

MYTH OF EMPIRES

# WRITE YOUR OWN MYTH

BUILD YOUR OWN EMPIRE



ANGELA  
& GAME

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# Survival Guide

Welcome to Myth of Empires. The imperial court lost its supremacy, warlords fought each other, vagrants and bandits rampaged, and people lived hard-knock lives. Only the strongest and bravest warrior can survive such a turbulent world. Hope you are the Chosen One.

We gathered some basic techniques for you.

From this manual, you will learn how to survive and thrive

Myth of Empires. Thank you!

# Main Interface



## 1. Official Server:

You can join the Official Server to have fun with players around the world.

## 2. Private Server:

Private Server is opened and owned by the player, where you can enjoy the game with friends.

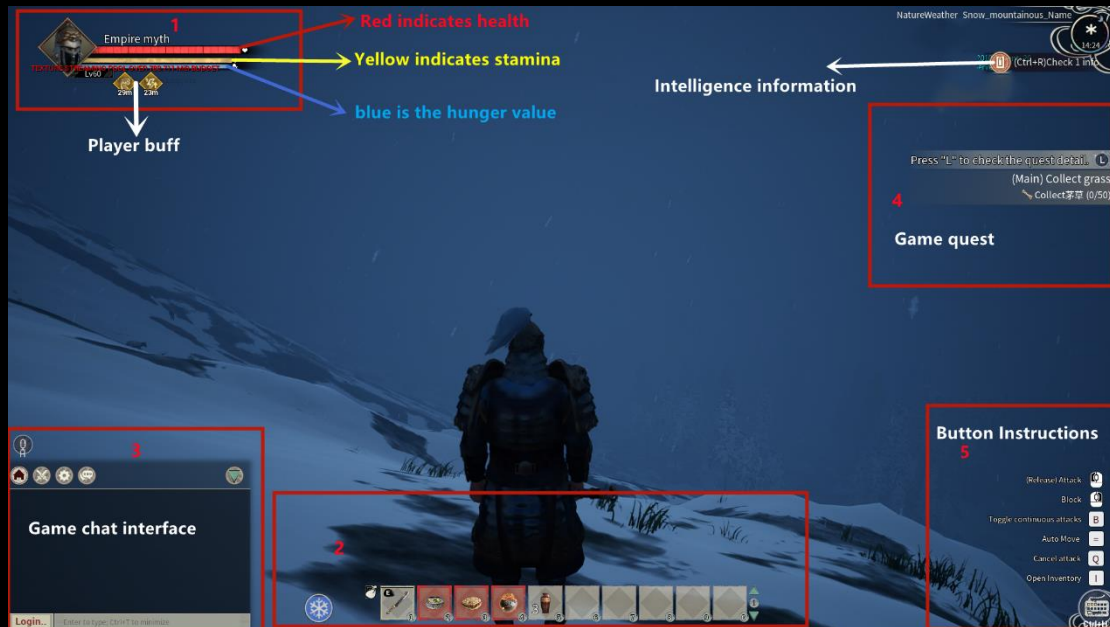
## 3. Create a Server:

You can create your private server and invite friends to have



a try. You can customize your private server by visiting the setting panel where you can adjust the Settings to your favor.

# Game Interface



- You can recover your HP by taking Medicine.
- You will get automatic HP Recovery at the expense of your Fullness as long as it's not zero.
- Stamina Loss happens when you run or jump. If you attack but miss, then you will lose Stamina.
- You will recover Stamina when you stay put at the expense of your Fullness.
- ◆ You can recover Fullness via eating. Note that Fullness will be used to recover your HP and Stamina. So your Fullness Loss will be speedy if your HP and Stamina are not full.

## Stats Info:



### Hot Area

- Note that you are in Hot Area. Without any protection measure or equipment, you will lose your Heat Protection, and once it's zero, you will lose your HP.
- You can eat Porridge to restore your Heat Protection. You will regain your Heat Protection once you leave the Hot Area.
- Some equipment will increase your Heat Resistance, thus decreasing the Heat Protection Loss.
- You will get Heat Penalty if you are close to some buildings such as Ice Container.



### Miasma Area

- Note that you are in Miasma Area. Without any protection measure or equipment, you will lose your Miasma Protection, and once it's zero, you will lose your HP.
- You can eat Medicine to restore your Miasma Protection. You will regain your Miasma Protection once you leave the Miasma Area.

- Some equipment will increase your Miasma Resistance, thus decreasing the Miasma Protection Loss.
- You will get Miasma Penalty if you are close to some buildings such as Censer.



### Cold Area

- Note that you are in Cold Area. Without any protection measure or equipment, you will lose your Cold Protection, and once it's zero, you will lose your HP.
- You can drink Baijiu to restore your Cold Protection. You will regain your Cold Protection once you leave the Cold Area.
- Some equipment will increase your Cold Resistance, thus decreasing the Cold Protection Loss.
  - You will get Cold Penalty if you are close to some buildings such as Stove.



Over-encumbered. You will move very slowly once

you are over-encumbered. To reduce your Carry Weight, you can let a horse, NPC, wheelbarrow, carriage help you carry heavy items.



Insufficient Fullness. When your Fullness is insufficient, you will lose your HP. You can eat food to restore your Fullness.

---



Protection Stats Note. If the body part is white, then it means that this part of the body is protected. If it's red, it means it's not protected, or the armor for this part of the body doesn't have enough Durability.

---

Intelligence Center



# Inventory Panel



## 1. Equipment Panel



This is the skin panel where you can choose your skin to replace the default model.



This is the Toggle for the default model. If this Toggle is

closed, then you will see the default model. Note: If you wear equipment, you won't see the equipment in the default model.



This is the Toggle for PK mode. In the PVE server, if two players both open this mode, they can fight against each other. This Toggle doesn't exist in the PVP server.

## 2. Recipe Panel



This is the Recipe List that you learned.

You can see the item that you can craft and the time for crafting.

## 3. Player Inventory



You can use items in your inventory. You can classify them. The shortcut info can help you operate more quickly.

You can drag items from your inventory to the Sidebar for convenience.



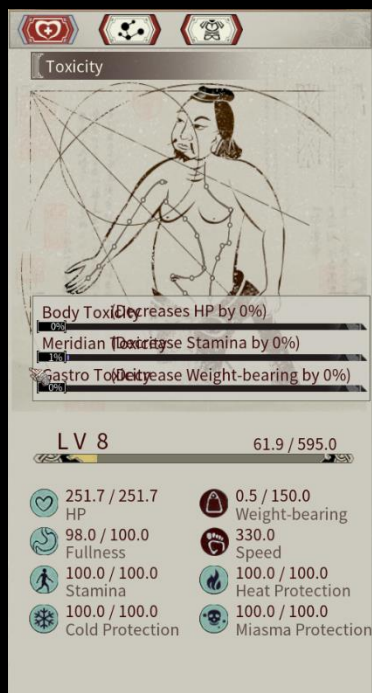
Note: You can drag weapons, shields, tools to your character in the same way. There is an upper limit for the

amount and type of weapons that you can equip. If you want to change your weapon quickly, you'd better drag them to the Sidebar in advance.

#### 4.Data Panel

You can select each detailed data here.

#### 5.Toxicity and Attribute Panel



The upper part is the Toxicity Panel.

Toxicity: Actions such as death or eating unhealthy food will increase your Toxicity. You will suffer an adverse effect once the Toxicity comes to a level. Your revival doesn't mean the removal of these adverse effects. You must eat some medicine or food to remove the negative effects.

The lower part is the Attribute Panel.

It's self-explanatory.

## 6. Attribute Pentagon



The upper part: Strength, Agility,

Physique, Wisdom, Charisma.

Strength: Affect your melee Damage.

Agility: Affect your range Damage

Physique: Affect your max HP and Damage Resistance

Wisdom: Affect your siege weapon's Damage

Charisma: Affect your NPC's Damage, HP, and Defense

You can upgrade these talents by learning related skills. For example, you can boost your Strength by learning Heavy Armor or One-handed Weapon Skill.

The lower part: Skill Level of each Talent.

|             |   |
|-------------|---|
| One-handed  | 0 |
| Shield      | 0 |
| Two-handed  | 0 |
| Parry       | 0 |
| Heavy Armor | 0 |

If the point is 900+ (60) , here 60 means the Title bonus. We will talk about how to get the Title later.

## 7. Equipment Attribute Panel

| Meteoric Truncheon          |       |       |      |
|-----------------------------|-------|-------|------|
| 0                           | 1349  | 810   | 0    |
| Elephant Leather Helmet     |       |       |      |
| 2394                        | 3059  | 2623  | 2898 |
| 14.70                       | 14.70 | 21.00 |      |
| Five-casting Meteoric Armor |       |       |      |
| 4522                        | 3616  | 4069  | 3786 |
| 21.00                       | 21.00 | 16.80 |      |
| Meteoric Greaves            |       |       |      |
| 4522                        | 3616  | 4069  | 3786 |
| 16.80                       | 16.80 | 14.70 |      |

You can see the attribute and numbers of your equipment.

The Defense of a different body part is calculated respectively by which part of your body is attacked.

## 8. Copper Coins

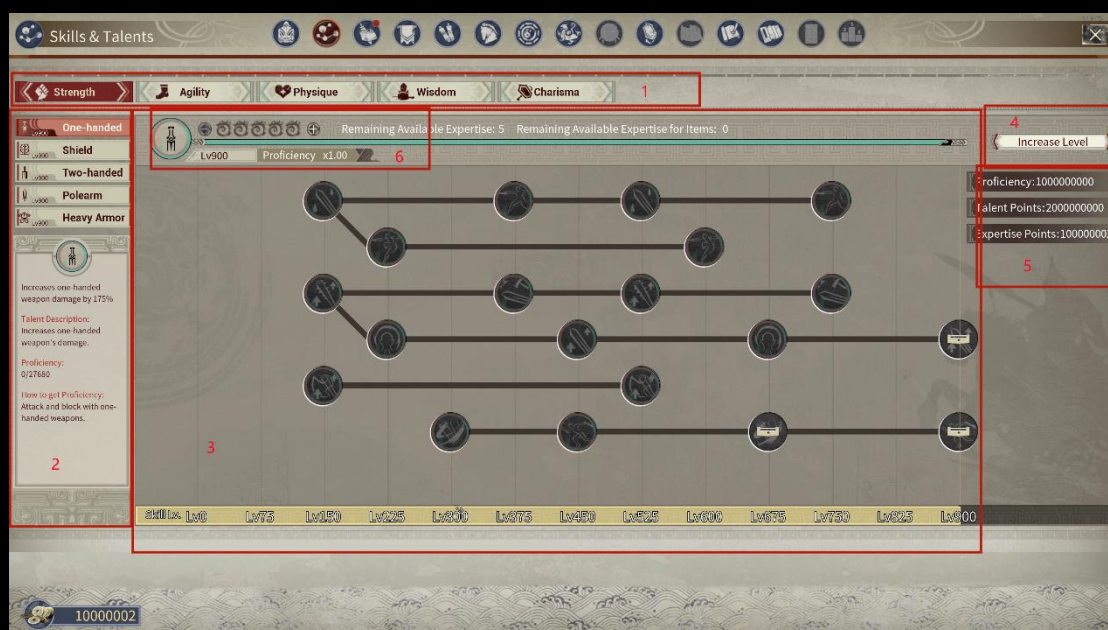


Here you will find how many copper coins do you have.

How to get Copper Coins: Dungeon Loot, selling items at Guild Boundary Marker or your Territory Banner. You can even sell your items at auction houses.

The Magistrate's Guild can own their Mint Bench to collect copper ores and mint coins.

# Talent & Skill Panel



## 1. Talent Type:



Strength; Agility; Physique; Wisdom; Charisma

You can spend Expertise Points on different Talent to get different benefits.

## **2. Skill Type**

Strength: One-handed, Shield, Two-handed, Polearm, Heavy Armor

Agility: Throwing, Bow, Crossbow, Riding, Light Armor

Physique: Physique, Mining, Wood-cutting, Hunting, Plant.

Wisdom: Crafting, Siege, Building, Armorer, Medicine

Charisma: Command Drills Recruit Taming Renown

25 skills in total.

## **3. Talent:**

Different talents have different effects. You can see the detailed info in Talent description. You need Perk Points to learn some talents. You can explore the Talent Stele to get Perk Points.

## **4. Upgrade Skill Level**

Besides using the skill and crafting, you can get Common EXP by finishing a quest or reading a book. You can use Common EXP to upgrade your skill.

## **5. Data:**

You can see your unspent Proficiency, Perk Points, and Expertise Points here.

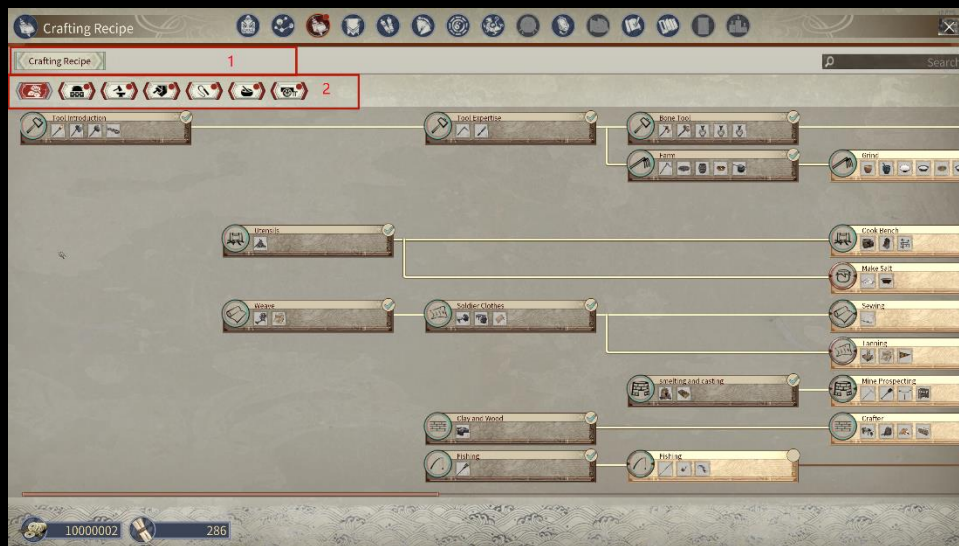
## **6. Skill Expertise Upgrade**

Upgrade the Expertise of some skill can significantly increase the efficiency of your learning this skill.

Spend your Expertise Points carefully since it's limited and can only be gained with each level up.

You can press "+" or "-" beside the Expertise Points to reset your Expertise.

# Recipe Panel



## 1. Recipe Selection Panel:

You can see the crafting Recipe here. Later DLC Recipe will be added here.

## 2. Recipe Type Selection Panel:

- From left to right: Life, Building, Weapon, Armor, Warrior, Medicine, Siege.
- You can get Recipe Points every time you level up. You can use Recipe Points to unlock various crafting recipes and craft items you like.
- Note: Recipe Points gained by level up are not enough for you to learn all Recipes. Please spend recipe points carefully.
- If you run out of Recipe Points, you can use Oblivion Potions to

reset Recipe.

- You can learn some recipes only through the in-game items.

## Equipment Attribute Info

### 1. Melee Weapon



**Meteoric Glaive** 60  
Durability:62165/62165  
Weight:3.00  
Item Level:60 Two-handed/Blade

|                                                                                                                                                               |        |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| Quality                                                                                                                                                       | Low    |
| Item Attributes:                                                                                                                                              |        |
| Slashing DMG( ↖ ↑ ↗ ← · → ↘ )                                                                                                                                 | 476    |
| Piercing DMG( ↓ )                                                                                                                                             | 544    |
| Other Attributes:                                                                                                                                             |        |
| Couch lance(Cannot charge)                                                                                                                                    |        |
| Charge DMG                                                                                                                                                    | 100.0% |
| Broken Armor                                                                                                                                                  | 100.0% |
| Shield Breaking                                                                                                                                               | 100.0% |
| Fatal                                                                                                                                                         | 105.0% |
| Broken Weapon                                                                                                                                                 | 100.0% |
| Riding Effect                                                                                                                                                 | 100.0% |
| Movement Penalty                                                                                                                                              | -0.0%  |
| Siege Strength                                                                                                                                                | 70     |
| Proficiency Requirement:                                                                                                                                      |        |
| Talent Level:Two-handed                                                                                                                                       | 900    |
| Description: Meticulously crafted using meteoric iron, the back of the blade is so sharp. When you brandish the sword you will feel like being helped by god. |        |

Two-handed/Blade

Show the skill type, what kind of skill, and Talent can buff it.

Slashing DMG( ↖ ↑ ↗ ← · → ↙ ↘ ) 476  
Piercing DMG( ↓ ) 544

Show the Damage type by wielding the weapon from different directions. Here when your swing it horizontally, you will inflict Slash Damage, and when you thrust it vertically, you will inflict Piercing Damage

Couch lance(Cannot charge) 00.0 / 100.0

Show you can't do Couch Lancing with this weapon.

Charge DMG Cold Protection 100.0%

Show the Damage Multiplier when this weapon got a speed bonus.

Broken Armor

100.0%

Show the Damage Multiplier that this weapon can inflict upon the hostile warrior.

Shield Breaking

100.0%

Show the Damage Multiplier that this weapon can inflict upon a hostile warrior's shield.

Fatal

105.0%

Show the Damage Multiplier that this weapon can inflict upon the hostile warrior's HP

Broken Weapon

100.0%

Show the Damage Multiplier that this weapon can inflict upon the hostile warrior's blocking weapon

Riding Effect

100.0%

Shows whether this weapon has a debuff when using it while mounted.

Assistant DMG Penalty

100.0%

Shows this weapon's Damage Loss Multiplier when your offhand is occupied.

Movement Penalty

-0.0%

Show the Movement Penalty when using this weapon.

Siege Strength

70

It is related to the Building strengths.

Weapons of insufficient siege power can't inflict damage against buildings.

Proficiency Requirement:

Talent Level:Two-handed

900

Show the Skill Level Requirement that you need to master this weapon.

Proficiency Penalty:

Low Talent Level Penalty

-67.0%

Show the Damage Penalty when you use a weapon with insufficient proficiency.

## 2. Ranged Weapon

Movement Penalty

10.0%

Ammo type

Heavy Bolt

Show the Ammo Type the weapon can use.

Ammo type

Heavy Bolt

Shooting Accuracy

0.9

Show the accuracy of shooting.

|                 |     |
|-----------------|-----|
| Effective Range | 49m |
|-----------------|-----|

If you shoot an enemy out of the Effective Range, your Damage will drop off.

|                 |     |
|-----------------|-----|
| Effective Range | 49m |
| Shooting Time   | 5   |

Shooting Interval shows the time required from loading the ammo to drawing the bowstring.

### 3. Armor

|                                                                                   |                                                                                                |             |
|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|-------------|
|  | <h1>Crude Wooden Armor</h1> <p>Durability:2730/2730</p> <p>Weight:2.00</p> <p>Item Level:3</p> | Light Armor |
| Quality                                                                           |                                                                                                | Low         |
| Item Attributes:                                                                  |                                                                                                |             |
| Slash Armor                                                                       |             | 14          |
| Piercing Armor                                                                    |             | 15          |
| Blunt Armor                                                                       |             | 18          |
| Siege Armor                                                                       |             | 16          |
| Heat RES                                                                          |             | 3.00        |
| Cold RES                                                                          |             | 3.00        |
| Maisma RES                                                                        |            | 2.40        |
| Other Attributes:                                                                 |                                                                                                |             |
| Charge Resist                                                                     |                                                                                                | 0           |
| Charge Buff                                                                       |                                                                                                | 0           |
| Movement Penalty                                                                  |                                                                                                | -5.0%       |
| Description: Armor made of pieces of wood tied together.                          |                                                                                                |             |



Armor has different Resistance against different Damage

|            |                                                                                       |      |
|------------|---------------------------------------------------------------------------------------|------|
| Heat RES   |  | 3.00 |
| Cold RES   |  | 3.00 |
| Maisma RES |  | 2.40 |



Armor has different Resistance towards different situations.

#### Other Attributes:

|               |   |
|---------------|---|
| Charge Resist | 0 |
|---------------|---|

Charge Resistance is the Resistance against calvary charge. Low charge Resistance means you will be easily knocked down by calvary.

|             |   |
|-------------|---|
| Charge Buff | 0 |
|-------------|---|

Charge Buff means the buff for the mounted charge. The higher the Charge Buff, the higher chance you will knock down the enemy.

|                  |       |
|------------------|-------|
| Movement Penalty | -5.0% |
|------------------|-------|

Movement Penalty means the effect on your Movement Speed when wearing this armor.

# Plant System Info:

1. You can plant when you unlock Cultivation Recipe at Character Lv. 16.
2. You can get crop seeds through collecting. However, some of the high-quality seeds can only be harvested by sowing, for example. After you plant Low-quality Flax, you will have a chance to get Common Flax Seed. After you grow Common Flax, you will have a chance to get High-quality Flax Seed.



3. If you want to plant crops, you need to own the items to grow crops on Crude Planter, Common Planter, Exclusive Planter, and Farmland. You can unlock Crude Planter and Common Planter Recipe in Guild Tech. You can find the Upland Field, Paddy Field, Lowland Field, and Sandy Land in different

scenes.

4. Note that seeds require nutrients to grow. Nutrients include Green Manure , Organic Fertilizer , Ash Fertilizer, and Moisture. If the nutrient is enough for the crop during the growing process, you can get the best harvest. Otherwise, you will get a poor harvest.



5. We can see the soil porosity is 0. There is a soil porosity requirement each time you plant a crop. Generally, you need to craft a Hoe first and use it to increase the soil porosity. Only when soil porosity meets the requirement can you plant the crop.
6. You can see the status after you plant the crop successfully.



7. The higher quality your crop is, the higher requirement for the Farmland. Even the crop requires the same Upland Field, there are differences in the description as there are Barren, Common, Rich, and Highly Fertile. You do can plant high-quality crops on the barren Farmland, but you need to put more endeavors in to make sure the nutrients and porosity meet the requirements.
8. You need to Irrigate and Fertilize. You can learn how to craft Wooden Barrel and Fertilizers

The image is a screenshot from the game 'Farming Simulator 19'. It shows a third-person view of a player's tractor in a dark, muddy field. The field is labeled 'Barren Lowland Field' in a yellow box. A central information panel displays the following statistics: Water: 7964 / 20000, Soil Porosity: 79.96%, Green Manure: 14973 / 15000, Fertilizer left: 0, Organic Fertilizer: 9888 / 10000, Fertilizer left: 0, Wood Ash: 9991 / 10000, Fertilizer left: 0, and Times fertilized: 0 / 100. Below this, it states 'Most crops can be planted except a few special ones.' The top right corner shows the player's name 'PlayerCharacter Server: 0 Client: 1', the active scenario 'Active Scenario Server: 20', and the player's ID 'Player: A10002 11001122 - 20432101270 RP: 39'. The bottom left corner has a 'County' label and a small map. The bottom center features a toolbar with icons for various farming tools. The bottom right corner contains a quest log with the text 'Press "L" to check the quest detail', '(Main) Collect grass', and 'Collect 茅草 (0/50)'. On the far right, there are additional controls for holding, attacking, and toggling continuous attacks.

~ 28 ~



Fertilizer won't take effect immediately. It will take some time before the soil completely absorbs the fertilizers.

9. Upgrade your Plant Skill Level and Talent will increase the Efficiency of your hoeing and the Output of crops, seeds, and the Effect of Irrigation and Fertilize. Skill and Talent are of great importance to Plant.

10. You can also craft Well in the later stage. You can collect your water by yourself or assign warriors to collect water for you automatically. Farmland around the Well will increase Moisture gradually.



11. You can also build the Shed. Then a toolbox will appear on the nearby Farmland. Press [E] to open the Toolbox Menu, assign warriors to a Farmland to start cultivation. Of course, you should put Food, Seed, Water, and Fertilizer in the Toolbox. The warrior will plant the seeds according to their positions in the Toolbox Inventory.



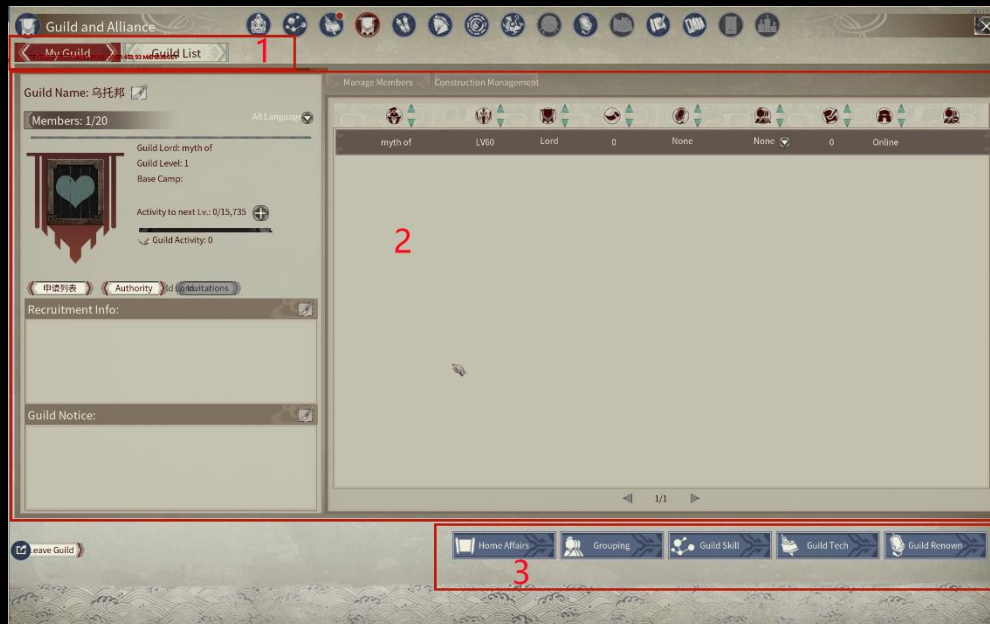
You can also see the user manual of the Toolbox In-game.

Simple farm shed
✕

1. After you build a simple farm shed, you can assign your warriors to help you plant the land in a specific field near the shed;
2. There will be toolboxes on the fields near the simple farming sheds. You can press "E" to open the field menu, and assign your warriors to help you farm this field;
3. You need the warriors to help you farm land. You must provide warriors with the food in the toolbox. At the same time, you must put the seeds, water barrels, and fertilizer in the toolbox inventory. . In this way, when the warriors start to work, they will plant the crops in the order as you placed, and will help you water and fertilize them.
4. When the crops are mature, the warrior will help you harvest, and will help you to plant the next crop. He will stop when he finished all the food in the food slot or used all the seeds.
5. Toolbox space is limited, please take away the crops harvested regularly.

12. Some crops should be planted in a specific Farmland. For example, you can only plant Sand Onion in Sandy Field.

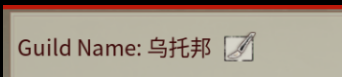
# Guild Panel



## 1. Guild Selection Panel

- ✧ My Guild: You can see the info of the Guild you created or joined.
- ✧ Guild List: You can see all Guild and their Info. You can apply to join a Guild here. The alliance can invite Guild to join.
- ✧ My Alliance: You can see the Alliance you created or joined.
- ✧ Alliance List: You can see all Alliance and Alliance Info. Guild can apply to join an Alliance.

## 2. Guild Info Panel

- ✧  Guild Name Change: You can change your Guild Name once per week.

- ✧  Guild Members: Show the member you've invited to your Guild and the upper limit of your Guild Members.
- ✧ Guild Lord: Guild Lord Name
- ✧ Guild Level: You can unlock more Guild Tech and Guild Skill by upgrading your Guild Level, you can also purchase goods in Guild Shop.
- ✧ Base Camp: Show the Guild Lords' County
- ✧ Activity Points required for next Lv.: Activity Points required for your Guild to upgrade to next Lv.
- ✧ Guild Activity Points: Activity Points of the current Guild
- ✧ Guild Icon: You can click the icon to edit the Guild Icon once per week.

### Application List



You can use the Application List to see the players that are applying to join your Guild.

Name: Applicant's name

Level: Applicant's level

Manage: Accept the application or not.

Enable Guild Application: It's checked by default. If you uncheck it, then you won't receive any Guild Applications.

### Authority Setting:

#### Setting Operation Permission for Guild Members



- ◆ Guild Application Authority: You can manage Application List and Authority.
- ◆ Kick-out Authority: You can kick members whose Title is lower than you out of the guild.
- ◆ Battlefields Authority: You can set limitations on whether members can join the battlefield.
- ◆ Edit Guild Notice Authority: You can edit Guild Notice and Guild Application Info.

- ◆ Building Use Authority: You can assign authority of opening locked building and using building.
- ◆ Building Management Authority: You can assign authority of dismantling and managing building,
- ◆ Modify Guild Positions Authority: You can modify the Position of Guild Members.
- ◆ Map Marker Authority: You can assign authority of whether guild member can add or delete markers on the map.
- ◆ Edit Custom Groups Authority: You can assign authority of whether guild members can add custom group labels.
- ◆ Activity Points Distribution Authority: You can operate Guild upgrade, unlock guild tech, unlock guild skills by spending Activity Points.
- ◆ Change Prestige Points Authority: You can change guild members' Prestige Points.
- ◆ Change Ranking Authority: You can rank guild member in Internal Affairs.
- ◆ Building Ownership: You can set the default building ownership and management.
- ◆ Guild Ownership Guild Management: The new member and his new building after joining the Guild will belong to the

Guild. The building management power belongs to the Guild.

- ◆ Personal Ownership Guild Management: The new member and his new building after joining the Guild will belong to the member himself. The building management power belongs to the Guild.
- ◆ Personal Ownership Personal Management: The new member and his new building after joining the Guild will belong to the Guild. The building management power belongs to the Member.
- ◆ Tax Management: The guild with an official title can set the tax rate and collect tax.
- ◆ Alliance Gate Operation Authority : You can confirm whether other guilds in the alliance can open the locked door without inputting passwords.
- ◆ Alliance Building Use Authority: You can confirm whether other guilds in the alliance can use your guild's buildings.
- ◆ Alliance Building Nearby Authority: You can confirm whether other guilds in the alliance can build near your buildings or within the protection range of your boundary markers.

Choose a color.: You will get the related color when your Guild Or Alliance occupied a county; different county has different colors. The Guild Lord or Alliance Leader can choose one color as you Guild's territory color.

### Invitation List



Alliance Name: The Alliance sent the invitation.

Inviter: The Alliance Leader who sent the invitation.

Manage: Confirm whether to join the Alliance.

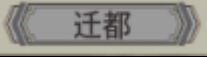
Enable Alliance Invitation: It's turned on by default. You can close it manually, and then you won't receive any alliance invitation.

Recruitment Info:  Guild Application Info

: you can change Guild Application Info here

Guild Notice:  Guild Notice

You can change Guild Notice here.

 Guild Lord can set your county as Base Camp

### Guild Member Info Panel

- Name: Name of the Guild Member



- Level: Level of the Guild Member
- Position : Position of the Guild Member. It's used to differentiate the authority.
- Activity Points: Activity Points of the Guild Member will automatically be added to the Guild Activity Points. Guild members can still gain activity points when the Guild Activity Points are full.
- Official Title: You will gain an official title when your guild occupied a county, a capital or a commandery. Different official Title will gain you different buff.
- Group: Guild Lord can add a label to group members.
- Ranking : Guild Lord can rank the performance of guild members in Internal Affairs.
- Status: You can see whether the guild member is online.
- Manage: You can kick a member out of your Guild.

### **3. Guild Function Panel**

Internal Affairs:

The Guild Lord can assign task to his Guild member in the Internal Affairs and then rank them according to their performance.



- Name: Name of the Guild Member
- Level: Level of the Guild Member
- Position: Position of the Guild Member, mainly used to differentiate their authority.
- Required Item: Guild Lord can input the name and number of required item and notice a member. The member who received the notice should put the required item into the required location of the Guild Depot.
- Receiving Inventory: The required location of the Guild Depot.

- Ranking: Guild Lord's evaluation towards the member.
- Operation: Guild Lord's operatable entry.
- Copy: Copy this entry's contents.
- Paste: Paste the contents to this entry.
- Clear: Clear the contents in this entry.
- Detailed: Rank the guild member. The guild lord can check the history rank here.

#### ■ Group Management:

The Guild Lord can add labels here to remark and group guild members.

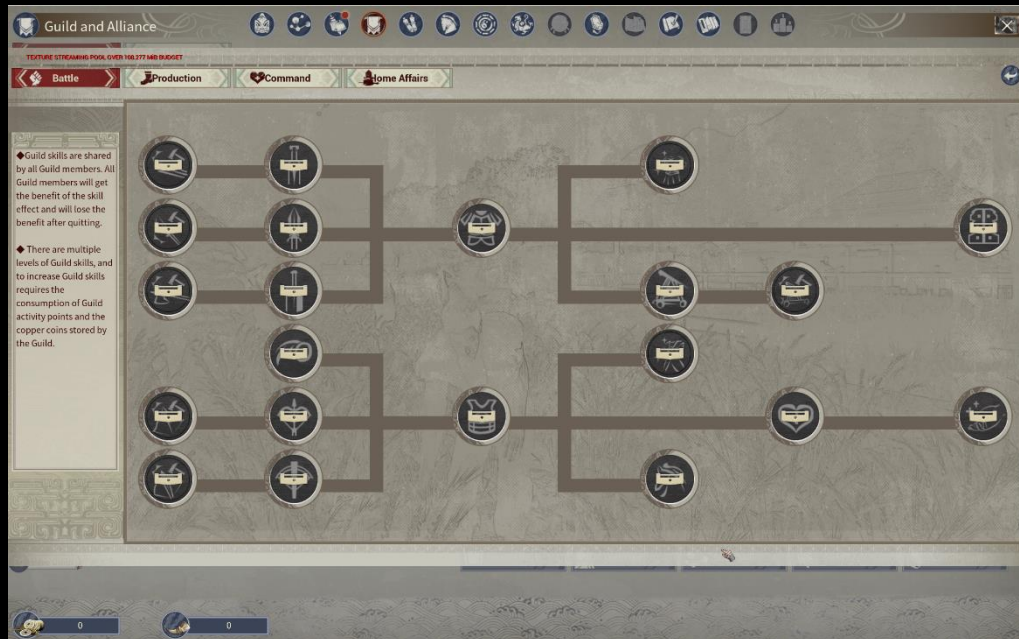
The Guild Lord can create at most 5 grouping labels.



Guild Skill: Guild Skill includes Battle, Production, Command and Boundary Marker

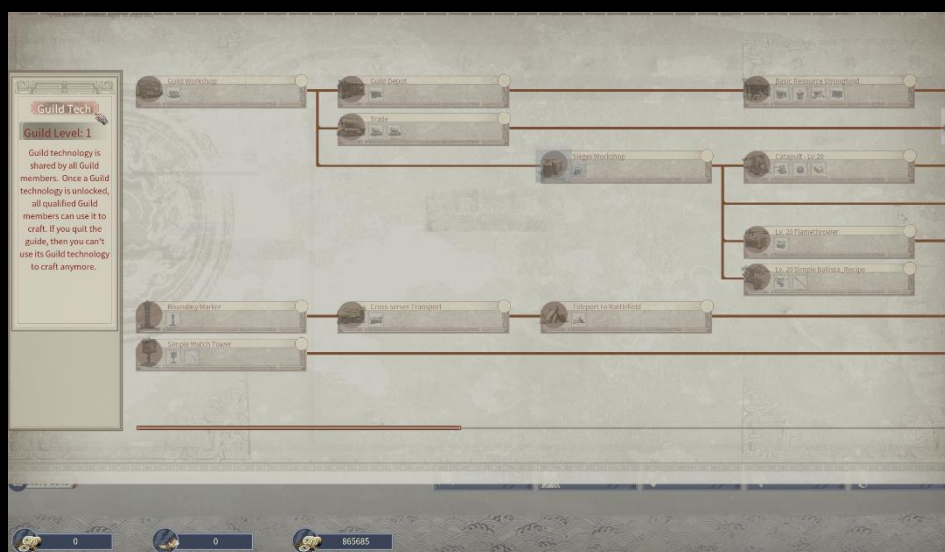
Guild Lord can unlock Guild Skill by spending Guild Activity Points and Copper Coins. Unlocked Guild Skill will benefit all

guild members. The member who quit the Guild won't keep the Guild Skill Buff.



You can unlock different talents and skills in Guild Skill to obtain different effects.

Guild Tech:



The player can unlock different guild recipe in Guild Tech and then build different buildings and craft different siege weapons. Guild Lord can spend Guild Activity Points and Copper Coins to unlock Guild Tech Scroll. All members can craft the item in the unlocked scroll. The member who quit the guild won't keep the scroll.

### Guild Glory

Guild Lord can offer Guild Glory to guild members here. Guild Members can claim items in Guild Depot with Guild Glory.



### Guild Depot

Guild Members can store items, horses, warriors and copper coins here.



Guild Depot Notice: Guild Lord can edit the Guild Depot Notice.

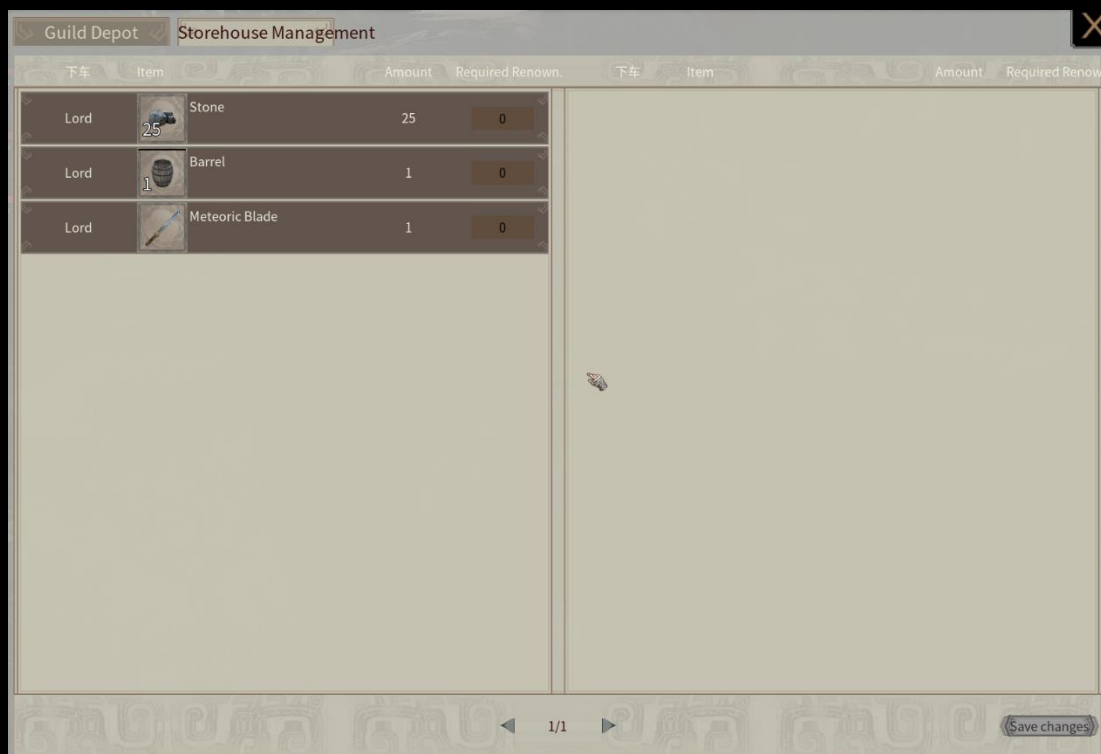
Guild Depot Authority Setting: Guild Lord can set the guild depot authority here.

Item Storehouse:

5 sub-pages for 5 positions in the item storehouse. You can only put items into the related position's sub-page.

Warrior Storehouse: You can put warriors here. Any qualified Guild member can retrieve the warrior.

Guild Depot Management: You can set the Guild Glory Required to retrieve an item from the Guild Depot.



Guild Bank: You can store copper coins here. Copper Coins in Guild Bank are shared by all guild members and can be used to unlock Guild Skill and Guild Tech.



## Guild Shop:

You can buy supplies here. Each supply has a max quantity limit.



**Merit Shop:** You can use Merit to buy products in the Merit Shop. Your Activity Points will be converted to Merit in proportion.

**Copper Coin Shop:** You can use copper coins to buy products in copper coins shop.

**Guild Level:** Current level of the guild.

**Character Level:** Current level of your character

**Guild Level Required:** Guild level required to buy the product.

**Character Level Required:** Character level required to buy the product.

**Merit Required:** The selling price of the product.

**Resupply Time:** The time of resupplying this product.

## Guild Stage Station:

You can teleport your items, horses and warriors to another server through guild stage station. You can read the cross-server teleport rule in the building's info.

### Guild Logistic Department:

You can teleport your items, horses, and warriors to the battlefield server through guild logistic department. You can read the cross-server teleport rule in the building's info.

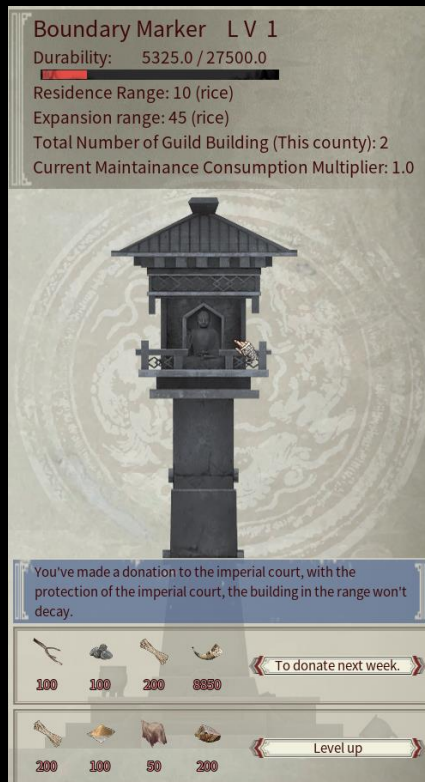
### Guild Boundary Marker

You can build Guild Boundary Marker once your Guild Tech reached a certain level.



### 1. Donation and Level-up:

You can see the boundary marker's Level, Durability, Residence Range and Expansion Range.



You can also protect buildings within the range of the boundary marker from decay through donation.

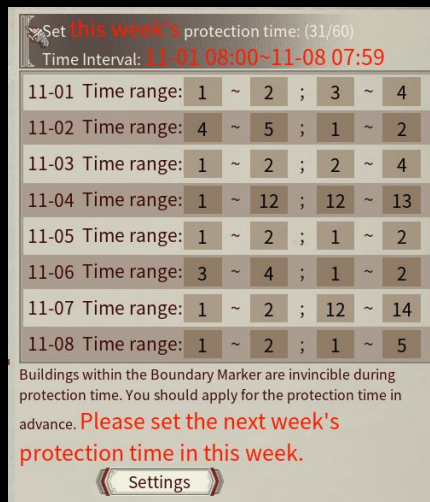
You can also upgrade the boundary marker's level.

## 2 . Protection Setting

You can get protection time through tax payment. You can set the protection time according to when you are offline.

Note: You can only set next week's protection time in advance.

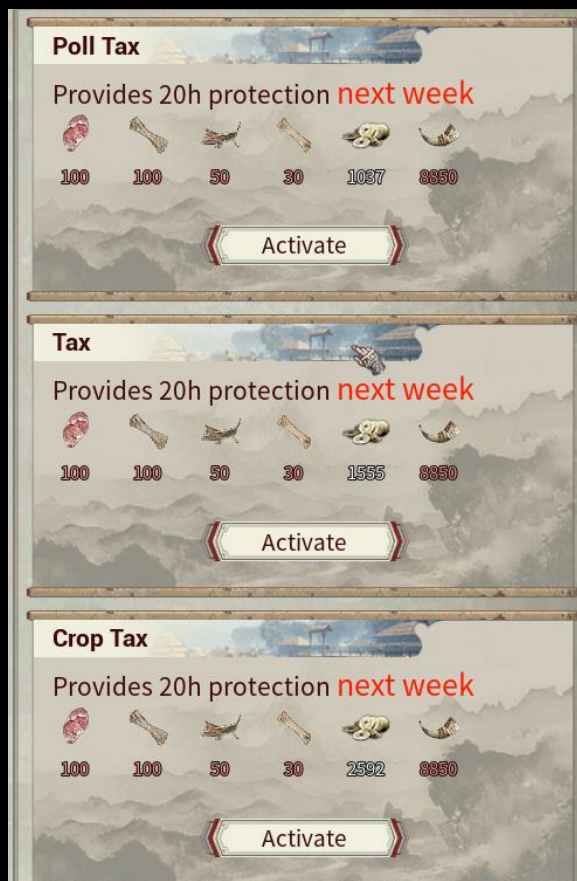
You can check out this week's protection setting of boundary markers that you've found on the map.



You will see the related time once you click the [Confirm Setting].



### 3. Tax



You can pay [Poll Tax], [Head Tax] and [Farm Tax] in Tax Panel. The protection time you gained through each kind of tax payment can be stacked.

### 3. Resource Transfer



You can sell resources to the imperial court in exchange for copper coins in [Boundary Marker - Resource Transfer]

## 5 Blessing

You can pay copper coins to increase the Efficiency of gaining EXP.



## 6. Bribe

You can bribe different factions by paying them copper coins in exchange for a stable development.



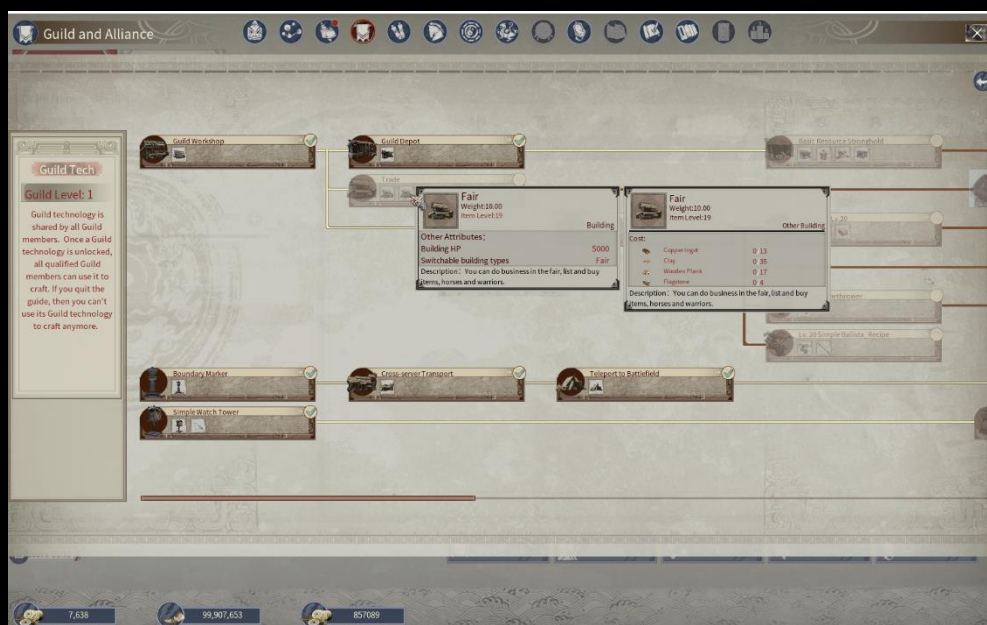
Boundary Marker Privilege List

| Privilege                          | Range                | Protection Time | Unprotected Time | Donation |
|------------------------------------|----------------------|-----------------|------------------|----------|
| The building will not be attacked. | Residence            | √               | ×                | -        |
| The building will not decay.       | Residence+ Expansion | -               | -                | √        |

|                                                      |                         |   |   |   |
|------------------------------------------------------|-------------------------|---|---|---|
| Other players<br>can't build here                    | Residence+<br>Expansion | - | - | √ |
| Accelerate the<br>decay of other<br>guild's building | Residence+<br>Expansion | - | - | √ |

### Trading Post Function:

After you unlocked Guild Tech, you can see Guild Shop in Guild Workshop. Unlock the Fair Building, the Fair is your Trading Post.



Then you can build a Fair in Guild Workshop.



## Trading Post Info:



## 1 .Trading Post Selection Panel:

You can see Item Sell, Warrior Sell, Horse Sell and Transaction History.

## 2 . Trading Post Function Select Panel:

Buy; Sell ; Purchase

When you want to buy some products, you can select and see the product info in Panel 5. Then you can buy them.



When you want to sell an item, you can select the item you want to sell in Panel 5. You can sell your items successfully after setting them quantity, price, and date.



When you want to buy some specific items, you can use Purchase function. You can see the item info you wish to purchase in the Purchase Panel. You can select Purchase Time, Price, and Quantity. For example, you can set the price to be ten copper coins and the quantity to be 100. When the products are listed, the system will purchase the products at a price lower or

equal to 10 copper coins.



### Trading Post Info:

- There will be a Guide Price for all items, warriors, and horses.  
Your selling price shouldn't exceed the pricing range calculated based on the Guide Price.
- Guild prices may go up and down every day according to the actual transactions.
- You need to pay a storage fee before you list your items, warriors or horses.
- Once you make a deal, you will be charged a transaction fee.
- You can't list the same product that has been sold successfully.  
You should wait for a while before you can list the same product again.



- You can't list an item with low Durability.
- You can't list items whose total price is lower than 100 copper coins.
- 
- 3 . Sell and Buy List:

You can see product info, level, quantity, price, quality, etc.

#### 4 . Player Inventory Panel:

You can see your inventory.

#### 5 . Product Detailed Info Panel

You can see the detailed info on the listed products.

#### Cross-server Teleport:

You can cross-server teleport in-game.

There are two ways for cross-server teleport:

- 1 . Go to the Stronghold to teleport.
2. Unlock Guild Stage Station in Guild Tech to teleport.

1. When you arrived at the Stronghold, you will see the Carter.

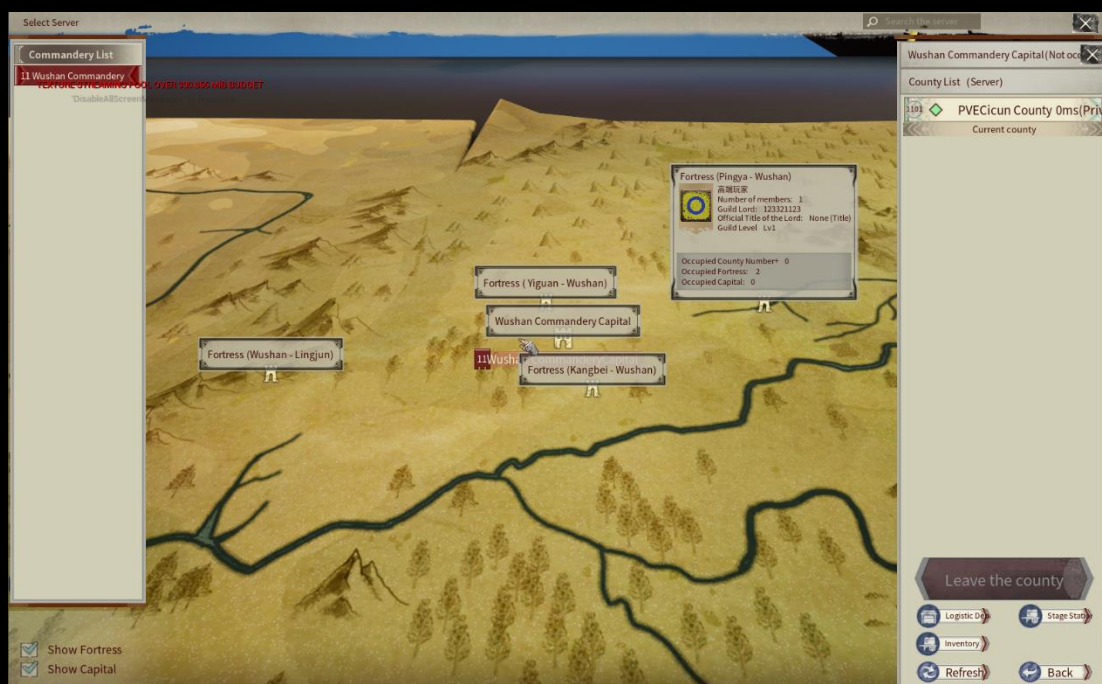


4. Have a conversation with the Carter, then click [I want to go to another county]. Select the county you want to teleport to and pay a fee, then you will be teleported by the Carter to

the county.



5. Unlock Guild Stage Station in Guild Tech to teleport. After you built the Guild Stage Station, click [E] towards it and then select [Leave Current County],



Cross-server Teleport Rule:

- ✓ You can only cross-server teleport to an adjacent county.  
You can teleport at will on PVE server, but on PVP server your character level should be above 16.
- ✓ You can't teleport when you are mounted or have warriors in combat.
- ✓ If any item in your Character Inventory, Stage Station Inventory, or Battlefield Inventory is in CD, Cross-server Teleport is not available.
- ✓ You should pay for storage when you put items into the Stage Station Inventory.
- ✓ You don't need to pay for putting items into the Battlefield Inventory. But you can only teleport them when the battlefield is open.
- ✓ Your items will be confiscated if they stay too long in the State Station Inventory or Battlefield Inventory.
- ✓ Time Limit for Cross-server Teleport currently is One Hour.

#### Battlefield Teleport:

- ❖ You can build Guild Logistic Department after unlocking its Recipe in Guild Tech.

- ❖ You can do battlefield teleport by clicking [E] towards the Guild Logistic Department.



- ❖ Battlefield Teleport Panel. You can put items in Battlefield Inventory and teleport them to the battlefield via Guild Logistic Department. You will see the rules and requirements in the Battlefield Teleport Panel



## Guild Minefield:

You can unlock Recipes in Guild Tech to build a Guild

Minefield.(You need to find the minefield and kill the guard.).

Then you can open the Guild Minefield Inventory, put food

into the food slot, and assign warrior to work. The Guild

Minefield will produce some materials regularly, you need to

collect them manually.

Any players in the game can open your Shaft Inventory, so remember to take measures to prevent theft.



## Finding Ores:

1. When you reached level 26, you can unlock Mine Prospecting Recipe, with which you can craft Dowsing Rod, Mining Pickaxe. Mine Prospecting Shovel and Mine Hut.



4. You can locate the mine by experience, other player's help or you exploration.

3. Then you can use Dowsing Rod to find mineral veins. The glowing dragon head of the Dowsing Rod will help you find ores.



The brighter the glow of the dragon head, the closer you are towards the mine. When you confirm the location of the mine, you can use Mine Prospecting Shovel to prospect the mine.



4. Then you can use Mining Pickaxe to dig the mine, after you excavated a mine shaft,



5. You can build a Mine Hut to cover the Shaft.



- Press "E" towards the Mine Hut and assign a warrior to work in the Mine Hut. Remember to put food in the Food Slot of the Mine Hut Inventory.



Mine Hut will produce materials regularly (Any players in the game can open your Mine Hut Inventory, so remember to take measures to prevent theft. ) , don't forget to collect them.

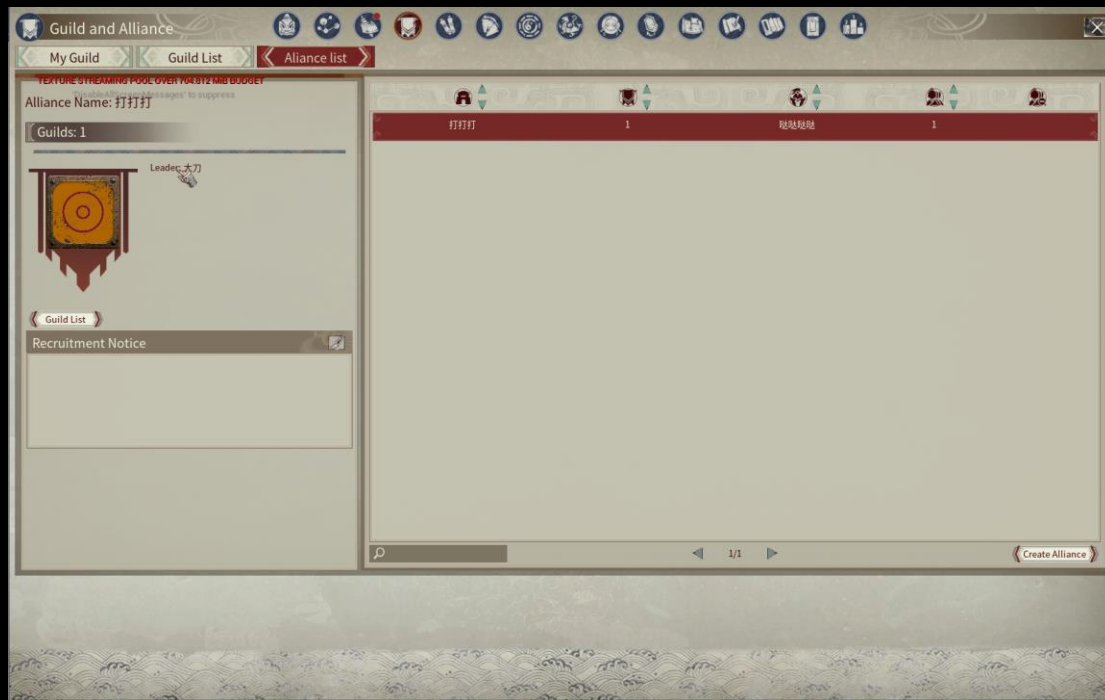
- Efficiency of the Minefield's output will be affected by NPC's NPC Mining Skill and Guild Tech.

### Alliance

You can create not only Guild, but also Alliance. Alliance is a union formed by guilds. Alliance can allow players in different guilds to play together.

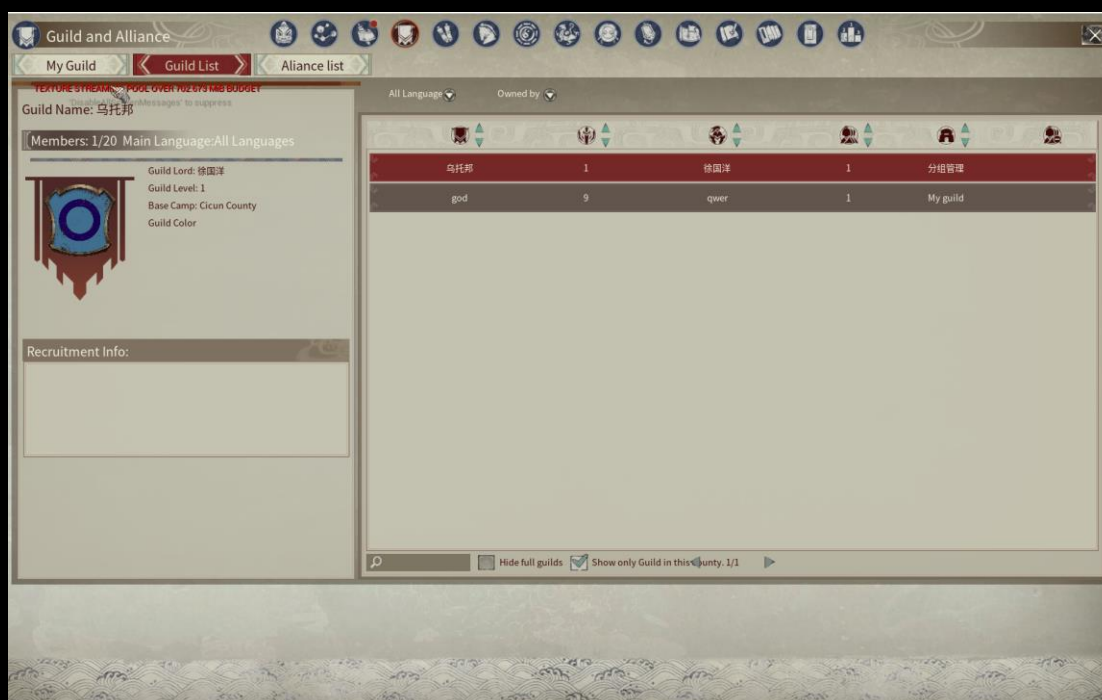


You can click [Create Alliance], input the Alliance Name and click [Confirm]



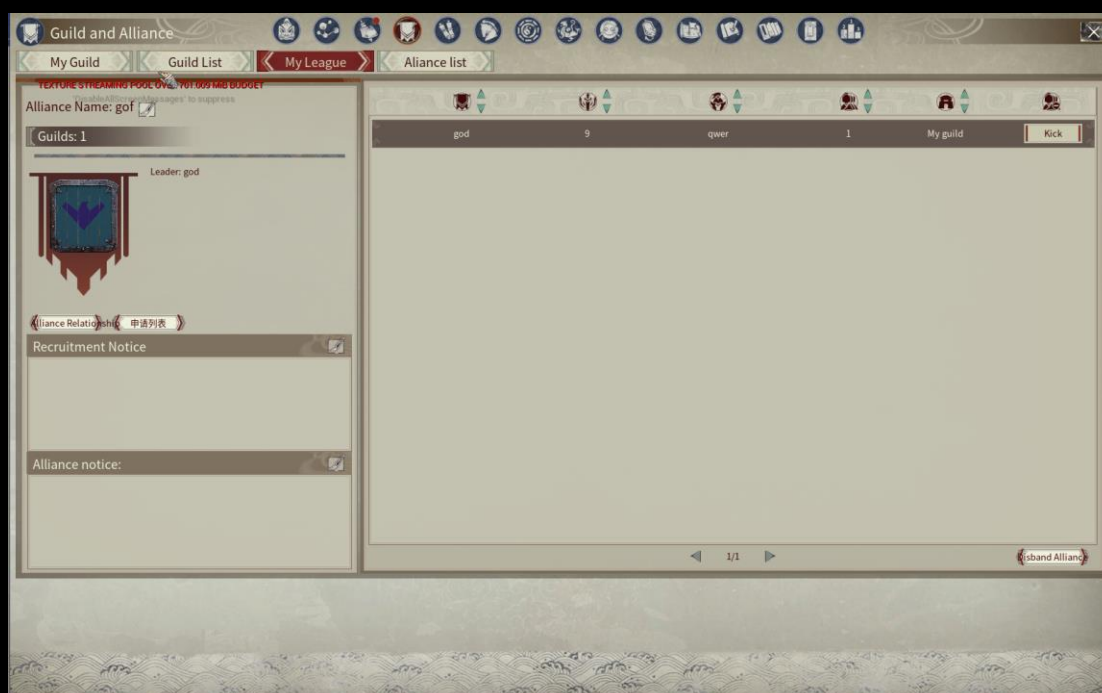
Invite to join the Alliance:

You can select the Guild you want to invite in the Guild List and click [Invite to join the Alliance] button.



The selected guild will be successfully invited to join your alliance once their guild lord accepted your invitation.

You can also stand face-to-face with the guild lord you want to invite to your alliance and click [E].

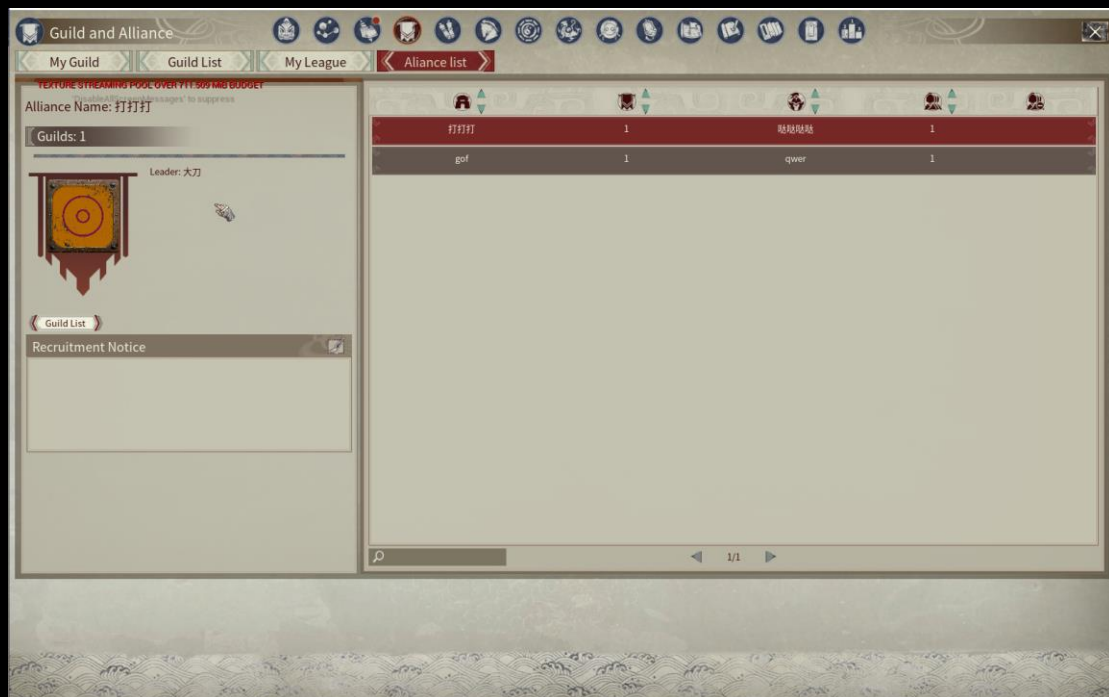


➤ You can change the name of the Alliance in My Alliance.



- You can check the Application List.
- You can see the name of the Guild in the Alliance.
- You can click the Kick Button to kick guild out of your Alliance.
- The play can also disband the alliance.
- The player can choose a guild in the alliance at will once his guild joined the alliance. (Except the Guild Lord)

You can see how all the Alliance exist in the Alliance List and check their info.



## 4. Guild Alliance

### 1 Start an Alliance

- The Guild Lord who starts the Alliance will be the Alliance Leader. The Alliance Leader can invite other guilds to join in.
- The relationship between starter and acceptor in an alliance is:
- Guild Leader (Starter) -Associate Guilds (Acceptor)
  - The Guild Leader can enfeoff capitals, fortresses and commandries to Associate Guilds.

If a minor Alliance joined a new Alliance, the minor Alliance's Guild Relationship and Banner will be kept, but the Alliance

Leader of the minor Alliance will lose the management power of the minor Alliance to the Alliance Leader of the new Alliance. Only when the minor Alliance quit the new Alliance can the Alliance Leader of the minor Alliance regain the management power.

When the Alliance Leader joined a new Alliance, his whole minor Alliance will join the new Alliance.

If a guild of a minor Alliance wants to quit the minor Alliance after joining a new Alliance, the guild can quit the new Alliance and join the new Alliance again at the invitation of the New Alliance Leader.

#### How to start an alliance:

1.1 Face-to-face Invitation: Alliance Leader can stand face-to-face with the Guild Lord, then click "E" to invite the Guild Leader to join the alliance.

1.2 List Invitation: Alliance Leader can send an invitation to the guild that want to join an alliance in the Guild List. The Guild Leader can check the invitation in the Invitation List of the Guild Panel.

1.3 List Application: Guild Leader can send an application to an alliance in the Alliance List. The Alliance Leader needs to enable the Allow Application function to receive the application. The Guild will join the alliance as an associate guild after the alliance approved the application.

Alliance forms ally with another alliance:

1.4 Face-to-face Invitation: Alliance Leader can stand face-to-face with another Alliance Leader, then click "E" to invite the Alliance Leader to join his alliance. The starter will be the new Alliance Leader and the acceptor will be the Associate.

## 2 Terminate the Alliance

### 2.1 Kick out of the Alliance

The Alliance Leader can kick a guild out of the Alliance. If he kicked a guild whose Guild Lord is also the Alliance Leader of their minor Alliance, then all guilds in the minor Alliance will be kicked out.

### 2.2 Quit the Alliance

The Guild can quit the Alliance, after which they will retain their buildings and territories. But they can't join a new Alliance or create a new Alliance for a period of time.

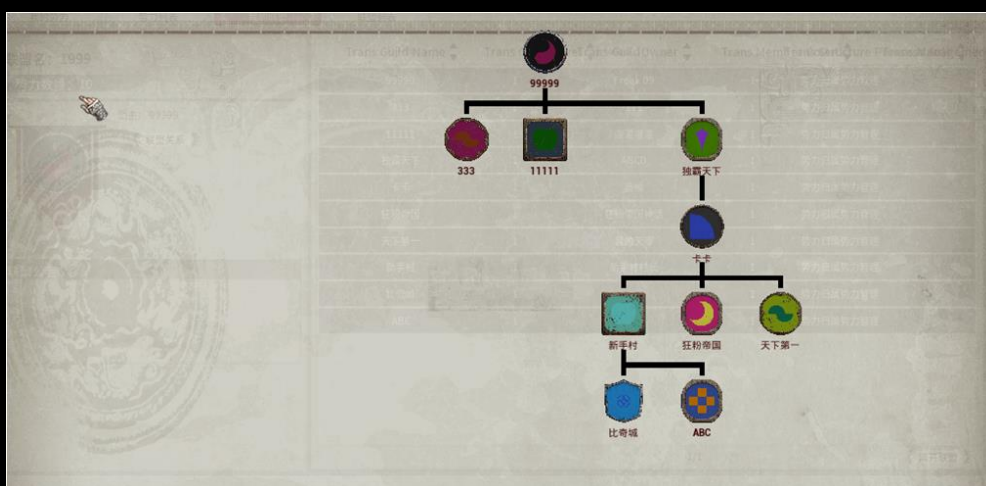
### 2.3 Disband the Alliance

The Alliance Leader can disband the alliance, after which each Guild and its minor alliance will retain their relationship and Title.

### 3 Alliance in the battle

3.1 Guild of the same Alliance can't join the county battle and prefecture battle in the name of the Alliance.

3.2 Guild of the same Alliance can cooperate with each other in the Fortress Battle.



Alliance Relationship Diagram

### 4 Title

Alliance Leader will take the highest rank of official Title. When The Alliance Leader owns several official titles, the highest rank will be regarded as the primary official Title.

Alliance Leader can enfeoff his Guild territory to other Guilds through the territory panel or Power Hierarchy Pane. The enfeoffed Guild Lord will obtain tax and official Title of the territory and can offer official Title to his guild members. The enfeoffed Guild will obtain all the power related to the county and

capital it occupied.

Official Title of county level is not allowed to transfer. Official Title of commandery capital and commandery can be transferred in the Alliance.

If the Alliance occupied all Fortresses of a commandery, then the Alliance Leader will be the owner of the commandery.

If the Inspector's Guild or Alliance join an Alliance without an Inspector, then the Inspector's Power to offer official titles and collect taxes will belong to the Alliance Leader.

If the Inspector's Guild quits the Alliance, then the Alliance will lose the Commandery's ownership, and his official Title will be demoted. The inspector will regain his power to this commandery.

Official Title - Territory:

- Magistrate——County
- Prefecture——Capital
- Fortress Guard ( No Official Title ) ——Fortress
- Inspector——Commandery
- Governor——3 commanderies
- Prince——5 commanderies
- Emperor——10 commanderies

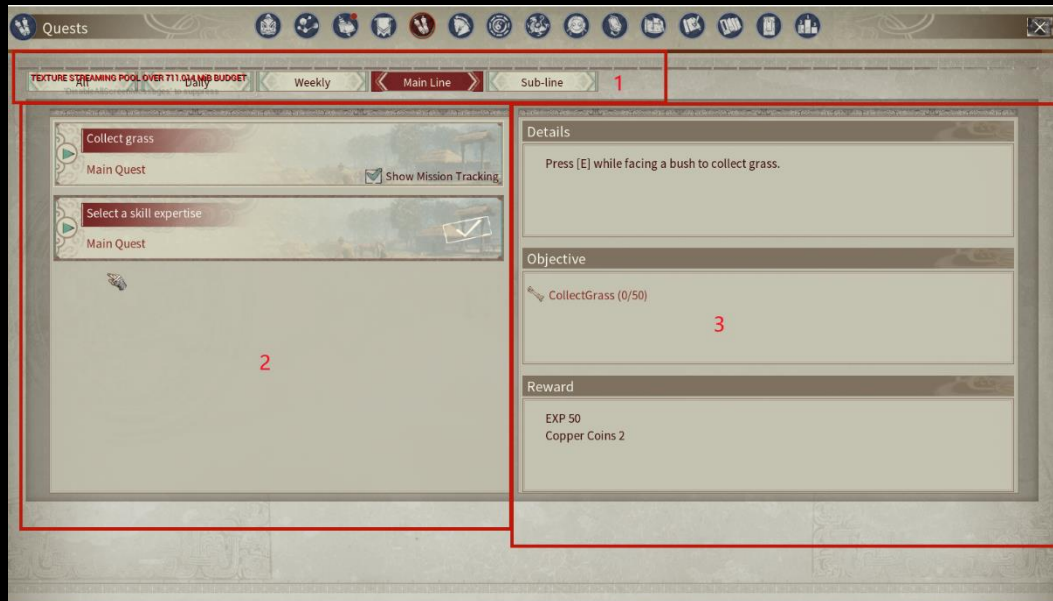


### How to claim an Official Title:

|            |                                                                                                                                                                                                                                                                                                                           |
|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Magistrate | The winner of county battle.                                                                                                                                                                                                                                                                                              |
| Prefecture | The winner of prefecture battle.                                                                                                                                                                                                                                                                                          |
| Inspector  | The Alliance Leader will be the Inspector if any guild in his Alliance occupied a commandery's all fortresses through Fortress Battle. The Alliance Leader give the Inspector Title to other Guild of his Alliance.                                                                                                       |
| Governor   | The Alliance Leader will be promoted to be the Governor if his Alliance owns 3 or more commanderies. When the Alliance become the Governor, his associate Guild Leader can't claim the Title of Governor even if the Guild Leader owns 3 or more commanderies too. If the associate Guild Leader want to be the Governor, |

|         |                                                                                                                                                                                                                                                    |
|---------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|         | he can quit the Alliance or wait for the Alliance Leader becoming Prince.                                                                                                                                                                          |
| Prince  | The Alliance Leader will become Prince once his Alliance owns 5 or more commanderies. When the Alliance Leader is the Prince, the associate Guild Leader can't claim the Title of Prince even if the Guild Leader owns 5 or more commanderies too. |
| Emperor | The Alliance Leader will be the Emperor once his Alliance owns 10 or more commanderies. When the Alliance Leader becomes the Emperor, the associate Guild Leader of his Alliance will be able to claim the Title of Prince.                        |

# Quest Panel



1. Quest Type:

You can check quest type here.

2. Quest Info:

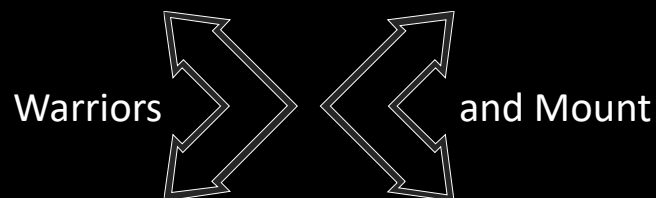
You can check the quest name and description.

1. Quest Detail Panel:

## Subordinates Panel



There are two parts in Subordinate Panel, including ']



### Warrior Part:

1. You can select Warrior or Mount.

2. Warrior Panel:



You can dismiss the warrior when you don't want the warrior.



You can execute your warrior. You can also Rescue your

in Warrior Camp.



You can name the warrior.



You can see the warrior's quality and quality info.

You can also see their equipment.

### 3. Warrior Panel

You can see the warrior's number and quality. (You can recruit 10 warriors at most, assign 3 warriors to battlefield at most.)



Deployed: A deployed warrior



Work/Idle: A working or idle warrior



Dying: A dying warrior

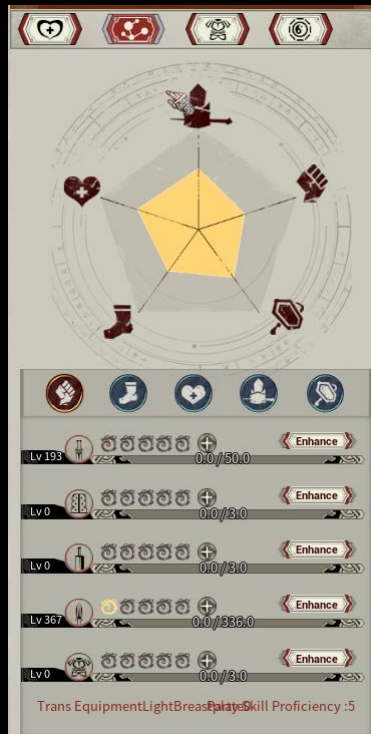
### 2. Warrior Inventory:

You can put items into warrior inventory for the warrior to use.

You can see the warrior's toxicity and other basic attributes.

### 3. Warrior Basic Attribute Panel:

## 6. Warrior Attribute Pentagon



You can assign warriors to work in the workbench to increase their related skill proficiency.

## 7. Warrior Equipment Attribute Panel

| Warrior Equipment |      |         |      |
|-------------------|------|---------|------|
| Bronze Spear      |      |         |      |
| Attack            | 0    | Defense | 0    |
| Speed             | 442  | Stamina | 0    |
| Throwing Poleaxe  |      |         |      |
| Attack            | 394  | Defense | 0    |
| Speed             | 0    | Stamina | 0    |
| Vagrant Turban    |      |         |      |
| Attack            | 545  | Defense | 647  |
| Speed             | 567  | Stamina | 587  |
| Attack            | 0.00 | Defense | 0.00 |
| Speed             | 0.00 | Stamina | 0.00 |
| Vagrant Clothes   |      |         |      |
| Attack            | 545  | Defense | 647  |
| Speed             | 567  | Stamina | 587  |
| Attack            | 0.00 | Defense | 0.00 |
| Speed             | 0.00 | Stamina | 0.00 |
| Vagrant Greaves   |      |         |      |

You can see the attributes of the warrior's equipment.

## 8. Warrior Skill Panel



Warrior Skill: You can get related tactic book to increase the warrior's skill.

Weakness: The warrior will have some weaknesses, different weaknesses have different negative effect on the warrior.

Rage: Rage skill is the warrior's passive skill, generally owned by warriors of high quality.

Legendary Skill: Legendary General belongs to the legendary warriors, who are the most powerful.

## 9. Warrior Recruit

### (1) Recruit peacefully

a) You can start a conversation with neutral NPC, give the item they want and then they will be your followers.

b) Generally, in this way you can only recruit vagrant NPC who are not strong.

c) You can't recruit vagrants with higher level in this way.



## (2) Recruit by force

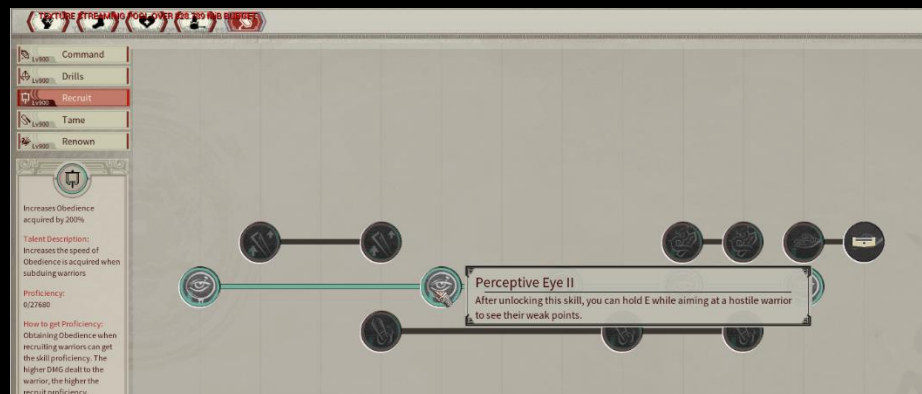
- d) You should reach character level 15 to unlock Warrior Capture Recipe. You need to prepare the following items.
  - i. Twine: You need Twine to bind the warrior to the Torture Rack.
  - ii. Torture Rack: You can carry the stunned warrior to the Torture Rack and bind the warrior on it.
  - iii. Simple Club: A kind of weapon to stun warriors. You don't need to worry about killing a warrior you want to recruit only using this kind of weapon.



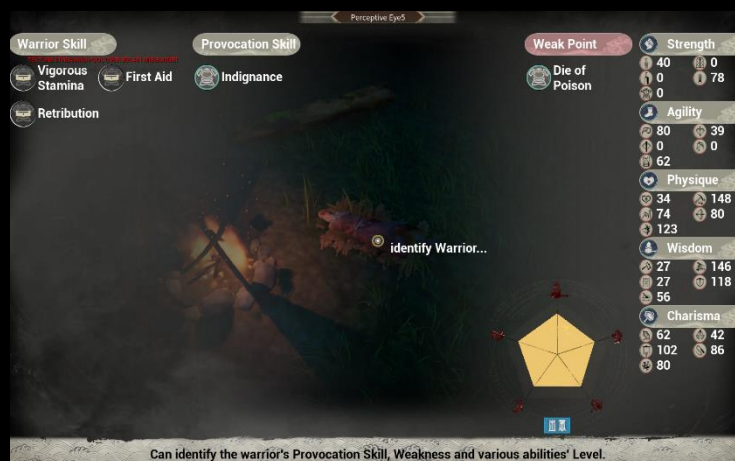
- e) Capture Process
  - i. Identify- Stun- Carry – Bind to the Torture Rack – Increase the Obedience – Recruit the warrior.
- f) **Identify** You will unlock Monocular when you reached Level 18. You can use Monocular to Identify a warrior to see whether it is worth

recruiting the warrior.

- g) To see more attributes of the warrior you want to recruit, you should Learn the Perceptive Eye skill of Charisma Talent. After unlocking all levels of Perceptive Eye skill, you can identify most of the warrior's attributes.



- h) You can use Monocular to see a warrior and identify the warrior once the central circle of the Monocular finished rolling.



(3) Stun

- i) You can equip a blunt weapon and find a warrior you want to recruit.
- j) Fight against the warrior until the warrior is dying, then you can use a blunt weapon to stun him.
- k) Carry the stunned NPC to your Torture Rack and bind him on it.



- l) You can choose to keep beating the warrior (Recruit by force) or convince him (Recruit peacefully). You can successfully recruit the warrior once his Obedience is full.



m) When the yellow bar meaning Obedience reached 100%, then the warrior is successfully recruited. You can name the warrior and unbind him.

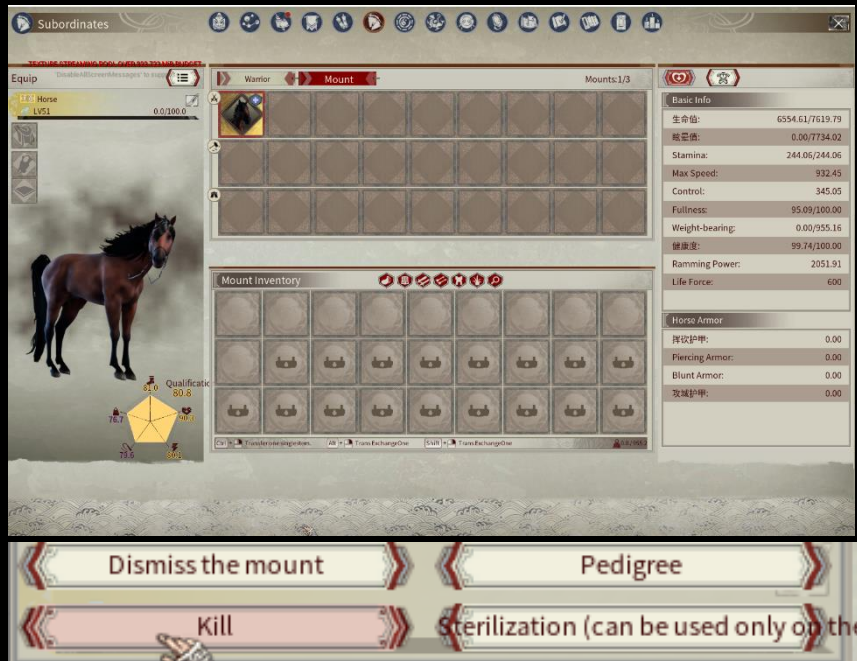
#### 10. Assign Warriors to Work:

You can assign your warrior to do some jobs for your, thus increasing the crafting efficiency.

You can press [E] in related workbench to assign warrior to work or cancel the assigned warrior. One workbench allows only one warrior to work.



## Mount Part:



### 1. Equipment Panel:

1.1 Horse Quality: Horse (Green), Fine Horse (Blue), Awakening Fine Horse (Purple), Heavenly Horse (Orange), Awakening Heavenly Horse (Red). You can obtain Horse, Fine Horse and Heavenly Horse through Taming and Mating. You should tame the Fine Horse and Heavenly Horse to a certain level then there is a chance for the Fine Horse and Heavenly Horse being awakened and being upgraded into Awakening Fine Horse and Awakening Heavenly Horse.

1.2 The Horse's Awakening Prefix and The Horse's name: One horse may have many awakening prefixes; you can switch them. You can also change the horse's name.

1.3 Horse Gender

1.4 Horse Level: Wild Level plus Taming Level.

1.5 Horse's EXP

1.6 Horse Inventory

|                 |                                                                                                            |
|-----------------|------------------------------------------------------------------------------------------------------------|
| Saddle          | You should put a saddle on the horse before riding.                                                        |
| Armor           | You can put a horse armor on your horse.                                                                   |
| Other           | You can add a banner to your horse.                                                                        |
| Awakening Skill | Every awakening horse will have an awakening skill.                                                        |
| Quality Ranking | Quality ranking will be affected by the quality and skill of the horse, which consists of five dimensions. |
| Movement Speed  | The horse's movement speed.                                                                                |
| Life Force      | Horse's HP and Health                                                                                      |

|                      |                                                                                                                                                                                                                                                                                                |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Stamina              | Horse's stamina                                                                                                                                                                                                                                                                                |
| Control              | Horse's steering and acceleration                                                                                                                                                                                                                                                              |
| Carry<br>Weight      | Horse's carry weight                                                                                                                                                                                                                                                                           |
| Dismiss<br>the Horse | You can dismiss the horse.                                                                                                                                                                                                                                                                     |
| Execute              | You can execute the horse.                                                                                                                                                                                                                                                                     |
| Sterilize            | You can sterilize the male horse, after which the male horse can't mate any more, but will have a chance to obtain better skills. The male horse with higher Life Force will obtain better skills after being sterilized. It's recommended to sterilize male horse with Warhorse Adaptability. |
| Pedigree             | You can see the horse's father and mother's level, quality ranking and skill.                                                                                                                                                                                                                  |

Mount Attribute: You can see the detailed info of the horse.

|    |                                                  |
|----|--------------------------------------------------|
| HP | The horse will lose Life Force and be dying once |
|----|--------------------------------------------------|

|                    |                                                                                                                                                                                                  |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                    | its HP becomes 0. You should put the horse in the designated building to heal.                                                                                                                   |
| Stun Points        | The horse will be stunned and tamed once it reached the stun points.                                                                                                                             |
| Stamina            | Horse running will consume Stamina. The movement speed of the horse will drop greatly once its Stamina dropped to a certain rate. The horse needs to wait for the Stamina recovery to run again. |
| Max Movement Speed | The highest movement speed of the horse.                                                                                                                                                         |
| Control            | The horse's turning speed and acceleration.                                                                                                                                                      |
| Fullness           | The horse's performance will be affected by its Fullness.                                                                                                                                        |
| Carry Weight       | The horse's carry weight includes the rider's weight.                                                                                                                                            |
| Health             | The horse's all attributes will be affected by its health.                                                                                                                                       |
| Impact Force       | The max Impact Force of the mount. The higher the impact force, the lower the speed reduction when the mount rammed an enemy.                                                                    |
| Life Force         | The real life of the horse. Once it's 0, the horse                                                                                                                                               |

|  |                   |
|--|-------------------|
|  | cannot be healed. |
|--|-------------------|

Mount Talent: shows the horse's skills



|             |                                                                                                                                                                                                                                 |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Talent      | Every horse is born to have some talents and their talents won't change.                                                                                                                                                        |
| Traits      | Traits will change according to the horse's experience                                                                                                                                                                          |
| Weakness    | Negative Skill. Weaknesses will change according to the horse's experience and sometimes they may be removed.                                                                                                                   |
| Inheritance | There is a chance for the horse's next generation to inherit its Talent, Traits and Weakness. Talent, Traits and Weakness that are not inherited will have a chance to be passed on by the next generation through Inheritance. |

## Put the horse in the Stable



|                             |                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Stable<br/>Inventory</p> | <p>You can put food required by the horse and the Horse Trainer here. They will consume the food In Stable Inventory first and then their own inventory.</p>                                                                                                                                                                                                                                                                            |
| <p>Mate</p>                 | <p>Click this button to select two horses of opposite Sex to mate, which will cost the horses' Life Force. After mating the male horse will come into the cooldown time, during which the male horse can't mate anymore. The female horse has a chance to be pregnant. The pregnant female horse will lose Fullness faster and needs more food. After a while the female horse will breed a colt. You need adopt the colt manually.</p> |

|                |                                                                                                                                                                                    |
|----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Taming         | You can ride the horse you want to tame to the stable, click [E] towards the stable to put the horse into the stable. You can use Horse Trainer to increase the Taming Efficiency. |
| Horse Training | Assign a Horse Trainer to train the horse.<br>It will take 18 hours and you will get rich rewards during the training process.                                                     |
| Retrieve       | You can retrieve the horse.                                                                                                                                                        |
| Bury           | You can bury\dismiss a dying horse.                                                                                                                                                |
| Recovery       | You can recover a dying horse. You can use a Horse Trainer to increase the Efficiency of Horse HP Recovery.                                                                        |

# Tactic Panel



1. Tactic Panel: You can learn different tactics.

There are three kinds of Tactics

|                        |                                                                                                    |
|------------------------|----------------------------------------------------------------------------------------------------|
| Art of<br>Strategy:    | Warrior's Skill (Warrior of different quality will get different skills randomly.)                 |
| Art of<br>Provocation: | Warrior's Passive Skill (Warrior of different quality will get different passive skills randomly.) |
| Art of<br>Improvement: | Warrior's Weakness (Warrior of different quality will get different weaknesses randomly.)          |

2. Tactic Name Panel: you can see the name of each tactic.

3. Tactic Effect Info Panel: you can see the effect of the tactic.



4. Tactic Source: you can join the Treasure Map Gameplay the get the Art of war.

# Achievements Panel



## Overview:

### 1. Selection Panel:

Toggle

### 2. Achievement Panel:

**Current Title:** You will get different titles when you made some achievements. You can click [Change Title] to change your Title.



**Achievement Progress:** You can see your Total Progress and the achievements you obtained currently.

Overall Progress: 12/524

|              |                         |
|--------------|-------------------------|
| Event: 0/12  | Survival: 8/181         |
| Attack: 0/90 | Skill and Talent: 4/183 |

It shows your achievements.



It shows your recently obtained achievements.

Attribute Buff: You can see the attribute buff you gained via obtaining achievements.

| Attribute Buff                                                                      |                                                                 |      |
|-------------------------------------------------------------------------------------|-----------------------------------------------------------------|------|
|  | One-handed Prowess: Percentage Increases one-handed weapon DMG. | 0%   |
|  | Two-handed Prowess: Percentage Increases Two-handed Weapon DMG. | 0%   |
|  | Polearm Prowess: Percentage Increases polearm DMG.              | 0.3% |
|  | Throwing Prowess: Percentage Increases Throwing DMG.            | 0.8% |
|  | Bow Prowess: Percentage Increases bow DMG.                      | 0%   |
|  | Crossbow Prowess: Percentage Increases Crossbow DMG.            | 0.2% |
|  | Shield Prowess: Percentage Decreases shield durability loss.    | 0%   |
|  | Headshot Prowess: Percentage Increases Headshot DMG.            | 0%   |
|  | Slash RES: Percentage Decreases Slash DMG.                      | 0.9% |
|  | Piercing RES: Percentage Decreases Piercing DMG.                | 0.6% |
|  | Blunt RES: Percentage Decrease Blunt DMG.                       | 0.6% |

## Achievements Panel:



Achievement Type: You can select a type of achievements.



! When you see the exclamation point in Achievement Type, it means you've got an achievement that you didn't check.

Achievement Info: You can see the detailed info of your achievements, the requirements of obtaining an achievement, the time when you obtained an achievement, the attribute you gained after obtaining an achievement, and the Title you can claim after obtaining achievements.

# Event Panel

There are 3 major events in game:

## County Battle:



County Battle includes PVE and PVP mode.



PVE County Battle:

When no one claimed the Title of Magistrate in your server, all Guilds can siege the county to get the imperial seal. The first Guild that kill 4 leaders in the county and get 4 seal fragments, can fuse the 4 seal fragments into an imperial seal. The Guild Lord will become the Magistrate.

#### Magistrate Authority:

- Magistrate can set this server's tax rate and levy taxes from this server's players.
- Magistrate can promote his Guild members. The Title can improve the player's skill Proficiency.
- Magistrate's Guild can mint coins.
- Magistrate's Guild is qualified to join the Prefecture Battlefield.

#### PVP County Battle:

County Battle will open once per week after the Magistr'teis set. There are two factions in the County Battle. The Attacker and the Defender. The Defender is the Magistrate's Guild and its alliance, the other Guilds shall be the Attacker.

You can check the battlefield open time and join the battlefield

through the Event Panel.

- ◆ Press [M] to toggle the battlefield map.
- ◆ Press [N] to check the overall ranking.
- ◆ Press [O] to check and edit the guild's alliance.
- ◆ Press [H] to open Battlefield Logistic Department in your Guild's revival points.
- ◆ You can discard items in the battlefield.
- ◆ You won't drop items when dead on the battlefield, but you will lose some Durability of your items.
- ◆ The warriors and horses in the battlefield will revive immediately once they died. You can go claim them at Battlefield Logistic Department.
- ◆ The first phase of County Battle is Flag Gameplay. The Attacker should take Flag A, B, C and D.
- ◆ The defender, on the other hand, should prevent the Attacker from taking Flag in the limited time.
- ◆ The second phase of County Battle is Siege Gameplay. The Attacker can launch an attack against the Defender's County once they've taken all Flags.
- ◆ If the Attacker successfully breaks through the Defender's County, then the Guild Lord of the Attacker will be the new

Magistrate.

## Prefecture Battle:



### 1. Event Info

Myth of Empires applied the real administrative system of Han Dynasty into the game. The world consists of hundreds of commanderies. Each commandery consists of some counties.

If the Magistrates are not satisfied with their current territory control, then they can join the Prefecture Battle to take control of the Commandery Capital.

### 2. Event Rules

- 1) Magistrates will be registered for the Prefecture Battle once the Prefecture Battlefield is open.



- 2) The event follows the rule of the Single-elimination tournament. Initially different Magistrate's Guild will be sent to different battlefield randomly. The winner goes to the next round while the loser is kicked out. The final winner will be the Prefecture of the commandery.
- 3) In one single battle, the faction that occupied the enemy's Base Camp first will be the winner. If time is up and neither faction occupied their opponent's Base Camp, then the faction that occupied more Strongholds will be the winner. If two factions occupied the same number of Strongholds, then who killed the most wins. If two factions have the same killing number, then the defender wins.
- 4) As for the case of server error occurred during the battle, if the game time is not over half, then this game will restart. And the serve212r error time will be added as extra time to the battle. If the game time is already over half, then the data of the time when server error happens will be taken as the basis for the outcome of the battle.

### 3. Open Time:

- 1) Prefecture Battle Gameplay is available every two weeks. Battlefield Application starts at Sat. 8 for each time zone. Battlefield opens between Sat.19:00-Sat.23:00 for each



time zone. 1 hour for each round and each battle will have at most 4 rounds. Application and

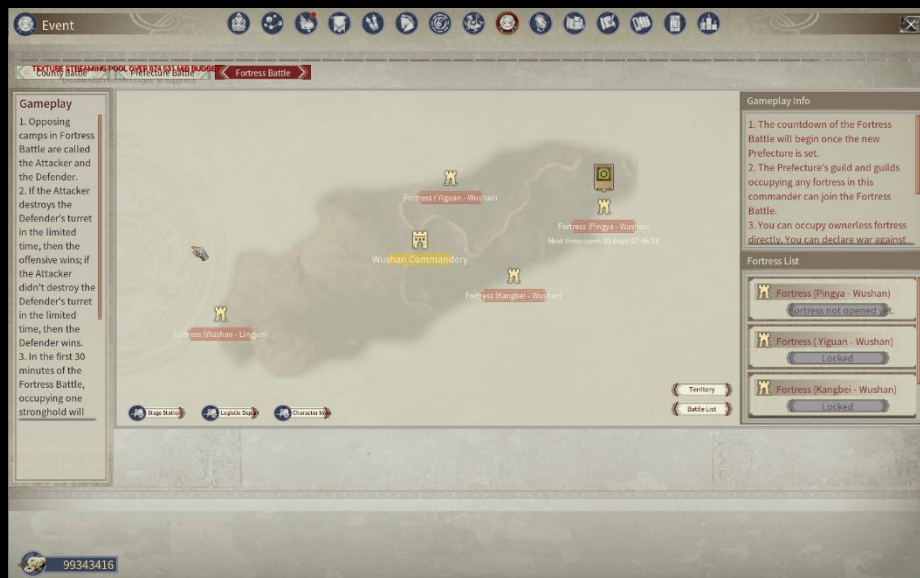
- 2) China Server and Asian Server: GMT+8 Time Zone, Battle Time is from 19:00 to 23:00(Beijing Time)
- 3) EU server: GMT+10 Time Zone, Battle Time is from 21:00-1:00 of the next day.(Beijing Time)
- 4) US Server: UTC-4 Time Zone, Battle Time is from 7:00 to 11:00.(Beijing Time)

#### 4. Reward:

The winner will obtain 500 Honor Points and the loser will obtain 300 Honor Points. (Honor Points will be used to elevate your Nobility. Your Renown Skill will increase the Efficiency of your gaining Honor Points.) The winner's Guild Lord will take the Title of this Commandery's Prefecture. The Prefecture will have these powers.

- 1) Prefecture can set Tax Rate and collect tax from all counties in this commandery.
- 2) Prefecture can offer official titles to Guild Member. Official Title can increase the member's skill proficiency.
- 3) Prefecture's Guild is qualified to join the Fortress Battle.

Fortress Battle:



After the Prefecture Battle, Prefecture's Guild and its Alliance will Start a Fortress Battle to occupy the Fortress.

1. One Fortress can be activated between two adjacent commanderies. The Fortress to other commanderies will keep close until the other commandery opens.
2. When a new commandery opened, then the Countdown till the Fortress opens will begin.
3. The Guild of the Prefecture of your commandery and any Guild that owns any Fortress of your commandery will be qualified to join this commandery's Fortress Battle.
4. If no one in your commandery got the Title of Prefecture after

the countdown timer till Fortress closes finished, then the adjacent commandery's Prefecture can occupy ownerless Fortress of you commandery directly. If there are more than one adjacent commandery's Prefecture vying for the ownership of your commandery's Fortress, then the first come will be first served.

5. After the countdown timer finished, you can join the battlefield through "Event – Fortress Battle"
6. There are 3 steps including "Occupy Fortress", "Apply for Fortress Battle" and "Join the Fortress Battlefield". The first two steps should be operated by the Prefecture. Other member can join the battlefield by themselves after the battlefield opened. "
7. If it's not the time for Battle, then the button shows "Locked".



8. You can click "Occupy" to take the Ownerless Fortress.
9. You can declare war against Fortress owned by the other

Guild, which means you can apply for the Fortress Battle, and the Fortress Owner is set to be the defender.



10. Fortress Battle. The winner will take the ownership of the Fortress.

11. Prefecture's Guild and its Alliance can join the Fortress Battle of this commandery. The Alliance can assign warriors itself. Max player number for each faction in the Fortress Battlefield is 30. (30 vs 30)

12. The first Sunday after the countdown timer till Fortress closes finished is the Fortress Battlefield open day.

13. You can apply for Fortress Battle from Sun. 12 am to 18 pm.

14. Fortress Battle time is from 18:00 to 20:00

15. After the battle is over, this Fortress will come into a cooldown time for 28 days.

16. You can only join the Fortress Battlefield of your commandery. If you want join that of the other commandery, you should



first change your server to the server of the other commandery.

#### Fortress Battle Info:

1. There are two factions in the Fortress Battle: The **Attacker** and the **Defender**. The Fortress Owner is set to be the defender.
2. You can carry your items in the inventory to join the battlefield. You can deliver supplies via Guild Logistic Department and retrieve it when you joined the battlefield. You should retrieve your supplies in time as the Guild Logistic Department can only keep your supplier for 48 hours at most.
3. If the attacker destroyed the defender's turrets in the limited time then the attacker wins. Otherwise, the defender wins.
4. The set time for Fortress Battle is 30 minutes. The Attacker can gain 20 minutes of combat every time they occupied a point. There are 3 points, which means the total length of Fortress Battlefield is at most 90 minutes.
5. You can quit during the battle and join the other Fortress Battlefield.
6. Whether you win or lose, the combatant will get some rewards while the winner will obtain the Fortress' Ownership.

## Fortress Reward:

- The Alliance Leader can give the Fortress Ownership to any Guild Lord of the Alliance, then the Guild Lord will take the responsibility to guard the Fortress. The Alliance Leader will still own the territory.
- Guild Lord occupying all Fortresses of any commandery will become the Inspector and obtain the Inspector Tax Reward.



## Merchant

You can see Merchant in each stronghold, click [E] to start a conversation with the Merchant and you can choose to buy or sell products. You can gain a margin from buying and selling, thus earning a lot of copper coins.



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Buying Status:



Selling Status:



# Nobility Panel



You can see your Title of Nobility here

- ◆ All players can get a title of nobility if they meet the requirements. As for titles below the Township Marquis, you can obtain the Title if you get enough copper coins and renown points.
- ◆ From Township Marquis on, besides copper coins and renown points, you should also meet the requirement of the Guild Lord's assigned Title to obtain the nobility.

**Current Attributes :** Your attributes gained through current Nobility.

**Preview Attributes:** Attributes that you can gain when you obtain The related Nobility.