

Total War: Three Kingdoms

Total War: Three Kingdoms is a turn-based/real-time strategy game taking place in Three kingdoms era (220-280) of China. You are a faction leader who must destroy all other factions and unite China by becoming its unifying leader. Each leader has section of China and must expand their territory by taking over cities/settlements/resources with armies that you build. Armies can also fight each other to reduce your enemy's military might. You also have diplomacy with the other factions as you cannot go against everyone, you must find allies, or you may already have some based on your faction leader you choose. Each Faction leader has unique units/buildings and special abilities that you can use to help you unify China. Each battle also changes based on your forces and the enemies, and even the weather/terrain. Each army can have 3 generals and each general has up to 6 units. Each unit can have varying number of soldiers, but it is mostly like 50 soldiers per unit. Before each battle, you can arrange your units in any order you want on your side of the battlefield. When you start the battle, you now command them in real time. You now can move your forces to march along the battlefield and fight your enemy. Each unit has a type based on the Wu Xing philosophy. There is blue/water, green/wood, purple/metal, yellow/earth, and red/fire. Each type has advantages and disadvantages on other types, like Pokémon. You can command your units and generals to attack other units or hold their defense. Units will fight against each other until their mortal and their health has fallen very low and will flee the battle or die fighting. You win the battle after you have defeated most of the enemy's unit or having them fleeing the battle. In order to win the game, you must accomplish to phases. Phase one where you must accomplish a certain amount of prestige by conquering new territories and upgrading them to bigger cities and become the rank of emperor. Phase two where you must hold all three seats of power of the throne and have two-thirds of China under you.

Total war games have both styles of strategy game incorporated into the game. The turn-based gameplay is on the overworld where you control your empire and see the other factions. The real-time gameplay comes from the battles when two armies fight against each other. In the overworld, this is where players make decisions on trying to win the game and conquer their territories. They make choices on how they build their armies to accomplish this goal. What type of generals to use, which units and how many, and how stacked to make them if they can afford it to create that large of an army? Players also make choices on diplomacy. They can choose who are their best allies and try to make them friendly towards the other factions and possibly help them win. All these choices are made based on what the player thinks is his best strategy to win the game. These mechanics makes players think about their choices as almost all their choices have some consequences. Some factions hate each other, so allying with one of them angers the other. Creating a huge army can be great for taking many territories, but can strain you from upgrading your current settlements, making them unhappy and making you poor. All these mechanics make you feel like a warlord managing all these different people and armies. The battle sections of the game are like a subgame with the game. Battles are different as they are RTS style instead of TBS, so you must think 'on your feet'. Here,

players choices are dependent on why they are battling: defending their city, attacking another army, sieging an enemy's capital, etc. Players are presented with the battlefield and set their army up before initializing the battle. Each battlefield is different like terrain where trees can make your units hidden from the enemy. Players make choices based on formation. Which formation is better at tanking charging forces? Then players make choices on attacking and battling. Which units are better at attacking different kinds of units? Players must make choices based on the situation at hand. The battle can change from your favor to theirs when one of your generals dies. All these choices simulate what a general does in a real battle. Not exactly since we are all not God telling specific people to do stuff here, but it does simulate to a degree. Units can lose enough moral and health and start to run away in fear of dying and no longer listen to you.