Images in game were compressed using the IJG code.

CONTENTS

INTRODUCTION

Sango: The Fall of the Han Dynasty

Sango is a real-time strategy war game, based on the Chinese novel "The Three Kingdoms". The emphasis of Sango is a combination between the grand battlefield action of a real-time Strategy game and the story development of role-playing game. During "The Three Kingdoms" period of ancient China, combat meant using large armies with swords, spears, bows and horses to wage war. In the game, you will have the chance to control these armies from the perspective of the Marshall, Liu Bei — the commander in chief of the fighting force. Instead of controlling each unit at a time, you will command entire divisions of up to eighty men at once. Use formations, planning, and careful strategy in order to achieve victory.

GETTING STARTED

System Requirements

The following are the minimum specifications needed to run Sango:

- 100% OpenGL 1.3 compatible 64MB video card
- 2.0 GHz Intel Pentium processor or equivalent
- Microsoft Windows XP with SP2
- 512 MB of RAM
- 3.0 GB uncompressed disk space (+ 200 MB for Windows system file)
- CD-ROM and drivers
- Windows compatible mouse, keyboard and drivers
- DirectX 8.1 compatible 16 bit sound card and drivers

The following are recommended system requirements:

- 2.5 GHz Intel Pentium processor or above
- 128 MB ATI Radeon or nVidia GeForce video card
- 1 GB of RAM or above

Installing the Game

To install the game, insert Sango CD in your CD-Rom drive. Once inserted, AutoPlay will start the Install Shield which will guide you through the installation process.

Starting the Game

Once the game has been installed, start the game by double-clicking on Sango icon on the windows desktop, or by locating the program in the start menu.

GAME MODES

Sango can be experienced in two ways: in a story-driven Campaign Mode and in elimination based Tournament Mode.

Campaign Mode

Campaign Mode is a journey that allows you to participate in battles that are woven into a historically based plot. You are the head of the Liu Bei faction, and you are on a quest to revive Han dynasty government. In your quest of reviving the Han Dynasty, you will come across many Generals that may join your army. Your Generals can gain experience and the strength of your army can fluctuate. Depending on your responses to various political and non-combat events, you will find your own path through the histories of China.

Tournament Mode

Tournament Mode is a quest for supremacy that allows you to choose any clan in The Chronicles of the Three Kingdoms and wage war against other clans in order to eliminate them. In the Tournament Mode Screen, there are eight playable clans that the player can choose from. Each clan displays their clan name, clan leader's name, the number of generals, and the number soldiers available.

In Tournament Mode, the following actions/buttons can be executed:

Attack — Once a player clan and an enemy clan has been selected, the player can start attacking that enemy clan.

Rest — Once a player clan has been selected, the player can rest a turn in order to increase number of available soldiers. Keep in mind that the other clans' soldiers count will increase as well.

Reset — Resets the Tournament Mode.

Return — Returns the player to Main Menu. Tournament Mode will remain intact from the last time you attacked a clan.

Select the clan by left-clicking on the clan's banner. Once a clan has been selected, the player can then choose which clan to wage war against. Select the clan you wish to wage war against by left-clicking on the enemy clan's banner. Tournament Mode has no effect on the campaign game plot.

SCREENS AND MENUS

This section is provided as a reference for navigating through the various interfaces of Sango.

Main Menu

The main menu provides the options to start a new campaign, load a campaign in progress, adjust game options, view production credits, or exit to Windows. To proceed to a designated screen, left-click on any of the headings.

Load & Save Menu

The Load Menu allows the player to load a campaign in progress while the Save Menu allows the player to save a campaign in progress. The Load Menu will display five slots while the Save Menu will display four slots. These slots will be used to save/load a campaign in progress.

Each of the slots will display the slot name, date and time of slot saved, name of last completed mission, leader of the army, and the Campaign date. The fifth slot is reserved for Auto-Save and will be automatically saved after each battle.

To load a campaign in progress, in the Load Menu, double click on a designated slot. To delete a slot, left-click on the designated slot and then click on Delete button to delete the slot. Left-click on Return to return to previous screen.

To save a campaign in progress, in the Save Menu, double click on a designated slot. If the slot is not empty, then a confirmation dialogue will appear to confirm whether the player wants to overwrite the slot. When saving on slot, a dialogue will appear asking for a name for the slot. Input the slot name into the text input bar and left-click on OK when done. To delete a slot, left-click on the designated slot and then click on Delete button to delete the slot. Left-click on Return to return to previous screen.

Escape Menu

At any point in Sango, hitting the Escape key will bring up the Escape menu. The options menu allows you to enter Options Menu or to return back to Main Menu. Left-clicking on the Return button will lead you back to the previous screen.

Options Menu

The options menu allows the player to control various aspects of Chronicle of the three kingdom's game play. The player can use Graphics options to control screen resolution and environmental effects, and Sound Effect options to control music and sound effects, and their volume. In Game-play options, the player can control the scroll and game speed. In order to exit Options Menu, you can left-click on Return button to proceed to the previous screen.

When the Options Menu is accessed during Battle Mode, the following settings cannot be controlled: Screen Resolution, High Detail Units and High Quality Music.

Campaign Screens

Campaign Screen

The campaign screen allows you to select campaign difficulty between Normal and Hard. With the hard campaign difficulty, the player is supplied with less units and the player's leadership effect has less of an impact on the units.

World Screen

The world screen contains a large map of ancient China. The World Screen shows an overview of what is happening in China as the story unfolds.

Event Screen

The Event screen shows historical events and non-historical events that aid you in making a decision before battle. Your decisions will result the game to proceed in a different story line.

Debrief Screen

The debrief screen shows an overview of the upcoming battle. It provides a brief history leading to the upcoming battle.

Ending Screen

When the game ending is reached an ending screen will be displayed. In order to exit the ending screen, left-click the "return" button on the bottom right part of screen.

Battle Screens

There are two ways to start a battle in Sango: playing campaign, or by playing tournament battle. Each of these paths leads to a single battle interface, as described below:

Deployment Screen

The deployment screen shows a map of the battlefield, the formation of the army, a list of available Generals, and slots for the possible positions each division takes on the battlefield. See "Deploying an Army" section of this manual for more detailed information on how to use the deployment screen.

To exit from the deployment screen, either left-click on "OK" button to proceed to the Battle Mode or press the Escape button to bring up the options menu and left-click the mouse on "Main Menu" to exit to the main menu.

General's Information dialog

General's Infomation dialog shows detailed information and unique abilities of a selected general. Right click the mouse on a General's portrait to see his/her information dialog. See "Know you Generals" section of this manual for more detailed information on how to use the general information dialog.

Battle Mode

The battle mode is the environment in which units in the game engage each other in combat. In this mode, the upper 80% of the screen shows the battlefield and the units of each army. The lower 20% is showing the portraits of Generals present in the battle. Control buttons for commanding the army and divisions is located on top-right of the screen. A small "mini-map" showing an overview of the battlefield is located on the top-left of the screen. See the "Battlefield Controls" section of this manual for information on how to use battle mode. Hitting the escape key or pressing the Menu Button at any point during the battle will bring up the Escape Menu.

"Try to use your generals' skills to the best possible advantage. Your generals will have different skill levels with different unit types – just because a general is very skilled with cavalry does not mean he will have the same level of skill with a division of swordsmen or archer. Watch for these differences, and use your generals in situations that they are good at."

After-Battle Screen

This screen shows the results of the battle, including overall scores, and casualties. See the "Result of the Battle" section of this manual for detailed information about after-battle mode. Left-click OK to exit this screen.

KNOW YOUR GENERALS

General's data

When you right-click on a general's portrait in the deployment screen or in the After Battle Screen, you will see a General Information dialog. Data numbers and bars show information of selected general. You can scroll through all your generals by clicking on Scroll Next or Scroll Previous buttons. Red numbers and bars show additional skills or abilities of selected general that is increased by items that the general is holding. This dialog allows you to view the general's statistics. There are nine statistics, as follows:

Level

The leadership score represents current level of the general. Higher level means better improvements over the general's initial statistics.

Bravery

A general's bravery statistics represents the general's overall performance through the campaign. Bravery points are calculated in each battle based on how many enemy units the general killed and how many units the general lost. Cutting enemy flags or kill enemy generals will gain extra bravery points. Bravery will be used to calculate general's level.

Combat skill

The combat skill represents the general's personal fighting skill

as well as the general's soldiers' basic training.

Intelligence

The intelligence represents the general's intelligence. This number will affect the chance of success in using special abilities, except when using Decreasing Morale which is decided by combat skill.

Leadership

The leadership score represents the officer's leadership. This number will affect the morale of soldiers in his division in the battle field. If the general is Marshall, his/her leadership will affect 70% of morale statistics of the entire army.

Battle participated

This number represents number of battles that this general has participated in.

Heavy infantry, Light infantry, Archer and Cavalry bar

The bar represents the skill of a general to lead and command a specific type of division in battle. This number represents soldier abilities in battle (i.e. in attacking and defending).

Outside of the General Information dialog, when a general has been assigned to lead a specific type of division, their skill in that division type is represented by the color of its division type icon which is located on the bottom right of a general's portrait. The following colors represent the strength of a division from the weakest to the strongest:

Brown, Green, Bronze, Silver and Gold.
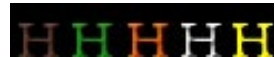
General's Information Dialog also has six information tabs as follows:

Biography

Characters in Sango are based on "The Three Kingdoms" novel and are real historical figure in Chinese history. Click on biography button to read about your general.

Divisions

Click on one of the four division buttons to select a division that you want the general to command in the battle. Click on right arrow to assign more units in highlighted division type to the general. Click on left arrow to return unit to the army pool.

Kills

In Sango, it is exceptional to kill an enemy general in the battle field. Records of these accomplishments are listed for you to review.

Abilities

Some generals are born with a special ability such as "Morale" or "Fear". Special abilities can also come from items that general is equipped. You can view special abilities and its descriptions by moving mouse cursor over the special abilities listed.

Items

Items play an important role in winning battles in Sango. Most items usually grant its owner special abilities that can be used in the battlefield. Some items also increase a general's specific skill. Your general can be equipped with a combination with maximum of two weapons, one horse, and two books. The middle window represents items in the army pool. The bottom window represents items that the general is currently equipped with. To equip you general with an item, drag the item from the middle window and drop it to the bottom window. To unequip your generals, drag item from the bottom window and drop it back to the middle window.

"As much as possible, try to focus your attacks on the enemy officers by using Attack and Charge to get to them. Go for any unit riding a white horse as these are the enemy Generals. Killing an enemy officer will have a demoralizing effect on the soldiers he commanded. Killing the enemy Marshall can cause his entire army to withdraw."

Level up

After participating in a battle, some generals will gain experience and level up. When a general has leveled up, you can access this screen and assign available skill points to the general. There are three skills: Combat Skill, Intelligence and Leadership, that you increase by adding skill points that the general gains from leveling up. To assign skill points to a specific skill, left-click on the right arrow on the row of the skill. You will see the skill of the general increase.

"Just as you must target the enemy officers, you must also be prepared for the enemy to target yours. Keep an eye on your generals – the braver ones have a tendency to charge off into battle, sometimes recklessly, in search of honor and glory. Losing an officer has a demoralizing effect on his men, and may cause men to desert or a whole division to retreat."

BRAVERY

In The Chronicles of the Three Kingdoms, the strength, morale, and skill of your men will depend on how much combat experience their officers have and what deeds they have accomplished in battle. The overall of experience and battle performance is represented by bravery. This has several implications:

Training Strength and Other Statistics

The division statistics are all improved directly by specific achievements in battle. Some of these skills are specific to the type of division being used, while the others apply to the general and his division regardless of what type of division it is. For example, if a general does well in combat while leading a cavalry division, his cavalry strength will improve but his swordsman strength will not. The degree of improvement that a general and his division will obtain will depend on the bravery score of that division in combat.

Factors that Improve Bravery Score

You can improve the bravery score of a particular division (and thus improve their skills) by giving them particular honours in combat. For example, if you want a specific general to improve, make sure that it is his division that gets to attack first or cut down the enemy flags. The following factors can affect your bravery score:

Got an enemy general's head in my pocket!

We've cut down the enemy's flags!

"Be sure to use your war drum in battle. If you hit the drum at the right times you can improve your odds for success in battle. Hit the drum just as your forces are first engaging the enemy, or just as your flags are about to be cut down. Keep an eye out for events in which a temporary boost in morale can make a substantial difference."

Number of Enemies Killed:

The more enemy units killed by a division, the greater the bravery score and the greater the honor and benefit to the general. Each unit killed counts for 3 bravery points.

Number Units Lost:

The number of units lost will have a negatively affect on a general's bravery score. Each lost unit will subtract 2 from the bravery score.

Number of Enemy Captains Killed:

Enemy captains are more valuable than regular units, so 30 points are awarded for each one killed.

Number of Enemy Generals Killed:

Enemy generals are even more valuable than captains. Not only is the amount of bravery awarded higher for killed generals (100 points), but the division will also capture the head of every general they kill.

Enemy Marshall Killed:

Killing the enemy Marshall results in 1000 points of bravery, as well as a captured head.

Flags Cut:

Each flag that the division cuts down will be counted for a bravery award of 300 points. The number of flags cut down by the division will be counted, just like the number of heads collected.

First to Engage an Enemy:

Being the first to engage the enemy is a great honor, resulting in a 50 point bravery bonus.

First to Kill Enemy General:

The division that kills the first enemy general in a battle will receive 200 extra bravery points.

First to Enter an Enemy City:

The first division entering a castle will be regarded as extremely brave, and will gain 200 points to its final bravery score.

MORALE AND FATIGUE

Morale and Fatigue are extremely important factors in The Chronicles of the Three Kingdoms. If your army is too frightened or tired to fight, then you will have a hard time being successful in battle. There are several factors that can affect morale and fatigue, as follows:

HQ and Flags

An army's standard (flag & logo) is a symbol of their honour and ability to fight. These flags were also used as a reference by the troops — A soldier fighting far down the field would look for the flags since he would be too far away to see if the HQ had been broken or if his Marshall was still alive and guiding the battle.

If you cut down the enemy's flags, it means you have been able to get past them and get close to their Marshall. If a soldier cannot see the standing flags, he will assume that the command staff have fled, have been killed, or are at least too busy defending themselves to properly guide the battle. This will frighten and confuse the soldier, and make him want to withdraw. Thus, knocking down the enemy HQ flags will often cause an entire enemy army to retreat from battle.

Leadership Skills

Soldiers look to their leaders for guidance, and as such they need to have confidence in the skills of their officers. The better the leadership skill of a general or captain, the more confident the men are and the less likely they are to lose their nerve in combat. The leadership skill of the Marshall will affect the entire army — thus affecting the chances of the entire army retreating or standing to fight.

Losing Officers

Losing an officer in battle is a dangerous affair. Not only have the troops lost an experienced and skilled warrior, but the chain of command has been damaged — and it will be harder to stay organized. All of these things have a great influence over the morale of the men. The loss of a general can cause an entire division to flee from the battlefield.

The War Drum

Every army in history has had some way of inspiring the troops to victory. In The Chronicles of the Three Kingdoms, each army has a drum that can be used to remind the men of the honour and glory for which they are fighting for. Each time you use the drum, your army will receive a temporary boost in morale.

In order to be effective however, the drum should only be used at key times during the battle. If the drum is used too often, the men will get used to hearing it and it will no longer inspire them.

Orders and Actions

The types of orders you give the men can influence both their morale and level of fatigue. An action charge, for example, expends a great deal of energy, so it is best to use this command at an optimum distance from the enemy (i.e. don't charge too early or your cavalry fatigue will get too low by the time they get to the enemy). Similarly, different commands cause the units to fight harder or less hard, to move farther from their centre position, and so on. The more your division moves and the harder it fights, the greater the cost in fatigue. Even just marching your men up and down the field can eventually wear them out. A division standing still will slowly recover from fatigue.

Of course, different orders and actions can also affect morale. A division that has been ordered to charge or attack will often have a very high morale, at least initially. This may in fact cause them to ignore orders to withdraw if the men are caught up in their bloodlust. In heated combat, if a soldier feels that he is winning or that his division outnumbers the enemy, his morale will remain high. If he thinks he is losing or outnumbered, he will lose the will to fight.

Similarly, orders to regroup or retreat will have a negative impact on morale. In fact, ordering a division to retreat will actually affect the morale of the entire army, not just the division. As one division watches another leave the field, they begin to doubt their ability to win the battle. Thus it is often best to use the regroup command if possible, so that even if a division can no longer fight they can at least stand by their brothers who are still engaged.

There are also certain battlefield events that can affect morale. For example, if you have a large number of men in the area of the enemy HQ, your army's morale will be improved. Even if your own HQ has been destroyed, your men may not retreat if you still have a chance of winning. Other events, such as getting the first kill of a general, entering a castle, and so on, will all have an influence on the morale of your divisions, and the army as a whole.

Terrain

Different kinds of terrains can greatly alter the amount of fatigue that your units suffer. Moving up hills, through water, and over other difficult terrains will all tire the men out quicker than if they were walking over flat, open ground. On the other hand, men moving down a hill will have an even easier time than those on a leveled field.

ITEMS

Items consist of weapons, books, and horses from the legend or history. Most weapons increase the general's combat skill but some come with very unique abilities that can only be acquired from these weapons.

Items can be gained by
1. Killing an enemy general who has the item in battle.
2. Locating secret relics in the battle field.
3. Receiving it from peasants.

Example:
The sky Double Moon Spear

The Sky Double Moon Spear was Lu Bu's weapon. This spear can increase the general's combat skill by 10 and increase blocking percentage by 50.

Sun Tzu - Art of War

Sun Tzu, an ancient Chinese tactic book, introduced the five fundamental elements in the art of war; Tao - the ideal, Nature - the weather, Situation - the terrain, Leadership - the general, and Art - the method. A general who obtains this book can gain 15 points of leadership.

Horse of Chih Tu

Chih Tu was Lu Bu's carrier. After Tsao Tsao killed Lu Bu, he gave this horse to Guan Yu to keep up his loyalty. Guan Yu was really thankful for the horse but told Tsao Tsao he was thankful for the horse because now he could use the horse to find Liu Bei faster. General who ride this horse will never get tired in the battlefield.

ABILITIES

In The Chronicles of the Three Kingdoms, some generals are born with a special ability. Some abilities can be gained by equipping an item to a general. All the abilities in The Chronicles of the Three Kingdoms are listed below:

Change wind direction: Changes wind direction and strength.

Set Fire: Enables friendly units to set trees on fire.

Raise Morale: Raises morale of targeted friendly units.

Fear (Lower Enemy Morale): Decreases morale of targeted enemy units.

False Command: Forces a targeted enemy division to regroup and stopping them from receiving new orders.

Lure out: Forces an enemy division follow you.

Paralyze: Stops targeted enemy division from receiving new orders and stays in Hold stance in its current position.

Heal: Raise health of targeted friendly units.

THE CHAIN OF COMMAND

     In order for an army to function efficiently, every army needs to be organized. Usually this means that a few skilled individuals make the decisions, which are then carried out by their more numerous underlings. This is called the Chain of Command. The various segments of Sango' Chain of Command are as follows:

The Army

     An army in Sango can be quite large. Each army on the battlefield can have nearly one thousand men at any given time. However, trying to control this many units individually can be a very daunting task. This is the whole reason for having a Chain of Command — so the commander of the army (in this case, you, the player) does not have to walk around and tell each and every soldier what to do. For this reason, the army is broken into two kinds of groups: Divisions, and Battalions.

The Division

     Divisions are the main elements of the army, and are the primary part of the army that the player has direct control over. A division is a battle group consisting of one to four battalions — about eighty men.

     After receiving an order (either from the player directly, or as a general "army order"), a division will dispatch appropriate instructions to its subordinate battalions. The division structure ensures that individual battalions are able to work together efficiently — a division is stronger than four battalions working independently. When two or three battalions are engaged in combat, a division is likely to ask the remaining unengaged battalions to join the battle and temporarily abandon their current assignments.   Each

"Although Cavalry is useful in all occasions, these units are too valuable to waste them fighting strong enemy infantry. It's best to use your Cavalry in counterattack enemy Cavalry, or to support your own infantry forces."

army on the field can have up to twelve divisions at any given time.

The Battalion

The battalion is a subgroup of the division — a group of up to twenty men, including a commanding officer. The battalion receives orders from its division, and then has its men carry out those orders to the best of their ability. Because battle conditions are constantly changing, the battalion has some freedom in making decisions. This means that a battalion will not always blindly carry orders, but will attack, defend, regroup, and take cover, as is most appropriate to the current situation.

Officers

Officers are the leaders of an army, skilled in strategy and directing troops. Traditionally, officers were professional soldiers — with better training and much more experience than the typical enlisted man (who was often a volunteer or a conscript and would be working on a farm if he weren't in battle).

Officers form the key links in the Chain of Command — orders passes through the ranks of the officers, until they finally translate into the actions of individual soldiers on the field. As a player, it is important to realize this process, since the soldiers actually listen to their commanding officers, not directly to you. Although you tell the officers what to do, it is the officers who tell the soldiers what to do. Just as in real life, sometimes the man in the field knows more about his immediate situation than his boss does, and must act on what he feels is the best in order to get the job done.

Remember, though your officers may not always obey your commands exactly, their purpose is to make your job easier — so that you don't have to constantly give individual orders to all nine hundred and sixty soldiers. Also, officers are human beings, and are subject to the same emotions as their men. This means that they can sometimes be headstrong when thirsty for blood, or fearful and cowardly if the situation turns bad.

Soldiers rely very heavily on their officers — they depend on them to tell them what to do. Losing an officer in combat can have a devastating effect on the men, reducing their morale and increasing the likelihood that they will run away. The types of Officers in Sango are as follows:

The Marshall — The Army Commander

The Marshall is the chief of the entire army. Although the Marshall commands his own division, these men usually remain near the rear line with the reserve forces, attacking only when engaged or in extreme situations. From this position, the Marshall is able to see the entire situation of the battle and tell the army what to do.

The General — The Division Commander

A General is the leader of a single division. The General directly leads one battalion in the division (called the HQ battalion), while the remaining battalions are led by Captains under the General's command.

The Captain — The Battalion Commander

Captains are subordinates of Generals. These men command battalions within their General's division.

Soldiers

The enlisted soldiers make up a vast bulk of the army. There are four types of soldiers in Sango: Spearmen, Archers, Swordsmen, and Cavalry. Generally, they all have the same basic emotions and reactions on the battlefield. When they are doing well and beating the enemy, they feel strong and are more willing to continue fighting. When they get hurt, they feel weak and may fallback or even run away. When they see an enemy retreating, they will try to chase him, and when they see a comrade leaving the battlefield, they will be tempted to join him. Men in combat react in a simplified way, and adhere to a single primary maxim: follow the majority.

Also, soldiers are only as good as their commanders. For this reason, the strength of each soldier on the battlefield is calculated using the strength of his commanders. The four soldier types in Sango are described as follows:

Spearmen (Light Infantry)

Spearmen are the backbone of any ancient army. Spearmen are usually farmers or villagers who are hired or conscripted into the military. These men are the lowest rank in the army because it doesn't take a lot of training to hold a spear and stand in a line. Spearmen are cheap and plentiful, and are highly effective in stopping cavalry charges with their thorny walls of spears and flesh. Formation is very important to spearmen, for just this reason. Also, due to the awkwardness of the spearman's weapon, these units are not terribly good at protecting their flanks and rear, or in defending against swordsmen. They are more effective against charging cavalry.

Archers

Archers have been a part of battlefield warfare since ancient times. These units are able to attack from a distance, raining showers of arrows on the enemy. Archers are very handy for defense and support purposes. Although they do not do much direct damage, they do soften up the enemy while other units go for the kill. Archers are not very effective in close combat. They will generally try to get away from the enemy, and will only fight back when cornered.

Swordsmen (Heavy Infantry)

If spearmen are the backbone, then swordsmen are the muscles of the army. Most swordsmen are professional soldiers, since it requires a lot of training and talent to master the sword.

Swordsmen are able to quickly attack and defend in all directions, giving them the upper hand in most close engagements, except with cavalry.

Cavalry

Cavalry are the elite unit of the army. Only the best of the best have the privilege to ride a war-horse into battle.

From their mounted position, Cavalry units gain tremendous advantages in combat. If they have enough space, they are able to charge and trample enemy foot soldiers, killing them instantly.   Only spearmen in a line formation have a chance of resisting this onslaught.

Cavalry are not without their weaknesses, however. If they are caught in a confined space, they cannot use their charging attack. Also, horses are much easier for Archers to hit, making them vulnerable to these attacks.
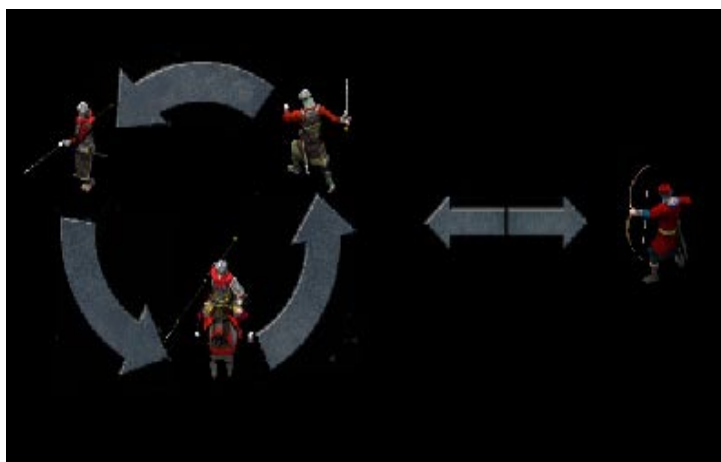
ARMY FORMATIONS

Besides the formations available to individual divisions; there are formations that the whole army can use in order to carry out a particular strategic plan. These formations are described below, and in the game on the Deployment Screen.

Long Snake Formation

Deploy the whole army in a line formation but keep mobile strike forces on both ends. This is actually a two headed snake. If the enemies attack one head, use the other head to flank the enemy. If the enemy is trying the center, use both heads to flank them.

Hook Formation

Deploy the army in a reversed U shape formation. Keep the main force, mostly infantry, in the centre and use the sides to delay the enemy or to protect our flanks. This is a moderate defensive formation which can also be used for frontal assault.

Spear Formation

Deploy the army into a triangle and form a spear head for a penetration assault in the enemy army center. The small hook on the edge of the spear is to counterattack the enemy's flanking forces.

"Attacking a city is somewhat different from fighting in an open field. With all the walls and houses around the city, it is difficult for divisions to hold their formation and preventing them from thinning out. Be aware of this danger and stay on top of divisions that fragment too much.
One way into a defended fortification is through the gate. Order a division close to the gate where you want to gain entry. Your soldiers will automatically attack an unbroken enemy gate. If they succeed in breaking it down, they will not only gain entry to the stronghold but the enemy will also be demoralized.
Another way is to use the ladder. Order a division to destination on a city wall will make the division setup ladders and storm the wall. The division then can proceed into the city."

Box Formation

Deploy several squares to form a box shape formation. Keep enough space between each square to lure the enemy in between. Depending on battle situation, the squares can close the gaps or loose the space to match different needs. This is a basic defense formation.

Double Horn Formation

Deploy strike forces in both horns and form a bull's horn shape. It is a basic attack formation that uses the horns to flank the enemy from both sides. In the same time, it keeps a moderate defensive force in the center to prevent center penetration by the enemy.
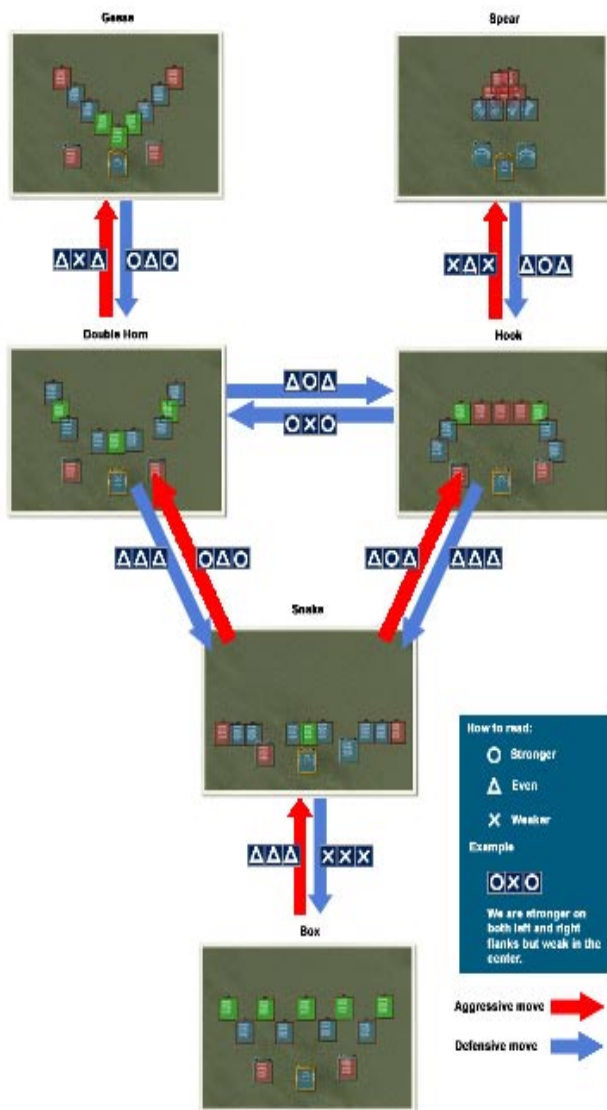
Geese Formation

Deploy the army in a V shape like the geese' flying formation. Keep the strike force in both tips of the wings. While engaged, the wing can break off and become a strike force on its own. If the enemy is too strong, the wings can flap and form a hook formation for defense.

Suggest Formation Tactic

Gooan

Spear

Double Horn

Hook

Snake

Box

How to read:

○ Stronger

△ Even

✕ Weaker

Example

OXO

We are stronger on both left and right flanks but weak in the center.
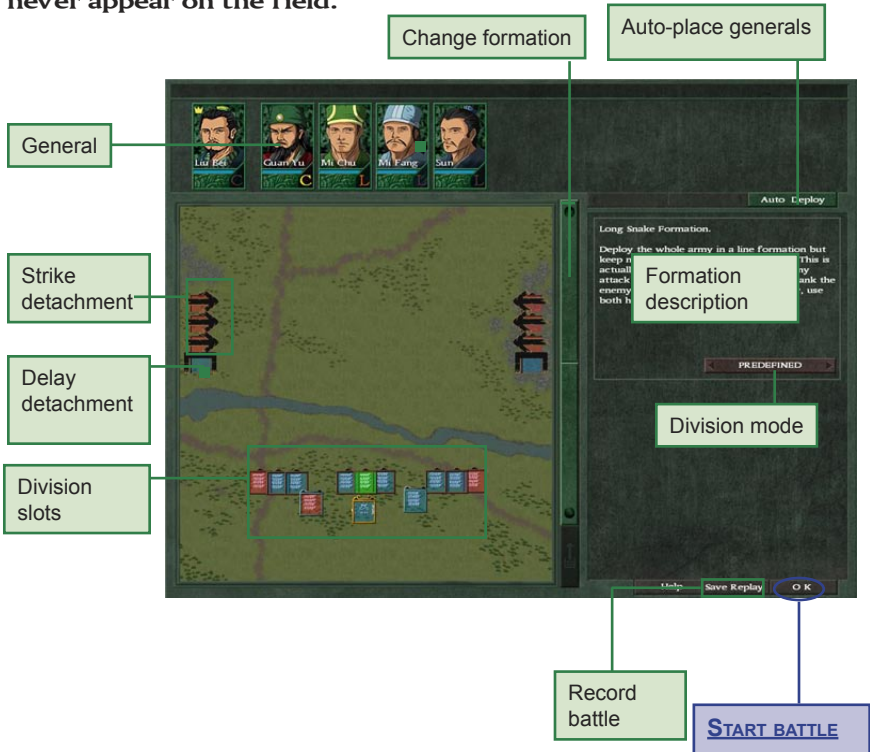
Aggressive move

Defensive move

DEPLOYING YOUR ARMY

Before a battle can begin, the army must be deployed on the battlefield. Any time you begin a battle, you will first have to prepare your army using the Deployment Screen. The Deployment Screen shows a map of the battlefield, the formation of the army, a list of available Generals, and slots for the possible positions each division takes on the battlefield.

Placing Your Divisions

The General portraits can be dragged and dropped with the mouse, into the position slots in the map window. As a General is placed in a position slot, his division will light up on the battlefield map with the general's portrait on top. If a General is dropped into one of the six "Detachment" slots, his men will not appear on the battlefield. All the divisions in a detachment will be sent to carry out a special mission. Arrow slot means "Strike" and opened box slot means "Delay" detachment. A Strike mission means the detachment will try to outflank the enemy on the battlefield — they will appear late in the battle, but hopefully at a point behind the main enemy force, assuming they haven't been stopped by opposing forces. A Delay mission means the detachment will try to slow down any enemy Strike detachment that may have been sent. Successful or not, the divisions in a Delay detachment will never appear on the field.

Change formation

Auto-place generals

General

Strike detachment

Delay detachment

Division slots

Formation description

Division mode

Record battle

START BATTLE

Changing Your Formation

The formation window, on the right side of the screen, provides a description of the formation currently employed by your army. Left-click on the buttons to the left of this window to change the army formation. The formation initially comes with a predefined behaviour for each division. To toggle division behaviour, click on the division behaviour button under the formation description. The behaviour of the division can be set to one of the following: Predefined, Aggressive, Defensive and Stand Ground.
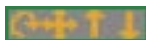
Custom Formation

You can create a custom formation by right-clicking on a division slot. The custom formation bar will appear. You can click on the circular arrow to rotate the formation, click-and-drag the crossed arrows to change the division position, and click on the up or the down arrow to change the division formation.

Starting the Battle

Left-click "OK" to begin the battle.

BATTLEFIELD CONTROLS

The Battlefield interface is the central game environment in Sango. Although it may seem challenging at first, you will become familiar with it very quickly. Here are a few tips to get you started:

MINI-MAP
Click anywhere on the mini-map to re-centre the view. To rotate the view, click and drag the edges inside the circle around the mini-map. You can also rotate the screen and adjust the camera's pitch by clicking and holding the mouse scroll wheel. You will notice that the verticle slider beside the zoom buttons will move. You can also adjust the pitch by clicking anywhere on this slider.

Scroll s

Scroll screen

GENERALS
You can select and re-centre on a division by clicking on your generals.

Sc

Moving Around the Battlefield

Moving around the battlefield is critical to being able to play the game. There are six ways to move the battlefield view:

1) Ctrl + left-click on an empty spot on the battlefield to re-center the view.

2) Left-click on part of the mini-map to center view to that location.

3) Move the mouse to the edge of the screen in the direction you would like to scroll.

4) Left-click on the portrait of a General. This will select that General's division, and re-center the screen on their present location.

5) Hold down middle mouse button and move your mouse to pan camera view.

6) Use arrow keys to move camera in the direction you would like to scroll.

screen

Scroll screen

ORDERS
These are the division order buttons. When no division is selected, army order buttons appear here.

croll screen

BATTLEFIELD VIEW
Right-click on the map to re-centre the view. Zoom using the zoom buttons or the mouse scroll wheel. You can rotate the view using / and * on the number pad.

Selecting Divisions

Divisions can be selected in the following ways:

1) Left-click on a unit on the battlefield.

2) Left-click on a General's portrait on the control panel at the bottom of the screen.

3) Using number keys (1, 2, 3, … 9, 0, -, +)

You can select multiple divisions at once by left-clicking on an empty spot on the battlefield and dragging a box around the divisions you want to select. If you press Ctrl-A, all of your divisions will be selected at once.

Issuing Orders to Your Divisions

Divisions are assigned orders using a Division Command Menu. To access this menu, left-click on a unit on the battlefield, the Army Command Menu will be replaced by Division Command Menu on the top right of the screen. The following options are available from the Division Command Menu:

Move

The move command will move your division to a specified location on the battlefield. After left-clicking the Move command, the mouse cursor will change to red arrows, indicating that you must choose a destination. If you left-click and drag the mouse on a spot of empty ground, you will see a green cone appear. Dragging and changing the orientation of the green cone will specify the orientation that the division will be facing when it arrives. As long as you hold the mouse button down, you can change this orientation.

Charge

The charge command will charge your division to the location you assign and try to engage the enemy only when close to their destination. You can specify the direction the division will face when it arrives by holding the mouse button down and dragging it when assigning the destination.   A division with Charge orders will try to penetrate the enemy line by avoiding engagement with enemy units before reaching the destination. The price of Charge order is casualties. By trying not to fight back, the units in the division suffers great damage on the path.

"A formation does not give any bonuses to the unit's fighting statistics; it simply positions them differently. However, with some experimentation, you will find out the units naturally move, turn, and fight differently with different formations. For example, arrow formations are better for attacking than defending; line formations are better for defending than attacking, etc."

Stop

The stop command will stop your division at the current location. The division will engage enemy if there are enemy in its perimeter.

Regroup

The regroup command will tell the division to fall back and try to resume their formation. This command does not require a destination. Battalions in a regrouping division will try to take up a location near their General's position and form a small circle. Regrouping soldiers will take necessary care to defend the area, but while they fall back to the assembly area they are likely to avoid engaging the enemy unless they are under heavy attack. You can order a regroup manually, but a division in combat will call a regroup by itself when its condition is no longer suitable for fighting.

Retreat

The retreat command tells the division to pull out and withdraw from the battlefield. Once ordered, a retreating division will not respond to any other commands.

Setting up Ladders

During castle battles in The Chronicles of The Three Kingdoms, an alternate method of entering castlesis by having divisions setting up ladders on castle walls. All divisions except Cavalry divisions have four ladders that are carried by the general and three battalion captains. In order to setup these ladders, choose a division by either left-clicking on the general's portrait on the lower part of the screen or by left-clicking on a unit from that division. Once the division has been chosen, setup the ladder by either right-clicking on the wall or by left-clicking on the Move command and then left-clicking on the wall. If a ladder has been successfully assigned to be setup, the destination indicator will appear on the wall. Once the division has approached the wall, the ladders will be setup and the units will start climbing the ladders to enter the castle.

"Set Destinations Behind the Enemy Line:
Although it may seem a little bit counter intuitive, it is often best to set destinations for charge orders behind the actual enemy position. This will cause them to try to get "through" the enemy rather than trying to kill them all. This tactic is much more effective when trying to penetrate an enemy defensive line. Concentrate first on breaking the enemy formation, this will make finding and killing the remaining soldiers much easier. This is also a highly effective tactic when using cavalry units. Have your cavalry units charge through and beyond the enemy, and they will have enough space to charge back the other way. The horses will also maintain their momentum longer. If you set the destination at the enemy position, your men will stop charging sooner."

Formation

The formation command allows you to change your division's formation. Each formation has different effects on the division's efficiency, depending on the division type and the type of orders issued while in that formation. When you left-click on the formation command, a second pop-up menu opens showing the available formations. Simply left-click on the desired formation to change formation.

Aggressive

Aggressive mode will maximize your division's engagement zone. A division in aggressive mode will act aggressively, and will engage enemy units at a longer range than a division in Defensive and Hold.

Defensive

Defensive mode will tell the division to be more defensive. A division in defensive mode will tell its battalions to attack only when an enemy approaches within defensive zone. Also, soldiers in the division will take better care of themselves and worry less about attacking the enemy.

Hold

Hold mode will tell the division to stand ground and hold their position at all costs. Battalions will not engage in attack, nor will they move to help any friendly divisions that may be nearby. Soldiers who are standing ground will put almost all of their effort into defending themselves and holding the enemy at bay. They will not put nearly as much effort into attacking the enemy.

"As soon as your divisions engage the enemy, you will find out that they don't listen to your commands as much as they used to. Battles are loud are there are lots of clanging metal, horses stomping and people yelling. This can be very confusing, especially to a soldier weary from fighting and has difficulty to stay organized.
To disengage from battle takes time, and usually means casualties since some men must turn and ignore the attacks of their enemies to regroup, while others are left to fend for themselves when their comrades withdraw.
A few reserved divisions in the rear can rush up to assist those already in battle. These fresh troops can help out in holding a defense line or keeping a flank from collapsing while the main force punches through the enemy divisions. Keep these divisions ready at all times to help when they are needed."

SETTING DESTINATIONS AND ORIENTATION

In most cases, once you select an order for your division, you will be required to specify a destination. This is indicated when the mouse cursor changes from a big arrow, to four smaller arrows shaping an X like crosshair.

Position the crosshair anywhere on the battlefield, then click and hold down the left mouse button (hold down right mouse button if you are assigning a default order by right-click). A direction cone will appear on the battlefield. This cone indicates the direction that the division will face when they arrive at the new destination. You can drag the mouse around while you hold the button in order to select one of eight possible facings for your division. Once the direction has been set, release the mouse button to issue the order.

"Concentrate Your Attacks
Try to outnumber the enemy whenever possible. Try not to attack an enemy defensive line with another long line of troops, you will be too spread out and your forces will be dispersed like a wave breaking on a beach. Instead, try to concentrate your forces in one section of the enemy line and be sure to protect your flanks. Eventually you will punch through and the enemy line will be broken, like a drill through wood.
According to the ancient Chinese master General and philosopher Sun Tzu, your enemy may have more men on the field, but if you have two divisions attacking one of his, you actually outnumber him in that location and have an advantage."

Issuing Orders to Your Entire Army

Usually in Sango, you will want to control divisions one at a time. However, sometimes it is necessary to issue orders to all the divisions in your army all at once. This can be done by using the buttons at the top right control panel.

Backward

Use the Backward button when you would like your army to move backward down the field. After you press this button; your mobile divisions (i.e. everything except the HQ and the two reserve divisions beside the HQ) will move backward until you tell them to stop.

Forward

Use this button to advance your men down the field. Each time you press this button; your mobile divisions will move forward until you tell them to stop. They will engage any enemy forces they run into.

Halt

Use it to halt your army while it is falling back or advancing.

Left

Use it to move your army to the left of the field.

Right

Use it to move your army to the right of the field.

Formation

Use it to change the formation of your army. The army formation will override any individual division formation orders already given. The formations you choose with this button are exactly the same as the possible starting formations available in the Deployment Screen.

"Regroup Your Divisions When Necessary
If you notice a division taking heavy losses during intense
combat it may be because the men are getting tired or because
their formation has been broken. If this happens, use the
regroup order to pull the men out of combat. They will with-
draw and move backward down the battlefield, where they will
resume their formation.
A regrouping division often takes a few casualties as they
disengage from combat, but this is often worth the price if it
saves the rest of the division from being eliminated. From
here, you can let them rest, or you can bring them in to attack
once again."

Morale (War Drum)

Use the War Drum to rally the troops and bolster their
morale. However, be careful not to overuse this too much. If the
drum is used too often, it will become meaningless to the troops
and will lose its effectiveness to improve their state of mind.

	Forward	
Left	Halt	Right
Formation	Backward	Morale
	Menu	
	Help	

"Terrain Objects
Besides castles and walls, there are various terrain objects
such as houses and bridges. These don't usually have any
tactical value, but can get in the way of your troop movements.
When navigating through the field, a division will try to avoid
a path though a large amount of obstacles and a battalion will
likely break its formation while within numbers of obstacles."

MISSION TYPES

In Sango, there are several different kinds of battles that the player can participate in:

STANDARD BATTLE

In a Standard Battle, the player has to defeat the enemy with no time constraint.

PURSUIT BATTLE

In a Pursuit Battle, the player has to defeat the enemy within a specified time.

DELAY BATTLE

In a Delay Battle, the player has to stay alive for a specified amount of time.

CHECK-POINT BATTLE

In a Check-Point Battle, the player has to reach multiple check-points in a particular order.

The time for Pursuit and Delay battles is displayed in a counter underneath the Mini-Map.

RESULT OF THE BATTLE

In Sango you can view detailed result of your battle performance. By default, the battle result screen will show your army and each of your general's performance for the battle. Click on enemy flag to show the enemy army battle performance. Click OK button to proceed with the campaign.

Rewarding Generals

Once a battle is over, if the player's army has performed admirably, the player is rewarded with medals. Each 500 bravery points the army has accumulated will become a medal with a maximum of 5 medals per battle. The player can then award a General with a medal by holding left-mouse button and dragging the reward to the General's portrait and then release the left-mouse button. Awarding a General with a medal will make the General gain a level. A general can only be awarded once after each battle and up to a maximum of five medals. If the medals are not distributed at the time it was received, then the medals will be discarded.

BATTLE STRATEGY

Sango can be described as a "battlefield simulator." Sango is designed to recreate army scale battles as accurately as possible, in real time. Many RTS games rely in the player's ability to produce bigger and better units, or to produce units faster than the opponent. However, this is not the case in Sango. Everybody has pretty much the same kinds of units, and there is no unit production on the battlefield. This means that instead of relying on units with more hit points and better weapons, or on simply outnumbering the enemy, the player of Sango must use strategy to be successful.

However, not everybody is an expert on military strategy. This section is here to provide a crash course in battlefield warfare, and to suggest some hints on how to actually use your army to allow you to fight and win, even if your army is greatly outnumbered. You may wish to skip this section at first and experiment with the game for a while. A good grasp of the game interface will help in understanding some of the tactics described below.

Division Tactics

Before getting into complicated army to army tactics, let's talk about divisions. For all intents and purposes, divisions are the building blocks of your army. Although there are smaller branches on the command structure (battalions and soldiers), it is the division that you will have direct control over in the game.

There are four types of divisions — each made up predominantly of one of the four different unit types, Spearmen, Swordsmen, Archers, Riflemen, and Cavalry.

Spearman Divisions

Spearmen are the basic defensive component of your army. Spearmen are easy to train and recruit, and their objectives are simple — form a wall of men and spears to stop any charging cavalry. Spearmen are the only units which can stop cavalry charges, but only if they are positioned and used correctly. Here are a few points to remember when using spearmen:

1) Spearmen work best in lines. Try to use line or crescent formations with your spearmen — especially when defending. As a wall of thorns, spearmen are out of the reach of a charging enemy. But if the spearmen break formation, they can be singled out and killed.

2) Spearmen are good at defense. They can resist the trampling charge of an enemy Cavalry by forming a line of spears. When attacking, Spearmen are effective only if they outnumber the enemy.

3) Spearmen should avoid engaging Swordsmen. Swordsmen can easily break through a line of Spearmen and fight them close up.

4) Spearmen are good at defending city gates. In the narrow space of a gate, Spearmen cannot be flanked easily and can form an impenetrable barrier against intrusion.

Swordsman Divisions

Swordsmen are the basic offensive component of the army. Things to remember when using Swordsmen:

1) Swordsmen are really good at attacking in close quarters. They can attack and defend on all sides, and man for man, are much stronger than both archers and spearmen.

2) Swordsmen can be trampled by charging Cavalry. With enough space to charge, an enemy Cavalry division can devastate a Swordsman division in seconds. The best chance Swordsmen have against Cavalry is to engage them while they are slowed or trapped by Spearmen, or by terrain features such as rivers, forests, and hills. Make sure your swordsmen get up close and personal with any enemy they face. If this is not possible, cover your swordsmen with a spearman division and advance toward the enemy to close the gap.

Archery Divisions

By the Three Kingdom period, archers were used as much as they were in other parts of the world. Their objective is to rain death on the enemy. Marksmanship was not emphasized as much as the sheer numbers of arrows falling from the sky. Here are some tips for using Archers:

1) Archers are support units. Use them to back your other divisions up, but avoid using them as front line troops. Try to keep them behind your other divisions, or otherwise away from the main fighting. Archers is fully utilized best when they can attack from a safe distance, and when they are protected by other types of units or terrain features.

2) Archers are not good in close encounters. Archers are easily the weakest units on the field. They cannot stop charging Cavalry, or even Swordsmen, and Spearmen can rapidly wipe out the weaker Archers if they can reach them in time.   Be sure to put your Archers in a position where the enemy Cavalry units cannot rush them.

3) Try not to use archers on an open field. Most cavalry or infantry can reach and crush them quickly if they are not protected.

Cavalry Divisions

Cavalry are the most powerful units on the battlefield, but only when they are properly used. These units are faster and tougher than any other units, and have the added ability to make a charging attack that can trample and kill enemy foot soldiers instantly. Only Spearmen are resistant to this charging attack.

However, Cavalry units can be tricky to use. Here are a few points to remember:

1) Cavalry units need room to charge. The charging attack of a Cavalry division can literally flatten enemy foot soldier divisions, but in order to make use of the charge, Cavalry units need room to build up speed. Be sure that there is some distance between the Cavalry units and the enemy before giving the attack order. When the Cavalry units produce a noticeable dust trail, you will know that they are moving fast enough to do considerable damage to the enemy.

2) Cavalry units cannot trample Spearmen who are in a solid formation. Don't send your Cavalry charging head on into a line of spearmen if you can avoid it. They might as well be running full speed into a brick wall (or maybe a giant porcupine — either way, it won't be pretty). Try to get your Cavalry units around the line to attack from behind or from the side, or better yet, use Swordsmen instead.

3) Keep your Cavalry units in a loose formation. As mentioned earlier, Cavalry units need room to charge. If they are too close together, they will actually interfere with each other. Try to use a wedge shaped formation to keep these units loose and to give them the ability to change direction quickly without losing formation.

Division Formations

The formation that a division uses can have a substantial impact on the battle result. The reasons for this are pretty simple, and can be broken down into a few basic categories:

Defensive versus Offensive Strength

Certain formations are suited for defense while other are suited for offense.

Typically, formations that spread the men out in a wide, shallow arrangement, such as lines and crescents, are better suited for defending.   This is because these formations cover a wide area and prevent the enemy from getting through. In the case of spearmen, a line or crescent formation also allows individual soldiers to work together and support each other.

Formations which take wedge or arrowhead shapes tend to be much better for attacking than defending. It works just like an actual wedge — a pointed object is much better for penetrating a surface than a blunt object, because it tends to spread that surface apart. Thus, the men in a wedge formation will tend to push the enemy apart and break them up — thus the enemy loses the advantage of their defensive formations.

Square shaped formations tend to be useful when you want the enemy to pass through your division because it means that

they will have to break the formation in order to do so. For example, Spearmen rushing through a division of swordsmen who are in a square formation can be easily attacked without being able to support each other.

Perimeter

Each division has a certain area around it that it will be responsible for. This area, or perimeter, is basically an extension of the division's formation. Thus, a division in a line formation will have a long perimeter and will cover a wider area, while a square formation will have a box shaped perimeter.

Enemy units within the division's perimeter will be considered a threat, while enemies outside of the perimeter will be largely ignored.

Aggressive mode: when a division is in aggressive mode, the division's perimeter is maximized to the forward direction of the division. However, the division will have minimum perimeter on the side and in the back.

Defensive mode: a division in defensive mode will have medium perimeter in the forward direction and extended perimeter in both flanks.

Hold mode: a division in hold mode will have minimum perimeter in all direction.

Mobility

Certain formations are more mobile than others — they can turn and reposition faster without breaking apart. This is important in order to react quicker to an enemy's attack. Any division could be as mobile as any other if all the soldiers break the formation and just run from one spot to the next. This means they are very vulnerable while they are traveling, so instead, a division will try to hold the formation as it moves. Because of this, it may not be as agile as it otherwise could be.

In the game, certain formations are better suited for mobility than others. At the same time, a certain amount of division strength is sacrificed for this mobility. For example, a crescent formation is very mobile and can quickly turn and reposition. Comparatively, a line formation is very slow to turn. However, the line formation covers a wider area and is better at defending an area, as long as the division does not have to move very much.

Army Tactics

Basic Strategies

Just like divisions, there are many different ways you can use your army to accomplish your objectives. You need to consider what it is you want to do, and how you want to do it before you can formulate any sort of plan that will be useful on the battlefield.

You will want to ask yourself a few questions: What is my goal in this battle? Do I want to make the first move or wait to see what the enemy will do? Am I expecting a heavy attack from the enemy, or heavy resistance if I attack? Will the enemy be sending an attack detachment?

In Sango debrief screen, you may have some information about the enemy, and perhaps an indication of his numbers, but for the most part, you won't really know what you are facing until the battle begins.

For this reason, you must take a slight risk and be ready to change your plan at a moment's notice. However, there are a few basic strategies outlined below, that may aid you in deciding what to do. Of course, there is no formula for success. The best way to learn is to experiment.

Center Penetration

This straightforward attack strategy works pretty much like it sounds. When the enemy has taken a defensive stance (usually by forming a large line across the battlefield), your best bet is to concentrate your forces and attack a single spot.

In a center penetration strategy, many divisions are sent to attack a single point in the enemy line. Even when heavily out numbered, a concentrated attack can outmatch the enemy in a specific location, causing the enemy line to eventually crack. Once that occurs, you will have a free path for an attack on the enemy HQ and be able to flank the other divisions in the defense line.

Flanking

Sun Tzu said that it was best to avoid attacking a strong enemy head on. If possible, attack him from the side. This makes sense as many animals have extremely powerful defenses against frontal attacks, but are comparatively weak from the sides or rear. The same is true of armies. If you can get around the main enemy force, you can attack their HQ, or get their divisions from the side or behind where they cannot defend.

The best way to implement this kind of strategy is to use a Strike Detachment. The strike detachment can attack the enemy HQ while your main army engages and distracts the enemy. It can also work the other way around — you can wait for your detachment to distract the enemy before rallying a main assault.

Envelopment

Probably the best way to deal with an enemy is to surround him. If you can get the enemy army — or even a big part of

it — caught between several of your divisions, then you will have a serious advantage. Not only can you attack from all sides, but the enemy is also without an escape route, and will not receive any outside aid.

Quite often an envelopment strategy can be used when the enemy has taken the initiative. You can wait for the enemy to attack and while he is busy doing that, part of your army can circle around behind and cut him off.

Oblique

An oblique attack strategy works much like a bulldozer. Your army forms an angled line, with one end closer to the enemy than the other. This line then moves forward all at once. The leading edge of the line will bear the brunt of the attack, but enemy divisions will have to face healthy divisions as they are "pushed" along the line. Essentially, the enemy divisions are constantly flanked, and thus more easily defeated.

Formations

Just like divisions, an entire army can use a formation in order to maximize its strengths and to meet the needs of the current situation. Army formations are constructed to help you complete your objectives. Formations, just like weapons, armor, and horses, are tools that the army uses to achieve success. The formation you will use depends quite strongly on what kind of strategy you wish to use — and what you expect the enemy to do.

Changing Formations in Battle

You can change your army formation at any point during the battle, but because it is a time consuming process that leaves your army vulnerable, you will probably only have an opportunity to do so in the first few seconds or minutes of the battle. You will have to assess the opponent quickly and then decide whether to stay with the formation you chose in the deployment screen, or to adopt a new formation.

When changing to a drastically different formation, just remember where you have placed your divisions within your army. For example, the Center Forward division in one formation might work best as a Spearman division, but in another formation, Spearmen may be a poor choice for this position.

Using Your Own Formations

Don't forget that you are not limited to the predefined army formations provided in Sango. You can create you very own formation in tactic screen. When you advance, the divisions will move forward, but keep their positions relative to each other as they do so. This way, you can create any kind of strategy you want.

Note:

Your reserve divisions do not respond to the army advance button — they will stay exactly where they are while the rest of the army moves forward.

Terrain and Weather

Just like in real warfare, terrain and weather in Sango can have a tremendous impact on the way a battle unfolds, and on its final results. Below are several basic terrain features and weather conditions that may affect a battle.

Rivers

When your men come to a river, they will have to wade through it. This will slow them down, and may put them in a vulnerable position. Crossing a river is always a critical point in a battle. When attacking, one must choose the right moment to cross a river. If an army moves at the wrong time, they might be cut off in mid-crossing. Sometimes, it is necessary to lure the enemy to cross the river first and then attack before they get to the other side. Even when not attacking, the near bank of a river is often a good place to form a defensive line.

Dense Forests

Forests restrict soldier's movements, especially those of Cavalry and Spearmen. With all the trees in the way, Cavalry have difficulty charging and Spearmen have difficulty maneuvering and taking formation.

As a result, the best units to use in forested areas are Swordsmen and Archers. These units can move around forests with few problems and can deliver their attacks unimpaired. They also don't have to worry as much about being trampled by charging Cavalry when in these areas.

Hills

Hills affect the speed at which units can move and the fatigue that they suffer when doing so. As a result, it is always best to be in the higher position.

From higher ground, your units can charge downhill, moving more quickly than the enemy and suffering less fatigue. Similarly, your archers will be able to shoot farther from their elevated position. If you are defending, the enemy will have to march uphill, and will be tired and disadvantaged by their lower ground.

If the enemy controls the high ground, try to find some other way to approach. Your cavalry units will either not be able to charge up on steep inclines or will be considerably slow and inflict less damage.

Rain and Snow

Be aware in these environment conditions as your units will loss fatigue faster than they otherwise would. Moreover, this means that fire will be put off naturally faster or not be as effective as it would.

TROUBLESHOOTING AND SUPPORT

Speed Issues

Battles in Sango involve extremely large numbers of men. The easiest way to deal with this problem is to use the battle hotkeys to disable fog and environmental effects. It may also be useful to make sure you are running at the fastest possible game speed. Also, update your version of Windows XP to at least SP2 or later and make sure you have latest driver of your graphic card.

Technical Support

Technical support for Magitech product can be reached at support@ezgame.com.

Thank you for playing Sango. If you have any questions or comments, please contact us at:

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HOT KEYS

Move ('m' or 'M')

Pressing the 'm' or 'M' key will issue a move order to the selected division. Clicking on a specified location on the battlefield after pressing this hotkey will make your division move to that location.

Charge ('c' or 'C')

Pressing the 'c' or 'C' key will issue a charge order to the selected division. Clicking on an enemy or a specified location on the battlefield after pressing this hotkey will make your division charge toward the specified enemy or location that you clicked on.

Stop ('s' or 'S')

Pressing the 's' or 'S' key will issue a stop order to the selected division.

Regroup ('g' or 'G')

Pressing the 'g' or 'G' key will issue a regroup order to the selected division.

Select a division ('1','2','3','4','5','6','7','8','9','0','-','+')

Pressing one of these hotkeys will select a division. General portrait that is on the left most of the screen will correspond to '1', next one to the right corresponds to '2', and so it continues to the right most portrait that corresponds to the '+' key.

Rotate Camera ('<', '>', ',' , '.')

Pressing the '<' or ',' key will rotate the camera to the left. Pressing '>' or '.' Key will rotate the camera to the right.

Pan Camera (Arrow Keys)

You can pan the camera in any direction using the arrow keys.

Speed Control (Page Up/Page Down)

Sometimes it can be helpful to speed up or slow down combat. To do this, simply use the "Page Up" key to speed up and "Page Down" key to slow down combat.

General's dialogue (Shift + Right-click)

In battle, you can get information about each individual at a given time. To check this, hold down the "Shift" key and right-click on the general or any unit on his division.

Hold Stance ('q' or 'Q')

Pressing the 'q' or 'Q' key will make the selected division change stance to Hold.

Aggressive Stance ('w' or 'W')

Pressing the 'w' or 'W' key will make the selected division change stance to Aggressive.

Defensive Stance ('e' or 'E')

Pressing the 'e' or 'E' key will make the selected division change stance to Defensive

CREDITS

Magitech Corporation

Original Design & Concept, Director:	**Ming-Sheng Lee**
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Sound Effects	**Magitech Corporation** **The Hollywood Edge**

MAP OF CHINA (CIRCA 89AD)