



Recreate the Glory and Chaos of the Great Qin Empire

“Prince of Qin” is a game set in the last years of the Qin Empire, which were brimming with chaos and death caused by numerous wars. On such a glorious, grand and solemn historical stage will appear many sage, rare talents, fierce warriors, girls of virtuous upbringing, and even bandits, robbers and drunkards. “Prince of Qin” is an ARPG (Action Role-Playing Game), which creates a massive game world allowing players to experience life in an ancient and historic environment more than 2000 years old.

BACKGROUND

Historical Summary

The following is a brief summary of the historical background of the game. For more detailed historical summaries including additional information on the Great Wall of China and the Tomb of the First Emperor containing the terra-cotta warriors and horses, see the Appendices.

The Qin Dynasty lasted only 15 years from 221 BC to 206 BC. Compared to the Warring States period which lasted around 250 years from 475 to 221 BC, and the Han Dynasty which followed the Qin Dynasty and lasted over 400 years from 202 BC to AD 221, it was an exceedingly short lived period.

Although it was brief, the Qin Dynasty had an impact on the future of China, which was totally out of proportion with its longevity. The reason for this was

almost wholly attributable to the amazing force of Ying Zheng, King of Qin at the age of 13 and the First Emperor of Qin in 221 BC at the age of 38. He was one of China's greatest Emperors and is certainly the best known in China itself and around the world.

The First Emperor's many achievements included establishing the Qin Dynasty to end the chaos of the Warring States period, creating a centralized bureaucratic system of government, which largely lasted throughout Chinese imperial history, standardizing the system of weights and measures and traditional Chinese characters, introducing new coinage to replace the separate currencies issued by the states, and building the Great Wall. Ying Zheng called himself "Shi Huangdi" meaning "First August Emperor". He was a man as gifted in administrative ability as he was in military ability. But he ruled with heavy reliance on fear as a weapon and the cruelty of his rule is nowhere more clearly illustrated than with the huge loss of human life involved in the building of his palaces (he built more than 700 of them including the huge Epang Palace) and tomb and in particular the Great Wall. It is said one man died for every meter of the Great Wall constructed. During the First Emperor's rule over 5,000 km were constructed.

To undertake these massive construction projects the First Emperor is said to have conscripted at least two million people. Since the population of the country was then about 20 million, this represented a huge 10% of the population. This massive conscription and stories of the large numbers of deaths occurring prompted widespread criticism and dissatisfaction.

It was in this context that the First Emperor decided, on the advice of his Prime Minister, Li Si, to tighten his grip on the country and try and do away with philosophical thought and learning which appeared to offer an alternative to the harsh Qin legalistic approach. In 213 BC, angered by a call to revert to the enfeoffment system adopted by the Shang and Zhou Dynasties, the First Emperor ordered the Burning of the Books (that is all the books of the previous six states other than books on medicine, divination and agriculture). This order generated considerable opposition from Confucian Scholars. They received harsh punishment including branding and conscription to work on the Great Wall. Ultimately, more than 400 of the more vocal scholars were buried alive.

Prince Fu Su was the eldest son of the First Emperor and is the leading character in the game. He was the Crown Prince but angered his father when he had the courage to object to the orders to burn the books and bury the Scholars alive. His punishment was to be sent north in disgrace to assist in the construction of the Great Wall and the defense of the Northern Border. Having been removed from the center of power, he was exposed to the evil machinations of the Chief Eunuch, Zhao Gao and the Prime Minister, Li Si.

Shortly before his death the First Emperor had named Prince Fu Su his successor but when the First Emperor died of a sudden illness Zhao Gao and Li Si, fearing for their positions should the liberal Crown Prince take the throne, kept his death a secret, suppressed the edict naming Fu Su the First Emperor's successor and forged another edict ordering Fu Su and the Great General Meng Tian to commit suicide. Both Fu Su and Meng Tian obeyed this edict and immediately after they had done so Zhao Gao and Li Si announced the death of the First Emperor and had Hui Hai, Prince Fu Su's younger brother, ascend the throne as the Second Emperor of Qin. Both Zhao Gao and Li Si expected that they would be able to control Hu Hai and effectively rule through him.

The game takes as its background the last four years of the Qin Dynasty from the ascension of Hu Hai to the throne as the Second Emperor of Qin in 210 BC to the surrender of Fu Su's son, Zi Ying, the Third Emperor of Qin, in 206 BC. The events of these four years are summarized in the section headed "The Rebellion".

After the fall of the Qin Dynasty in 206 BC, another war between Liu Bang and Xiang Yu lasted for eight years and ultimately resulted in Xiang Yu's defeat and death. Then China was re-unified in 202 BC by Liu Bang, who established the most powerful and prosperous Dynasty in China's history, the Han Dynasty.

The Rebellion

After Hu Hai ascended to the throne as the Second Emperor of Qin, he went even further than his father, the First Emperor, in terms of the cruelty. Ordinary people had no means to live and there was widespread dissatisfaction and unrest. During this period, Ying Bu, a prisoner confined in Lishan Mountain, fled to be a pirate in Jiangzhong. Peng Yuan led his men to be bandits in Juyeze and Liu Bang, formerly the Village Constable of Peixian County, hid his men in Dangshan Mountain in preparation for military action. In July 209 B.C., Chen Sheng and Wu Guang killed their superior officers on the way to defend the border and formally rebelled against the Qin Dynasty in Dazexiang County.

From Dazexiang County, they advanced and conquered Qixian County. At that point, they divided their army in two. Chen Sheng led one army towards the west and Ge Ying from Fuli led the other towards the east. They advanced with such an overwhelming momentum that nothing could stop them. Successively they conquered five counties in breathtaking speed. Chen Sheng then declared himself King at Chenxian with the title of "Zhang Chu". After he had established a solid base there, Chen Sheng divided his army into three and ordered an advance to the west, north and south. The army to advance south was led by Deng Zong who would attack Jiujiang Prefecture and the army to advance north

was led by Wu Chen, Zhang Er and Chen Yu who would advance along the Yellow River to take the old land of the State of Wei. The army to advance to the west would itself be divided into three: a force led by Wu Guang, the deputy king, to strike Yingyang; one led by Song Liu from Nanyang would attack Wuguan straight away and the rest led by Zhou Wen were to take Xianyang, the capital of the Qin Empire.

Not until the moment when Zhou Wen had led the rebels to Xishui near Xianyang did Hu Hai, the Second Emperor, understand what was happening. He then accepted the proposal made by Zhang Han that hundreds of thousands of the prisoners who were completing the building of the tomb for the First Emperor would be made to fight against the rebel troops. With his troops so deep into enemy territory, Zhou Wen finally was defeated and had to withdraw out of Hangu Pass to defend Caoyang. In that period, Wu Chen led his forces and occupied Handan. He then deserted Chen Sheng's command and acclaimed himself King refusing to reinforce Zhou Wen. Wu Chen then marched his troops towards Hebei to expand his territory. Without reinforcements, Zhou Wen and his men tried to defend Caoyang for nearly three months before retreating to Mianchi. In the end they were annihilated by Zhang Han, the Qin general, and Zhou Wen cut his own throat.

After he destroyed Zhou Wen, Zhang Han led his troops all the way to Chencheng, the epicenter of the rebellion. In December, Chencheng fell and Chen Sheng led the remnants of his army to retreat via Ruyin. On the way, Zhuang Jia, one of Chen Sheng's waggoners, assassinated Chen and surrendered to the Qin Dynasty.

In response to Chen Sheng's rebellion, Xiang Yu, a member of the royal family of the Chu State, also raised his own flags to rebel at Wuzhong. In 208 A.D., he led his troops numbering 8000 to cross the Great River to attack the Qin forces in the west. On their advance all the way to Xiapi, all the various rebel forces in the area offered their service under Xiang Yu's flags. Almost at the same time as Xiang Yu started his rebellion, Liu Bang commenced his own military action at Peixian County and occupied Fengxian, one of Qin's counties. However, when Liu Bang was leading his major forces on an expedition, Yong Chi, Liu Bang's General defending Fengxian County, surrendered to the Qin. After attacking Fengxian County for a long time without success, Liu Bang then borrowed 5000 soldiers from Xiang Liang, the rebel General defending Xuecheng and Xiang Yu's uncle, and eventually re-captured Fengxian County.

At that moment, the news of Chen Sheng's death reached the rebels. Fan Zeng, an experienced and astute counselor under the leadership of Xiang Yu, suggested that a member of the royal family of the Chu State be used to call on all the people in the area to rebel. Xiang Yu then turned to Xin, a grandson of

King Huai of Chu, and put him forward as the new leader in succession to Chen Sheng.

In July of the year 208 B.C., Xiang Liang defeated the Qin general, Zhang Han, twice at Dong'e and Puyang respectively. At the same time, Liu Bang and Xiang Yu attacked Yongqiu in the west. Cao Can, one of Liu Bang's subordinates, killed Li You, a son of Li Si, the Prime Minister of the Qin. Thus the Qin troops suffered heavy defeats. Later, Xiang Liang defeated the Qin troops again at Dingtao. Day by day Xiang Liang became more and more arrogant after a series of victories and finally he fell victim to his own pride and underestimated the enemy. Zhang Han took back Dingtao with a night raid and Xiang Liang was killed in the turmoil. After the pacification of Dingtao, Zhang Han led his troops straight to Hebei where he besieged the rebel troops at Julu.

At this most crucial moment, King Huai of Chu sent Song Yi and Xiang Yu northward to rescue the rebel troops. At the same time Liu Bang led troops westward to smash Guanzhong. Unhappy with Song Yi who had taken actions against the rebel army's interests, Xiang Yu killed him and became the leader. Afterwards, Xiang Yu led his men across the River Zhang and ordered their boats to be burned to show how determined they were to defeat the Qin forces. They fought the Qin forces nine times and won each time. They killed Su Jiao and Wang Li, two of the most able Qin Generals.

Leading the Qin's main forces against the rebel troops at Julu, Zhang Han failed to obtain reinforcements from the Qin Dynasty. Finally Zhang Han surrendered his army of 200,000 Qin troops to the rebels and Xiang Yu ordered them all to be buried alive. This disastrous capitulation for the Qin Dynasty occurred in July of the year 207 BC.

Liu Bang led his troops westward and on the way the Qin Generals and officials submitted one after another. So Liu Bang marched almost without opposition all the way to Wuguan. In a state of panic, Zhao Gao, who already had the Prime Minister, Li Si, and his whole clan put to death, had the Second Emperor killed and established Zi Ying, the eldest son of Prince Fu Su, as the new Qin Emperor. He then pleaded for peace but was rejected by Liu Bang. Liu Bang then attacked Wuguan and entered Lantian. Following Zhang Liang's advice, Liu Bang tricked the defending Qin troops and obliged them to surrender and in this way he broke the Qin army at Lantian. Later Zi Ying lured Zhao Gao to his death. By that time Liu Bang and his forces had reached Bashang, on the outskirts of Xianyang. Zi Ying then surrendered to Liu Bang and the Qin Dynasty ceased to exist. Although Zi Ying was spared by Liu Bang, Xiang Yu later had Zi Ying and the entire Qin royal family put to death.

GAME FEATURES

Graphics

- By referring to many historical documents, more than 150 NPCs in the game are designed to achieve historical accuracy and many events are the actual ones that occurred in that period.
- The maps in the game help make the China domain of that time reappear. Numerous independent scenes will be created, including cities, villages, country fields, caves and so on. In the game, you can appreciate the splendor of the Great Wall, the tomb of the First Emperor of Qin, the Epang Palace, etc.
- The game will recreate not only numerous unique natural environments with special plants and buildings, but also some varieties of climate phenomena such as rain, snow, wind, thunder and lightning and the alternation of day and night.

Legendary Heroes

- There are five types of heroes: Paladins, Musclemen, Assassins, Wizards and Witches, each equipped with various skills and magic. They are accomplished with different weapons. You can achieve superb power when you are able to command them to co-operate in harmony.
- “Prince of Qin” lets you recruit four partners to complete the missions together, as a team.
- All the heroes’ fighting skills and abilities are divided into the five categories of Metal, Wood, Water, Fire and Earth. In ancient China, the philosophers believed that the world was made up of these five elements. These elements interact with one another to enhance or reduce skills and abilities. For example, Water restricts Fire while Wood promotes Fire. You can enrich the fighting modes and effects by making use of the interactivity between the elements.

Weapon and Inventory System

- Hide and beast bones can be obtained from hunting. Through mining and felling trees, you can acquire Ore and Lumber while some rare and very valuable items can only be obtained through trade. What’s more, if you like, you can make extremely powerful weapons and armor for yourself with such items as hide, beast bone, Ore, Lumber and other valuable goods.
- You can give your weapon a good name that you prefer and it’ll become exclusively yours.
- By assembling equipment, you can achieve many more means to finish a mission. However, you have to travel around the realm to find a formula for assembly and it’s not certain that you will be able to learn the assembly skills.
- All the weapons and inventory have been designed with some special Five-

element attributes. You are able to make every battle work to your advantage by using the most suitable weapons according to your enemy's Five-element condition.

- If a main character is equipped with some weapons and armor, the picture he or she is in will change accordingly at the same moment.

Fighting Mode

- In real time fighting mode, you can control the fighting by mouse. You can also define Shortcut Keys of your own to facilitate the fighting.
- Team Spirit is highly encouraged here, in contrast to most of the existing ARPG games where the heroes have to complete the missions alone.
- "Make every war a most exciting adventure." You can do this by setting traps, tempting the enemy and making good use of each hero's skills and magic.
- You can also tame or call up fowls and beasts to help you attack the enemy.
- The fighting style is classic Kung fu style.

Various Endings

- Many subsidiary story lines supplement each other and the main story line enables you to experience the realistic living environment during the last turbulent years of the Qin Empire.
- Whether a NPC turns out to be an angel or a devil depends on you. You can communicate with NPCs in different dialogues, and you can choose your own options to accomplish a mission. Thereupon the game will vary with all these factors. A great variety of different endings await you.

Flexibility, Variety and Fun

- More flexibility and freedom enable you to enjoy the game as you please. You can find items with no difficulty by making marks on the map and players of various levels may adjust the game speed by using the Game Speed bar. In addition, every player can create his/her own heroic troops because there is an independent Upgrade-system.
- The Random Inventory-system guarantees a great variety of weapons and items.

Net-game

Using the dedicated server you can fight with your friends side by side or against each other to enjoy "Prince of Qin" and superior players can be enthroned in a special Ranking List. Furthermore, there is a net-expo of all the wonderful weapons and equipment you have made and your friends can tell you what they think of your creations.

The Lead Character

Prince Fu Su is the lead character in the game. As the Crown Prince of Qin he was an immensely powerful person in the Qin Dynasty. Very little is known about him in his early years. His mother was one of the imperial concubines. He was married and had at least one child, Zi Ying, who later became the Third Emperor of Qin. Fu Su came to historical prominence when he courageously stood up to his father in the furor caused by the order for the Burning of the Books and the subsequent inhumane treatment of the Confucian Scholars, including burying more than 400 of them alive.

The First Emperor had always been bloodthirsty but arguably he was losing his mind when he ordered the brutal murder of so many Scholars. Fu Su knew the risks of opposing his father and in doing so he must have known he was putting his own life at risk. If he had been a minister he would most certainly have been executed. His punishment was being sent north to assist the Great General Meng Tian construct the Great Wall and defend the Northern Border from the Hun invaders.

Fu Su was immensely successful in this new role and led his troops on numerous successful forays against the Huns. He was also universally popular among the troops. He was truly a hero in the making, but tragically, he would never have the chance to fulfill his potential in the Qin Dynasty or in China.

No one knows what went through his mind when he received the forged edict ordering him to commit suicide, but certainly the injustice of such a cruel order would have wounded him deeply. At 30 years old he was at the peak of his physical power.

Although in history both Fu Su and the Great General Meng Tian tragically killed themselves in obedience to the fake edict, in the game they both live and Fu Su launches himself on a mission to find out the truth behind the edict. Once he discovers the plot against him, he seeks revenge against those who had betrayed him and his father and goes on a mission to reclaim his birthright.

As the hero in the game, Fu Su, the Crown Prince of Qin, should have ascended the throne as the Second Emperor of Qin in accordance with his father's wishes. Instead he experienced numerous setbacks such as the sudden death of his father, the usurpation of the throne by his brother and the tragedy of his family and friends' betrayal, but he also enjoyed disinterested assistance from knightly friends and love and care from more intimate friends. The complex political struggles, the misery of the people, and the real sentiments of friends involved in Fu Su's suffering gave him a profound understanding of life. So what will he do in this situation? Can he gain revenge and kill his foes? Can he save the Qin Dynasty on the edge of its extermination? Can he live together with his

lover? Can he make his dream come true to rule a peaceful and united country? Play the game and find the answers.

CHARACTERS

Heroes

Heroes are the essential units that make up your team. Five different types of heroes all have various skills and abilities of their own. Cooperation between all the heroes is the key factor in you winning a victory.

Throughout all the adventures, you can expect other heroes to join you in various places but the requirements for each hero are different in every case. Every hero has his or her own background and life experience. Some of the stories may unfold along with the interactions between the main character and the other heroes. All this will affect how the game ends.

Paladins

Paladins are good at attacking and are equipped with some exclusive skills. They have a good balance between their attributes of HP, MP, dexterity and their attacking and defending powers. Thus they not only attack very fiercely in battles but they also cause a lot of disruption in the enemy area. Their skills of weapon making and repairing are very significant to a team's success.

Note: They can use four types of weapons: Falchion, Long Sword, Long Bow and Dagger-axe.




Non Playing Characters:



Many NPCs (Non-Player-Control Characters) will appear in the game. If you talk with the NPCs, you may obtain various sorts of Info that will change the game process. Some special events may happen and you will collect some special items.

The following is a brief introduction of some NPCs:



Zhao Gao: He was the Chief Eunuch under the First Emperor and from the death of the First Emperor onwards proved himself to be a treacherous and murderous villain. After Hu Hai was enthroned as the Second Emperor, Zhao Gao actually became the most powerful person in the Empire dominating the Second Emperor. Though all the court officials were his subordinates, Zhao Gao still felt insecure. He

	<p>once thought of a strange idea to further his domination of the Second Emperor and test the loyalty of the court officials. He brought a deer before the Emperor and described it as a rare horse from the north. The Second Emperor ridiculed Zhao Gao saying of course it was just a deer. Zhao Gao queried the Second Emperor's eyesight and then asked all the Court Officials present whether the animal was a deer or a horse. Those who correctly identified the animal as a deer were either demoted or killed by Zhao Gao. This episode is known in history as "Call a deer a horse". He was a master of wizardry and thus could take control of people's minds to put them under his control.</p>
	<p>Touman the Khan: The Huns were renowned for their valor and ferocity. As the Khan of the Huns, Touman was immensely powerful beyond people's imagination. Unfortunately, by nature he was cruel and always scheming. To reach his goals, he was even prepared to kill his own son. Touman the Khan is good at wizardry and very tough.</p>
	<p>Huan Feng: He was the son of Huan Qi, a late Great General of the Qin State. He grew up with Prince Fu Su. They once braved countless dangers together and he was Fu Su's most trusted friend. He was very straightforward and faithful.</p>
	<p>Hu Hai: He was one of Fu Su's younger brothers. He took every step he could to succeed in becoming the Second Emperor of Qin, even conspiring with Zhao Gao and Li Si to kill his brother, Prince Fu Su. After his enthronement, Hu Hai successively put all his brothers and sisters to death to secure his own position. Hu Hai was lazy and muddle-headed and was actually a puppet emperor under the control of Zhao Gao.</p>



	<p>Liu Bang: He was once the Village Constable of Paixian County. In this capacity he was in charge of escorting prisoners on the road. One day he decided to release all the prisoners and thus received their loyalty and the respect of many people. On hearing that Chen Sheng and Wu Guang had started a rebellion, Liu Bang also conquered Dangshan Mountain to seek opportunities for further action. Always forthright, Liu Bang was endowed with outstanding leadership.</p>
	<p>Xiang Yu: Xiang Yu was a member of the royal family of the Old Chu State. He was extraordinarily strong, brave and had many military achievements to his name. So he was also called 'The Conqueror of West Chu' in history. However, he was also very hot-tempered, narrow-minded and irresolute and that disappointed many of his former loyalists. In the end, utterly isolated, Xiang Yu cut his own throat after a fatal defeat by the side of the Wujiang River.</p>








SKILLS







The five types of heroes have many skills of their own, altogether 20 skills for each. And these skills, apart from a few special ones, need to will consume heroes' MP.






Along with the upgrade of the heroes, you will win some Skill Points, which you can invest into a certain skill to upgrade that skill. So you can enhance their strength a great deal.

Paladin Skills



	<p>Fierce advance: While this skill is simple it is also the most effective, the most practical and also the most direct. This skill will help promote the chop-attack power.</p> <p>Effect: The most basic skill for near-body attack.</p>
	<p>Shooting a vulture: The bow and arrow is the only means paladins can use to make a long-distance attack. Though its killing power is limited, the danger of close-body fighting is avoided. This also makes it possible for paladins to move around the enemy's area and make flexible attacks.</p> <p>Effect: Only with a bow and arrow can you employ this shooting skill.</p>








	<p>Art of Weapon-making: It is very easy for paladins to grasp the fundamentals of this skill. But it is hard to be a master. Only when this skill is upgraded to a certain degree can you comprehend how to forge the most powerful weapons.</p> <p>Effects: With this skill, paladins can make all kinds of weapons and equipment and they are able to inlay gems onto equipment.</p>
	<p>Stanching: Make use of the dynamic tension of muscles to treat wounds. Spread some wonder drug on the wound, then dress it up and you will quickly recover from a wound.</p> <p>Effect: In a certain period, increases the speed to restore of restoring your HP.</p>
	<p>Whirlwind: When besieged by the enemy, jump up in the air and then rotate the body and launch an attack on the head or neck of the enemy beside you with your wrists. The enemy will not be able to defend themselves and their heads will fall to the ground.</p> <p>Effect: Attack all the enemies around you.</p>
	<p>Dragon prance: Take a deep breath and jump up and make paladins move about very quickly on the battlefield. But a more powerful jump-attack will only be possible when this skill is upgraded.</p> <p>Effect: This jump skill helps you overcome some low obstacles.</p>
	<p>Art of remedy: This skill helps increase your familiarity with the weapons and then you will be able to repair and maintain them. The higher the grade of the skill, the more you will be able to repair a weapon.</p> <p>Effect: Paladins can use this skill to repair damaged weapons and equipment.</p>
	<p>Air control: Move in some unique and artful steps and you will greatly improve your ability to dodge the enemy's attack and prevent them from knowing your location. You will also be able to understand the enemy's weaknesses more accurately and therefore make more effective attacks.</p> <p>Effect: This skill helps increase your Shoot Rate and Dodge Rate in a certain period.</p>
	<p>Divine dragon tail: Attack the enemy when they are unprepared by a fierce sweep of the legs. Usually this is very effective to kick away the enemy.</p> <p>Effect: Only with a bow can you use this skill to kick away your enemy.</p>








	<p>Denouncing the heaven: Jump high in the air and then drop with the power of a thunderclap to kill the enemy at the point of contact. This makes it possible for you to cut off the enemy's head even though you are besieged by a large group of enemy forces.</p> <p>Effect: This skill helps make a powerful attack on a single enemy.</p>
	<p>Holy defend: This can help make the most effective defense, so the enemy will fail in their common attack on you. However, if you use this skill at the wrong moment, you will get hurt or you may lose a good opportunity for a battle. If you are besieged, it can only help shield you from the enemy facing you.</p> <p>Effect: This skill puts Paladins in a state of defense that can protect them from the enemy's attack. However, this state will be cancelled when Paladins move or start to attack.</p>
	<p>Illusion: This can help increase your dexterity in a short time. You can also quicken your movement and attack speed with this skill.</p> <p>Effect: Increase your Move speed and Attack speed in a certain period.</p>
	<p>Lightning and thunder: Like a flash of lightning, skillfully make use of the angle of chopping and the power to slash with the sword and withdraw it. You attack your enemies with continuous slashing so they have no power to strike back.</p> <p>Effect: This skill allows you to make quick and continuous attacks.</p>
	<p>Become terra-cotta: Promote the Earth killing power for your friends. What makes the skill really horrifying is that if you attack an enemy of low defense ability, the enemy will turn into stone terra-cotta and won't be able to move.</p> <p>Effect: This skill helps increase the Earth Attack-power for you and your friends in a certain range.</p>
	<p>Heart-piercing: Making use of the enemy's weakness, suddenly lunge forward at the enemy like a thunderclap. Attack the enemy at his vital parts, such as the waist or stomach, at the moment when you and the enemy are passing very close to one another.</p> <p>Effect: This skill allows quick pierce attacks.</p>





	<p>Holy shield: Control breath and make it pass through the whole body, so all the muscles will get extremely strong and tough like iron, which no sword can cut into.</p> <p>Effect: This skill helps increase your Common Defense-power in a certain period.</p>
	<p>Dominator: This extraordinary attacking skill can almost make the winds change their direction and the clouds change their color. This skill makes the enemy before you suffer a great disaster.</p> <p>Effect: This Earth-attack skill helps you attack all the enemies in a line.</p>
	<p>Nourish spirit: Collect energy and concentrate attention on nourishing the spirit and Paladins will recover their MP in a short time.</p> <p>Effect: This skill helps increase your MP restoration speed for a certain period.</p>
	<p>Overwhelming thunder: Control breath and make it pass through the whole body and Paladins can enhance their strength dramatically in a short time. After this, you can perform any skills to their fullest.</p> <p>Effect: This skill helps increase your Common Attack-power in a certain period.</p>
	<p>Sweeping all: Your body and its illusion rotate quickly and kill many enemy soldiers around you. The attack is as overwhelming as a hurricane.</p> <p>Effect: This skill helps release many illusions to subject all the enemies surrounding you to a fierce attack.</p>

Muscle-man Skills



	<p>Tiger paw and wolf teeth: This is essential for Musclemen to attack, something like a wolf's sharp teeth or a tiger's claws. Although simple, it is still very powerful.</p> <p>Effect: The basic skill for near body fighting.</p>
	<p>Tame: Understand thoroughly the temperament of various kinds of wild beasts, and you can tame them to be your assistants. However, the beasts are all so changeable by nature, so be very careful. Otherwise you may be bitten by the beasts you have tamed. Note: You can only tame wolves, tigers and bears.</p> <p>Effect: This skill helps you tame your enemy's beasts, but after the period of validity, they will become wild again.</p>






	<p>Soaring eagle: Although Musclemen are tall and big in stature, they can still jump high into the air because of their extraordinarily powerful legs. The hordes on the border can even jump up high onto racing horses.</p> <p>Effect: This skill helps you jump over low obstacles.</p>
	<p>Summon birds: This skill was acquired from outside of the northern border, where the hordes used it to tame all sorts of fowls to spy on the enemy or for hunting.</p> <p>Effect: This skill helps you summon birds to explore the situation ahead.</p>
	<p>Lure the enemy: This skill helps concentrate the attention of all the enemies around you onto you alone so that you can relieve the pressure on all your weak friends. Furthermore, you can use this valuable skill to lure the enemy into the traps you lay.</p> <p>Effect: This skill helps concentrate the attention of all the enemies around you onto you alone so that you can relieve the pressure on all your weak friends.</p>
	<p>Fighting desperately: This is one of the skills for the earliest disciplinants to practice moral teaching, which involves the damaging of one's own body to harden one's willpower and endurance. Thus both your attacking and defending powers are enhanced. At the moment when you are dying you can perform this skill without hurting your body.</p> <p>Effect: This skill helps cause severe damage to your enemy, but at the same time it hurts you.</p>
	<p>Summon wolves: This skill operates so that a special timber is ignited and the smell of the smoke will summon all the wolves who are nearby to come assist you.</p> <p>Effect: This skill helps you summon wolves to fight for you.</p>
	<p>Burning bloody blade: This helps your friends concentrate their spirits on their swords and makes every attack faster, fiercer and crueler. In addition, there is a ruthless fire power in the weapon. So the wounded enemy will suffer as if they are burnt with fire.</p> <p>Effect: This skill helps increase the Fire Attack-power for you and your friends in a certain range.</p>
	<p>Scare the enemy: Make a roar deep from the pelvic region. The powerful sound shakes the woods like a tiger's howl or a dragon's roar, making the enemies nearby petrified and thus defeated without even a battle.</p> <p>Effect: This skill helps scare away all the enemies around and decreases their Shoot Rate.</p>







	<p>Continuous attack: Concentrate all your power on attacking the selected target continuously. A horrifying scene will be woven by the winds caused by the slashing up and down of swords and the splashing blood spouting into the air.</p> <p>Effect: Only with a short weapon can you use this skill to make quick and continuous attacks on your enemy.</p>
	<p>Accumulate strength to attack: Save all your strength to finish an attack. Your attacking power will double, triple or increase by even more. However, it takes time to save your strength so if the enemy disturbs you during this period, nothing will be achieved.</p> <p>Effect: Only with a long weapon can you employ this skill to subject the enemy to a fierce attack.</p>
	<p>Summon Tigers: The hunters in the forests make this skill come into play. According to the nature of fierce tigers, the hunters raise and train them. The tamed tigers may be called on to be very effective helpers when in need.</p> <p>Effect: This skill helps you summon tigers to fight for you.</p>
	<p>Nail armor: The original idea for this skill comes from hedgehogs. This skill will not only shield you from the enemy's attack, it will also cause the same degree of damage or even more damage to the attacking enemy themselves.</p> <p>Effect: This skill helps you or your friend take on a piece of armor, so it will help cause damage to the attacker.</p>
	<p>Whetting blades: This skill can promote the Metal Attack-power of weapons significantly for your friends nearby. This is like a murderous knife, which is newly sharpened. The wounded enemy will go faint because of a loss of blood.</p> <p>Effect: This skill helps increase the Metal Attack-power for you and your friends within a certain range.</p>
	<p>Art to lure bears: Invoking bears to help you will alleviate the war situation dramatically because bears are fierce in attacking and they are of very high HP. They are really a precious assistant in war.</p> <p>Effect: This skill helps you summon bears to fight for you.</p>
	<p>Hungry Tiger: Jump up to be above the enemy and then press down like a mountain to attack the enemy below with a deadly blow. This skill helps increase your attacking power significantly.</p> <p>Effect: This skill helps you make a powerful attack on a single enemy.</p>







	<p>Puppet killer: Manufacture a big hollow puppet, which is filled with a combustible material like sulfur. Then place it within the enemy's visual field. The enemy will be lured to attack it, the puppet will explode and the enemy nearby will suffer damage.</p> <p>Effect: This skill helps you summon a puppet and when your enemy approaches, the puppet will explode and the enemy nearby will suffer damage.</p>
	<p>Hurricane: As a tornado sweeping the land, with all the woods destroyed, this skill can help attack all the enemies around you with considerable killing power.</p> <p>Effect: This skill helps you attack all the nearby enemies continuously while you are moving around.</p>
	<p>Copper skin and iron bone: This skill helps increase the defending power and other attributes of the beasts you have summoned up quickly. As a result the wild beasts' fighting strength will be considerable.</p> <p>Effect: This skill helps increase the fighting strength for the beasts you summoned and tamed but it is ineffective for your other friends.</p>
	<p>Roaring: Control breath to the pelvic region, raise your head to make a peerless roar and shock the weak enemy nearby so they faint and fall to the ground. The weak enemy won't be able to resist and will die.</p> <p>Effect: This Metal-attack skill helps you shock the enemy nearby and causes them to withdraw and feel dizzy.</p>


Assassin Skills

	<p>Meteor arrows: This is an essential skill for Assassins to make long-range attacks with bow and arrows. Long years of experience have equipped Assassins with a profound understanding of bow usage. Though they themselves are not very powerful, they can fulfill the potential of bow and arrows to the maximum.</p> <p>Effect: Only with a bow (crossbow) and arrows (bolts) can you employ this shooting skill.</p>
	<p>Soul-chasing Thrust: Most Assassins have limited power in their arms, therefore short swords and daggers are the weapons they use. By using this unique way of attacking, they effectively avoid their weak-points while bringing their strong-points into play fully. They increase the small and short weapons' attacking power to the maximum.</p> <p>Effect: The basic skill for near body fighting.</p>






	<p>Device Master: Through study Assassins learn to destroy various devices. However, Assassins can only dismantle the traps of the grade lower than their own level. Assassins can only sigh in vain when the traps are of a higher grade than their own.</p> <p>Effect: This skill helps you dismantle traps and open locks. The higher the skill's level, the higher the level of traps and locks you can dismantle and unlock.</p>
	<p>Beast-trap: This skill evolves from the hunters' idea of digging pits for hunting wild beasts. Assassins lay traps at some key positions. Once the enemy has fallen into the traps, they lose much of their attacking power and cannot move. So you are offered more opportunities to attack the enemy in the resulting chaos.</p> <p>Effect: This skill helps you lay traps on the ground. The enemies who step on such traps will fall into them and lose their fighting strength.</p>
	<p>Gold vision and fire eyes: This skill will strengthen Assassins' insight of things. So Assassins cannot only find the traps but they can also discover the hidden enemy.</p> <p>Effect: In a certain period, this skill helps increase your Visual Field and Shooting Range and you will be able to recognize the enemy's traps</p>
	<p>Invisible: Taking advantage of the environment, you hide yourself, so the enemy can't find you even if you are in their camps. This is a basic skill for Assassins to make reconnaissance or attacks.</p> <p>Effect: This skill helps you hide yourself in a certain period. When you are hiding yourself, you can only perform near body attack and your power increases dramatically. However, once you attack an enemy, the effect of hiding yourself will disappear. In addition, an Assassin cannot hide herself during a period after she has attacked her enemy.</p>
	<p>Inviting Bees: Establish beehives on the ground. If the enemy carelessly crushes the beehives, they will be attacked by large swarms of bees. Even the people around that place cannot escape the disaster. The enemy will usually panic after they are attacked by the bees.</p> <p>Effect: This skill helps you lay traps on the ground. The enemy who steps on such a trap will get hurt by bees and thus fall into a panic.</p>







	<p>Arrow Blizzard: This is a superior form of archery that is popular in the countryside. An archer skillfully holds a bow and places arrows onto it. Many arrows can be placed on one bow and can be shot in many different directions at one shoot. At the beginning, you may fail to hit your targets because this skill is new to you. But when you are experienced, you will be amazed by the killing power of this skill when you are confronted by a huge group of enemies.</p> <p>Effect: Only with a bow (crossbow) and arrows (bolts) can you employ this skill to shoot several arrows (bolts) simultaneously in different directions to strike many enemies.</p>
	<p>Thunder-attack: Taking advantage of Assassins' Dexterity, you get close to your enemy without being noticed and give them a deadly attack very swiftly.</p> <p>Effect: Only with a dagger or a short sword can you use this skill to make a swift attack.</p>
	<p>God-bless-you: This skill applies the amazing philosophy of Yin and Yang and the five primary elements (Metal, Wood, Water, Fire and Earth). It will dramatically enhance Assassins' dodging ability. All the knives, swords and arrows will attack, but you will never be hurt.</p> <p>Effect: This skill helps increase your Dodge Rate in a certain period.</p>
	<p>Snake-poison: Assassins extract poison from poisonous pests and snakes. In a special way, this poison will be coated on weapons for friends to increase their Wood Killing power.</p> <p>Effect: This skill helps increase the Wood Attack-power for you and your friends in a certain range.</p>
	<p>Poisonous Bamboo-strips: Sharpen bamboo branches, coat the tip with some poison, and then bury them underground but leave the sharp tips in the air. Then use some straw, tree branches and leaves to cover the device. Taken by surprise, the enemy will be severely hurt by this. This may even threaten their lives if the poison spreads in their bodies.</p> <p>Effect: This skill helps you lay traps on the ground and the enemy who steps on them will be hurt and poisoned.</p>
	<p>Pretending death: At a critical moment, fake death by falling onto the ground. This skill can even stop your breathing, so you can avoid the enemy's fatal attack.</p> <p>Effect: Pretend to be dead when necessary to avoid some fatal attack.</p>







	<p>Chain Arrows: This is a special way to shoot arrows. With this skill, you can pull arrows and put them on a bow more quickly and you can shoot many arrows in the same direction. Thus the enemy will feel desperate.</p> <p>Effect: Only with a bow (crossbow) and arrows (bolts) can you use this skill to shoot three arrows simultaneously targeting the same object. However, your Shoot Rate and Attack-power decrease.</p>
	<p>Ruthless icy killing: This is an extremely mysterious skill for Assassins. They arrange the weapons for their friends in a special way to significantly increase their Water Killing power. Furthermore, the wounded enemy may feel freezing cold and move very slowly.</p> <p>Effect: This skill helps increase the Water Attack-power for you and your friends within a certain range.</p>
	<p>Tie-him-up: According to the environment, ropes will be skillfully arranged to bring the enemy down. If the enemy falls into this trap, they will not be able to pull themselves out and they will not be able to move, waiting helplessly for their doom.</p> <p>Effect: This skill helps you lay traps on the ground. The enemy who steps on them and the people around will be tied up and won't be able to move.</p>
	<p>Thunder attack: Taking advantage of their dexterity, Assassins make a lightening-quick attack on the vital parts of the enemy. Because this attack is so cruel, the wounded enemy will go crazy and will pursue the Assassins relentlessly.</p> <p>Effect: Only with a dagger or a short sword can you use this skill to pierce attack the enemy in a line.</p>
	<p>Crafty escape: Create a false person like yourself to attract the enemy's attention. Then you can retreat or move about without danger. You can also place a false person beside a trap as a bait.</p> <p>Effect: This skill helps you clone many people who look the same as you to fight for you. However, their attack has no power.</p>
	<p>Fury arrows: Accumulate energy, place an arrow and pull the bow fully, focus on a target and then shoot. With this special skill, the killing power and accuracy of shooting will be enormously enhanced.</p> <p>Effect: Only with a bow (crossbow) and arrows (bolts) can you employ this skill to store up your strength and shoot arrows, which can pierce your enemy who will suffer severe damage.</p>




	<p>Traps and Arrows: Some powerful bows will be placed around a trap. When touched, the device will not only trap the enemy, but will cause the murderous arrows to be launched simultaneously. Thus the enemy will have no way to escape, but can only await their death helplessly.</p> <p>Effect: This skill helps you lay traps on the ground, the enemy who steps on them will touch off the devices and will be shot by many arrows.</p>
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Wizard Skills




	<p>Fury sword: When a Wizard gets very tired and his MP is very low, he is only able to make this common attack rather than perform wizardry. However, if he uses this skill frequently, he can also make his enemy suffer a great deal. Moreover, this skill helps absorb the enemy's MP, so the Wizard can restore his MP quickly.</p> <p>Effect: This skill helps you attack your enemy and absorb their MP.</p>
	<p>Icy Hidden-weapon: This skill helps add the icy phenomenon onto an ordinary hidden weapon. When the enemy is hit by this weapon, he will not only be wounded, but also feel chilled to his bones. So he will move very slowly.</p> <p>Effect: This Water-attack skill helps you attack a single enemy.</p>
	<p>Snake-blade: A sword comes into being from a collection of MP. You can attack the enemy with the sword at a lightening like speed. So you cannot only destroy their HP, but also even beat them to a faint so they lose attacking and defending power.</p> <p>Effect: When you have achieved a comparatively high level, you can use this Metal-attack skill to attack many enemies at the same time.</p>
	<p>Cure diseases: Through timely help, quickly recover HP for one of your friends or yourself.</p> <p>Effect: This skill helps restore HP for you or your friends immediately.</p>
	<p>Tornado: This skill helps control your MP to flow outside your body and make a whirlwind to attack the enemy.</p> <p>Effect: This Earth-attack skill helps you launch two whirlwinds by using magic only once.</p>







	<p>Identification magic: This skill helps you observe things closely, so you can see the excellent quality in a common thing and find a very good weapon even though it may look like nothing special.</p> <p>Effect: This skill helps you identify weapons and equipment. The higher the level of the skill, the higher the level of the weapons and equipment you will be able to identify.</p>
	<p>Holy treatment: Equipped with medical knowledge, a wizard can treat your friends' diseases and thereupon release them from all sorts of bad conditions such as Poison, Paralysis, Become terra-cotta stone and Freeze.</p> <p>Effect: This skill helps shorten the time period of a strange state for you or your friends.</p>
	<p>Icy Sword: This skill originated from the snow covered mountains beyond the northern border. It helps you make a collection of your MP and launch an icy sword to attack the enemy before you.</p> <p>Effect: This Water-attack skill helps freeze the enemy in a straight line.</p>
	<p>Teleport: With this skill, a wizard can move his body a long distance away in a moment as if it was a superior white horse, which covers almost a thousand miles in a second. In this way, you can free yourself from being besieged by the enemy and make space for you to perform other skills.</p> <p>Effect: This skill helps you move to your destination in a moment.</p>
	<p>Blood stone: It is said that this skill originated from the power of the brutal sand storms in a part of the western border of the country. The enemy will become stone-like immediately and cannot move their stiff body at all.</p> <p>Effect: This Earth-attack skill helps you stop an enemy's action instantly and makes him stay there like a piece of stone.</p>
	<p>Swords-around-your-body: This skill makes many swords move around your body like a snake, visible one second but invisible the next. Dancing up and down, they seem to drop suddenly from the heavens, so it's impossible for the enemy to take defensive measures.</p> <p>Effect: This Metal-attack skill helps launch many sharp swords which continuously revolve around you.</p>







	<p>Immortal: This skill helps to dramatically improve the defending power of your nearby friends from an attack of ordinary weapons.</p> <p>Effect: This skill helps increase the Physical Defense-power for you and your friends within a certain range.</p>
	<p>Heaven sword: This skill helps start a rain of swords to attack a large number of enemies.</p> <p>Effect: This Metal-attack skill helps you get an array of swords to attack your enemy in a certain range.</p>
	<p>Superior doctor: With superior magic this skill helps create a soothing environment like spring, in which your friends can restore their HP quickly.</p> <p>Effect: This skill helps increase the HP restoration speed dramatically for you and your friends within a certain range.</p>
	<p>Meteorite: This skill helps attack the enemy before you with huge rolling stones. The enemy then will suffer one defeat after another. Furthermore, the final explosion of the stone will give the enemy another deadly strike.</p> <p>Effect: This Earth-attack skill helps you summon a huge stone which is very powerful though it moves very slowly. The stone will finally explode and cause severe damage to the enemy nearby.</p>
	<p>Magic Mirror: This skill helps create a god-shield upon your body. When an enemy is trying to attack you with magic, he or she will suffer the same or even more harm.</p> <p>Effect: This skill helps you or your friend take on a piece of armor which protects you and your friend from the enemy's long-range attack, while the enemies will suffer from their own attack.</p>
	<p>Hailstorm: This skill can help summon the wind and invoke the rain so that even ghosts or gods may get shocked by it. The rain and hailstones will pour down everywhere. The enemies will have no place to hide themselves and will suffer a fatal attack. Even if some of them are lucky enough to survive they most probably would be frozen by the ice and snow, and thus won't be able to move.</p> <p>Effect: This Water-attack skill helps you summon hailstones to attack the enemy within a certain range several times.</p>






	<p>Flying sword: This skill is an amazing skill for wizards. It helps you launch and control a sword with your MP. Once the sword targets an object, the sword will accompany it like a shadow and attack it. He won't be able to dodge that continuous attack no matter what he tries.</p> <p>Effect: This Metal-attack skill helps launch sharp swords one at a time to pursue and destroy a single enemy.</p>
	<p>Magic immunity: This skill helps promote the Five-element Defense-power for your friends by your side.</p> <p>Effect: This skill helps increase the Five-element defense-power for you and your friends within a certain range.</p>
	<p>Squall: This skill allows you to command the air around you and make it a tornado, which will help throw your enemy high into the sky.</p> <p>Effect: This Earth-attack skill helps you summon up a tornado and your enemy will be raised high in the air.</p>

Witch Skills

	<p>Wipe-out-all: This skill only helps make a common attack but if you use this skill with perseverance, you can also make your enemy suffer a great deal. Moreover, this skill helps absorb your enemy's HP.</p> <p>Effect: This skill helps you attack your enemies and absorb their HP.</p>
	<p>Earth-fire Dragon: This skill helps make a fire dragon, which is visible in one second but invisible in the next, which causes severe damage to your enemy.</p> <p>Effect: This Fire-attack skill helps you attack your enemy directly or hit some obstacles, which then explode and start a fire, thus causing heavy damage to the enemy nearby.</p>
	<p>Man-eating Grass: Planting seeds of a man-eating grass which exists only in the remote mountains in the Sichuan and Yunnan provinces. They will break ground and shoot up in a moment and will cut or eat the private parts of the enemies' bodies. What's more, this grass will poison the enemy.</p> <p>Effect: This Wood-attack skill helps spread many grass seeds, which drop to the ground and grow up to be strange grass to attack the enemy.</p>

	<p>Easy capture: This skill helps start a poisonous fog in which your enemies will feel dizzy and absent-minded, so their defense power is dramatically reduced and your friends will have more opportunities to make powerful attacks.</p> <p>Effect: This skill helps decrease the enemy's ability to resist physical attack within a certain range.</p>
	<p>Gold-worm bite: Gold worm was a deadly poisonous pest cultivated by witches in ancient times. Legend has it that gold worms didn't fear water, fire, swords or spears. Wizards can make Golden Silkworms fly into your enemies bodies. Then the pests will travel throughout their bodies and block their blood vessels, with the result that the enemies will get so swollen that their bodies will explode.</p> <p>Effect: This Physical-attack skill helps launch a gold worm to attack a single enemy.</p>
	<p>Lose-your-blood: This skill is only for critical moments. It helps improve your magic drastically but at the cost of the coagulation of all your blood. So it has a negative effect on your own HP.</p> <p>Effect: In a certain period, this skill helps increase your Five-element Attack-power, but at the same time your maximum HP will decrease.</p>
	<p>Flame wall: This skill will help create a scene in which a fire god seems to be born and flames will be seen all around making your enemy suffer a great deal.</p> <p>Effect: This Fire-attack skill helps cause continuous damage to the enemy in a fire.</p>
	<p>Body-shrink magic: This skill shrinks your enemies' body in a moment and so reduces their attack power.</p> <p>Effect: This helps decrease a single enemy's common attack-power.</p>
	<p>Confuse minds: This skill enables you to strain the enemies' nerves by odd screaming. They will become mad and won't be able to tell friend from foe. In confusion they will just attack those people who are nearby.</p> <p>Effect: This skill helps throw your enemy into panic and confusion. They will attack whoever is nearby.</p>

	<p>Peach-blossom miasma: A poisonous powder extracted from miasma will be splashed. This powder will spread in the air quickly and change into a vast and hazy blanket of poisonous fog. It is so poisonous and can spread over such a huge range that the enemy's attacking and defending power will reduce if they are affected.</p> <p>Effect: This Wood-attack skill helps poison the enemy in a certain range.</p>
	<p>A-hundred bugs: This skill will drive swarms of ants to attack the enemy who will suffer severe aches and itches. You can then take advantage of the situation to attack the frightened and distracted enemy.</p> <p>Effect: This Physical-attack skill helps attack the enemy repeatedly in a certain range.</p>
	<p>Can't-move: This skill helps make your enemies feel weak and powerless throughout their bodies, so their movement speed and attack frequency will decrease considerably.</p> <p>Effect: This helps decrease your enemy's speed of movement and attack in a certain range.</p>
	<p>All thorns: A huge area of thorns will be cultivated in a very short time and these thorns will form an array to block the enemy or stop your opponents. When the enemy tries to destroy the thorns, they will be wounded by them.</p> <p>Effect: This skill helps entangle your enemy with thorns and makes it hard for them to make any movement.</p>
	<p>Universe of chaos: Control breath to the pelvic region, concentrate hard and then give off sounds with the ritual recitation of verbal charms or spells to produce a magic effect. Thus the enemies will become confused and their attacking power will be reduced considerably. In particular the wizards will get muddled and won't be able to perform magic any longer.</p> <p>Effect: This helps decrease the enemy's visual field and attack distance within a certain range.</p>
	<p>Burning all: This skill helps start a circular holy fire which in a moment grows to be a big circle of flames setting the whole area ablaze so that your enemy cannot find the time or any means to prevent themselves from being burned.</p> <p>Effect: This Fire-attack skill helps release a circle of flames, which will cause damage to the enemies nearby.</p>

	<p>Invincible: This skill helps cast spells to make your friends nearby re-invigorate themselves and thus their fighting power will increase considerably.</p> <p>Effect: This helps increase the common attack-power for you and your friends within a certain range.</p>
	<p>Head-explosion: This skill helps create colorful fog which is extremely poisonous. If your enemy inhales it, their blood will all rush to their heads and will eventually explode.</p> <p>Effect: This Wood-attack skill helps you attack a single enemy and causes him severe damage. However, it will cost you a lot of MP.</p>
	<p>Corpse flame: This skill helps you launch out floating ghost-fire. If your enemies comes into contact with the fire, they will explode into flames. Thus your enemy will suffer severe damage.</p> <p>Effect: This Fire-attack skill helps lay a ghost-fire array and causes a lot of damage to the enemy who enters it.</p>
	<p>Ghost-attached: This skill helps you perform magic to make ghosts attach onto your enemies' bodies. Their minds will then be damaged and they will fall into a dream-like state. Those with weak willpower will even run away rather than fight.</p> <p>Effect: This Physical-attack skill helps you summon up two ghosts to pursue a single enemy.</p>
	<p>Demons in-body: This skill helps summon the spirits of monsters of the Five-element types to be attached onto your enemies thereby decreasing their defense power against the Five-element attack.</p> <p>Effect: In a certain range this skill helps decrease your enemy's ability to resist the Five-element attack.</p>






INVENTORY



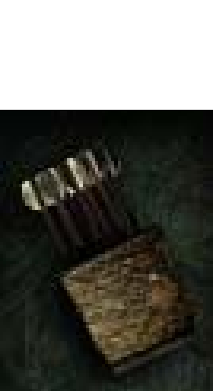


There is a rich Inventory System including not only various weapons and protection equipment for the heroes, but also some useful medicine, books and much more.






You'll benefit greatly if you are familiar with all the items in the game.






Inventory Types







Falchion













<p>Falchion</p> 	<p>This is one of the earliest weapons in ancient times. The primitive people used it to cut beasts' furs and for many other things. The bronze Falchion during the Shang Dynasty originated from the primitive stone sword. People mainly used the Falchion to hack or chop. Like the Spear, the Falchion was a major weapon in chariot battles.</p> <p>Paladins can be equipped with the Falchion.</p>
 <p>Long Sword</p>	<p>Usually called "King of Swords", the Long Sword appeared before the Shang Dynasty. In the Spring and Autumn period, the Long Sword, made of good tin bronze, came into being. It was very popular for people at that time to wear swords as decoration or fight a duel with swords. At the end of the Warring States period, the iron sword came into common use.</p> <p>Paladins can be equipped with the Long Sword.</p>
 <p>Dagger</p>	<p>It evolved from the Falchion. Like the Short Sword, the Dagger is used in near body attack and is commonly used by Assassins.</p> <p>Assassins can be equipped with the Dagger.</p>
 <p>Short Sword</p>	<p>Originating from the Long Sword, the Short Sword is an ideal weapon for Assassins because it is very portable and very useful in near body attack.</p> <p>Assassins can be equipped with the Short Sword.</p>
 <p>Bow</p>	<p>Originally, it was used in hunting and later it became a battle weapon. It is said that relying on the Bow, the Yellow Emperor won the battle against Chi You at Zhuolu. The Bow was a very important weapon during the Cold Weapon period because it could be employed to shoot the enemy from a long distance.</p> <p>Paladins and Assassins can be equipped with the Bow.</p>

	<p>With the Bow, the Arrow can be shot to attack the enemy. Later some combustible materials such as oiled hemp or dry hay were tied to the arrowhead. This kind of Arrow will become more powerful.</p> <p>Paladins and Assassins can be equipped with the Arrow.</p>
<p>Arrow</p>	
	<p>It originated from the Bow. The Arrow-slot and Launch Engine were added to the Bow and so the Crossbow came into being. It is also called the Cross Bow. Unlike the Bow, which you have to pull the moment you want to shoot, the Crossbow can be prepared well in advance. So the Crossbow is more stable in shooting. Early in the Warring States period, the Crossbow was already used as a weapon. With a huge number of troops, Pang Juan, a renowned General, was trapped by Sun Bin's Crossbow troops and was utterly defeated.</p>
<p>Crossbow</p>	
	<p>Assassins can be equipped with the Crossbow.</p> <p>With the Crossbow, it is launched in shooting. The Bolt is very similar to the Arrow but much shorter.</p> <p>Assassins can be equipped with the Bolt.</p>
<p>Bolt</p>	
	<p>It is one of the oldest weapons. Early in primitive society, people used the Stick in hunting. After a long period of warfare, the Stick was greatly improved and came to be used as a weapon and some standard models appeared.</p> <p>Wizards and Witches can use the Stick.</p>
<p>Stick</p>	
	<p>Gorgeously decorated, the Staff originated from the Stick. It is a common weapon used by Witches to enhance their strength.</p> <p>Witches can use the Staff.</p>

Staff	 <p>A symbol of power, the Scepter originated from the Stick and gradually became a weapon. In ancient times, a famous wizard used to employ his Scepter as a weapon. Thus the Scepter became an exclusive weapon for Wizards little by little.</p> <p>Wizards can use the Scepter.</p>
Scepter	 <p>Originating in the Stone Age, the Lance was a long weapon in ancient times and during the Spring and Autumn and Warring States periods, it became very popular.</p> <p>The Lance is a both-hands weapon for Muscle-men.</p>
Lance	 <p>The Spear was the longest weapon and was the major weapon in chariot battles. It had been used in wars before the Zhou Dynasty. It was inconvenient to use the Spear due to its length. Later the Pike became popular because it was smaller and shorter.</p> <p>The Spear is a both-hands weapon for Muscle-men.</p>
Spear	 <p>The Axe was a production tool in ancient times. It is said that Pan Gu, creator of the universe in Chinese mythology, used the Axe as a tool to separate heaven and earth. Like the Bow and Arrow, the Axe later became a weapon used in battles.</p> <p>Long Axe is a both-hands weapon for Muscle-men.</p>
Long Axe	 <p>Originating from the Long Axe, the Hatchet is short and portable and was mainly used by infantry.</p> <p>The Hatchet is a single-hand weapon for Muscle-men.</p>
Hatchet	

	<p>Originating from the Lance, the Dagger-axe was short and portable. It was mainly used by infantry.</p> <p>Paladins can be equipped with the Dagger-axe.</p>
	<p>Short Club is one of the common short weapons. Due to its lack of sharp-edges, it can't be used in the same way as a Falchion or Sword. The Short Club is used to hit the enemy. Only a person with outstanding physical strength can make use of this weapon because it is very heavy.</p> <p>The Short Club is a single-hand weapon for Muscle-men.</p>
	<p>An ancient weapon, the Hammer included Long-handle Hammer, Short-handle Hammer, Iron-chain Hammer and so on. Most of the time, a person carried one single Long-handle Hammer as a weapon. In the case of the Short-handle Hammer, however, a pair of hammers were used, one in each hand. The methods of using the Hammer vary with different sorts of hammers. Most Short-handle Hammers are very heavy, so you can use them to smash your enemy.</p> <p>The Short-handle Hammer is a Single-hand weapon for Muscle-men.</p>
	<p>It is said that the Helmet was invented by Chi You, a legendary rebel overcome by the Yellow Emperor. It is mainly used to protect the head.</p>
	<p>The Magic Coronet is a decoration for Wizards and Witches. Some Magic Coronets may have some supernatural power left behind by their former wearers. So some special power will be added to the future wearers.</p> <p>The Magic Coronet is for Wizards and Witches.</p>
<p>Magic Coronet</p>	

	<p>During the Cold Weapon period, the Armor was used to protect a soldier's body. Usually it was divided into Helmet, Armor Body, Armor Skirt, Armor Sleeves, Neck Armor, Breast Armor, Hand Armor and so on. Armor first appeared in warfare in the Zhou Dynasty. The earliest ones were made of furs and the later ones of metal.</p>
<p>Armor</p>	
	<p>Like the Magic Coronet, the Mage Robe was also a daily decoration for Wizards and Witches. Some Mage Robes may have supernatural power, which will provide special protection for their wearers.</p> <p>Mage Robe is for Wizards and Witches.</p>
<p>Mage Robe</p>	
	<p>One of the ancient weapons, the Shield was invented later than the Bow and Arrow. Originally it was used to protect soldiers from Bow and Arrow attacks. Later, it was also used to withstand the Sword and Falchion.</p> <p>Paladins can be equipped with the Shield.</p>
<p>Shield</p>	
	<p>Originally, a pair of Boots was used to protect the feet and ankles from being hurt while walking. Later people paid more attention to Boots and made some improvements, and some Boots used exclusively in battle came into use. A pair of Boots of good quality not only protects the wearer, they also make the wearer feel comfortable and more agile.</p>
<p>Boots</p>	
	<p>Bracers were mainly used to protect wrists so that the wearer wouldn't get his wrists hurt in some violent hand movement.</p>
<p>Bracers</p>	
	<p>A good quality Girdle is used not only to tie clothes, but also to provide some protection for the wearer's belly.</p>
<p>Girdle</p>	

	<p>The Ring was a decoration since the ancient times. Some rings have some magic added, so they may help you in some way.</p>
	<p>Like the Ring, the Necklace was also a decoration since the ancient times. Some Necklaces have some magic added, so they may have some special effect.</p>
	<p>Gem A good Gem has special power attached to it. So weapons, helmets and armor inlaid with some gems will have extra power.</p>
	<p>Lumber Lumber is one of the materials used to make weapons. Usually you can find it in the outside fields.</p>
	<p>Ore Ore is one of the materials used to make weapons. Usually you can find it in the outside fields.</p>
	<p>Beast Bone Beast Bone is one of the materials used to make weapons. Usually you have to kill some beasts to obtain their bones.</p>
	<p>Beast Skin Beast Skin is one of the materials used to make weapons. Usually you have to kill some beasts to obtain their skins.</p>
	<p>Beast Tendon Beast Tendon is one of the materials used to make weapons. Usually you have to kill some beasts to obtain their tendons.</p>
	<p>Beast Meat Usually you have to kill some beasts to obtain their meat. Some Beast Meat can nourish your team.</p>
	<p>Food and Medicine Away from home, you should prepare some medicine for emergency use.</p>
	<p>Books Many former scholars wrote many books that were filled with their experience and knowledge. People will become wiser after reading books.</p>
	<p>Others In a journey, you will meet many different people and they may ask you for something. So don't miss any interesting things. Please pick them up.</p>

Inventory Attributes

Basic Attributes

Basic Attributes mean the attributes for most items.

BASIC ATTRIBUTES	DETAILS
Level	You can read the level of an item under its name. The 9th level is the highest. Note: the quality of an item is not completely determined by its level.
Level Requirement	A character has to reach this level to be equipped with this item. The letters are red when he or she is below this level.
Strength Requirement	The letters are red when a character's Strength does not meet this requirement. It means that you cannot equip this item for the moment.
Constitution Requirement	The letters are red when a character's Constitution does not meet this requirement. It means that you cannot equip this item for the moment. Usually Constitution Requirement appears with a piece of protection equipment.
Dexterity Requirement	The letters are red when a character's Dexterity does not meet this requirement. It means that you cannot equip this item for the moment. Usually Dexterity Requirement appears with a weapon.
Endurance	When a character hits your enemy, the Endurance of this character's weapon will decrease, but if your enemy hits this character, the Endurance of the character's protection equipment will decrease. Once the Endurance of a piece of equipment is reduced to 0, this equipment will be damaged and drop to the ground. You have to repair it before you can use it again. See "Repair Inventory" in the manual.
Burden Volume	A character's Burden Volume will be displayed in the upper left of the Inventory Interface. When the Burden Volume is more than the maximum, the number will be shown in red. At this moment, the character is unable to run and can only move very slowly.
Arrow Number	Following the words "arrows" and "bolts", the relevant number appears. When the number decreases to 0, this column will disappear. No method is provided to restore arrows in the game.
Five-element Attributes	If there is an icon of Metal, Wood, Water, Fire or Earth before an item, it means that this item has the relevant Five-element Attribute. An item with Five-element Attribute has Five-element Attack-power of the same type. For example, a weapon of Fire has Fire Attack-power. However, a piece of protection equipment with Five-element Attribute has Five-element Defense-power of the type that restricts its attribute's type. For instance, a piece of Fire protection equipment has Metal Defense-power because Fire restricts Metal (according to the Concept of the Five Elements). Furthermore, an item's Five-element Attribute is also related to the inter-promoting relations between different items. See "The Inter-promoting Relations between Inventory" in the manual.
Gem Number	This number indicates how many gems can be inlaid onto this item of equipment. See "Gem-inlaying" in the manual. Only on the Make-things Interface can you see this attribute.

Inventory's Add-on Attributes

Inventory's Add-on Attributes stand for the attributes which can enhance the wearer. See the following Table:

Add-on Attributes	Explanation
Common Attack-power	Usually it appears on a weapon and indicates how much Physical damage this weapon can make your enemy suffer.
Metal, Wood, Water, Fire or Earth Attack-power	Usually it appears on a weapon and indicates how much Five-element damage this weapon can make your enemy suffer.
Common Defense-power	Usually it appears on a piece of protection equipment and it indicates this equipment's Defense-power against your enemy's Common-attack (Physical Attack). The higher the Common Defense-power a piece of protection equipment has, the less damage you will suffer from your enemy's Physical attack if you have this equipment.
Metal, Wood, Water, Fire or Earth Defense-power	Usually it appears on a piece of protection equipment and it shows how you can defend yourself from your enemy's Five-element Attacks. Each type of the Five-element Defense is useful against the attack power of the same type, but not the other four types.
Shoot Rate	The higher the Shoot Rate a character has, the easier it will be for the character to shoot your enemy.
Dodge Rate	The higher the Dodge Rate a character has, the harder it will be for the character to be hit by your enemy.
HP Restoration Speed	It affects a character's auto restoration speed of his or her HP. Note: Constitution also has an effect on the HP Restoration Speed. At the beginning of the game, a character's HP cannot be restored automatically. Only when a character's Constitution is enhanced as the game goes on (through upgrading or adding equipment) will this character be able to restore his or her HP automatically.
MP Restoration Speed	It affects a character's auto restoration speed of his or her MP. Note: Wisdom also has an effect on the MP Restoration Speed. At the beginning of the game, a character's MP cannot be restored automatically. Only when a character's Wisdom is enhanced as the game goes on (through upgrading or adding equipment) will this character be able to restore his or her MP automatically.
Movement Speed	Usually it appears on Boots and it affects a character's movement speed.
Attack Speed	Usually it appears on a weapon and it affects the speed of a character's attack and the interval between two attacks.
Visual Field	The bigger the Visual Field, the further a character can see and he or she can make timely preparations.
Attack Distance	It affects a character's Skill Attack Distance and the effective range of some team skills, such as the skill "Become terra-cotta" for Paladins.

HP-absorb Rate	Each time a character hits an enemy, his or her HP will be restored proportionally.
MP-absorb Rate	Each time a character hits an enemy, his or her MP will be restored proportionally.
"Deadly Strike" Rate	"Deadly Strike" will double a character's Common Attack-power.
"Critical Strike" Rate	The attribute of "Critical Strike" can help a character override his or her enemy's Common Defense-power.
Beat-back-enemy Rate	It helps you beat back your enemy. When the Beat-back-enemy Rate is more than 100, you can beat your enemy down to the ground.
Anti-shock	The equipment with anti-shock attribute helps decrease the possibility of being interrupted, driven off or knocked down by your enemy's attack.
Physical Anti-attack Attribute	The Physical anti-attack attribute helps decrease the physical damage caused to characters. It can work together with Common Defense-power.
Five-element Anti-attack Attributes	The anti-attack attributes of Metal, Wood, Water, Fire and Earth types help decrease the damage caused by their related types, for example the anti-attack attribute of Metal will reduce the damage caused by Metal attack power. They can work together with the Five-element Attack-power.
Stun-enemy Rate	It will increase the time and the probability of your enemy being stunned The state of being stunned is related to a Metal attack. The enemy in the state of being stunned cannot move and attack.
Anti-stun	It helps reduce the time of being stunned..
Poison-attack Rate	It will increase the time and the probability of your enemy being poisoned. The state of being poisoned is related to a Wood attack. The HP of the poisoned enemy will decrease continuously.
Anti-poison	It helps reduce the time of being poisoned.
Freeze-enemy Rate	It will increase the time and the probability of your enemy being frozen. The state of being frozen is related to a Fire attack. The movement speed and attack speed decrease for an enemy who has been frozen.
Anti-freezing	It helps reduce the time of being frozen.
Blind-enemy Rate	It will increase the time and the probability of your enemy being blinded. The state of being blind is related to a Fire attack. Shoot Rate, Dodge Rate and Visual Field decrease for a blind enemy.
Anti-blind	It helps reduce the time of being blind.
Become-stone terra-cotta Rate	It will increase the time and the probability of your enemy becoming terra-cotta stone. The state of becoming terra-cotta stone is related to an Earth attack. The enemy who is in the state of Become-terra-cotta stone cannot move or attack. The probability of becoming terra-cotta stone is much lower than that of being stunned but it will last longer.
Anti Become-stone terra-	It helps reduce the time of being in the state of Become-terra-cotta stone.

cotta	
Disorder-enemy Rate	It will increase the probability of your enemy being defeated in disorder. The defeated enemy in disorder will flee from their opponents automatically.
Anti Special-hurt	It helps reduce the time of some special states such as being cursed, being trapped and so on.

Appendix 1:

HISTORICAL BACKGROUND

The Warring States Period

The Warring States Period lasted for over 250 years from 475 to 221 BC. During this time China was composed of seven different feudal states each named after a pre-dominant family. The seven states were Qi, Chu, Han, Zhao, Wei and Qin.

As the name of the period suggests it was a time of almost continuous brutal wars sometimes lasting months, sometimes lasting years. In the famous Battle of Changping more than 400,000 Zhao troops ran out of weapons and food and surrendered to the Qin army. Their fate was to be buried alive on the orders of the Qin General, Bai Qi. Even today the battlefield at Changping is covered with the white bones of those killed.

One of the pre-eminent philosophers of the Warring States period, Mencius, said of the cruelty of war at this time, "After a battle for seizing territory, the battlefield would be strewn with corpses. After a battle for taking a city the city would be littered with dead bodies."

But it was not only wars that terrorized the people during this time but also the absurd rivalry between the states which was capable of causing great hardship and suffering. Examples of this rivalry would be the use of neighbor's fields as drains, fighting for water from the Yellow River during periods of drought and breaking the dykes and flooding their neighbors when the River was full.

In the early years the Qin state was quite weak and wasn't even invited to meetings between the states to conclude treaties. In 356 BC Duke Xiao of Qin authorized the statesman Shan Yang to launch reform in Qin. The purpose of the reform was to rule the state by law, reward those who had made contributions in farming or on the battlefield, abolish the land owning system of the past, recognize the private ownership of land and allow land to be bought and sold.

Under this new system Qin was governed by a centralized military administration that applied the law impartially. All citizens were forced into productive occupations such as agriculture, and the army and merchants and intellectuals were regarded as harmful.

Shang Yang was the first great legalist. Legalism was based on the idea that man is naturally evil and undisciplined and can only be kept in order by fear and harsh punishment. Such a policy may not encourage a happy population but it certainly had a dramatic effect on Qin's efficiency and it quickly became the most commercially dynamic and the most militaristic of all the states. Shang Yang did not, however, receive the rewards he might have expected as the author of such a successful policy. He was killed by conservatives who opposed his reform policy and his body was torn limb from limb by chariots.

Invigorated by the reform policy launched by Shang Yang, Qin had, by the time of the rule of King Zhao (306 – 251 BC), become a powerful and prosperous state with an army of one million troops and grain and fodder were in abundant supply. King Zhao of Qin had succeeded in breaking through the alliance formed against Qin by the other six states by using a strategy proposed by Fan Sui, "Make friends with distant states and attack the neighboring ones". In using this policy King Zhao was able to weaken the other states one by one until, in the end, only Qin was strong enough to unify the country.

In 259 BC Ying Zheng, the future First Emperor of Qin, was born. In 246 BC his father, King Zhuang Xiang of Qin, died and he became King Zheng of Qin at the age of 13. At first his mother and the Prime Minister, Lu Buwei, ruled as regents. This had its complications as the Queen mother was previously the concubine of Lu Buwei. The regency unraveled when Lu, nervous of the Queen Mother's amorous advances towards him, smuggled a famously virile protégé of his into the palace disguised as a eunuch. The scandal that later erupted cost Lu Buwei the Premiership and later his life when he committed suicide following receipt of a letter from the King denigrating his contribution to Qin. From 238 BC onwards Zheng ruled alone.

The Unification Campaign

King Zheng launched his unification campaign in 231 BC with an attack on Han. Han, which had been greatly weakened in previous wars with Qin, quickly succumbed.

Next was the State of Zhao. Zhao was a powerful military state and had a superb military commander in Li Mu. In 229 B.C. Qin struck with two generals, Wang Jian and Yang Duan, leading two armies to attack on two sides. Zhao ordered Li Mu and Sima Shang to resist. After fierce fighting the military situation was deadlocked. Qin then bribed the first Minister of Zhao to slander Li Mu and

accuse him of plotting treason. The foolish King of Zhao had Li Mu replaced and ordered him jailed and subsequently killed on the false charge of disobeying his orders. This unwise act against a great military hero of the Zhao state destroyed the morale of the Zhao Army and Zhao was soon defeated.

Now the Qin army marched north to the Yi River, which bordered the State of Yan. Yan was a large but weak and thinly populated state far away from the Central Plains. Its king and his ministers were greatly dismayed at the impending danger. Dan, the Crown Prince of Yan, had previously been a hostage in Qin and was bitter about his poor treatment there. He suggested that Yan should try to assassinate the King of Qin and proposed that Jing Ke be given the honor of making the attempt.

In a famous incident Jing Ke failed in his attempt to assassinate Ying Zhen with a dagger concealed in a map he was about to show the king. He slipped at a critical moment and was cut to pieces by the king. In a fury the King of Qin dispatched more troops and attacked Yan. Ji, the capital of Yan, quickly fell and the King of Yan and Prince Dan fled. Four years later Yan was finally conquered and its king captured.

In 225 BC General Wan Ben laid siege to Daliang, the capital of the State of Wei, and diverted the Yellow River to flood the city. Three months later the city's walls were breached and the King of Wei surrendered.

In 224 BC the King of Qin ordered General Li Xin to attack Chu with 200,000 troops. Chu was the most powerful of the states, apart from Qin, and the old General Wang Jian had previously advised the King of Qin that an army of at least 600,000 was necessary to defeat Chu. The king disagreed. However, Li Xin suffered a huge defeat when he underestimated the enemy and advanced recklessly.

Wang Jian was then begged to come out of retirement to take command of the Qin army. The size of the army was increased to 600,000 men as required by the General. Wang Jian used the tactic of "waiting leisurely for the enemy to relax" and refused to engage the Chu army in battle. When he judged the right moment had arrived, he ordered his men to attack an ill-prepared enemy and took the Chu capital, Shouchun, in a lightening strike and captured Fuchu the King of Chu.

Finally, in 221 BC the Qin army attacked Qi. The foolish and corrupt King Jian of Qi relied entirely on his incompetent ministers to rule his state and was completely unprepared for the attack. The Qi army surrendered without putting up a fight.

In 221 BC, China was finally united for the first time in its history and a new Dynasty was born.

The Qin Dynasty

The Qin Dynasty lasted for only 15 years from 221 BC to 206 BC and yet its achievements had a great impact on China's history for hundreds or even thousands of years after its end. How could such a short-lived Dynasty have such a huge and lasting impact? The answer lies in the unique character of Ying Zheng, the First Emperor of Qin and a man who combined great military skill with a huge talent for civil administration and an unyielding determination to succeed in his objectives no matter what the cost. Combine with these qualities a cruel disregard for human pain and suffering and you have a blueprint for a monarch capable of immense achievements, albeit at a terrible price in terms of human hardship.

Ying Zheng became King of Qin when he was only 13. From the age of 21 he ruled the state of Qin alone and by the time he unified the country he was 38 and at the peak of his powers.

The first question to face the ruler and his ministers was his title. His ministers were ordered to create a new title for the ruler of a united China. The ministers suggested "Taihung" meaning Supreme Sovereign. But this was not considered grand enough and he ordered that the supreme ruler of the country be called "Huangdi" meaning August Emperor and he himself would be called the First Emperor and his successors the Second Emperor, and the Third Emperor and so on.

Having settled the issue of his title the First Emperor quickly addressed the issue of centralizing the power and organization of the state around him as the Emperor. He was immediately assisted by the Prime Minister who was the head of civil officials, the Marshal who was in charge of military officials, and the Censor-in-Chief who supervised officials of all ranks.

The First Emperor abolished the system of feudal holdings that had existed in China since the Shang and Zhou Dynasties and instituted the prefecture county system. The new system divided the empire into 36 prefectures, later increased to 40. Each prefecture was under the authority of a Governor, an Army Commander and an Inspector. These three officers mirrored at a local level the responsibilities of the three highest officers, the Prime Minister, the Marshal and the Censor-in Chief.

The prefectures were sub-divided into counties that were governed by Magistrates, and under the counties were townships which had their own officials

and finally the neighborhood and the village. The village head served as the grassroots watchdog of the Qin Empire.

To further consolidate its centralized authority, the Qin Empire made it a rule that all appointments and removals of principal civil and military officials at the county level and above should be decided by the Emperor. The empire also abolished the system of enfeoffment and gave officials salaries in accordance with their rank instead of fiefs. These measures not only contributed to the consolidation of the Qin Empire but also laid the foundation of the feudal autocratic system that lasted in China for more than 2000 years.

To secure the peace that unification had brought, the First Emperor ordered that all the weapons in the country be collected and be melted down and cast into 12 giant bronze men each weighing 100 tons. He also ordered the dismantling of fortresses, strongholds and defenses constructed by the six former states.

Other administrative reforms introduced by the First Emperor included:

(i) Standardization of the Currency

The coinage of the old seven states was abolished and two kinds of metal money were introduced for the whole country being the Yi (a 20 ounce gold coin) and the banliang (a half ounce bronze coin with a square hole in the middle). The banliang proved to be the most popular form of currency throughout China's history, being used right up to the last years of the Qing Dynasty that ended in 1911.

(ii) Standardization of weights and measures.

The First Emperor ordered that the standardized weights and measures introduced by Shang Yang in Qin be adopted throughout the county.

(iii) Standardization of Script.

While the written language used in the Warring States had come from the same source, differences had appeared from state to state. A small seal script was introduced which was easier to read and write.

(iv) Standardization of Width of Axles of Carts and Chariots and the Construction of Roads

Although seemingly a minor issue, the standardization of the width of axles of carts and chariots, to exactly 6 feet, was a very clever

measure which resulted in all the ruts in the roads being uniform and made road usage a much more efficient and less hazardous activity than it had previously been.

Beginning in 220 BC a network of roads was constructed with the capital city of Xianyang as its hub. These roads were built on raised beds, lined with pines and measuring 50 paces across. They had three lanes, the middle lane being for imperial carriages only.

(v) Uniform Legal System based on Qin law

This reform essentially extended the previous Qin laws to the whole country and resulted in nearly every aspect of life being controlled by laws with exceedingly harsh punishments for those who broke them.

But it was not only the harshness of the Qin laws and the punishments meted out which were so striking. It was also the way they were enforced. Under the Qin legal system people were organized into groups of fives and tens mutually responsible for each other. They were obliged to share one another's punishment. A classic example of this occurred in 211 BC when a meteorite fell to earth and someone inscribed on the stone "After the First Emperor's death, the land will be divided". Since no one was prepared to admit to making the inscription, the First Emperor ordered that all those in the vicinity be executed.

However, it wasn't only the common people the First Emperor distrusted, he also distrusted his officials. One day he was displeased to see from his mountaintop Palace that the Prime Minister, Li Si, had such a large entourage. Someone told the Prime Minister about this and he immediately reduced its size. The First Emperor was certain that someone working closely with him had informed the Prime Minister and as no one admitted doing so he had all those who had been with him at the time killed.

The chief advocate of legalism in the Qin Dynasty was the Prime Minister, Li Si, following in the footsteps of Shang Yang before him. However, it is Li Si who can be said to be responsible for taking the commitment to legalism to the point of obsession, with the order to Burn the Books in 213 BC. This order, made on Li Si's advice, required all the books of the previous six states other than books on politically neutral subjects like agriculture, divination and medicine, to be destroyed by burning. It was objected to by many scholars, a great number of whom were sent to work on the Great Wall. It can be assumed they did not survive. Over 400 of the more recalcitrant scholars were buried alive. This order and the subsequent treatment of the scholars caused a sharp difference of opinion between the First Emperor and the Crown Prince Fu Su. This resulted in Fu Su being sent north to help the Great General Meng Tian defend the North

border and build the Great Wall. Fu Su's absence from the center of power at the time of the First Emperor's death was a major factor in the subsequent collapse of the Qin Dynasty.

The First Emperor was not only interested in war and administration. He had a great love of luxury and spent huge amounts of money building palaces and parks and other objects of pleasure. It was recorded that he built more than 700 palaces altogether. The Epang Palace, in the capital Xianyang, had foundations seven times the size of the largest hall in the Ming Dynasty's Forbidden City in Beijing. It was a project on a scale previously unknown in Chinese history. Of the more than 700 palaces constructed, 270 of them were replicas of the palaces of the noble families of the former six states, which were ordered to be rebuilt in the capital. After their completion the First Emperor then ordered that over 120,000 of these states' leading families be forcibly re-settled in these replicas.

No summary of the Qin Dynasty would be complete without reference to the Great Wall and the First Emperor's Tomb at Xi'an, both of which are acknowledged as wonders of the world and both of which have made the First Emperor well known throughout the world and without doubt the best known of all the Emperors in the history of China.

The First Emperor was not wholly responsible for the construction of the Great Wall since large stretches of it were built during the Warring States Period but he was responsible for joining these original walls together and substantially extending it and by the time the project was finished it stretched over 5,000 kilometers.

The First Emperor's tomb at Xi'an with its army of terracotta warriors and horses caught the imagination of the world when it was discovered in 1974. Placed in perfect battle formation, around 8000 warriors are displayed with such attention to detail that they were first thought to be individual portraits.

Both these epic constructions came at a heavy cost in human life but at least in the case of the Great Wall it served a very important security barrier for the country over hundreds of years. The same cannot be said for the Tomb. For more information on the Great Wall and the Tomb at Xi'an see Appendices 2 and 4 respectively.

The Collapse of the Qin

In his later years the First Emperor became obsessed with secrecy. Three assassination attempts had given him a morbid fear of attack and it was a crime punishable by death to disclose his whereabouts. Each night he slept in a different place, moving from palace to palace through secret corridors and always travelling with two carriages so that would-be assassins would not know

which one to strike. Ironically, it was this obsession with secrecy that made the plot to subvert the succession on his death possible.

In 210 BC, while on his fifth inspection tour, the First Emperor fell seriously ill. He had prepared an edict naming Prince Fu Su as his successor and ordering the Crown Prince to return to the capital to preside over his funeral. Very soon afterwards he died at Shaqiu (present day Julu in Hebei). Li Si and the Chief Eunuch, Zhao Gao, decided to hush up the death in case of instability and proceeded back to the capital as if the First Emperor was still alive. They presented food and official reports as usual and had imperial orders issued. During this time Zhao Gao hatched a plot with Li Si and the First Emperor's younger son, Hu Hai, to block the succession of the Crown Prince Fu Su and instead have Hu Hai succeed to the throne. They forged an imperial decree ordering Fu Su and the Great General Meng Tian to commit suicide. After Fu Su's death they announced the death of the First Emperor and the succession of Hu Hai.

Sadly for the Qin Empire, Hu Hai turned out to be not only a lazy incompetent but also a tyrannical ruler even more bloodthirsty than his father. He imposed even more vicious laws on an already suffering people and began to kill ministers and princes indiscriminately.

In 209 BC Chen Sheng and Wu Guang raised the standard of rebellion in Dazecounty and began a peasant uprising that soon swept the country. After years of tyrannical Qin rule in which human life had been treated with so much disdain the mass of ordinary people were more than ready to support a rebellion. As Chen Sheng and Wu Guang disappeared from the scene the leadership of the rebellion was taken over by Liu Bang (the self proclaimed King of Han) and Xiang Yu a member of the Chu royal family and called "The Conqueror of West Chu". These two waged a protracted struggle with the Qin Empire.

The ruling elite of the Qin Empire now began to disintegrate and Zhao Gao (who was now in the ascendancy and was dominating the Second Emperor) had Li Si and his family put to death and then killed the Second Emperor himself in Wangi Palace. Zhao Gao really wanted the throne for himself but when he realized he did not have support he made Fu Su's son, Zi Ying, the Third Emperor of Qin in 206 BC.

Only 46 days later, after Liu Bang and his rebels had reached the outskirts of the Qin capital, Xiangyang, Zi Ying surrendered. Liu Bang spared the Third Emperor and his family but weeks later Xiang Yu entered the capital and had Zi Ying and the entire Qin royal family put to death. He also burned Epang Palace to the ground.

So ended the Qin Dynasty after a mere 15 years of existence. How different the story might have been had Fu Su lived to succeed his father and had the chance to redress the grievances of the people and atone for the great suffering caused by the tyrannical rule of his father.

After the fall of the Qin Dynasty in 206 BC, another war between Liu Bang and Xiang Yu lasted for eight years, and ultimately resulted in Xiang Yu's defeat and death. Then China was reunified in 202 BC by Liu Bang, who established the most powerful and prosperous Dynasty in China's history, the Han Dynasty.

Appendix 2:

The Great Wall of China

Construction of the Great Wall actually began during the Warring States Period when three of the seven states Qin, Zhao and Yan constructed walls on their northern borders to protect their people from attacks from the Huns.

After the unification of the country and the establishment of the Qin Dynasty the First Emperor ordered the Great General Meng Tian to lead an army of 300,000 men to attack the Huns and at the same time to repair, link and expand the walls of Qin, Yan and Zhao. The project took nearly 10 years, required a huge number of laborers and involved considerable expense.

The Great Wall completed during the Qin Dynasty started from Lintao (now Minxian in Gansu) in the west and ended at Liaodong (now Liaoyang in Liaoning) in the east, running more than 5000 kilometers.

The Wall passes through high mountains and deep valleys, deserts and grasslands. In many places it was built along the top of mountains and beside sheer cliffs without the use of the kind of construction machinery that would be used for such projects today.

The Great Wall had passes, strongholds, beacon towers and watchtowers at regular intervals. The height of the Great Wall varies with the terrain, the highest point being more than 10 meters. The width of the base averages six to seven meters.

The hardship suffered by those who constructed the wall can only be guessed. Records state that apart from the 300,000 troops who worked on the Wall, the work force included a large number of officials condemned to hard labor for failure to perform their duties, as well as countless thousands of conscripts. It is

said that conscripted laborers may have totaled as many as 800,000. Out of a population in China of 20 million at that time, that is a huge percentage.

Many of these men died on site. Indeed it is said that the officials in charge of the construction encouraged this because it was believed that the ground on which the Great Wall was being constructed should be filled up with living people to keep it strong forever.

Built at a huge cost to human life it nevertheless did have immense value to China as a security barrier to keep the invading Huns at bay. In ancient times it was virtually impregnable and indeed served the country well in this regard for many hundreds of years.

Today it stands universally recognized as one of the great wonders of the world.

Appendix 3:

The Burning of the Books and the Massacre of the Scholars

In the year 213 BC the First Emperor gave a banquet in Xianyang Palace at which the archery officer Zhou Qingchen, flushed with wine, highly praised the achievements of the First Emperor.

Chunyu Yue, a scholar from Qi, rose immediately after Zhou Qingchen had sat down and argued that the Empire should follow the example of the Shang and Zhou Dynasties and adopt the enfeoffment system (a system of investing the nobility and meritorious statesmen with territories, together with their residents, by the rulers of ancient China). He pointed out "If treacherous ministers and traitors attempt to usurp the imperial power, who will save the Empire?" In light of the damage later done to the Dynasty by Zhao Gao, these were portentous words indeed. He also criticized Zhou Qingchen, saying his flattery would lead the Emperor into error and that he was not a loyal subject. He added "I have yet to hear of anything able to endure that was not based on ancient precedents."

In fact Chunyu Yue intervened out of loyalty to the Emperor but it was a serious mistake to raise the question of the enfeoffment system as the First Emperor had already abolished it and replaced it with a prefecture-county system for eight years.

Li Si, the Prime Minister, then rose and argued that scholars learned only from the old and not from the new and used their learning to oppose the First Emperor and the new system and sow confusion among the common people. He said they

did this to win fame and that if the situation was allowed to continue it would pose a great threat to the authority of the First Emperor. He concluded ominously “I wish your Majesty to conduct a thorough investigation of this matter”.

After the banquet Li Si wrote a memorial to the First Emperor in which he repeated his arguments against the scholars and proposed all historical records but those of Qin be burned. Although the Prime Minister’s arguments were absurd burning historical records fitted well with the First Emperor’s policy of keeping his population in ignorance.

So he ratified Li Si’s Memorial and issued a “Prohibition of Books” throughout the country as follows:

1. Burn all the historic books of the six former states (i.e. not including those of the state of Qin).
2. Collect all copies of The Book of Songs, The Books of Documents and the Analects of Various Schools and their Exponents, except those collected by court academicians, and have them burned by the prefect Ural government.
3. Anyone who talks about The Book of Songs or The Book of Documents shall be put to public death and all those who use the past to satirize the present and all the officials who fail to report such events shall be sentenced to death. Those who fail to burn these books within 30 days after this order is issued shall be punished by tattooing characters on their face and put to hard labor for four years constructing the Great Wall.
4. The books on medicine, divination and agriculture shall not be burned.
5. Everyone must learn the laws and regulations from officials.

Consequently, countless old books written before Qin times were committed to be burnt throughout the country. It was a huge catastrophe for Chinese culture unparalleled in history and dealt a mortal blow to the spirit of free contention among all the schools of thought which had existed since the Spring and Autumn period.

The burial alive of the scholars occurred a year later in 213 BC. This horrific act was associated with the search for the elixir of life ordered by the First Emperor. Obsessed with achieving immortality, the First Emperor had previously sent Xu Fu, also known as Xu Shi, with a group of 3000 boys and girls to the East Sea to search for immortals, but they failed to return. He then sent the scholars Hou and Lu to seek herbs of immortality for him. The two ran away in fear of punishment when they failed.

When he was told of their flight the First Emperor flew into a fury and ordered the Censor-in-Chief to interrogate all the scholars in Xiangyang. They were asked whether they had spread rumors to deceive the people. At first the

scholars denied this in unison saying “Your Majesty is of keen intelligence and excellent judgment. How dare we talk such nonsense? Such things are impossible”. However, the Censor-in-Chief was far from convinced and ordered the torture of all the scholars, by flogging. Beaten until their skin was torn to shreds mercilessly, the scholars began to incriminate each other and even admitted their own guilt.

When the confessions were submitted to the First Emperor he loudly praised the Censor-in-Chief and then marked the names of some 460 scholars with circles and had them buried alive in Xiangyang.

Appendix 4:

The Tomb of the First Emperor

In order to try and preserve their absolute power forever, feudal rulers of China were always searching for the key to immortality. When this proved unachievable they turned their attention to their future in the spirit world.

The First Emperor was no exception, but perhaps he did not hold out much hope for immortality because he had work begun on his tomb at Lishan Mountain as soon as he became King of Qin when he was only 13.

The tomb took 38 years to construct and it is said that after unification of the country more than 700,000 men were conscripted to work on the tomb. It was a truly massive construction project.

In “The Records of the Historian” by Sima Qian, written during the Han Dynasty, he said “They dug through three subterranean streams and poured molten copper for the outer coffin, and the tomb was filled with models of palaces, pavilions and offices as well as precious stones and rarities. Artisans were ordered to fix up crossbows so that any grave robbers breaking in would be shot. All the country’s rivers including the Yellow River and the Yangtse were re-produced in quicksilver and by some mechanical means made to flow into a miniature ocean. The heavenly constellations were shown above and the regions of the earth below. Ladies of the imperial harem without children were killed and buried in the tomb. To prevent the artisans who made the mechanical contrivances from disclosing the treasure in the tomb, they were not allowed to emerge alive.”

Test excavations and surveys carried out since the 1960s reveal that the mound covering the tomb was originally 115 meters high, built with rammed earth and shaped like a quadrilateral pyramid. The mound is now 76 meters

high worn down by natural erosion and man made damage. The base of the mound is 345 meters from east to west and 350 meters from north to south. Standing around the mound were an outer and inner city wall with towers on their gates, a sacrificial palace, side buildings and other structures. Although they have all disappeared, their ruins can still be seen.

The underground palace in which the First Emperor's coffin was placed is about 30 meters below the surface. As the underground palace has not yet been opened, its structural details are not yet known. However, preliminary investigations have revealed that there are more than 700 sacrificial pits around the tomb covering an area of 56 square kilometers. Among these are pits containing bronze sculptures including carriages, rare birds and animals and horses. They represent the imperial carriage house, hunting ground and stable of the First Emperor in his afterlife.

According to archeological finds and historical records the tomb of the First Emperor is actually a lavish underground palace representing the empire he ruled during his lifetime. It was believed that he would be able to rule as the August Emperor in the other world. In his underground empire facilities were provided so that he could continue to do the things he did during his life after his death, including tour his empire, hunt on horseback taking the precious Tai'e sword with him, read documents and reports presented to him, make plans for the country, be entertained by beautiful women, enjoy fine music and grant audiences to his ministers and subjects.

In 1974 peasants who were sinking wells near the First Emperor's tomb dug up life-size terra-cotta figures. Since then a large number of terra-cotta warriors and horses have been found. They are regarded as the most important archeological find of the 20th century and have been acknowledged as the eighth wonder of the world.

Three pits covering an area of over 20,000 square meters and containing about 8000 life-size terra-cotta warriors and horses as well as more than 100 wooden chariots have been found some 1.5 kilometers east of the tomb. The three pits are named Pit No. 1, No. 2 and No. 3, after the order of their discovery.

Although the three pits are independent of one another, unconnected by any passages, the warriors within them were intended to form a united army to guard the Emperor in his afterlife. Even in the earliest days of Chinese civilization, armies were divided into the left, middle and right, or upper, middle and lower echelons and so it was during the Qin Dynasty. Pit No.1 consists of the right wing, No. 2 the left wing and No. 3 the headquarters.

There are two particularly striking features about the underground army. The most striking is the incredible detail of the warriors and horses. The warriors are all around 1.8 meters tall and the horses are mostly two meters long and 1.7 meters tall. The terra-cotta human figures include Generals, officers and regular soldiers, each with different dress and ornaments commensurate with their rank and with different lifelike gestures and poses. Each human face is different and has a different expression. They are so true to life that it was once thought each soldier portrayed a living person.

Another remarkable feature is that many of the warriors are armed with real weapons made during the Qin Dynasty. Already more than 30,000 weapons including swords, dagger-axes, double edge swords and crossbows have been unearthed. The weapons are finely crafted and made of alloys with scientifically proportioned metals. The bronze swords and arrowheads are as sharp as they were 2000 years ago. Modern laboratory tests reveal a layer of an oxidized chromium compound, an agent against rust and corrosion, on the surface of the weapons. This technique has been introduced to western manufacturers in modern times, but it seems it was already in use in China more than 2000 years ago.

The buried army of terra-cotta warriors found in the three pits can be said to epitomize the great Qin army of “a million armored soldiers with a thousand chariots and ten thousand horses”, ready to charge and conquer the enemy.

Appendix 5:

A Brief Chronology of Major Events

Year	Events
221 B.C.	The State of Qi was finally conquered by Qin and by then all Six States had been annihilated by the State of Qin. Afterwards the Qin Dynasty was established by Ying Zheng, who acclaimed himself the First Emperor of Qin.
220 B.C.	The First Emperor started his first tour around his empire towards the northern area of Longxi. And the construction of an imperial road began.
219 B.C.	The First Emperor toured around his empire for the second time. First he went to Taishan Mountain and sent Xu Shi to go to sea to seek the elixir of immortality. To the south, he attacked the Baiyue tribe and the construction of Lingqu Canal began.
218 B.C.	For the third time the First Emperor started to tour around his empire. At Bolangsha, a very strong man hired by Zhang Liang tried to kill the First

	Emperor with a huge hammer, but failed. The Emperor ordered his whole realm be searched for ten days to arrest the instigator of the attempted assassination.
216 B.C.	The First Emperor made a tour around Xianyang, the capital, disguised as a common person. He was confronted by robbers who were killed by his warriors. He then ordered that the instigator of the attack be searched throughout the land for twenty days.
215 B.C.	For the fourth time, the First Emperor toured around his realm. Meng Tian, Qin's Great General, led around 300,000 troops to attack the Huns on the northern border and started the construction of the Great Wall.
214 B.C.	The First Emperor pacified Nanyue and took control of Guilin, Nanhai and Xiangjun. To the northwest, the Huns were driven back beyond the border. And altogether 34 counties were mapped out.
213 B.C.	500,000 prisoners were sent to garrison five mountains. And the First Emperor ordered all the classic books be collected and burned.
212 B.C.	The 'National Highway' was ordered to be constructed. And the First Emperor ordered some 460 scholars to be buried alive. Prince Fu Su enraged the First Emperor by objecting to the order. Then he was sent to Shangjun as the Army Supervisor. The construction of the Epang Palace began.
211 B.C.	30,000 households were uprooted and re-located to Beihe and Yuzhong. A huge meteorite fell in a field at Dongjun and someone secretly carved on it, "After the First Emperor's death the land will be divided". A rumor spread, "The ancestral dragon will die next year!"
210 B.C.	The First Emperor went on his last tour throughout the empire and died at Shaqiu, at the age of 50. The Chief Eunuch, Zhao Gao, the Prime Minister, Li Si and the First Emperor's younger son, Hu Hai, conspired together and forged an imperial edict ordering Prince Fu Su to commit suicide. Hu Hai succeeded to the throne to become the Second Emperor.
209 B.C.	Hu Hai succeeded to become the Second Emperor. In July, Chen Sheng and Wu Guang started a rebellion at Dazexiang County. In response, Liu Bang and Xiang Yu also rose up to rebel against the Qin Empire.
208 B.C.	In June, Xin, the grandson of the King Huai of Chu, was raised to be the king of the rebel troops. In

	July, Xiang Yu defeated the Qin General, Zhang Han, utterly at Dong'e. In December, at "The Battle at Julu" Xiang Yu defeated Zhang Han again.
207 B.C.	In July, Zhang Han surrendered to Xiang Yu and 200,000 Qin troops were buried alive.
206 B.C.	Zi Ying, the Third Emperor of Qin, surrendered to Liu Bang and the Qin Empire collapsed.

Appendix 6:

A Brief Chronology of Chinese Imperial History

The Xia Dynasty		About 2100—1600 BC
The Shang Dynasty		About 1600—1100 BC
Zhou Dynasty	The Western Zhou	About 1100—771 BC
	The Eastern Zhou	770—256 BC
	The Spring and Autumn Period	770—476 BC
	The Warring States	475—221 BC
The Qin Dynasty		221—207 BC
Han Dynasty	The Western Han	206 BC—AD 24
	The Eastern Han	AD 25—220
The Three Kingdoms	The Kingdom of Wei	220—265
	The Kingdom of Shu	221—263
	The Kingdom of Wu	222—280

The Jin Dynasty	The Western Jin		265—316
	The Eastern Jin		317—420
Northern and Southern Dynasties	Southern Dynasties	The Song	420—479
		The Qi	479—502
		The Liang	502—557
		The Chen	557—589
	Northern Dynasties	The Northern Wei	386—534
		The Eastern Wei	534—550
		The Northern Qi	550—557
		The Western Wei	535—556
		The Northern Zhou	557—581
	The Sui Dynasty		
The Tang Dynasty			618—907
Five Dynasties	The Later Liang		907—923
	The Later Tang		923—936
	The Later Jin		936—946
	The Later Han		947—950
	The Later Zhou		951—960
Song Dynasties	The Northern Song Dynasty		960—1127

	The Southern Song Dynasty	1127—1179
	Mongolia Kingdom	1206—1271
	The Yuan Dynasty	1271—1368
	The Ming Dynasty	1368—1644
	The Qing Dynasty	1644—1911

Appendix 7:

The Concept of the Five Elements

The inter-promoting relations among the five elements are as follows: Water promotes Wood; Wood promotes Fire; Fire promotes Earth; Earth promotes Metal and Metal promotes Water. Please look at the picture below:



The restrictions of the five elements are as follows: Metal restricts Wood; Wood restricts Earth; Earth restricts Water; Water restricts Fire and Fire restricts Metal. Please look at the picture below:



The First Emperor was a firm believer in the Theory of the Five Elements and embraced the theory of the cyclic revolution of the Five Elements, which was very popular during the Warring States Period. According to this theory, the five elements, Metal, Wood, Earth, Water and Fire succeeded each other in an endless cycle, each destroying its predecessor to give a dominant character to the age. A sage ruler would harness the dominant element and use it along with its associated color and number to legitimize his rule. The First Emperor chose Water as his element, Black as his paramount color and Six as his paramount number. When the Third Emperor, Zi Ying, rode out to surrender the Qin Empire to Liu Bang in 206 B.C., his carriage was drawn by white horses.