distinct disadvantage against Armored Horsemen.

__Tribesmen (TRIBAL): 20Gold and 20Food per cent (for each 100 troops)__

Tribal units are almost the same as Footsoldiers, only stronger and faster. They are wild fighters, and because of this, they have higher Spirit ratings. They fare well on all battlegrounds, and are reasonably inexpensive, but when slated up against ShanYue, they seem to falter.

__Armored Horsemen (ARMORED HORSE): 50Gold and 50Food per cent (for each 100 troops)__

The most expensive of the troops types and arguably the strongest. They do not have a troop type weakness, but they do hold the same disadvantages as the regular Horsemen: They cannot shoot arrows, and they have a really tough time handling hills and mountains.

__ShanYue (SHANYUE): 40Gold and 40Food per cent (for each 100 troops)__

ShanYue are probably the most balanced of all the types. For their price, they perform very well in almost any battle. The only troop type that can match them in battle is Armored Horsemen,

but because of their adaptation to hills and mountains, they can quickly take advantage of the situation. Their only shortcoming is that they can only be purchased at one place: The ShanYue Barbarian Capital. Not an easy place to overtake.

||||_ITEM LIST_||||

[[WEAPONRY]]

Item Name	Effect	Location/Owner
Flying Swords	Obtain Duel Tactic "Secret"	Search; Zhu Rong (207 AD)
Whispering Blade	Obtain Duel Tactic "Secret"	Search; Dian Wei (207 AD)
Shooting Star	Obtain Duel Tactic "Secret"	Search; Wang Shuang (207 AD)
Striking Hand	Obtain Duel Tactic "Secret"	Tai Shi Ci (Scenario 1-2)
Cobra	War + 8	Zhang Fei
Black Dragon	War + 8	Guan Yu
Serpent Spear	War + 7	Cheng Pu
Spear of Evil	War + 6	Ji Ling
Sword of Seven Stars	War + 3	Dong Zhuo (Scenario 1-2)
Striking Staff	War + 4	Huang Gai
Ancestral Sword	War + 6	Sun Jian, Sun Ce, Sun Quan
Sword of Fate	War + 7	Liu Bei, Liu Feng, Liu Chan
Lunar Spear	War + 9	Lu Bu
Giant Axe	War + 5	Xu Huang
Bee's Spike	Obtain Duel Tactic "Secret"	Search
Spear of the Eclipse	War + 5	Search (207 AD?)
Sword of Trust	War + 10	Search
Luminous Sword	War + 9	Search
Spear of Mortal Thorns	War + 4	Search; Shamoke (214 AD)

[[BOOKS/SCROLLS]]

Item Name/	Effect	Location/Owner
Scrolls of Taigong Wang	Intelligence + 7	Search
Map of Western Shu	Leadership + 5	Search; Zhang Song (207 AD)
Map of Southern Regions	Leadership + 5	Search; Lu Kai (207 AD)
Autumn and Spring Annuls	Politics + 8	Search
War Manual of Sun Tzu	Intelligence + 10	Sun Jian
Book of Illusions	Politics + 9	Zuo Ci (visitor, gives as gift)
Histories of Empire	Politics + 5	Search
Way of Peace	Politics + 7	Search; Zhang Jiao (207 AD)
Secret Books of Healing	Speeds in Healing	Yu Ji (visitor, gives as gift)
Medical Book of Hua Tuo	Speeds in Healing	Hua Tuo (visitor, gives as gift)
24 Books of Zhuge Liang	Intelligence + 9	Search (from Yellow Turbans)

[[HORSES]]

Item Name/Description	Effect	Location/Owner
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Stallion of Fierce Winds	Fast; aids retreat	Search
Shadow Runner	Very Fast; aids retreat	Cao Cao
Gray Lightning	Faster; aids retreat	Search
Red Hare	Fastest; aids retreat	Lu Bu

||||_KEY NOTES_||||

Please note that due to the nature of this game, intensive help guides are difficult. It is because of this difficulty that I attempted to write this guide. Please do not steal it without express written permission, and please do not bash it. This guide took me all of 4 hours to write, and I do mean continuously. The only real reason I was able to write and write without a break was I happened to be reading the GameFAQs posting while I was playing and noticed that the board seemed emptier than it was. This disappointed me; right along with the fact that STILL nobody wrote a FAQ for this great game. This I do not do for the fame, but for the knowledge that I might be helping someone else. Enjoy, and please don't hesitate to contact me with any questions or comments. I enjoy reading them. And I'll be able to help with just about anything. This guide is a culmination of both my experience and the data I had accumulated on my RTTKVI site I created. If you want to take a look at it, go to <http://www.QuantumIRC.net/RTTK/>. It's recently been revamped for a new look and easier navigation.

||||_TIPS AND TRICKS_||||

Always keep your people's Loyalty as high as possible. This can be done any number of ways:

- "Talk" command under Misc; inviting low-loyalty officers to important conferences;
- Giving that officer an item; preferably an item with high statistics;
- Sending that officer to do jobs that compliment his/her dream (i.e. having a Safety officer protect a kingdom);
- Sending that officer to battle more often, into duels, strategies, etc;
- Having an officer build a land.

There are more ways to build up Loyalty; experiment and see what you can find.

If people send messengers through your lands, only stop the messenger if the person sending is NOT your ally. You'll want to make sure you stop them because they might be trying to 'Turn' one of your officers. If you let your allies' messengers go through, this shows trust and raises your Prestige.

Make sure you draft plenty of troops. If you're unable to do so because of lack of money, build up Commerce until you are so able, then wait until January to collect your bounty. If you are seriously in debt and unable to build up your city and you really need supplies, Raid (under War) your town. Keep in mind this will drop your Public Safety by about 40-60 and your Prestige from 20-35.

Keep a low profile. If you do too much violent stuff, your people will turn on you. This means killing people needlessly, without even giving them a chance to repent; killing rulers; and burning cities.

Duels not only raise Loyalty, but also confidence. If your officer goes into a number of

duels, it's like sex: they're nervous the first couple of times, but then they get the hang of it and they become pros.

Try to keep tabs on your officers' statistics, if you're using custom characters. This will allow you to better plan your battles.

Make distinct use of the Taunt and Fake commands. With these, if used correctly, a lone warrior can pull a Lu Bu (i.e. use 5,000 soldiers to defeat 100,000). If you Taunt an officer, they get pissed off. What this means is:

- They're more vulnerable to accepting duels without permission;
- They will charge whoever does the Taunt, meaning if they're inside the gate and you're trying to get in, they will open it for you;
- They're lured away from camps, so if they're sitting on a camp and you Taunt them, they will move off of it towards you;
- Their morale drops slightly.

Keep in mind, the reverse can be used on you!

Fake can also save your officers, if you have strong people in battle. This is good if you're running low on soldiers or Morale and want a way to at least get away.

- First, use the "Fake" command on the officer that seems the most stupid.
- Have the same general that did the Fake command also do a Chase:Duel on that officer.
- Through this method, the chances of the officer accepting the duel because 'there's no help for it' are increased to about 90%.
- When they accept the duel, demolish them.

No matter how many troops they have, as long as you win the duel, their troops are gone! Also, their morale drops about 10-20. This tactic can be VERY useful if used correctly.

No matter what, DON'T Raid unless you're really impoverished, no matter what your officers might suggest. In fact, if they do suggest you do that, Fire them. They can be detrimental.

Pay attention to your Spies. If they say that you should ask for help from someone do it. If they say that you're about to slobberknock the enemy, don't bother gathering reinforcements.

ALWAYS keep at least one general in each land. If not, you don't collect the taxes for that land even if you own it.

Going to war without food is suicide. Make sure you keep at least 3,000 stones of food at all times.

Your WarLeader plays the role of your main Advisor/Civil Officer. She/he will give you good advice on which tasks and orders will succeed and which will fail. Pay very close attention to this.

Expand your territory only when you have a good defensive front and a higher-than-average PR. PR usually starts around 50; it's a good idea to get it up to at least 80 before attempting to expand.

PR can be raised a few different ways:

- Sending strong officers out to Find (under HR). Randomly from time-to-time, they will run across bandits, pirates, Yellow Turbans, and tigers. If the officer succeeds in routing the enemy, you will gain 3 PR. If they fail, you gain no PR, but the officer still gains Military Experience.

-Successful alliance offers made by you, or any other positive diplomatic transaction that you initiate and succeed with.

-Rebuilding burnt cities, or building up Commerce, Farms, and Public Safety of low-level cities.

Letting the messages of your allies pass through your lands without reading them. Keep in mind; there's READ and there's KEEP. READ means you take the letter and read it, then you have the option to KEEP the message or let it pass.

-Overtaking the tribes, then keeping them happy. You can do this by not drafting to extremes. Every year when they pay you, you might get a little PR increase.

Try many different playing styles. You never know which one you may run across that may work perfectly for you.

||||_ADVANCED WAR STRATEGIES_||||

In the field battle, you can have your strongest unit sit on your food and protect it, with someone else right beside them (they'll shoot arrows at anyone who attacks the food guardian. Arrows kill soldiers faster than swords). Send the rest of your units to Chase:Charge the enemy commander, who most likely is sitting on the enemy camp. Ignore the rest of the units that may be there. Here's the trick. Have one unit spaced back from the commander, so that the units that are attacking the commander are directly in between that unit and the commander. If you're confused, let me know. Just move him/her back one space. This gives him a distinct advantage, because he'll be able to constantly shoot arrows at the commander, provided nobody else is attacking him. The arrows will drop his numbers quickly.

Once you've passed the field battle, hopefully you have enough troops for the castle portion. One strategy that seems to work well is to attack multiple gates at once. This serves a dual purpose.

1 - it lowers enemy morale by about 30 each gate you destroy. He should start the castle battle with about 75-80, so this will really help matters. Defeating one enemy after this will most likely cause his morale to go to 0, thus causing them to be forced to run.

2 - it scatters the enemy troops to guard the gates. This makes them weaker to counter your assaults when you break in. In some cases, they won't even send troops but to one gate, which if you break an adjacent gate, you can thus assault the Command Center and win by easy victory.

Let me backtrack a bit.

In preparing to go to battle, there are some things you can do to make the battle go smoother.

1 - Plant an officer in the enemy's city. This will make almost every plot you do successful 90% of the time. This is vital; I'll come back to why in a moment.

2 - Stir the people. This is actually the most helpful plot, because if you succeed, all you need do is defeat your enemy in the field battle, and then you can use the Incite command (under your commander's Advisor menu) to incite the people to start a revolt. This will DRASTICALLY drop the strength of all gates, especially the one you're facing. Sometimes they'll destroy it altogether. It also drops morale by about 50.

3 - Taunt the enemy officers. If you succeed, they will come out of the gate and attack you. On the next turn, they will head back into the gate - you can pursue and attack them, thus opening the gate without effort. Once inside, either destroy all troops or head directly to the Command Center.

4 - If a ruler uses your Planted officer in the battle, you can Turn that officer, which will turn them back to your crew along with the enemy soldiers. This is even better if executed in a castle battle where your officer is already inside and can open the gate from the inside.

Using the Plant command, you should be able to spread Rumors easily, which in turn will allow you to Stir the people. It may take a while; be patient. But the spoils are worth it.

Now, another tidbit of information you may find useful.

If you have strong officers, or if the enemy just has weak officers, you may want to make things go quicker by simply Dueling them off the battle field. This drops morale by about 20, and also drops soldier numbers, which enables you to more easily win. But the enemy rarely accepts duels, right? Wrong. You can force a duel.

If you use your commander's Fake command (hopefully you brought an Advisor into battle), you can confuse your enemy. If it's a guaranteed confusion, simply issue a Duel command from one of your stronger generals. The confusion raises the success rate of accepting the duel to about 7 of 10. Then just defeat your enemy.

In closing, the most important thing you should realize about RTTKVI is the fact that in castle battles, no matter if you're defending or attacking, you'll always be at a disadvantage. This is all too common. But stick with it. Eventually, you'll triumph. Key to the game is patience.

||||_DISCLAIMER_||||

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