

Heir to the Throne Task Guide - Chapter 5

*Note: Emperor Ying Quliang requires the PC to marry her to gain the title of heir. To marry her you had to have had an active (and successful) hand in betraying your original Emperor candidate.

*Note: Emperor LB/XY PC needs to marry Dai/LY/LF or it's an instant block to the throne. Marriage also counts as 1 Empress task.

PC heir - Emperor LB/XY: three ways to become heir to the throne:

- All 3 Emperor support, 2 empress support and all 3 court support
- All 3 Emperor support, 2 empress support and all 3 army support
- All 3 Emperor support, all 3 court support and all 3 army support

PC heir - Emperor YQ:

- 2 out of 3 Emperor tasks, all 3 court support and all 3 army support (and recognized for successfully helping her rise to power).

Liu Yuan heir to the throne:

- 2 Emperor support tasks, 2 court tasks, 3 army tasks, 1 Empress task

Xiang Yan heir to the throne:

- 2 Emperor tasks, 3 court tasks, 2 army tasks, 1 Empress task

Ying Shixi heir to the throne:

- 2 Emperor tasks, 2 court tasks, 3 army tasks

Liu Ying/Xiang Liang heir to the throne (PC gets credit):

- 1 Emperor task, 1 Empress tasks, 2 army tasks, 2 court tasks

Ying Huai heir to the throne (PC gets credit):

- 1 Emperor task, 3 court tasks, 2 army tasks

**author notes: fixes waiting to be put through mostly lowering thresholds on stats-handful that are oddly higher than the rest of the chapter.

**author notes: as of 3/13/24 finished submission for updates. Once the update goes through all $\geq 70/30$ will be 65/35 (personality stats) and all ≥ 25 will be 20 (knowledge skills).

**author notes: as of 3/27/24 bug reported for XY/LB rebel route (palace variable) will fix in next update.

Tasks:

- Emperor: Regulations
- Emperor LB/XY: Rebellion
- Emperor YQ: Rebellion
- Emperor YQ: Slander Han Xin
- Emperor LB: Win the hearts of the people
- Emperor XY: Win the love of the army
- Empress LB: Gather information
- Empress LB: Kill the Consort

- Empress XY: Steal the child
- Empress XY: "Rescue" the Emperor
- Court: Go to the guilds
- Court: Renegotiate with Xiongnu
- Court LB/XY: Go to kingdoms
- Court YQ: Increase wealth
- Army LB/XY: Go to guilds
- Army: Go to nobles
- Army: Go to kingdoms
- Army YQ: End the draft

Emperor: Regulations

If Emperor LB: favors adding more regulations

If Emperor XY: favors lessening regulations

If Emperor YQ: favors keeping the same

Choice 1: Set intention variable

- ★ Attempt to heavily regulate.

Choice 2: Set focus variable

- Strengthening monitoring force Guan Li
- Thin the herd
- Enforcing Yong Shi separation from the masses

- ★ Seek to maintain.

Choice 2: Set focus variable

- Renewing current legislation
- Spread factual information
- Debunk claims

- ★ Attempt to heavily deregulate.

Choice 2: Set focus variable

- Lift up Yong shi.
- Lift restrictions on advancement
- Bettering relationships between Yong Shi and the people

Choice 3: Fake choice

Choice 4:

- ★ Combine my knowledge of negotiation and law.

- Diplomacy 25 or higher
- Law 25 or higher

- ★ Use my elevated Yong Shi rank.

- Rank expert or master

- ★ Swear my combat skills will be available. (authors note this should be Skillful)

- Weaponry Remarkable
- Archery Remarkable

- Unarmed Remarkable
- Horsemanship Remarkable
- ★ Swear that this is what Heaven decreed.
 - Meditation Remarkable (author note this should be Skillful)
- ★ Go to the Empress and nobles. Selectable if Emperor NOT YQ.
 - XY Consort 30 or higher
 - LB 30 or higher

Emperor LB/XY: Rebellion

*If players want the truth, they must gather all evidence. Otherwise can destroy evidence, or use what is found to frame Han Xin as guilty or innocent (Emperor may then change to what they want to do).

Choice 1: Fake Choice - personality stat changes

Choice 2: Fake Choice - personality stat changes

Choice 3: Fake Choice - personality/emperor relationship stat changes

Choice 4: Fake Choice

Choice 5: Where do you want to investigate?

Choice 6: Qi kingdom

Choice 1: Companion choice

- Fake choice personality stat changes

Choice 2: Fake choice personality stat changes

- Burn the building.
 - Destroy all evidence return to investigation choice

Choice 3:

- I was raised by merchants. Selectable if family background merchant.
 - Guaranteed success
- I know from my economic studies that merchants use codes.
 - Economics 20 or higher
 - Companion Fang Lan
- Gather all the letters.
 - Husbandry 20 or higher

Choice 7: Han Xin

Choice 1: Companion choice

- Botch the search and interviews.
 - Evidence lost return to investigation choice

Narrative stat check:

- Companion Liu Yuan
- Noble family background
- Law 20 or higher

Choice 8: Border

Choice 1: Companion choice

Choice 2: Fake choice personality stat change

- Not only do I let them flee, I destroy evidence.
 - Evidence destroyed.

Narrative stat check:

- Companion Liu Fei
- Horse breeder background
- Husbandry 20 or higher

Choice 9: Palace

Choice 1: Companion choice

Choice 2: Fake choice personality stat changes

- These servants are simple underlings.
 - Evidence lost return to investigation

Narrative stat check:

- Companion Zhang Bohai
- Law 20 or higher
- Bureaucrat family background

If not successful in gathering all 4 evidence investigations or choose to plead your case:

Choice 1:

- ★ Make my case for innocence.
 - Need all 4 to convince LB/cabinet.
 - Need at least 3 to convince XY/cabinet.
- ★ Make my case for guilt.
 - Need at least 3 to convince LB/cabinet.
 - Need all 4 to convince XY/cabinet.
- ★ Refuse. (hurts relationship with Emperor)
 - LB finds guilty.
 - XY finds innocent.

If successful in gathering all 4 evidence investigations:

Choice 1:

- ★ I'll go to this estate to discover the truth.

Choice 2: Companion team choice

Choice 3:

- Meet her rush.
 - Unarmed Skillful
- Use my bow.
 - Archery Skillful
- Dive in fast.
 - Weaponry Skillful

*note failure here results in a scar but player can keep going.

Choice 4: Fake Choice personality stat change.

- ★ The truth is irrelevant, make a case for innocence.
 - See above "make my case for innocence."
- ★ The truth is irrelevant, make a case for guilt.
 - See above "make my case for guilt."

Emperor YQ: Rebellion

Choice 1: Companion choice

Choice 2:

- ★ My ability to cast my vision. Selectable if strategist.

- Guaranteed success
- ★ Though far from forests or battlefields.
 - Husbandry 25 or higher
- ★ The art of the bow and arrow.
 - Archery Skillful
- ★ This courtier doesn't know who she's dealing with.
 - Honorable 30 or less

*Note if fails Choice 2 go to rebel1_border

Choice 3:

- ★ Continue to pursue the courtier.
 - Nested Choice
 - Knock calmly.
 - Composed 70 or higher AND Diplomacy 25 or higher
 - Unarmed Skillful
 - Companion Zhang Bohai
 - Forgo subtlety.
 - Militant
 - Honorable 70 or higher AND Law 25 or higher
 - Weaponry Skillful
 - Companion Liu Yuan
 - Leave the courtier.
 - Honorable 30 or less AND Economics 25 or higher
 - Meditation Skillful
 - Companion Lin Ninghong
- ★ Abandon the courtier.
 - Nested Choice
 - In the name of the Emperor.
 - Honorable 30 or higher
 - Law 25 or higher
 - Note the religious objects.
 - Meditation Skillful
 - Don't allow anyone to leave.
 - Law 25 or higher
 - Companion Zhang Bohai
 - Grab the courtier.
 - Companion Liu Yuan
 - Goodwill court "You have mildly impressed..."

*note failure here does not get the ENCRYPT variable true

Choice 4: Companion choice

Choice 5:

- ★ Play the role of mercenaries.
 - Chan Ming companion OR beauty intimidating
 - Choice 6: CM companion
 - Interrogate him.

- Turn him to my side.
 - Honorable 30 or less
 - Forgiving 30 or less
 - Restrain him and hurry back.
 - Choice 6: LF/FL companion
 - Kill her.
 - Nested Choice
 - Cut a hole in the back of the tent.
 - Pull them in.
 - Go outside.
 - Force her to sit down.
 - Walk her out in front of everyone.
 - Choice 7: LF/FL companion Fake choice (minor stat changes)
- ★ Give away the position.
 - Companion Fang Lan OR Meditation Skillful
 - Nested Fake Choice (choice to kill or leave alive)
 - Cunningly with a ruthless edge turn him.
 - Honorable 30 or less
 - Forgiving 30 or less
- ★ Follow the fleeing deserters.
 - Companion Liu Fei OR horsemanship Skillful
 - Nested Fake Choice (to kill or leave alive)
 - Kill the enemy soldiers then turn the spy.
 - Honorable 30 or less
 - Forgiving 30 or less

*note failure here does not get the REPLACED variable true

Choice 6: Companion choice

Choice 7:

- ★ Circle the border using husbandry and tracking.
 - Husbandry 30 or higher (authors notes should be 25)
 - Companion Fang Lan
- ★ Slip into meditation.
 - Meditation Skillful
 - Companion Zhang Bohai
- ★ Go to the owners.
 - Diplomacy 30 or higher (authors note should be 25)
 - Companion Lin Ninghong

Choice 8:

- ★ Open my senses, channeling any ability.
 - Strategist
 - Meditation Skillful
 - Companion Zhang Bohai
- ★ Look for anything that seems out of place.
 - Economics 30 or higher (authors notes should be 25)

- Archery Skillful
- Companion Lin Ninghong
- ★ Consider the room with a new eye.
 - Altruistic 30 or less
 - Law 30 or higher (authors note should be 25)
 - Companion Fang Lan

*note if fail here does not set VIAL variable true

Choice 8: Companion choice

Choice 10:

- ★ Send a companion to create a distraction.
 - Companion Liu Yuan
 - Composed 60 or higher
 - Archery Skillful
- ★ Companion and I will use traps.
 - Companion Chan Ming
 - Honorable 30 or less
 - Weaponry Skillful
- ★ I'll play the part of distraction.
 - Stern 60 or higher
 - Horsemanship Skillful
 - Companion Liu Fei

*note fail here and VIAL does not set true

Choice 11: Companion team choice

Choice 12 (YQ original LB):

- ★ Allow them to get the remains.
 - Composed 70 or higher AND Stern 30 or less
 - Economics 25 or higher
 - Companion LN and ZB
- ★ Act Swiftly.
 - Weaponry Skillful
 - Unarmed Skillful
 - Companion CM and LF
 - Companion LY and FL
- ★ With quick reflexes.
 - Archery Skillful
 - Companion LY and FL
 - Honorable 30 or less

*note failure here causes the PC to get a scar.

Choice 12 (YQ original XY)

- ★ Reveal myself.
 - Honorable 70 or higher
 - Weaponry Skillful
 - Archery Skillful
 - Unarmed Skillful

- ★ Remain hidden
 - Forgiving 30 or less AND Stern 30 or less
 - Economics 25 or higher OR merchant family background
 - Companion ZB and LN
- ★ Having memorized the city layout.
 - Honorable 30 or less AND Stern 30 or less
 - Husbandry 25 or higher
 - Companion LY and FL

Choice 13:

- ★ Make a speech appealing to the people beneath the armor.
 - Altruistic 70 or higher OR Forgiving 70 or higher
 - Diplomacy 25 or higher
 - Meditation Skillful
- ★ Make a speech to intimidate.
 - Altruistic 30 or less OR Forgiving 30 or less
 - Beauty intimidating
 - Horsemanship Skillful
- ★ I hate speeches.
 - Composed 30 or less
 - Law 25 or higher
 - Stern 70 or higher AND Honorable 70 or higher

*note failing here means Xiao He/Xiang Yan escapes alive

Choice 14: Choice on what to do with rebellion leader (kill or release).

Choice 15: Fake choice if rebel leader escaped-personality stat changes

Emperor: Slander Han Xin

Choice 1: Fake choice

- ★ I can't go through with this after all. Selectable if Han Xin's father.
 - Task failure
- ★ I can't do this to an innocent family. Selectable if Han is not the PC's father.
 - Task failure

Choice 2: Branching choice.

- ★ Cannibalism
 - Choice 3:
 - Encourage a sage to bless his home.
 - Goodwill Yong Shi (higher than 5 but does not see text change)
 - Rank Expert or Master
 - Employ my meditation skill.
 - Meditation Skillful
 - Got to a merchant who deals in rare goods.
 - Merchant family background
 - Economics 25 or higher
 - Lin Ninghong relationship test 60 or higher
 - Choice 4:
 - Travel to see a famed horse breeder.

- Horse breeder family background
- Horsemanship Skillful
- Liu Fei relationship test 60 or higher
- Claim to be visiting the most devastated villages.
 - Honorable 60 or higher
 - Altruistic 60 or higher
 - Goodwill people “Only those directly aided by you...”
- Claiming to be tired of unrest.
 - Archery Skillful
 - Unarmed Skillful
 - Weaponry Skillful

★ Addiction

- Choice 3:
 - Enlist musicians or Fang Lan.
 - Choice from chapter 1 “follow my heart and become a musician”
 - Land upgrade for music
 - Fang Lan relationship test 60 or higher
 - Nested Choice:
 - Money is of little concern. Selectable if 1000 currency.
 - I grimace at the price but pay. Selectable if 1000 currency.
 - Balk at the price.
 - Task failure
 - Place myself nearby, planning to start a fire.
 - Honorable 60 or higher
 - Altruistic 30 or less
 - Stern 30 or less
 - Simply go in disguise. Selectable if family not Han Xin.
 - Average beauty
 - Diplomacy 25 or higher
 - Honorable 30 or less
- Choice 4:
 - Poison’s my best bet.
 - Husbandry 25 or higher
 - Lin Ninghong relationship 60 or higher
 - Head for the kitchen.
 - Economics 25 or higher
 - Land upgrade crop husbandry
 - Land upgrade entertaining guests
 - I don’t actually need to drug him.
 - Meditation Skillful
 - Zhang Bohai relationship test 60 or higher

★ Affair

- Choice 3:
 - Create a controlled burn.

- Weaponry Skillful
 - Honorable 30 or less AND Stern 30 or less
 - Liu Fei relationship test 60 or higher
- Stir up minor unrest.
 - Honorable 60 or higher
 - Goodwill people “Only those directly aided by you...”
 - Composed 60 or higher AND Stern 60 or higher
- Forge court documents.
 - Goodwill court “You have mildly impressed...”
 - Liu Yuan relationship test 60 or higher
 - Law 25 or higher
- Choice 4:
 - Kidnap the courtier.
 - Unarmed Skillful or higher
 - Liu Yuan 60 or higher
 - Figure out what would motivate him.
 - Stern 60 or higher
 - Composed 60 or higher
 - Zhang Bohai 60 or higher
 - Plant the seed he needs to go.
 - Meditation Skillful
 - Lin Ninghong 60 or higher

Choice 5: (author note why are these 30 when usually 25?)

- ★ Approach an elderly court member.
 - Honorable 30 or less
 - Law 30 or higher
- ★ Approach a younger court member.
 - Altruistic 71 or higher (author note should be 70)
 - Diplomacy 30 or higher
- ★ Approach a middle-aged woman.
 - Forgiving 70 or higher
 - Economics 30 or higher
- ★ Approach a notoriously stubborn courtier.
 - Composed 70 or higher
 - Husbandry 70 or higher (author note impossible needs to be 25!)

Emperor: Win the love of the people

Choice 1: Companion choice

Choice 2: Fake choice - personality stat +/-

Narrative skill check:

- ★ Husbandry 25 or higher
- ★ Horsemanship Skillful

Choice 3:

- ★ Put my diplomatic skill to the test.
 - Diplomacy 25 or higher

- ★ Meditation and religion.
 - Meditation Skillful
- ★ Attempt to appeal emotionally.
 - Goodwill people “Only those directly aided by you...”

Choice 4:

- ★ My extensive knowledge of husbandry.
 - Husbandry 25 or higher
 - Family background horse breeder
- ★ My close relationship with Lin Ninghong.
 - Relationship test LN 40 or higher
- ★ My law skills can undermine her own.
 - Law 25 or higher

*Note succeeding in any 2 of these will pass (narrative or choice).

Emperor: Win the love of the army

Choice 1: Companion choice

Choice 2:

- ★ Strive to improve my position.
 - Diplomacy 25 or higher
 - Companion LY
- ★ Use the law of the land.
 - Law 25 or higher
 - Companion LF
- ★ Shamelessly use my proximity.
 - XY relationship test 50 or higher
 - Companion CM

Choice 3:

- ★ Use my goodwill with the court.
 - Court goodwill “You have mildly impressed...” or better
- ★ Bribing the aides. Selectable if 200 or more currency.
 - Guaranteed success
- ★ Put a ploy in motion.
 - Honorable 35 or less AND goodwill Xiongnu “You have established a connection...” or better

Choice 4:

- ★ Use my knowledge of agriculture.
 - Husbandry 25 or higher
- ★ Hand over a letter. Selectable if Emperor relationship 50 or higher.
 - Guaranteed success
- ★ Using charm, wit, and enthusiasm.
 - Stern 30 or less

*Note need to succeed in choices 2-4 to complete the task.

Empress LB: Gather information

Choice 1: Companion choice

Choice 2:

★ You (companion) go to the tavern and talk. I'll fight.

- LN and ZB will succeed in their task.
- Subsequent Choice:
 - My unarmed combat skills. Selectable if not a militant and Unarmed Skillful (but also highest capable-1 point less than skillful-will pass)
 - If I can get hold of a weapon. Selectable if not a strategist and Weaponry Skillful (but also highest capable-1 point less than skillful- will pass)
 - Offer coin.
 - Must have at least 250 and Unarmed Capable. If less, Weaponry can pass if Capable mid-high-1 point above Poor.
 - If not enough money, Unarmed Skillful OR Weaponry skillful.
 - My combat skills make me capable. Selectable if militant and Unarmed Capable.
 - Guaranteed success
 - I'm decent with a blade. Selectable if strategist and Weaponry Capable.
 - Guaranteed success

*Note failure here means gaining a scar not failing the task.

- Subsequent Choice:
 - One by one.
 - Guaranteed success
 - Let them off the hook.
 - *note you can do this and as long as you are successful elsewhere in this section you can still complete the task.
 - I care little for their reasons and beat them.
 - Guaranteed success

★ You (companion) go to the ally and fight. I'll talk.

- CM and FL will succeed in their task.
- Subsequent Choice:
 - Suggest we talk things over diplomatically.
 - Diplomacy 25 or higher
 - Intimidate her. Selectable if beauty is intimidating.
 - Guaranteed success
 - Activate my ability. Selectable if a strategist.
 - Guaranteed success
 - Keep my word and give her the money.
 - Guaranteed success
 - Let Lin Ninghong negotiate.
 - Guaranteed success
 - Let Zhang Bohai talk.
 - Guaranteed success

★ We shouldn't split up. Fight first then talk.

- Companions will take the lead on fighting if Weaponry or Unarmed or Archery less than Skillful.
 - If ZB or LN take the lead the fight takes too long and the lead is gone.

Choice 3:

- ★ When one dies, they're buried.
 - Economics 25 or higher
- ★ Search the library.
 - Law 25 or higher
- ★ Meditate for guidance.
 - Meditation Skillful

Choice 4:

- ★ Go to the guarded town hall yourself and send a companion to the home.
 - Militant
 - Unarmed Skillful
- ★ Go to the home diplomatically and send a companion to town hall.
 - Diplomacy 25 or higher
 - Economics 25 or higher
 - Companion CM or FL
- ★ Send a companion to make clumsy inquiries.
 - Honorable 30 or less
 - Stern 30 or less
 - Law 30 or higher

Empress LB: Kill the Consort

Choice 1: Fake choice for narrative changes.

Choice 2:

- ★ With precise timing and superior archery.
 - Archery Skillful
 - Weaponry Skillful
- ★ Keep my weapons sheathed.
 - Unarmed Skillful
- ★ I can't do this after all.
 - Task failure.

Choice 3: As long as the Consort is killed the son is a stat/morale change.

- ★ Kill her quickly then kill her son.
 - Guaranteed success
 - Nested Choice.
 - I will not be diverted
 - Prove to me that you are worthy.
 - I thought I could do this but I cannot.
- ★ Consort Qi is the real threat. I only kill her.
 - Guaranteed success
- ★ These two stand between me and my goals.
 - Guaranteed success

Empress XY: Steal the child

Choice 1:

- ★ Thanks to my meditation prowess. Selectable if meditation Skillful or higher.

- ★ It isn't unusual for me to be traveling. Selectable if from choice in chapter 2 select "find the purpose Heaven has planned for me" AND choice from chapter select 1 "I want to find spiritual happiness"
- ★ My skill with horses will grant me credibility. Selectable if horsemanship Skillful or higher.
- ★ Visiting a distant market center. Selectable if at least 50 currency.
- ★ If questioned, I will simply lean on my reputation.
 - Only need one of these:
 - Honorable 70 or higher
 - Altruistic 70 or higher
 - Forgiving 70 or higher

Choice 2:

- ★ Unsheathe my weapon.
 - PC kills everyone taking the baby and combined with success in choice 1 will succeed in this task.
- ★ I'll accomplish this from afar. Hiring mercenaries. Selectable if at least 500 currency.
 - Everyone killed, acquires the baby and combined with success in choice 1 will succeed in this task.
- ★ I can't bring myself to kill an innocent family.
 - Task failure

Choice 3: Fake choice

Empress XY: "Rescue" the Emperor

Choice 1: Fake choice.

Choice 2: **Must always pass this to win task text doesn't say if you succeed until end**

- ★ Use Economics to draft letters.
 - Economics greater or equal to 25
- ★ Use the law to draft letters.
 - Law greater or equal to 25
- ★ Use diplomatic skill.
 - Diplomacy greater or equal to 25

Choice 2:

- ★ I'll use my remarkably good looks. Selectable if beauty is stunning with no facial scars.
 - Guaranteed success for next scene
- ★ I'll use my intellect.
 - Law 25 or higher
 - Diplomacy 25 or higher
 - Economics 25 or higher
 - Husbandry 25 or higher
- ★ I'll bump into Guan Li. Leads to another choice unique to this option.
 - Choose archery.
 - Archery Skillful
 - Weaponry.
 - Weaponry Skillful
 - Unarmed combat.
 - Unarmed Skillful

- ★ Through my significant skill in meditation.
 - Meditation Skillful

Choice 3: Various personality stat changes.

Court: Go to the Guilds

Choice 1:

- ★ The Emperor has the power to ennoble. Selectable if Emperor LB/XY.
 - Relationship test LB/XY must be greater or equal to 50
- ★ Go to the Emperor herself. Selectable if Emperor YQ.
 - Relationship test YQ must be greater or equal to 25
- ★ Use my influence with the Imperial Yong Shi.
 - Rank must be Expert or Master
- ★ Lin Ninghong helps in the negotiations but it requires my time. Selectable if Lin Ninghong relationship 50 or higher and less than 9 turns taken.
 - Guaranteed success and 1 additional turn taken.

Court: Renegotiate with Xiongnu

Choice 1:

- ★ Use my extensive knowledge of the legal system.
 - Law greater or equal to 25
- ★ Use my extensive knowledge of economics.
 - Economics greater or equal to 25
- ★ Use my extensive knowledge of diplomacy.
 - Diplomacy greater or equal to 25
- ★ Use my extensive knowledge of husbandry.
 - Husbandry greater or equal to 25
- ★ Serve under her authority. Selectable if: PC trying to be heir less than 9 turns taken. If PC supporting someone else less than 11 turns taken.
 - Guaranteed success and takes 1 additional turn.

Court: Go to kingdoms

Choice 1:

- ★ My reputation helps me here. Selectable if Forgiving greater or equal to 70.
 - Guaranteed success
- ★ I'm tenacious in clinging to a grudge. Selectable if Forgiving less than or equal to 30.
 - Guaranteed success
- ★ Sacrifice my wealth. Selectable if at least 200 currency.
 - Guaranteed success
- ★ Sacrifice my time. Selectable if: PC is trying to be heir less than 6 turns done. If supporting someone else less than 9 turns done.
 - Guaranteed success and one additional turn taken.
- ★ I don't see any way to win them over.
 - Guaranteed loss (note to author return used turn)

Choice 2:

- ★ Use my knowledge of law.
 - Law greater or equal to 25
- ★ Use my knowledge of diplomacy.

- Diplomacy greater or equal to 25
- ★ Use my knowledge of economics.
 - Economics greater or equal to 25
- ★ Use your knowledge of husbandry.
 - Husbandry greater or equal to 25
- ★ Use my wealth. Selectable if at least 500 currency.
 - Guaranteed success

Court YQ: Increase wealth

Choice 1:

- ★ Go to the minister's office relying on reputation.
 - Honorable greater or equal to 70
 - Honorable less than 70 AND Forgiving less than or equal to 30
- ★ Seek out information that would be valuable.
 - Honorable less than or equal to 30
 - Honorable greater than 30 AND Stern greater than or equal to 70
- ★ Use noble status and coin. Selectable if at least 250 currency.
 - Guaranteed success

Choice 2:

- ★ State my case through husbandry.
 - Husbandry greater than or equal to 25
- ★ State my case through the law.
 - Law greater than or equal to 25
- ★ State my case through diplomacy.
 - Diplomacy greater than or equal to 25
- ★ State my case through economics.
 - Economics greater than or equal to 25

Army: Go to Guilds

Choice 1:

- ★ Use my knowledge of diplomacy and economics.
 - Diplomacy and Economics greater or equal to 20
- ★ Use my imperial rank.
 - Imperial rank Expert or Master
- ★ Use bribery offering connections.
 - Goodwill with the court must be "You have mildly impressed..." AND goodwill with the people must be "Only those directly aided by you..." or better.
- ★ Ling Ninghong helps and I give my time. Selectable if Ling Ninghong relationship 50 or higher and less than 9 turns done.
 - Guaranteed success but takes 1 additional turn

Army: Go to nobles

Choice 1:

- ★ Appeal to their sense of honor.
 - Honorable greater than or equal to 70
- ★ Cleverly appeal to their pride.
 - Honorable less than or equal to 30

- ★ Use my relationship with the Emperor.
 - Emperor XY or LB relationship greater or equal to 50
 - Emperor YQ greater than or equal to 25

Army: Go to kingdoms

Choice 1:

- ★ Challenge him in archery.
 - Archery Skillful
- ★ Challenge him in horsemanship.
 - Horsemanship Skillful
- ★ Challenge him in unarmed combat.
 - Unarmed Skillful
- ★ Challenge him in weaponry.
 - Weaponry Skillful
- ★ Liu Fei helps you but it takes more time. Selectable if Liu Fei relationship is 50 or greater and you have less than 9 turns left.
 - This takes an additional turn to succeed
- ★ He needs minimal convincing. Selectable only if you have the facial scar and beauty is intimidating.
 - Guaranteed success

Choice 2:

- ★ Donate to support veterans. Selectable only if at least 1000 currency.
 - Guaranteed success
- ★ Take time to visit forts and speak to troops directly. Selectable only if turn 5 or less.
 - Takes 3 additional turns (note to authors lower)
- ★ Reflect Liu Bang's kind nature. Selectable if Liu Bang Emperor.
 - Forgiving greater or equal to 60
- ★ Highlight the merciless part of my personality. Selectable if Xiang Yu Emperor.
 - Forgiving less than or equal to 40
- ★ Emphasize the parts of me that reflect the Emperor. Selectable if Ying Quliang Emperor.
 - Forgiving less than or equal to 40 AND Honorable less than or equal to 40

Army YQ: End the draft

Choice 1:

- ★ Call on the Zhao. Selectable only if you allied with the Zhao and you haven't called them before.
 - Guaranteed success but you can only call on them once.
- ★ Convince the ministers.
 - Only need one to succeed:
 - Economics greater or equal to 25
 - Diplomacy greater or equal to 25
 - Law greater or equal to 25
 - Husbandry greater or equal to 25
- ★ Use mercenaries. Selectable only if you have at least 2000 currency.

- Guaranteed success
- ★ Go to Chan Ming and Liu Fei.
 - Relationship test with both must be great to or equal to 50 for success and no monetary losses
 - If one companion is greater than or equal to 50 but the other isn't
 - If you have at least 1000 currency you will pass (but lose the money)
- ★ Put your own military unit forward and monetarily supplement the difference. Selectable only if you upgraded your land with the military training unit and have at least 500 currency.
 - Guaranteed success

Choice 2:

- ★ Spirituality lends authenticity.
 - Meditation must be Skillful or higher
- ★ Use personal resources. Selectable only if land is upgraded with crop husbandry and has at least 500 currency.
 - Guaranteed success
- ★ Personally oversee road repairs.
 - Horsemanship must be Skillful or higher
- ★ Go to the Zhao. Selectable only if allied with the Zhao and haven't called on them before.
 - Guaranteed success

Choice 3:

- ★ Appeal to her cunning.
 - Honorable <50
- ★ Show off your combat skills.
 - Only need one to succeed:
 - Weaponry Skillful
 - Archery Skillful
 - Unarmed Skillful
- ★ Aid from Liu Yuan and Ling Ninghong.
 - Relationship test for both greater or equal to 50
- ★ Ask the Zhao for help. Selectable only if allied with Zhao and haven't used them before.
 - Guaranteed success