

Romance of The Three Kingdoms III
DRAGON OF DESTINY

[FRONT COVER]

[INSIDE FRONT COVER]

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INTRODUCTION

THE STORY OF ROMANCE OF THE THREE KINGDOMS

Until second century A.D. in China, the Han Dynasty controlled the Dragon's Throne, the Emperor's seat of power. Over future generations, the Throne was occupied by descendants of the Han clan with little contest. There came a day, however, when the rightful heir to the Throne was contested. Havoc and feuds started in the palace and spread throughout the land. An ambitious warlord saw his chance to gain power at the palace and installed his emperor to the Throne. For the next century, China was torn apart by warlords, each seeking to unite the people under a new dynasty.

Romance of The Three Kingdoms III: Dragon of Destiny is the third game in the Koei Historical Simulation Series which recounts the history of China during the three kingdoms period. This game includes over 500 historical characters, and highlights rulers such as Cao Rui and Liu Chan who were destined to rise to power after their fathers, Cao Cao and Liu Bei. Six scenarios cover the three kingdoms period. Play an historical ruler, or create your own ruler and subordinates. Civil officers will aid your domestic endeavors and military officers will bring skill to your war tactics. Gain control of China and the Dragon Throne will be yours!

YOUR GOAL

Expand your rule so that you control all 46 cities in China.

SCENARIOS

There are 6 scenarios based on the story of Romance of the Three Kingdoms. Rulers and their territories in the game vary depending on the scenario (For detailed scenario descriptions, see Historical Time Period on page xx).

Scenario 1. Dong Zhuo's Rivals Unite	189 A.D.
Scenario 2. The Chaotic Era Begins	194 A.D.
Scenario 3. Cao Cao's Power Expands	201 A.D.
Scenario 4. Zhuge Liang Plots Strategy	208 A.D.
Scenario 5. Liu Bei Builds Shu Kingdom	221 A.D.
Scenario 6. Three Kingdoms Fight Decay	235 A.D.

QUICK START

REFERENCE CARD

If you are playing for the first time, turn to the separately enclosed Reference Card for special instructions concerning loading and saving games on your system. Information on how to use the keyboard or mouse is also included.

Use the Reference Card also as a convenient guide to commands and the game's general operating procedures.

STARTING A NEW GAME

To start a new game, select **Begin New Game** from the opening menu. Now select a time period during The Three Kingdoms reign that you will play.

Computer Demonstration

Select 0 players at the game setup to watch a computer demonstration. After selecting the 0 player game, decide whether to follow the actions of a specific ruler. You can quit a demonstration at any time by pressing **ESC** key.

SAVING AND RESUMING GAMES

Save your game regularly so that in case you get routed in battle, you can always load your saved game and resume the previously saved game. When you save, you may either continue with the game currently being played, quit or load a new game.

Loading a previously saved game can be done even when you are playing a different game.

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OPTIONS MENU

Select Options (Opts) from the Main Display to access the Options Menu.

Interrupt

There are three options: Quit, Save, and Load.

Quit: Quit the game.

Save: Save your game before quitting if you want to continue later. You may save up to 10 games.

Load: Resume a saved game.

Wait Time

Set the message display time from 1 to 10. 1 is the fastest, 10 the slowest. The initial setting is 5.

BGM

Turn the background music on or off .

Sound

Turn sound effects on or off .

War

Decide whether you want to view battles you are not directly involved in. You cannot change this setting during an extended war.

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CREATING YOUR OWN CHARACTER

You may create and save up to 8 new rulers and 64 officers in the game.

However, no more than 3 new rulers are allowed in multi-player games.

1. At the opening screen, select CREATE USER DATA.
2. Select the type of character you wish to create - RULER or OFFICER.
3. Select whether you wish to create a new character with CREATE NEW DATA or make changes to an existing saved character with CHANGE DATA.
4. Name your character.
5. Enter Birthday, Age, and Gender.
For an officer, select the rank from Advisor, General, Military Officer, and Civil Officer. Your new character may not qualify for the rank of advisor and general, depending on his or her abilities.
6. Determine Abilities.
For a ruler, you gain 90 extra points for a character whose age is between 1 and 29, and 70 extra points for those aged 30 and up. Add the extra points to the 6 character abilities of Army Command (ArC), Navy Command (NaC), War, Intellect (Int), Political Ability (Pol), and Charm (Cha). The maximum value for each ability is 100. For each officer, you set the Ability values from randomly generated numbers.
7. Select Face.
Use input source to see more options. The red bar indicates where the current options are in the entire selection. There are 8 options for rulers and 30 options for officers.
8. To change any part of the character data, answer NO when asked if everything is OK. YES will allow you to return to Step 3. You may create another character or escape to save the character data you have already created.

STARTING A GAME WITH A RULER YOU CREATED

1. Begin game with setup and scroll through possible rulers with the down arrow until the blank New Ruler box is displayed at the end of the ruler choices. Select the blank New Ruler box. Use the Prior and Next functions to find a ruler which you'd like to play.
2. Select your home city from among the vacant cities on the map.
3. Decide whether to have officers under your rule. You may select up to three officers from among the officers you created. Selecting NO means you will not have any officers when you start the game.
4. Follow the standard game set-up steps to start a new game.

GAME FLOW

[place arrows between]

BUILD ECONOMY

INCREASE RANKS EXPAND TO OTHER
CITIES

CONQUER CHINA

STRENGTHEN ARMY

All rulers and governors have one turn every month. You can issue as many commands as you wish for as long as you have officers able to carry out your orders.

Build Economy

To win this game, you need a strong economic foundation to back your military endeavors. Have someone cultivate your land at all times so you can reap the largest harvest possible for your city. When the trading rate is good, you can trade extra food for gold.

Increase Ranks

It's important to have plenty of officers in your service. Search for hidden officers, and recruit enemy officers with high abilities and low loyalty. Officers with high intelligence and charm will make excellent advisors, while officers with high political ability will be gifted civil officers.

Strengthen Army

A strong armed force is necessary for expanding your empire. Lift the morale and skill of your soldiers by rallying and training your troops. Recruit or hire additional soldiers to increase the size of your force.

Expand to Other Cities

Spy on neighboring cities to learn which cities have strong economies or militaries. Weaken your rivals with secret plots, and then attack them to conquer their lands. Keep enough of your armed forces behind to defend against other invaders. When your domain expands, delegate a policy for governing your vassal cities.

YOUR RESOURCES

OFFICERS

There are 6 ranks for active officers.

[insert screenshot #5 with caption 'Officer Data']

Ruler

You play the role of a Ruler. A ruler controls a state, which consists of a home city and possibly vassal cities. A ruler can execute both military and civil commands, as well as ruler-only commands. Your ruler may appoint an active officer as governor, general, advisor, civil officer, or military officer, if the officer's abilities are high enough for that rank.

Governor

Each vassal city has a governor who governs the city according to their ruler's commands. If you appoint a military or civil officer, the city's rule will be automatically delegated and you cannot issue commands directly in that city.

General

A general can execute military and civil commands. Only officers with high war ability, army/navy command, and charm are qualified to be generals. A general can work on assignments for only one month.

Advisor

An advisor can execute military and civil commands. Only officers with high political ability or intellect (80 points or higher) are qualified to be advisors. If you have more than one advisor, one will be the chief advisor, and the others will be deputy advisors. An advisor can be assigned to work on a task for only one month.

Civil Officer

A civil officer works on the administrative side of the government, on tasks dealing with domestic affairs and diplomacy. He can be assigned to long-term projects for up to 6 months. A civil officer cannot have soldiers, and therefore cannot participate in war or execute some of the military commands.

Military Officer

A military officer implements your military commands to build your armed forces for war. A military officer can work on long-term assignments for up to 6 months, but cannot execute diplomacy and development commands.

CHARACTER DATA

The following character data is available in the Officer Data Window (**Info - Own City-Officer Data**), Officer List Window (**Info-Own City-Officers List**), and Commander Data Window during battle (**Info-Ally, Info-Enemy**).

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In the Officer Data Window, the extra abilities gained by special items are displayed in pink in parentheses. Officers who have special items may have certain abilities over 100.

Rank

The rank of the officer: Ruler (Rr), Governor (Gr), Advisor (Ad), General (Gl), Military Officer (Mo), Civil Officer (Co).

Loyalty (Loy) (Max 100)

Officer's loyalty to his ruler. The **Personnel-Reward** command will raise this value, while a lack of salary will decrease it. Officers with low loyalty may leave you or rebel. Officers with high loyalty are not easily recruited or bribed by rival rulers.

Years in Service (YS)

The number of years the officer has been serving under his ruler.

Age (Ag)

Every character in the game grows a year older each year. An elderly character may pass away.

War Ability (War) (Max 100)

Offensive strength in battle. The higher this ability is, the more damage the officer can inflict on his enemy. An officer with high war ability will also have a better chance of escaping from captivity.

Intellect (Int) (Max 100)

Knowledge of the art of strategy. An officer with high intellect is likely to succeed in his plots and be able to detect enemy plots.

Political Ability (Pol) (Max 100)

Ability as a political leader or an administrative officer. An officer with high political ability will achieve better results when executing diplomacy or development commands.

Charm (Cha) (Max 100)

Charismatic ability of the officer to execute an internal policy or act as a messenger. Use a messenger with high charm for success with diplomatic negotiations.

Army Command (ArC) (Max 100)

Command of the army. An officer with an Army Command level of 70 or higher may use Simultaneous Attack in a land battle.

Navy Command (NaC) (Max 100)

Command of the navy. An officer with a Navy Command level of 70 or higher may use Simultaneous Attack in a naval battle.

Training (Tra) (Max 100)

Training level of soldiers under an officer. The higher the training level is, the more war skills and mobility the soldiers may have in battle. Use the **Military-Train** command to raise training. The effect of training depends on the war ability of the commanding officer and the length of the training period. Adding soldiers to the officer's unit with the **Military-Draft** or **Hire** command will lower its training level.

Morale (Mor) (Max 100)

The spirit of the unit. Raise Morale with **Military-Rally**. Normally, the maximum morale is 100, but it may rise to 120 during a battle. **Military-Train** will also raise morale, but no higher than 70. Soldiers with high morale can continue to fight even after food reaches 0.

Soldiers (Sold)

The number of soldiers under the authority of an officer. Soldiers leave when salaries are low or when disasters like flood control or plague occur. Use **Military-Draft** or **Hire** to get soldiers and use **Military-Assign** to adjust the allocation of soldiers among your officers.

Status (St)

The availability of the officer to execute a command.

Av : Available : Selectable.

Bs : Busy: Engaged in a long-term task.

Do : Done : Already executed a command. Cannot be selected.

Stamina (Max 100) (Available Only At War)

Body strength of officers at war. The initial value is always 100. Stamina will decrease when an officer is wounded.

[place following in box with background shading]

Successor

Officer appointed to ascend to the throne when your ruler dies during war or from illness. If there is no officer to select as a successor, the game will end. You cannot select officers who are fighting with joint invasion forces or reinforcement units. When a new ruler is selected, your officers' loyalty may change and some may resign to become free officers.

When a governor dies, you must appoint a new governor from among your officers. In a delegated city, a new governor will be appointed automatically. If there are no active officers to be appointed as the new governor, the city will become vacant.

[end of box]

CITY DATA

[screen shot of City Data Window-#1 screenshot]

The following data is available in the Main Window, City Data Window (**Info-Own City** or **Info-Other City**), and Territory List Window (**Info-List of Territories**).

Population (Popu) (Maximum 3,000,000)

Total number of civilians excluding soldiers. The number decreases when the city becomes a battlefield or when it is hit by a natural disaster. Population also decreases when you **Draft** or **Hire** soldiers. As a city's population increases, the gold and food you will collect from taxes increases.

Gold (Maximum 50,000)

The amount of gold in the city's treasury. Gold increases every January when it is collected as tax. Gold also increases when you receive **Help** from another ruler in **Diplomacy**, when you **Sell Food**, and when you collect **Special Tax**.

Food (Maximum 3,000,000)

The amount of food (rice) in stock in the city. Food is collected as tax from people every July. Food increases when you receive **Help** from another ruler in **Diplomacy**, when you **Buy Food**, and when you collect **Special Tax**.

Soldiers (Sold)

The total number of soldiers in the city. Use **Draft** or **Hire** to increase the number of soldiers. Every January, gold is distributed to soldiers as salary. Every July, food is distributed to soldiers as salary.

Officers (Off)

The total number of officers in the city, including the ruler or governor. Each officer's salary is paid in January and July.

[Put the following sentence in a box]

Note: Employ many officers to help you govern your domain. Yet, make sure that you have enough gold and food to pay for all their salaries.

Economy (Econ) (Maximum 9,999)

The level of economic development in the city. Raise this value with **Development-Economy** to increase your January tax income.

Land Development (Lnd) (Maximum 100)

The level of arable land in the city. Use **Development-Land Development** to raise this value and increase the amount of harvest. Irrigation and Cultivation levels will decrease when land is developed.

Cultivation (Clt) (Maximum 100)

The level of cultivated land for growing rice as food. The value returns to 0 after harvest every July.

Flood Control (FIC) (Maximum 100)

The level of flood control. Strong flood control will protect the city from flood and typhoon. This value drops when floods or typhoons strike the city.

Irrigation (Irr) (Maximum 100)

The level of irrigated land. Increase irrigation with **Development-Flood Control**. A high irrigation level will help bring a bountiful harvest in July. Floods and typhoons lower the irrigation level.

Tax Rate (Tax) (Maximum 100)

The rate at which gold and food are collected as tax in January and July respectively. If this rate is set too high, popular support will drop. Change the rate with the **Emergency-Tax Rate** command.

Popular Support (PS) (Maximum 100)

The level of people's loyalty to their ruler. If popular support is very low, a revolt may break out. Keep popular support high with the **Personnel-Give** command. Disaster, war, and **Emergency Tax** will lower popular support as well.

Crossbow (Crsb), Strong Crossbow (Crs+), Horse (Hors) (Maximum 9,999 each)

The number of crossbows, strong crossbows, and horses in the city. To increase each, you may ask for assistance from another ruler with **Diplomacy-Help**, or purchase these items with **Market-Buy Arms / Buy Horses**. You can organize a unit of 100 soldiers per one crossbow, strong crossbow, or horse unit.

Armored Galley, Heavy Galley, Light Galley (Maximum 100 each)

The number of armored galleys, heavy galleys, and light galleys in the city. Use **Military-Ship** to build them if you are in a city that has that capability.

Market Rate

The number of crossbows, strong crossbows, and horses or the amount of food which can be bought or sold for 1 gold. These rates fluctuate every month and vary from city to city.

COMMANDING YOUR CITY

MAIN DISPLAY

Main Command Menu and City Data are shown in the Main Display.

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The color of values for Land Development, Cultivation, Flood Control, Economy, Popular Support, Food, Gold, and Tax Rate change to indicate OK (Green), Caution (Yellow), or Warning (Red).

[Screen Shot of the Main Display- #8]

The Main Map

Click the upper-left box in the Main City Data Window or press the Space Bar to view the entire Main Map.

[Screen Shot of the Main Map- #2]

MAIN COMMANDS

The Main Command Menu is shown in the Main Display. Every month you have a turn to issue commands for all the cities within your state. You may issue as many commands as you wish as long as there are officers to execute your commands. You may assign more than one officer to a single task. Civil and Military Officers may work on a task for up to 6 months.

[place next paragraph in a box]

Commands you cannot select are displayed in red. When a selected command requires you to choose officers to execute the command, the officer names will be displayed in different color to indicate their status as follows:

Green: Ruler, Governor, Advisor, or General.

White: Civil Officer, Military Officer, or Free Officer.

Red : Already executing a command. Cannot be selected.

Yellow: Engaged in a long-term task.

Purple: Sick or wounded. Cannot be selected.

Asterisk: Selected for the current command.

When you are finished issuing orders for the month, select **Rest**. Review the result of your previous orders in the monthly report at the beginning of every new command turn.

Some commands can be executed only by characters holding certain ranks. The following marks are written next to command names to indicate who can or cannot execute the command:

(Ruler)=Ruler only.

(Ruler / Governor)=Ruler, Governor only.
(X Military)=Military Officer cannot issue this command.
(X Civil)=Civil Officer cannot issue this command.
(Home City Only)=In Home City only.

REST

End your monthly command.

MILITARY (Milt)

Move

Move your officers to a neighboring vassal city. You cannot select a city under an extended war or under another ruler's control. If you move your generals to a vacant city, it becomes your vassal city. When you move all the generals away from a city, that city becomes a vacant city. You may transfer Gold, Food, Arms, Horses, and Galleys along with your generals. If you move your ruler or a governor, you must appoint a new governor.

Send

Transfer Gold, Food, Arms, and Horses within your state. During transportation, some goods may be stolen by bandits. You may send goods to a city at war only when it is on the defending side.

Rally (X Civil)

Increase the morale of the soldiers.

War

Attack a neighboring rival city or battlefield, or send reinforcements to a city where your troops are at an extended war. If you invade a city under the control of your ally, the alliance will be canceled automatically.

Draft

Draft soldiers in groups of 100. It costs 10 gold and 100 food per group. You cannot draft soldiers if the population is less than 50,000, or if the number of soldiers exceeds the population. If you have more than one officer, you must assign new recruits to your officers. New recruits have much to learn, so a unit's training level will decrease after a draft.

Hire

Hire skilled soldiers for 40 gold and 200 food per 100 soldiers. Hiring soldiers will not lower Training Level as much as a Draft will.

Train (X Civil)

Train soldiers to raise their Training Level. The effect of training depends on the War Ability of the officer in charge of the training.

Assign (X Civil)

Change the number of soldiers under your officers. First, remove the desired number of soldiers from one officer and then assign them to other officers. If soldiers are left unassigned when you finish this command, they will leave the army to become civilians, and your population will increase.

Tip: A greater number of soldiers should be assigned to officers with high war abilities.

Ship

Build galleys (Armored Galley, Heavy Galley, and Light Galley) for naval battles. You may build galleys only in cities adjacent to a naval battlefield. An armored galley takes 6 months to build and costs 3000 gold, a heavy galley takes 4 months to build and costs 2000 gold, and a light galley takes 2 months to build and costs 1000 gold.

PERSONNEL (Pers)

Search

Search for hidden talent in your state. The chances of finding someone depends on the political ability and charm of the officer you select for this task. A hidden officer becomes a Free Officer after being discovered. You may view his abilities with **Info-Own City-Officer** before you recruit him.

Recruit

Recruit a Free Officer in your state or an Officer in a rival state. To recruit an Officer in a rival city, you must first send a spy to view information on the city and the target Officer (see Spy on page xx).

Once you have decided whom to recruit, you have four ways to persuade him:

- Gold: Send a messenger to give the recruit gold.
- Persuade: Send a messenger to persuade the recruit to switch sides.
- Special Visit: The ruler makes a personal visit to convince the recruit to join his force.
- Item: Send a messenger to offer a special item to the recruit.

The new recruit's loyalty, ability, and character, as well as the charm of your messenger will affect the success of the recruiting. If you are playing in Historical Mode, the success may also depend on the new recruit's compatibility with your ruler. If you successfully recruit the Governor of a rival city, it will become your vassal city.

Reward (Ruler/Governor)

Give a reward to your officers to raise their loyalty. There are three ways to reward your officers:

- **Gold:** You can give a maximum of 100 gold at a time. Giving gold is an effective way of raising the loyalty of officers with high charm.
- **Item:** Each item increases a certain ability of your officer. Items are in the hands of other rulers or discovered by chance.
- **Book:** If you don't have enough gold or items, you may give a book as a reward. However, books are not as effective as gold or items in raising an officer's loyalty. Books given as a reward are different from special item books.

Give

Distribute food among your people to raise Popular Support. By increasing their popular support, you can expect more gold from taxes in January and more food from the harvest in July. The effectiveness of this command depends on the amount of food you give and the population of the city, as well as the charm of both your ruler and the officer sent to offer the food.

Delegate (Ruler)

Delegate your rule of a vassal city to its governor. Once a city's rule is delegated, commands are executed automatically according to the governor's judgment and the policy you set. When a military officer becomes a Commander-in-Chief and occupies an enemy city as a result of a battle, he becomes the governor of the city. In that case, the rule will be automatically delegated under domestic policy; you cannot control the city directly.

There are three types of policies that can be delegated to a city.

- **Military:** Build up military strength to expand your territory.
- **Domestic:** Focus on domestic development and improve the harvest and the economy.
- **Balanced:** Balance the policy between military and domestic activities depending on the circumstances.

There are three commands you can issue to change a city's delegation.

DELEGATE ALL

Delegate the rule of all the vassal cities under the same policy.

Tip: Cities surrounded by friendly or allied cities are good candidates for delegation. Cities adjacent to hostile rivals should be carefully controlled by your ruler.

DIRECT ALL

Place the cities within your state under your direct control. You may directly control only those vassal cities where you have appointed an Advisor or a General as Governor.

MIX

Delegate your command only in selected vassal cities. Select a city whose rule you wish to delegate, and choose a policy for the city. Those cities which you do not select will be under your direct control.

Appoint (Ruler)

Appoint an officer to the rank of Advisor, General, Military Officer, Civil Officer and Governor.

Fire (Ruler)

Dismiss an officer. A dismissed officer becomes a free officer.

Seize (Ruler)

Take away a special item from your officer. The officer's loyalty will drop.

DIPLOMACY (Home City Only)

These commands are used in your negotiations with other rulers. For **Ally** and **Joint Invasion**, you may wish to present an offering as a sign of your goodwill. With **Exchange** you will need to specify the terms you wish to trade and with **Help** you will need to specify the terms you request.

For diplomacy commands, a list of rulers, their hostilities and their home cities will be displayed. Allied rulers' names are shown in green.

Ally

Ally with a rival ruler. The success of your alliance proposal depends on the rival ruler's hostility (Hos), your messenger's charm, and the terms you present. An alliance pact decreases the hostility of the allied ruler, while invading an allied city or capturing an allied messenger will annul the alliance and increases the ally's hostility.

Joint Invasion (Joint)

Propose making a joint invasion with a rival ruler into a third ruler's city. The agreement is valid for 3 months. When you begin the invasion, the rival ruler still has the option of backing out of the agreement. If he chooses to honor the agreement, he must also decide how many officers to send. You may ask for joint invasion forces from only one city. In a joint invasion operation, no more than six cities may participate in a battle from both attacking and defending sides as shown below.

[small chart of joint invasion- use same one that was used for SNES. The letter will just be changed]

If your attacking side wins, you must pay a promised remuneration to the ruler who executed the joint invasion with you.

Truce

Negotiate with your war opponent to end an extended war. Only the defending side can propose a truce.

Exchange

Ask a rival ruler for an exchange of goods. Whether he accepts your offer or not depends on the terms you present, your messenger's charm, and the rival ruler's hostility.

Help

Ask your ally for material assistance.

Threat

Demand a ruler's unconditional surrender. Whether he surrenders or not depends on his character and the relative size of his power. If he surrenders, you will acquire the rule of all the cities under his control. The former ruler becomes your officer and his officers become either your officers or free officers depending on their loyalty. If the threatened ruler ignores your threat, his hostility towards your ruler will increase.

Revoke

Revoke an alliance. This command also cancels a joint invasion agreement with an ally if such plans were already made.

INFO

Spy

Infiltrate one of your officers as a spy in a rival city to obtain information about the city. The spy will stay in that city for a set period of time or until discovered. To view information from your spy, use **Info-Other City**. The amount of information available to you depends on the ability of your spy and the duration of the spying period.

Own City

View the information of your home city.

Other City

View information on your vassal cities, vacant cities, and the rival cities in which your spy has infiltrated.

For the above two commands you can view the following information:

- **OFFICERS DATA:** View information of each officer.
- **OFFICERS LIST:** View character data of all your officers in a list.
- **CITY DATA:** View information of your home city as well as market rates for food, arms, and horses.

List of Territories

View information of all cities within your state in an easy-to-read list.

Sort

Rearrange the order of your officers according to one of 8 values: Intellect, War Ability, Charm, Political Ability, Army Command, Navy Command, Loyalty, and the number of soldiers. The officers will appear sorted in the chosen order on every screen you view thereafter.

Domain

Show a map of power balance.

List of Battlefield

View the listing of the 22 battlefield locations in China and each battlefield's controlling ruler.

[background shading for following paragraph]

Note: Battlefield names shown in blue are under your ruler's control, names in yellow belong to other rulers, names in white are vacant.

DEVELOPMENT (X Military Officer)

Implement development projects. You may spend up to 100 gold per project per month.

[insert screenshot #10 with land cultivation levels]

[put below in a box]

For best results, assign a civil officer with high political ability to work on a development project and give the project ample gold and a long-term schedule.

Land Development

Expand the developed area of the city.

Cultivation

Raise the Cultivation Level. After the annual harvest in July, the Cultivation Level returns to a value of 0.

Flood Control

Raise the Flood Control Level.

Economy

Invest in the local economy to increase tax collection.

PLOT

Devise a plot against a rival ruler or officer. For **Bribe**, **Forged Letter**, and **Rebel**, you must target a neighboring city and send a spy first.

Hide Infiltrator

Send your officer to a rival city as a free officer. You may select only those officers who have 100 loyalty. If he is recruited there, you may have him switch over to your side during a war. However, if he is not recruited, he may return to your city.

If you send a Civil Officer, you may acquire information about the city from him every other month.

Bribe

Bribe a rival officer so he will switch sides during a war. Whether this plot works or not depends on your messenger's Charm, your advisor's Intellect, and the rival officer's Loyalty and character. If he accepts your bribe, his loyalty will drop and he will switch over to your side during war while the plot is on. This plot is effective for three months.

Forged Letter

Send a forged letter to a rival officer to cause a rift between him and his ruler. If this plot is successful, the officer's loyalty will drop and he may leave his ruler, or become more easily recruited by another ruler.

Rival

Plot a scheme to make two rival rulers fight against each other. Select two rival rulers and a messenger for each ruler. The success of this plot depends on the Intellect of your advisor, messengers, rival rulers, and their advisors. If the rival rulers fall for the plot, their hostilities towards each other will increase and they may start a war.

Rebel

Persuade a rival Governor to rebel against his ruler. Success depends on your messenger's charm, and the Governor's loyalty and character. If the scheme works, the Governor's loyalty decreases and he will seize the opportunity to rebel. If the rebellion is successful, he will proclaim his independence in that city and become a ruler of his new state. Use this plot to weaken a rival super power.

MARKET (Mkt)

Trade with the merchants.

Tip: Use **Info-Own City-Province Data** to view market rates in the City Data Window before you begin trading.

After selecting **Market**, the Input Number Window will appear showing a minimum input value which reflects the market rate. Pay attention to the small window that shows the number of each item in stock and the food-soldiers statistic.

[Insert #11 screenshot]

[place following paragraph in box]

Tip: Always store a minimum of one unit of food per soldier so that you will have enough food to defend the city in case it is invaded.

Sell Food

Sell food to the merchants. The minimum value shown is the amount of food you need to sell to get one gold in return.

Buy Food

Buy food from the merchants. The rate is the amount of food you can buy with one gold.

Buy Arms/Buy Horses

Buy crossbows, strong crossbows, or horses. The rate indicates how much gold it costs to buy any one of them to supply 100 soldiers.

EMERGENCY (Emer)

Exile

Leave your city and go into exile. You may take all of your home city officers with you, some of your soldiers, some of your gold, and as much food as the soldiers can carry. Officers you do not take from your home city and officers in your vassal cities will become free officers.

You will be forced into exile when you are defeated in battle, captured, set free, and have no city to which you can return. In this case you cannot take your officers, food, or gold, but only your soldiers with you.

While in exile, you can execute only a limited number of commands.

[place following paragraph in a box with background shading]

EXILE COMMANDS

While you are in exile, you can select only the following commands:

Move

Move to a neighboring city. You cannot move to a city at war. If you move to a rival's city, the ruler may capture your officers that have low war ability, depending on the ruler's hostility, character, and alliances.

Info

View information about the city you are staying in, your officers, and a list of officers. You cannot view data on other cities or their officers.

Settle

Settle in a vacant city and declare your rule there. The following month, you will be able to select main commands.

Wait

Rest in the city you are presently in for one month.
[end of paragraph in box]

Heal

If a doctor named Hua Tuo is in your city, you can invite him to treat your officers. If Hua Tuo is not in your city, you may order a search for him. Hua Tuo can heal all the wounded and sick officers.

Special Tax

Collect gold and food as an emergency tax from the people. This is separate from the regular annual tax in January and July. You may use this command only once a month. How much you collect depends on popular support and population. Collecting an emergency tax will lower popular support.

Tax Rate

Change the rate for food tax in July and gold tax in January. Setting a high tax rate may decrease popular support.

MANAGING STATE AFFAIRS

DIPLOMATIC NEGOTIATIONS

[Screen shot of Negotiation-#6 screenshot]

Proposing a Negotiation

When you attempt to form an alliance or propose a joint invasion, you may wish to offer terms to the other ruler as a sign of your good will. On other occasions, you may wish to trade with other rulers, or request assistance from allies. There are 7 types of terms: Gold, Food, Crossbows, Strong Crossbows, Horses, Soldiers, and Special Items.

Soldiers may not be offered or traded, but only requested as a form of assistance. Conversely, special items cannot be requested for help, but may be only offered or traded freely.

Receiving a Negotiation Request

When a messenger comes from a rival ruler for diplomatic negotiations, you have the following choices as your response:

- **Accept:** Agree to the terms of the proposal.
- **Reject:** Reject the proposal.
- **Terms:** Propose new terms for the diplomatic agreement. Use this command to present a counter term if you are not satisfied with your rival's proposal.
- **Advise:** Seek your advisor's opinion of the proposal.
- **Imprison:** Capture the messenger regardless of the content of the negotiations.
- **Information:**
 - City Data: View data of your home city.
[Note: (don't write) in game now as province data. Check to see whether changed in game]
 - Domains: View main map with the geographical balance of power.

[insert screenshot #7 with caption 'Control of Lands by Rulers']

EVENTS AND DISASTERS

[Put the following sentence in a box]

The game uses a lunar calendar used in ancient China. Spring is from January to March, summer is from April to June, fall is from July to September, and winter is from October to December.

REGULAR EVENTS

Annual Tax

Gold is collected every January as tax. Gold revenue depends on Population, Economy, Tax Rate, and Popular Support.

Harvest Tax

Food is collected every July during the harvest as tax. Food revenue depends on Land Development, Cultivation, Irrigation, Tax Rate, and Popular Support.

Salary to Officers

Gold in January and Food in July are paid as salary to officers and soldiers. If you are short of gold or food for salary, the officers' loyalty will decrease and some soldiers will desert.

Recovery of Wounded Officers

Wounded officers will recover within 6 months. Until an officer fully recovers, he cannot take on any task.

Officer's Loyalty

An officer's loyalty changes every month according to his compatibility with his ruler and his years of service.

Officer's Resignation

When an officer's loyalty is low, he may leave his ruler and become a free officer, or leave to serve under another ruler. Officers related by family to their ruler will always be loyal to their ruler when playing under Historical Mode.

RANDOM EVENTS

[Icon of locust outbreak]

Locust Outbreak

A locust outbreak can occur between spring and fall. Outbreaks cause the city's Popular Support, Cultivation, and food supply levels to decrease. A locust outbreak may spread to neighboring cities the following season, but will subside in the winter.

[Icon of flood]

Flood

A flood may occur in the areas near large rivers in summer. Floods adversely affect the Population, Soldier, Cultivation, Flood Control, and Popular Support levels. Strong flood control and irrigation levels will minimize the damage.

[Icon of typhoon]

Typhoon

A typhoon may occur in the summer. Typhoon damage will cause Popular Support, Cultivation, and Flood Control levels to decrease. Good flood control and irrigation will minimize the damage.

[Icon of epidemic]

Epidemic

An epidemic may occur in any season. An epidemic lowers Popular Support, Population, and Soldiers. Officers may also become ill. An epidemic may spread to neighboring cities the following season, but will subside at the end of the year.

[insert screenshot #9 of epidemic]

[Icon of revolt]

Popular Revolt

A popular revolt may break out in any season. Revolts reduce population, soldiers, cultivation level, gold, and food. They are more likely to occur in cities where both the popular support and the ruler's charm are low.

[Icon of Rebellion]

Rebellion

Officers may rebel because their loyalty is low, because of incompatibility with their ruler, or because of a plot by a rival ruler. A rebellious governor who defeats his ruler will become the new ruler of that city. Officers there will either remain to serve him or leave to become free officers. The new ruler will be very hostile towards his former ruler.

[Icon of Bonanza]

Abundant Harvest

An abundant harvest is the only lucky event that brings a large amount of food in July.

[Icon of Poor harvest]

Poor Harvest

Drought, heavy rains, typhoons, and floods are all events that may cause a poor harvest.

Yellow Turban Rebels

While you are in exile, yellow turban rebels may attack you. If you repel them successfully, you may gain gold and food dropped during their flee, and sometimes a few rebels will join your forces. If you are defeated; however, you will lose soldiers, gold, and food.

SPECIAL ITEMS

The following 13 items each have an empowering effect. They will raise certain abilities of their owners and increase their loyalty. Give items to your officers with the **Personnel-Reward** command.

Books: Raise intellect and political ability.

War Manual of Sun Tzu
New Treatise of Meng De
Supreme Book of Magic
Way of Peace

[Put the following sentence in a box]

Note: There are 7 copies of the War Manual of Sun Tzu. Giving one officer multiple copies of the War Manual has the same effect as giving him just one copy, so be sure to dispense the copies among different officers.

Swords: Increase war ability.

Sword of Trust
Sword of the Seven Stars
Black Dragon
Luminous Sword

Horses: Add extra mobility at war. A commander with a special horse will never be captured when he flees.

Red Hare
Stallion of the Storm
Gray Lightning

Items for Rulers Only

Medical Book of Hua Tuo: Heals wounded officers in one month.
Hereditary Seal: Raises ruler's political ability and charm.

THE ART OF WAR

BEFORE BATTLE

How Battle Starts

- Order an invasion on an enemy city or battlefield by selecting **Military-War**.
- A rival neighboring city invades a city or area under your control.

Where A Battle Takes Place

Wars take place in locations: cities and battlefields. A battle in a city starts when a ruler invades a rival city. A battlefield war breaks out when a ruler marches to a battlefield under another ruler's control, or when a ruler invades a vacant battlefield where an adjacent rival ruler counterattacks. There are 22 battlefields found on 4 different types of land: an open field, a mountain pass, a river, and the Great Wall. For a naval battle, you must have galleys.

Organizing Invasion (Army or Navy)

1. Select officers to send to the battle as commander, and then select the types of units the commanders will lead. A small window on the left shows unit types and their availability in hundreds. For example, a commander with a thousand soldiers may lead a Cavalry unit if 10 or more Cavalry units are available. There is no limit for Infantry units.
2. Decide who will be the commander-in-chief for the invasion forces. If your ruler or governor is one of the commanders, he automatically becomes the Commander-in-Chief and you must appoint an interim governor.
3. Decide how much gold and food to take.
4. Decide whether or not to request reinforcements if they are available.

Requesting Reinforcements

• Attacking Side

If you have planned a joint invasion with another ruler in the past 3 months, you may ask the ruler for reinforcements. Upon victory, you must pay promised remunerations to your joint invasion partner. You may also ask for reinforcements from a friendly city at the time of your attack.

• Defending Side

If your city or battlefield is invaded, you may request reinforcements from your home city or from another friendly city within your territory. You may also send a messenger to ask for reinforcements from an adjacent city under another ruler's control. Upon your victory, the enemy's remaining gold and rice are divided as war booty between you and the ruler who aided you, depending on how many officers remain in the other ruler's reinforcement troops.

- **Extended War**

During an extended war, both attacking and defending sides may request reinforcements, but only from a neighboring city within each of their own states.

[background shading for next paragraph]

Reinforcement units are displayed in pink and positioned automatically when they arrive, unless they are joining an extended war.

DURING BATTLE

Positioning Units

When a war breaks out, the Battle Display appears. Position each unit in those areas which have a round red marker.

When attacking, choose a unit to carry food for the entire army. If this unit is destroyed, you will lose the food and the morale of your soldiers will drop sharply.

[put next paragraph with background shading]

Tip: Strategically maneuver your unit in charge of the food to avoid enemy attacks. Use it to attack in obviously favorable circumstances.

[place in box]

Attacking units are displayed in red and defending units are displayed in blue.

Battle Display

[Screen shot of Battle Data- screenshot #4]

White Unit: Soldiers in thousand's

Yellow Unit: Soldiers in hundred's

Red Unit: Soldiers in tens (Less than 10 is shown as 0)

Battle Commands

[insert screenshot #3- battle commands at castle]

A unit will be highlighted with a red square for the command turn.

To select the destination of your unit or the target of your attack in battle, move the cursor to a desired point.

MOVE

Move units on the Battle Map. Each terrain type requires different mobility (see Unit Types and Terrain on page xx). If a unit moves next to an enemy unit while

advancing, it must stop there. If the morale of the enemy unit is less than 20, it may continue.

[Put the following sentence in a box]

Note: To invade a rival city, you must either open the gate or climb the city walls. Climbing requires at least 9 mobility points. If training level or morale is low, climbing may be impossible. Cavalry units cannot climb.

ATTACK

You can attack when an enemy unit is within your range or when you are adjacent to a city gate. There are 6 methods of attacking:

Normal

Attack an adjacent enemy. You can also use this command to break down a closed gate (red) of the enemy's city.

Simultaneous (Simul)

Attack an enemy unit simultaneously with two or more adjacent allied units. The attacking commanders must have at least 70 Army or Navy Command ability. The effect of the attack depends on the number of units and their soldiers, their war ability, and the terrain. By joining in a simultaneous attack, all participating attack units will use up their turns.

Surprise (Surpri)

Ambushed units only. Ambush an approaching enemy unit when it moves next to your unit. Your unit will no longer be in an ambush condition after the attack.

Bow

Attack distant enemies with Crossbow units. Each Crossbow unit may carry a maximum of 15 arrows. The effect of the attack depends on the training level of the unit.

Firebolt

Shoot firebolts at enemies from long distance with Crossbow units. Each Crossbow unit may carry a maximum of 8 firebolts. The effect depends on the training level of the unit.

Charge

Attack by charging through an adjacent enemy unit. If the enemy unit is not completely destroyed, your unit will be pushed back to the original position or pushed out to the other side of the enemy unit.

Personal Combat (PersCombat)

Challenge an enemy commander to personal combat. Your battle commander may refuse your order or may accept an enemy's challenge without your permission. The enemy commander you challenge may refuse combat as well.

Once the enemy accepts the challenge, you will have no control over the combat. A defeated commander will become your prisoner.

[Screen shot of Personal Combat]

[Caption] Attacking Commander, Defending Commander, Stamina (Red: Attacking side, Blue: Defending side)

REST

Rest your units at their current position. By resting, the unit will gain 1 mobility point and recover 2 points in Stamina.

TACTICS

Success of tactics commands depend on the intellect of the commander.

Fire

Set fire to an adjacent unit or open space. The success depends on the weather, terrain, and intellect of the commander. A unit caught in fire will lose soldiers. A fire may spread with the wind or subside if it rains. You may also set fire to galleys in naval battle.

Ambush

Infantry, Crossbow, and Strong Crossbow units are able to hide in ambush in grassland, forest, and hills. Ambush units become invisible on the map and can Surprise Attack enemy units. Ambush units need 6 mobility points to move while in ambush.

Bribe

Persuade an enemy commander to switch over to your side. You may select enemy commanders whom you have bribed in advance (Bribed Off), your infiltrators (Infiltr), or any other commanders (Other Off), except for the enemy Commander-in-Chief.

Incite

Spread rumors among two adjacent enemy units. This may cause confusion and make them attack each other.

Confuse

Spread false rumors to halt the enemy's movement and lower their morale.

Extinguish (Naval battle only)

Extinguish fire on a galley. An attempt to put out fire may not always work.

INFO

Ally

View data of allied commanders. This does not count as a command turn.

Enemy

View enemy commanders. The range of view depends on the intellect of the commander who carries out this command.

FLEE

Withdraw your units to a neighboring friendly city or a vacant city. The cities you can flee to will be displayed and your home city will be highlighted in yellow. In a city battle, only the defending side may withdraw to its castle. Commanders that withdraw to their castle cannot rejoin the battle until it becomes an extended war the following month.

All Troops (Commander-In-Chief Only)

Withdraw all the allied units, including joint invasion forces, to a neighboring friendly city or a vacant city.

Standby Off (Defending Side Commander-In-Chief Only)

In a city battle, evacuate your reserve commanders (including civil officers) from the castle to a neighboring friendly city or a vacant city.

JOIN (Defending side only)

Order reserve commanders or evacuated commanders in your castle to join the battle. The commander executing this command must be positioned in one of the castles.

DELEGATE

Delegate your command of all units to the computer. You will not regain command until the battle ends.

[Put the following sentence in a box]

Pitfalls: When your city is invaded and your advisor participates in the battle, he may suggest you dig pitfalls outside the city walls to trap enemy soldiers.

Unit Types, Mobility, and Terrain

There are four types of army units and three types of navy units. Their basic mobility varies as shown in the table below. The maximum mobility is 10. Infantry, Crossbow, and Strong Crossbow unit mobility changes according to the morale of the commander and the training level of the unit.

There are 17 types of terrain, shown in the table below. Mobility means the mobility required for a unit to move one space. Defensive Strength and Flammability are higher as the number is greater.

[Table of Unit Types and Terrains]

AFTER BATTLE

Conditions for Victory

Attacking Side:

- Occupy all the enemy castles (city war only).
- Reduce the enemy's food and soldiers' morale to zero.
- Capture all the enemy officers or force them to flee.
- Capture the enemy commander-in-chief.

Defending Side:

- Defend a battlefield for 10 days.
- Reduce the enemy's food and soldiers' morale to zero.
- Capture all the enemy officers or force them to flee.
- Capture the enemy commander-in-chief.

Extended War (City Battle Only)

If a city battle does not end within 10 days, the war is interrupted for monthly orders. After you have completed orders to your other cities, the extended war will continue.

Post-war Settlements

If the attackers win, they will take over the defeated city (or battlefield). The attacking commander-in-chief will become the new governor of the city.

If your side is victorious, you must decide the fate of your prisoners. You may choose to Recruit, Set Free, or Execute.

If your invasion forces flee, enemy prisoners captured in battle will return to their city.

If your ruler is captured when you lose a battle, he may be set free or executed. If your ruler is executed, you must select a successor to continue the game. If your ruler is set free, he has no choice but to go into exile.

[from this section on, please use a 2-column page]

REFERENCE GUIDE

GAME VOCABULARY

State (Territory) A group of cities and battlefields under one ruler's control.

Home City City under a ruler's control and is the current residence of the ruler.

Vassal City City conquered by a ruler, but not inhabited by the ruler.

Vacant City City not controlled by any ruler. A ruler in an adjacent city may move officers into a vacant city in order to take it under the ruler's control.

Friendly City City which has the same ruler as your city.

Allied City City whose ruler has formed an alliance with your city's ruler.

Rival City City whose ruler is not allied with your city's ruler

Officer Characters who are capable of executing commands.

- **ACTIVE OFFICER:** Serving under a ruler.
- **FREE OFFICER:** Not serving under any ruler. Becomes an Active Officer when recruited with **Personnel-Recruit**.
- **UNDISCOVERED OFFICER:** Becomes a Free Officer when discovered with **Personnel-Search**.

Terms (Offering) Items or conditions offered during diplomacy negotiations to help persuade a rival ruler to ally with you, or execute a joint invasion with you. Terms also refer to the goods you offer to a rival in exchange for some of his goods, or the goods that you request as aid from an ally.

Mobility A measure of your ability to move in battle. Different types of terrain require different amounts of mobility. For example, a hill will require more mobility than plains.

Commander A general participating in war. Leads units of soldiers.

Commander-In-Chief The head of all commanders in a battle.

Extended War Battle in a city which does not end within 10 days. The extended war will be continued in the next command turn the following month.

Reinforcements Additional soldiers requested to strengthen the defense or attacking side. Reinforcements can be called for by the defending side from its

friendly or allied cities when attacked. Additional forces for the attacking side can be requested from an allied land which agreed to a joint invasion request within the last 3 months or from a friendly city just as your forces are attacking.

Successor Officer appointed to ascend to the throne when your ruler dies or to take over the governing of a city when a governor dies during war or from illness. A successor is appointed from available officers. If there is no officer to select as a ruler successor, the game will end. If there are no active officers to be appointed as the new governor, the city will become vacant. In a delegated city, a new governor will be appointed automatically..

SHIPS IN THE AGE OF THE THREE KINGDOMS

Of all the battles mentioned in the Romance of the Three Kingdoms, naval vessels probably played the most significant role in the Battle of Red Wall. The Wu navy, trained by general Zhou Yu, was crucial in the strategy which brought about Cao Cao's defeat. Unfortunately, no clear record remains of the size or appearance of vessels of this period. Relying on what is known of the ships of the later dynasties (Ming and Song), we can get an idea of their characteristics.

Armored Galley

The armored galley had a distinctive main cabin, surrounded by protective bulwarks. The deck was twice as wide as that of an ordinary battle ship, which allowed the fleet to carry out diverse attack strategies. At the time of the Battle of Red Wall, navies consisted primarily of armored galleys.

Heavy Galley

The heavy galley was a covered attack ship. Portals were open for firing arrows and throwing spears from the port and starboard sides of the ship. The heavy galley was versatile enough for use on the defense or offense.

Light Galley

A smaller vessel, the light galley was relied upon for its ease of mobility. Sailors and soldiers often boarded these ships to prepare for the possibilities of naval maneuvers or a rush onto land.

CROSSBOW AND STRONG CROSSBOW

The Chinese crossbow was a mechanical bow, very similar to the crossbows of Europe. The crossbow existed in China as early as the period of the Spring and Autumn Annals (722~484 BC). The crossbow was superior to ordinary bows in its tensile power and longer range of accuracy. Crossbows of the Han Dynasty period had a range of about 200 meters and could be fired from a prone position, allowing archers to take aim and lie in waiting for their targets. The crossbow was most often used for offensive maneuvers, fired in perfect timing by batteries of archers. The method of continuous firing is said to have been passed from

Zhuge Liang on his deathbed to Jiang Wei, who implemented it with great success.

There were two types of crossbows, categorized by power. In Romance of The Three Kingdoms III, they are known as the crossbow and strong crossbow. The regular crossbow could be drawn by hand, while the larger, strong crossbow required the strength of the legs. There were also crossbows made to fire one arrow at a time and others to fire multiple arrows at once. Iron arrows, seven inches in length, could be fitted into the bow and shot ten at a time.

HISTORICAL TIME PERIOD

Scenario 1: Dong Zhuo's Rivals Unite (189 A.D.)

Ruler	City Number	Advisor
Cao Cao	10	Chen Gong
Liu Bei	6	Guan Yu
Sun Quan	29	Cheng Pu
Yuan Shao	5	Tian Feng
Yuan Shu	22	–
Ma Teng	16	–
Liu Yan	40, 41, 43	–
Liu Biao	24, 26, 27	Kuai Liang
Dong Zhuo	11. 12. 13	–
Gongsun Zan	2	–
Tao Quian	17, 18	–
Hai Fu	7	–
Kong Rong	8	–
Wang Lang	35	Yu Fan
Liu Yong	32, 33	–
Qian Mao	9	–
Kong Zhou	20	–
Yan Baihu	34	–
New Ruler	Chosen Vacant City	–

At the end of the second century, Emperor Ling of the Eastern Han dynasty died, setting off a power struggle between court eunuchs and the family of the Imperial consort. As the government collapsed, the Yellow Turban Rebels roamed the land, overthrowing local officials and plunging the countryside into chaos. When the order went out to suppress the Yellow Turban Rebels, rulers from every region raised troops to support the emperor. Among these lords were Cao Cao, Liu Bei and Sun Jian.

The capital, Loyang, was taken by Dong Zhuo as he put down disturbances in the area. Dong Zhuo made an ally of Lu Bu by giving him the Red Hare, a magnificent horse, and seized control of the capital's army by murdering his

adopted father Ding Yuan. Emperor Shao, who had succeeded Emperor Ling, was forced to abdicate and Chen Liu of the imperial family was elevated to the throne as Emperor Xian. Dong Zhuo took power, proclaimed himself Prime Minister, and embarked on a path of tyranny.

Regional nobles around China knew they had to react to this abuse of power. Cao Cao issued a manifesto and formed a league against Dong Zhuo with Yuan Shao as leader. Liu Bei, alongside Guan Yu and Zhang Fei, pledged to preserve the Han Dynasty and joined the forces dedicated to overthrowing Dong Zhuo under the aegis of Gongsun Zan. Other rulers, like Liu Yan and Liu Biao, worked at expanding their rule in their respective regions.

The peaceful Eastern Han Dynasty was over and an era of continuing war was about to begin.

Scenario 2: The Chaotic Era Begins (194 A.D.)

Ruler	City Number	Advisor
Cao Cao	10, 12	Zun Yu
Liu Bei	17, 18	–
Sun Ce	36	Zhou Yu
Yuan Shao	5, 6, 7	Tian Feng
Yuan Shu	22	–
Ma Teng	16	–
Liu Zhang	40, 41, 43, 44	Zhang Song
Liu Biao	24, 26, 27	Kuai Liang
Lu Bu	9	Chen Gong
Gongsun Zan	2	–
Li Jue	13	Jia Xue
Kong Rong	8	–
Liu Yong	32, 33	–
Zhang Lu	38	Yuan Pu
Wang Lang	35	Yu Fan
Yan Baihu	34	–
New Ruler	Chosen Vacant City	–

Pressed on all sides by Cao Cao's League, Dong Zhuo set fire to every quarter of the capital Loyang and fled to Changan, to the west of his territory, where he declared his new capital. But he was killed by Lu Bu, supposedly his confidante and adopted son, as part of a plot by Dong Zhuo's minister Wang Gou. Wang Gou took power after Dong Zhuo's demise and promoted Lu Bu to commander-in-chief of the military. But the troops were restive under him because of the unending tyranny, and his authority was short-lived.

About the same time, the troops of Sun Jian, protector of Chang Sha, captured Loyang in the attempt to overthrow Dong Zhuo. Sun Jian laid hold of the

Hereditary Seal of the empire, which he found in a well. The day after he gave the Hereditary Seal over to his son Sun Ce for keeping, however, Sun Jian died. The authority of the Eastern Han family now expired, the empire dissolved into civil wars between regional lords.

Cao Cao attacked Tao Quian of Xu Zhou for killing his father while Liu Bei, pressed by Tao Quian for help, headed off to reinforce him with the help of Zhao Yun and troops he had borrowed from Gongsun Zan. No sooner was the battle under control than Tao Quian died of an illness, leaving Liu Bei in charge of Xu Zhou and with greater power. But, through the strategy of Cao Cao, Lu Bu wrestled Xu Zhou from Liu Bei. Having lost his base of power again, Liu Bei gave in to Cao Cao and took guest status in the province.

Scenario 3: Cao Cao's Power Expands (201 A.D.)

Ruler	City Number	Advisor
Cao Cao	9 - 13, 17 - 21	Xun Yu
Liu Bei	23	Guan Yu
Sun Quan	33 - 37	Zhou Yu
Yuan Shao	1 - 3, 5 - 8	-
Liu Zhang	40 - 44	Zhang Song
Ma Teng	15, 16	-
Zhang Lu	38	Yuan Pu
Liu Biao	24, 26 - 28	-
New Ruler	Chosen Vacant City -	

Cao Cao had protected Emperor Xian and gained control of the court and was on the verge of ruling all of China in his own right.

Yuan Shu, who had taken the Hereditary Seal in pledge from Sun Ce in place of a loan of troops also assumed the title Emperor. However, he was unable to gain the loyalty of the people. He sought help from Yuan Shao, but Yuan Shu unfortunately died of an illness during the march.

Yuan Shao destroyed his old enemy to the north, Gongsun Zan, and gained power of China north of the Yellow River. Then aiming for central China, Yuan Shao met up with Cao Cao, who was well on his way to unifying the country under his own rule, on the other side of the Yellow River. In the Battle of Kuantu, Yuan Shao's army took the north bank of the Yellow River, while Cao Cao's troops camped at Kuantu. After clashing swords, Cao Cao defeated Yuan Shao in the year 200.

Meanwhile, Liu Bei, who had been defeated in the war in Xu Zhou, had joined the camp of Yuan Shao; but Guan Yu was captured by Cao Cao. When Guan Yu escaped back to Liu Bei they turned on Cao Cao, only to lose again. Seeking help from Liu Biao, Liu Bei was welcomed as a guest again, in Jing Zhou.

In Jing Zhou, the "Peach Tree Oath" was tied between Liu Bei, Zhang Fei, and Guan Yu. The sworn brothers pledged to rescue the Han dynasty. Liu Bei then enlisted the capable and virtuous Zhuge Liang as his military leader by pledging his utmost sincerity and eagerness. He agreed to Zhuge's plan to divide China into three parts and set about building his stronghold in Jing Zhou.

Scenario 4: Zhuge Liang Plots Strategy (208 A.D.)

Ruler	City Number	Advisor
Cao Cao	1 - 13, 19, 22	Xun Yu
Liu Bei	24, 26, 27	Zhuge Liang
Sun Quan	33 - 37	Zhou Yu
Ma Teng	15, 16	-
Liu Zhang	40 - 43, 45	Zhang Song
Jin Xuan	28	-
Han Xuan	29	-
Zhao Fan	30	-
Liu Du	31	-
Zhang Lu	38	Yuan Pu
New Ruler	Chosen Vacant City -	

Cao Cao, the Prime Minister, launched a campaign against his rivals to the south. In Jing Zhou, Liu Biao had died and his successor Liu Zong surrendered without a fight, handing Jing Zhou over to Cao Cao. Liu Bei fled south with the terrified people of Jing Zhou following.

Meanwhile, Sun Quan was trying to bring about an alliance between Lu Su and Liu Bei. Upon a proposal from Lu Su, Zhuge Liang went east to Wu. Zhou Yu added his forces to those of Sun Quan and a new federation was formed. The united forces of Wu and Jing Zhou decided to force a battle on the armies of Cao Cao.

The two armies faced off from both banks of the Yangtze River. Exhausted by the long trip to the battle site, Cao Cao's army was stricken with plague. Exploiting this, rising young hero Pang Tong led Wu and Jing Zhou to encircle them. All Cao Cao's boats were chained together, rendering them helpless against a fireboat sent into their midst. A red wall of flame rose from the Yangtze as Cao Cao's navy caught fire. This was the battle at Red Wall.

After Red Wall, Liu Bei gained control of Jing Zhou and Yi Zhou, but his relations with Sun Jian deteriorated as Sun Jian tried to take Jing Zhou. Liu Bei left Guan Yu to defend Jing Zhou, but Lu Meng, who became general of Wu after Lu Su died, formed an alliance with Cao Cao and they besieged Jing Zhou in a pincer attack. Guan Yu was beheaded after this battle, leaving Liu Bei without one of his best generals, and without a stronghold again.

Scenario 5: Liu Bei Builds Shu Kingdom (221 A.D.)

Ruler	City Number	Advisor
Cao Pi	2 - 15, 17 - 25	Sima Yi
Liu Bei	38 - 44	Zhuge Liang
Sun Quan	26 - 37	Lu Xun
Meng Huo	45	–
New Ruler	Chosen Vacant City	–

When Cao Cao, who had become King of Wei, died, his son Cao Pi forced the abdication of Emperor Xian and became Emperor himself. Unwilling to give in, Liu Bei took the title Emperor of Shu and appointed Zhuge Liang his Prime Minister.

The first decision Liu Bei made as Emperor was to seek revenge for Guan Yu, who had been killed by Lu Meng of Wu. Zhao Yun tried to dissuade him, but Liu Bei turned a deaf ear. Zhuge Liang had long since stopped trying to leash his anger. With Zhang Fei as his general, Liu Bei prepared to launch his attack. But, Zhang Fei was assassinated in his sleep by rebellious subordinates Fan Jiang and Zhang Da.

Sun Quan was given lordship over Wu by Cao Pi, now Emperor of the Wei Dynasty. After defeating Liu Bei's army in the year 222 at the battle of Yi Ling, Sun Quan pledged to wage war against Wei, thus declaring independence of Cao Pi. Liu Bei, having retreated to Shu, supported war on Wei. China was now divided into three, just as Zhuge Liang had predicted, and the age of the Three Kingdoms—Wei, Wu and Shu—had arrived.

Entrusting Liu Chan into the care of Zhuge Liang and Zhao Yun, Liu Bei was struck with illness and passed away. Zhuge Liang fulfilled Liu Bei's last wish and became the advisor of the next Shu emperor, Liu Chan. Zhuge Liang set his sights on central China, but Wei general Sima Yi was waiting for him there. This was the first of Zhuge Liang's five northern campaigns.

Scenario 6: Three Kingdoms Fight Decay (235 A.D.)

Ruler	City Number	Advisor
Cao Rui	2 - 15, 17 - 25	Sima Yi
Liu Chan	38 - 45	Jiang Wei
Sun Quan	26 - 37	Zhuge Jin
New Ruler	Chosen Vacant City	–

The repeated northern campaigns weakened Shu. Then after the loss of Zhuge Liang in the fifth northern campaign, the destiny of Shu was questionable. Having already lost five brave generals, Jiang Wan became the next Prime

Minister. In his missive "Proclamation of the Dispatch of Troops," Zhuge Liang had proclaimed "the court and the government are one." This was to advise against a separation of the emperor as an individual and the role of the emperor as the head of state directing the future of the country. But the situation in Shu was a far cry from this ideal. Eunuchs like Huang Kao had usurped control and Liu Chan did little more than obey them.

In Wei, Cao Rui was weakening his people with an immense building project at Xu Chang. Gongsun Yuan resisted the new dynasty and rebelled against Wei, proclaiming himself head of the Yan Dynasty. Sima Yi put down his rebellion. When Cao Rui died at the young age of 36, Sima Yi promoted Cao Fang to emperor, as Cao Rui had wished. In Wu, Sun Quan was still active and healthy, but after the death of the crown prince, a battle arose among his successors.

Of the three kingdoms, Shu began to collapse first. Wei was overthrown by Sima Yen, who proclaimed the Chin Dynasty, and the curtain fell to end an heroic era.

CHARACTER PROFILES

Great Rulers of The Three Kingdoms

Cao Cao

Cao Cao is the most famous hero of the Romance of the Three Kingdoms. The famous Xu Zijiang declared that he would be "a wise ruler to govern the land, a great villain to ruin the land." His grandfather Cao Teng was a eunuch, which greatly complicated his character. After Dong Zhuo was overthrown, Cao Cao gave protection to Emperor Xian and served him as a true subject of his sovereign. Cao Cao collected talent around himself and particularly prided himself on enlisting former enemies.

After destroying Yuan Shao in the Battle of Kuantu, he established a solid base in central China. After his great defeat at Red Wall by Liu Bei and Sun Qian, however, Cao Cao set about reforming his system, and within eight months had reassembled a navy and demonstrated the might of his country.

In the year 211 his eldest son Cao Pi became Vice Prime Minister and together they became the true power behind the Eastern Han Dynasty. Cao Cao did not become emperor himself, but Cao Pi did succeed in ascending to the throne by forcing Emperor Xian to abdicate. Cao Cao died in Loyang in the year 220.

Liu Bei

Although he became a mighty ruler, Liu Bei always served under others, such as: Gongsun Zan, Tao Quian, Lu Bu, Cao Cao, Yuan Shao and Liu Biao. This was mainly because he did not have a tactician able to restrain magnificent warriors who he led, such as Guan Yu, Zhang Fei and Zhao Yun. What changed all this was when Liu Bei enlisted Zhuge Liang in the year 208 as his tactician. Liu Bei's forces then formed an alliance with Sun Qian and defeated Cao Cao's forces at the battle of Red Wall, securing for Liu Bei a personal foothold in Jing Zhou. He then moved to Yi Zhou and declared the Shu-Han dynasty. After becoming Emperor, his expeditions to Wu were defeated time and again.

Sun Quan

Sun Quan was the second son of Sun Jian. After the death of his elder brother Sun Ce, he became ruler of Jiang Dong at his dying brother's behest. At that point Sun Quan was a mere nineteen years old. With a square jaw, large mouth and blue eyes, he may have had some non-Chinese blood. He searched wide for the most able talent, and just as Sun Ce had enlisted Zhou Yu, Sun Quan enlisted Lu Su.

When Cao Cao began his southern campaigns, Sun Quan entered into battle with him on the advice of Zhuge Liang, Lu Su and Zhou Yu and defeated Cao Cao at Red Wall. Thereafter, under the command of Lu Meng, he captured Jing Zhou

from Guan Yu. Guan Yu was assassinated, provoking Liu Bei's eastern campaign, which was completely defeated under the command of Lu Xun.

With the obvious military talent that Sun Quan gathered about, he was able to establish one of the kingdoms that gave the Three Kingdoms period its name. In 229, he took the title of Emperor. He was praised as the only one of his illustrious family with the necessary character to ascend to the rank of emperor.

The Combatants

Cao Pi

Cao Pi was Cao Cao's second son. He became the first emperor of the Wei Dynasty under the title Emperor Wen. He was an excellent warrior and a learned man. Defeating his younger brother Cao Zhi with the help of Jia Xue in the contest to succeed their father, he forced the abdication of Emperor Xian after Cao Cao's death and founded the northern country of Wei in 220. He appointed Sun Qian King of Wu, but sent his own armies to Wu, and Shu. With his tactician Sima Yi, he attempted to unite all of China under Wei. He died in 226 without succeeding in imposing his will on Zhuge Liang and Xu Sheng.

Dong Zhuo

Dong Zhuo led an army of 200,000 from Xi Liang to Loyang in response to a request from the Eastern Han to help put down the rebelling eunuchs. Amid the chaos, he grabbed power through military strength and forced Emperor Shao to step down in favor of Emperor Xian. He became Prime Minister and embarked on a rule of extreme tyranny. When Cao Cao and the other princes formed a league against him led by Yuan Shao and pressed in on Loyang, he forced the emperor to move the capital to Changan. Under his misrule, life moved from bad to worse, and before long he was deposed by the plotting of Wang Gou and died at the hand of his adopted son Lu Bu.

Guan Yu

During the Yellow Turban Rebellion, Guan Yu lost track of his sworn brothers Liu Bei and Zhang Fei, and submitted to Cao Cao. His reputation as a skilled swordsman earned him many favors from Cao Cao. However, upon receiving the gift of the Red Hare, the finest steed at the time, Guan Yu bid a respectful farewell and set off to find Liu Bei. Once reunited, Guan Yu helped Liu Bei fend off Cao Cao's relentless attacks. His unswerving loyalty and strength were crucial to Liu Bei's efforts to recover the emperor's throne.

Liu Biao

Liu Biao was a famed warrior, one of the "Eight Worthies of Jiang Xia." He fought Sun Jian at the request of Yuan Shao and was driven back by Sun Jian's inferior forces, but through the strategies of Kuai Liang he succeeded in felling Sun Jian. Liu Biao then strengthened his base in Jing Zhou and sheltered Liu Bei. He was a popular figure and recruited many of the soldiers that fled the fighting

in central China. Yuan Shao and Cao Cao both sought him as an ally, but he was unable to comply. As Cao Cao's army approached his stronghold, he grew ill and entrusted his eldest son Liu Qui to Liu Bei. Soon after, he passed away.

Lu Bu

Lu Bu was a skilled martial artist and the supreme warrior of his age, of whom it was said, "Among men, Lu Bu; among horses, the Red Hare." He assassinated his adopted father Ding Yuan and went over to Dong Zhuo's side. Dong Zhuo relied on him and made him his adopted son, but Lu Bu then turned on Dong Zhuo as part of Wang Gou's plot, again assassinating an adopted father. After turning from prince to prince, he sided temporarily with Liu Bei. While Liu Bei was away fighting Yuan Shu, Lu Bu seized Xu Zhou and set himself up independently. He was ultimately defeated by Cao Cao and put to death.

Sun Ce

Sun Ce was the eldest son of Sun Jian. After his father's death, he continued under the command of Yuan Shu in 194. Like his father, he was very skilled in martial strategies, but Yuan Shu squandered his talents. Sun Ce pledged the Hereditary Seal his father had found to Yuan Shu against a loan of troops, with which he independently took new territories. His offensives were ruthless and before long he had extended his rule with his longtime friend Zhou Yu and others, adopting the odd title of "Little Hegemon." While preparing for a major offensive, he was attacked by an assassin and died in the year 200.

Sun Jian

Sun Jian considered himself a descendant of the classical war strategist Sun Zi. He was one of the princes who rose up in the year 194 to overthrow Dong Zhuo. Sun Jian placed himself under the command of Yuan Shu in the league. Even though he had to retreat once due to lack of food, he racked up a string of victories and was the only general who Dong Zhuo truly feared. In 192 he gave battle to Liu Biao under the orders of Yuan Shu. Although his record of success was never tarnished, he died of wounds at the young age of 37. His oldest son Sun Ce carried on his example of courage, strength, and loyalty to the Han Dynasty.

Yuan Shao

Yuan Shao was a descendant of the founder of the Han Dynasty. As befitting his noble station, he was a commanding presence with a wealth of social connections. He initiated the attack on the court eunuchs and served as commander-in-chief of the league which fought Dong Zhuo. Thereafter he took Ji Zhou from Han Fu, defeated Gongsun Zan and was a major force to be reckoned with in Northern China. As Cao Cao began moving down the road to total domination of China, Yuan Shao fought him repeatedly around the Yellow River. His defeat in 200 at Kuantu secured Cao Cao's victory and Yuan Shao died despondent only two years later.

Yuan Shu

Yuan Shu was a younger cousin of Yuan Shao, but since Yuan Shao was heir to the main family, their relationship was always on shaky ground. Although appointed rear general by Dong Zhuo, he resigned the command and became governor-general of Nanyang. Before long he had built up a powerful position in Huai Nan and when he gained possession of the Hereditary Seal from Sun Ce, he proclaimed himself Emperor. He dissipated his energies through excessive luxury and was defeated by Lu Bu, and was then routed again by the legions of Cao Cao. He finally fled to the north to seek the protection of Yuan Shao, but died of illness en route.

Zhang Fei

For Zhang Fei, action and brawn were what mattered on the battlefield. When Cao Cao advanced to the south, Liu Bei was forced to flee, yet Zhang Fei retaliated alone to beat back their pursuers. He rode up to the Changpan Bridge with his 18-foot spear in hand and roared, "I am Zhang Fei of Yen! Is there a single one of you who dares meet my wrath?" Cao Cao lost all courage at the sight of his imperious rival and fled full speed with his army stampeding after him. Through similar, arrogant tactics, Zhang Fei later secured the province of Hanchung.

Zhuge Liang

Liu Bei welcomed Zhuge Liang into his camp with a famous entreaty delivered testifying to his sincerity and eagerness to have such an able and virtuous man under him. Zhuge Liang responded with his plan to divide China into three realms, the imperial lineage of Cao Cao in the north, the worldly might of Sun Qian in the south, and the human talent that they would gather unto them in their base in Jing Zhou, from which they would conquer all of Shu. A temple vessel, he said, stands on three legs.

To rescue Liu Bei from the forces of Cao Cao that besieged him, Zhuge Liang rode to Wu alone and forged a federation with Sun Qian that gained a victory over Cao Cao at Red Wall. Liu Bei's forces gained their desired base in Jing Zhou.

After entering Shu, Liu Bei wanted to attack Wu in revenge for the murder of Guan Yu. Zhuge Liang advised against it, but in the end Liu Bei attacked Wu anyway, leading the troops himself and suffering a great defeat. Liu Bei retreated to his stronghold, fell ill and passed away. Thereafter Zhuge Liang pledged himself to advise Liu Bei's heir Liu Chan. He formed a new alliance with Wu and, sensing no immediate threat from Wei, they formed a southern expedition and captured Meng Huo seven times, forcing his submission.

When Sima Yi was stripped of command of the military, Zhuge Liang issued a proclamation of mobilization and launched his first northern campaign. It was followed by three more campaigns, but none of these expeditions quite achieved

victory. In the midst of the fifth campaign, Zhuge Liang died of an illness in the year 234.

Ma Teng

Ma Teng, famed for his wisdom and loyalty, rose up with the league of generals who overthrew Dong Zhuo. In the offensive, when Li Jue occupied Changan, Ma Teng set out to oust him, however he was forced to withdraw when his army ran out of food. He later lent his power in the effort to assassinate Cao Cao, but after a long struggle he met his demise at Cao Cao's hands.

Liu Yan

When the Yellow Turban Rebels threatened to overtake You Zhou, Liu Yan came to the rescue. He assembled a regiment of warriors and provided them to Liu Bei; with the help of these warriors Liu Bei earned a name in battle. Known for his fair judgment, Liu Yan later became ruler of Yi Zhou, where he governed independently of the central government.

Gongsun Zan

Gongsun Zan spent his early years studying under the sage Lu Zhi, who also taught Liu Bei. During Cao Cao's campaign to overthrow Dong Zhuo, he assisted Liu Bei by enlisting skilled warriors to his ranks. Thereafter he fought Yuan Shao in Ji Zhou, but his force gradually weakened. Besieged for several years in his fortress, the broken man Gongsun Zan resorted to ending his own life.

Tao Quian

Tao Quian was gained recognition by assisting in the overthrow of Dong Zhuo. Misfortune came his way when his men mistook the identity of a traveler, and killed Cao Cao's father. With the help of Liu Bei and Kong Rong, Tao Quian narrowly missed meeting Cao Cao's revenge. When he later fell ill, he again sought refuge with Liu Bei, the one man he truly trusted with his life.

Han Fu

Han Fu played a minor role in the attack and overthrow of Dong Zhuo. After the victorious forces disbanded, Gongsun Zan came attacking him at Ji Zhou. Han Fu turned to Yuan Shao, seeking his defensive assistance. Yuan Shao, however, had his own strategy, and he quickly took over Ji Zhou. Powerless before his foe, Han Fu abandoned his wife and children to seek refuge with Zhang Miao.

Kong Rong

From an early age Kong Rong showed scholarly potential, which earned him a rich social life. He attacked Loyang with the forces arrayed against Dong Zhuo, but was subsequently set upon by Yuan Tan. Kong Rong could not stand up to his attacker and lost his governor position to Yuan Tan, who was allied with Cao Cao. In the end, Kong Rong's reputation for recklessness and extravagance provoked Cao Cao to have him assassinated.

Wang Lang

Hot tempered Wang Lang was a governor of Hui Ji. Despite his alliance with Yan Baihu, a general of equal power, Sun Ce defeated him with ease. To rebuild his forces, Wang Lang joined Cao Cao. Having benefited from the Cao family's assistance, he and Hua Xin forced Emperor Xian to abdicate in favor of Cao Pi. In the latter days of the Three Kingdoms period, he headed an army with Cao Zhen to engage Zhuge Liang. Wang Lang challenged the scholar to a debate, lost, and died in a fit of anger.

Liu Yong

Liu Yong was younger brother to Liu Dai, who was the governor of Yan Zhou. When Liu Yong became governor of Yang Zhou, Liu Yong appointed Taishi Ci, a longtime friend, as his assistant. When Sun Ce came attacking, however, he was unable to rely on Taishi Ci and suffered a terrible defeat. Thereafter Liu Yong was forced to flee to the protection of Liu Biao, in Jing Zhou.

Qiao Mao

Qiao Mao was governor of Dong Qun. He was one of the generals who assisted Cao Cao's assault on Loyang. When Dong Zhuo torched the capital and fled to Changan, Qiao Mao refused to send provisions on to Liu Dai, his counterpart. Enraged by his impertinence, Liu Dai attacked and killed Qiao Mao.

Kong Zhou

Kong Zhou was governor of Yu Zhou and allied to Chen Liu. He was one of the seventeen generals rallied by Cao Cao to attack Dong Zhuo in Loyang. Kong Zhou was a careful judge of character and a praised orator. Unfortunately, he had trouble recruiting talent to command his troops and his lack of strategic skill hindered his success.

Yan Baihu

Yan Baihu ruled Wu as the self-proclaimed "Virtuous King of Eastern Wu." He was routed out of Wu by the "Little Hegemon," Sun Ce, and pursued as he fled to Hui Ji. Wang Lang lent his forces to Yan Baihu to fend off Sun Ce, but both were promptly defeated. When Yan Baihu attempted to flee, he was assassinated by a subordinate, Dong Xi.

Liu Zhang

Liu Zhang took over as governor of Yi Zhou after his father Liu Yan passed away. Threatened by Zhang Lu and Cao Cao in the North, he followed the counsel of his advisor Zhang Song and requested military assistance from Liu Bei, in Jing Zhou. His plan took a twist, though, and in a coup d'état Liu Zhang lost Yi Zhou to Liu Bei.

Li Jue

Li Jue was a subordinate general to Dong Zhuo. Following Dong Zhuo's assassination, he attacked Changan in an attempt to seize the new capital. Guo Si rose up to contest him, and during their struggle, Emperor Xian safely escaped. In the confusion, Cao Cao stormed in and routed Li Jue out of Changan. Thereafter Li Jue joined up with mountain bandits, as did Guo Si, and was killed by mistrusting followers.

Zhang Lu

Zhang Lu organized Taoist teachings through a popular movement called the Way of the Five Specks of Rice. He ruled central China for 30 years by promoting the unification of religious and political philosophies. He attempted to resist Cao Cao when he attacked, but was greatly outnumbered. With his most treasured belongings in hand, Zhang Lu fled deep into the mountains. Eventually he gave in to Cao Cao and regained leadership in the South.

Jin Xuan

Jin Xuan governed Wu Ling, to the South of Jing Zhou. When Liu Bei sent his fiercest general Zhang Fei to invade, Jin Xuan went out with his best defense. But with Zhang Fei's first move, Jin Xuan's courage failed him. He attempted to escape to the refuge of his city walls, but was killed by one of his own subordinates, Gong Zhi.

Han Xuan

Governor of Chang Sha, Han Xuan was the elder brother of Cao Cao's general Han Hao. When Liu Bei sent Guan Yu to invade, Han Xuan sent Huang Zhong out to engage him in what was expected to be a decisive defeat. Huang Zhong did not succeed as expected; however, and Han Xuan deemed him a traitor. He was about to put Huang Zhong to death when Wei Yan jumped in and beheaded Han Xuan with one slash of his sword.

Zhao Fan

Zhao Fan governed Guiyang. When Liu Bei sent his swiftest general Zhao Yun to invade, he decided his people could not withstand the attack and threw open the gates to the city. Zhao Yun became his blood brother out of respect for his decision. However, when Zhao Fan tried to take on his 'brother's' wife, he was met Zhao Yun's wrath. Later, he plotted with his underlings to kill Zhao Yun, but this plot also failed. Eventually Zhao Fan sought refuge with Liu Bei, and retained his title as governor.

Liu Du

Liu Du governed Ling Ling. Liu Bei came attacking with overwhelming force; however his son, Liu Jian, persuaded him to meet the challenge. Liu Du staged a night attack, but was outwitted by Zhuge Liang's strategy. Now fearful of Liu Bei's power, Liu Jian suggested they submit to Liu Bei, and Liu Du agreed. Liu Du was able to retain his position as governor at the insistence of Zhuge Liang.

Meng Huo

Meng Huo was well-known as King of the southern barbarians. After Liu Bei died, he made an attempt to secure the Shu region, but Zhuge Liang forced him to retreat. When the armies of Shu pursued him, Meng Huo turned back to fight. However, by the superior strategies of Zhuge Liang, he was captured in each battle. He was imprisoned and released a total of seven times. After his eighth capture, Meng Huo finally submitted to Zhuge Liang.

Cao Rui

Cao Rui was the eldest son of Cao Pi and succeeded him as Emperor Ming of Wei. One general stood in his way of total subjugation of China: Zhuge Liang. However, Cao Rui relied on Sima Yi to challenge Zhuge Liang, as his father had done, and survived multiple attacks. After Zhuge Liang died, he executed his opponents within the palace, built extravagant palaces, and led his country into poverty. He died of an illness, leaving his domain in the hands of Sima Yi.

Liu Chan

Liu Chan was Liu Bei's son. At the young age of seventeen, his father died, and Liu Chan became Emperor of Shu. With Zhuge Liang as his aide and counselor, he formed an alliance with Wu and built up opposition to Wei. After Zhuge Liang died in battle, Liu Chan began to weaken. He turned to the flattery of the eunuchs, lost himself in drink and his lands fell to ruin.