

Features of Han&Xiongnu

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[Characteristic function]

1、 <Greeting and The world view>

Welcome, adventurer, to Gloria Sinica · Han Xiongnu wars, in memorial of the Eastern nations during the eventful 2nd cen B. C.

Their stories continue to be sung over many millenia. Their people endeavor to live and prosper. Many of their names are carried on, and celebrated, even to this day. 'A great khan shall rule throughout the steppes. The Han have been unified again and seen their strife pacified. Pride shall waste new blood. There will be war. There will be a deluge of tribes.'

The game' s map covers a geographic range from East Asia to the eastern part of Middle Asia. More than 30 major historic states are represented by the 28 factions. The party classes on the strategic map are rearranged. The 150+ historic centers are divided into major cities, towns (has most of a city' s functions), ports (seafare in not included in this version) and a few pass/strongholds. A number of city scenes reconstructed from historic records and/or archaeological finding, including: Chang' an street, Weiyang Palace, Jiaohe city, Jilu Fort, Nanyue' s Palace, the city of Dian, Jiange and Hangu passes, etc. There are several hundreds of weapons and armors crafted in accordance to recent archaeological discoveries, some of them are digitally reconstructed for the first time. These elements greatly enhance the illustration of the contemporary history and culture.

2、 <Military service and ranks>

There are two stages: In the stage of a mere soldier, the player joins a lord' s party and brave the battles as a single fighter, take orders from the commander, and gain contribution

points by completing quest or from good performance in battles, and finally promote to be a low-rank officer. As a low-rank officer the player still serves under a commander but lead a certain number of soldier during battle. Once the player promotes to a mid-rank officer, the player can move independently and leads one's own party. At this stage the game play returns to the familiar Mount&Blade mode of motion, and the player and acquire troops from the faction, and continue to advance one's military ranks.

Each rank will grant a different number and types of troops and the player's command. Most mid and high level ranks come with a weekly salary and a set of equipments at the time of promotion. When the player moves independently, the troops under the player's command will act as an accompanying party and will join the player's battles.

(1) The soldier way

Press + on strategic map to let time flow faster. Press T to pause the game.

(1) player need to participate in training regularly.

(2) as a soldier you can take missions (Press R) :

Looter activity.

Troublesome bandits.

Raid enemy caravan.

Troop desertion.

Enemy infiltration.

Hunting wild.

(3) assigned randomly errands, like message delivery, prisoner train, rescue prisoners, etc.

(4) player will take mission in battle, **key-V** to read battle Objective.

(2) Free mode

(1) Player can evaluate the current contributions, request a promotion, claim equipment and troops, etc, at the barrack of towns (under the town menu).

(2) Claimed troops do not directly join the main party and act as a separate party, under the player's command.

(3) The claimed party can hold, follow, join as an attached party, or return to friendly (and/or disband). The claimed party join the player's battles. The claimed party will return and disband if it is far away from the player and the does not have an order for several days.

(4) The player can only claim troops once a while. The player's contribution will be damaged if the claimed party suffers heavy loss or is completely defeated. The player must turn in the current claimed party before the next promotion.

(5) Some high military rank overlap with official/civilian ministry posts. Whenever the player receives a promotion, the player's ministry posts will be adjusted according. However, the ministry post will not change if the player degrades in his/her military ranks. This will be taken into account in future developments relating to the ministry system.

(6) A few high ranks come with a fiefdom. Such fiefdom will return to the faction if the player's rank changes.

3、<Formation and tactics>

A new battle formation and order system overrides the existing order menus during encounter battles on the strategic map. Siege battles and special (mostly quest) fights still uses

the original order menus. There are detailed in-game instructions available at towns' barracks. Here we only list a few must-know at game start.

At the begin the player may not know any tactic, and can only use the line formation. On entering an encounter battle, the player's troops will automatically group to basic formations, and the player need to issue commands with the following keys:

Hold this place (N)

Hold the group's current position (H)

Follow player (M)

Engage enemy (J)

Oppose enemy (K)

Free combat (Y)

this is effectively the native's Charge command.

The player can learn more formation and tactics at a town's barracks. Due to the length of the instructions, please refer to the in-game Tactic & Formations menus for detailed list and instructions of new battle tactics, AI behavior, a new Commander panel and third-person view, controls, and environmental effects.

4、<Customizable troops>

Player may create customized troops. In total 12 custom types of troops can be created. Player may name their own troops, equip them and assign skill points to them. Troops may emerge as companion after wining a significant battle. Player may distribute primitive equipment for troops in the marketplace, or craft fine equipment in the factories in cities owned by the player.

1 Click [new troop] to enlist new troops.

2 Next click [rename] to change the troop's name.

3 Click [Add labour] to add labour from the player's party members. Labour can be workers, or to be trained as custom troops. Auto-hire and uphold cost depend on the player's renown.

4 Click [Train] to train labour into custom troops below level 19. Troops can be trained at the main party, and the towns you own. Veteran troops can help with training. New troops will be auto-matically added to each site.

5 Click [equip] to equip custom troops and manage your storage. The 'Available' column shows the number of currently unused sets of equipment in storage.

6 Low-level equipment can be ordered at town markets. High-end equipment can be manufactured at your own towns. Wood, iron, leather are needed to make equipment. Market place can provide information on local availability of the resources.

7 Custom troops upgrade like NPCs via party member's dialog.

8 The towns you own can produce resources and breed horses, as well as specialty goods if available.

5、 <Building system>

After controlling a city/town, the player may build structures, including: ballista, prison, warehouse, logging camp, iron refinery, leather factory, stable and the arsenal.

1. Warehouse can store raw materials and equipment. A warehouse is required before building other structures.

2. Arsenal can craft equipment with materials. Player have to provide the design, money and resources needed for the equipment. The design should be inside player's inventory, the materials should be provided by logging camp, iron refinery and leather factory.

3. Different equipment with cost different amount of money and materials. The production rate may vary as well.

4. The logging camp, iron refinery and leather factory may have different productivity in different cities and towns.

Check it out in the market information of a city or town.

5. The stable can raise horses. The player should have two identical horse breeds in the inventory.

6. The cities/towns owned by player will produce special local products.

7. All the products can be stored in the warehouse. They can be managed in the warehouse screen in the city/town.

8. Items in the warehouse can be sold, or equipped to the custom troops.

6、 <Siege system>

(1) Meet enemy outside the walls: The ranged troops on the walls will provide cover to the defending side. Once the defending army are destroyed, the besieging army will proceed to the walls.

(2) Attack the walls: Attacking side AI will choose to either climb the walls or attack in range based on battlefield circumstances. Some ranged troops will choose to take cover from nearby props. When ammo is depleted, the attacking army will switch to melee combat. Reinforcements of the defending army will automatically take shooting positions on the walls. Defending army can use a ballista to defend the walls. More siege machines are coming.

(3) When the nomadic army besieges a town, riders will join the battle with horses. The defending army will be aided by nearby armies.

(4) Death from drowning, fire burn.

(5) Troops will spread out evenly to climb ladders and defend; ladders can be pushed.

(6) New menu option in town menu to fortify the city, build ballista. Ballista is only available when built.

7、 <Hunting and rescue missions>

In hunting and rescue missions, the animals or enemies have a field of sight and hearing. They will get alerted when they see or hear the player. Player may gain experience points, food and hide in hunting. Player may stalk into the bandit hideouts to rescue captives and plunder for fortune. Freed captives may join the player's party.

1. There are 4 types of animals in hunting.

2. Different animals have different sight, hearing and movement speed. Different amount of meat and hide can be obtained from their corpses.

3. The animals or enemies have a field of sight and hearing. The size of the field of sight depends on the difficulty level the player has chosen. From directly in front, to directly to the back, the animal/enemy sight gets poorer. The player may utilize the environment and obstacles to gain advantage. It also helps to crouch down when animal/enemy is alerted.

4. Back-stabbing is very effective. The player may assassinate an enemy if not seen. Practicing assassination will gain proficiency.

8、 <Diving, burning and traps>

Water and fire can actually hurt the player now. Both human and animal could be drowned/burnt.

1. Different types of fire will deal different amount of damage with a different radius.

2. Player may practice diving to increase the increase the time limit of staying underwater. To practice diving effectively, dive into the water, and only rise above water when the character is about to choke.

3. Player may place iron caltrops on the battlefield to stop enemy cavalries. The iron caltrops have a probability of hurting the horses, but is ineffective against humans. Press P on the battlefield to place iron caltrop.

4. Press O to place oil on the battlefield. When lighted, the oil will greatly burn humans and animals within its radius. Press F+O to light the oil.

5. The traps may also hurt allied troops. The fire inflicted by oil will die out after a while.

9、 <Sprint>

Player may sprint.

1. Hold both movement key and left Alt to sprint.

2. The stamina determines how long you can sprint. The athletics skill level will affect total stamina, and the encumbrance will affect the sprint speed and depletion rate of stamina.

3. Stamina will recover with a different rate when walking, standing and on horseback.

10、 <Dressing code>

(1) Sinic factions require proper dress at formal locations: town castle & ministries. The player only need to keep necessary clothes in the inventory, and they will be automatically put on the player upon entry.

(2) Dresser merchants are added next to armor merchant in major towns. Proper dressing can be obtained at such merchants.

(3) A booklet “dressing code” enables camp-menu option about dressing instruction and related cultural notes.

11、 <Regional AI and passes>

(1) AI only selects adjacent centers as attack targets.

(2) Passes block passage of the player (without permit) and unfriendly parties

(3) Pass permit can be purchased at the town's major/elder and obtained during certain quests.

12、 <Player relation with towns>

(1) player's battle near town can affect the relation. Fighting against the town's parties/friends worsens the player's reputation with the town, and fighting hostile parties improves the relation.

(2) Poor relations affect the services available to the player at a town. The player can no longer enter a town if the relation worsens below a certain limit.

(3) If the player is inside the tavern of an unfriendly town or a hostile faction's center, there is good chance the player can be attacked by either an angry mob, or the soldiers of the hostile faction.

13、 <Plague>

Currently the plague can only be released into the game at extremely conditions: Xiongnu has only two or less centers left and is under siege.

(1) Plague infest, burst, spread, and heal dynamically and causes havoc to parties and centers.

(2) Battle with a party under plague has chance (depending on the casualty on the uninfested party and player's battle behavior) to be infested.

(3) Party AI is affected by whether party is under plague.

(4) The number of times a party survives a plague increases the immunity level, and eventually becomes completely immune.

14、 <Natural disasters, weather, and elevation effects>

(1) Natural disasters

*Poisonous mists occur during summer and fall in the southwestern mountain regions. Local factions like Dian, Yelang are immune to poisonous mists.

* Sand storms randomly burst out near certain desert locations during summer. Parties inside towns are not effected. Desert bandits and Saka wanderer parties do not trigger sand storms but are not immune to damage.

* Blizzards occur in the North in winter and spring. Parties inside towns are immune. Certain northern factions receive reduced damage or even completely immune to blizzards.

* Poisonous mist repopulate every day. Sand storm only damage parties on the desert terrain. Snowstorm probability level refreshes every 6 days and increases with latitude.

* A local guide can be hire at towns in the southwestern town taverns. The guide an reveal nearby poisonous mists and increases the party's pathfinding skill. The guide will leave party if the players travels too far from the location where he is hired.

(2) Rain and fog

* Fog and precipitation level are automatically calculated according to the player's location on the strategic map. Fog and precipitation are higher if the player is inside a basin, or a valley, close to water and/or high mountains. Fog chance increases at dawn and sunset.

* Fog chance reduces greatly if there is currently rain, or if the player is close to a cliff.

* precipitation chance enhances if current terrain has forest, or if the player is on a slope.

* Encountering a poisonous mist or a blizzard will guarantee strong fog or snow.

* The player cannot use the mini-map, and the camera range reduces at night or during fog.

(3) elevation effects.

* party members will lose health and non-heroes can become wounded or dead if a party travels for a continued time span at a high-enough elevation level. A message will warn the player of the damage if the player start to travel at such altitude.

* Qiang troops are immune to elevation effects.

15、 <Player luck and Fangshi (artisans of mysterious skills)>

(1) player's luck is updated periodically with daily, 5 day, 10 day and monthly cycles.

(2) Luck may affect random effects, in combat, quests, etc.

(3) Samans can be found at a few northern or nomad courts (as an official minister). A few samans offer to alter the player's luck if the player is lord of the town.

(4) Fangshi can be found in the streets of towns near Changsha. Fangshi often has charms for sale.

(5) Most Fangshi and saman can divine on the player's current luck trend.

(6) A few items can slightly affect the player's luck.

16、 <[Non-tavern NPC] historic figures>

A number of (mostly Han Empire) historic figures can be randomly found in taverns, streets, or at ministry and palaces.

While most of such NPC are meant to help the environment to be more immersive culturally, certain NPCs are involved in quests and historically events. Some of the historic NPCs have dedicated dialogues.

17、 <NPC cards>

A number (54) game NPCs have cartoon cards that can be

collected when the player interact with them. The cards can be viewed under the “collectibles” option in menu.

(1) lords: gains a card if the relation increase above 30, or drops below 50, or randomly if you capture or set free an imprisoned lord.

(2) environmental NPC cards can be obtained by simply talking to them.

(3) Quest NPCs gives you their cards if the quest advances to certain stages.

18、 <Cooking system> (Unopened)

Add dishes

Add items for dishes and recipes

Speak with a cryptic kitchener in p_hx-town-28 tavern to obtain player cookbook, which enables camp menu for recipes.

Three recipes available: sausages, cattle meat, cooked rice.

The cooking stand in Yanquan and tavern in Chang’an can be used for cooking.

19、 <Non-monetary trade>

A new interface of goods-to-goods trade at less developed locations. The player must bring along goods the tribe needs in order to trade. Most popular items include food, raw materials, metal, and luxury items like silk and liquor. Normally the goods-to-goods trade favors the player and a larger profit is possible per unit of goods, in comparison to currency-based trades.

20、 <Other>

(1) [Ferries] Ferry icons are added at locations where the player can cross water. A few ferries are named after their location.

(2) [Refugees] Refugee parties are spawned around towns with prosperity level below 30. This offers the player a way to collect either labor or low-end civilian troops.

(3) [Ministry/nobility code] The player cannot enter locations if the faction enforces nobility/official rank requirements. Also, the player may not talk to a much higher rank lord directly on the map.

(4) [Exploration] Most centers are invisible at the game start. They become visible after the player travels to their vicinity.

(5) [Elephant stampede] during battle, elephants can stampede on nearby unfriendly agents.

(6) [Info page] the info pages are overhauled with historic notes on the factions, and some historical politics.

(7) [Slavery] Han, Nanyue, Wiman factions do not have slave traders. Ram the infamous relocates to Canlang Qiang.

(8) [Curfew] Han Empire enforces curfew. Such locations do not spawn merchants during night.

(9) [map speed] map speed is now affected by factional bonus, and whether player's carrying certain cargo in the inventory. Certainly faction's parties may travel very fast on familiar terrain.

(10) [Monopoly and sale restrictions] Han Empire outlaws unauthorized sale of horses. Certain merchants in game do not buy items. (prices will reduce to 1)

(11) [Tavern NPCs tarry] Tavern npcs will have to wait a few up to two weeks before they appear in tavern (or other locations). The player can only find these npcs during day time and also only if the player's relation with the town and faction are at least neutral.

(12) [Steppe stone figures] Stone figures random spawn in

north/western steppe terrain in a random scene (mostly during encounter battles)

(13) Warband's Marriage system is disabled. Future plan may include cultural marriage for certain factions.

(14) Initial setting for prosperity and population of cities.

(15) NPC dispositions pre-defined.

(16) Item text descriptions: colored texts for different properties/rarities

(17) Differentiate cavalry wages between countries.

(18) Special troops for certain NPCs (Emperor Che Liu, Qing Wei, Qubing Huo, Yizhixie).

(19) Foliage, waving flags, animated waterfalls.

(20) More animations for NPC in different cultures. Press M and select actions in different scenes: streets, tavern, town hall, etc.

(21) Foreign troops are converted to native troops in AI parties based on troop levels. Foreign troops in player's party will pose negative impact on morale.

(22) Finger ring will improve archery. Improved item with greater effect.

(23) Shield bash. Needs iron flesh points greater than 4. Can't do shield bash with too large shield. Key_V+Right mouse button

(24) Penalties for encumbrance.

(25) Hold down left Alt during movement to sprint. Your athletics level will affect your stamina. Encumbrance affects the speed and stamina usage.

(26) Drown and burn

(27) Oil can be light in battle, Hold down o key to set oil and F+o to ignite it.

Hold down P key to set caltrops around you. The caltrops will hurt the horses, so keep your horse away from them.

(28) Fight at ship, fight under greatwall

(29) The player has a chance to meet some historical figures in the street or tavern

(30) Remove the village

(31) A total of 24 NPC can be join the player

Battle of Monan :dunzi

Special quests: Sima Qinxin、Guo Jie、Lei Bei、Ji Shaogong、
Bao Lizhang、Zhong Li、Zhao Wangsun

Tavern or street npc: Mang Feng、Yi Lie、Qin Miaofang 、
Jiu Guangde 、Mahadur 、An Le 、Eámanë 、A-hai 、Zhi Qianqiu 、
Wuyou 、Xu Bulan 、Yi Xu 、Kamsa 、Sun Ming 、Jing Huai 、Ziyu

[Quests]

1、 < Home in Salt Well: >

(1) Home in Salt Well:

(1) talk with mother, then talk with Lizheng (village official), then talk with Younger brother.

(2) talk with Farmer in the side of the houses. Start quest.

(3) Talk with Hunter in the hill to get quest. After finishing quest, can practice archery on the target next to the hunter. Will be rewarded with arrows and a dagger with good enough performance.

(4) talk with Younger brother in 24 hours.

(5) talk with Lizheng and start the quest to go to school in Shishi.

(6) talk with School official in chengdu city (in state office)

(7) talk with Lizheng and join the army

(8) talk with mother say goodbye

(9) Return to world map and follow Ting chief's party to the barracks in Shuofang.

(10) Talk with Officer Jia and Officer Yi, then take patrol around Shuofang with Officer Yi.

(11) Encounter Xiongnu riders.

(12) Defeat the Xiongnu riders and join an army under a general.

(13) Start game as a soldier.

(2) Side quests in Salt Well:

(1) Make money by working on the Salt Well.

(2) Duel with Dunzi.

(3) There's a cooking stand behind player's house. Cook

a dish and talk with mother to get reward.

(4) Traveling merchants may appear at the gate of the village and sell goods.

(5) Talk with the village guard, and talk with him again the next day will trigger quest to defeat robbers.

(6) Tiger roams the the woods near the village.

2、<Battle of Monan>

The Battle of Monan will only happen when player is a soldier in service. The Battle of Monan is based on the real battle in history. It contains 6 stories in order:

1. Saving horses
2. Saving the villagers
3. Stop the Right Wise King
4. The wolves run wild
5. Colonel Biaoyao
6. A swift strike from distance

3、<special quests>

(1) Ring-hilt sword quest

Condition: player renown >100. talk with Sima Qinxin in a room to the east of the arena in Chang'an.

Sima Qinxin will ask you to bring a complete set of six common ring-hilt swords in the game(itm-short-10lian-huanshoudao, itm-short-20lian-huanshoudao, itm-short-30lian-huanshoudao, itm-10lian-huanshoudao, itm-20lian-huanshoudao, itm-30lian-huanshoudao).

Return to her after you obtain one for each type, she will award you with a two handed sword to opt to join your party.

(2) Explorer quest

Traveler in taverns will mention an explorer in Linzi. He is a royal offspring and enthusiast in exploring uncommon locations.

When talked, the explorer will ask the player to travel to four locations ([spoiler]near visible marker parties: p-bf-exploration-shoushan, p-bf-exploration-juyan, p-bf-exploration-oushan, and Mount Tai) and bring back evidence of reaching there.

Next quest will ask the player to a quest of obtaining beaver fur from Dalai Nor.

Goto Dalai and fetch a beaver fur within in one month.

Next quest will ask the player to travel to Altai Mount and bring back a souvenir.

Finally, the explorer will mention Mount Kailash and offer to joint the player party, in hope of going to Kailash some time in the journeys.

(3) Bamboo scroll

Two sets of Bamboo scrolls in game. Bamboo scrolls will drop randomly in battle, which tells story of another tow player.

(4) Meet a terra

Condition: Player renown ≥ 200 , crossbow > 200 or archery > 200

Condition: Positive relation with Chang'an and Luoyang, neutral or positive relation with the faction that occupies the Hangu Pass.

Dialog will pop up with a local Terra. He tries to offer (success on random) the player a book [biography of Li Ling]. The book enables the player to take a quest of the battles of Li Ling. The player can also talk to Sima Qian, who will write the biography in the future. Sima Qian can be found at the

Ministry of Rituals at Chang'an.

(5) West of river expansion, and the celestial horse

[West of river commanderies]

Condition: If the Han Empire occupies the following centers:

(Zhelan King's camp) p-hx-town-47, (Hunye King's camp) p-hx-town-48, (Xiutu King's camp) p-hx-town-49, (Minor Yuezhi Camp) p-hx-town-50

will trigger an event that the Han Empire establish new territories on the west banks of the Yellow River.

The following parties will appear on map and become under Han Empire:

(Jiuquan) p-hx-town-1 (Dunhuang) p-hx-town-147

[Celestial horse quest]

Condition: Jiuquan (Fulu, p-hx-town-1) has appeared on the map and is controlled by Han Empire.

Condition: During day time, distance 2-4 from Jiuquan, player joined the Han Empire. Player party has empty slot.

Will trigger dialog with Baolichang. He tells a story of good horse that is robbed from him by bandits.

Player can offer to attack the bandit lair. (will appear nearby)

During assault on the hideout, find the horse and Baolichang will approach and try to catch the horse. Make sure prevent the horse from running away (it will try to escape if not mounted)

After catching the horse, Baolichang talks to you again and ask you to help with the Jiuquan Governor, as he is currently a criminal and can not leave the location.

Try to persuade the Governor to release Baolichang. (If you

happen to be the Jiuquan governor, or the governor of Wan, you can instantly set Baolichang free)

If things go well and you still has horse after talking to the governor, travel to Chang'an and go to the ministry of transportation, and tell the minister that you have good horse to send in to the imperial court.

You will be awarded for the horse and different consequences may occur dependents on your arrangement with the Jiuquan governor, and also whether you give credit to the governor during your conversation with the minister/emperor.

(If you have high enough rank and can meet the emperor, talk to him directly and will have better awards.)

(6) Guo Jie' s problems

Condition: Chang'an, Luoyang, Jinyang are under Han Empire control.

Condition: Player honor ≥ 5 , player renown ≥ 400 , player has met Guo Jie before.

Guo Jie will greet the player and ask the player to assassinate informants in Chang'an. (If the player has enough ministry/nobility rank, the player can opt to talk to General Wei Qing for help)

If you opt to talk to Wei Qing, talk to him on the map and he will promise to talk to the emperor. Wait until the word comes and the emperor is not impressed and insist on Guo Jie's relocation.

If you agreed to assassinate the informants, go the street of Chang'an and you can find them in front of the palace. Put on cover to conceal identity and talk to the informant. Kill the informant and escape the scene. Guards will keep spawning.

After a few days, trigger map dialog near Chiang'an (location is on the northern bank of the Wei River and a few

game units to the North East of Chiang'an) Guo Jie (and Ji Shaogong if you talked to him before) will join party and ask to run to Jinyang.

At Jinyang, Guo Jie will ask you to follow him after entering the city to find his friend.

Follow Guo Jie to the location and find the awaiting 'friend' turns out to be an imperial prosecutor, and an ambush.

Manage to defeat all imperial agents and leave the scene.

Guo Jie (and Ji Shaogong if in party) will opt to join your party permanently, and tell you where to find them if you decide to part ways.

[note: npcs like Guo Jie may carry a convict and are wanted by major factions. Keeping them in party has chance of exposure, which lowers your relation with the faction. A number of fully covering masks, helmets and agent's suit will lower the chance of recognition]

(7) Lei Bei' s story

Condition: Chang'an, Shouchun under Han Empire control.

Condition: player has met Lei Bei before. Player is not hostile to Han Empire. Player - Shouchun relation is positive. Player honor >0 Player renown >=100

When you travel in Shunchun street during day time, you will hear words about a duel between the Huainan Prince and Lei Bei the Swordman.

Go to the Palace's court yard and witness the duel.

Lei Bei will talk to player and leave scene.

After 5 days, the player can meet Lei Bei in Chang'an's tavern. If you are of sufficient rank, you can opt to talk to Zhang Tang to check the status of Lei Bei's case. Talk to Zhang Tang for a nonpleasant conversation and know Lei Bei is under persecution.

No matter whether or not you opt to talk to Zhang Tang (he is at either the Ministry of Auditors or the Investigator's office), wait 5 days and trigger dialog on map at a distance of 5-10 game units away from Chang'an.

Lei Bei tells you that he is fleeing away from the investigators. You can opt to take him in your party or just tell Lei Bei to hide away. Lei Bei will join your party if you ask him to. If not, Lei Bei will not appear in game again.

[Like Guo Jie, Lei Bei is also wanted by the Han Court and you may risk your relation to Han Empire while he is in your party.]

(8) Romance quest: Mistress Zhongli

Condition: player honor > 5, player party has a prisoner of troop type (trp-sea-raider|Lingnan bandit)

Travel near Shouchun and trigger map dialog with Zhongli. She offers to buy off the prisoner. (if you refuse, quest will end and she may set up an ambush to take the prisoner by force, when you enter the city scene)

Goto the street of Xu county and talk to Zhongli and her uncle. Talk to Zhongli every other day will slightly raise your relation with her. (also, Zhongli will join tournaments at Shouchun. Defeating her during the tournament will also impress her and help with personal relation)

At relation 20, talk to her at Xu and she will ask you to deliver a message to the craft master at Luoyang. Go to Luoyang tavern for directions. Talk to the craft master and report back to Zhongli.

Continue to hang out with Zhongli (or beat her in the tournament) and raise relation to 33. At relation 33 Zhongli will give you a quest to talk to someone named Wu Bei. You can ask tavern keepers for his whereabouts.

Go to the last town Wu Bei appeared and find he is already

back in Shouchun. Goto Shouchun tavern and talk to Wu Bei. He will insist you help him to 'retire' a few imperial investigators. You can find the investigators during night on Shouchun street.

Defeat all the agent (be very fast! As if you take time, more agents will arrive).

No matter whether you succeed in defeating the agents or not (as long as your don't turn Wu Bei in to the investigators), return to Xu and trigger dialog with either Zhongli or her Uncle. They will leave Xu for shelter.

At this point, Zhongli will randomly spawn in city taverns and you may ran into her by frequently checking different taverns. Her location and whether she shows up will randomly refresh every a few days.

Meet her in random taverns for three times. At the third time, Zhongli will be in a terrible state and will draw her sword to attack you. Do not let Zhongli strike you down, and don't kill her either. Keep parrying for about a minute and Zhongli will calm down. Talk to her afterwards, and she will decide whether she wants to join your party (depending on whether you joined Han Empire which she now loathes, and... player attributes.)

[Art works]

1. 900 equipments modeled from historical arms recovered by archaeologists.
2. 700 buildings and structures modeled from archaeologists restored artifacts
3. 80 foliage types from the East.
4. 50 character animations in Eastern culture.
5. 50 soundtracks in Eastern culture.
6. 130 sound effects in Eastern culture.