

⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Produced by
Omega Force

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*Screenshots taken from the development version of the game.

*The game features described in this manual are subject to change.

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<http://www.tecmokoei-europe.com/survey/dw8/>

Beginning a Game

- 1 The first time you play the game, save data will be created. If save data already exists, it will be loaded automatically.
- 2 If you press START during the opening movie or at the Title Screen, you will be taken to the Main Menu.



Select Mode

Select a game mode to play.

*When you have interim save data [P.5](#), "Continue" will be displayed in the menu.

Story Mode

Select a kingdom and play through its story. You will be given the choice to play as one of the 2 to 4 officers available for each stage.

If you choose "Select Stage" on the story selection screen, you can play a stage that you have previously cleared.

*Officer development is shared across game modes.



Learning the controls with the tutorial

By selecting "Tutorial" on the stage selection screen in Story Mode, you can play a tutorial stage that helps you learn the game's controls.

There are a total of 4 tutorial stages: Wei, Wu, Shu, and Jin.



Free Mode

Play stages or officers that you have unlocked in Story Mode. You can also edit officer costumes (Y button). As you play through Story Mode, you will also be able to unlock stages unique to Free Mode.

*Officer development is shared across game modes.



Hypothetical

Determine whether or not to incorporate the hypothetical branches unlocked in Story Mode.

NPC costumes

Determine whether or not to use the costumes you selected within the Gallery for the non-playable characters.

Ambition Mode

Test yourself in various battles and collect allies and materials in order to develop the facilities necessary to build a Tongquetai. Your ultimate goal in this mode is to welcome the Emperor to your side.

*Officer development is shared across game modes.



Gallery

View officer character models, the movies from the game, and more.

As you play through the game, you will unlock more items to be viewed within the Gallery.

Encyclopedia

Read about the story of the Three Kingdoms, as well as the officers, battles, terminology, and the timeline found within it.

Co-op play

You are able to play a co-op match together with another player. In Story Mode or Free Mode, Player 2 can press START when "2P PRESS START" is displayed in the upper right corner of the screen in locations such as the officer selection screen before battle, the Info screen, etc. In Ambition Mode, Player 2 can press START when "2P PRESS START" is displayed in the upper right corner of the Info screen [P.14](#) when in the camp.

You can also play a game with two players online [P.20](#).



Options

Adjust the game settings. Select "Apply" to finalize changes to the settings.

Display	Map	[Semi-auto/Auto/Manual] Switch between the map display methods when battle updates are given. Semi-auto: Automatically switch to the overview map. Auto: After switching to the overview map, it will return to the previous map setting. Manual: The map will not switch during battle updates.
	Health bars	[On/Off] Turn the Health Gauges displayed above the enemies' heads on or off.
	Subtitles	[On/Off] Turn the subtitles for the events (movies) on or off.
	Enemy direction	[On/Off] Turn on or off the indicator that shows the direction of the currently targeted enemy officer.
Controller	Assisted controls	[Off/On] Turn on or off the control assistance that makes it easier to perform specific attacks in certain situations.
	Camera - vertical	[Normal/Inverse] Switch the controls for moving the camera up and down.
	Camera - horizontal	[Normal/Inverse] Switch the controls for moving the camera left and right.
	Targeting	[Normal/Auto] Switch whether the camera will automatically track enemy officers while strafing or not.
	Vibration	[On/Off] Turn the vibration function for the Xbox 360 controller on or off.
	Button settings	Assign commands to each of the buttons on the controller.
Sound	Music volume	Adjust the volume of the background music in the game.
	Sound effects volume	Adjust the volume of the sound effects in the game.
	Voice volume	Adjust the volume of the voices in the game.
	Sound test	Play back songs that you have heard within the game.
Reset officers	Restore the abilities of all characters to their default values.	
Save/Load	Save or load the game.	

Saving & Loading

The method for saving and loading will differ depending on the mode.

Save

Autosave

The game will save automatically in places such as after battles.

*At least 708KB of free space is required in order to save.

Manual save

On the Info screen [P.14](#) before battle, you can select "Save" to save the game.

In Ambition Mode, you can save by selecting "Save" from the results screen after battle.



Loading

You can resume the game from where you last saved by selecting "Continue" when choosing a story in Story Mode, or "Continue" in the beginning of Ambition Mode.



Saving and loading during battle

If you select "Save" from the Info screen [P.14](#) during battle in Story Mode or Free Mode, you can save the game in battle. If you select "Continue" from the Main Menu, you can resume the game while in battle.

*Saving in Story Mode, Free Mode, or Ambition Mode will delete your interim save data.

Basic Controls

These are the main controls for the battle screen.

LT Left trigger

Call horse/Mount horse

Summon your horse to your side. Hold down **LT** to mount the horse.

LB Left bumper

Block/Strafe

Protect against an enemy attack from the front. However, a powerful attack by the enemy can break through your guard. You can hold down **LB** and use the left stick (directional pad) to move while continuing to face forward.

Somersault

Press **LB** in order to regain your balance after being knocked in the air by an enemy attack.

Directional pad / L left stick

Move/Swim

Move your character. You can also swim while in water.

Xbox 360 controller

START button

Display Info screen

RT Right trigger

Toggle map P.13

Switch between the overview and zoomed maps.

RB Right bumper

Switch Attack P.10

Switch Counter P.10

Change your equipped weapon while attacking the enemy.

Y button

Strong Attack P.8

EX Attack P.8

Perform a powerful attack. You can use these to follow up Normal Attacks with special techniques.

Jump horse

Jump with a horse that you are riding.

X button

Normal Attack P.8

Perform a rapid attack against the enemy.

B button

Musou Attack P.9

Perform a finishing move unique to each character. Using this attack will cost 1 unit of your Musou Gauge.

A button

Jump

Make your character jump. The longer you hold down **A**, the higher your jump will be.

Mount/dismount horse

Press **A** to mount a horse you are standing nearby. You can also press **A** to dismount a horse you are riding.

Ladders

Climb ladders by pressing **A** when standing near them. You can quickly jump to the bottom of a ladder you are climbing by pressing **A**.

R Right stick

Move camera

R Right stick button

Rage P.11

Enter a state of Rage. This will consume the Rage Gauge.

*You can confirm the controls for locations such as the Info screen by checking the button guide at the bottom of the screen. You can press START to skip event scenes.

*Pressing BACK and START together will exit the game and take you back to the Title Screen.

*The controls assigned to each of the buttons can be changed by going to "Controller" P.4 in the Options menu.

*You can set whether to use the vibration function or not by going to "Vibration" P.4 under "Controller" in the Options menu.



Normal Attack

X button

A regular attack. As your level increases, you will be able to perform even more consecutive attacks.

Jump Attack

While jumping... O button

Attack while jumping.

Running Attack

After running for a short distance... X button

Attack while running. The types and effects of techniques will differ by weapon.



Strong Attack

Y button

This is a powerful attack. If you use it to follow up a Normal Attack, you can perform various combos. As your level increases, the types of Strong Attacks you can perform will increase as well.

*You can confirm the controls by selecting "Move List" under "Officer Info" at the Info screen (START button).

Strong Jump Attack

While jumping... O button

Perform a Strong Attack while jumping.



EX Attack

Y button

This is an attack you can use when you have equipped your character's favorite weapon (weapons with an EX marker).

The controls will differ by weapon.

*You will be able to use this attack after your level increases.

*You can confirm the controls by selecting "Move List" under "Officer Info" at the Info screen (START).



Musou Attack 1

B button

Attack with a finishing move unique to each character. You can use it when at least 1 unit of your Musou Gauge is full.

You can continue attacking until you have used up the unit of your Musou Gauge.

How to fill the Musou Gauge

- ◆ Inflict damage on the enemy.
- ◆ Your Health Gauge is red.
- ◆ Receive damage from the enemy.
- ◆ Obtain items such as wine P.15

Aerial Musou Attack

While in the air... O button

Perform an Aerial Musou Attack.

*You will be able to use this attack after your level increases.

Musou Attack 2

RB + O button

This is a special finishing maneuver.

*You will be able to use this attack after your level increases.

True Musou Attack

When your Health Gauge is red... O button

If your Health Gauge is red, you can perform an even more powerful Musou Attack.

Double Musou Attack

While playing with 2 players O button

When playing with 2 players P.3 or when playing online P.20, Player 1 and Player 2 can perform a powerful Musou Attack by standing near each other and pressing B at relatively the same time.

Rage Attack/True Rage Attack

While in a state of Rage... O button

When in a state of Rage P.11, you can perform a powerful Rage Attack by pressing B. You can continue attacking by repeatedly pressing

B. If you inflict a certain amount of damage on the enemy with a Rage Attack, it will become a True Rage Attack. If you defeat an enemy officer with a True Rage Attack, a Bamboo Scroll P.15 will appear.





Switch Attack

RB Right bumper

Switch weapons while performing a special attack. You can also use it to follow a Normal Attack or Strong Attack.

*Pressing **RB** while mounted on an animal will switch your weapon without attacking.



Switch Counter

RB Right bumper

When fighting an enemy against whom your weapon is at a disadvantage, you can perform a Switch Counter. Watch for your opponent to use their stored attack (lights up green) and press **RB** to switch weapons while performing a counterattack. Abilities such as your Attack, Defense, etc. will increase and you will inflict heavy damage on your opponents.



◆ **Check the weapon's affinity advantage/disadvantage by referring to the markers above characters' heads.**



Advantage



Disadvantage



Storm Rush

X button

A Spirit Gauge will be displayed above the heads of enemies that have a weapon compatibility of advantage. As you attack the enemy, the Spirit Gauge will be depleted and when it is empty, a Storm Rush will be activated, enabling you to rush the enemy and attack.

*You cannot use a Storm Rush while performing a Musou Attack.

◆ **Viewing the Spirit Gauge**



This is depleted when attacked, and when it is completely empty, unleash a Storm Rush! The gauge will return to normal.



Rage

Right stick button

When your Rage Gauge **P.12** is full and you press **Right stick button**, you will enter a state of Rage for a limited period of time.

While in a state of Rage, your Attack, Defense, Attack Speed and Attack Range will increase, you will be able to attack continuously and enemy attacks will not knock you back. Additionally, your Musou Gauge will be filled.

If you perform a Musou Attack while in a state of Rage, it will become a Rage Attack **P.9**. Also, if you inflict a certain amount of damage on the enemy with a Rage Attack, it will become a True Rage Attack.

◆ **Filling the Rage Gauge**

◆ Inflict damage on the enemy.

◆ Using a Switch Counter will enable the gauge to fill faster.

Fight using the Three Point System!

● Know your weapon's affinity!



There are three types of weapon affinity: Heaven, Earth, and Man. Heaven is strong against Earth, Earth is strong against Man, and Man is strong against Heaven. Together, this is known as the Three Point System. If you attack with a weapon that has an advantage, you will inflict a large amount of damage and the enemy will refrain from attacking aggressively, giving you the edge in battle.

● Come from behind with a Switch Counter!

If you attack with a Switch Counter when your weapon is at a disadvantage, your abilities will be temporarily powered up and you can inflict a large amount of damage. It is your chance to turn the tables on the enemy. However, bear in mind that when your weapon is at a disadvantage, you will sustain greater damage from enemy attacks, so be sure to block carefully and look for a chance to counter.

● Finish the fight with a Storm Rush!

A Spirit Gauge will be displayed above the heads of enemies against whom your weapon is at an advantage. When the Spirit Gauge is empty, you can inflict a large amount of damage by rushing the enemy. You will also attack the surrounding enemies, so try to lure in as many as possible when attacking with a Storm Rush.

Battle Screen

*During two player play [P.3], the screen will be split into lower and upper halves.

Enemy info

The enemy's name, health, weapon type and affinity.

Heaven Earth Man [P.11]

Target marker

The officer you are currently fighting.

Affinity advantage/
disadvantage [P.10]

Chain count

The number of consecutive hits landed against the enemy.

Rage Gauge

You are able to enter a state of Rage when this is full. The gauge is filled by inflicting damage on the enemy.



Musou Gauge

You can use a Musou Attack [P.9] when at least 1 unit of the gauge is full. You can have 2 or more units when your level increases.

Weapons

The weapon on the left is the one you are currently using. The one on the right is your reserve weapon. The color indicates its affinity (Heaven, Earth, Man). You can switch to your reserve weapon by pressing [R2].

1. Weapon 1
 2. Weapon 2
- Ex A weapon capable of using an EX Attack.

Health Gauge

Your character's remaining health. The color of the gauge will change as you take damage: (Blue ▶ Yellow ▶ Red). The battle will end if the gauge reaches empty.

Time remaining

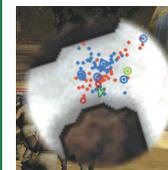
Morale

The morale of both armies (Allied: blue, Enemy: red). This changes depending on the battle conditions, and people will fight harder when their morale is high.

Map

You can use [M] to switch between the overview and zoomed maps.

Zoomed map



- ▲ Player location and orientation
- Horse (animal)
- Allied officer
- Allied captain
- Allied soldier
- Allied siege weapon
- Defeat condition officer
- Enemy officer
- Enemy captain
- Enemy soldier
- Enemy siege weapon
- Victory condition officer
- ◇ Objective location

Overall map



Differences in elevation (orange)

▼ You can jump down to lower elevations from higher ones.

Border (black)

You cannot go past this point.

Enemy gate (red)

You cannot go past this point.

Allied gate (blue)

You can pass through here (opens when you approach the gate).

Mission generation point

K.O. Count

The number of enemies you have defeated.

Effects of power-up items

Your weapon or other areas will flash when power-up items [P.15] increase your abilities.

Attack up



Speed up

Defense up

No entry marker



You cannot proceed any further past this mark.

Info Screen

You can press START to display the Info screen before or during battle.

★ Only displayed in Ambition Mode.



Battlefield Info	(During battle) Confirm information such as the victory conditions and officer locations. You can view a record of the battlefield info by pressing		
Mission Info ★	(During battle) Confirm missions received during battle.		
Officer Info	Equip Weapons/ Confirm Weapons	Change your weapon . You are unable to change your weapons during battle. You can only view and discard weapons.	
	Equip Skills	You can equip up to 4 Skills .	
	Select Animal ★	Choose an animal to take into battle. You can also select them in Free Mode.	
	Move List	Confirm each of the actions you can perform. You can check the controls for the EX Attacks for each of the officers.	
	Select Bodyguard ★	(Before battle) Choose a bodyguard to take into battle.	
	Change Outfit ★	(Before battle) Change the costume for your character.	
	Stats	Check statistics such as your K.O. Count or combos.	
	Online Ranking	Compete on scores against other players over Xbox LIVE.	
	(Before battle) Camp Management ★	Use Materials	Use facility materials obtained in battle to upgrade a facility.
		Assign Supervisors	Select an officer from your allies to supervise a facility.
Set Camp Symbol		Change the symbol used to decorate your camp. You can obtain symbols as you progress through the game.	
Set Camp Theme		Select an appearance for the camp. You can change these as you progress through the game.	
Allies		Check officers who have become your allies.	
Bonds		Confirm bonds with your allies (famous officers).	
Change Officer	(Before battle) Change the character you will play as.		
Options	Change the display, controller, and sound settings .		
2P Exit	(Before battle) When playing with 2 players, Player 2 will leave the game.		
Quick Match★	(When online) Begin a battle while playing online .		
Online Play ★/ Offline Play ★	(Before battle) Connect to Xbox LIVE . / (When online) Disconnect from Xbox LIVE.		
Save	(Before battle) Save your current play data .		
Save	(During battle) Save your current play data .		
Exit Battle ★	(During battle) Exit the battle and return to camp.		
Quit	Return to the Main Menu.		

Items in Battle

Items can appear after you destroy pots or boxes, or after you defeat enemies.

Items will disappear after a short time, so be sure to pick them up as quickly as possible.



◎ Recovery Items

	Meat Bun	Restores 50 Health.
	Meat Bun x2	Restores 100 Health.
	Meat	Restores 200 Health.
	Chicken	Restores 400 Health.

	Wine	Restores 1 unit of the Musou Gauge.
	Imperial Seal	Completely restores your Musou Gauge.
	Hua Tuo's Ointment	Completely restores your Health & Musou Gauges.

◎ Power-up Items

	War God's Axe	Attack x2 for 30 seconds.
	War God's Armor	Defense x2 for 30 seconds.

	Winged Boots	Increases Speed for 30 seconds.
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◎ Reward Items

	Bamboo Scroll	Obtain EXP.
	Gold	Obtain Gold.
	Treasure Box	Obtain a weapon.

	Cloth Bag (red) ★	Obtain facility materials.
	Cloth Bag (blue) ★	Obtain weapon materials.
	Beast Orb ★	Obtain an animal.

★ Only appears within Ambition Mode.
★ Appears in Free Mode and Ambition Mode.

Officer Abilities

Your officer's abilities increase based on level and can be powered up by equipping Skills and weapons.

Weapons, Skills, animals, and Gold are shared across all officers. You can check your current abilities by going to the Info screen (START button) and selecting "Officer Info."



Level (Lv.)	When your Experience (EXP) bar is full, your level will increase by 1. As your level increases, your Abilities, Musou Gauge units, techniques, and combo attacks will increase as well. Once you reach a certain level, you will be able to use special attacks such as Aerial Musou Attacks.
Health	You will lose the battle when your Health runs out. Your Max Health will increase together with your level.
Attack	The higher this is, the more damage you can inflict on the enemy. It increases along with your level.
Defense	The higher this is, the less damage you will take from enemy attacks. It increases along with your level.
Musou	The number of units in your Musou Gauge. This increases along with your level.
Compatibility P.20	Your compatibility with the weapon's special techniques. The more ★ marks there are, the more the weapon's Attack will increase, and if at maximum, you will be able to perform a special action. It increases along with your level.
Weapons P.19	Weapon 1 is on top, and Weapon 2 is on the bottom. You can change them by selecting "Equip Weapons" before battle.
Skills equipped P.21	The currently equipped Skills. You can change them with "Equip Skills."
EX Attack P.10	An attack you can perform when you have equipped your favorite weapon.
Animals	The animal you currently have chosen (Free Mode/Ambition Mode). You can change this with "Select Animal."
Total Gold	Gold can be obtained during battle. It enables you to purchase weapons or other items (Ambition Mode).

Weapons

You can increase your officer's Attack by equipping a weapon. You can equip Weapon 1 and Weapon 2, and you can fight battles while switching between them.

Equipping Weapons

Before battle, you can change your weapons by going to the Info screen (START button) and selecting "Equip Weapons" under "Officer Info."

*You cannot change your equipped weapons during battle.

Weapon rank

The more ● marks there are, the higher the Attack will be.

Affinity [P.11](#)

There are three types of weapons that make up the Three Point System: Heaven, Earth, and Man.

Compatibility bonus

Your Attack will increase depending on your compatibility with your weapon.

Weapon Type

Favorite weapon [P.18](#)

Weapons capable of performing an EX Attack will have an "EX" displayed next to them.

Elements

The elements affixed to the weapon. These cannot be changed.

Obtaining Weapons

Weapons can be obtained at the Blacksmith in the camp or by opening the treasure boxes that appear during battle. If you quickly defeat an officer, they may drop a weapon as well.

Weapons are shared across all officers. They can also be used across all game modes.

*Within Ambition Mode, you can upgrade your weapons.



Favorite weapon

Each officer has a weapon type that they are proficient with. When using your favorite weapon, you can perform an EX Attack **P.8**.

*You cannot perform an EX Attack when not using your character's favorite weapon.



Compatibility

Weapons can be divided into four groups, depending on the special technique that can be used with each: Dash, Dive, Shadow Sprint and Whirlwind. Each officer has compatibility levels with each of these weapon groups (from ☆ to ☆☆☆☆). When equipping a weapon with which your character has a high compatibility, a compatibility bonus **P.17** will be added to your Attack strength. Compatibility rises as your character's level increases, and when it reaches its maximum level (☆☆☆☆), your character will be able to use that special technique when equipping a weapon from the appropriate group. However, compatibility with each of these weapon groups is capped for each officer, and there is only one weapon group for which it can reach its maximum level.



▲ You can confirm compatibility by going to Officer Info.

Special Techniques

When using a weapon with maximum compatibility, you will be able to use the special technique associated with that weapon.



◎ Dash (Staff, Wheels, War Fan, etc.)

Press **A** while attacking or in the air to move quickly about.



◎ Shadow Sprint (General's Sword, Double Pike, etc.)

Press **X** during a Strong Attack in order to charge forward and inflict damage on the enemy.



◎ Dive (Dragon Spear, Crescent Blade, etc.)

Press **A** when knocked back to make an emergency escape.



◎ Whirlwind (Great Axe, Spear, Pike, etc.)

Add wind to your Normal Attacks, inflicting additional damage on enemies around you.

Skills

Equipping Skills can supplement your officer's abilities and enable you to perform special techniques.

Ability-augmenting Skills have levels, and the higher the level is, the greater the effect will be.



Equipping Skills

You can equip Skills by going to the Info screen (START button) and selecting "Equip Skills" under "Officer Info." Up to 4 Skills can be equipped.



Learning Skills

You can learn Skills based on your performance in battle, enabling you to obtain new Skills, or increase the level of existing ones.

Skills are shared across all officers. Skills learned by one officer can be equipped by other officers as well. Also, the Skills can be used in all of the game modes.

The higher you set the difficulty level, the easier it is to learn Skills.

*The level of unequipped Skills will increase as well.



Online Play

Story Mode/Free Mode

Within Story Mode and Free Mode, you can play cooperatively with 2 players online.

When playing online, you can obtain even more rewards than when you are playing a single player game.

In Story Mode, select "Online Play" from the story selection screen after choosing a kingdom. In Free Mode, select "Online Play" when choosing the mode. Then, follow the on-screen instructions in order to play.

*You can also play with 2 players offline.

*You can only play stages online that both players are capable of selecting.

Ambition Mode

In Ambition Mode, you can play 2 player cooperative play online. In addition, the game's host can invite the guest to visit the camp. When playing online, you can obtain even more rewards than when you are playing a single player game. However, guests are unable to acquire allies.

Co-op Play

Select "Online Play" on the Info screen (START button) in the camp. Next, talk to the guard at the camp's gates. Then, follow the on-screen instructions in order to play.



Inviting to the camp

After the battle is over, you can choose whether to fight together with the same player or not. If both of you select "Yes," then the host will decide whether to continue fighting or return to the camp. If the host returns to camp, then the option to invite the guest to the camp will be made available.

Guests are able to perform actions such as purchasing items within the host's facilities. When both players speak to the guard at the gate, they can continue fighting the next battle.

You are able to use the voice chat function when playing online. In order to use voice chat, you must have an Xbox 360 compatible head set (sold separately). Please refrain from using any words or phrases that could offend other users or are against the law. Additionally, please do not give out personal information of yourself or others to people online.

Facilities

The following facilities can be found within the camp. The Farmer, Training Ground, Stables, and Academy will be built as you progress through the game.



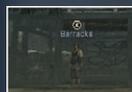
Blacksmith

You can purchase weapons here. As your rank increases, you can also upgrade your weapons as well.



Teahouse

Eat food that provides you with benefits on the battlefield, such as increased Health or Attack for a limited time. The effects last until you return to camp. As the Rank increases, the number of items will also increase.



Barracks

Send troops to the battlefield and obtain materials. You can also obtain allies or weapons as well. Check the results by coming here after a battle.



Merchant

Here, you can exchange materials, purchase animals, and more. As the Rank increases, the exchange ratio for materials will improve, and you will be able to purchase exotic animals.



Farmer

The farmer raises crops that can increase your Gold. Check the harvest by coming here after a battle. As the Rank increases, you will be able to collect even more income.



Training Ground

Participate in training exercises and increase the EXP of the facility's supervisor. As the Rank increases, you will be able to obtain even more EXP.



Stables

You can feed the animals here. When your animals feel satisfied, you are able to obtain materials, weapons, or other animals. As the Rank increases, the types of feed you can give the animals will also increase.



Academy

Purchase items that can increase the EXP, Health, Attack, and Defense of your officers. As the Rank increases, you will be able to purchase even more kinds of items.