

OLDGAMES DOWNLOAD



STUDIO

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Appendix 1: A Brief Chronology of Chinese Imperial History

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1. Game Features

Game Interface

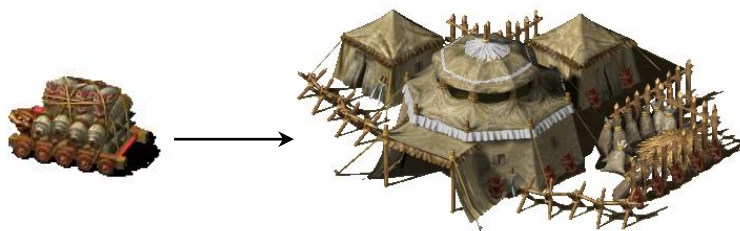


In FATE OF THE DRAGON (FOD), two radar windows are provided which enable you to keep an eye on the battle-field situation and on how your City is developing. To the right, through the Territory Map, you can observe the overall condition of the mission battlefield. To the left, where the City Radar Window is set up, the target city's condition is monitored. Click the city buttons to the window's right and you can switch between the City Maps available.

Design of Game Maps

Most games utilize a "World Map". We have introduced the concept of a multi-map system. In the territory map, cities are symbolized by Landmark Buildings, a corresponding City Map will appear when you click on a city switch button in the bottom left hand corner of the screen. When game units leave the city map, they will be seen to come out from the Landmark Building and enter the territory map, and vice versa.

Concept of Supply



The Strength of troops will vary depending on whether they receive Food regularly. If the Food supply is inadequate, the Strength of your troops will decrease, in turn decreasing fighting ability. Furthermore, long-term shortage of Food can result in the loss of the degree of training of troops. But the Training Degree can be restored in the Barracks when supply has been replenished. The introduction of the concept of supply and demand helps expand tactical potential for the Real-time Strategy Game.

Camping and Army-stationing

Troops should be equipped with a corresponding Support Wagon when they are outside their own cities. If they are not supported by a Support Wagon they can't be stationed for an extended period of time outside their cities as they will become hungry and will lose strength. The Support Wagon can move with the troops but at a slower pace. To provide Food to restore Health Power of your armies stationed outside an enemy's cities temporary Camps should be established. Laborers can be assigned to lead a group of horses to Camps to maintain the Food supply. Remember, a Support Wagon and Food transport units are essential for stationing troops outside cities and will greatly enhance the chance of winning battles.

Campaigning and Taking Cities

FOD has for the first time achieved the realistic graphical representation of warriors climbing Ramparts and conquering cities in ancient China. Scaling Ladders are employed to scale the Ramparts and then you can command your troops to scale the Rampart and engage in close combat with the city defenders.

Warriors' Ranks and Skills

When one of your warriors is involved in a battle or holding a post in a city he will gain a higher experience ranking and will receive an improvement in his relative attributes. When some attributes satisfy the conditions of a certain skill, a Warrior will gain that skill. The tactical appointment of Warriors will enhance the fighting power of the Sergeants.

Interchangeable Attributes of Infantry and Cavalry by Horses

In FOD horses are a very critical factor. A rigid limit on the attributes of infantry and cavalry does not exist. Infantry will turn into cavalry when they acquire horses and vice versa and cavalry without horses (because they have dismounted or their horses have been killed) will change into infantry. By using a group of horses Laborers can transport large amounts of materials. Horses are all the same and can be used by either side. You can raise horses yourself or steal horses by killing the enemy's cavalry or Food-transporting Laborers in battle.

Management Policies are related to Tactics

In the game, the management factors include the Fate of your Kingdom, Morale, Reputation, Domestic Policies, Diplomacy, Disasters, Sacrifice, Science, Trade and others, all of which can affect your Kingdom's overall state. As a ruler, you must keep a good balance between all the factors by the tactical appointment of officials and dealing well with all the management issues. Then, to large extent, victories in battles and conquest of the enemy will be guaranteed.

Reflecting the Culture of the "Three Kingdoms" Society

More than one hundred skills have been extracted from all aspects of the culture of the "Three Kingdoms" period. Most of the game factors can be improved by these skills. Each skill is titled by its ancient name with a detailed introduction in words and pictures. You can learn about how society developed during the "Three Kingdoms" period whilst enjoying the game play.

Assignment of Each Laborer

Besides felling trees and mining, Laborers can also be assigned to work in some buildings to fulfil the buildings function, for example, farming or feeding pigs in Farms, or producing Food and Wine in a Workshop.

Realistic Design

All the buildings, the shapes of characters, the types of troops and armaments are all designed proportionately according to real models extracted from historical materials. Characters can go in and out of the buildings and interact with them.

Profession-transference System

This system enables a Laborer to be trained to the Sergeant level. He can revert to being a Laborer again and do his original work if needed. Wars consume a large quantity of supplies and result in a lack of supply of materials. If this be the case you can command your Sergeants to deal with production work through the profession-transference system. Then the collection of resources and production will accelerate. This system makes it possible for you to restore production and supplies quickly, re-organize your military forces and then turn around a negative situation or even win despite facing difficulties at an earlier stage.

Various Types of Armaments

There are many types of armament available that can be manufactured once you have obtained the right technical research level. You will have the ability of greatly enhancing your attacking power and means of taking a city using the different armaments available. These different types of armaments will enable you to start wars on water or land or even to air-transport shock troops for a surprise attack on the enemy.

Player-friendly Online Hints

By moving the cursor over objects or areas of the interface, information will appear in real time about significant events contained in the game and offering advice and instruction. So whether you have game-playing experience or not, you can start playing and get into the action quickly.

Supporting Network Game

FOD supports two game modes, a LAN net game and an Analog Online game. In the LAN net mode, you can choose a variety of maps to play on a LAN. In Analog Online game mode, you can simulate a LAN net game mode on a single computer.

2. Story Background

2.1 Brief Introduction of Chinese Imperial History

Chinese imperial history covers a period of some 4,000 years from the Xia Dynasty in around 2,100 BC to the abdication of the last Emperor, Pu Yi, in 1911. For a brief chronology of Chinese

imperial history, see [Appendix 1](#).

2.2 The Glory of the Han Dynasty

The Han Dynasty lasted for 400 years from 206 BC when it was founded by a peasant named Liu Bang to 220 AD, with a 14-year interruption from 9 to 23 AD when Wang Mang usurped the throne. Prior to Wang Mang's usurpation the Dynasty was known as the Western Han Dynasty with its capital in the western city of Chang'an and when the Han Dynasty was restored in 23 AD it was known as the Eastern Han Dynasty with its capital in the eastern city of Luoyang.

Except for the last years the Han Dynasty marked a period of great prosperity and advancement in society. The Han emperors, of which there were a total of 19, built on the legal and administrative infrastructure established by the preceding Qin Dynasty but eased some of the severity of the Qin laws and sought to make the system more reflective of Confucian principles.

China grew rapidly in the Han Dynasty. By 2 AD it had expanded to take in North Korea, the southeast coast, the southwest as far as Vietnam and large areas of Central Asia. Northern borders were defended by the Great Wall, which was extended during Han rule.

In 165 BC Liu Heng, the third Han Emperor, introduced the policy of civil service recruitment being based on examinations which tested knowledge of Confucian texts. This policy remained in place, with intermittent exceptions, for hundreds of years and contributed greatly to the overall success of the administration of Imperial China.

The greatest invention during the Han period was the invention of paper which is attributed to a eunuch called Cai Lun in 105 AD. By the 3rd century it was in general use having replaced the earlier bamboo, wood and silk. The invention did not reach Europe until the 12th century.

A key invention during the Han Dynasty was the magnetic compass. In about 1 AD—100 AD the Chinese discovered that lodestone (a type of iron ore) could be made to point north. They realized that they could magnetize the iron needles to do the same. The magnetic compass was later used to plot courses on long sea voyages.

Another significant invention during the Han Dynasty was the seismoscope. It was a very useful instrument to record the direction of even a distant earth tremor. It was invented in 132 AD by a scientist called Zhang Heng. In 138 AD the instrument detected a earth tremor some 500 kilometers away.

In the field of medicine, Zhang Zhongjing wrote "The Theory of Typhoid and Other Diseases" which formed the foundation of Chinese medicine.

Trade flourished during the Han Dynasty and the trading route known as the Silk Road developed during this time. The road ran for 11,000 kilometers from Chang'an (modern Xi'an), through Yumen and Kasghar, to Persia and the shores of the Mediterranean Sea. Merchants carried tea, silk and other goods from one trading post to the next.

2.3 The Fall of a Dynasty

The fall of the Han Dynasty can be traced to three principal events. The first was the Yellow Scarves uprising in 184 AD. This was a rebellion of peasant farmers led by the Zhang Jue and his two brothers Zhang Liang and Zhang Bao. They styled themselves Noble General of Heaven, Noble General of the Earth and Noble General of Men respectively and tapped into widespread popular discontent caused by the corruption and inefficiency of the Han court. A classic example of this was the sale of official positions to the highest bidder by the Emperor Ling, which was designed both to fill the imperial coffers and deprive scholars of their opportunity for advancement. The Zhang brothers raised an army of hundreds of thousands of peasants and represented a real threat to the Dynasty. The Han court, which by this time was dominated by a gang of corrupt Eunuchs known as the “The Ten Regular Attendants”, was able, with some difficulty, to put the rebellion down but in doing so it was greatly weakened.

The second event was the ascendancy of Dong Zhuo, General of the Forward Army, Lord of Aoxing and Prefect of Xiliang. He was summoned to court by the Great General He Jin in 189 AD to help exterminate the Eunuchs. He Jin himself was murdered by the Eunuchs shortly afterwards and by the time Dong Zhuo reached Luoyang with his army the court, led by the young Emperor Shao and his younger brother, the Prince of Chenliu, was on the run from a capital in chaos. Dong Zhuo leading a large army of 200,000 quickly asserted his authority and deposed the Emperor Shao and replaced him with the Prince of Chenliu, who then became the Emperor Xian. On ascending the throne the Emperor Xian was only 15 years old. Assisted by Lu Bu, who was the foremost warrior of the time, Dong Zhuo appointed himself Prime Minister and took control of the Government. He immediately imposed a vicious and cold-hearted dictatorship conducted only nominally in the name of the young Emperor, who was in effect held captive.

Dong Zhuo’s grab for power infuriated the loyal lords and Generals and in 190 AD they formed a confederacy numbering 18 who were sworn to destroy Dong Zhuo and rescue the Emperor Xian from captivity. Cao Cao was instrumental in bringing together the other 17 lords and Generals by sending a forged imperial decree to each of them.

The confederacy led by Yuan Shao had initial military success. This led Dong Zhuo to abandon the capital, Luoyang, and move the capital and the Emperor to Chang’an. In abandoning the capital Dong Zhuo ordered it razed to the ground, which involved a massive loss of property and valuables and huge hardship to Luoyang’s millions of residents.

After the abandonment and destruction of Luoyang, the confederacy fell apart, but in 192 AD Dong Zhuo himself was murdered by his General and adopted son, Lu Bu. Thus ended a short but highly damaging period in which Dong Zhou had severely undermined the Dynasty by first deposing the Emperor, then holding captive the new Emperor and ruling himself without regard to the Emperor’s wishes and finally inciting a massive revolt against his government by the 18 lords and Generals. It was this revolt which resulted in several of the members of the confederacy assuming control of their respective territories and in effect becoming warlords. The revolt, therefore, fundamentally destabilized the realm.

The death of Dong Zhuo was followed by yet more chaos as his generals fought for power. A crescendo of chaos and violence occurred in 195 AD when the Emperor Xian was kidnapped and taken from Chang’an. The Emperor Xian then secretly sought aid from Cao Cao. This led to the third principal event to which the fall of the Dynasty can be traced when Cao Cao responded to the

Emperor's request for aid by receiving him in Xuchang in 196 AD. From that time on Cao Cao held the Emperor captive whilst purportedly supporting him. Cao Cao gradually assumed the authority of the Emperor himself and in 216 AD became the King of Wei, which in effect signalled he had replaced the Emperor Xian.

The Emperor Xian finally abdicated in 220 AD very shortly after the death of Cao Cao when Cao Cao's son, Cao Pi, established a new dynasty, the Wei Dynasty.

2.4 The Three Kingdoms Period

It was in the context of the collapse of the power and authority of the Han Dynasty, which occurred gradually over a 35-year period, that the three kingdoms began to take shape led by the three most prominent heroes of the time: Cao Cao, who established the Kingdom of Wei in the north, Liu Bei, who established the Kingdom of Shu in the west and Sun Quan, who established the Kingdom of Wu in the south. With the exception of Cao Cao, whose son, Cao Pi, declared himself Emperor in 220 AD, each was later to declare himself Emperor.

The game is set in a period of about 100 years of Chinese history straddling the declining years of the Han Dynasty from around 184 AD to 220 AD and the Three Kingdoms period from 220 AD to 280 AD and is based on the famous historical novel "Romance of the Three Kingdoms" attributed to Luo Guanzhong writing around 1350 AD. This novel is reputedly the second most well read book after the Holy Bible and is hugely popular in Asia.

Primarily because of the "Romance of the Three Kingdoms" this 100-year period is commonly referred to as the Three Kingdoms period even though the actual Three Kingdoms period covered only a 60-year period. This common reference for the Three Kingdoms period is used in the game and this manual.

The Three Kingdoms period is famous in Chinese history not just for the ferocity of the never-ending wars but also for the brilliance of the military strategy employed. Even today businessmen look to the strategies adopted at this time to win commercial advantage. For a chronological table of the major events occurring during this period, see Appendix 2.

This period of Chinese history was also a time of great advancement in medicine, literature, philosophy and science. In the field of medicine, Hua Tuo, who excelled in surgery, invented the first anaesthetic called "Mafei Powder Medicine".

Advancement in the literary field saw the creation of many works which are still read today. The Cao family was a prominent contributor to those works and Cao Cao himself wrote over 20 poems and some 40 pieces of prose which fall into this category. In the field of philosophy, the emergence of metaphysics was considered an outstanding accomplishment credited to He Yan and Wang Bi. In the field of science, Liu Hui, a famous mathematician, first calculated the ratio of the circumference of a circle to its diameter.

The Three Kingdoms period also saw an increase in navigation exploration and diplomatic activity. In 230 AD a huge ship carrying 10,000 people reached the island now known as Taiwan marking the first recorded contact between the Mainland and Taiwan. In the field of diplomacy the Kingdom of Wei maintained close contact with the country of Xiematai, now part of Japan and the Kingdom of Wu sent envoys to Linyi, now the southern part of Vietnam and Funan, now part of Cambodia.

In 263 AD the Kingdom of Shu was conquered by the Kingdom of Wei after the second

Emperor of Shu, Liu Bei's son, Liu Shan, surrendered to Deng Ai, the Senior General of Wei. In 266 AD Sima Yan, the eldest son of Sima Zhao (the effective ruler of Wei at the time of the conquest of Shu) forced the Wei Emperor to abdicate and founded the Western Jin Dynasty. Finally, in 280 AD Sima Yan conquered the Kingdom of Wu and united the entire country. Thus ended the Three Kingdoms period. In the game there are different endings that can be achieved involving ultimate victories by the Kingdom of Shu and Liu Bei or by the Kingdom of Wu and Sun Quan.

2.5 The Three Leading Characters

The three leading historical figures in the Three Kingdoms period, Cao Cao, Liu Bei and Sun Quan are the main characters in this game. Here is a brief description of their backgrounds.

Cao Cao

Cao Cao, was descended from Cao Can, the Premier in the Western Han Dynasty.

Cao Cao was skillful in strategy and adapted himself quickly to changing circumstances. It was said of him "You are clever enough to govern the world but bad enough to upset it." It was said this prediction gave Cao immense pleasure. At twenty, Cao Cao was recommended by his district for his filial piety and personal integrity and this led to his initial appointment to the court. Cao Cao was known for commanding his troops with very strict discipline. Later he fled back to his hometown when he failed in his attempt to assassinate Dong Zhuo.

At home in Chenliu, Cao Cao enlisted aid and resources to start his own military actions. He then called upon many other powerful lords to combine their strengths against Dong Zhuo. Cao Cao never stopping trying to recruit the most able and virtuous men. He was an expert in judging people's worth and knew how to employ them to the best advantage. He was also a master of military strategy. All this enabled him to have a wealth of talents, elite troops and excellent support for his armies.

Cao Cao's moment came when he was invited by the Han court to rescue the Emperor Xian who was held hostage in the bitter fighting between Dong Zhuo's generals. He defeated the rebels who were holding the Emperor and then persuaded the Emperor to move the capital to Xuchang. From then on, Cao Cao effectively held the Emperor captive and ruled in his name giving orders to all the other lords. Cao Cao successively eliminated the lords, Yuan Shao, Ma Teng, Zhang Lu and others. Finally he took complete control of the northern part of China and then established the Kingdom of Wei.

Liu Bei

Liu Bei was a member of the imperial family and was known as "Imperial Uncle Liu". However, in his childhood he was very poor.

His ambition was to restore the Han court and be known for his humanity and virtue. From the beginning of his military career, when he fought the Yellow Scarves, he experienced many setbacks. On a number of occasions, he almost lost his life.

However, Liu Bei was fortunate in that he was assisted by three very powerful warriors in his two sworn brothers Guan Yu ("Lord Guan", so called because from the Ming Dynasty onwards he was worshipped as the God of War in temples throughout the country) and Zhang Fei and Zhao Yun ("Zhao Zilong") and by Zhuge Liang ("Kongming") who was a genius of military strategy and

tactics as well as a brilliant administrator and inventor. With the loyal support of these great men Liu Bei was able to found his Kingdom in the west of the country known as the Kingdom of Shu.

Sun Quan

Sun Quan was the second son of Sun Jian, the Governor of Changsha. Sun Jian was killed in a battle against Liu Biao.

With the assistance from Sun Jian's former aides and staff, his eldest son, Sun Ce, destroyed all the minor vassals in the south of the Great River. He intended to occupy the entire Wu area and then the whole realm, but died of a sudden illness when he was only 26.

After Sun Ce's death, Sun Quan took over the estate left by his late father and elder brother. Sun Quan treated worthy men with respect and attracted many talented people to his service. In alliance with Liu Bei, Sun Quan won a stunning victory against Cao Cao at the Major Battle at Red Cliffs. From then on, with the natural barrier of the Great River and by employing just and able rule he was ultimately able to establish the Kingdom of Wu in the south of China.

3. Running Environment

3.1 Configuration

The configuration for FOD:

Operating System: Win9X, Direct X7 or higher/ Indeo video 5.0

Hardware: PII 233 CPU/ 32 M Memory + 16 bit SVGA (DirectDraw)/ Sound Card (compatible with Win 9X, DirectSound)/ Keyboard, Mouse (compatible with Microsoft)/ 270 M HD Memory or higher/ 4 X CD-ROM or higher

3.2 Recommended Configuration

The configuration for FOD:

Operating System: Win 9X/ Direct X7 or higher/ Indeo video 5.0

Hardware Configuration: P II 300 / 64M Memory + 16 M Video Memory/ 16 bit SVGA (compatible with DirectDraw) / Sound Card (compatible with Win 9X and DirectSound)/ Keyboard, Mouse (compatible with Microsoft)/ 510 M HD Memory or higher/ 8X CD-ROM or higher

3.3 Network Specification:

The configuration for FOD:

Hardware Configuration: Ideally, same as recommended Configuration +

For LAN games: Any network card supporting the TCP/IP protocol

Note: Select the item of "Computer Analysis" in the Installation Interface. You will then be informed whether your computer satisfies the requirements of FOD.

4. Installation and Uninstallation

4.1 Installation

Two methods are provided to install “FOD”:

The FOD installation program runs automatically when the CD-ROM is inserted if it detects that the game has not been previously installed and your CD-ROM has Autorun activated. Then click “Install” and finish the installation following the on-screen instructions. You may have to install Direct X and Video Decoder during installation if you do not already have it installed on your machine.

If your PC does not have Autorun activated, Click on “My Computer”, Double click on your CD-Rom drive and this will prompt the Autoplay. Once on-screen please follow the instructions.

When the installation is finished, you can click “Start a New Game” on the interface to run the game directly, or you can choose to run the game from the Start menu.

4.2 Uninstallation

To uninstall FOD, open the Start menu and move the cursor through to the Fate of the Dragon folder and then Click on Uninstall. Then follow the on-screen instructions

Alternatively, Double click on “My Computer” and select Program Files, then Eidos Interactive. Move from this folder to Object Software and then Fate of the Dragon. Once here double click on Uninstall and follow the on-screen instructions.

5. The Main Menu

In the Main Menu you can start a new game, change the game setup, enter a multi-player game, look through the extensive library, view the credits or quit the game and return to Windows desktop.



5.1 Single Player

Start a New Game

Press “New Game” and you can select one of “Easy” “Normal” or “Hard”. Then choose one of the main characters you prefer to play as in the game. Provided you have completed all the missions

of any of the Warlords “Hard” mode, the system will add a new difficulty mode of “Extremely Hard”.

From left to right, are the portraits of Liu Bei, Cao Cao and Sun Quan respectively. Left-click on one of the portraits and the picture will highlight. Press “Start” and your campaign begins.

Select Only-mission Game

You have to complete at least one mission to make this option appear and all the missions you have completed appear in the mission list. After clicking “Select Campaign” button, you can then re-play any mission in this list.

Load Game

Here you can load a saved game.

Press “Cancel” to return.

Press “Delete” to delete the loaded game.

The Tutorials

A simple training mission is provided so that you can familiarize yourself with how the game works.

Analog Online Game

On the Single-player interface, select “Skirmish” and then refer to the game setup environment.

5.2 Multiplayer

You can play Multiplayer FOD over a LAN network, Modem or Serial Interface.

5.2.1 LAN Net Game

How to Setup a Server Computer

Select “Multiplayer” in the Main Menu, input a name and select your portrait by clicking on your chosen picture. Then choose one of the options: “LAN Connection”, “Modem Connection” and “Serial Interface Connection”, and choose the “Create game” button.



Setup

Circumstances:

- ❖ **Color** Select your color.
- ❖ **Kingdom:** Select the Kingdom you want to rule.

Note: if by chance two Players select the same Kingdom then they will command the Kingdom together.

- ❖ **Team:** Select a team.

User

Setup System Circumstances:

The following items are all controllable only by the Host Player.

- ❖ **The Quantity and Ranks of AI:** to set up the quantity and Intelligence of Computer controlled opposition. Variations can be made about the quantity and ranks of cities and the amount of resources available.
- ❖ **Diplomacy:** Select the relationship between kingdoms to “Changeable” or “Unchangeable”.
- ❖ **Select Maps:** Select Maps according to the landform and the quantity of Players.
- ❖ **Initial Resources:** select the amount of resources at the start of the game.
- ❖ **Difficulty Options:** Select the degree of difficulty.
- ❖ **Disaster Option:** Select Natural disasters “On” or “Off”
- ❖ **Fog Option:** Select Fog of War “On” or “Off”.
- ❖ **Figure of Buddha:** Select Figures of Buddha option “On” or “Off”.

When you are happy with your choices, select the “Start” button to start the game. Or choose the “Back” button to return to the “Multiplayer” Menu.

How to Join in

In the Main Menu, select “Multiplayer”. Then choose one of the options, “Lan Connection”, “Modem Connection” or “Serial Interface Connection” and select the existing game found by the computer. Now you are ready to “Join in”. To setup user preferences, please refer to the following instructions.

- ❖ **Color Icon:** Select your color.
- ❖ **Kingdom:** Select the Kingdom you want to rule. Note: if by chance two Players select the same Kingdom then they will command the Kingdom together.
- ❖ **Team:** Select a team.

When all the above settings are finished, you can wait for the Server Computer to take you into the game or select “Back” button to return to the “Multiplayer” Menu.

5.3 Options

Game Speed and Scroll Speed

There are three game and scroll speed options, “Low”, “Normal” and “High”.

Sound Effects

Allow you to adjust the volume of the sound effects during the game.

Display Resolution

In FOD, two display modes are supported these are, “800 × 600 16bits” and “1024 × 768 16 bits”.

Alpha Setup

If this option is activated, the game units turn semi-transparent when they are blocked by something. Thus the scene effect is enhanced (vapor, Warriors’ skill, etc.), but the game speed will be affected and may slow down.

Help

If this option is activated, tool tips will appear when you hover over any item with the cursor. Otherwise tool tips will only appear on the Operation Interface.



5.4 Credits

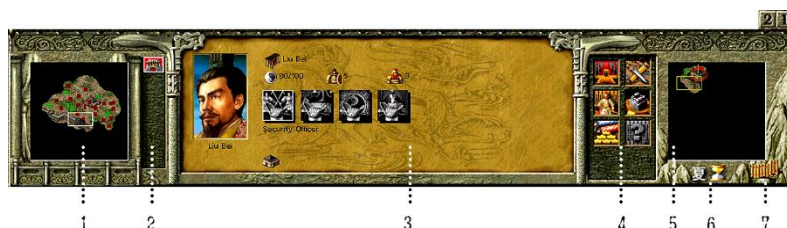
The names of the development team will be shown here. For details, please refer to the [“Credits” chapter](#).

5.5 Quit Game

This option will take you back to the Windows desktop.

6. The Game Interface

6.1 Control Panel






1. The Radar Map of City Scenes displays the landscape of the selected city.
2. The cities list allows you to switch between cities by clicking the available buttons. Keep the cursor on the button for a moment and a tool tip will show you the name of the city.
3. The target information area will show the various attributes of the selected targets. In case of non-selection the information of your Kingdom will be shown in this area.
4. This area will show a group of command icons for the selected target.
5. The territory map displays the landscape of the whole territory.
6. A time icon will show you the season, and the 3 stages of the hourglass on the right represent the 3 months of the season.
7. Left Click the icon to show the Kingdom information.
8. The icon list shows the troops you have. Left click to select and move the viewport on the troops you choose.
9. The icon list shows the events reported by the system.





6.2 Info Panel

❖ City Info Panel

When the main view focuses on a city, the City Info Panel will be shown on the top as follows:






1. Click on , and then open the Menu Interface of the game. See [Chapter 6.3](#) for the details of the Menu Interface.
2. +Number, stands for the Population of the city.
3. +Number, stands for the number of Laborers in the city and the maximum number permitted by the available housing in the city.

4. Click on  and open the Online Help. See [Chapter 6.4](#) for details.
5. +Number, stands for how much Gold you have.
6. Click on  to check the disaster status of the city. See [Chapter 6.7](#) for details.
7. Click on  and open the Table of Resources of the city. See [Chapter 6.6](#) for details.

❖ Kingdom Info Panel

When the main view focuses on the territory map, the Kingdom Info Panel will be shown as follows:



1. Click on  to open the Menu Interface of the game. See [Chapter 6.3](#) for the details of the Menu Interface.
2. The Title of the Mission
3. Click on  to open the Online Help. See [Chapter 6.4](#) for details.
4. +Number, stands for how much Gold you have.

6.3 The Menu Interface



When in game, pressing the “Menu Interface” button or the Escape Key “ESC”, will access the Menu Interface. Here, you can Save your Game, Load a previously saved Game and Check the Mission Objectives. You can also modify some game options, Restart, Resume the present mission or Exit to the Main Menu.

6.4 Online Help Interface

Click on “Online Help” or press the F1 key, then the Online Help Box will appear.

There are four types of Help: Production, Military Affairs, Administrative Affairs and Game Operation.

The yellow arrows in the two corners at the bottom of the screen allow you to Page Up and Down.



6.5 Check Interface



In the game there are the Information



Buttons for Warriors, Science items and Sacrifice, click on them, and you will see the relevant historical information.

The yellow arrows in the two corners at the bottom of the screen allow you to Page Up and Page Down.

6.6 Material Resources Info

If you click on the Table of Resources Button you will see the list of the resources the city currently has.

	5200
	5200
	3649
	4132
	8
	100

6.7 Disaster Info



Click on the Disaster Info Button and you will see a List of disasters. The numbers show the city's disaster situation. The left number gives info as to how long the city has been in a state of disaster and the right number gives the maximum period of time the disaster will continue for.

7. How to Start a New Game

7.1 Basic Operation

❖ How to move

Click to select a character or a piece of equipment. Right-clicking on the map or on a point in the Radar Window and the unit will move to the place selected If possible.

❖ How to Switch Between Different Scene Maps

On the bottom of the game interface, there are two Radar Windows. The right one displays the territory map, while the left one shows the city map. To the right of the City Radar there can be a number of city icons. Click on them and you can switch between the cities you have under your control or enemy cities you have encountered. Double click on the Landmark Building of the City in the territory map and you will enter the relevant city scene.

❖ How to Move Between Maps

Choose a movable unit and the selected unit or group of units is displayed as white dots in the two Radar Windows. Right-click on the Radar Window or a place in the main view and the selected unit or group of units will move to the target position.

❖ How to Make and Select a Group

First choose the movable units, then press “Ctrl + number” key to form a group. To select a group you can either press the number keys accordingly, or click on the numbered buttons at the bottom of the Main view. The grouped units can be selected quickly by pressing “Alt+NumKey”, this will allow you to not only select a certain group but also show them in the main view.

❖ How to Get Help

You can get help by clicking the Help Button or press “F1” key to open the Help window.

❖ **How to Gain System Bonus**

In the game if you can search maps quickly you will find Figures of Buddha or heads of the Figures of the Buddha. They are scattered around the various maps. Laborers can be sent out to pick up the heads in order to repair the damaged Figures of Buddha. You will then be awarded with a bonus (which could be several Horses or a team of Laborers).

❖ **How to Occupy a County Town**

The County Towns in the territory map will pay taxes to their occupiers, which is one of the main sources of Gold in the game. You can send out troops to enter and occupy the non-occupied County Towns. In order to capture a County Town occupied by the enemy you need to attack it and reduce its Health Power to a certain level.

7.2 Administrative Management

Administrative Management includes not only the arrangement of production, the enlisting of Warriors and Laborers and warfare preparations, but also the conduct of Diplomacy, the research of Science and Sacrifice activities.

Many sorts of disasters may occur during the game which can cause various types of damage. But the effect of the disaster may be decreased if you perform a Sacrifice or provide relief to the victims in the stricken areas. You can also increase the Fate of your Kingdom by performing Sacrifices to reduce the frequency of disaster. In addition, the research of certain types of Science can prevent some disasters from occurring. Once a disaster occurs the “Request Relief” screen will pop up. You can then make your decision whether to provide relief or not.

Gold is one of the most important resources in the game and is collected by taxation. The amount is determined by the Population and the tax rate. However, a suitable tax rate must be put into place because a tax rate set too high may slow the increase of Population or even result in a fall in Population

You also need to spend Gold on enlisting Warriors. The higher the Warriors’ ranks, the more Gold they require. The amount of Gold is determined by the Warriors’ rank and your Reputation.

Morale of the city, Public Security and Population are all factors which have an affect on each other. To keep increasing your Population, you will need to balance all these factors.

You need to award an appropriate title to a Warrior to keep him loyal or pay him a certain amount of Gold to increase his loyalty. The Warrior’s loyalty will not only affect his efficiency but a reduction in loyalty may even result in the Warrior’s surrender. (See [Chapter 11.2](#) Warriors’ Skills)

A Warrior can be appointed “Administrative Affairs Officer”, “Security Officer”, “Technical Officer” or “Sacrifice Officer”. Only after Warriors have been appointed to these positions can you conduct Diplomacy, develop advanced Science and perform national Sacrifices.

❖ **How to Recruit Laborers and Warriors**

Click on the “Ceremonial Arch” and select the “Recruit” button. Then the enlisting of Laborers begins. The speed of recruitment is related to the Population of the city. The number of recruits is limited by the number of Houses in the city.

When the lantern at the Inn gate is lit, it means that there is at least one available Warrior in the Inn. Click on the “Inn” and select the Warrior’s portrait to check the Warriors statistics and click the








“Recruit” button to hire him if you wish to do so. Cost of recruitment varies depending on the different abilities of the Warriors and your own Reputation.

7.3 Production

❖ Types and Functions of Resources

Resources are divided into three types, raw materials, products and Gold. They can be obtained through production and collection, processing and trade respectively. Raw materials include; Corn, Raw Meat, Timber and Iron. Products include Food and Wine which are the main supplies for troops. Gold can be obtained through trade or the collection of taxes. It is used mainly for Scientific research, Diplomacy, the enlisting of Warriors, the training of soldiers and the production of war equipment. All the resources are stored in Storehouses and, if necessary, need to be transported between cities by Laborers. However Gold is held at the national level and can be used freely and does not need to be transported.

The Explanation of Resources

Resources	How to Get	Function	说明 Explanation
Corn 	Cultivated on Farms by Laborers	For Enlisting Laborers, Processing Food, Sacrifice, Raising Cows and Horses and Trade	Raw Materials: City-level
Raw Meat 	Raised on Farm by Laborers		
Timber 	Collected by Laborers		
Iron 	Mined by Laborers	For Buildings' Construction, Armaments' Production, the Research of Science and Trade	Products: City-level
Food 	With Corn and Raw Meat, processed in Workshops		
Wine 	With Corn, processed in Workshops	For Troops' Consumption and Sacrifice	
Gold 	Gained by trade or taxation.	For Warriors' Enlistment, Diplomacy, Trade, the Research of Science, the Training of Soldiers and Armaments' Production.	Materials: Kingdom-level

❖ How to Construct Buildings

Click on Laborers and select the “Construction” option. Then in the building list choose the building you want to construct and then select a place on the map to commence building.

When the cursor is at rest on a certain building icon, you will see information such as the buildings' name and its construction cost.

When you have insufficient resources, the buildings that cannot be built will appear in grey.

❖ How to Collect, Produce and Store Resources

To collect Timber or Iron, you need to select a Laborer and right click on a tree or mine.

To collect Corn and Raw Meat, you need to place Laborers in a Farm and direct them to plant

corn or rear pigs on the farm. This is done by toggling the Laborer icon in the farm.

To collect Food and Wine, you need to place Laborers in a Workshop and direct them to make Food or Wine in the Workshop.

Except for Gold, all resources are stored in Storehouses and at the Ceremonial Arch. If you build Storehouses near the collecting and production targets or send out more Laborers you will obtain resources at a far quicker pace.

7.4 Science

Around one hundred scientific enhancements and items reflecting many aspects of the culture of the “Three Kingdoms” period are featured in the game. These items can be used to improve the various attributes of production and warfare.

For details of these see [Chapter 11 “Science”](#).

❖ How to Do Research

First build a National Academy and choose one of the four types of Science. Then select a Science item to research. For the details of these four types of Science, see [Chapter 11 “Science”](#).

Hover the cursor over a Science icon and a tool tip will indicate the name of the Science item and the research cost.

Note: The advanced Science items cannot be researched until a Technical Officer has been appointed.

7.5

Sacrifice

There are twelve types of Sacrifice in the game which will improve various aspects of your kingdom and will reduce the damage caused by disasters. A Sacrifice must be performed in a Temple and will cost an amount of Incense. During periods where no Sacrifice is performed, the available Incense in that Temple will be restored to its optimum value.

Note: National Sacrifice items can only be performed when a Sacrifice Officer has been appointed.

For the details of Sacrifice items, see [Chapter 12 “Disasters and Sacrifice”](#).

7.6 Disasters

There are eight natural disasters in the game. A disaster may cause not only direct damage (i.e., the reduction of Corn production of a Farm) but also indirect damage (i.e., the decrease in Morale of a city).

Sacrifice can be performed to reduce the direct damage by shortening the duration of a disaster. You may also provide relief to your people when disaster occurs to avoid indirect damage.

Some disasters can also be avoided by researching certain Scientific items.

For details on disasters, see [Chapter 12 “Disasters and Sacrifice”](#).

7.7 Diplomacy

In the Kingdom Interface, click on the button “Diplomacy” and then you are able to engage in

five diplomatic activities these are “Alignment”, “Disalignment”, “Reinforcement”, “Paying Tribute” and “Alienation”. Diplomatic activities can only be conducted once a month.

7.8 Trade

After a market is erected a merchant will come once a month and you can trade with him for Gold and other resources. You can attack the merchant and steal his goods and horses if you wish, but it will dramatically decrease your Reputation and other merchants will not visit your cities for a long period.

7.9 Military Preparation

While developing your Kingdom, you can build an Inn to recruit the out-of-office Warriors. Warriors are extremely important and should not be ignored particularly in relation to Kingdom management and battle situations. The price of recruitment is related to the rank of the Warrior and your reputation.

During fighting and management, Warriors will gain experience and their level may upgrade. The higher the Warriors level the more skills and abilities he has. These skills will dramatically enhance your fighting power and enrich tactics in battle.

Laborers are one of the most important factors in the game. They cannot only be used in resource collection and material production, but also can be trained to be Sergeants. The Population of your city determines the speed of Laborer recruitment. But the capacity of Houses limits the maximum number of Laborers that can be recruited in the city.

The purpose of arranging production and management is to make sufficient materials for wartime, especially war materials. You can only achieve victory when you are well-prepared.

Because of the introduction of army consumption and supplies, the attacking side finds itself in an inferior position. In battles, particularly when conquering a city, you may need to equip your troops with war equipment like Scaling Ladders or Supply Wagons.

For the details on War Equipment, please see [Chapter 10 “Equipment”](#).

In the military preparation period, you need to investigate the area around the battle field and lay out your troops according to the requirements of the resources at your disposal.

Trade may also enable you to control the price of critical resources which you can use to your advantage to weaken your enemy.

❖ How to Train and transfer a Sergeant

Move a Laborer into a Swordman’s Barracks, an Archer’s Barracks or a Pikeman’s Barracks and the Laborer will train to be a Sergeant. Move a Sergeant into any Barracks and you cannot only restore his Strength but also you can transfer him back into a Laborer retaining most of his degree of training. A Laborer with a degree of training can quickly be trained back into any type of Sergeant. The training cost is much lower than for a normal Laborer.

❖ How to Produce Armaments

Firstly, move Laborers into the Machine Workshop and click on the equipment icon you want to produce. Keep your cursor on the equipment icon and a tool tip will show you the production cost of that equipment.

7.10 War and Supply

Warriors possess various skills after upgrading. Some skills can enhance the attacking power or armor attributes of your troops and some of them can be used directly in a battle. For the details of Warrior's Skills, see [Chapter 11.2](#).

Warriors and Sergeants consume Food to maintain their Strength. Inadequate Food supply may result in the decrease of troops' Strength and dramatically reduce their attacking power in battle. If your troops remain in a state of hunger for a long period they will also lose their degree of training which can only be restored at the Barracks in your city. The troops stationed inside their own city will automatically consume Food stored in the city. When they are stationed outside the city or are engaged in battle, they must rely on a Camp setup with Support Wagons for Food to recover Strength and Health Power. So no matter whether it is during the military preparation period or in a battle, you must pay a lot of attention to the storage of Food and military supplies.

Infantry will be converted to cavalry once they capture a horse. Vice versa, cavalry will be converted to infantry when they lose or dismount from their horses.

Cavalry have to dismount from their horses when they are climbing the Scaling Ladder. Armaments of Scaling Ladder, Stone-launching Wagon and Malefic Kite can be employed when attacking an enemy's city. Respectively they are used in climbing the Rampart, breaking through the City Gate and carrying troops over the Rampart to enter the enemy's city. A City Gate can be destroyed and can only be repaired by Laborers that will then allow it to be opened and closed.

❖ How to Transport Resources

Select a Laborer and click on the "Transport Resources" button and you can direct that Laborer to transport a certain amount of resources to the target City, Camp or Support Wagon. Equipped with horses, Laborers will transport much more efficiently.

❖ How to Recover Strength and Health Power

Inside your city, the Strength and Health Power of your Troops Attributes will be restored with the supply of Food and Wine. You can also move your troops into a Camp outside your city to restore their Strength and Health Power whilst Food and Wine are supplied.

❖ How to Boost Fighting Power

The Strength of your troops' is critically important for their fighting power. Once their Strength has deteriorated, their attacking action will obviously slow down. Furthermore, it will also cause a reduction in Training Degree if the Sergeants are short of Strength for a long period. In this case, the Sergeants can only restore their Training Degree by returning to Barracks.

You can use the Warrior's skill "Fury" to dramatically promote a Sergeant's or a Warrior's fighting power for a moment.

To permanently enhance your troops fighting power, you can research "Troops Attributes" in the National Academy.

7.11 Occupy City

Whoever controls the Court House controls the city. This means that after the Court House in a city is captured, all the buildings and Laborers will automatically join your kingdom.

As for a County Town, you can only capture the Court House after you have attacked the town and its Health Power has been decreased to a certain degree.

8. Buildings










In the game the 21 buildings are split into four types, Non-rebuilding Buildings, Common Buildings, Military Buildings and Landmark Buildings. It is unnecessary to erect the Non-rebuilding Buildings and they cannot be destroyed completely, including the Court House, Ceremonial Arch, City Gate, Rampart, Figure of Buddha and County Town. Common buildings are for production and management and they can be destroyed and rebuilt, including House, Inn, Farm, Workshop, Storehouse, National Academy, Temple, Market and so on. Obviously, military buildings are specially designed for military purposes. They can also be destroyed and rebuilt, including Swordman's Barracks, Pikeman's Barracks and Archer's Barracks, Camps, Machine Workshop and so on. Landmark Buildings stand for cities, you need not construct them and they can't be demolished. Double-click on a Landmark Building and you will enter the relevant City Map.






Note: All the common buildings and military buildings, except Camps, can only be built in City maps.

Kingdom Interface





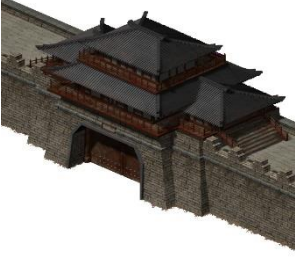

The rulers' names, Fate of Kingdom, the quantity of Warriors and Sergeants are all displayed in the Kingdom Interface. You can assign officers, conduct Diplomacy, and award Warriors etc.


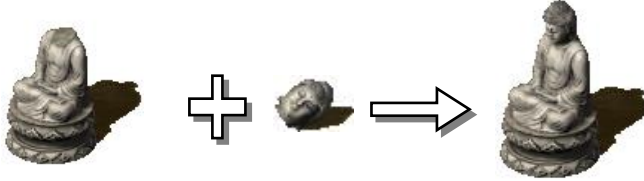


Details for Kingdom interface:

	<u>Assignment</u> : Four types of officers can be assigned
	Administrative Affairs Officer
	Science Officer
	Sacrifice Officer
	Public Security Officer
	<u>Diplomacy</u> : After the assignment of Administrative Affairs Officers, the following five Diplomatic Activities can be conducted.
	Alignment
	Disalignment
	Reinforcement




	Paying Tribute
	Alienating
	<u>Foreign Relations</u> : to check relationships between Kingdoms.
	<u>Reward</u> : Reward Warriors to boost their loyalty
	<u>Warriors' Info</u> : to check your Warriors' attributes. Click on the Warriors' Info button on the Kingdom Interface. This will open a list of all the Warriors under your command. You can then choose to select and switch view to that warrior by clicking on his portrait.

8.1 Non-rebuilt Buildings

Court House	
	<p>The Court House is the administrative center of a city.</p> <p>You can adjust the tax rate of the city here. The city's information such as Morale, Public Security, tax rate and so on are also displayed in the Court House Interface.</p>
	<p>Interface Info:</p> <p> <u>Tax Rate Adjustment</u>: to adjust the tax rate of the city.</p>
Ceremonial Arch	
	<p>The Ceremonial Arch is used to recruit Laborers in the city.</p>
	<p>Interface Info:</p> <p> <u>Recruitment</u>: to recruit Laborers in the city. Note: Re-click on this icon when the number recruited reaches 10. Automatically, the Ceremonial Arch will recruit an unlimited number of laborers.</p>
City Gate	
	<p>The City Gate is the only access to the outside world.</p> <p>You can open, close, lock and unlock it.</p> <p>Note: the City Gate has its own Health Power. When the Health Power is reduced to a certain degree, it will be broken and cannot be closed before it is repaired by Laborers.</p>
	<p>Interface Info:</p> <p> <u>Lock Gate</u>: to lock City Gate.</p>














		<u>Unlock Gate</u> : to unlock City Gate
Rampart		
<p>Rampart is a solid wall that protects the city. The troops inside the city can climb the Rampart directly and fight to defend the city, whilst the fighting units outside the city can only rely on a Scaling Ladder to climb the wall or use a Malefic Kite to fly over the Rampart and into the city.</p>		
Figure of Buddha		
	<p>Figures of Buddha are scattered in the city map or in the territory map. Laborers can be sent out to gather heads of the Figures of the Buddha scattered here and there to use them to repair the damaged Figures. Then you will receive a bonus.</p>	
County Town		
	<p>County Towns are buildings scattered around on territory maps. These towns will pay tax to their occupants. You can send troops to enter all the free County Towns. You can also send fighting units to conquer those towns that have been occupied by the enemy. Your troops will need to fight to decrease the Health Power of these towns in order to occupy them.</p>	
Interface Info:		
	<p><u>Tax Rate Adjustment</u>: to adjust the tax rate of a County Town</p>	

8.2 Basic Buildings














House		
	<p>Laborers reside in these Houses. The capacity of the Houses determines how many Laborers can be recruited in the city. Houses can only be built inside the city.</p>	
Interface Info:		
		<p><u>Dismantle</u>: to remove the building.</p> <p>Note: The Dismantle Icon is applicable to all the buildings which can be removed.</p>
Inn		
	<p>In Inns you can employ the Warriors who are out-of-office in the city. Establishing more Inns will increase the probability of your hiring those Warriors successfully. Inns can only be constructed in the city.</p>	
Interface Info:		
	<p><u>Recruitment</u>: Select a Warrior's portrait and click the "OK" button</p>	

		<p>to hire the Warrior you selected. The cost of the recruitment will also be shown in the interface.</p> <p>Note: You can only recruit once a month.</p>
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Farm


	<p>The Farm is where Corn and Raw Meat are produced. No more than five Laborers are allowed to work at the Farm at the same time. Some space should be left unoccupied around the Farm for the establishment of Pig Sties and Corn Fields. After the harvest, all the Corn and Raw Meat are carried to Storehouses or Ceremonial Arches by Laborers.</p> <p>Interface Info:</p> <p>Click on the icons shown below to assign work to Laborers working on the Farm.</p> <table border="1"> <tr> <td data-bbox="815 797 895 871">  </td> <td data-bbox="933 797 1348 871"> <p><u>Farmer:</u> to assign Laborers to farm and produce Corn.</p> </td> </tr> <tr> <td data-bbox="815 875 895 949">  </td> <td data-bbox="933 875 1348 949"> <p><u>Swineherd:</u> to assign Laborers to feed pigs and produce Raw Meat.</p> </td> </tr> <tr> <td data-bbox="815 954 895 1028">  </td> <td data-bbox="933 954 1348 1028"> <p><u>Idle:</u> to make Laborers return to the Farm to take a rest.</p> </td> </tr> <tr> <td data-bbox="815 1032 895 1106">  </td> <td data-bbox="933 1032 1348 1106"> <p><u>Dismiss:</u> to dismiss Laborers from their job and remove them from the Farm.</p> </td> </tr> </table>		<p><u>Farmer:</u> to assign Laborers to farm and produce Corn.</p>		<p><u>Swineherd:</u> to assign Laborers to feed pigs and produce Raw Meat.</p>		<p><u>Idle:</u> to make Laborers return to the Farm to take a rest.</p>		<p><u>Dismiss:</u> to dismiss Laborers from their job and remove them from the Farm.</p>
	<p><u>Farmer:</u> to assign Laborers to farm and produce Corn.</p>								
	<p><u>Swineherd:</u> to assign Laborers to feed pigs and produce Raw Meat.</p>								
	<p><u>Idle:</u> to make Laborers return to the Farm to take a rest.</p>								
	<p><u>Dismiss:</u> to dismiss Laborers from their job and remove them from the Farm.</p>								

Workshop

















	<p>The Workshop is where Food and Wine are produced. All these products are stored in Storehouses. Before the production starts, some Laborers must be sent to enter the Workshop and be assigned their specific work. The maximum number of laborers is five.</p> <p>Interface Info:</p> <p>Click on a Laborer Icon to assign Laborers work.</p> <table border="1"> <tr> <td data-bbox="815 1469 895 1543">  </td> <td data-bbox="933 1469 1348 1543"> <p><u>Cook:</u> to assign Laborers to produce Food.</p> </td> </tr> <tr> <td data-bbox="815 1547 895 1621">  </td> <td data-bbox="933 1547 1348 1621"> <p><u>Wine Maker:</u> to assign Laborers to produce Wine.</p> </td> </tr> <tr> <td data-bbox="815 1626 895 1700">  </td> <td data-bbox="933 1626 1348 1700"> <p><u>Idle:</u> to make Laborers return to the Workshop to take a rest.</p> </td> </tr> <tr> <td data-bbox="815 1704 895 1778">  </td> <td data-bbox="933 1704 1348 1778"> <p><u>Dismiss:</u> to dismiss Laborers from their job and remove them from the Workshop.</p> </td> </tr> </table>		<p><u>Cook:</u> to assign Laborers to produce Food.</p>		<p><u>Wine Maker:</u> to assign Laborers to produce Wine.</p>		<p><u>Idle:</u> to make Laborers return to the Workshop to take a rest.</p>		<p><u>Dismiss:</u> to dismiss Laborers from their job and remove them from the Workshop.</p>
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	<p><u>Idle:</u> to make Laborers return to the Workshop to take a rest.</p>								
	<p><u>Dismiss:</u> to dismiss Laborers from their job and remove them from the Workshop.</p>								

Storehouse

	<p>The Storehouse stores all resources except Gold. Materials are transported to the Storehouses from their production points. Laborers who are in charge of military supplies will fetch the materials from the Storehouses.</p>
--	---









	<p>These materials will then be transferred from the Storehouses in one city to the Storehouses in another.</p>
	<p>Interface Info:</p>
	<p>You can check the information of all the resources in storage in this interface.</p>

National Academy

	<p>Around one hundred Science items are all pooled in the National Academy. The research of these Science items enables you to gain the technology to produce equipment or to upgrade the attributes of fighting units and buildings. The National Academies are divided into three ranks. After the upgrading of the National Academy and the assignment of Technical Officers, you can research more advanced Science items.</p> <p>The Technical Officer's ability determines the speed of the research.</p> <p>See Chapter 11 "Science" for the information of the classification, function and research expense of Science. The Hint Info in the game is also very helpful.</p>										
	<p>Interface Info:</p>										
	<p>The research work includes:</p>										
	<table border="1"> <tr> <td style="text-align: center;">  </td> <td> <p><u>Production Enhancement</u>: to increase production ability.</p> </td> </tr> <tr> <td style="text-align: center;">  </td> <td> <p><u>Army Enhancement</u>: to boost troops' attributes.</p> </td> </tr> <tr> <td style="text-align: center;">  </td> <td> <p><u>Armament Enhancement</u>: to enhance armament's attributes.</p> </td> </tr> <tr> <td style="text-align: center;">  </td> <td> <p><u>Advanced Armament</u>: to research new armaments.</p> </td> </tr> <tr> <td style="text-align: center;">  </td> <td> <p><u>Upgrade National Academy</u>: to upgrade the National Academy.</p> </td> </tr> </table>		<p><u>Production Enhancement</u>: to increase production ability.</p>		<p><u>Army Enhancement</u>: to boost troops' attributes.</p>		<p><u>Armament Enhancement</u>: to enhance armament's attributes.</p>		<p><u>Advanced Armament</u>: to research new armaments.</p>		<p><u>Upgrade National Academy</u>: to upgrade the National Academy.</p>
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	<p><u>Advanced Armament</u>: to research new armaments.</p>										
	<p><u>Upgrade National Academy</u>: to upgrade the National Academy.</p>										

Temple

	<p>The Temple is where you can perform a Sacrifice to heaven and earth and a variety of gods. Through Sacrifice activities, you can enhance the Fate of your Kingdom, affect some game factors and reduce the damage caused by disasters.</p>	
	<p>Interface Info:</p> <table border="1"> <tr> <td style="text-align: center;">  </td> <td> <p><u>Civilian Sacrifice</u>: Civilian Sacrifice includes: Sacrifice and Pray for Rain, Sacrifice to God of Land, Sacrifice in Suburbs, Sacrifice to Five Sacred Mountains, Sacrifice to Confucius and Sacrifice to God of</p> </td> </tr> </table>	
	<p><u>Civilian Sacrifice</u>: Civilian Sacrifice includes: Sacrifice and Pray for Rain, Sacrifice to God of Land, Sacrifice in Suburbs, Sacrifice to Five Sacred Mountains, Sacrifice to Confucius and Sacrifice to God of</p>	


		<p>Everything.</p> <p><u>National Sacrifice:</u> National Sacrifice includes: Sacrifice to Flags, Sacrifice to Silkworm God, Sacrifice to God of Agriculture, Hummock Ceremony and Sacrifice to God of Match-making</p> <p>Note: National Sacrifice can only be performed after the assignment of a Sacrifice Officer.</p>				
Market						
		<p>The Market is where you engage in trade with independent merchants. Through trade, you can buy and sell materials for Gold or other materials you need.</p> <p>A Merchant is an independent unit that doesn't belong to any side. He will visit the Market regularly.</p> <p>Attacking the merchant may result in a dramatic reduction of the attacker's Reputation and Morale. Moreover, other merchants will not visit the attacker's city for a very long period.</p> <p>Each trade will result in a change in prices. You can utilise trade to control the variation of prices in the Market.</p> <p>Interface Info:</p> <table border="1" data-bbox="815 1081 1353 1243"> <tr> <td data-bbox="815 1081 935 1167">  </td> <td data-bbox="935 1081 1353 1167">Buy in: to buy resources from Merchant.</td> </tr> <tr> <td data-bbox="815 1167 935 1243">  </td> <td data-bbox="935 1167 1353 1243">Sell out: to sell resources to Merchant for Gold.</td> </tr> </table>		Buy in: to buy resources from Merchant.		Sell out: to sell resources to Merchant for Gold.
	Buy in: to buy resources from Merchant.					
	Sell out: to sell resources to Merchant for Gold.					











8.3 Military Buildings

8.3.1 Barracks

Barracks are where Laborers can be trained to Sergeant level, and at the same time Sergeants can be transferred back to Laborers with most of their degree of training remaining.

Barracks can only be erected inside the city.




Swordman's Barracks	
	Where Laborers are trained to be Swordsmen.
Interface Info:	
	<u>Rally Point:</u> to set the rally position for the Laborers and Swordsmen exiting the Barracks.

		<u>Transfer</u> : to transfer Sergeants in the Barracks back into Laborers.
		<u>All Exit Barracks</u> : to make all the Sergeants exit the Barracks.
		<u>Exit Barracks</u> : to make the selected Sergeant exit the Barracks.
		<u>Cancel Training</u> : Click on the Sergeant Icon to cancel training and direct Laborer to exit the Barracks.
<p>Note: Hold the cursor on the trainee Swordman's icon and a tool tip will indicate the cost of training.</p>		
<h3>Pikeman's Barracks</h3>		
	Where Laborers are trained to be Pikemen.	
	Interface Info: Same as for Swordman's Interface.	
<h3>Archer's Barracks</h3>		
	Where Laborers are trained to be Archers.	
	Interface Info: Same as for Swordman's Interface.	
<h3>Camp</h3>		
	This is where troops stationed outside cities and fighting against the enemy can rest and replenish their health. Troops can regain their Strength and Health Power when they enter provided the Camp has enough Food and Wine. A Camp is converted from a Support Wagon. Laborers can be sent to transport Food and Wine to the Camp	
	Interface Info:	
		<u>All Exit Camp</u> : to make all the troops exit the Camp.
	<u>Exit Camp</u> : to make a unit or a group of units exit the Camp.	
<h3>Stable</h3>		
This is where horses are reared. After the establishment of a Stable, Laborers can be assigned to it to rear horses. The production speed of horses is related to the number of		



Laborers in the Stable. Horses can be employed in fighting and the transportation of materials.
Stables can only be built in the city.

Interface Info:

	<u>Rally Point</u> : to set the Rally position for horses.
	<u>Feeding</u> : to rear a horse. Note: Re-click on this icon when the number of horses fed reaches 10. Automatically, the Stable will start feeding an unlimited number of horses.
	<u>Dismiss</u> : to dismiss Laborers from their job and direct them to exit the Stable

Note: Hover the cursor over the horse's icon for a moment and a tooltip will show you the cost of feeding a horse.

Machine Workshop



This is where armaments are produced. After a Machine Workshop is built, Laborers can be sent into it and weapon production can begin. Production speed is determined by the quantity of Laborers. The Support Wagon and Scaling Ladder are default production items in the Machine Workshop. Other armaments will need to be researched in the National Academy.

Interface Info:

	<u>Rally Point</u> : to set the rally position for armaments produced.
	<u>Scaling Ladder</u> : to produce a Scaling Ladder.
	<u>Support Wagon</u> : to produce a Support Wagon.
	<u>Stone-launching Wagon</u> : to produce a Stone-launching Wagon.
	<u>Three Arrow Bow</u> : to produce a Three Arrow Bow.
	<u>Kongming Wagon</u> : to produce a Kongming Wagon.
	<u>Malefic Kite</u> : to produce a Malefic Kite.
	<u>Thunder Wagon</u> : to produce a Thunder Wagon.
	<u>Dismiss</u> : to dismiss Laborers from their job and direct them to leave the Machine Workshop.

Note: Hover the cursor over the armament icon and a tooltip will show you the production cost.

Dockyard

This is where boats are produced to meet







the needs of sea warfare. After a Dockyard has been built, a Jetty should be erected on the bank and some Laborers sent to it to commence production. The production speed is related to the quantity of the Laborers in the Dockyard.

The Jetty must be located by the bank. You can make the Jetty a rally point at which all the finished boats will gather.

The production of Sampans (small boats capable of transporting 10 units) can be conducted without any research. However, Junks (which are larger boats capable of transporting 20 units) must be researched before production can begin.

Interface Info:

Construction Orders Include:

	<u>Jetty</u> : to build a Jetty; this must be built by the water.
	<u>Sampan</u> : to produce a Sampan.
	<u>Junk</u> : to produce a Junk.
	<u>Dismiss</u> : to dismiss Laborers from their job and direct them to exit the DockYard.

8.4 Landmark Buildings

Your units can “go through” the City Landmark Building directly. But if you move the cursor over the Landmark Building an animated hand will indicate that you may move your units into the city map directly.

City Landmark



On the territory map, each City Landmark Building represents a city which in turn is connected to a city map. Click on a City Landmark Building to get information on the city. Double-click on the Building and you will enter the city map.

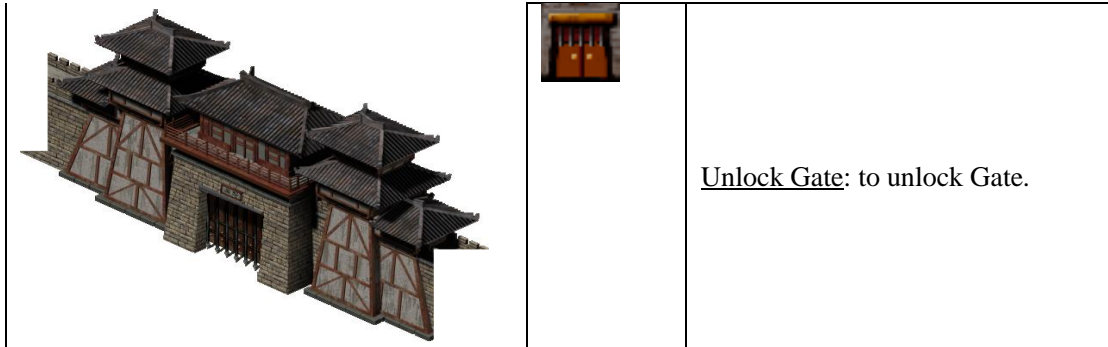
Pass Landmark

The Pass Landmark Building on the map is more often than not the only gateway allowing access to the city itself. In order to attack through the enemy’s pass, you must destroy the pass gate.

Interface Info:



Lock Gate: to lock Gate.



8.5 The Expense and Relationship of Buildings

Grades	Titles	Conditions	Construction
1	House	—	Timber100
	Storehouse	—	Timber 50
	Farm	—	Timber 200, Iron20
	Workshop	Farm	Timber 350, Iron 50
	National Academy	Workshop	Timber 800, Iron 300, Gold1000
	Swordman's Barracks	---	Timber 400, Iron 100
	Machine Workshop	National Academy	Timber 1000, Iron 500, Gold 800
2	Inn	House	Timber 350, Iron 50, Gold100
	Stable	Farm	Timber 200, Iron 50
	Dockyard	Machine Workshop	Timber 300, Iron 100, Gold400
	Pikeman's Barracks	Swordman's Barracks	Timber 450, Iron 100
	Temple	Inn	Timber 600, Iron 200, Gold 400
3	Market	National Academy	Timber 600, Iron 200, Gold400

9. Characters

9.1 Warrior

There are more than three hundred and fifty historical figures in FOD, all of whom lived in the period of the Han and the Western Jin Dynasties (25—316 AD), they will be introduced in some detail as the game progresses. They were the most influential Warriors of the time and were divided into three main groups, Civil Servants, Wizards and the Generals in charge of administrative affairs and commanding troops in combat. Warriors are upgraded by accumulating experience. A Warrior's Skill is directly related to the level obtained. A Warrior's skills are not only used to dramatically

enhance the fighting power of your troops but will also change the way that battles are fought.





Warriors are described as out-of-office before they are recruited by the rulers. The out-of-office Warriors can be found in the Inns of cities waiting to be employed. The cost of enlisting Warriors varies with the Warriors rank and your Reputation.

Interface Info:

Warriors' Attributes

Icon	Pop-up Words	Range
	Rank	1-9
	Loyalty (Non-ruler)	0-100
	Reputation (Ruler)	0-100
	Experience Value	—
	Intelligence	0-100
	Attack Power	0-100
	Leadership	0-100
	Force	—
	Shield Defence	—
	Armor Defence	—
	Strength	—
	Supernatural Power	—
	Speed	1-9

Warriors' Stances

Stance	Details
	Violence: automatically pursue and attack the enemy in the field of view.
	Guard: pursue and attack the enemy in the field of view. Automatically return when Warriors are a certain distance from their original position.
	Manual: Player can make Warriors do what he desires.
	Sleep: Warrior will not move.

Orders for Warriors:



Stop: make the selected Warriors stop.



Dismount: make the Warriors on horses dismount. There is no such order when Warriors are in the state of walking. Select a Warrior and click on a horse and then the Warrior will mount the horse.



Warriors' Skill: to practice Warriors' skills. See [Chapter 11.2](#) for the Function of Warriors' Skills.



Status: to check the relevant historical materials about Warriors.

9.2 Sergeants

Sergeants are the most important category of troops. There are three types of Sergeants these are Swordman, Pikeman and Archer. They are converted from Laborers trained respectively in the Barracks of Swordman, Pikeman and Archer.

Interface Info:

Sergeants' Attributes

Icon	Pop-up Words	Range
	Attack Power	—
	Shield Defence	—
	Armor Defence	—
	Strength	—
	Attacking Distance	—
	Speed	1-9
	Training Degree	0-100

Note: Sergeants' stances are the same as those of Warriors.

Orders for Sergeants:



Stop: to make Sergeants stop



Dismount: to make cavalry dismount and become infantry.

9.3 Laborer





Laborers are the most essential human resource as they are responsible for the collection and transport of resources, the manufacturing of military products, the construction and maintenance of

facilities and the transport of materials between the cities or to Camps. In addition, Laborers can be trained to be Sergeants.



Through hard work, Laborers can accumulate experience and be upgraded, which means they will work more efficiently.

Interface Info:




Laborers' Attributes

Icon	Pop-up Words	Range
	Rank	1-5
	Movement Speed	—
	Load Capacity	—
	Training Degree	0-100

Laborers' state




Stance	Details
	Manual: Player controls Laborers' activities.
	Auto: Laborers operate the previous task after they accomplished the present task.

Orders for Laborers



	<u>Build</u> : select a building in here and click on the target location to start construction.
	<u>Transport</u> : to transport resources to a target including Cities, Camps or Support Wagons.
	<u>Repair</u> : to repair a target building.

10. Equipment



Support Wagon	
	In the game, Support Wagons can be used to transport Food and transform into a Camp to act as a base for the armies stationed outside the cities. Laborers can be sent to rendezvous with wagons to supply Food and Wine. Troops will regain their

	Strength and some of their Health Power when they enter the Camp.	
	Production Facility: Machine Workshop	
	Relevant Science: None	
	Interface Info:	
		<u>Stop:</u> to stop the Support Wagon.
	<u>Camp:</u> to convert Support Wagon into a Camp.	



Scaling Ladder

	The Scaling Ladder was a traditional armament used to climb Ramparts in ancient China. In the game, with the Scaling Ladder, your troops can climb the Ramparts to attack the enemy.	
	Production Facility: Machine Workshop;	
	Relevant Science: None	
	Interface Info:	
		<u>Pack-up:</u> to move Scaling Ladder from Rampart.


Stone-launching Wagon

	A Stone-launching Wagon can be used as a long-distance fighting unit to destroy the enemy and can be used to cause massive damage to their buildings.	
	Production Facility: Machine Workshop	
	Relevant Science: Stone-launching Wagon	
	Interface Info:	
		<u>Stop:</u> to stop the Stone-launching Wagon.

Three Arrow Bow






	Production Facility: Machine Workshop	
	Relevant Science: Three Arrow Bow	
	Interface Info:	
		<u>Stop Icon:</u> to stop the Three Arrow Bow.

Kongming Wagon



	Legend has it that Kongming invented the Kongming Lantern in the Three Kingdoms period to communicate military information. Kongming Wagon can move, produce and launch Kongming Lanterns.	
	Production Facility: Machine Workshop	
	Interface Info:	
		<u>Stop:</u> to stop the Kongming Wagon.
		<u>Launch:</u> to launch Kongming Lanterns.

Malefic Kite





A Malefic Kite is an attacking device designed to

  	break through the enemy's line of defence. Using the Malefic Kite, infantry can be transported over the enemy's Rampart and into the city to attack.	
	A Malefic Kite can be employed to carry two troops at a time to kill enemy's Laborers and thus make it difficult to continue production.	
	Production Facility: Machine Workshop	
	Relevant Science: Malefic Kite	
	Interface Info:	
		<u>Stop:</u> to stop Malefic Kite
		<u>Launch:</u> to launch the Malefic Kite




Thunder Wagon



	Thunder Wagon is an enhanced version of the Stone-launching Wagon and is the most powerful attacking war machine.	
	Production Facility: Machine Workshop	
	Relevant Science: Thunder Wagon	
	Interface Info:	
		

Sampan

	Sampans can sail in shallow water as well as deep water. They are used to transport units. Maximum Capacity: 10 units.	
	Production Facility: Dockyard;	
	Relevant Science: None	
	Interface Info:	
		
		Unload All: to order all the units in the Sampan to disembark.
		Unload: to order selected units in the Sampan to disembark.

Junk

	Junks can only sail in deep water. Like Sampans, Junks are used to transport units. Maximum Capacity: 20 units.	
	Production Facility: Dockyard;	
	Relevant Science: Junk	
	Interface Info:	
		
		Unload All: to order all the units in the Junk to disembark.

		<p>Unload: to order selected units in the Junk to disembark.</p>
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11. Science

11.1 Instruction

Type	Function	Rank 1	Rank 2	Rank 3
Production Ability	Accelerate Laborers' movement	Cock-fighting	Tan Chess	Go Chess
	Increase Laborers' load ability	Tenants	Camp Resident	Tenants in Team
	Enhance Laborers' Health Power	Farming	Civil Farming	Military Farming
	Increase Farm's Food output	Lou Lake	Nine-mile Dam*	Jurong Canal
	Increase Farm's Raw Meat output	Taishou Lake	Great Zhuge Embankment*	Irrigation Ditch of River Huai
	Increase Workshop's processing speed	Husking Machine	Keel Water Wheel	New Silk-loom
	Increase Machine Workshop's processing speed	Fine Craftsmanship Office	Military Market*	County School
	Increase feeding speed in Stable	Water-powered Acrobatics Machine	Guide Art	Guixi Art
	Increase buildings' field of view	Wind-attending Globe	Earthquake Globe	Armillary Globe
	Increase buildings' Health Power	Six Principles of Cartography	Island Arithmetic Book	The Map of Yugong Territory*
Troops' Attributes	Increase armament's movement speed	Transportaion Troops	Tunnels	Hereditary Army Service Policy
	Increase	Mount Tai Troops	The Troops of	Yamen Troops

	armament's Attack Power		Qingzhou District	
	Increase troops' Shield Defence	Five-bird Show	Mafei Powder Medicine	The Theory of Typhus and Other Diseases*
	Increase troops' Armor Defence	Rope-dancing	Hunting	Polo
	Increase field of view (Striking Distance)	Policy to Open New Office	Five-camp	Central Army
Armament's Attributes	Increase armament's movement speed	Hidden-trap	Light Chariot	Fire-attacking Chariot
	Increase armament's Attack Power	Copper Army-tally	Eight-array Chart	Earth Thunder
	Increase armament's Shield Defence	Lumber Officer	Metallurgy Office	Metallurgy Supervisor
	Increase armament's Armor Defence	Metallurgy	Copper-refinery Art	Paper-making Art
	Increase armament's sight distance	Arrow-throw-into-pot Game	Advanced Polo	Guide Wagon
	Increase armament's attack frequency	Imperial Corps	Imperial Tiger Escort	Tiger-panther Cavalry
	Increase Support Wagon's load capacity	Wooden Oxen	Gliding Horses	Coin Called "Five Hundred"

Attributes' Type	Attributes' Improvement	Rank 1	Rank 2	Rank 3
Armament's Research	An additional war machine in the Machine Workshop	Stone-launching Wagon		
	An additional war machine in Machine Workshop	Kongming Lantern		
	An additional war machine in Machine Workshop		Thunder Wagon	
	An additional war machine in Machine Workshop		Three Arrow Bow	
	An additional production item in Dockyard		Junk	
	An additional war machine in Machine Workshop			Malefic Kite Wagon

Note: Nine-mile Dam: prevents Drought from occurring.

Great Zhuge Embankment: prevents Floods from occurring

The Map of Yugong Territory: prevents Refugees from occurring

Military Market: prevents Riots from occurring

The Theory of Typhus and Other Diseases: prevents Pestilence from occurring

11.2 Warriors' Skills

Title	Function
Lay trap	Lay traps on the ground
Fire Cast	Start fire zone on the ground
After life	Turn corpses into ghosts to attack the enemy
Fortify	Enhance the target's defence power
Strength	Restore the target's Strength
Fury	Increase the target's fighting power
Heal	Recover the target's Health Power
Leech life	Drain the target's Health Power
Betrayal	Make the enemy's Warriors with low-loyalty surrender
Spirit drain	Lower the enemy's Strength
Reveal map	Open a certain area of fog of war.

Notice: You can perform certain Warriors' skills like Fury and Strength directly to the Warrior himself by holding down the CTRL key while selecting the skill.

12. Disasters and Sacrifice

The following items are the disasters and Sacrifice in Fate of the Dragon. For information on Sacrifice operation refer to the Temple interface section.

Sacrifices	Period of Validity (Days)	Function	National Sacrifice
Sacrifice and Pray for Rain	Real-time Effect	Shorten duration of “Drought”	No
Sacrifice to God of Land	Real-time Effect	Shorten duration of “Floods”	No
Sacrifice in Suburbs	Real-time Effect	Shorten duration of “Locust disaster”	No
Sacrifice to Five Sacred Mountains	Real-time Effect	Shorten duration of “Pestilence”	No
Sacrifice to Confucius	Real-time Effect	Shorten duration of “Riots”	No
Sacrifice to God of Everything at year end	Real-time Effect	Shorten duration of “Earthquake”	No
Sacrifice to Flags	Real-time Effect	Restore all the people’s Strength	Yes
Sacrifice to Silkworm God	60	In the period of validity, the output of the Workshop will double.	Yes
Sacrifice to God of Agriculture	60	In the period of validity, the output of Farm will double	Yes
Hummock Ceremony	30	In the period of validity, Technical Power will increase 50%	Yes
Sacrifice to God of Match-making	Real-time Effect	Restore all the people’s Health Power	Yes
Sacrifice to the Temple	Real-time Effect	Fate of Kingdom will increase 3~5 points	Yes

Disasters	Duration Period (Days)	Effect	Science To Prevent
Drought	120	1 Reduce the Raw Meat output of Farm 2 Morale decreases.	Nine-mile Dam
Floods	90	1 Reduce the Raw Meat and Corn output of Farm 2 Morale decreases.	Great Zhuge Embankment
Locust Disaster	60	1 Reduce the Corn output of Farm. 2 Morale decreases.	—
Pestilence	60	1 One of your units contracts pestilence at random every day. 2 Morale decreases.	The Theory of Typhus and Other Diseases
Bandits	150	1 Reduce the storage of one of the your resources at random every day. 2 Public Security decreases.	—
Refugees	120	1 Reduce Population every day. 2 Morale decreases.	The Map of Yugong Territory

Riots	90	1 One of your Laborers may join in the Riots at random; 2 Public Security decreases.	Military Market
Earthquake	90	1 One of your building's Health Power will be reduced at random. 2 Morale decreases.	—

13. List of Materials

Type	Items	Materials Needed					
		Timber	Iron	Gold	Corn	Raw Meat	Food
Buildings	Court House	0	0	0	0	0	0
	Ceremonial Arch	0	0	0	0	0	0
	House	50	0	0	0	0	0
	Inn	90	40	80	0	0	0
	Farm	70	0	25	0	0	0
	Workshop	120	40	45	0	0	0
	Storehouse	40	0	20	0	0	0
	National Academy	300	10	55	0	0	0
	Temple	200	100	150	0	0	0
	Market	200	150	300	0	0	0
	Swordman's Barracks	100	50	60	0	0	0
	Pikeman's Barracks	100	100	80	0	0	0
	Archer's Barracks	200	80	75	0	0	0
	Camp	0	0	0	0	0	0
	Stable	200	60	100	0	0	0
Factory	100	140	80	0	0	0	
Dockyard	300	90	90	0	0	0	
Equipment	Scaling Ladder	50	30	0	0	0	0
	Support Wagon	150	300	0	150	0	0
	Stone-launching Wagon	300	100	0	0	0	0
	Kongming Lantern	220	200	0	0	0	0
	Three Arrow Bow	100	50	30	0	0	0
	Malefic Kite	200	200	50	0	0	0
	Thunder Wagon	150	200	100	0	0	0
Character	Laborer	20	0	0	20	0	0
	Swordman	30	20	40	0	0	0
	Pikeman	10	40	50	0	0	0
	Archer	80	0	50	0	0	0
Others	Sampan	110	60	0	0	0	0
	Junk	240	100	0	0	0	0
	Horse	10	0	40	20	0	0

14. Hot Keys

14.1 Space Bar

Press the Space Bar to pause the game this will allow you to utilise the Generals spells and plan the movements and attacks of your Sergeants. Pressing the space bar again will resume the game and your planning will take effect.

14.2 Other Hot Keys

Hot Key	Function	Hot Key	Function
Esc	The game will pause and a Control Box will appear.	Ctrl+Num Keys	Group troops
F1	Open "Help"	Num Keys	Select the relevant troops
F2	Save Game	Alt+Num Keys	Select the relevant troops and switch to this troops' Window.
F3	Load Game	Shift+Num Keys	Select the relevant troops as well as the present selected troops.
F4	Mission Objectives	W *	Toggle through the warriors in the current Window
F5	Game Options	L *	Identify idle Laborers
Pause	Game Pause	H *	Select the Court House in your kingdom.
E	Select all the military units in the present Window.	N *	Select this Kingdom's next unit.
C *	Selects one Ceremonial Arch in this country.	G *	Selects one City Gate in this country.
V *	Selects one Village in this country.	I *	Selects one Inn in this country.
F *	Selects one Farm in this country.	O *	Selects one Workshop in this country.
A *	Selects one National Academy in this country.	T *	Selects one Temple in this country.
M *	Selects one Market in this country.	B *	Selects one Barracks in this country.
P *	Selects one Camp in this country.	S *	Selects one Stable in this country.
K *	Selects one Machine Workshop in this country.	Y *	Selects one Dockyard in this country.
D *	Selects one Jetty in this country.	J *	Selects one Outline a City in this country.

Note:

- The keys marked by * can be used together with "Alt" key to facilitate the switches of viewport.
- Double-click on a unit and all the units of the same type can be selected.
- Press "Ctrl" and hold. This will allow you to add target units to your selected group.

Appendix 1:

A Brief Chronology of Chinese Imperial History

The Xia Dynasty		About 2100—1600 BC
The Shang Dynasty		About 1600—1100 BC
Zhou Dynasty	The Western Zhou	About 1100—771 BC
	The Eastern Zhou	770—256 BC
	The Spring and Autumn Period	770—476 BC
	The Warring States	475—221 BC
The Qin Dynasty		221—207 BC
Han Dynasty	The Western Han	206 BC—24 AD
	The Eastern Han	25—220 AD
The Three Kingdoms	The Kingdom of Wei	220—265
	The Kingdom of Shu	221—263
	The Kingdom of Wu	222—280
The Jin Dynasty	The Western Jin	265—316
	The Eastern Jin	317—420
	The Song	420—479

Northern and Southern Dynasties	Southern Dynasties	The Qi	479—502
		The Liang	502—557
		The Chen	557—589
	Northern Dynasties	The Northern Wei	386—534
		The Eastern Wei	534—550
		The Northern Qi	550—557
		The Western Wei	535—556
	The Northern Zhou	557—581	
The Sui Dynasty		581—618	
The Tang Dynasty		618—907	
Five Dynasties	The Later Liang		907—923
	The Later Tang		923—936
	The Later Jin		936—946
	The Later Han		947—950
	The Later Zhou		951—960
Song Dynasties	The Northern Song Dynasty		960—1127
	The Southern Song Dynasty		1127—1179
Mongolia Kingdom		1206—1271	
The Yuan Dynasty		1271—1368	
The Ming Dynasty		1368—1644	
The Qing Dynasty		1644—1911	

Appendix 2:

A Brief Chronology of Major Events

Dates/AD	Events
184	Zhang Jue leads peasants to revolt and begins the Yellow Scarves Uprising. Zhang Jue dies of illness in the same year.
189	Emperor Ling (Liu Hong) dies and crown prince Liu Bian succeeds to the throne. During the turmoil caused between Great General He Jin and the powerful eunuchs, Liu Bian is killed.
190	With Yuan Shao as their leader, eighteen lords ally their forces to attack Dong Zhuo.
191	Sun Jian defeats Dong Zhuo. The Yellow Scarves rebels conquer many counties and towns.
192	Wang Yun succeeds in tricking Lu Bu into assassinating Dong Zhuo. Cao Cao defeats the Yellow Scarves rebels in Qingzhou district and incorporates the remains of the rebels into his own force as “Troops of Qingzhou District”. Cao Cao’s power thereby greatly increases. Sun Jian dies in a battle against Liu Biao.

195	Li Jue and Guo Si, Dong Zhuo's generals, revolt and hold Emperor Xian and all the powerful officials in court as hostages. Sun Ce defeats Liu Yao and conquers the area south of the Great River.
196	Cao Cao receives the Emperor Xian at Xuchang, but then in effect holds him captive. After this the Emperor Xian becomes a puppet of Cao Cao and the Eastern Han Dynasty exists in name only. Liu Bei is destroyed by Lu Bu and then joins Cao Cao.
197	Yuan Shu declares himself Emperor. Sun Ce conquers Wu district.
198	Cao Cao annihilates Lu Bu.
199	Liu Bei breaks away from Cao Cao and takes over Xuzhou. Yuan Shu dies.
200	Sun Ce dies and his younger brother, Sun Quan, succeeds to power. Cao Cao imposes a huge defeat on Yuan Shao in the Battle at Guandu.
202	Yuan Shao dies and his sons fight against each other.
207	Cao Cao defeats Yuan Shao's sons one by one and then pacifies the north.
208	Cao Cao becomes Prime Minister. Cao Cao suffers a huge defeat in the Major Battle at Red Cliffs against the alliance of Liu Bei's and Sun Quan's forces.
210	Zhou Yu dies of illness.
211	Cao Cao defeats Ma Teng's forces. Liu Zhang invites Liu Bei to march into the Western Riverlands to help him resist Zhang Lu.
212	Cao Cao kills Ma Teng. Liu Bei takes Fucheng and prepares to attack Liu Zhang. Sun Quan is attacked by Cao Cao.
213	Cao Cao declares himself Duke of Wei.
214	Liu Bei fights Liu Zhang and captures Yizhou.
216	Cao Cao acclaims himself King of Wei.
219	Liu Bei declares himself King of Hanzhong. Sun Quan kills Lord Guan and subjects himself to Cao Cao.
220	Cao Cao dies of a stroke. His son Cao Pi takes power and he deposes Emperor Xian and acclaims himself the Emperor. The Eastern Han Dynasty ceases to exist.
221	Liu Bei declares himself the Emperor and leads his troops to attack Sun Quan.
222	Lu Xun of the Kingdom of Wu attacks Liu Bei and Liu Bei is heavily defeated. Lu Xun re-establishes a good relationship with the Kingdom of Shu.
223	Liu Bei dies at Yong'an. Wu fosters cordial relations with Shu.
225	Kongming captures Meng Huo seven times but releases him each time and thereby pacifies the south of the Kingdom of Shu.
226	Cao Pi dies and Cao Rui becomes the Emperor. Sun Quan lays siege to Jiangxia but is defeated by Wei.
228	Kongming leads his troops to attack the Kingdom of Wei, but he has to withdraw because of lack of Food supplies.
229	Sun Quan declares himself the Emperor and establishes his kingdom in Jianye. Kongming attacks the Kingdom of Wei again in the same year.
234	Kongming again attacks Wei and dies of natural causes on the expedition. Wu's army attacks the Kingdom of Wei but is defeated.
239	Cao Rui dies and the crown prince, Cao Fang, succeeds to the throne.
249	Sima Yi kills Cao Shuang. Jiang Wei attacks the Kingdom of Wei, but

	meets with no success.
251	Sima Yi dies. His eldest son Sima Shi takes up the post of Great General.
252	Sun Quan dies and Sun Liang ascends to the throne.
254	Sima Shi deposes the Emperor, Cao Fang and makes Cao Mao the new Emperor.
255	Wen Qin and Wu Qiuqian start a rebellion. Sima Shi dies and his brother, Sima Zhao, becomes the leader of the powerful Sima family.
256	Sima Zhao takes up the post of Commander-in-chief which actually endows him with the power of an Emperor. Jiang Wei is defeated by Deng Ai when he again attacks Wei.
257	Zhuge Dan rebels.
258	Sun Liang, the Emperor of Wu, is deposed by Sun Xiu who is enthroned to be the new Emperor.
260	the Emperor Cao Mao tries to attack Sima Zhao but is defeated and killed. Sima Zhao then enthrones Cao Huang as the new Emperor.
263	Deng Ai, the Senior General of Wei, attacks and lays siege to Chengdu. The second Emperor, Liu Shan, surrenders and the Kingdom of Shu ceases to exist.
264	Sima Zhao declares himself King of Jin. Sun Xiu dies and Sun Hao succeeds to the throne. He indulges himself entirely in a Wine and pretty women. He kills his loyal prime minister Pu Yang and others because their efforts to dissuade him anger him.
265	Sima Zhao dies and his eldest son, Sima Yan, deposes the Emperor Cao Huang and acclaims himself the Emperor and establishes the Western Jin Dynasty.
280	the Western Jin Dynasty defeats the Kingdom of Wu and the Emperor of Wu, Sun Hao, surrenders. The Kingdom of Wu then ceases to exist and the Three Kingdoms Period comes to an end as the country is united.