

RTK III Quick Win Strategy Guide

1. Game Set-Up

- (1) Select **Scenario 6**.
- (2) Select **3 players** and their representative rulers.
- (3) Select **Beginner** Level.
- (4) Select **No** for View Other Country's War.
- (5) Select **Historical** Mode.

2. Game Play

- (1) In the city where you have the first turn, select the following commands in the same month.
 - (a) Select **Threat** under **Diplomacy**. Send anyone as a messenger without a guard. Threaten both states in any order.
 - (b) Both threatened rulers select **Accept** and submit.
 - (c) Select the rank of submitted rulers. You can select any rank, though **Advisor** or **General** is preferable.
 - (d) After those two states have surrendered, select **All** under **Delegate**, then **Domestic** policy.
 - (e) Select **City** under **Delegate**, place 2. *Hokuhei*, 15. *Tensui*, 30. *Keiyou* under direct control.
 - (f) End the turn.
- (2) Issue the following commands in state 2, 15, and 30.
 - (a) Select **Move** under **Military**, and move one general to an adjacent vacant city. You may select any general and desired amount of gold, food, etc.
 - (b) End the turn.

3. Game Ending

The ending message will start immediately.