

As I currently run the game on PS5, I will be using the ps control scheme when referring to moves/actions/etc.

Difficulty - Historian

Battle Assistance - none

Army of one special effects - off

Defeated Soldiers - Disappear

If something seems unclear, please feel free to ask questions, or refer to vods of runs.

Prologue

From a standing start, use an evade to get to top running speed immediately. Run through everything until you get to the cutscene(skip).

When it comes to the actual fight at the gate, clear out soldiers as quickly as possible, L1 + strong attack being a good tool for this. Use Musou as soon as it's available.

When the game gives you control of Guan Yu, immediately activate war god rage (L3 + R3) and then use musou right away to spend all of the meter and hand control back over to our character.

Once the captain shows up, you can get one or two light hits in before needing to parry, depending on their attack animation. Can just wait away at them until they're defeated, and ideally not using the Assault from breaking their fortitude as the animation can take longer than necessary.

In the cutscene after the fight, can only fast forward(R3) until the name input, after which you can skip the rest of the cutscene. Can't skip through the intro credits movie, so take a hard earned break now that the prologue is done.

Chapter 1

The training with Zhang Fei:

For the light attacks, it's ideal to do 3 lights, evade cancel after the third hit, and then do another 3 hits.

Just the standard Strong attack three times.

When it's his turn to attack, he can sometimes take a little bit longer to start attacking, shuffling to a point in the arena before swinging. Just stand still and hold block and he should do the attacks reasonably quickly once he's started.

For the evades, it's ideal to back away from him as it seems he requires a certain amount of distance to start his attack. Once the attack starts up, move forward a bit before evading so you don't just put your back to the wall and end up relying on Zhang Fei to create the space.

At the point where you can start dealing damage to Zhang Fei, Strong#3(Square,Square,Triangle) and battle arts(R1 + Triangle) are great at chewing through his fortitude. After two fort break + Assaults, they should be below 50% health. Stop attacking them and they should get through the rest of their scripted actions.

Right before the first battle, if doing a category that goes beyond chapter one, interact with the waymark. (You Province)

Battle of Guangyang:

Ignore the initial group of enemies and head straight for Gao Sheng. Dropping this officer's health below 50% will open up the main base. Don't need to stick around to defeat them, just needed the damage on them and can move on to the main base.

On the way to the enemy base, hug the right wall to avoid a mini cutscene highlighting the rest of the allied forces on the other side of the stage.

When possible, try to ensure that your first damage against a commander or level boss is with either a battle art, musou attack, a parry, or to hit them with a horse charge. This saves a couple seconds by avoiding an extra animation.

Skirmishes!! Also the start of spear usage.

For the skirmish needing 100ko - dash light attack into charged strong attack into groups of enemies. The two charged strikes should be able to get the 100kos.

After the first skirmish you should get enough skill points for a single upgrade - get Attack Amp. Over the course of the run, especially later into chapter two and beyond, skill point acquisition

isn't entirely consistent due to a variety of factors, but try to follow the order of skills obtained as you get enough points.

For dealing with officers, focus on the strong attacks, especially the triple strong flurry as that does the most damage.

Overworld movement leading to the next stage:

If running the single chapter category, only need to interact with the Ji Province waymark.

If going beyond chapter one, activate Ji and Yu Province Waymarks (ignore the yan province one) turns out Wei wants the yan province waymark, not Wu/Shu though.

Also pick up any coins or pyroxene that are conveniently on the path. Will need a few coins paired with a reward later to get to 5 for the 1000g from the retreat in Ch.2, and the pyroxene will be used to craft gems in Ch.2 thanks to Zhang Fei.

Battle of Yingchuan

Over the course of the stage, try to get to 500ko + extra proficiency level.

—

defeat first officer and then open the gate

rush through the base to get the other side open, can swing a battle art into the pack while waiting for it to open.

run up the path and into the side area with the ladder to get the cutscene early and skip dialogue from Guan Yu/Zhang Fei

After the 'special eyes' tutorial, run back to the ladder to take care of the censor.

run past everything into the next base and the ladders at the back of it.

find a path through the tornados to dispel the wind.

take out officer + enough soldiers to ensure cao caos forces reach the gate.

wait for cao caos forces to enter the base first so they take the aggro to give you space to walk around and open the next gate.

After taking out the main boss, try and get the rest of the kos + proficiency off the weakened soldiers, there's more in the previous section if you need more.

Side mission for Tiger Amulet + Training missions

- Need 100 kos with strong attacks(best to use L1+Strong) and battle arts.
- Go after the left pack, using mostly strong and ba until it thins out(usually around 140-150kos)
- Head for the central pack, the officer can be largely ignored
- keep an eye out for the interruptible attacks and use battle art to do so(3rd training mission)
- Should ideally complete all three training missions here, but if not, can finish it either during wan castle or guanzong.

Skill to get:

- Health increase
- Chain evasion
- Attack Amp - Should be able to get this at this point if you completed all trainings. If not, can pick it up at the end of the next stage

Battle of Wan Castle

- Take the left path to help Liu Bei and his forces get to the wall. Skip the first two officers as your allies can take care of them and catch up as you progress.
- Defeat the third officer and move on. Take out the two pairs of officers, one group at the north-western base, the second in front of the castle wall to start bringing the laddermen to the wall.
- once inside the castle. approach the sensor that's in the south-western part of the castle. It will be inactive at first, but by approaching it it will cause Zhang Liang to start the sorcery, making the sensors interactable.
- After breaking the first sensor, go to the main gate and open it for Sun Jian's forces.
- Go to the second sensor in the north-eastern portion of the castle. Break it.
- Go to the gate leading to Zhang Liang and wait for Sun Jian to join you to help knock it down.
- Defeat Zhang Liang - focus on bringing down his fortitude, as they have a rather generous execute range. Assault follow up attack can execute from around 50% hp, look for the icon to become orange to ensure that it is the execute.

After the Battle of Wan Castle, talk to Huang Gai twice: once for story progression, another to get the trainings from him. Talk to the trader to get the horse, then fast travel to the Ji Province waymark to continue.

Battle of Guanzong

- Get on the horse and rush to the enemy main base / large force.
- veer to the left to fight Zhou Cang to get the Gauntlets from him.
- Equip them immediately and then rush to Zhang Jiao

- Try to complete two of the Huang Gai trainings throughout this level(fort break + follow up | kos with battle arts)
- Ideally get to around 1100 kos by the end of the stage

Skills:

- Endurance Boost: Spur On

Next page - Adept Rank

- Increase Health
- Attack Amp - If you got all the Kos + trainings done, you should have just enough to get this. If not, can get at the end of the next stage.

After heading into the mountains to talk with Zhang Jiao, interact with Dong Zhuo twice: once for the bond event, second time to get trainings(Dismantle a large force - Musou KOs - Bases taken. These three will complete naturally) - Not necessary if only doing Chapter 1.

Final Battle against the Yellow Turbans

- Take a left from the starting location, following the path of Sun Jian's forces.
- Upon reaching the base in the centre of the stage, open the northern gate and continue north.
- There's some short ladders, go up them and there will be bridges in front of you, one of which leads directly to the enemy main base.
- Ignore Zhang Jiao, focus on Zhang Bao.
- Try to get as much damage onto them as you can before they disappear thanks to the sorcery.
- Take out the sensor keeping them hidden, revealing Zhang Bao again, retaining all the damage that they took prior to the disappearing act.
- Finish off Zhang Bao to complete the stage.
- Should be able to get to 300 kos throughout the fight with Zhang Bao with collateral, and also during the post fight end screen before the fade to white.

Zhang Jiao Fight!

- Continue using the gauntlets for the fight, and try to focus on dealing damage and shredding fortitude.
- Ideally you can get two fort break + assaults before the skippable cutscene into war god rage.
- Once War God Rage is active, try to get Zhang Jiao's fortitude to around 3.5-4 bars before unleashing the musou, ending the rage mode early and triggering the start of the next phase.
- Coming into phase two, Zhang Jiao should be low on fortitude but not fully depleted.
- Try to time the final break on the fortitude right as the dialogue line from Liu Bei "Wanderer, are you alright?" completes. Stone Strike Blast(Gauntlets Battle Art - R1+□) is the best tool to use for this as it delays the second hit enough to get the break throughout the cutscene. This should have Zhang Jiao vulnerable right as the cutscene plays.
- Right out of the cutscene Zhang Jiao should start the 'Thunderous Tempest' tactic:

- If they do this while still vulnerable, you can use the assault to knock them out of the invulnerable state that the tempest will put him in.

- If you were able to knock Zhang Jiao out of the invulnerable state, you should be able to finish him off without having to worry about any additional tempests. Just focus on shredding fort with strong attacks, battle arts, and musou attacks.

If you were unable to get the timing to break Zhang Jiao, withdraw and restart, as there's a checkpoint right at the start of the second phase with Zhang Jiao at the same fortitude so you can give it another go. It is quicker and less painful to try and get the skip again than it is to deal with the tempest as intended.

Should get enough skill points from the previous stages to get the perfect evade upgrade at this point, if not, ensure you can get it as soon as possible. It's important to have for refilling bravery.

Chapter Two

At the start of the chapter, only read the letter from Liu Bei to get the next stage started. Other letters will be read later.

Suppression of You Province

- Don't take Guan Yu as a companion, as him being with you can screw up some timings.
- Still using the gauntlets, defeat Pufulu and then rush ahead to the next base.
- Allow Supuyan to retreat, defeat the Wise Wuhuan General in the base. Use the battle art 'Stone Strike Blast' (R1+□) on the pack of enemies spawning in to help take the base.
- Rush ahead to the summit, defeating the Wise Wuhuan General along the way. This officer will drop the next weapon type(Wheels), equip them immediately.

As you make your way to the summit, Guan Yu and your allies will by this point have taken the bases you left behind and started to catch up with you. As they make their way up, Zhang Ju will try and retreat to the base to the west of them. The Western Base that Zhang Chun(one of the stage commanders) is in cannot be opened by yourself or by any allies, and if you miss the timing will need to loop all the way around the south of the map to catch them.

- Once in the base, focus down Zhang Chun. He has a rather generous execute range.
- As you are fighting him, Zhang Ju will have entered the base and closed the door behind him, so you'll need to reopen it after the fight.
- After defeating Zhang Chun, he will have a line of dialogue: "Curses ... in the end, establishing our own nation was nothing but an impossible dream ... ". Interact with the gate right as the audio of this line is ending as a cutscene will immediately play, and the vulnerable state of the gate opening animation will run out throughout the cutscene, making the gate significantly more consistent to open even if there's a lot of enemies around.

- Chase down Qiuliju and defeat him to complete the stage.

This should be the latest you should be getting the skill 'Perfect Evade'

After You Province, talk to Zhang Fei and Guan Yu to get their trainings, then travel by horse to the inn. Fast travel to Ji province then head to the mountains to meet with our doctor(Yuanhua).

After cutscenes, fast travel back to You province, interact with the waymark to get the bonus coins, pyroxene, and horse. Talk with the innkeeper, then interact with the town:

- Buy weapon -> Grade two spear -> equip

- Shop -> strength pills x2

Enter the inn and read letters:

- Huang Gai letter for Suppression of Jing stage

- Dong Zhuo for Suppression of Liang Stage

- Letter with "Gratitude" in the message to get 500g

- Zhang Fei letter to unlock gem crafting.

Gem crafting we only want to interact with the one time, not really worth the time investment. Doing it at this point, you should have between 8-12 pyroxene to spent and will have a good chance to get the Oblivion Orb. The range is more widely useful, but if by some unfortunate luck you dont end up with one, any of the other gems are fine to use, just need to play into it a little more(parries or airborne enemies)

After leaving the Inn, go to your equipment, equip the Gem, the new horse, and the strength pills, then fast travel to the Yu province waymark then head west to the Suppression of Liang(no need to interact with any waymarks or cities along the way. Also dont need any more pyroxene nor coins.)

Suppression of Liang Province

- Using the Spear for this stage to level it up and also complete trainings(KOs with Battle Arts - KOs with charged strong attacks - KOs with triple strong flurry)

- Rush to the base to the immediate north east, take it while focusing on completing the trainings

- Once base is taken, use the moment where the enemies are demoralised to farm battle art kos(not the strongest of moves, but we make do). When theyre all gone, head to the base thats in the centre of the map. Same plan, take it while focusing the trainings.

By taking the two bases, the enemy main base will open up for you, so once the second base has been taken, rush to the enemy base, and as you wait, farm on the enemies just outside it.

- When it opens, rush the commander, and if theres still some kos needed for the trainings, can take care of those here. If the battle art kos are the most needed, can use War God Rage to refill bravery + get free uses of it until the end of the rage.

- The three Spears based trainings should be done by the end of the stage, others can be completed incidentally taken care of throughout the next levels

Skills to get at this point:

- Greater Gratification
- Increase Health
- Attack Amp

Hold onto any excess skill points to use once the next rank is unlocked. If not enough points to get the attack amp, will still have a few stages before needing to start getting skills from the next rank.

After Liang, re-equip the Wheels, fast travel back to the Yu waymark, then head south across the water to get to Huang Gai and the next stage.

Suppression of Jing Province

- Choose Huang Gai as your companion - his starting location is more towards the centre exit of your main base.
- There's an ambush as soon as you exit your base, and there should be a small animation that halts you for a few seconds, but its possible to skip it
- As you start, get on the horse but dont dash right away, just Spur On the horse until you leave the base via the exit right in front. Hug the left wall, and just as you get to the soldiers, use the horse dash, and this should get you right past the trigger. It's not a problem if the timing is missed, its only a few seconds.
- From here, make a direct line to the enemy main camp, and defeat Ou Xing.

After stage, talk to Sun Shang Xiang and Gan Ning(twice) to get trainings. Fast travel all the way back up to You Province, follow the quest markers to get to the Shui Jing Retreat where we can use the coins we've picked up to claim the first and only relevant reward(1000g).

After handing in the coins, go back to the inn, read the letter to open the next stage, and fast travel to Ji. Before starting the next stage, interact with the nearby city and buy the maximum amount of strength pills.

Suppression of the White Wave Bandits

- One of the few stages where its possible for it to be failed by having the allied commander perish. Only really a problem if horrendously stalled out in the base of the first enemy commander.
- From the start, rush to the base in the top right of the stage, there's the path at the far east that loops around to the back of said base.
- Upon jumping down into the base, rush to the gate and try and open it before the enemies aggro to you. If you do get hit out of it, ignore the gate and just head to the commander(Hu Cai).

- Ideally take the fight with Hu Cai far enough away from the gate to draw the attention of the regular soldiers away and give yourself some space to try and open it after the fight.
- Using the Wheels, get KO's using strong attacks and battle arts(triple tempest ideally) to complete the SSX trainings.
- Once Hu Cai is defeated, make way to the other two commanders and the large force. If you weren't able to open the gate immediately, try to use the space post fight to open, or can use musou to create some space.
- Han Xian and Li Yue are the two targets, but focus Han Xian first as they're the one in charge of the large force and defeating them disbands the force and makes everything else easier to defeat.
- If possible, defeat the two as close together as possible so that stage completes before you pick up the podao and are forced to watch the intro clip for it. Don't need to divert damage to Li Yue to make it happen, just need to make sure that they're close enough that you can take care of them one after another.
- Should also be able to get over 1000kos in the post fight state.

After stage is complete, equip Podao and follow quest markers to next stage.

Protection of Wang Yun

- With the Podao, you'll want to be using the battle art 'Sea of Flames(SoF)' as it does it all: it deals good damage to both regular soldiers and officers, its AoE is great for dealing with multiple things at once, it can shred through fortitude, and it interrupts the special interruptible attacks.
- Can use SoF on the first solo officer, but while they're burning, try get a parry/dodge to get enough bravery for another SoF on the following pack. It's a pack of 5 officers which SoF is great at dealing with. Can go for assaults on broken officers due to the animation being much shorter on generically named officers.
- After clearing the pack of officers, rush to the three assassin locations in the town. Tag the bottom left, tag the top left, and then drag them to where the third is on the right side of town. Doing this quick enough, you can get all three in the back alley where the third is location for good AoE, but also to avoid Diao Chan and Wang Yun from getting drawn into the fight so they can get to the rest location in town. Try to focus on parries for the Gan Ning training.
- Once the three assassins are defeated, exit the town via the east gate and go up the ladder to the ridge to the right. Loop back around to activate two new assassins and deal with those.
- At this point you should be getting a proficiency upgrade on the podao at which point you can use the charged strong attacks much more conveniently. (Light->Strong-hold->evade into things to charge levels->release is the most common use)
- In the next fort, take care of the last assassin, using no bravery. Try to ensure you have max bravery and rage available heading into the last ambush.
- Wait at the final fort until Wang Yun get drawn to it by the soldiers message.
- When the ambush units start pouring into the base, pop the strength pill, set down two SoF, and as you have the named officers burning, pop the War God Rage. They will still take damage from the SoF as the WGR animation is playing out.

- Use the free battles arts to set down some more SoF, use the true musou and assaults to clear out the officers to complete the stage

Once in the capital, the next stage will become available immediately. Interact with Luoyang in front of you right away, and buy the max amount of strength pills. Talk to Xiahou Dun to get more trainings and then enter the next stage.

Rebellion of the Ten Attendants

Note: the route for this stage is consistent, but does have a moment towards the end that has us waiting for Cao Cao to defeat the last of the attendants. At the moment there aren't any new ideas regarding routing for this stage but it does feel like there should be some faster ways to route this that I'm just not thinking about just yet.

We'll want to be using the podao throughout the entire stage, and focusing on kos with battle arts (pretty much only sea of flames), and the charged strong attacks, which are much nicer to incorporate with the evade while they're being held instantly powering them up.

- Take out the first attendant and head into the building to wait for the cutscene to skip. Once skipped, head through the secret passage into the castle grounds proper. Can ignore the next officer and go ahead to break the gate to the palace (northernmost point of the map).
- As you walk into the palace, keep an eye on the minimap. The enemies on it will disappear as you step through the gate, at which point you can leave and head directly south to the next gate to open.
- Upon opening the gate, use the strength pill and defeat the Defender Captain to help speed up Cao Cao's progress. No need to spend bravery on this one, charged strong attacks are more than enough.
- Guo Sheng is a little south from where the Defender is, just down a couple flights of steps. Use SoF against him, he is rather durable, and the main reason for the use of the strength pill.
- When he's defeated, head east to meet up with Yuan Shu's forces. Duan Gui is the attendant in this pack, He Miao can be ignored. After Duan Gui, head north through the building to get to Cao Jie, the next attendant.
- After Cao Jie, rush to the secret passage to get to the locked treasure room with Xia Yun. After defeating Xia Yun, take the other secret exit to head to the southernmost part of the stage.
- Because of dialogue timing it is slightly faster to go after Zhao Zhong in the dungeons/prisons and then Jian Shao afterwards. With Jian Shao, can wait a little for the morale drop to make their health bar much smaller and easier to take out.
- After these two, head to the building with Hou Lan and fight him. Can use rage here to get the kos for Xiahou Dun's training, the extra skill points can get you enough for an extra attack boost heading into Hu Lao.
- Can head towards Cao Cao and the final attendant, and either Cao Cao takes care of them before you get there, or you get there and can help finish them off.

It is possible to get the next rank for the next page of skills here, but much more likely during the next stage where multiple new weapons will accelerate the levelling.

Expert Rank Skills to get(should be able to get them all by the end of the chapter.):

- Attack Amp+
- Increase Health
- Extreme Musou Attacks
- Endurance Boost: Attack
- Attack Amp+

Not much going on between stages, just a lot of dialogue to skip through.

Assassination of Dong Zhuo

- Need to clear enough of the officers along the way so that Lu Bu doesn't catch up to Cao Cao.
- Also still using the Podao for the first portion of this stage.

- From the starting spot, immediately rush out of the throne room, past the Mighty Dong Zhuo General to Hu Feng. Ideally the general will chase after you so you can get both of them together, but the focus should be on Hu Feng.

- After defeating both of them, can move on south, to the gate with the 4 general in front of it: Zhang Liao, Li Meng, Brave/Mighty Dong Zhuo General. Use the strength pill here, and try to put more focus on Zhang Liao and Li Meng, the others can be taken out with collateral damage through SoF and assaults. In taking out all these, you will obtain two new weapons, the Staff and the Twin Pikes.

- Only after defeating all the generals, equip the Twin Pikes to use for the rest of the stage and move on pass through the gate to go further south.

- Use the twin pikes' continuous strong strikes to deal with the greatshields then rush to kick the door down.

- In the final building with the escape right, can go to the far corner of the ground floor(very south westernmost point of the map) to get around the first row of greatshields.

- In the very final room with Gao Shun, can stand up against the first row of greatshields and use a musou to clear through both rows of shields. Afterwards just focus Gao Shun, as once he's defeated, the escape route will open up and Cao Cao will rush to it.

After the escape, can switch over to the staff for the rest of the chapter(Sishui and Hulao) and skip through all the dialogue to get to the next stage.

Battle of Sishui Gate

Xiahou Dun is the default choice as companion and is the one to go with.

With the staff, the battle art 'Brutal Barrage' is how you will be doing the bulk of your damage, both to

- There's a clear path into the enemy main base. Go via the northernmost base so you can keep as far away from Hua Xiong as you can while dealing with Li Jue first.
- Want to keep away from Hua Xiong enough so that once you take out Li Jue, the voice line "Is there no one who can face the mighty Hua Xiong?" plays and immediately leads to the duel.
- Duelling Hua Xiong and playing the tug-o-war is quicker than having to deal with the whole health bar. Ensuring that the duel happens after Li Jue is so that you don't get kicked out to the front of the force, away from Li Jue.
- Win the duel which will complete the stage, then while waiting for the white screen, use the running continuous attack with the staff to farm kos.

Battle of Hu Lao Gate

I start with Huang Gai as companion - haven't fully tested all the other companion starting locations but his path to the enemy main base seems the cleanest.

- Only waiting is done at the very start, for the gate to be knocked down. Apart from that, it's a clean run through to the enemy base.
- Use mounted charges to get through the first large enemy force.
- At Lu Bu, the first row of greatshields can sometimes have a break in the line, at the very front left. Would need to jump to get over the pots, but even if the shield gets there in time to block, still just get through the greatshields normally, and hope that Lu Bu doesn't become too much of a pain.
- At this point there's 4 rows of greatshields between us and Dong Zhuo. The second one (the one before the stairs) has a gap at the far left, but the rest have to be taken down manually.
- Fighting Dong Zhuo himself isn't too complicated, just keep brutally barraging him as you get the bravery. The difficulty can come from the extra generals that are around him that can interrupt you a lot. Can also use their aggression to get perfect dodges to refill bravery and get more battle arts out.

Closing out the chapter is as simple as skipping through a bunch of cutscenes/dialogue.

Chapter Three - Wu Route

At the start of the chapter, read the letter from Sima Hui and then immediately leave. Go to the retreat, skip the cutscene revealing Pang Tong, and then leave and go back to Ji, refill on strength pills and go to the Inn.

You only need to read the letter from Sun Jian, the others, even though they will continue to have the important quest marker on them, are not required reading. After reading Sun Jian's letter, leave.

Equip the twin pikes that you got from defeating Dong Zhuo, use the fast travel to Yu and follow the quest markers to the next stage.

Assault on Nanyang

No need to change companion, Huang Gai can come with you, and when possible, try to get a battle art chain(the blue line) for the training.

- The stage is just trying to get through a whole bunch of gates, the first your allies can take care of. In the first base, defeat Xiang Lang and then open the gate, your allies can clean up the rest.
- Rush to the Liu Biao Lieutenant and take them out to open enough space for your guards to open the next door. Can help to get a lot of the regular soldiers at the same time. Cheer up horse while waiting so you can mounted charge as much as possible.
- Can ignore everything in the next base, rush straight for the gate and open it on your own.
- On the way to the next base, wait on the mounted charges. There's two rows of soldiers with shields, there's a gap in the first row, go through and use the charge as you're approaching the second. This can carry you all the way to the next door that you have your guards take down. You should be far enough away from the nearby enemies to get it down uncontested, but it's always a good idea to keep an eye out on their movements towards your guards.
- Again you can ignore everything in this base and open the next gate on your own.
- After this base there's the eventual waves of greatshields to get through. Strong attacks and battle arts are good tools for getting through them.
- After the greatshields rush to the southwestern base, ignoring all soldiers/generals/etc and open the gate. At this point there's nothing between you and Liu Biao.
- When approaching Liu Biao's large force, come in from the side to get around the row of greatshields. Use the strength pill as you approach. The block+strong continuous attack with the pikes is good against Liu Biao as it will also get you a lot of kos.
- Use rage for damage, to get a lot of kos, and to complete the training we picked up earlier. Should be able to get to 1000 kos by the end of the stage

From this point on, the weapon to use will differ from run to run. There will be some moments where we want to use specific weapons either for proficiency or trainings, but outside of those, use the strongest weapon that you have that is also comfortable to use. A relevantly levelled Podao will always be the first choice, but beyond that, the Wheels, Staff, and Twin Pikes are fine to use as well.

If you have a grade three podao at this stage, equip that, but if not, the twin pikes are still good. You should've unlocked the Roaring Maelstrom battle art for it by this point(Proficiency lv.4), equip that and then fast travel back to Yu to get to the next stage.

Siege of Fan Castle

Select Sun Shang Xiang as the companion, as we want the quickest path to the southern base.

- Right away rush to said base. We don't need to take it completely, just clear things a bit to ensure that Han Dang can take it and hold it on his own. Take out Huang She, then leave heading north. There will be a Mighty Liu Biao General that will approach the base to defend it, and a Brave Liu Biao General a little further out that will approach, take them both out.
- After the two generals, get to the base at the Northeastern point of the map. Entering this base will cause a lot of enemies to close in on it, so you need to be quick in taking this base. Use the strength pill here.
- Focus on Su Fei while the two nearby generals enter the base. Ideally you can take out Su Fei, the two generals, and take the base before any additional generals can enter and reinforce the base.
- The two generals have a generous execute range so chewing through fortitude is a good way to deal with them. And at this point you should have rage available, can use this to clear the last of the generals and/or the rest of the soldiers necessary to take the base.
- Even if extra generals come to reinforce, we still need the base to progress, so just power through them.
- Once the two bases have been taken, Zhou Yu will signal the fire attack on the castle. In this time, can farm up some resources on the generals that were trying to defend the base + Chen Jiu. Try to use as little bravery in this time, and as the Sun Jian line "Hm, Zhou Yu has done well. Let us advance!" comes up, make way to the gate as it will open after an extra popup.
- When the gates open, rush straight ahead and accept the duel that Lu Gong will offer. Not only is it often quicker to get the ko from a duel rather than open combat, the demoralising effect on the surrounding soldiers helps us to open the nearby gate to Huang Zu.
- Fight Huang Zu with best weapon available.

Nothing extra to do in between this and the next stage, just skip the few conversations and then take the boat over the river to the next stage.

Battle of Xiangyang

No companion, no worries. The fastest method of completing this stage is the 'True Ending' version which requires us to save Sun Jian, but the uber Zhang Jiao that shows up is unrealistic to defeat at a New Game power level, so for New Game, we instead go and defeat Liu Biao. Even though after Sun Jian dies the stage objective changes in the pause screen, defeating Liu Biao will still count as a stage complete trigger. "Oh I guess that was always a possibility."

Again, in terms of weapons for this stage, go with what is most powerful in your inventory + is comfortable to use. Ideally things like the Podao, Wheels, Staff, Twin Pikes, are what would be ideal.

In order for us to get to Liu Biao, the overall plan for the stage is to clear the path to the castle of all generals so that Sun Ce and the main force can help clear the front of the castle so that your

guards can knock it down in peace. Knocking down the front door takes a considerable amount of time, so ensuring that there's no enemies around is quite important.

- From the start, instead of going directly ahead, veer off the left, there's a little island that you can use as a stepping stone to get across the river without having to get off your horse.
- As soon as you get across the river defeat Xiang Lang and go north a little bit. Cai He is just beyond the small bridge, and will try and create a pincer attack once the rest of your forces cross the river, so take care of him before he gets the chance.
- After Cai He, head back south and follow the path to the ambush location with the two generals, Li Yan and Yi Ji. Use the strength pill here, focus on the generals, and then move on. Cai Mao will be making his way along the path towards you, defeat them as well. Pang Ji will be in front of the next base, take them out as well to clear the area so your guards can knock the door down.
- In the base, focus Wang Cao with the rest of the strength pill. He can be annoyingly elusive, with a lot of dodging and running away, keep on top of him. Once he's down, the Mighty Liu Biao General isn't too much of a problem. By the time these two are down, Sun Ce and the rest of our allies should be catching up so no need to focus on taking the base, can just move on instead.
- As we leave the base heading towards the castle, there will be the tutorial for the tactics and dramatic successes. Use the volley and the dramatic success will drop Zhang Yun's morale, making it easier to defeat them.
- After defeating Zhang Yun, get on your horse and rush through the large group of enemies to focus on Han Song
- The other generals around him can be dealt with with collateral damage, but the focus should be ideally on Han Song, and also Wen Pin as they come in from the side. Use rage here to help out.
- By the time Han Song and Wen Pin have been defeated, the allies should've caught up and helped to take out the last of the forces that are in front of the castle. At this point you should have enough space to be able to get your guards working on the castle gate. Be careful for any red indicators popping up at your feet from some leftover archer towers. It's very easy to accidentally draw some enemy attacks onto your guards.
- At some point between the start of the guards battering down the gate and fighting/defeating Liu Biao, Huang Gai will reach Sun Jian. There is no way to defeat Liu Biao fast enough to 'save' Sun Jian, all it will do is speed up Huang Gai's in getting to Sun Jian.
- After the gate is down, rush Liu Biao and take him out. If fast enough to get the Sun Jian death cutscene as you're fighting him, there's a bunch of dialogue from Sun Ce and Zhou Yu that needs to play out before the Liu Biao dialogue of him retreating will be able to play and count as the stage completion.

After Xiangyang the game will put us all the way back in You Province in the north. Fast travel to Ji to get to the village again where after some cutscenes, an extra skill node is unlocked, which is an extra bravery point, take it!

Ignore the 'important' letters in the inn, fast travel back down to Yu province and on the way to the quest marker, talk with Sun Ce to get some more trainings. After interacting with Jiangxia, selecting yes to the dialogue and reading the letter from Huang Gai. Interact with the city again and refill on strength pills.

At the next quest marker(The Battle of Xiaopei flag), go a little beyond it and activate the waymark. Then interact with the flag to get into the next stage.

Battle of Xiaopei

Quite simple and straightforward stage. No need to interact with the companions, SSX is fine to come along.

- Rush directly to the enemy main base. Even though theres enemies near the door to the main base, it only takes a few hits from the ram.
- Possible to rush past them, set up your guards, and keep them protected enough to get the door open. If they get interrupted, get rid of the nearby generals, clear some space, and try again.
- Once the door is open, fight Liu Bei. If you are quick enough, it is possible to take him down before they have the opportunity to go into rage mode.
- Defeating Liu Bei will give you the Lance.

After the stage, equip the Lance, to be used for just a single stage. Because a lot of the power of the weapon is gated behind absorbing attacks, requiring enemies to attack you with moves that also won't stagger you, the Lance can be quite inconsistent. We still need to get some proficiency onto the weapon, so using it a bit is needed. Fortunately, Lujiang on its own gets it enough proficiency to keep up with the rest.

Follow the quest markers to get to the next stage.

Battle of Lujiang

Instead of completing this stage as intended, it is quicker to assault the front, clear an entire large force, spend about half a minute knocking down a gate, and going after the commander. Also, to help our allies, take no companion so SSX can help, as well as stop the enemies from splitting aggro around us.

- From the starting position, rush up the centre of the stage, past Lu Jun's force and into the central base. By entering the base, Lu Jun will bring his entire force back to defend the base, we need to take out everything to make enough space for our guards.
- Use the strength pill here and attack the generals that are in the base while waiting for Lu Jun to get back to the base, then shift focus onto specifically Lu Jun. Taking out Lu Jun first will make taking out the rest much easier thanks to the breaking of the large force. Rage helps a lot here.

- Once Lu Jun, the force, and all the other generals are defeated and the base is taken, make sure that there aren't any stragglers hanging around as they can interrupt the guards as they try and take down the front gate.
- After getting through the gate, take out the Lu Kang Strategist in front of the next door to clear space for your guards. Once through, focus down Lu Kang.

Should be kitting Master Rank with another page of skills to go with it. Won't be able to get all the skills needed from this page until later into Chapter 4, but the skills to get are:

- Attack Amp+
- Defence Fort+
- Meat Bun Glutton
- Arrow Arbiter
- Bolstered Bravery
- Attack Amp+
- Increase Health+
- Accessories Artisan - This is the important one, to allow us to equip both Tiger Fangs for extra attack.

After the stage, follow the quest marker to talk to Sun Ce. After skipping through the cutscenes, the next stage will become available, but don't go to it just yet. Before starting the next stage, there's the side mission with the Ethereal Tiger Fang as a reward becomes available as well, and is also nearby.

Head East to get to the side mission. During the side mission is also an opportunity to complete all the remaining trainings from SSX, Gan Ning, and Sun Ce. Start by using the strongest set of gauntlets that are in the inventory. If nothing beyond the grade 2 gauntlets dropped, use the strength pill to cover the lower damage output.

The goal with the gauntlets is to get KOs with battle arts (Gan Ning and Sun Ce), and also with Light attacks out of a stance (Sun Ce). After getting the three, switch over to the best sword available and use the specific strong attacks: Strong from an Evade, and Strong + Block. Once those two trainings are complete, go back to using the best possible weapon in the inventory (podao etc) and complete the mission.

Once completed, equip the Ethereal Tiger Fang and make way across the water to the next stage.

Escape from Danyang

At the moment there's not as much consistency in how this stage plays out, with the variance spanning several minutes.

- From the start, rush ahead, ignoring all enemies, and dodging the logs. Before going up the second ladder, fight Ji Ling as he will drop the last of the weapon types(Crescent Blade), equip immediately.
- Make way through the stage, again ignoring everything. When approaching the river, get in from the far left of it. There's a rock that you can use to jump from the horse to get further ahead in the water and reduce the amount of time you spend in it. It also helps in keeping the wooden barriers between you and the arbalests.
- Try and maintain some mounted charges for timing the use in between the volleys to get into the base.

Here is where a lot of the pain and inconsistency comes into play - It is possible to rush past all the enemies in the base, set up your guards on the door, back away from them to avoid dragging aggro to them, and have the door down without having to fight anyone.

The much more common occurrence is that the guards will get interrupted, and you do not have the time and space to get them set up again. In this instance, you just have to fight through the base, which in and of itself can be rough based on the activity of the arbalests.

- Try to bring the enemy generals to one of the corners so there's at least some of the arbalests that won't be able to interrupt. Use a strength pill here to help.
- The Bursting Wave Slash battle art of the Crescent Blade is going to be your friend in this fight. It will do considerable damage to everything in its path, and break a lot of the smaller health bar generals. Using assaults here is good to confirm the kOs, get some collateral damage going around, and also to avoid the arbalests knocking you around.
- This section can be what takes several minutes depending on how often you get bounced around, and also because some of the enemy ai gets a little wonky, going off into odd parts of the base and forcing you to chase them down.
- Also keep in mind that sometimes if there are too many generals around, which will likely happen as everything in the stage is chasing you down, some of them won't come up as targetable, or even have their title above their head. In this case, you just need to pick them out by recognising the character model.
- Once the base is finally taken, there should be no problem in getting guards to knock down the next door, leading to the final part of the stage.
- Take out the three important targets to complete the stage and close out the chapter.

The amount of KOs that is common in this stage, even if you're able to get through the gate immediately, helps a lot in getting the crescent blade kickstarted with its proficiency, catching up to a lot of the other weapons. We still want to be using the blade for the first stage of the next chapter so keep it equipped.

Once out of the stage, read the letter and then talk to Sun Ce. Remember to manually mash through the dialogue with Sun Ce and accept the request to join Wu. If you do the start->skip, you have to do it again because you didn't end up accepting. This scene ends the chapter.

Chapter Four

At the start of the chapter, talk to SSX, skip the bond event, and then talk to her again for more trainings. Then talk to Sun Ce for more trainings, and then talk to Huang Gai, skip the event to get to the next stage.

Battle of Niuzhu

Because of the trainings that were just picked up, the Crescent Blade is still used for this stage to get the battle art KOs(100 and 200kos). The amount of time and enemies to get them is limited, but if just shy of the 200, can get the rest in the following stage.

No need to change companion.

- Head directly to the northern gate to the enemy main base. There's enough space between the gate and the enemies nearby to have the guards open it up consistently.
- While the guards are working on the gate, build up some bravery on the nearby soldiers.
- The Bursting Wave Slash battle art is going to be the best tool for getting the kos needed for the trainings. Need to line up enough enemies to while also hitting Zhang Ying(commander) with it.
- It is important to be getting parries and perfect evades to ensure there's enough bravery to get enough battle arts off to get enough kos with them by the time the stage its over.

There's nothing to do in between stages, the game throws the next one at us immediately.

Battle of Shenting

If there's still some kos needed with the Crescent Blade, keep using it. Otherwise, at this point, we would like the get the trainings done using the Wheels and the Staff, but if at least a grade 4 version of these weapons have not dropped, delay doing these until one does. The drop in damage output by using something lower loses more time than its worth. Just use the strongest weapons available.

As for the stage at hand, select 'no companion', as having one around can sometimes cause enemies to split aggro in a way that makes things more annoying. If using weapons that have trainings attached - Crescent blade, Wheels, Staff, etc. - focus on getting those completed while completing the stage.

- Rush directly to the enemy main base. Fight Teng Dan and Zhang Ying together, using the strength pill to speed things up. With how long it takes for the gate to the main base to go down, it is recommended to clear the space of enemies to ensure that the guards can take it down without being interrupted.

- Fight Liu Yao, ignoring the other officers. Those can often be dealt with with collateral damage, or once Liu Yao has been defeated and waiting for the screen fade.

Around this point is where it is possible to be hitting Hero rank, unlocking the next skill page. It is not necessary to get anything from this page yet. Not until the extra accessory slot has been obtained from the previous rank. The only things needed from this entire page will be the Health upgrade to get access to the Attack amp.

It is possible to have the extra accessory slot at this point, but more likely to have it after Conquest of Wu, and at latest after Subjugation of Yuan Shu. With the two slots, have both Tiger Amulets equipped.

After talking with Sun Quan, interact with Qu'a to refill on strength pills. Then talk to Zhou Tai and skip through the bond event. Doing this will ensure that after the next stage, talking to him again will give more trainings. Then head to the next stage.

Conquest of Wu

Go with Zhou Yu as companion, his starting location is further forward than the others. Again, want to be focusing on completing the trainings, but if the weapons associated aren't at a high enough grade, just use highest power weapons.

- From starting location, turn to the left a bit then go north through the base. Head to the western commander, Wang Lang, and fight/defeat him.

- After defeating Wang Lang, head directly to the other commanders via the enemy base using the northern path.

- Ideally you want to deal damage to Yan Baihu and Xu Gong simultaneously, but if they split up enough, focus on Yan Baihu first, as a large force can be formed under his name and taking him out will make everything else go quicker.

Ideally the second accessory slot should be unlocked at this point and have both Tiger Amulets equipped.

Back on the overworld, talk to Zhou Tai to get more trainings. Of these, the only one to focus on is the 10 perfect evades. The other two aren't as necessary, unless the weapon luck hasn't been kind and a few of the other trainings are still left uncompleted at this point.

Talk to Sun Quan, and then fast travel to the Xu Province waymark and head directly to the next stage.

Subjugation of Yuan Shu

Companion choice here doesn't matter too much, I go with Huang Gai as his battle art chain is faster than SSX/Zhou Yu, and if things get drawn out enough to where character switch is an option, Huang Gai's Powerbomb battle art is great to use.

Instead of working with Wu to get into the castle, it is quicker to get in with the help of Wei. More specifically, getting the ladders to the walls. It's faster and more consistent to help with the ladders than it is to try and get siege towers to the walls, or siege rams to the gates.

- Start by rushing parallel to the castle walls, all the way around past the large force at the southern entrance. Off to the side, Yue Jin will be fighting an isolated Brave Yuan Shu General, defeat this general.
- There is time to kill before the ladders are able to make it to the wall, so once the area where the ladders are meant to go are cleared enough, head back to the nearby large force to farm up some resources, and potential weapon drops.
- Lei Bo is the leader of the large force so focus them to disband it and make taking out a lot of the others much easier.
- Be keeping an eye out for the laddermen as they pass by to get to the wall, as that's a good time to stop fighting and get ready to head into the castle proper. It will usually take about a couple minutes from when you take down the first general.
- Once in the castle, dont go directly up the center, as the several rows of greatshields will slow you down. Instead, theres a shieldless path along the left side, leading directly into the courtyard where Yuan Shu and his large force awaits.
- There's a long row of greatshields, but at the very left edge, theres a gap in the wall that can used to get around them. Just get off the horse and jump over the pots with the buns to get past, then get back on the horse and charge at Yuan Shu.
- After dealing enough damage to Yuan Shu, he will get back on his horse and ride away a bit, and use 'The Emperor's Blessing'. This isn't too bad to deal with, just hit him to break him out of it and the rest of the fight should be straightforward.

On the way to the next stage, take the Hulin Port, the one a little further ahead, that will take a single direct boat ride to where the next stage is. Then interact with Chaisang to refill on strength pills, then get into the next stage.

Battle of Mt. Xisai

No need to switch companions, Huang Gai gets the job done.

- From the beginning take the eastern path to get to the northeastern base.
- We want to kill a little bit of time for the enemies at the western gate to this base to move out a bit, creating a bit of space to get guards to open the base. Defeat a few of the lower health officers to try and get some weapon drops. Once you notice that the gate to the base has noone around it, can just leave the rest of the enemies.
- Dont immediately rush into the base as the door opens. If you are in the base as the cutscene plays, when it ends you will be put at the southern entrance, making the run to the other side a bit longer and a bit tougher to get the northern gate open.
- Can ignore Bailuan and open the gate, head north to get to the first of the commanders. If guard count drops low enough it will be necessary to go back and take a base to refill so they can adequately help out with doors/gates.

- Fight Liu Xun, while trying to get collateral damage onto the nearby officers. Taking the base is a precaution in case the guard count drops too low.
- After taking out Liu Xun and the base, fire a volley at the Brave Liu Biao General to shred the morale, making them easy to defeat. Then take out the nearby Mighty Liu Biao General to clear space for the guards to knock down the door to the enemy main base. The General and the soldiers around the base are very aggressive in denying attempts to knock down the door, so its much more consistent to just get rid of them.
- In the enemy base, focus Huang Zu to finish up the stage.

Talk to Yuanhua, then fast travel all the way back to Ji Province and head back to the village in the mountains. We dont need to get any of the waymarks in the south as even though we come all the way back to the north, after the cutscenes in the village, the game will place us back in the south.

The trip to the mountains unlocks the ability to get the True Musou Rage. It is common to not even have access to the page that the skill is on yet. This is okay, we will ideally get it over the course of the next few stages. All that is needed from the final page of skills is the Attack Amp and then the true rage, in that order.

After skipping through all the talking, head to the next stage.

Suppression of Wu

This stage is a little tough to explain in just text, as it is required that we defeat all officers and the movements of them can differ depending on how fast/slow certain sections have taken. If in doubt, refer to the vod of the current pb and/or ask questions.

This is also a stage that because you will be required to defeat a lot of officers/generals/etc. there is a decent chance of getting weapon drops. They will also be at grade 6, the highest possible during the run, so if a Podao drops in this stage, you will be set for the rest of the run. There are other good options, but ideally from here on out, you will want to see a podao drop and use immediately.

No change in companion necessary.

- From the start, go forward, fight Xu Jing, then head directly north to fight the Brave Shenyue General.
- Go north, to the base that Cheng Pu is at, taking out the Brave Shenyue General, and helping take the base fully. This is so that by the time everything else in the stage has been taken care of, Cheng Pu will have taken the other base in the north and defeated another officer, ensuring that we dont have to take time going up there to help him later.
- After taking the base, take the path in between the two bases south to get to the central base. Once in the base, use the strength pill. Defeat Wen Hui and the Wise General then move on, no need to take this base.

- Drop off the ledge to the south, and take out the two Brave Generals, then go further south into the base to help out Sun Quan. Defeat Chen Ying and the two Brave Generals, then leave the base, going North West.
- There's an ambush along the path with three officers to take out. If you get to them ahead of time, they won't have names or health bars above them, but they will still take damage and can be taken out even before they become 'activated'.
- Continuing along the path to the West, there will be a Mighty General that, depending on how quickly the rest of the stage has gone, will be moving south through the allied bases. If quick enough it's possible to get to them before they get anywhere near any of the bases. This general also has a generous execute range, so can focus on shredding the fortitude more.
- After taking out the general, head through the mass of enemy soldiers to get to Xu Chang. Defeat him then keep moving along the path to get to a Brave and Mighty General pairing. Taking these two out will then trigger Chen Deng to charge out of their base from the far West. Rush to meet them and take them out.
- Around this point Cheng Pu should be getting close to taking out the officer in the north, so head to where the rest of the allies are in the centre of the map. They will have softened up Chen Jiao the Brave General, making it easy to take them out and ideally finish the stage.

Finishing the stage finishes the chapter

Chapter Five

For the final chapter, switching between weapon types will want to be kept to a minimum to try and get some weapons to the next proficiency level to raise base stats. By the end of the run it is ideal to get to at least Lv.39, 40 and beyond is better but less likely due to the amount of proficiency needed across multiple weapons to get there. Ideally use what is most comfortable to use, but a grade 6 Podao will override that, as Sea of Flames + charged strong attacks are just so powerful.

Only other thing to be looking out for over the course of the chapter is getting the last couple skills. If lagging behind with skill points, it's not a problem as long as you're able to get the two Attack Amps across the last two trees, and should be able to have those, and the true musou rage in time for Chibi.

The start of the chapter is a bit of moving back and forth, skipping through a bit of talking before the next stage becomes active. After all the talking, take the boat across the water to the next stage.

Subjugation of Lujiang

No need to change anything with companions. The plan for the stage is to do a big lap around the castle. Mei Qian is an enemy officer at the North-eastern gate to the castle and will want to duel (shown on the minimap by an icon of crossed swords). We will use the duel, and the aftermath to get the gate opened.

- From the starting location with SSX as a companion, wrap around the castle until you enter an enemy base containing two officers.
- It is possible to rush in immediately and open the gate yourself, but quite likely to get interrupted. In this case, take out the closest enemy officer and try again. If the guards are still getting interrupted, take the rest of the base.
- Upon getting past the base, rush to the very eastern section of the stage. The two bases along this path are much easier to get through, and much less likely to get interrupted. Rush through those, ignoring enemies.
- Once through those, go to Mei Qian and accept the duel. Win the duel, and the aftermath will knock down all nearby enemies, making it easier for the guards to knock down the gate to the castle.
- Once in the castle, head to the very centre of it. Open up the front gate from the inside, this will demoralise the enemies, and also draw the Mighty Li Shu General that's in the castle away from the door that leads to the commander.
- After opening the front gate, rush past the Mighty Li Shu General and get guards set up at the final door. The space created by opening the front gate should be enough to keep them safe, but keep an eye on the general to make sure he doesn't throw some longer range moves in their direction.
- When it's open, go fight Li Shu to complete the stage.

Nothing fancy between stages, just make sure that you have your best weapon for fighting a single target equipped to deal with the Gan Ning fight. Fast travel to the Yu Province waymark and on the way to the next stage, stop in at Xinye and refill on strength potions.

Subjugation of Huang Zu

No need to change companions. The stage doesn't last all that long and is quite straightforward. Instead of trying to barge down any doors, we help Ling Tong and Ling Cao get to the boats on the river, hop on and hitch a ride into the castle.

- From the starting location, head right and head north, taking the easternmost path. Take out the Brave Huang Zu General that Ling Tong and others are fighting then move on.
- A bit further ahead, at the river Zhang Yun will be standing guard at the boat. Take him out and get on the boat before Ling Tong or Ling Cao get on. There will be a cutscene to skip as soon as they get on.
- The boat ride takes about 40 seconds, feel free to use this to take a break.
- Once the boat gets to the dock, rush into the castle and head towards Huang Zu. No need to fight him as he will retreat right away, instead fight the Mighty General and build up some resources in preparation for Gan Ning.

- Ling Cao will chase after Huang Zu and then die to Gan Ning, prompting him to enter the base from the exit that the two went through.
- Gan Ning is one of the tougher 1v1 fights that we will have to deal with. Initially, try and focus more on his health than his fortitude. After the first fort break and assault, he will activate his musou rage. Once hes in this state, focus needs to be more on his fortitude, so successfully parrying and/or evading his moves + battle arts to shred through it.
- If enough damage was dealt before the rage, its possible to get an execute from breaking the rage. Often though he will be just out of range, and will cause him to go into a second rage phase. If he gets another rage phase, chew through the fortitude again and get the ko once hes broken again to complete the stage.

Skip through events to get to the next stage, nothing too complicated here.

Subjugation of Kuaiji

A much more complicated stage with a lot more moving parts. I'm not entirely convinced that this route is the absolute fastest, but this route has proven to get through this stage at a rather consistent pace. It's also another stage where defeating all officers is the goal, so it's an awful lot of fighting and also chances for weapon upgrades.

Zhou Yu as companion is ideal due to starting location.

- At the start, take out Fei Zhan and the two Mighty Shanyue Generals. Heading south from there, there's a Brave General and nearby to the southeast there's a second Brave General.
- As these first five are taken out, two more will be approaching from the west. Approach the Wise General thats coming from the direct western path. Use the strength pill here. Take out the Wise General and the approaching Brave General, then get on the horse and rush to the base that Cheng Pu points out to the south. Getting there quick enough and capturing the base will prevent extra reinforcements from coming.
- Once the base is taken, head north, defeat Pan Lin, and then go save Lu Meng on the central path in the north. Zou Lin and a Brave General are the targets here, take them out then go all the way to the west, in the direction of the base that Huang Gai is at.
- Around this time, an ally He Qi is making his way to an ambush location, but is delayed by a couple of Brave Generals, take them out to help He Qi get to the ambush location quicker to speed up his defeating of the reinforcements that show up.
- Go after the Brave General thats a little to the south from here, then head north to the cluster of enemy officers. There's fours officers to take out, theyre not too bulky, and theyre often grouped up enough to be able to get them down together.
- Once the group is taken care of, head back to the base in the centre of the stage and defeat the officer that Lu Meng is fighting. Then continue onwards to the east to take out the Wise General that Ling Tong is fighting.
- Around this point, the reinforcements will show up, and because Hong Jin has been left alone, he will cause the southeastern base to open up and the enemies charge out of it. Can wait just a bit in front of the base for You Lu, Hong Ming, and a Brave General to meet you. They can

split up a bit and make it a little tough to get damage across them evenly, but taking them out individually is fine.

- At this point Hong Jin should be the only officer remaining on the main section of the stage. Go after him, and try and take him out while maintaining some bravery left over, as it will be very beneficial to have some battle arts ready for the duel with Bailuan.
- Once Hong Jin is taken out (or some other condition, not fully clear), the enemies will despawn, the fog will roll in, and Bailuan will start talking. Head to the southernmost base to get ready for the duel.
- Having damage over time is handy for the duel, and Bailuan has parries but overall shouldn't be too much of a problem. Win the tug-o-war of health bars, win the duel, and complete the stage.

Fast travel to the Yu Province waymark again to get to the next stage.

Final Battle of Xiakou

We don't get to use the boat to get into the castle this time, but there is a conveniently unguarded gate to the castle that is going to help us. Zhou Yu is fine as companion.

- Follow the same path the the river, but instead head directly to the castle. Go up the hill with Kuai Yue throwing logs down, hugging the left side of the path to make sure you don't get clipped by the logs.
- At the top of the hill, just past Kuai Yue is the unguarded castle gate. Set the guards up to start knocking it down, then leave, rushing through the nearby large force. Go to the other gate, and farm up resources on the nearby enemies.
- Once the gate has been knocked open, it will trigger Huang Zu to charge out of the castle right to where you should be waiting for him.
- Using Musou Rage is recommended here, if you have true rage unlocked at this point, wait to have the full bar to activate it to get the biggest damage Musou at the end.
- Take out Huang Zu to complete the stage, and use the opportunity to get any last minute farming in, either for weapons, proficiency, or trainings.

At this point there is a lot of talking and moving around to get to the next stage. No need to use any fast travelling, just follow the quest markers and skip all the events to get to the next stage.

Battle of Sanjiangkou

Super straightforward stage. SSX is a fine companion to take, the starting position is good enough, and the stage doesn't last long enough for any of the combat aspects to be relevant.

- From the start, get on your horse and rush directly to Cai Mao.
- Defeat Cai Mao, that's it.

Just a few more events and cutscenes to skip through to get to the next and final stage.

Battle of Chibi

The overall route for this stage is around getting Cao Cao to push forward with the main fleet as soon as possible. This is done by defeating a certain number and set of officers. Once he arrives, we want to do enough damage to him to trigger the fire attack without having to do anything regarding it, then chasing him down to finish him off.

SSX is great as a companion for this, she gets to end things with a bang.

- From the start, head to the easternmost ship to be ready for the Wei fleet to arrive. Once the ships land, rush past the first Brave General and instead fight Wen Pin. Once they're down, go forward a bit more and fight Zhang Liao.
- Once he is down, go forward some more and you should run into Yuan Huan and Yu Jin. Defeating these two will trigger the first round of enemy reinforcements.
- Return to the allied shores, defeating the Brave General we skipped at the start.
- Go towards Li Dian and Zhu Ling, the former will offer a duel, accept it. The duel is going to be a more convenient way of defeating him, and it will make taking out Zhu Ling much easier.
- At this point we only need to defeat one more officer to trigger Cao Cao's advance of the main fleet. Conveniently, there's two more enemy officers that came as reinforcements on allied shores. Focus Du Xi as they have lower morale and therefore lower health. Also use this time to farm up bravery and other resources.
- Defeating Du Xi will bring Cao Cao forward, so go the ships in the centre of the Coalition fleet to be ready to board Cao Cao's ship immediately.
- When getting to Cao Cao, use the strength pill, and unload everything in the arsenal. Drain all bravery on battle arts, activate rage to refill the bravery, and get as much damage down as quickly as possible. Once Cao Cao is down to around 50% hp, Zhuge Liang will announce the start of the fire attack.
- Cutscenes will play, skip those, and when they're done, you will be placed back on land and will be forced to chase after Cao Cao again. He doesn't move just yet so he will still be in the same place.
- Once at him again, find a good opportunity to use the character switch to bring in SSX. Her battle art 'Twin Tiger Blast' goes off like a nuke, and does a lot of damage to Cao Cao. Use this, activate rage to refill bravery, and use it a few more times to defeat Cao Cao and complete the stage.

At this point all that's left is to skip through cutscenes, the credits, and speed up the end scroll to get to 'The End' where time is called.