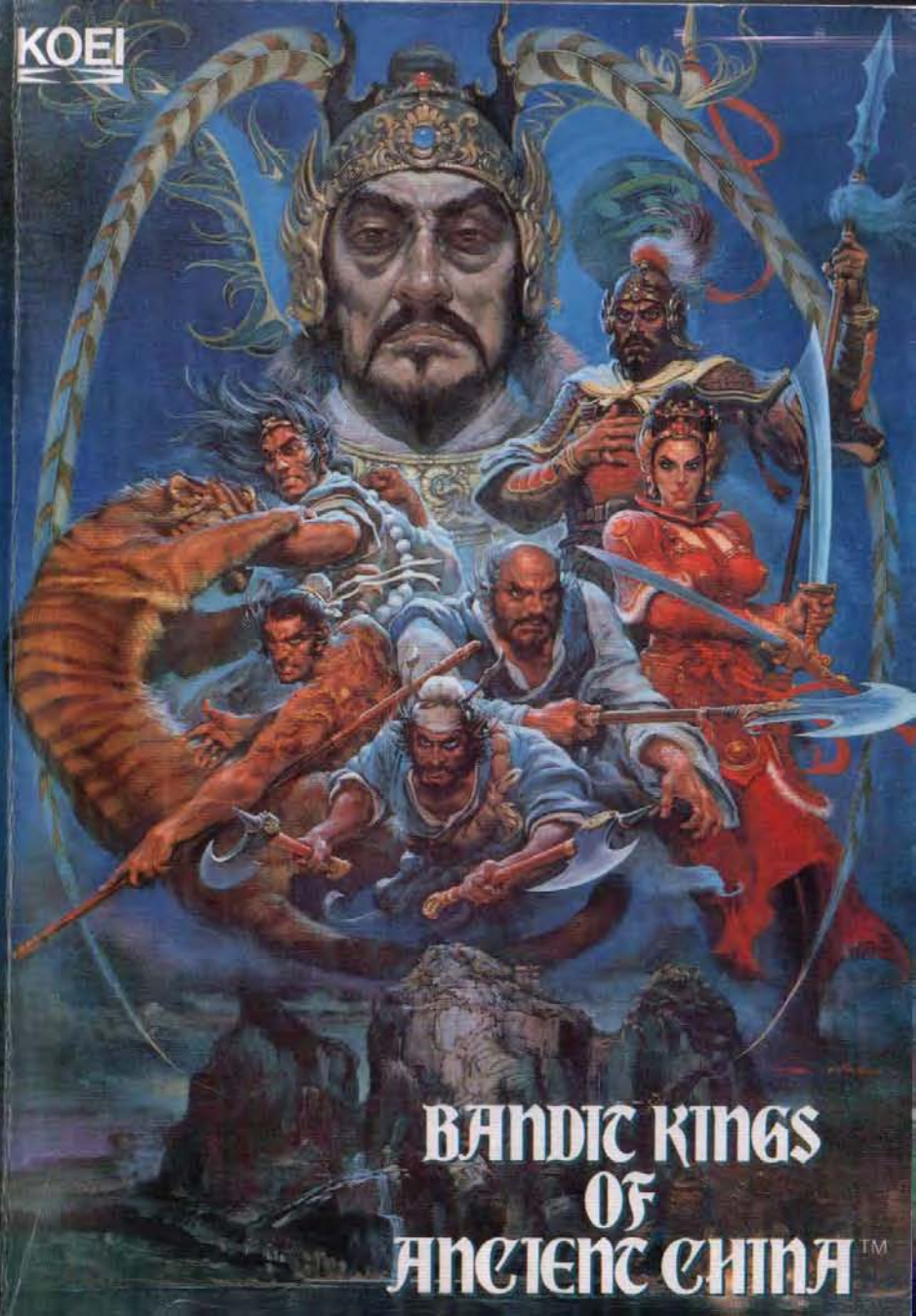




KOEI

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KOEI



**BANDIT KINGS
OF
ANCIENT CHINA™**



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OF
ANCIENT CHINA™**

KOEI

I. INTRODUCTION

BANDIT KINGS OF ANCIENT CHINA, like all KOEI games, was not created from nothingness, but taken from the pages of history. It is based on a famous Chinese historical novel called **Shui Hu Zhuan**. Translated directly, "shui" means "water," "hu" means "borders," and "zhuan" means "legend." While the novel is attributed to one Shi Nai An, this is almost certainly a pseudonym for a group of 16th Century scholars. In its purest form, the novel covers 70 chapters, from the releasing of the 108 spirits, to the eventual reunion of these spirits in the form of the bandits of Lian Shan Bo Mountain. Other, later versions, doubtless censored, describe the downfall of the bandits at the hands of the government. These additional chapters are generally considered to be of poor quality, and are not available in English. However, those interested can find the 70 chapter version under the titles, **All Men Are Brothers**, and **Water Margins**.

Of course, "legend" is a curious title for a supposedly historical novel. Indeed, the story itself has a strong fictitious quality to it. Of the 108 bandits that take up arms against the government, only one actually dies in battle. The rest, while often captured and totally at their enemy's mercy, always manage to escape despite overwhelming odds. In fact, one character, seeking shelter from government troops in a temple, is rescued by the temple goddess herself, who comes down from Heaven in order to tell him of his great destiny.

It is a given that much of **Shui Hu Zhuan** is not fact, but there are a number of realities that cannot be ignored. There is considerable evidence to suggest that the Song Empire was indeed plagued by bandits in the beginning of the 12th Century. Although true bandits, their reputation for courage, mercy, and justice lingered among the people of the region long after they themselves had passed on. The oppressive nature of the

government made these noble thieves into folk heroes. Even today, Lian Shan Bo is remembered as the home of these "bandit kings," and for centuries a large garrison of government troops was maintained there.

Now, KOEI is proud to present the first simulation game ever to be based on this unique and important period in Chinese history. We have provided the past, it's up to you to determine the outcome. Of course, even the best laid plans can go awry. The important thing to remember is to have fun! The real enjoyment comes not from playing a "perfect game," but from making mistakes, learning from them, and getting it right the second time. A famous general once said that "no plan survives contact with the enemy." In this spirit, don't get discouraged when things don't go as you expected. There are as many roads to victory as there are facets of your personality. By beating your own path, you will have the satisfaction of playing the game your way. You might even learn a little about yourself in the process. But beware, 12th Century China is no place for the weak at heart, and a single mistake could cost you the Song Empire!

Producer : Kou Shibusawa



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II. BEFORE YOU BEGIN

Game Overview
Winning the Game
Using the Keyboard
Game Options

Game Overview

Story

The story of *Shui Hu Zhuan*, the novel on which this game is based, is set at the turn of the 12th Century. At this time, the Song Dynasty of China was dangerously close to collapse. The constant threat of invasion by the northern barbarians of the Jin Empire no doubt weighed heavily on Emperor Hui Zhong's mind, yet the real danger came not from without, but from within, in the form of the Imperial Minister Gao Qiu. Quickly rising to power, this despotic tyrant soon became the supreme authority in Song. Even the Emperor was helpless to challenge him. Under his rule, good men who displeased him were exiled, while wealthy men of evil mien were raised to positions of importance. Eventually, the best of the exiled heroes, branded as thieves, gathered together to oppose Gao Qiu. Under the leadership of heroes like Chao Gai and Song Jiang, these men revenged themselves on their persecutors, and restored stability to the Empire.

You, the player, will take the role of one of these intrepid bandits. Gather other heroes to your side, attack, and end Gao Qiu's tyrannical rule!

Basic Terms

Before beginning play, there are a few terms you should be familiar with.

- Prefecture** : One of the 49 sections that divide the game map.
- Territory** : A Prefecture that is under someone's control.
- Good Fellow** : One of the ten major characters that you may choose to play.
- Bandit** : A character in the service of a Good Fellow.
- Chieftain** : A Bandit in charge of a Prefecture.
- Minister** : The villain of the game—the Imperial Minister of War, Gao Qiu.
- Official** : A character in the service of Gao Qiu.

- Magistrate** : An enemy of Bandits.
- People** : An Official in charge of a Prefecture.
- People** : Characters that can become either Bandits or Officials.
- Heroes** : Any Bandit, Chieftain, Good Fellow, Official, Magistrate, or Minister.
- Men** : Soldiers serving under Heroes.

Multi-player, Multi-scenario

There are four scenarios available for your selection, starting from 1101 A.D. to 1105 A.D. The characters you may choose will vary from scenario to scenario, as will the number of people that may play. The absolute maximum number of players is seven.

Scenario 1 Lin Chong 1101 A.D.

The Leopard Headed kills the agents of Gao Qiu and is exiled to the frontier.
Good Fellows: Lu Zhi Shen, Shi Jin, Lin Chong, Wu Song, and Yang Zhi.

Scenario 2 Song Jiang 1103 A.D.

The Welcome Rain, against his wishes, murders his wife, the wicked Yian Po Xi.
Good Fellows: Lu Zhi Shen, Shi Jin, Song Jiang, Lin Chong, Wu Song, Yang Zhi, and Chao Gai.

Scenario 3 Song Jiang 1104 A.D.

The Welcome Rain writes a revolutionary song that leads to his capture.
Good Fellows: Lu Zhi Shen, Shi Jin, Li Kui, Li Jun, and Chao Gai.

Scenario 4 Chao Gai 1105 A.D.

The Heavenly King is struck by Shan Ting Gui's poisoned arrow and falls in battle.
Good Fellows: Lu Zhi Shen, Shi Jin, Song Jiang, and Li Ying.

Package Contents

Your package should include either three 5.25" or two 3.5" game disks, a manual, reference map, and reference card. Please check the back of the package box to make sure you have everything listed there.

System Requirements

This game was designed to run on IBM-PC or 100% IBM compatible machines only. You will need two floppy disk drives, or one floppy disk drive and one hard disk drive to play. The game supports both CGA and EGA, but CGA will display in black and white. The reason for this is that displaying four colors in CGA would necessitate a significant decrease in screen

resolution. Also, if you wish to save game data, you must provide your own formatted floppy diskette.

Winning the Game

Victory Conditions

Unlike past KOEI games, the objective is not to conquer the country. This time, your mission is much more direct. Stop Gai Qiu permanently. However, as Gao Qiu begins the game in an almost impregnable position, this is not as easy as it seems. In order to challenge Gao Qiu, you must become an equally powerful figure in the Empire. By taking territories, winning battles, and doing good deeds, you will gradually become more and more popular. In January of every year, the Emperor will search the country for a champion with enough popular support to defeat Gao Qiu. If the Emperor decides that you are indeed the one, he will issue you an Imperial Edict, giving you the authority to confront Minister Gao Qiu, and hopefully, kill him.

Losing the Game

You can lose the game in any of the following ways:

- * If your Good Fellow dies
- * If your Good Fellow is taken prisoner or becomes a Criminal
- * If any Good Fellow other than your own kills Gao Qiu
- * If the time limit is reached and the Northern Barbarians invade in January of 1127 A.D.

In multi-player games, when all of the players's Good Fellows are killed or imprisoned, the game will end. If someone decides to retire early, the computer will take the part of that player's Good Fellow, and play will continue.

Using the Keyboard

Keys Used the Game: Numeric Keys: You can use the numeric keys 0-9 freely.

Return Key: The prompt to hit the Return Key is represented by the symbol ☐.

Delete Key: You may use either the Del or Backspace

Keys to move the cursor back.

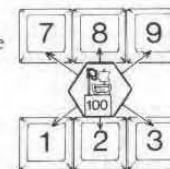
Alphabetic Keys: Use "Y" and "N" when answering Yes or No Questions.

Space Key: Use when setting your Good Fellow's attributes, and when flipping through a list of Heroes on the Main Display.

Entering Responses

When entering your responses on the Main Display, numbers, and "Y" or "N" must be followed by ☐. If you wish to change your response, hit the Del Key before hitting ☐. When you are asked questions, you will be prompted by the message "(Y/N)?" Use the "Y" or "N" keys to respond. You do not have to hit ☐ in this case. Note that you may also use the number "0" key for a "Y" answer, and ☐ for a "N" answer.

On the Battle Display, use the Numeric Keypad to indicate the direction you wish to move in. Refer to the diagram here.



Game Options

Using **Command 16 <Interrupt>**, you may alter the various options of this game. The amount of time that game messages are displayed may be shortened or lengthened by the **<Wait> Sub-command**. Sound, Animation, and Fixed Displays may be toggled on or off as desired using the appropriate sub-commands. At the start of a new game, every option is turned on, and the message wait time is set at 5.

III. STARTING AND ENDING THE GAME

Starting a Game
Saving a Game
Starting a New Game
Saving and Loading Game Data

Starting a Game

Game Start

Please follow this four step procedure:

1. Boot your machine using a DOS disk.
2. When the "A:" prompt appears, insert Game Disk A into drive A and Game Disk B into drive B.
3. Type "KOEI" and press ☐.
4. When prompted to do so, insert Game Disk C into Drive B and hit ☐.

If you want to skip the opening completely, insert Disk C instead of Disk B in Drive B in step 2.



If you are playing for the first time, you should first format a floppy disk. Then, start the game, select Option 3: Make a Save Disk, and follow the instructions. When formatting your Save Disk, be certain that the disk you will use does not have any important data on it, as that data will be erased.

Warning

While the game is in progress, please be careful not to:

1. Press the Reset Button
2. Turn off the Power
3. Remove the Disks from the Drives

Saving a Game

Save Disk Preparation If you are playing for the first time, and plan to save your game for later play, you must create a Save Disk. The game has a built in Save Disk creation process, but you must provide your own formatted floppy disk. Formatting will destroy all data on the disk, including previously saved game data, so please check your disk before formatting.

Making a Save Disk

Making a Save Disk is a five step process.

1. Format a disk to be your Save Disk.
2. At the opening menu, select **Option 3: Create a Save Disk**. If you wish to cancel this process at any time, press the Esc Key.
3. When instructed to, remove Disk B from Drive B, insert your disk into Drive B, press ☐, and wait.
4. When the process is completed, you will be instructed to remove your Save Disk from Drive B, and replace Disk B.
5. Hit ☐ and start the game.

If you do not create a Save Disk before beginning play, you will not be able to save your game data during play. Your Save Disk can hold up to 10 Saved Games on a single diskette.

Starting a New Game

If you select Option 1: **Start a New Game** at the opening menu, you will skip the save and load options. If you wish to continue a saved game, do not choose this option.

Scenarios

You may choose from 1 of 4 scenarios:

Scenario 1:
Liu Chong 1101 A.D.

The Leopard Headed kills the agents of Gao Qiu and is exiled to the frontier.

Scenario 2:
Song Jiang 1103 A.D.

The Welcome Rain, against his wishes, murders his wife, the wicked Yian Po Xi.

Scenario 3:
Song Jiang 1104 A.D.

The Welcome Rain writes a revolutionary song that leads to his capture.

Scenario 4:
Chao Gai 1105 A.D.

The Heavenly King is struck by Shang Ting Gui's poisoned arrow and falls in battle.

Enter the number of the scenario you wish to play and press ☐. To change your selection, use the Del Key before pressing ☐. Each scenario in BANDIT KINGS OF ANCIENT CHINA represents a specific period in the Song Dynasty. In Scenario 1, all of the Good Fellows have been exiled, leaving much of the country uncontrolled and free for the taking. By Scenario 4, much of the Empire has been conquered by either Good Fellows or Gao Qiu, making war a quick inevitability. Also, Heroes have had time to gather Bandits and Officials under their banner, making everyone's starting position a bit stronger. This does not mean that Scenario 4 is more difficult than Scenario 1, only that different approaches will be required. Feel free to choose the scenario you feel most comfortable with.

Number of Players

The next step is to determine the number of players. Depending on the scenario, up to seven may play at the same time. If you choose 0 players, the computer will play the game by itself. Enter a number and press ☐.

Good Fellow Selection

Use the number keys to choose the Good Fellow you wish to play. The Good Fellows available for you to choose change with each scenario. For more information on the scenarios and Good Fellows, refer to the Historical Notes. In multi-player games, players will choose their Good Fellows one-by-one.

Setting Attributes

This step determines your Good Fellow's abilities. By pressing the space bar four times, you will set his Body, Strength, Dexterity, and Wisdom Attributes. After this, you will be asked, "Is this all right Y/N?" If you are not satisfied with the results, press "N" and try again. The maximum for all character attributes is 100, and every character's strengths and weaknesses are weighted differently. The three remaining attributes of Integrity, Mercy, and Courage are predetermined, and cannot be altered during the course of the game.

Setting Game Level

Game Level represents the strength of your computer opponent. Level 1 is average, while 5 is overpowering. Beginners should consider starting at level 1.

Final Check

Now, the message "Is everything all right Y/N?" will appear. If you wish to change any of your previous selections, press "N" and you will return to Scenario Selection. Pressing "Y" will take you immediately to the Main Display, and the game will begin.

Saving and Loading Game Data

Interrupting Play

If you wish to stop and save your game for later play, you must use **Command 16 <Interrupt> Option 1 <Save Game>**. Hit ☐ to execute, or Esc to exit this procedure. Follow the on-screen prompts and remove Disk B from your drive and replace it with your Save Disk. Hit ☐ when ready.

Next, enter a number from 1-10. This number will be the file number of your save data. You may have up to 10 different games saved on a single Save Disk. Which number you choose is entirely up to you, but be careful of saving a game to a file which already contains a previously saved game. Your previous file will be erased in favor of the new data.

When the save procedure is completed, you will be prompted to replace Disk B into Drive B. You may either continue the game, or quit. If you wish to quit, select **Command 16 <Interrupt> Option 7 <Quit>**. When the message "Do you really want to quit Y/N?" appears, enter "Y," remove the disks, and turn off the power. It is a good idea to save your game before doing anything thing risky, such as going to war. If the war goes badly, you can always reset your computer, load the saved game data, and try again (this time with a new strategy)!

Loading Game Data

Previously saved games may be loaded and continued. At the opening menu, select **Option 2 <Load Saved Data>** and press ☐. At the prompt, replace Disk B with your Save Disk, and enter the file number of the game you wish to load. When completed, replace Disk B into your drive and hit ☐. The computer will ask you, "Is this all right (Y/N)?" Enter "Y" and pick up where you left off.

Quitting

If at any time you wish to discontinue play, select **Command 16 <Interrupt> Option 7 <Quit>**. This command will return you to DOS.

IV. THE BASICS

The Main Display
Game Play
Character Attributes
Prefecture Attributes
Events

The Main Display

The Main Display is divided into five areas.



- ① **Prefecture Data**

The Prefecture's name and number
The month, year, and the season
Symbols representing a Shipyard or Smithy
The Ruler of the Prefecture along with his or her picture
The Owner of the Prefecture (if the Prefecture has no owner, the message "Empty" will be displayed)
- ② **Prefecture Attributes**

Pressing ☒ here will switch you to the Commands List. Entering "0" will return you to this screen. If an Exiled Hero is present in this Prefecture, that Hero's data will be displayed here.
- ③ **Main Map**

The 49 Prefectures of the Song Empire are shown here. White Prefectures are empty.
Red Prefectures are those under the dominion of Gao Qiu.
Other colors correspond to the controlling Good Fellow's color.
Please keep track of your own Good Fellow's color, as well as those of your rivals. Note that in CGA mode, patterns will be used instead of colors.
- ④ **Commands Window**

Commands and Command Messages
- ⑤ **Displays Window**

Fixed Displays and Animation are displayed here.

Game Play

BANDIT KINGS OF ANCIENT CHINA is played by monthly turns. March through May is Spring, June through August is Summer, September through November is Fall, and December through February is Winter. The game always starts in January.

Every month, a random rotation will determine the order in which a Ruler's turn comes up. Every Ruler will have one turn a month in which to carry out one command. However, you will actually input commands only for for your Home Prefecture, and any Territory in which your Sworn Brother or Sworn Sister is Ruler. Of course, Empty Prefectures will not get a turn.

If a war begins, this rotation is interrupted until the battle is resolved. The screen will switch to the Battle Display, and instead of Main Commands, the two warring players will issue Battle Commands. A single battle lasts one month, and is divided into 30 days. Every day, every Hero will have one turn in which to execute one command. When one side wins, or the 30 day limit has been reached, the battle will end, spoils will be divided, and the screen will return to the Main Display.

As the game progresses, players will gradually become stronger, and their Territories will expand. However, natural disasters and random events can occur at any time. Typhoons and Snowstorms can hit at critical moments, while dissatisfied citizens may decide to riot against you. Likewise, if you fail to keep your followers happy, their untimely desertion could prove costly.

If your Good Fellow's Popularity exceeds 250 at the beginning of any year, the Emperor will charge you with the destruction of Gao Qiu, and award you the Imperial Edict. With this Edict, you may attack Gao Qiu's Home Prefecture. If you do not have the Edict, you may only attack Gao Qiu's Territories, but not his Home Prefecture. Once a player receives the Edict, he can only lose it by going into Exile, or by dying.

Character Attributes

Understanding the Character Attributes

There are 255 characters in BANDIT KINGS, and although all are represented by the same attributes, their strengths and weaknesses make each one unique. Also, some of the attributes will change as the game progresses. For a complete listing of a character's attributes, use **Command 15 <View>**.

Attribute	Meaning
Name	The character's name
Age	The character's age
Position	The character's social rank
Serves	The Hero the character serves under
Men	The number of followers the character has
Steersman	Whether the character can steer a ship
Ship	Whether the character has a ship or not
Body	The character's present stamina and health
Strength	The character's physical strength
Dexterity	The character's physical ability
Wisdom	The character's mental ability
Integrity	The character's moral fiber
Mercy	The character's mercy
Courage	The character's bravery
Popularity	The amount of popular support for the character
Loyalty	The character's loyalty to the Chieftain or Official he serves

<Name> This is predetermined. See Historical Notes for individual details.

<Age> Every January, everyone will age one year. Although Age does not affect game play directly, the passage of time is important as the Northern Barbarians will not hold back indefinitely.

<Position> There are 32 possible Positions. On the side of righteousness are Good Fellows, Chieftains, and Bandits. Opposing them are the Minister Gao Qiu, his Magistrates, and his Officials. Prior to becoming a Bandit or an Official, a character's Position is determined by his or her profession. Some professions necessitate moving around the Empire. These

characters will enter and leave Prefectures on their own. They are : Hunters, Wrestlers, Officers, Traders, Performers, Wizards, Outlaws, and Bullies. Those people that will not move about are : Criminals, Prisoners, Priests, Fishermen, Laborers, Doctors, Merchants, Innkeepers, Craftsmen, Scholars, Richmen, Masters, Ladies, and Courtesans. When these characters are recruited by Good Fellows or Gao Qiu, they give up their former professions and become either Bandits or Officials.

A Bandit may choose to swear brotherhood with a Good Fellow. If successful, that character's new Position will be either Elder Brother, Younger Brother, Elder Sister, or Younger Sister, depending on your relative ages, and that character's sex.

<Serves>

Who a character serves. Only the players (Good Fellows) or Gao Qiu (Minister) may have characters serving under them.

<Men> Max:100

The number of soldiers a character has. Increase this value with **Command 10 <Recruit Men>**. On the Battle Map, the number of Men is displayed on each character's Unit marker.

<Steersman>

This represents a character with the ability to effectively pilot a ship. Whether a character has this ability or not is predetermined and cannot be changed during game play. A character with this ability has a better chance of crossing rivers and lakes than does a character who does not. The O symbol will also be used to mark those characters who are steersman. An X will denote a character who are not.

<Ship>

A character who possesses a ship. On the battle map, only characters who have ships may enter river or lakes hexes. A character may obtain a ship by purchasing one from a Shipyard (**Command 6 <Travel>**), or by having a qualified character make one from scratch (**Command 3 <Make>**). The O symbol will also be used to mark those characters who have ships. An X will mark those who do not.

<Body> Max:100

A measure of the character's present stamina and health. When a character's Body goes down, he becomes tired.

A tired character will be unable to follow your commands. On the Battlefield, a tired character (Body less than 10) must pass his turn resting, and an exhausted character (Body 0), can no longer defend himself, and will be captured if attacked. Every month, every character automatically recovers 5 Body points. Selecting **Command 13 <Rest>** recovers 10 Body Points for all Heroes in the Prefecture. Body may not be recovered beyond your Body Maximum.

⟨Strength⟩
Max:100

A character's physical strength. Strength is used when doing service (**Command 2 <Service>**), or when fighting (**Command 1 <Fight>**). When Strength Experience reaches 100, the character's Strength will increase by 1 point. The character's Strength Experience will return to 0, and must be built up again.

⟨Dexterity⟩
Max:100

Indicative of the character's manual dexterity and fighting ability. This value is extremely useful when hunting (**Command 8 <Hunt>**). When Dexterity Experience reaches 100, the character's Dexterity will increase by 1 point.

⟨Wisdom⟩
Max:100

An indicator of a character's basic intelligence. Useful when soliciting gold or metal (**Command 7 <Solicit>**), moving provisions (**Command 4 <Send>**), and negotiating treaties (**Command 5 <Negotiate>**). When Wisdom Experience reaches 100, a character's Wisdom will increase by 1 point.

⟨Integrity⟩
Max:100

A measure of a character's moral fiber. Good Fellows with low Integrities will find recruiting a character with a high Integrity difficult. A high Integrity is useful when training troops using **Command 10 <Train>**. However, Rulers with a high Integrity value should not expect much of a reaction when throwing parties (**Command 12 <Feast>**).

⟨Mercy⟩
Max:100

The character's general sympathy for his fellow man. Characters that share high Mercy Attributes will generally gravitate towards each other, making recruitment easier. Rulers known for their Mercy will generally receive less money from their subjects in taxes, as well as when soliciting (**Command 7 <Solicit>**).

⟨Courage⟩
Max:100

The character's bravery. Again, Good Fellows that have high Courage Attributes will find it easy to recruit the braver characters in the game. A high Courage will also increase your hunting gains, but will lessen your chances of successfully inviting Heroes to your lair. In battle, characters with high Courage will not likely refuse a duel.

⟨Popularity⟩
Max:999

The popular support for a Good Fellow. Helpful when negotiating, failure to reach an agreement will decrease this attribute. When a new Territory is conquered, and your Support is more than 40, your Popularity will increase by 12 points. If it is less than 40, your Popularity will decrease by 12 points. Successfully going on expeditions against wild beasts will also increase this attribute. Once you reach 250 you will receive the Imperial Edict. And even if your Popularity drops below 250, you will retain the Edict.

⟨Loyalty⟩
Max:100

The Strength of a character's loyalty to a Hero. If low, the character may sometimes refuse to carry out your orders, or simply desert you. Loyalty will decrease every year depending on the compatibility of the Bandit to the Good Fellow or Chieftain he or she serves. A Bandit who's Loyalty is at least 95 can be made into a Sworn Brother or Sister. This too is dependent on the compatibility of the Good Fellow and the Bandit involved. If a Bandit swears brotherhood with a Good Fellow, that Bandit's Loyalty becomes 100 and will never decrease.

On Character
Compatibility

The three attributes of Integrity, Mercy, and Courage determine a character's personality. When attempting to recruit another character, it is important to remember that similar personalities are easier to recruit than dissimilar ones.

For example, the player Lin Chong (Integrity 100 Mercy 61 Courage 80) has recruited Hua Rong (Integrity 91 Mercy 72 Courage 84). Hua Rong's highest attribute is his Integrity, yet it is lower than his Ruler's (Lin Chong's 100). Thus, Hua Rong would be quite content to serve under Lin Chong, who's Integrity he respects, and his Loyalty will not decrease very quickly. On the other hand, Hu San Niang (Integrity 70 Mercy 72 Courage 59), who's highest attribute is Mercy, will find her master Lin Chong somewhat lacking in this category.

(Lin Chong's Mercy is 61). Her Loyalty will drop relatively quickly every year. The Ten Foot Green Snake is no one to trifle with!

This relationship comes into play whenever you wish to swear brotherhood (**Command 9 <Personnel>**), recruit somebody (**Command 6 <Travel>**), or call someone to your lair (**Command 5 <Negotiate>**).

Prefecture Attributes

Prefecture Attributes are shown on the Main Display. These values represent the general condition of the Prefecture. In order to give good orders, it is important to understand these attributes, and be able to interpret them.

Attribute	Meaning
Prefecture	The Prefecture's number and name
Shipyards	Whether this Prefecture has a shipyard or not
Smithy	Whether this Prefecture has a smithy or not
Gold	The present amount of gold in the Prefecture
Food	The amount of food in the Prefecture
Metal	The amount of metal in the Prefecture
Fur	The amount of fur in the Prefecture
Rate	The Prefecture's current market rate
Heroes	Number of Heroes present in the Prefecture
Men	Total number of Men in the Prefecture
Skill	The training level of the Men
Arms	The arms level of the Men
People	The number of free characters in the Prefecture
Castles	The number of fortified lairs or castles
Support	The Prefecture's support for its Ruler
Flood	The level of Flood Control
Land	The productivity of the land
Wealth	The wealth of the citizens

<Shipyards>

If the Shipyards symbol is present, this Prefecture has a shipyard that can be accessed through **Command 6 <Travel>**. Ships can be bought here.

<Smithy>

If the Smithy symbol is present, this Prefecture has a smithy that can be accessed through **Command 6 <Travel>**. Weapons can be bought here.

<Gold>

Max: 9999

If Support is more than 40, every January, your Gold will increase in the form of taxes. The amount is influenced by Wealth, Support, and the Ruler's Mercy. Please note that every month, your Bandit followers must be paid. If there is not enough money, loyalty will decrease. You can make Gold also by **Command 8 <Hunt>** and selling the Food or Fur you receive. Also, **Command 7 <Solicit>** may yield some quick cash.

<Food>

Max: 9999

If Support is more than 40, your Food will increase every January. The amount is affected by the Land Attribute, Support, and the Ruler's Mercy. By using **Command 8 <Hunt>** you can obtain food directly. Again, you may buy or sell Food at the Marketplace (**Command 6 <Travel>**). Every month, your Men must be fed. If there isn't enough Food, some Men will leave you.

<Metal>

Max: 999

Metal is necessary when executing **Command 3 <Make>** in making weapons. It may be directly increased by **Command 7 <Solicit>**.

<Fur>

Max: 999

Raise this attribute by **Command 8 <Hunt>**. You can buy or sell Fur at the Marketplace (**Command 6 <Travel>**).

<Rate>

Max: 100

Market prices are represented by this attribute. When high, the prices of Food, Fur, weapons, ships, and Men go up. The norm is 50, and it will fluctuate every month.

<Heroes>

Max:
Number of Castles
= 6

Indicates how many Heroes are in the Prefecture. **Command 6 <Travel>** is a quick way to recruit Heroes.

<Men>

Max:
Number of Heroes
= 100

This is the total number of Men in the Prefecture. Use **Command 10 <Organize> Option 1 <Hire Men>** to increase this number.

⟨Skill⟩
Max:100

This is the fighting ability of the Men. A high value will make your Men more difficult to defeat on the battle field. Raise this value with **Command 11 <Train>**. If there are no Men in the Prefecture, this value will be 0 and you will not be able to raise it.

⟨Arms⟩
Max:100

This indicates how well-equipped your Men are. A high value will help reduce your losses on the battle field, and increase the number of volleys your archers may fire. Raise this value by either making your own weapons (**Command 3 <Make>**), or buying them (**Command 6 <Travel>**). If there are no Men in the Prefecture, this value will be 0 and you will not be able to raise it.

⟨People⟩
Max:35

The total amount of recruitable people in your Prefecture. This number will change as certain professions come and go as they please.

⟨Castles⟩
Max:7

The number of fortified lairs or castles. This number multiplied by 5 yields the maximum amount of Heroes that may be present in the Prefecture at the same time.

⟨Support⟩
Max:100

Represents the amount of support the citizens have for the Ruler of the Prefecture. Under 40 represents no support at all, and that Ruler will not receive taxes in January. A Riot can occur in any Prefecture where the Support is between 40-55. Raise this attribute with **Command 2 <Service>** and **Command 14 <Give> Option 1 <Citizens>**.

⟨Flood⟩
Max:100

Represents the level of flood control in the Prefecture. Raise this value with **Command 2 <Service> Option 1 <Flood Control>**. A high value will minimize the chances of a Typhoon visiting your Prefecture in Summer.

⟨Land⟩
Max:100

Represents the level of productivity. The amount of Food you receive every year is dependent on the Land Attribute. Raise this value with **Command 2 <Service> Option 2 <Cultivate>**. Flood and Snowstorms can reduce this value.

⟨Wealth⟩
Max:100

Represents the wealth of the citizenry. The amount of Gold you receive every year is dependent on this

attribute. Raise this value with **Command 2 <Service> Option 3 <Build>**. Outbreaks of Epidemics and Typhoons can reduce this value.

Events

Throughout the game, events such as Floods, Snowstorms, Riots, and Epidemics will occur. Read this section to learn how to minimize the damage caused by these untimely occurrences.

Yearly Events

The following will occur every January :

Taxes : If your Support is 40 or greater, you will receive taxes in the form of Gold and Food.

Depreciation : Skill, Arms, Flood, Land, Wealth, and Support will all suffer a slight decrease due to the passage of time.

Aging : The date will advance one year and all characters will age 1 year.

Unrest : All Good Fellows will suffer a decrease in Loyalty among their Chieftains, and all Chieftains will suffer a similar decrease among their Bandit followers. The same applies to Gao Qiu and his Magistrates and Officials. The amount of the decrease depends on the compatibility of the characters involved.

Seasonal Events

The Season will change every March, June, September, and December.

Typhoon : In Summer, Typhoons can occur. A Typhoon will decrease a Prefecture's Flood, Land, and Wealth values, while raising the Rate Value.

Snowstorm : In Winter, heavy snows can occur. A Snowstorm will make any movement (**Command 4 <Move>**) or fighting (**Command 1 <Fight>**) impossible. Land and Support will decrease, while Rate will increase. In Spring, the snow will melt and its effects will end.

Epidemic : An Epidemic can hit during any season. Wealth, Support, and Body values will decrease. Men

will die and the Market Rate will increase.

Festival : Spring and Fall bring Festivals to the Song Empire. The origin and effects of these boisterous events remain a mystery even today.

Wild Beasts : This is the occurrence of bears, wolves, leopards or tigers of unusual size terrorizing the citizenry. They will remain for one season. You can hunt them down using **Command 1 <Fight> Option 2 <Expedition>**. If you are successful, your Popularity will go up. If you fail, you risk a decrease in Popularity as well as serious injury.

Monthly Events

The following occur monthly :

Rate Change : The Market Rate will change, affecting the prices of Food, Fur, Arms, Ships, and Men.

Expenses : Lack of Gold or Food can lead to mass desertion among your Men.

Recovery : Body values will automatically recover. Body will never rise above the Body Maximum.

Riot : A riot can occur when a ruler's Support is between 40-55. This can sometimes be averted by paying Gold to quiet the citizenry down. A mistake can easily mean the chopping block for that Prefecture's Ruler.

Desertion : When a Bandit's Loyalty to his or her Chieftain gets too low, there is always the chance that that Bandit (or Official), will leave his or her master.

There are other events that can occur, but we leave them for you to discover on your own!

V. MAIN COMMANDS

Command List
How to Enter Commands
Command Explanations
Commands in Exile

Command List

This is a list of the Main Commands and Exile Commands that you may use on the Main Display.

Main Commands

- | | |
|-------------|-------------------|
| 1 Fight | Go to War |
| | Go on Expedition |
| 2 Service | Flood Control |
| | Cultivation |
| | Construction |
| 3 Make | Ships |
| | Weapons |
| 4 Move | Hero |
| | Provisions |
| | Go into Exile |
| 5 Negotiate | Ally |
| | Invite to Lair |
| 6 Travel | Return to Lair |
| | Go to Marketplace |
| | Go Downtown |
| | Go to Smithy |
| | Go to Shipyard |
| 7 Solicit | Gold |
| | Metal |
| 8 Hunt | Food |
| | Fur |
| 9 Personnel | Swear Brotherhood |
| | Promote |
| | Exile |
| | Issue Orders |
| 10 Organize | Hire Men |
| | Assign Men |
| | Assign Ships |
| 11 Train | |
| 12 Feast | |
| 13 Rest | |
| 14 Give | Citizens |
| | Hero |

- 15 View
 - Your Home Prefecture
 - Other Prefecture
 - Your Territories
 - Alliances
- 16 Interrupt
 - Save
 - Wait
 - Sound
 - Animation
 - Fixed Displays
 - Quit

Exile Commands

- 1 Flee
- 2 Recruit Hero
- 3 Settle
- 4 Rest
- 5 View
- 6 Interrupt

How to Enter Commands

Game Turns

Every month, every Prefecture will get a turn in which to execute one command (aside from Empty Prefectures). The order in which a Prefecture's turn comes up is random and will change every month. However, you will only be able to input commands for those Prefectures under your direct control (your Home Prefecture, and any Territory ruled by your Sworn Brother or Sister). All of your other Chieftains will execute orders on their own. You can exercise some control over what kinds of commands your Chieftains will be executing by sending them standing orders using **Command 9 <Personnel> Option 4 <Issue Orders>**.

Entering Commands

Use the numeric keys to enter the number of the command you wish, and press ☐. Sub-commands are entered similarly. If you make a mistake, you can go back by using the Delete Key before you hit ☐. You can view a list of all possible commands by pressing ☐ instead of a number. You can return to the Main Display by pressing the "0" key.

In the EGA version, invalid commands, such as going to a Shipyard in a Prefecture that has no Shipyard, will be highlighted in red. In the CGA version, invalid command numbers will be displayed, but not the

command itself. For example :

- 1 : Return to Lair
- 2 : Go to Marketplace
- 3 : Go Downtown
- 4 : Go to Smithy
- 5 :

This applies to invalid Battle Commands as well.

Who Will Execute Commands

When you enter a command, you must sometimes select someone of your band to carry these orders out. Often it will be yourself (your Good Fellow) but sometimes you will want to use Sworn Brothers or Bandit followers instead. As all commands require different abilities, you will want to be careful in making your selection.

All commands will cost the executing character a certain amount of Body points. If the character's Body is too low to pay this cost, the character will be unable to carry out your orders. The amount of Body required varies according to the difficulty of the command.

When a command is successfully executed, the character who carried out the command will receive an experience bonus. The attribute that will increase depends on the type of command completed. For example, successfully completing a **<Make>** command will cost the character 15 Body Points, but will increase his Dexterity Experience by 15 points and his Wisdom Experience by 10 points. When Experience reaches 100 points, the corresponding attribute will increase by 1 point. Experience will return to 0 and must be built up again. For example, if a character's Strength Experience becomes 100, that character's Strength Attribute will immediately increase by 1 point. Strength Experience will return to 0, and must be built up again. This is to reflect a character's growing experience in using his or her attributes to the best advantage.

Command Explanations

There are 16 Main Commands in all. Sometimes you may find that, due to fatigue or other circumstances, there may be fewer commands actually at your disposal.

1 <Fight>

Sub commands: Go to War, Go on Expedition

<Go to War>

Body -10

In order to increase your Territories, you will inevitably go to war. You may only attack enemy Territories adjacent to your own, and you may not attack any Good Fellow to whom you are allied with. You may not attack a Territory in the midst of a Snowstorm. Finally, going to war costs Gold and Food.

In the event of war:

1. Decide who will go to battle. It is not necessary for you or even the Chieftain of the attacking Prefecture to go. You may choose up to 10 Heroes to go to war. Every attacking Hero and 100 Men will cost you 34 Gold in provisions. If a Hero has less Men, you pay less Gold. If you don't have enough Gold to pay for someone, you will not be able to send that Hero to battle. Enter the number of the Hero you wish to send, and a red * will appear next to that Hero's number, indicating participation in the coming battle. If you change your mind, you can erase the * by entering that Hero's number again. If you are sending less than 10 Heroes to battle, hit ☒ to advance to the next step. Note that if your Chieftain goes to battle, the computer will automatically select a new Chieftain from those remaining Bandits on the basis of attributes and Loyalties.

2. After Hero selection, you will be asked to enter the number of the Prefecture you are attacking. Remember, you may not attack allies, nor may you attack your own Territories.

3. Next, you must decide how much Food to take with you for provisions. The computer will automatically calculate the amount of food necessary for the full 30 days of battle and ask you if you wish to pay it. Enter the amount of food you wish to take with you and press ☒.

4. Finally, the computer will ask you "Is everything all right?" If you are not satisfied with your preparations, answer "N" and repeat the process. Otherwise, you will go to battle. The defending Prefecture will be given the choice to fight or flee. If they choose to fight, you will go to the Battle Display, and the battle will begin.

<Go on Expedition>

Body -10

Strength
Experience +50

Dexterity
Experience +50

This command is used to hunt down wild beasts that are roaming your Prefecture. It cannot be executed unless there are such beasts present. If you choose not to go on an expedition, the beasts will automatically leave after the season's end. Check the Main Display as to what kind of beasts you are facing. This command pits your Hero's Dexterity and Men against the strength of the beasts you are hunting down. The four species of beasts, from strongest to weakest are: bears, tigers, leopards, and wolves. Successfully killing the beasts will raise your Popularity 1 to 5 points. Failure means a drop in Popularity, and loss of life for your Men, and possibly your Hero as well.

2 <Service>

Body -15

Strength
Experience +10

Sub commands: Flood Control, Cultivation, and Construction

<Flood Control>

This command bolsters a Prefecture's defenses against flood damage caused by Typhoons by building dams and canals. A high Flood Attribute will decrease the chances of a Typhoon ravaging your Prefecture. This command can raise your Flood Attribute as high as 100, but not beyond. The amount of increase is determined by the acting Hero's Strength. The citizenry will always be grateful, and Support will also increase, depending on the Chieftain's Mercy. In this case, the more merciful your Chieftain is, the better appreciated he'll be.

<Cultivation>

This command increases a Prefecture's Land value by increasing the land's productivity. A high Land Attribute will increase the amount of food you receive every January. This command can raise your Land Attribute as high as 100, but not beyond. The amount of increase is determined by the acting Hero's Strength. Again, your citizens will be grateful, and the higher your Mercy, the more that Ruler's Support will increase.

<Construction>

This command increases a Prefecture's Wealth by building and internal improvements. The wealthier the citizens are, the more Gold you'll receive every January. This command will not raise your Wealth more than 100, and the amount of increase is based on the acting character's Strength. Finally, Support will increase relative to your Ruler's Mercy.

3 <Make>

Build weapons or ships instead of buying them.

<Ships>

Body -15

Dexterity
Experience +15

Wisdom
Experience +10

Using this command, you can provide ships for every Bandit in your Lair. However, only characters that have the necessary skill may execute this command, and you must also pay a certain amount of gold for every ship built.

First, decide who will make the ships. Only characters with the Steersman Ability, and a Skill of 70 and above may make ships. Next, you will be asked how many ships you want to build. Enter the amount and press ☐. The computer will then tell you how much gold it will "require. If you want to pay it, enter "Y" if not, enter "N". After you have made the ships, you will be asked "Give ship to who?" Enter the number of the Hero you wish to receive the ship and press ☐. Only a Hero with a ship may cross rivers and lakes on the Battle Map.

<Weapons>

Body -15

Skill
Experience +10

Wisdom
Experience +10

Making weapons will increase your Arms Attribute, making your Men that much stronger on the Battle Display. A high Arms Attribute will give your archers more volleys of arrows. Arms cannot be raised beyond 100. Again, only characters with the necessary skill may make weapons, and the process requires Metal from your Prefecture.

As in making ships, decide who will make the weapons. Only characters with a Dexterity greater than or equal to 60, and a Wisdom greater than or equal to 50 are eligible. The computer will ask you how much Metal you wish to use. Enter a number, and press Return. When completed, your Arms Attribute will increase. The amount of increase will depend on the Dexterity and Wisdom of the maker, as well as the amount of Metal used.

4 <Move>

Move is a multi-purpose command used when you wish to move Heroes from one Prefecture to another, send provisions to a Territory, or abandon your Home Prefecture and go into exile. Note that the execution of this command is different for Good Fellows and Sworn Brothers.

<Hero>

Body -10

Wisdom
Experience +7

Used when you want to move your Heroes from one Prefecture to another. If you move into an Empty Prefecture, it becomes your Territory as if you had won it in a war. When you enter a new Prefecture, that Prefecture's Chieftain is determined in the following order of priority: 1) Good Fellow 2) Elder Brother or Elder Sister 3) Younger Brother or Younger Sister, 4) Bandit with the highest Loyalty. A good strategy is to send your Bandits to other Prefectures in order to gain experience, then call them back when you need them.

If your Good Fellow is executing this command, you will be able to move Heroes from any Prefecture to another. If your Chieftain or Sworn Brother is executing this command, you will only be able to move from that Prefecture to another. Next, decide who you will move. Enter the numbers of the Heroes you wish to move, and a red * will appear next to their number. The destination Prefecture's maximum amount of Heroes (Castles \times 5) cannot be exceeded by this move. Again, to cancel a move, enter that Hero's number again, and the red * will disappear. Finally, you will decide how much Gold and Food you wish to send with the moving Heroes.

<Provisions>

Body -10

Wisdom
Experience +15

Provisions include Gold, Food, Metal, or Fur. Again, If the ruler is a Good Fellow, enter first the number of the Prefecture you are moving provisions from. Then, enter the number of the Prefecture you are moving provisions to. If he is a Sworn Brother or Chieftain, enter the number of the Prefecture are moving provisions to. Next, decide who will be in charge of the move. Characters with a high wisdom will generally do better. Finally, enter the amount of Gold, Food, Metal, and Fur you wish to move.

<Exile>

Body -15

Popularity will
decrease

When you wish to abandon your Territories and go into Exile, use this command. Enter the number of the Prefecture you wish to move to, then enter up to 9 heroes to accompany you. You may enter another Good Fellow's Territory. If that Territory's Support is less than 40, you will go to war. If you go into Exile, you will suffer a substantial Popularity decrease, and you will lose all of your accumulated Territories! You will also lose the Imperial Edict if you have already received it. While in Exile, you must use the Exile Commands instead of the Main Commands.

5 <Negotiate>

Use this command when you wish to make alliances or invite a Hero to join your lair.

<Ally>

Body -25

Success:
Wisdom
Experience +45

Failure:
Wisdom
Experience +18

When you want to make a mutual peace treaty with another Good Fellow, you may send a messenger bearing gold. A treaty will mean that no wars can occur between the two leaders for 3 years. Every subsequent January, the treaty period will decrease 1 year. Of course, allying with Good Fellows in Exile is impossible.

First, decide with whom you wish to make a treaty. If you choose a Good Fellow who is already an ally, you will be asked if you wish to extend the present treaty. Next, select a messenger from among your Heroes. The computer will then display the amount of Gold that is necessary to convince your opponent to join you. This amount will be lower for messengers with high Wisdom. If you wish to pay it, enter "Y." Otherwise, enter "N," and you will return to the Main Display. If the negotiating countries are fairly well-matched, your Good Fellow's Courage will be the deciding factor.

<Invite to Lair>

Body -25

Success:
Wisdom
Experience +60

Failure:
Wisdom
Experience +23

Use this command to invite a Good Fellow and his followers to join your lair. Upon choosing this command, the computer will display a list of Good Fellows eligible for selection, as well as the number of followers they have. Only Good Fellows with less than two Territories are eligible, and Good Fellows controlled by other players will not be displayed. Choose the Good Fellow you want, and select a messenger. Again, your messenger's Wisdom will determine how much Gold you will have to send. Decide whether you will pay the necessary Gold. If you do, negotiations will begin. If the Good Fellow is willing to join you, you will have to pay for his travel expenses to your lair. If you pay, that Good Fellow and his followers will become your own. If you do not, negotiations will end. Success or failure often depends on your Popularity, as well as the compatibility of the two Good Fellows. Remember, you may not invite Heroes to your lair if they will exceed maximum number of Heroes your Prefecture can hold.

6 <Travel>

Body -10

By traveling, you leave your lair to visit the local town. In town, you may visit any location as often as you wish. All towns contain a Marketplace and a

Downtown, while only some have Smithies and Shipyards. When you are finished, select **Option 1** <Return to Lair>. Hitting the ☒ and "0" keys will alternate between the Main Display and Travel Display.

<Marketplace>

Buy or Sell Food or Fur here. Prices will rise and fall with the Prefecture's current Rate Value.

<Downtown>

By going Downtown, you have three options: 1: <Recruit Hero>, 2: <Divination>, and 3: <Listen to Rumors>.

Option 1: <Recruit Hero> allows you to recruit a person in that Prefecture. Only a Good Fellow, or Sworn Brother or Sister may execute this command. Your Popularity will weigh heavily in determining success or failure. However, other factors are involved. One Sworn Brother might fail to recruit a person, whereas another might succeed, depending on how compatible their personalities are. Failure will decrease your Popularity slightly.

Option 2: <Divination> allows you to divine through mystic soothsaying, exactly what your chances are of recruiting a certain person. Each Divination costs one Gold. The computer will tell you whether you have a chance to recruit the person, and if not, what you must do to increase that chance.

Option 3: <Listen to Rumors> will give you a list of those people throughout the Empire who would be willing to work for you. The computer will display their Names, Positions, and Prefectures. However, the computer will randomly select 7 out of all possible for you to see. The actual total will be displayed at the lower right. Each listening will cost you 10 Gold. Remember that a person's name listed does not guarantee that you will find that person in that Prefecture. Some professions move about the Empire quite freely. And even if you find them, success is not 100% guaranteed. These are just rumors after all.

<Smithy>

If there is a Smithy in town, you may purchase weapons here. But, if you have no Men in the Prefecture, you cannot buy weapons. And, you cannot raise your Arms Attribute beyond 100. The cost per weapons will vary with the current Rate value.

7 <Shipyard>

If there is a Shipyard in town, you may purchase ships here. If everyone has a ship, you will not be able to purchase any more. The cost per ship will vary with the current Rate value. After purchasing a ship, you must enter the number of the Hero you wish to give it to.

7 <Solicit>

Here, you can solicit Gold or Metal from the local citizenry. However, a Good Fellow known for his Mercy should not expect to get very much.

<Gold>

Body -15
Success:
Dexterity
Experience +5
Wisdom
Experience +13
Failure:
Wisdom
Experience +10

You appeal directly to the people for Gold. The Wisdom and Dexterity of the soliciting Hero, along with your Good Fellow's Mercy, will determine how much you receive. Gold cannot be increased beyond 999. Be warned that most citizens will see this as unseemly conduct for a Ruler, and their Support for you will go down.

<Metal>

Body -15
Skill Experience +5
Success:
Wisdom
Experience +13
Failure:
Wisdom
Experience +10

You appeal directly to the people for Metal. As when soliciting Gold, the acting Hero's Wisdom and Dexterity, along with your Good Fellow's Mercy, will determine how much you receive. Metal cannot be increased beyond 999. This too will decrease your Support in the Prefecture.

8 <Hunt>

You may hunt for either Food or Fur, but not both at the same time. You may not hunt in Winter. The Courage and Dexterity of the hunting Hero will determine how successful the hunt will be.

<Food>

Body -20
Dexterity
Experience +15

Hunt animals to increase your Food value. Food cannot be increased beyond 9999. The amount is effected by the hunter's Dexterity, and your Good Fellow's Courage.

<Fur>

Body -20
Dexterity
Experience +15

Hunt animals to increase your Fur value. Fur cannot be increased beyond 999. Again, the hunter's Dexterity and your Good Fellow's Courage will determine your gains.

9 <Personnel>

This command allows the you to make personnel changes. Swear Brotherhood, Promote a Bandit to Chieftain, or Exile him if you wish. You may also issue orders to Chieftains to control the way in which they will administer your Territories.

<Swear
Brotherhood>

You can try to swear brotherhood with any Bandit you wish. A Sworn Brother's Loyalty is 100, and will never decrease for any reason. Furthermore, a Prefecture ruled

by a Sworn Brother or Sister will be controlled directly by you. Sworn Brothers and Sisters can also execute some commands that normal Bandits cannot. However, you may only have 9 Sworn Brothers or Sisters at any given time. And, at higher Game Levels, the maximum number of Sworn Brothers and Sisters may be even less. To become a Sworn Brother or Sister, the Bandit's Loyalty must be at least 95. Also important will be compatibility of your personalities. If any of these conditions are not satisfied, you will not be able to swear brotherhood. If a Sworn Brother or Sister becomes a Prisoner or a Criminal, this bond will be broken.

<Exile>

Send a Bandit into exile. The people will undoubtedly hear about this and are bound to view this action dimly, resulting in a drop in Popularity.

<Promote>

Appoint a Bandit as Chieftain of a Prefecture. This will sometimes mean demoting the Prefecture's present Chieftain. Enter the number of the Prefecture, and the Bandit you wish to be Chieftain. This command does not count as your one command per turn.

<Issue Orders>

Issuing orders to a Prefecture in effect, tells that Prefecture how to run itself. You have three types of orders you can issue, each emphasizing something different. You can only issue orders to Chieftains, never to Sworn Brothers or Sisters. Note that your Territories will automatically become Entrusted Prefectures until ordered otherwise.

<Entrust>

Gives that Chieftain the green light to do whatever he or she feels is appropriate.

<Internal
Affairs>

Will give first priority to building up the Prefecture, and send any extra provisions to your Home Prefecture.

<Expansion>

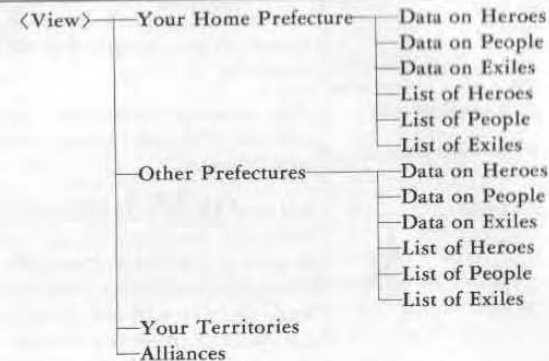
Concentrates on taking Empty Prefectures and building them up.

Heroes in Prefectures that stress Internal Affairs will tend to stay put and concentrate on building up their own Prefecture. Heroes in Entrusted and Expanding Prefectures will move about freely.

10 <Organize>

Organize your troops by hiring or reassigning Men, or assigning them ships.

- 11 <Train>
Body - 10
Strength Experience + 11
Dexterity Experience + 11
 In order to increase your Men's Skill, you must train them. If you have no Men in the Prefecture, you cannot train. You cannot raise Skill beyond 100. The amount of benefit your men will receive depends on the training Hero's Strength and Dexterity, and your Good Fellow's Integrity.
- 12 <Feast>
 You can call for a feast at any time. The basic cost of a feast is 10 Gold per person, but this is influenced by the current Rate value of that Prefecture. A feast will return Body points and increase Loyalties, but Chieftains with a high Integrity tend to throw pretty dry parties that don't have much effect on their followers.
- 13 <Rest>
 Take a break from work. Do nothing for one turn. Returns 10 points of lost Body to every Hero in that Prefecture.
- 14 <Give>
 <Citizens>
 Give Food to your citizens in order to raise their Support. You may give up to 1000 Food. If your Mercy is high, the effect will be greater. When Support is 40 - 55, there is a possibility of a Riot occurring.
- <Hero>
 Give money to a Hero to raise his or her Loyalty. You may give up to 100 Gold per turn to one Hero. The amount of increase depends on how compatible your personalities are. The closer the better. Heroes with low Loyalties will desert you. Also, giving Gold to a Sworn Brother or Sister will be a meaningless, albeit, generous gesture. Finally, giving Gold to Heroes in distant Territories will take the Gold from that Prefecture, not your Home Prefecture.
- 15 <View>
 The View Command lets you look at data on Heroes, People, and Exiles in your own Territories as well as those of other Good Fellows. You may also look at your alliances to see how much time is left. This Command is broken down into the following Sub-commands:



<Your Home Prefecture>

Select "Data" if you wish to view somebody specific; select "List" if you want to see information in list form. This command does not count as a turn.

<Other Prefectures>

View the Heroes, People, and Exiles of other Prefectures. Enter the number of the Prefecture you wish to view. If you wish to view yet another Prefecture, use **Option 8 <Data on Other Prefectures>**. If you view a rival or enemy Territory, this command will count as your one turn.

<Your Territories>

View data on the Territories you control. This is always in list form. This command does not count as a turn.

<Alliances>

View your present alliances, and how much time is remaining in these treaties. Does not count as a turn.

16 <Interrupt>

Use to Change the Wait time on messages, toggle sound, animation, and fixed displays on or off, save a game, or quit.

Commands in Exile

1 <Flee>

Good Fellows in Exile do not use the Main Commands, but a special set of Exile Commands, much more limited than Main Commands. All Good Fellows, start Scenario 1 in Exile.

This is the same as the **Command 6 <Travel>** Recruit Sub-command. However, in this case, Good Fellows in Exile may not enter a Prefecture's gaul, and

VI. WAR

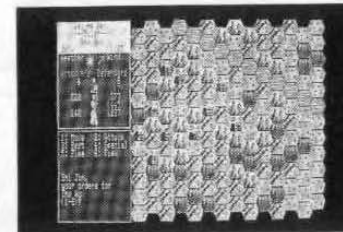
Battle Display and Map
Troop Deployment and Supply
Victory Conditions

Command Explanations

Battle Display and Map

Battle Display and Map

When any Good Fellow or Sworn Brother or Sister conducts a war, the battle is conducted on the Battle Display. Battles fought by Chieftains and Bandits will be resolved automatically, without going to the Battle Display.



1. The number and name of the Prefecture invaded, the name of its Ruler, and the month, day, and year.
2. The weather conditions, the wind direction, and the Men, Heroes, and Food for the attacking and defending armies.



Weather



Food



Heroes



Men










3. The Command Window. Using **Command 5 <View>** will alter this area.
4. The Battle Map. One hex can hold one Unit. One Unit is made up of one Hero and any Men he may have.

There are many different types of terrain, and each Prefecture's Battle Map presents a new challenge. There are high mountains that block passage, deep forests that offer protection, and rushing rivers that threaten to sink even the most hardy steersman. Every terrain type affects movement and combat differently. The terrain also changes with the seasons.

Terrain

thus may not recruit Criminals or Prisoners. Success will depend on your compared attributes, as well as your Popularity.

- 2 **<Recruit Hero>** Move to another Prefecture. Up to 9 heroes may go with you. This could cause a decrease in Loyalty among your followers.
- 3 **<Settle>** End your life in Exile by settling in an Empty Prefecture. From then on, you will use the Main Display, and the Main Commands. If the Prefecture belongs to another Good Fellow, you will go immediately to war with the Ruler there. However, if that Ruler's Support is more than 40, the loyal citizens of that Territory will not let you go to war, nor settle there.
- 4 **<Rest>** Same as the Main Command 13 **<Rest>**.
- 5 **<View>** Same as the Main Command 15 **<View>**.
- 6 **<Interrupt>** Same as the Main Command 16 **<Interrupt>**.

Mountains:		Impassable. Units cannot enter these hexes. Archery attacks cannot be directed over mountains.
Hills:		Lofty, yet not impossible to cross. Hills require 5 Movement Points to enter, and provide excellent advantage when defending from them.
Forests:		A good place to defend from, forests hexes cost 4 Movement Points to enter. Of course, extinguishing fireballs is no easy feat in a forest.
Plains:		Grassy flatlands. Require 3 Movement Points to enter. Little defensive advantage to speak of.
Castles:		Whether a Bandit's Lair or a Magistrate's Fort, Castles offer superior defense. If you manage to take all of the defender's Castles, you will have won the war. Costs 4 Movement Points.
River:		Only those with ships can enter. When entering a River, you may only move 1 hex and cannot continue regardless of your remaining Movement Points. River hexes cost 4 Movement Points for those with the Steersman Skill, and 8 Movement Points for those without.
Lake:		Only those with ships can enter. However, in the Winter, the lakes freeze so that any Unit may enter them. There is not much defensive advantage to speak of. With the Steersman Skill, 4 Movement Points, without, 8 Movement Points.
Marsh:		Turns into Ice in the Winter, but unlike Lake Hexes are always enterable. Offers poor defensive benefits. Costs 5 Movement Points.
Ice:		Lakes that have frozen in Winter. Anyone can enter. Offers even less defensive benefits than Plains hexes. Costs 4 Movement Points.
On River Hexes		All rivers in this game flow from the upper left corner of the Battle Map to the lower right. When the currents run wild, the unwary Hero may easily find himself carried right off of the Battle Map, and out of the Battle!

Leaving the Battle Map by River Hexes

A Hero who is in a River Hex at the end of a turn (one day on the Battle Display), may be swept down-river one or two hexes. Heroes with the Steersman Skill will not be swept as far as those who do not have it. If one of your Heroes is swept off of the Map, the Hero will go to the neighboring Prefecture as if he had retreated to that Prefecture. If you win, the Hero may rejoin your victorious forces in the conquered Territory. If you lose the battle, a number of things can happen. If you successfully return to your Prefecture, the lost Heroes might join you there. However, if the lost Heroes have no place to go, they will become Outlaws in the invaded Prefecture. If there is a friendly Territory adjacent, they may go there and their Positions will remain unchanged. A Good Fellow with nowhere to go may end up in Exile. Many things can happen when you lose a Hero down-river, so be careful!

Again, Steersman will find controlling their movement in River and Lake Hexes much easier than will those without this skill. They will also find going ashore more easy to accomplish. However, all characters entering River Hexes must end their movement, even if Movement Points remain.

Combat in Ships

Your ships can be sunk by enemy melee attacks and fireballs directed against your water-borne heroes. Fighting in River hexes means not only the possible loss of Body and Men, but of your Ship as well. If a ship goes down, a Steersman might be able to swim to shore, others will be captured.

Seasons and the Weather

Each of the four seasons are represented on the Battle Map. Rivers, Lakes, and Marshes will freeze, making passage free to any Hero, and the Movement Point costs will go down. There are four weather types: Clear, Cloud, Rain, and Snow. Weather may change with every new day, but the season will greatly influence this change. The weather is usual in Fall, cloudy and rainy in the Spring, and clear in Summer and Winter. Winter rain will turn to snow.

Troop Deployment and Supply

When you are attacking, you determine who will go to war, then deploy your Units on the Battle Map. If you are being attacked, you must first decide whether you will fight, or abandon the Prefecture and flee. If you decide to fight, you will proceed to the deployment phase.

Note that while the defender can have up to 35 Heroes in his Prefecture, only 10 can be present in a battle at a time. The other 25 Heroes are considered to be in the Prefecture on other business. They can be called to battle using **Command 4 <Special> Option 3 <Reinforcements>**, but only if you have room for them on the Battle Map.

Unit Deployment

Your attacking Units must deploy in the Battle Map's Deployment Hexes. These hexes will be numbered to correspond with the attacker's Prefecture number. A Maximum of 10 Units may attack, and there will be ten deployment hexes. If you have less than ten Units, the Units may be placed on any of the 10 Deployment Hexes. Use the numeric keypad to move the cursor to the hex you wish to deploy in, and press "0" to deploy. Repeat this process for each of your Units.

If you are on the defense, you can place up to 10 Heroes on any of the 20 numbered Deployment Hexes. Use the same process to place your defending Units. At the beginning of war, the defender always goes first.

The attacking side's Units will be marked with a red flag, while the defender's with a blue flag. If a Prefecture's Ruler is present, that Ruler's Unit Marker will display a circle. In CGA mode, attacking and defending Units will be distinguished by the letters "A" and "D". Prefecture Rulers will be marked with a short dash above the letter.

Supply

A Battle lasts 30 days, and each day is 1 turn. In a single turn, you will be able to give one order to every Unit under your command. At the end of every day, your food supply will go down, the weather may change, ships may be swept down-stream, and fires may spread or go out. Men caught in a fire hex will die, and your Hero will lose Body Points.

Victory Conditions

As a war goes on, Heroes will tire (Body becomes 0), and will be caught, removing them from the battle. The Attacker will win if:

- * all castles are occupied by attacking Units for a full turn
- * the defenders run out of provisions
- * all defending Units on the Battle Map are destroyed
- * the defending Prefecture's Ruler (marked with a dot) is captured
- * the defending Prefecture's Ruler exits the Prefecture (not the map) by retreat or river

The Defender will win if:

- * the battle exceeds 30 days
- * the attackers run out of provisions
- * all attacking Units are destroyed
- * the attacking Prefecture's Ruler is captured
- * the attacking Prefecture's Ruler exits the map by retreat or river

After Battle

Attacker's Victory

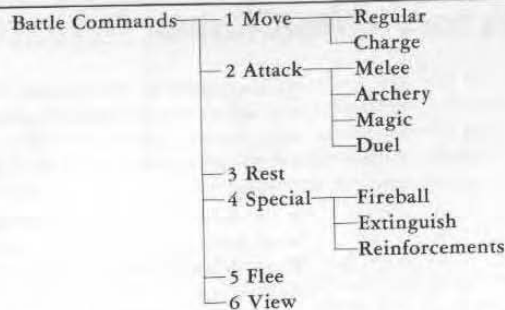
The defeated Prefecture will become the attacker's Territory. The attacker will capture all remaining defenders. The attacker will have four options when dealing with prisoners: 1. Recruit 2: Make Prisoner 3: Exile 4: Execute. Defeated Heroes may not want to join you initially, but if they are made a Prisoner, they may become more amenable to you later. The Territory's new Ruler will be decided in priority of Good Fellows, Elder Brothers or Sisters, Younger Brothers or Sisters, and Bandits with the highest attributes.

Defender's Victory

The Prefecture will not change hands. Any captured attackers are dealt with as above.

Battle Command Explanations

Battle Display commands are listed below:



Executing Battle Commands

You will be able to give orders for each Unit. For every Unit, the available commands will be displayed in white. Unavailable commands will be in red. The number of Men will be displayed on each Unit's marker in white. If the Hero has no Men, his remaining Body will be displayed in Red. In CGA mode, a lower case "b" will appear before that Hero's Body Value. If a Hero's Body reaches 0, that Hero can no longer fight and will be captured if attacked. Generally, 5 Body points equal 1 Man.

Executing commands cost Body Points. If a Hero's Body falls to 10 or below, that Hero will automatically pass his turn to rest. As in Main Commands, Heroes will gain experience for certain commands. This experience will accumulate just as in the Main Commands.

Command Explanations

1 <Move>

There is Regular movement and Charge movement.

<Regular> Body -1

Move the Unit on the Battle Map. Every hex entered will cost Movement Points. Remaining Movement Points for that turn are displayed in the Command Window. If you do not have sufficient Movement Points to enter a certain terrain, you will not be able to enter. If you enter a hex adjacent to an enemy with more than four times his Men, you can pass freely. If you don't have four times his Men, you will be forced to terminate your movement.

<Charge> Body -1

With this command, you can move your Unit and attack in the same turn. Your Movement Points for that turn will be greatly reduced.

<Attack>

There are four types of attacks: Melee, Archery, Magic, and Duel.

<Melee>

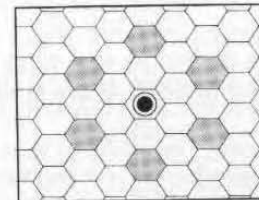
Body -2
Strength
Experience +1

A standard attack that pits your Hero and Men against your opponent's in hand-to-hand combat. You can destroy enemy ships with this command.

<Archery>

Body -1
Dexterity
Experience +1

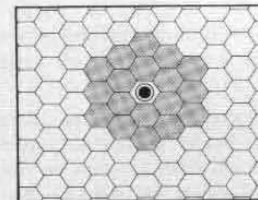
This is a long-ranged attack. You may target a hex that is 2 hexes away from your attacking unit. This must be in a straight line, as shown below. Only Heroes with a Dexterity over 60 can use Archery, and those with a Dexterity of 85 will be able to hit enemy Heroes as well as their troops.



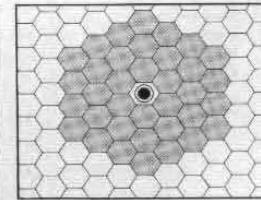
<Magic>

Body -20
Wisdom
Experience +5

The range of this attack depends on the Hero's Wisdom as shown below. The minimum Wisdom is 80, and the Hero must have at least 50 Body Points remaining. The enemy's Body and Men will be reduced, and there is a chance that the enemy will be dazzled, leaving the unit unable to do anything for a time. The higher your Hero's Wisdom, the more damage this attack will do. However, Magic attacks can only be carried out on cloudy days.



80 ≤ wisdom < 90



90 ≤ wisdom

<Duel>

Body -5

Strength

Experience +15

Dexterity

Experience +15

Body -4

Strength

Experience +5

Dexterity

Experience +5

This is a challenge to the enemy unit's Hero to fight it out man-to-man. The challenged Hero will have the opportunity to accept or evade. A Hero in a Castle always backs down from a challenge. The Heroes will fight until one Hero's Body reaches 0. That Hero will be captured, and the attack will end. If one Hero has a lot of Men under him, these Men will interfere, and attack the other Hero, reducing his Body Points. Then, the duel will begin. Thus, be careful when challenging Heroes with many Men under them. Duels are dangerous, but the rewards are great. If you defeat an enemy Hero who is stronger than you, your Strength and Dexterity attributes will increase by 1 point directly!

3 <Rest>

Do nothing for one turn. Heroes with less than 40 Body Points will recover 2 Body Points. Heroes with over 40 Body will receive no benefit at all.

4 <Special>

The Special Command includes making a Fireball, Extinguishing a Fire, and Summoning Reinforcements.

<Fireball>

Body -1

Wisdom

Experience +1

Dexterity

Experience +1

Create a fireball and direct it against an adjacent hex. The Hero must have a Wisdom of 60 or greater. The season, type of terrain being attacked, and the Wisdom of the Hero being attacked will all influence the odds for success. If a fire is in a hex at the end of a turn, it may spread, depending on wind direction and weather. A Hero caught in a fire at the end of a turn will lose Men and Body. Ships may be destroyed by fire. You cannot create a Fireball on Rainy or Snowy days.

<Extinguish>

Body -1

Dexterity

Experience +1

Wisdom

Experience +1

Use to counter the Fireball. Instead of fleeing a hex which is on fire, you may try to extinguish the fire. Success will be determined by your Dexterity (which must be a minimum of 40), weather, and terrain.

<Reinforcements>

A beleaguered defender may summon more Heroes to join the battle. You cannot summon reinforcements if you already have 10 Units on the Battle Map. Reinforcements will arrive on the Deployment hexes. You may summon only one Unit at a time.

5 <Flee>

When the battle is going poorly, a Hero may decide to flee at any time. The computer will display the Prefectures the Unit may flee to. The unit's original Prefecture will be green, friendly Territories blue, and

Empty Prefectures White (EGA only). The player enters the number of the Prefecture, and that Hero will immediately leave the Battle Map and go to that Prefecture. A defending Hero may choose to flee within the invaded Prefecture. He will leave the Battle Map, but remain in the Prefecture. After seven days, he may be called as reinforcements.

If a Prefecture's Ruler flees, the battle is over, and any Units remaining become property of the winner. Fleeing is risky, and there is always the chance of being caught.

ii <View>

Works similarly to the Main Command <View>. You may choose to view attacking or defending Heroes. Also, viewing the opposing side's units will count as a turn, viewing your own will not. When viewing the defending side, those Units on the battlefield will be displayed in white, those in the Prefecture, but not, deployed, will be in blue. When viewing defending Units in CGA mode, those Units actually on the Battle Map will be marked with an asterisk.

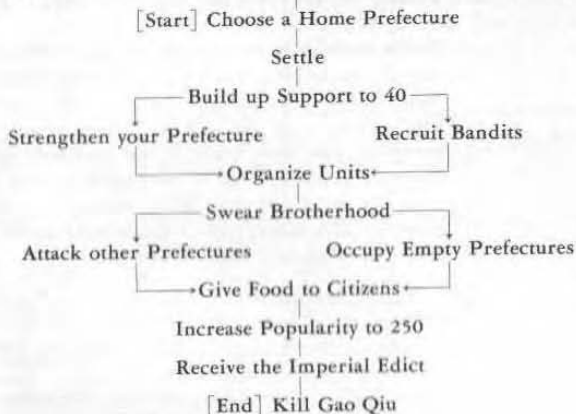
VII. HINTS

How to Win
For Beginners

How to Win

Game Hints Chart

Players Stating Scenario I may wish to follow this method of play.



For Beginners

Beginners should start with Scenario 1 and select Lin Chong as their Good Fellow. Lin Chong starts this scenario in Exile, but is a well balanced Good Fellow and an exceptional fighter. For Scenario 2, consider either Lin Chong, Wu Song, or Chao Gai. Shi Jin, who begins this scenario already settled, is also a good choice. For players who like to fight, Scenario 3 Chao Gai, and Scenario 4 Song Jiang provide the best opportunities for war. Both start strong, and a few defeats in battle will not be a major disaster.

These are just suggestions of course. Ideally, once you are familiar with the game, you will decide for yourself which Good Fellow you wish to play. The basis for this decision is totally up to you. You may like a character with a lot of integrity, as opposed to a merciful one.

Scenario 1 Lin Chong

Perhaps one character's nickname is more to your liking than another's. Remember, there is no one way to win this game, so feel free to find your own style of play.

Lin Chong is alone and in Exile in Prefecture 23. The first thing to do is go to an Empty Prefecture by using **Command 1 <Move>**. Try moving to Prefecture 30 and use **Command 2 <Recruit>** to get Meng Kang, the Jade Banner. Then, move to an Empty Prefecture not adjacent to any enemies, settle, and try to raise your Support to 40 by the end of the year. Do this by hunting for Food, and then giving it to the citizens (**Command 14 <Give>**), or by doing **Command 2 <Service>**. When you are too tired to do anything, take a break with **Command 13 <Rest>**.

In January of the next year, start building up Meng Kang's Loyalty. Give him Gold with **Command 14 <Give>**. Then start building up your Prefecture with **Command 2 <Service>** and **Command 14 <Give>**. Meanwhile, never pass up an opportunity to recruit more followers. If a rival threatens, consider negotiating to buy yourself more time.

Next, begin preparing your army for war by using **Command 10 <Organize>**. Hire Men, Make or Buy them weapons, and Train them. About this time, you should be moving into Empty Prefectures and recruiting the People in them. Use **Command 6 <Travel>** to recruit. As your Popularity goes up, you will find recruiting People easier to do. Finish organizing your army by allocating ships and Men. Consider such things as who can use magic, who has the highest Strength and Dexterity Attributes, and who can steer a ship. When ready, attack. Your first enemy should be relatively weak. If you win, try targeting a Prefecture with many Castles, a Shipyard, and a Smithy next. Remember to build your Support in a Prefecture to 40 before acquiring new Territories.

When you get strong enough, gather your Heroes in a Prefecture next to Gao Qiu's Home Prefecture. Maintain a garrison of at least 500 Men. Use **Command 9 <Personnel>** to order your distant Territories to supply this staging ground.

When your Popularity reaches 250, you will receive the

Scenario 3
Chao Gai

Imperial Edict at the beginning of the year. Before receiving this Edict, you may not attack Gao Qiu, a Minister of the Emperor. The best you can do is appease Gao by paying the tribute when he demands it. Once you receive the Edict, Gao Qiu is fair game. However, be prepared for a long fight. Gao Qiu is wily, and will not go down in a single battle.

Chao Gai starts with 20 Bandit followers. From the first turn, start strengthening your Prefecture with **Command 2 <Service>** and your army with **Command 10 <Organize>**. Take Empty Prefectures in the south to increase your Popularity, and swear brotherhood with quality heroes like Lin Chong, Wu Yong, and Hua Rong. Build up your Territories in the south, and attack Gao Qiu's southern Territories. Then, mass your Heroes in Prefectures 10 and 20, the historical site of the lair at Lian Shan Bo. Surround Gao Qiu with Territories controlled by Sworn Brothers. When you receive the Imperial Edict, attack and crush Gao Qiu!

VIII. HISTORICAL NOTES

Prologue
History of the Song Empire

Prologue

It is said that on the day of Ren Zong's birth, he wept ceaselessly. His father, the Emperor Zeng Zong, was worried to no end, and summoned the best physicians in the Empire to help his child. All was too no avail, as the doctors saw that the babe's malady was not earthly of origin. All the while, the baby continued to weep, and soon, the very heart of Heaven was moved to pity. Heaven sent one of its gods in the form of an old man to earth. The old man walked past the doctors, and informed the Emperor that he could stop the child's crying. He lifted the babe and whispered into its ear, "The Star of Wisdom guides you, and the Star of War protects you."

With that, the old man changed into a wind and vanished. Ren Zong's crying suddenly stopped, and a smile crept across his angelic face.

Soon, two great men came forth to support the Emperor. One was Bao Zhen, the most learned, who became the Imperial Scholar. The other was the general Ti Qin, who would crush the rebellious kingdom of Hsi Hsia in the Emperor's name. With two such supporters, Emperor Ren Zong's reign was destined to be a great one.

Then one day, a terrible plague, the likes of which had never been seen before, struck Song and killed nearly half of the population. The Emperor and his ministers, desperate, called on a famous Taoist Priest for help. They summoned the Imperial Messenger, Hung Jin and sent him with the Imperial Mandate to the Mountain of Dragons and Tigers. Hung arrived, and was met by the lesser Taoists of the Temple.

"Where is the Heavenly Teacher?" Hung asked graciously.

The chief abbot explained that the Heavenly Teacher had removed himself to the mountain to live the life of

a hermit. Hung realized that he had no choice but to climb the mountain.

The next day, Hung made his ascent. He climbed for many miles, until he felt he could go on no longer. Suddenly, a great tiger leaped out at him! He started, and fell backwards. The tiger circled him slowly, then retreated into the forest.

Hung stood, breathing heavily.

"The Emperor set me a certain day to come here and he has made me suffer such fear as this —"

Before he had finished speaking, he heard a loud hissing, and turned to see a giant snake behind him. Hung fainted straight away.

When he came to, he noticed a beautiful little boy on an ox, playing a soft melody on a flute.

"Do you come hither to see the Heavenly Teacher?" the young boy inquired in a musical voice.

"You are but a cowherd, and how do you know?"

The boy said that the teacher, knowing Hung's mission, had already left for the Imperial Palace to stop the plague. Hung returned to the temple satisfied that his mission was completed. Triumphant, he asked the abbots for a tour, and came across the Hall of the Subjugated Magic Devils. A huge brass lock forbade entry, and many jade seals prevented anyone from tampering with the lock. He inquired as to its purpose, and was informed that inside were locked 108 devils that had been defeated by the Heavenly Teacher himself long ago. Now the vault has been sealed, and none would dare to open it.

Hung laughed, saying, "You speak like a fool. Such as you have made magic out of nothing and you have deceived the good common people, and so with this purpose have you prepared a place like this and you have falsely said the kings of devils are locked here that you may make people see how great your power is. But I have read many books and where have I seen that the kings of devils were locked anywhere? Where spirits and devils dwell is someplace very far from men. I do not believe there are kings or devils in here. Open the door

for me with all speed! I would see how these kings of devils are."

Hung ordered all of the seals broken, and entered the dusty hall. Inside he found a great stone tablet covering the earth. Upon it was the inscription, "To be opened by one named Hung."

Hung was delighted, and ordered the tablet removed. As soon as the cover came off, thunder shook the hall, and a black cloud rose from the earth. It struck the roof and broke free. Outside, it divided into 108 smaller clouds, and sped off in all directions. Hung was filled with so much terror that he ordered the hall resealed, and returned the capital with all haste. There he discovered that the Heavenly Teacher had indeed come and ended the plague. He said nothing of the incident with the devils, and received a great reward for his work. Peace had apparently returned to the Empire.

Yet, four or five generations later, the Song Empire would face a new threat in the form of Gao Qiu, the Imperial Minister. Gao Qiu would seize control of almost all Imperial Authority, and crush the little resistance left in the Empire. At this dark time, the 108 spirits would enter the bodies of men, and these men would become a force for righteousness in the Empire ... they would become heroes.

History of the Song Empire

Two important events predate the Song Dynasty. The first ruler of the previous Five Dynasties Period came to power in the year 936 A.D. with the help of the Kitans, a powerful nomadic kingdom to the north. In return for their help, this ruler gave the Kitans the northern territories of the dynasty from the Great Wall to the Northern Capital of Bei Jing. The Northerners thus had a enormously strong foothold into the Chinese plain at the beginning of the Song Dynasty. The other event was the moving of the capital from Lo Yang, to Kai Feng. Although it had greater access to the rivers of China, it was singularly impossible to defend, and vulnerable to the Northern cavalry attacks. Both of these events would ultimately bring about the downfall of the Song Empire almost 200 years later.

The Song Dynasty was the third centralized empire in Chinese history. However, unlike the previous Han and Tang Empires, the Song Dynasty was united through diplomacy rather than battle. The nation was weary of wars and rebellion, and was ready for peace. The first Song Emperor was a man of great integrity and ingenuity named Gao Guang Yin. As soon as he rose to power, he realized that the same army that had supported him might easily back another. He gently asked his generals to tender their resignations and live out their lives in the care of the state, to which they could not disagree. He then intertwined the Imperial royalty with his ministers and generals through marriage, forming a government of hitherto unseen loyalty. The Song Empire began to flourish.

Unfortunately, the Song Empire was too civilized for the world of the 11th Century. While they debated matters of literature, philosophy, and economics, the northern kingdoms coalesced under a single banner and called itself the Jin Empire. While the Song Empire enjoyed a kind of Renaissance, and studied the Arts, the Jin Empire studied only the art of warfare. Then came the arrival of the Emperor Hui Zhong. Possibly the weakest of the Song Emperors, he lacked the strength or vision to deal with the threats that arose with his rise to power. Internally, corruption began to weaken the government, fermenting rebellion throughout the Empire. The most powerful of these rebels was the self-styled bandit king named Song Jiang. Song Jiang and his bandits of Lian Shan Bo eventually reconciled with the Emperor, and became soldiers of the Imperial Army. As such, they were ordered to suppress the other rebel leaders Wang Qing, Qiao Lie, and Fang La. The Imperial troops were victorious, but the Emperor, under duress from Gao Qiu, was persuaded to order Song Jiang's death as well.

Meanwhile, the Jin Empire's cavalry was poised to strike on the northern border at a moment's notice. While Emperor Hui Zhong tried to deal with his rival Gao Qiu for control of the Imperial Army, the Jin Empire attacked in the year 1127, and captured the capital of Kai Fen. Although the southern generals were able to repel the attackers, the Song Dynasty never recovered its northern territories. Diminished, the Song Empire continued its pursuit for philosophy, until the Mongol Invasion in 1276.

IX. SCENARIOS

Scenario 1
Scenario 2
Scenario 3
Scenario 4

SCENARIO 1 1101 A.D.

THE LEOPARD HEADED KILLS THE AGENTS OF GAO QIU AND IS EXILED TO THE FRONTIER

The newly appointed Minister of War, Gao Qiu, ordered every officer under his command to present himself upon his arrival in the Eastern Capital. Wang Jin, ill, missed his turn, and rather than face Gao Qiu's wrath, fled to the country, where he trained Shi Jin in the arts of war. Shi Jin used these skills to defeat the bandits of Little Hua Mountain. Soon after, in the city of Wei Zhou, Lu Zhi Shen killed a local bully with his bare hands. To escape punishment, he became a priest in a distant temple. However, the ill-mannered warrior created such a disturbance there that he was forced to return to the Eastern Capital in Kai Fen Prefecture. There, he came upon an extraordinary man named Lin Chong.

While the two were talking, Lin Chong overheard that his wife was being pestered by some rogue. He hurried over to beat the offender, but stopped when he realized that it was none other than the Young Lord Gao, Gao Qiu's adopted son. Lin Chong had no choice but to let him go free. Gao too, afraid of Lin Chong's strength, could not act directly. Instead, he took the matter to his father. Gao Qiu quickly concocted a plan by which to frame Lin Chong. He arranged for a beautiful scimitar to be made available to Lin Chong, knowing full well that a weapons master of Lin Chong's caliber would be forced to buy it. Lin Chong bought the sword, and was soon ordered to bring it to the Hall of the White Tiger. Lin Chong knew that bringing a weapon into Gao Qiu's presence was a crime punishable by death, but had little choice. He went to the hall and waited. Gao Qiu arrived, and pretended to act surprised, saying, "Lin Chong, no one called you here—how dare you of your own accord run hither to the Hall of the White Tiger? Do you not know the law? There is a scimitar in your hand—doubtless you have come to murder me, the

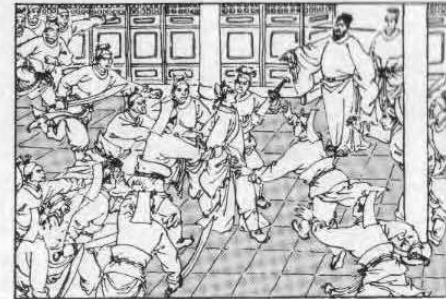
Commander!"

Lin Chong was arrested, branded, and sent into exile. On the road, his guards gave him no food or water, and marched him terribly, draining his strength. When they decided that his strength was sufficiently exhausted, they stopped in the Wood of the Wild Boar, and prepared to club him to death. Just then, Lu Zhi Shen, who had been following, gave a great shout and rescued Lin Chong.

However, when Lu Zhi Shen suggested escape, Lin Chong declined, determined to finish out his sentence. He continued on to his exile, and served his time quietly. But, one winter's day, the guardsman Lu, under orders from Gao Qiu, came from the Eastern Capital with a small group of men to kill Lin Chong. They waited until Lin Chong was alone, and then ambushed him in the snow.

Lin Chong, the superior swordsman, made quick work of all of his opponents. Now wanted for murder, he had no choice but to leave his gaol, or imprisonment, and head for the legendary Lian Shan Bo, where he asked the bandit chieftain Wang Lun for sanctuary. Wang Lun, loath to have such a great hero in the same lair with him, ordered him to bring a head of some traveler as a pledge of loyalty, all the while hoping he would fail. Lin Chong reluctantly went in search of one. On the third day of his test, he met, battled, and eventually befriended Yang Zhi, the Blue Faced Beast.

Yang Zhi, accused of killing a man in self-defense, was sent into exile in the Hong Prefecture, and became an officer under the Magistrate Liang. His first mission was to guard a caravan of gold, Magistrate Liang's birthday present to his father-in-law, the Magistrate Cai. Although he did his best, Yang Zhi was no match for the combined wits of Chao Gai, Wu Yong, and Gong Sun Sheng. The bandits tricked Yang Zhi, and took the treasure. They fled to Lian Shan Bo, where they received a chilly reception from the jealous Wang Lun. Wang Lun was on the verge of asking them to depart, when Lin Chong outraged at his leader's deception, cut down Wang Lun, and nominated Chao Gai as the new chieftain of Lian Shan Bo. Meanwhile, a famous hero, Song Jiang, married Yian Po Xi.



SCENARIO 2 1103 A.D.

THE WELCOME RAIN, AGAINST HIS WISHES, MURDERS HIS WIFE, THE WICKED YIAN PO XI

Song Jiang quickly realized that Yian Po Xi was a woman of evil character. She had already taken Zhang Wen Yuan as a lover, and constantly abused the good Song Jiang. This he endured for a while, but soon, his visits became less frequent. Yian Po Xi's mother, afraid that he would petition for a divorce, begged her daughter to apologize. Instead, Yian Po Xi discovered a letter from the bandit king Chao Gai addressed to Song Jiang, as well as some gold, and blackmailed Song Jiang. When Song Jiang confronted her, she denied having taken the letter at first, but later demanded a divorce, to which Song Jiang readily agreed. Then, she demanded the money. Song Jiang explained that the money belonged to Chao Gai, and was not his to give. Enraged, Po Xi threatened to expose his relationship with the bandits by giving the letter to the local magistrate. Song Jiang admonished her to lower her voice, but she only became more and more hysterical. In the ensuing struggle, Song Jiang fatally stabbed her.

Because of his great reputation as a merciful man, the authorities were reluctant to pursue him. Zhu Tong tracked down Song Jiang, but instead of turning him in, said, "Brother Song, you are not to blame your younger brother for capturing you, for you have always been good to me and you have deceived me in nothing and if ever there were something wrong you did not deceive us in it."

So saying, Zhu Tong turned a blind eye as Song Jiang headed towards the village of Chai Jin. There, he met

and swore brotherhood with Wu Song. After a time, he took his leave of Wu Song, and traveled to the Village of Clear Winds, where he swore brotherhood with Hua Rong, the local magistrate.

Wu Song, on returning to his village after a long absence, killed a giant tiger with his fists. The village, grateful, appointed him as an official. Basking in his new found respectability, he moved in with his elder brother, Wu Da, and his lustful sister-in-law Pan Jin Lian. He rejected her clumsy proposals as long as he could, and took great pains to keep his elder brother in the dark about his wife's immorality. By chance, official matters called him away, and in his absence, Pan Jin Lian started an affair with Hsi Men Qing. Wu Da began to hear gossip, and things quickly came to a head. In a scuffle between Hsi Men Qing and Wu Da, Wu Da was mortally wounded. Pan Jin Lian pretended to give him medicine, while actually poisoning him.

About a month passed in the village before Wu Song's return. He was horrified at his brother's death, and became more and more suspicious of his sister-in-law's sudden feelings for her departed husband. He conducted an investigation which revealed the poisoning plot, and cut off Pan Jin Lian's head. He took the head, and threw it in Hsi Men Qing's lap. He then picked up the terrified man, and threw him out of the second story window of a whorehouse.

His heroism against the tiger earned him a light sentence, but he had not been free for a day before a quarrel erupted between him and a local bully named Jiang Zhong. He effortlessly beat his opponent in a fair fight. However, Jiang Zhong was well connected to a local general named Zhang Meng Fang. The two had Wu Song framed, and sentenced to life in exile. Still not content, they hired killers to finish him off in gaol. The killers were no match for Wu Song however, and the conspiracy came to light. He returned to the city and massacred the general's entire household, as well as Jiang Zhong and the general himself. Upon the wall, in human blood, he wrote, "He who kills men is the tiger-killer Wu Song."

Having no recourse left, he joined Lu Zhi Shen in an attack on Double Dragon Mountain, and became a bandit there.



SCENARIO 3 1104 A.D.

THE WELCOME RAIN WRITES A REVOLUTIONARY SONG THAT LEADS TO HIS LEADS TO HIS CAPTURE

Song Jiang, living on Lian Shan Bo, was determined to leave the lair and finish his time in gaol despite Chao Gai's pleas. He descended the mountain and headed for the city of Jiang Zhou, where he would serve his sentence. He befriended many good fellows along the way, notably, the Black Whirlwind, Li Kui. The two became as brothers. Dai Zong, the gaoler of Jiang Zhou, also took a liking to Song Jiang, and let him roam the city freely. One night, when Song Jiang was alone drinking, he amused himself by writing a song on the wall of an wine shop. The lyrics went as follows:

"In youth I learned the classics,
In manhood I knew the wiles,
A tiger on a bare hill
Am I, claws drawn, teeth hid.
Blighted am I, branded,
How bear this exile here?
Later, when I seek revenge,
Blood shall dye the river's mouth.
Heart in Shantung, flesh in Wu,
Sad I pass the waters through.
Later if I reach great heights,
Ancient braves shall be but wights."

A minor official named Huang Wen Bing happened to read the song, and cried out, "This thing is lawless! He would be more fierce than those of old! If this is not revolution, what is it?"

Huang Wen Bing took the matter to the authorities, and a new warrant was issued for Song Jiang's arrest. Dai Zong and Song Jiang came up with a plan whereby Song Jiang pretended temporary insanity, but Huang Wen Bing was not deceived. Song Jiang was bound, and taken to the execution grounds along with Dai Zong, his accomplice. However, just as the execution was about to begin, a crowd of merchants arrived at the gate. They pushed their way to the gallows, and suddenly attacked. They were none other than the bandits of Lian Shan Bo, led by Li Kui. They killed the guards, and rescued Song Jiang and Dai Zong.

Song Jiang spent some time at Lian Shan Bo, but again expressed a desire to leave. Worried about his father, Song Jiang descended the mountain. However, Magistrate Cai had doubled the number of soldiers searching for the bandits, and Song Jiang was soon on the run again. With the Imperial Soldiers hot on his heels, he took refuge in a beautiful temple. There, the temple goddess appeared, routed his pursuers, and returned him to Lian Shan Bo.

Li Kui, moved by Song Jiang's filial piety, also decided to go home. On the way, he was confronted by a little man wielding two axes, and calling himself the Black Whirlwind. He went home with the little misfit, only to discover that the impostor was indeed evil. Li Kui killed the impostor, and soon arrived at his mother's village. Telling his mother that he was now an official, he offered to take her back with him. But, his brother, knowing Li Kui's character all too well, alerted the local militia. Li Kui and his mother fled to the countryside, where a giant tiger killed his mother. Li Kui, consumed with hatred, battled and killed it.



Depressed, Li Kui returned to Lian Shan Bo just in time for the war with the Zhu and Hu villages.

SCENARIO 4 1105 A.D.

THE HEAVENLY KING IS STRUCK BY SHAN TING GUI'S POISONED ARROW AND FALLS IN BATTLE

The leaders of the Zhu Village had been boasting for a long time about how they would take Chao Gai and Song Jiang prisoner. The bandits attacked, and with the help of the Li Village, a former ally of Zhu, they were able to enter the Zhu Village. Victory came when Li Kui cut off Zhu the Dragon's head with his deadly battle axe.

Such a campaign could not escape the eye of Gao Qiu, and a new war developed when Gao Lian and his magic soldiers were commissioned by Gao Qiu to wipe out the bandit menace once and for all. This Gao Lian was nearly able to do. Twice defeated, Chao Gao ordered Li Kui and Dai Zong to go in search of Gong Sun Sheng. With Gong Sun Sheng's timely arrival, the heroes defeated Gao Lian. Throughout the empire, the best of the bandit kings came to Lian Shan Bo, and soon, all of the bandit chieftains served under the banner of Chao Gai and Song Jiang.

A new enemy reared its head in the form of the Zeng family. The children of the Zeng Village would sing:

"When we shake the bells for war
Gods and devils fear the roar,
Iron cart and iron chains,
Strongly nailed with strongest iron,
Have we made to waste the lair.
We will seize the chief Chao Gai,
Living we will take Song Jiang,
Living also seize Wu Yong,
Here be we Five Tigers Zeng,
Known to all beneath the heavens!"

The song, upon reaching Chao Gai's ears, sent the king into a great anger. He quickly massed a small army and attacked, despite the warnings of Song Jiang and Wu Yong. The first day's attack was an utter failure, as was the second. On the night of the second day, Chao Gai, desperate for victory, attempted to attack the Zeng camps at night. Instead, Chao Gai and his men were cut

off from the other bandits and ambushed. The Zeng advisor Shi Wen Gong shot Chao Gai with a poisoned arrow. Chao Gai died that night, and with his last breath, he gave his last command to Song Jiang, and said, "Good Brother, do not blame me for what I say. Whoever captures the one whose arrow smote me, let that one be chief of the lair."



Song Jiang recruited Lu Jun Yi, and attacked the Zeng Village with a vengeance. The war continued, and the city of Da Ming also came under attack by Lian Shan Bo. The conversion of the Imperial General Guan Sheng turned the tide, and the bandits of Lian Shan Bo, under Song Jiang, were victorious. Having wiped out all opposition around the lair, the bandits settled, and gave thanks to the gods for their good fortune. A great altar was erected, and many prayers given. Then, on the last night of the ceremony, a ray of light from the heavens shone upon a ancient stone. Upon the stone were written the names of every bandit chieftain of the lair. The 108 spirits, spread out across the Empire, fulfilled their destinies and finally came to rest at Lian Shan Bo.

X. YOUR MISSION: KILL GAO QIU!

Gao Qiu



As a youth, Gao Qiu was a lazy braggart who's sole ability lay in games of any sort. He was especially skilled at ball kicking, and was soon nicknamed, the Ball Kicker. However, in the five virtues of patience, pity, purity, wisdom, and reliability, he was sorely lacking, and of loyalty and righteousness he knew nothing. He enjoyed meddling in other's affairs, and influencing good men for the worst. Soon, his reputation as a trouble-maker caused him to be moved from home to home, until one day he chanced to meet Prince Tuan. The Prince was so impressed with Gao Qiu's ball kicking skill, that he made him into a servant. Then, following the death of the Emperor, Prince Tuan ascended the throne as Emperor Hui Zhong. He promoted Gao Qiu to a military office, then could only watch in dismay as Gao Qiu became more and more powerful. Soon, he entered the office of Minister of War. The Emperor Hui Zhong, a good albeit weak man, moved into the background as Gao Qiu took more and more of his authority from him. He was still the Emperor, but he was deathly afraid of Gao Qiu. Meanwhile, Gao Qiu ruled the Empire with evil glee, raising those who pleased him to high positions, and exiling good men who refused to submit to him. In the cities, corruption became commonplace, while heroes were no where to be seen.

Enter the Conquering Heroes!

You are one of the few heroes left in the Empire. It is your job to bring this devil down, but you cannot do it alone. There are others in the Empire who share your belief in justice. Some will aid you, others may not. You will start with almost nothing but your virtue and your sword. Gao Qiu has the power of an empire behind him, and his generals are patriotic men of great ability. The odds against you are tremendous, but you are the country's only hope!

SHI JIN



The Nine Dragoned
The Humble Star of
Heaven

Age: 18
Steersman: X

The first Star of Heaven to be introduced, Shi Jin lived in the village of Shi in He Na, under the shadow of Little Hua Mountain. Unwilling to live a farmer's life, he practiced only weapons, leaving his father no choice but to hire the greatest instructors in those parts to come and teach his son. He also had a tattooer cover Shi Jin's body with nine dragons. When the exiled Wang Jin came to the village of Shi, he perfected Shi Jin's skill in every weapon of war. After Wang Jin's departure, his father died, and left Shi Jin in charge of the village. The bandits of Little Hua Mountain sent Chen Da to scour out the village, and Shi Jin easily captured him. Zhu Wu came to plead for his brother's life, and Shi Jin, impressed by their brotherly loyalty, befriended them. When the friendship was exposed, Shi Jin escaped to Little Hua Mountain and became a bandit. When Little Hua Mountain allied with Lian Shan Bo against the town of Tung Ping, Shi Jin came up with a plan to gain entrance. He slipped into town and met with an old friend, Li Rui Lan. However, Shi Jin underestimated the inconstant heart of a singing girl, and Li Rui Lan betrayed him to the authorities. He was rescued from gaol when Song Jiang took the city. Later, in battle with Pang Wan Chuen, Shi Jin was killed. The bandits took revenge by ambushing Pang Wan Chuen, executing him, and burning his entrails at Shi Jin's grave.

Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

"Wang and his mother stayed on in the old lord's house and she ate the medicine and they lived on for five or six days until her illness was well again. Then Wang Jin gathered up to depart. And on the day he had set to go he went behind the house to the stable to see his horse. There in the open space before the stable he saw a young man, his upper body bare and tattooed all over with bright blue dragons. This young man was eighteen or nineteen years of age, and his face was as large and round as a silver plate. In his hand was a fencing staff and with it he was practicing fencing postures.

Wang Jin looked at him for what seemed half a day and he said in his abstraction without knowing he spoke, 'He fences well enough, but he has certain mistakes in posture

and he cannot become a real fencer until he overcomes them.'

The young man bearing this was made very angry and in a loud voice he cried out, 'Who are you and how dare you laugh at my performance? I have had seven or eight famous teachers—I do not believe I am not so good as you at it! Dare you try with me?'

Before he had finished speaking the old lord came out and he loudly reproached the young man, saying, 'Do not behave so mannerlessly!'

But the young man cried, 'This despicable fellow laughs at me because he says I do not fence well!'

'Honorable Guest,' said the old lord to Wang Jin, 'can you then fence with the staff?'

'I know it very well,' replied Wang Jin. 'May I dare to ask you, Honored Aged, who is this youth in your honorable house?'

'He is my own son,' replied the old lord.

'If he is your little son,' said Wang Jin, 'and if he wishes to learn the ways of fencing, I will point out his mistakes and I will correct them.'

'This will be indeed altogether good,' said the old lord and he commanded the youth to come and make the obeisance to Wang Jin of pupil to teacher.

But the youth was not willing and he was more than ever angry and he said, 'My father, do not listen to this man's wild talk. If he can win over me I will make obeisance to him.'

Then Wang Jin said, 'Young Sir, if you will take it as play, you may compare yourself with me and we will see who can win.'

The youth then stood in the center of the space and he took up a staff and whirled it as swiftly as a wind mill and he said to Wang Jin, 'Come! Come! If I am afraid of you then am I no good Son of Han!'

Wang Jin looked at him and laughed and he would not lift his hand. Then the old lord said, 'If my honorable guest will but teach this stupid child of mine! Pray fence with him once and never mind him!'

Wang Jin laughed again and he said, 'I fear I may offend him and that will look badly.'

But the old lord answered, 'It does not matter at all. Though his feet and hands are broken off, he has but brought it on himself.'

'Ah, I have offended!' replied Wang Jin, and then he went to the rack where weapons hung and he took a fencing staff and went to the space of ground and stood in a posture.

The young man saw this and he took his staff and twirled it and rushed toward Wang Jin. Wang Jin suddenly pulled his own staff back behind himself, and the young man, staff in hand, dashed on. Wang Jin turned and struck his staff to the earth. The youth saw it and lifted his staff in both hands but Wang Jin did not strike him. He drew back his own staff and pointed it at the youth's breast and withdrawing it quickly he twirled it, and the youth's staff was knocked to one side and the youth fell backward.

At this Wang Jin hastily dropped his own staff and hurried to the young man's side and lifted him, saying, "Do not blame me—do not blame me!"

But the youth scrambled to his feet and went to one side and fetched a stool and he pressed Wang Jin down upon it and he touched his own head on the ground before him in obeisance and he said, "I have passed uselessly through the hands of many teachers and I have not a particle of ability. Sir, I can only beseech you to teach me!"

Wang Jin answered, "We two, mother and son, have been troubled during these days in your place because we could not return the kindness we have received. It is my duty to teach you."



LU ZHI SHEN

Once a captain in the city of Wei Zhou in Wei Prefecture, Lu Da garnered a reputation for a quick temper, and a big heart. He never failed to help someone in need. When he found out that a young singing girl named Jade Lotus was being taken against her will by Zheng, the Bully of the Western Pass, he beat Zheng to death with his bare fists. This caused no end of trouble with the authorities, and he had no recourse but to flee and become a priest on the Five



The Tattooed Priest
The Lone Star of Heaven
Age: 36
Steersman: 0

Crested Mountain. There, through his temper and overdrinking, he managed to break every priestly vow ever taken, (he would relieve himself every morning inside of the temple), and once almost brought the temple down in a drunken rage. He took his leave and began to wander again, arriving at the Peach Blossom Village. Here, he heard of the lord's daughter being pressed into marriage by the bandit Zho Tong. He waited in her bed until Zho Tong arrived, then beat him within an inch of his life. Eventually, Li Zhong, the leader of the Peach Blossom bandits, reconciled the two. Lu Zhi Shen wandered again, meeting heroes like Lin Chong and Yang Zhi, and eventually became King of Double Dragon Mountain. It was largely due to his leadership that the lesser bandit kings united under Song Jiang. After the final battle with Fang La, Lu Zhi Shen retired to a temple, where, meditating under a waterfall, he passed onto the next world. In this world however, he was an 8 foot juggernaut wielding an iron staff that weighed over 80 pounds, and could pull a tree up by the roots.

Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

Outside the Gate of Sour Dates among those twenty or thirty idlers there were two who were the leaders. One was called Rat Across the Street Zhang the Third, and the other was called Snake in the Green Grass Li the Fourth. These two were in the front of the crowd and next to Lu Zhi Shen. Now Lu Zhi Shen had just reached the edge of the pit, when he saw these men did not move, but stood still beside the pit. All the idlers called in chorus, "We have come especially to congratulate you, Sir Priest!"

Lu Zhi Shen replied, "If you are all neighbors to me in this street, then pray come into the hall and sit down."

Zhang the Third and Li the Fourth made obeisance then to the very ground, but they would not rise, expecting the priest to come and raise them up and then would they be ready to move toward their plan. But Lu Zhi Shen, seeing them, already suspected them and he said in his heart, "These men are not this and not that, and they will not come forward. Do they want to knock me down? These fellows have come here to me, innocent as I am, but they come to pull the tiger's whiskers! I shall but walk forward to them and make them see my foot and my hand."

He went with great strides into their midst, and those

two, Zhang the Third and Li the Fourth, said, "We, your humble brothers, come especially to do reverence to you, Sir Priest."

As they spoke they crept forward, one to lay hold on his left foot and the other on his right foot. But Lu Zhi Shen did not wait until they came near to his body. His right foot rose early and kicked Li the Fourth into the air, and then down into the pit. Zhang the Third, seeing this, tried to dodge, but already Lu Zhi Shen's left foot had risen and the two rascals were both kicked into the pit and floundered there. The twenty or thirty others were so frightened their mouths hung ajar, and they all tried to run. But Lu Zhi Shen shouted, "The first one to run will be kicked in also, and if two run two will be kicked into the pit!"

Then did none of the idlers dare to move. They could but watch while Zhang the Third and Li the Fourth lifted their heads out of the filth. Now this pit had always been well-nigh bottomless it was so deep, and these two were covered with muck. Their hair was full of maggots, and they yelled out of the filth, "Sir Priest, forgive us!"

Lu Zhi Shen shouted out, "Ha, all you rascals, quickly help these two cursed ones out! I will forgive you all!"



LI YING

The Li Village was one of three villages before the Ridge of the Lonely Dragon, in the shadow of Lian Shan Bo. While the villages of Zhu and Hu swore to bring Song Jiang in, the village of Li, under Li Ying, remained neutral. When Shi Qian was captured by the Zhu family, the bandits supplicated Li Ying to ask for his pardon. This Li Ying did, but was rudely rebuffed everytime. After the third time, he donned his Phoenix



Eagle Who Smites Heaven
The Wealthy Star of
Heaven

Age: 30
Steersman: X

Winged helmet, his iron staff, and his throwing knives (deadly at 100 paces), and attacked the Zhu Village. He met Zhu the Tiger Cub in mortal combat, and was wounded. He retired to his village to wait out the war that would soon follow between Lian Shan Bo, and the villages of Zhu and Hu. However, when the bandit attack faltered, he explain to Song Jiang how to approach the village without falling into traps by following the white poplar trees, and how to attack the village gates. Zhu in turn, had the authorities arrest Li Ying. While on the way to gaol, his captors are ambushed by Song Jiang's men. Knowing the a man like Li Ying would not freely join the bandits, Song Jiang moved the village inhabitants to his mountain, and razed the Li Village completely. Li Ying had little choice but to join. After the wars were over, Li Ying didn't return with Song Jiang, but stayed in the capital as a general of the Emperor.

Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

And Li Ying sat upon his horse at the front of the village and he shouted in a mighty voice and he said, "You three of the house of Zhu! How dare you curse me and speak evil of me?"

Then was the gate of the village seen to open and out charged some fifty or sixty horses. The front horse was as red as coals and upon it sat the third son of Zhu, the Tiger Cub! But Li Ying pointed at him and cursed mightily, saying, "Such as you! There is still the smell of milk on your lips— you have your newborn hair still on your head— your father swore the vow of brotherhood with me to live and die together so that whatever we did we would be of the same mind and heart and protect our villages. If there were trouble in your house and he came to ask me for men in the morning I would send men that same morning. If you wanted anything I would not once deny you. Now I have but a common fellow for whom I have written twice to ask him of you and why did you tear up my letter and spoil my name? What sort of reason is this?"

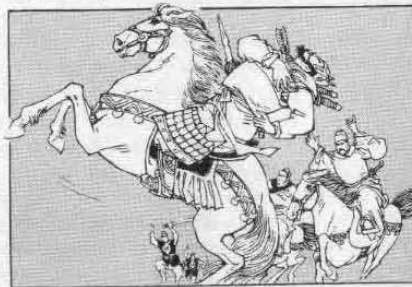
Then Zhu the Tiger Cub answered, "My house did swear such a vow that we would stay together in heart and mind to fight against the robbers of the great lair and we swore that we would sweep the lair clean. How is it you have joined with these rebels? Is it your wish to be a rebel?"

Li Ying shouted out, "And whom do you say is in the

great lair? Such as you— you take a common man for a robber and what crime is this!"

The Tiger Cub replied, "This robber Shi Qian has already confessed what he is. Do not talk here so foolishly and wildly. You cannot cover it up! If you are going, then go—or we will seize you also and we will send you as a robber as well!"

Then indeed was Li Ying mightily angry and he beat his horse and with his weapon in his hands he charged upon the Tiger Cub. The Tiger Cub gave his horse free rein also that he might go and fight against Li Ying and there before the Ridge of the Lonely Dragon these two fought back and forth and from side to side for some seventeen or eighteen rounds. But the Tiger Cub could not overcome Li Ying. He turned his horse and was about to retreat. But Li Ying urged his horse on in pursuit. The Tiger Cub held his weapon upright on his horse. With his left hand he reached for his bow, with his right he took at the same time his arrow and he fitted the arrow to the bow, and he stretched full his bow, he took true aim and turning, he let fly the arrow. In great haste Li Ying dodged to one side, but the arrow was already in his arm. He fell off his horse upon the ground. Then Zhu the Tiger cub turned his horse again to seize Li Ying. Yang Xiong and Shi Xiu, seeing this, gave a great shout and they took their two swords and they dashed forward toward the Tiger Cub's horse to kill him. The Tiger Cub could not withstand them and in great haste he turned his horse to go. But Yang Xiong had already thrust his sword in the horse's thigh and in great pain the horse reared itself upright and nearly threw its rider upon the ground.



Then those men who had come out with the Tiger Cub all rushed forward, their arrows fixed to aim. Seeing this Yang Xiong and Shi Xiu thought to themselves, "We have no armor nor shields and there is naught for us to do but to retreat and pursue no more."

CHAO GAI



The Heavenly King
Age: 38
Steersman: O

Near the city of Yun Chen lay two villages, the Village of West Creek, and the Village of East Creek. Now the Village of West Creek had been plagued by devils who would lay in wait in the river between the villages and waylay helpless passerbyers. A holy man of West Creek built a huge pagoda to dispel the demons, and they moved to the eastern side of the river. When Chao Gai, lord of East Creek, heard this, he marched across the river, picked up the pagoda with both hands, and carried it over the the eastern side. From then on, Chao Gai was known as the Heavenly King Who Carries a Pagoda in His Hand. Chao Gai was a wealthy man who look lightly upon his own wealth. He spent his days making friends with all sorts of good fellows and practicing weapons. His body was strong and lusty, but he would never marry, only work to make his body strong. His childhood friend and advisor, perhaps the wisest man in the Empire, Wu Yong, came up with a scheme to rob the birthday caravan of magistrate of the Southern and Northern capitals, Liang. They escaped with their riches to Lian Shan Bo, but were not well received by the jealous Wang Lun. However, the noble Lin Chong recognized Chao Gai's greatness, and rather than see him turned out, killed his leader, Wang Lun, and nominated Chao Gai to the throne. From that day, Chao Gai led the bandits of Lian Shan Bo through victory after victory. However, one day, in battle with the Zeng family, Chao Gai was shot in the face by Shi Wen Gong. He pulled the arrow out before he fell, but was already fatally poisoned, and died that night. Dead, but not gone, his spirit came back twice; the first time to warn Song Jiang of a coming illness, the second, to attack Shi Wen Gong, and bring about his capture.

Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

Chao Gai then asked, saying, "Fellow, from what place do you come? In my village I have never seen you."

That fellow then said, "This lowly one is a traveler from a far place who came hither to seek a certain man but they have dragged me here for a thief. But I have a place where I can go to prosecute."

Chao Gai then said, "You came here to my village to seek whom?"

That fellow said, "I came here to this village to seek a good fellow."

Chao Gai said, "And what is the name of this good fellow?"

That man replied, "He is surnamed Chao."

Chao Gai said, "For what purpose do you seek him out?"

That fellow said, "He is known under all Heaven as one who will help a man. I have now a matter of good fortune that I want to tell him about and for this I have come."

Chao Gai said, "I am that Chao Gai and now if you want me to rescue you, you must call me uncle. In a little while when I come out with Captain Lei you must call me 'Uncle' and I then will recognize you as my maternal nephew and I will say when you were four or five years old you left our village and you came here now to hunt your uncle and so did not know."

That fellow said, "If I can be rescued, deeply will I thank you for treating me like this."

Then Chao Gai took the lantern and came out of the house and fastened the door behind him and he hastened back to the inner hall and saw Lei Heng and he said, "I have been most discourteous to you."

Lei Heng said, "I have greatly disturbed you and I ask your forgiveness."

The two then drank a few cups of wine and from without the window the light of day darted in.

Lei Heng said, "The east is broken with light. I must depart. I must go and register at the official hall."

Chao Gai said, "Your person belongs to the official and I dare not urge you to stay. If again you come to my humble village a thousand times I beg you to visit me."

Lei Heng said, "Assuredly will I come to make obeisance. Pray do not trouble to accompany me to the gate."

Chao Gai said, "Surely I will accompany you to the gate of the village."

The two then walked out together and all the soldiers having feasted and eaten fully each took up his staff and weapon and went to the gate house to untie that fellow and bind his hands crossed behind his back. They went outside the gate. Chao Gai, seeing him, said, "How big and goodly a fellow!"

Lei Heng said, "This is what I caught for a thief in the temple."

Before they had finished speaking that fellow gave a cry, "Uncle, save me!"

Chao Gai pretended to take a look at him and shouted, "Ha, is not this Wang the Third?"

That fellow answered, "I am indeed! Uncle, save me."

All the crowd were startled and Lei Heng then asked Chao Gai, saying, "Who is this man? How is it that he knows Chao Gai?"

Chao Gai said, "It is my nephew on my sister's side. Now why did this thing stop in the temple? He is my sister's son who from infancy lived here and at four or five years of age he went with my sister and her household to Nan Jing to live. He has been gone ten—odd years. When he was fifteen years old he came once to see me with a merchant from the capital, but since that time I have not once seen him. Always I have heard people speak of him. This fellow has not learned any good. Why then should he be here? I myself did not recognize him before but because of the red scar on his temple I now know him."

Chao Gai then shouted, saying, "Little Three, why did you not come in and see me but must needs go outside the village to be a thief?"

That fellow cried out, "Uncle, I am not a thief."

Chao Gai shouted, saying, "If indeed you are not a thief why have they dragged you here?"

And he seized a staff from a soldier's hand and struck him at random over his face and head. Lei Heng and the others exhorted him, saying, "Pray do not beat him. Listen to what he says."

That fellow said, "Uncle, do not be angry—pray here what I have to say. Has it not been ten years since that time I saw you? On coming along the road I drank a cup of wine too much and did not therefore dare to come and seek my uncle, but I did not think they would seize me like this without asking anything. And truly I have not been a thief!"



But Chao Gai took up his staff again to beat him, and he cursed, saying, "You beast, you did not come in to see me

but lingered on the road to drink yellow wine. Have I not wine in my house to give you to drink? You have shamed me to death!"

Then Lei Heng exhorted Chao Gai, saying, "Sir, cease your wrath. Your nephew was not seized as a thief. We saw that he was such a great fellow and it looked strange to see him sleeping in the temple and because we did not know his face we did not recognize him. Because of this we suspected him and seized him and came hither. If we had known early that this was your honorable nephew assuredly we would not have seized him," and he commanded the soldiers quickly to untie the ropes and release him to his uncle.

LIN CHONG



The Leopard Headed
The Fierce Star of Heaven
Age: 34
Steersman: 0

Captain Lin was said to have had a head shaped like a round eyed leopard, a tiger's whiskers, and a swallow's throat. All of this was capped by the sky blue muslin hat that he always wore. Cap and all, he stood more than eight feet tall, and cut the impressive figure of a man who commanded 80,000 men. Misfortune befell him one day when the young Lord Gao, Gao Qiu's adopted son, accosted his wife in broad daylight. Captain Lin was about to beat the young man, when he realized who he was. Lord Gao also held back, so great was Lin Chong's reputation. However, the young Lord Gao used his father's influence to trick Lin Chong into entering the Hall of White Tigers with a weapon, a crime punishable by death. As the young Lord's case was obviously weak, Lin Chong was only branded and exiled. In exile, he discovered a plan between the young Lord Gao, and his gaolers, to kill him. He pounced upon his would be murderers, and killed them all. He headed to Lian Shan Bo, and was nearly refused sanctuary for the simple fact that he was superior in every way to the cold hearted Wang Lun. Lin Chong eventually took a position under the jealous king. However, when Chao Gai and his party received similar treatment, he held back no longer and cut his king down. He immediately thrust the mantle of leadership onto Chao Gai. He served him, and later Song Jiang, faithfully. He acquitted himself well in the battles between Song Jiang, and the three enemies of the Emperor, never once losing a duel. After the wars were done, he succumbed to palsy. Yang Zhi took care of him until his death.

Excerpt from Pearl S. Buck's "All Men Are Brothers,"
1933.

Even as Song Jiang went thus he saw the Green Snake coming near on her winged horse and he had no time to withstand her and whipping his horse he escaped to the east. Behind him in hot pursuit came the Green Snake and their horses' hoofs sounded like bowls rolling on the ground. She pursued him into the very village and even as she was about to capture him and put forth her hand to seize him someone called in a loud voice, saying, "Where is that accursed bag driving my elder brother?"

When Song Jiang looked to see it was no other than the Black Whirlwind Li Kui whirling his two battle axes and leading some seventy or eighty robbers and with great strides he made haste hither. Then did the Green Snake rein in her horse and she went toward the wood, and Song Jiang reined his horse in also to look about him and there he saw at the edge of the wood some ten-odd men on horseback charging forward and at their head was a brave and it was that very one the Leopard Headed, Lin Chong. From his horse he gave a great shout, saying, "Ha, you bag, where do you go?"

Whirling her swords the Green Snake gave rein to her horse and dashed at Lin Chong. Lin Chong lifted his spear and the two fought less than ten rounds when suddenly Lin Chong pretended to make a feint and he let the Green Snake come at him with her two swords. Then he stayed them fast with his spear held crosswise. The two swords glanced aside and Lin Chong seized the opportunity and stretched out his ape-like arm silently and he bent his wolf-like back and laying hold on the Green Snake he dragged her over upon



his horse. Song Jiang, seeing, gave him a shout of praise, but paying no heed Lin Chong bade the soldiers bind the woman.

Then urging his horse he galloped before Song Jiang and he asked, "You have not been wounded or annoyed, Elder Brother?"

YANG ZHI



The Blue Faced Beast
The Dark Star of Heaven
Age: 31
Steersman: X

Descended from three generations of warrior-dukes, Yang Zhi took great pride in being a member of the Imperial Guard. When the Emperor wished to build the Mountain of a Thousand Years in his garden, he sent 10 sergeants, Yang Zhi included, to collect the rare stones of Lake Tai. Yang Zhi had the misfortune to be the only one to lose his load. Although the Emperor forgave him, Gao Qiu flew into a rage, and stripped him of his office. Forlorn and penniless, he wandered about the Eastern Capital trying to sell a family heirloom, a magnificent dagger that could cut copper coins in half, split a hair blown against it, and cut so quickly that blood would not touch the blade. A bully nicknamed the Hairless Tiger forced Yang Zhi to prove the blade's boast, and Yang Zhi accidentally killed him. Sent into Exile under the Magistrate Liang, Yang Zhi's superb fighting skills soon raised him up as an officer again. When Magistrate Liang sent his birthday present to his father-in-law, the Magistrate Cai, he appointed Yang Zhi to guard it. However, despite Yang Zhi's precautions, he was outwitted by Chao Gai, Wu Yong, and Gong Sun Sheng, and lost the treasure. Having no recourse left, he joined with Lu Zhi Shen on Double Dragon Mountain, and later became one of Song Jiang's chieftains. Unfortunately, Yang Zhi would not be available for Song Jiang's final battle with Fang La. He contracted a terrible illness, and spent the entire battle bed-ridden. Strangely, Yang Zhi's sickness worsened as the battle went on, and by the time that Song Jiang was victorious, Yang Zhi died.

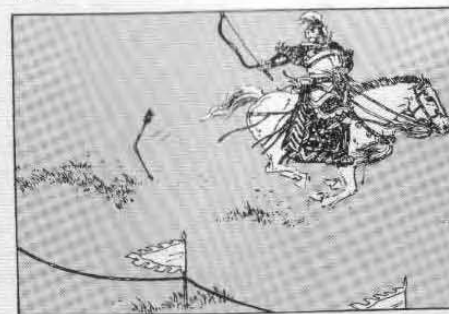
Excerpt from Pearl S. Bucks, "All Men Are Brothers," 1933.

Zhou Jing, hearing this, hoped with all his heart that he would with his first arrow drive a hole clean through Yang Zhi, but Yang Zhi was ever a lusty leader of warriors and he knew well the extent of Zhou Jing's ability and did not consider him to be of importance as a foe. Then Li Chen stood on the pavilion and waved a sky-blue flag, and Yang Zhi whipped his horse and went southward. Zhou Jing gave

rein to his horse and approached and hooking the reins over the pommel of the saddle he grasped in his left hand the bow, and with his right hand he fitted an arrow to it. He stretched the bow to the full and let fly an arrow, and it went singing as it drove through the air to Yang Zhi's back. Yang Zhi, hearing the bowstring twang behind him, suddenly stooped to one side, even to the very stirrups, and that first arrow had struck already into emptiness.

Zhou Jing, seeing that he could not strike him with the first arrow, then grew agitated. He drew his second arrow from the quiver and fitted it to the bow, and took most exact aim at Yang Zhi, again aiming between his shoulders. Yang Zhi, hearing the second arrow come, did not stoop as he did the first time. The arrow sped on like wind. At that moment Yang Zhi also took up his bow, and as the arrow came, he flung his bow out against it and the arrow, whirling harmlessly, was tossed into the grass. Zhou Jing, seeing the second arrow also did not reach its target, felt his heart flutter more than before.

By now Yang Zhi's horse had galloped to the end of the field and suddenly he whirled it about and galloped up to the pavilion. Zhou Jing then reined in his horse, and galloped after, and thus circling, followed Yang Zhi, so that in the shallow, green, ferny, fragrant grass there were the eight hoofs of the horses like turning tea-bowls, scattered and flying like clattering whirlwinds. Zhou again chose the third arrow and fitted it to the bow and drew the bowstring to its width, and with all his strength, his eyes distended, he fixed his eyes upon the spot behind Yang Zhi's heart. Yang Zhi, hearing the sound of the bowstring, turned himself about and from the saddle as he was, he stretched out his fingers and seized the arrow and held it in his hand, and giving rein to his horse, he dashed to the pavilion and threw down the arrow there.



LI KUI



The Black Whirlwind
The Murderous Star of
Heaven

Age: 27
Steersman: X

Perhaps the most dangerous, certainly the most feared bandit of Lian Shan Bo was Li Kui. His temper was terrible, and his two battle axes fell upon innocent and guilty alike. But as ill-mannered as he was, he was completely honest, uncompromising, and pure hearted. It was thus no surprise that the great hearted Song Jiang especially favored the Iron Ox. Likewise, there was no other man whom the Black Whirlwind would be willing to follow. Li Kui says, "Truly it is a good brother Song! Men have spoken truly. He knows what my temper is. It would not be vain to swear brother-friends with an elder brother like this!" Yet, the duo were constantly at odds, Li Kui struggling forward for a massacre, and Song Jiang's sometimes gentle, more often stern hand holding him back. When Song Jiang realized that his death was inevitable, he ordered Kui to his side, and asked him to drink some wine, which he did happily. As the poison began to take effect, Song Jiang explained to his younger brother that both of them had taken the poison. Song Jiang knew that if Li Kui were allowed to survive, the havoc he would wreak upon the capital in revenge for his brother's death would be as a scene from hell. Rather, it would be better for the two to die together. Song Jiang's final order was that their graves were to be side-by-side.

Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

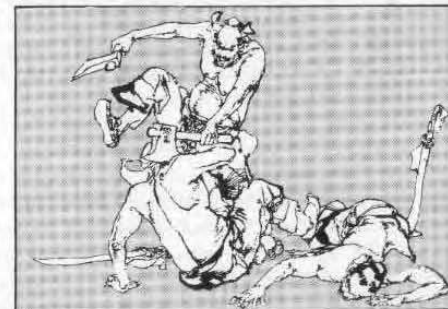
Even as he was thus grieving he heard making one report and saying, "The Black Whirlwind has burned the village of Hu and he is bringing the heads he has cut off as a pledge."

Then Song Jiang said, "But the other day the village of Hu had already paid its allegiance to us. Who bade him go and kill these? Why has he burned their village?"

Then the Black Whirlwind was seen coming, covered with blood from head to foot, his axes thrust into his girdle, and he came straight into Song Jiang's presence and made loud greeting and he said, "It was I, your younger brother, who killed Zhu the Dragon. Zhu the Tiger I did also smite. That Hu Cheng has run away. The whole house of the old lord Hu I have killed clean. I, your younger brother, have come to ask your praise."

But Song Jiang shouted out, "You were seen to kill Zhu the Dragon, but these others, did you truly kill them?"

And the Black Whirlwind answered, "I killed as I went and without any let." I hastened to the village of Hu and there I came upon the brother of the Green Snake bringing the Tiger Cub out of the village. I killed him with one blow of my axe. It is only a pity that that Hu Cheng has run away. I have killed his village clean and there is not one left."



Then Song Jiang shouted, saying, "Such as you! Who told you to go there? Surely you knew that the other day the village of Hu gave us their allegiance. Why have you not listened to my words? Why did you go of your own accord and kill them and so wilfully disobey my commands?"

Li Kui replied, "You have forgotten but I have surely not forgotten. Those things but the other day told that woman to chase you, Elder Brother, and kill you. And now you want to be friends with them! Nor did you take the woman for your wife! Then why do you look on them as brothers-in-law and fathers-in-law?"

But Song Jiang shouted out, "You Iron Ox! Do not speak like a fool! Why should I want that woman? I have assuredly a place for her. You black thing, how many have you taken alive?"

Li Kui answered, "And to what cursed living man would I pay heed? If I saw one I killed them!"

Then Song Jiang said, "You have disobeyed my commands. You deserve to be beheaded. But I will measure to your crime the righteousness of having killed Zhu the Dragon and Zhu the Tiger Cub. The next time you disobey my commands surely will I not forgive you."

At this the Black Whirlwind laughed and said, "Although I have not any glory for it, yet have I made myself happy with all this killing!"

WU SONG



The Hairy Priest
The Wounded Star of
Heaven
Age: 25
Steersman: X

From the city of Ching Ho, Wu Song curried a reputation as a ferocious drunk, once striking an official. He stayed in the village of Chai Jin for a while, then returned after the commotion died down. He came across an inn with a sign that said, "Three bowls and you cannot go over the ridge." Questioning the inn keeper, he was told of a giant white tiger that had been killing travelers. Wu Song scoffed, drank to his heart's content, and went through the pass. Now, Wu Song had the strength of many men, but drunk, his strength doubled. He fought the white tiger, at first with his club, and then with his bare fists, and killed it. His was welcomed in his city as a hero, and became an officer of the local militia. His brother, the weak and ugly Wu Da, and his brother's beautiful wife took him in. At once, his sister-in-law, Pan Jin Lian attempted to seduce him, but failed. When military business called Wu Song away for a time, his wife had an affair and poisoned Wu Da. Wu Song returned, found out, and killed all those involved. Sent into light exile, he was framed by the bully Jiang Zhong and general Zhang Meng Fang. He slew their entire households, fled to Double Dragon Mountain, and became a bandit under Lu Zhi Sheng. He later became one of Song Jiang's most dependable generals. While Ling Chong was generally considered the greatest fighter on horseback, none could best Wu Song in hand-to-hand combat. When the wars were over, and Ling Chong took ill, Wu Song cared for him until his death. And when Lu Zhi Shen passed away under a waterfall, Wu Song became the keeper of his temple, and lived quietly until the age of 80.

Excerpt from Pearl S. Buck's, "All Men Are Brothers," 1933.

Now that great tiger was both hungry and thirsty and it put its front paws down lightly on the ground and leaped and seemed to descend out of space. Wu Song gave a start of fright and the wine came out on him in cold sweat. To tell it is slow, but it happened too quickly! Wu Song, seeing the great tiger springing forward, ran and hid behind the beast. Now it was hard for the tiger to see a man behind it, and so it put its front paws down on the earth and lifted up its back and hinder parts and thus struck out. Wu Song ran and hid again to one side. The tiger seeing it could not catch

him by springing or kicking gave a roar and it was as though there was a crack of thunder in the near air. And the very mountain trembled.

Then the tiger made its tail, that was like a bar of iron, to stand erect, and then it beat its tail suddenly down. Wu Song again darted to one side. Before this when the great tiger caught a man it gave one leap and one kick and one beat with its tail and if these three did not avail, half its strength of anger went down. Now when the tiger could not catch the man, it roared again and it turned itself about. Wu Song, seeing that great tiger turn itself about thus, lifted high his club with both his hands, and with all the strength he had he brought it down and struck it through the air. He heard a thud and a tree fell with a scattering of leaves and branches. When he stared he saw that in his excitement this blow had not hit the tiger, and he had only hit a dead tree and the club was broken in two, and there was but the half of it there in his hand.

Then the great tiger set up a roar and its temper rose and it turned itself about and again sprang down. Wu Song again gave a leap and went backwards some ten steps, but the beast had leaped with its forepaws just before it. Then Wu Song threw aside the half club he held and with both his hands he grasped the tiger by the spotted scruff of its neck, and held it in knots, and with all his might he pressed it down. The beast struggled to be free but Wu Song with all his might held it hard and was not willing to loose his hold by the least. He thrust out both his feet on the great beast's face and kicked at random into its face and eyes. The beast began to roar and pawed up two heaps of clay underneath its body and made a pit. Wu Song pressed its muzzle down into the pit and the beast was worn weak with its struggle against him.

Thus Wu Song with his left hand held its scruff and slipped his right hand out and he made his fist into a very hammer of iron and with all his strength he had he struck and struck again. When he had struck some fifty or seventy blows, then from the great beast's eyes, mouth, nose, ears the fresh blood flowed out and it could not move at all. Only from its mouth the breath came in gasps. Wu Song let go his hand and went to the pine trees and hunted for the broken club. He took it up, and feared only that the great beast would not die and he beat the beast again. Only when he saw that even its breath was gone was he willing to put down the club and to himself he thought, "I shall drag this great dead beast from here down the ridge."



LI JUN



Dragon Who Roils Rivers
The Long Lived Star
of Heaven
Age: 26
Steersman: O

Lian Shan Bo, with its twisting waterways and great, coursing rivers, depended heavily upon water for its defense. Song Jiang and Chao Gai depended on the naval skills of Li Jun to protect and control the waters around the lair, a natural moat. He wielded an iron trident of abnormal size, and was an excellent fighter on land, on the sea, the undisputed master. When he first met Song Jiang, he was the leader of a band of smugglers on the river Yang Tze. He rescued the Welcome Rain from drowning at the hands of Zhang Heng, and the brothers Mu. During the siege of the city of Wu Wei Jun, he led his smuggler's navy to battle and captured the enemy Huang Wen Bing. After making a name for himself in the war against the Zhu family, he was made chief of the lair's water defense. When the Minister Su, surrounded by bandit ships, refused to come to shore to speak with Song Jiang, Li Jun drew his sword, leapt into the water, and pulled one of the Imperial Guard down. Su still stubborn, he leapt in again, and another of his entourage was dragged into the deeps. The minister Su relented, and agreed to help the bandits. Following Fang La's defeat at the hands of Song Jiang, Li Jun took his leave of Lian Shan Bo, due to illness, and traveled on his own. He eventually founded a tiny kingdom, and became king.

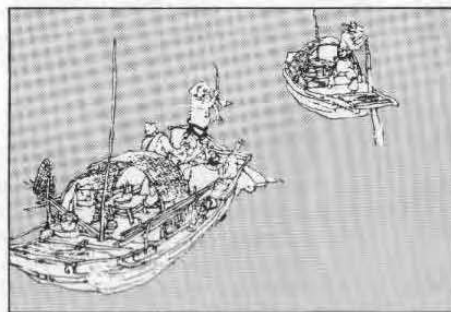
Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

Then that boatman shouted again, "Quickly take off your clothes, you three! Leap into the river! Leap if you are going

to leap or I will strike you into the water with this knife!" Song Jiang and the two guards held to each other and stared into the river.

But at that moment they heard the sound of an oar creaking.

When the boatman turned his head to look a swift boat came from upstream, swift as though it were winged, there were three men on the boat; one was a great tall fellow who carried crosswise a forked spear. He stood at the prow of the boat. Behind him were two young men and they rowed two swift oars. Soon the boat had reached them under the light of the stars. The tall man with the forked spear shouted out, "What boatman is that ahead? How dare he stop his boat in midstream? Whoever sees what you have in your boat shall divide it with you!"



Now this boatman as he turned to look in greatest haste replied, "It is Elder Brother Li - I knew not who it was who came. Elder Brother, did you go out seeking for business and you did not take me with you?"

The tall fellow replied, "Brother Zhang, you are here meddling again. What goods have you there? Do you have any treasure?"

The boatman replied, "It would make you laugh, but I have had nothing these days and I have lost at gambling as well and I have not a penny. There I was sitting on the beach grieving when a crowd of men on the shore pursued these three pieces of goods and they leaped on to my boat. There are two accursed guards with a short dark criminal. Truly I do not know whence they come, he says he is exiled to Jiang Zhou, but he has no rack upon his neck. Those men who pursued them on shore were the two brothers Mu and they would have him at any cost, but I saw there was a little treasure to be had and I would not take them back to the shore."

Then the tall fellow on the boat said, "Ha, is it my elder brother Song Jiang?"

Now Song Jiang heard this voice and it was familiar to him and he cried out from the cabin, "Who is that good fellow on the boat? Save Song Jiang!"

Then that tall fellow cried out in fright, "Truly it is my elder brother — lucky you did not do the deed!"

When Song Jiang came out of the cabin the light of the star shone very bright. That tall fellow on the boat was no other than the Dragon Who Roils Rivers, Li Jun. Behind him the oarsmen were Tong Wei and Tong Meng. When Li Jun heard it was Song Jiang he leaped over to that boat and he cried out, "Ah, bitter! Elder Brother, you have suffered a fright! If your younger brother had come later then would your life had been lost. Today Heaven would not let me sit peacefully in my home, and so I turned my boat in to the river to sell smuggled salt. But I did not think to meet my elder brother here in such a strait."

SONG JIANG



The Welcome Rain
The Chief Star of Heaven
Age: 28
Steersman: X

Black skinned, and short of stature, he was also called the Black Song Jiang. However, his heart was anything but dark. In filial piety, there was no son more loyal to his father, a farmer and land holder in Yun Cheng Prefecture. He fenced, and could write with excellent skill. He loved nothing more than his fellow man. He performed any merciful deed, and took pleasure in untangling other people's difficulties and helping their lives. He spent money freely. He was likened to the rain that falls after months of drought, saving thousands of lives. Though indifferent to lust, he allowed himself to be married to a poor girl, only to find out that she was evil hearted. She took a lover, and blackmailed Song Jiang with a letter he received from Chao Gai, the bandit king of Lian Shan Bo. He has no recourse but to kill her, and accept the consequences. But could any gaoler hold such a man? He was freed, and went to Lian Shan Bo. However, he soon became agitated over his father's well-being, and went to visit him. Drunk, he wrote a song with revolutionary verses, which got him into trouble with the authorities again. He took refuge in a temple, where the goddess of the temple gave him sacred books and told him of his great destiny. The bandits rescued him, and he took his place under Chao Gai. When Chao Gai died, Song Jiang was the only

nominee for leadership. He eventually reconciled with the Emperor, and as his servant, destroyed the other three rebel chiefs of the Song Dynasty, Tian Hu, Wang Qing, and Fang La. However, Gao Qiu held a great hatred for the good Song Jiang, and convinced the Emperor to kill him. Song Jiang received a gift of wine from the Emperor which he knew was poisoned by Gao Qiu, but had little choice but to drink it. Song Jiang died, and the bandits of Lian Shan Bo dispersed.

Excerpt from Pearl S. Buck's "All Men Are Brothers," 1933.

Only then did Song Jiang dare to lift up his head and to look. there on all sides he saw the glitter of gold and of jade and he saw dragon lamps and phoenix candlesticks alight. On either side were maids in sky-blue robes and they held the sacred scepters and they held flags and behind the goddess a great fan. In the very center upon a throne made of nine dragons and seven precious materials sat the goddess. Upon her person she wore a red silk woven with gold, and in her hand she held a scepter of white jade. Her eyes were of the most natural beauty and her face was of a very noble fearless dignity. She spoke thus, "Pray let the Lord of the Stars come hither," and she commanded her maids to present wine to him.

Then the maids on both sides brought a precious bottle of a lotus shape and they brought the wine in it and poured it into a bowl. The first of the maidens brought the wine and presented it to Song Jiang, and Song Jiang stood up and he dared not refuse it. He received the cup and facing the goddess he knelt and drank the cup clean. And Song Jiang perceived the wine was very fine and fragrant and it ran through his whole body and made him glad, and it was like dew upon his heart.

Again a maiden came forward and she presented a plate of sacred dates and she exhorted Song Jiang to eat. Then with the most meticulous care and fearing lest he lose his manners, he put out his fingers and took up one date and put it to his mouth and ate of it and he hid the pit in his hand. And the maiden again poured out a cup of wine and presented it to Song Jiang and again Song Jiang took it and drank it, and the goddess commanded that once more he was to be asked to drink, and once more a maiden poured a cup of wine and presented and she exhorted Song Jiang to drink out it. Once more did Song Jiang drink and a maiden presented the dates and again he took two. In all he drank

three cups of sacred wine and he ate three of the sacred dates. After drinking thus Song Jiang perceived himself to be a little drunken, and he feared lest if he were drunken he might behave without propriety, and so he made obeisance to the goddess and he said, "I can drink but a little wine, and I pray the goddess to give me no more."

Then the command came forth into the temple, "If the Lord of the Stars cannot drink more, let the wine cease," and the goddess commanded those who waited upon her, "Bring out the three sacred books and give them to the Lord of the Stars."

Then the maiden went behind the screens at the back of the temple and upon a blue plate they bore a packet wrapped in yellow silk and within this were the three sacred books and these they presented to Song Jiang. When Song Jiang looked at them he saw a packet some five inches long and about two inches wide, but he did not dare to open them and see them. He made two more obeisances and raising his hands he received them and put them into his sleeves. Then the goddess sent forth her command and she said, "Song, Lord of the Stars, I do pass to you these three sacred books that you may work for Heaven the ways of virtue. If you become a leader among men you are with all your might to be a help to the helpless. If you are to be a statesman, you are to protect the people and bring peace to the state. You are to leave false ways and come back to the true. Do not forget and do not tell anyone."



Then again Song Jiang made obeisance twice, and reverently he received the words. Again the goddess commanded, saying, "The Emperor of Heaven, because the evil in your heart is not yet cut off, and because the way of virtue you have not completed, has now punished you by sending you to this earth. But in no great while you shall return to the halls of the gods and there must be no smallest

point then in which you fail, for if when you die your soul cannot ascend into Heaven and must descend into Hell even I may not save you. These three books you are to read continually, but you may only read them in company with that one whose star is called the Decree of Heaven. No other may see them. When your virtue is complete then you are to burn these sacred books, for they must not be left upon the earth. What I command you are to remember. Now am I in Heaven, you upon earth, and we are separate though it is hard for me to leave you so long. Quickly return, therefore."

XI. THE STARS OF HEAVEN

255 characters populate the world of BANDIT KINGS OF ANCIENT CHINA. As a player, you will be making such decisions as who should be recruited, who should be sent to battle, who is best fit for doing service, and who will join that select few of Sworn Brothers. But with this many characters to choose from, it is not so important to know all of these characters, as to know who the important ones are. Below you will find short descriptions of 38 of the more significant personalities in this game. They are by no means the only people you should recruit, but these characters will seldom disappoint you. Please note that while most of these characters, the Stars of Heaven and the Stars of the Earth, are one of the 108 bandits of Lian Shan Bo, some do not join Lian Shan Bo, and some are their sworn enemies. Also, those characters with the Steersman ability are so noted with a O. Those without are marked with an X.

LU JUN YI



The Jade Chi Lin
The Fiery Star of Heaven
Steersman: X

Lu Jun Yi was one of the three richest men in the Northern Capital of Bei Jing in Da Ming Prefecture. His wealth, love of justice, and his great fighting skills soon caught the attention of the bandits, leaderless after the death of Chao Gai. Wu Yong came up with a plan to recruit this great personage. Dressed as a fortune teller, he went before Lord Lu and told him that if he did not give up all of his possessions and leave the city, his head and his body were destined to lie in separate places. Lu Jun determined to go to Tai An, near Lian Shan Bo. But instead of surrendering his gold, he challenged the bandits. The bandits skillfully maneuvered him onto water, where this great warrior was at a disadvantage, and captured him. After repeatedly refusing Song Jiang's offer to stay, Lu Jun Yi eventually went home, only to find his servant Li Ku master of his household. The

treacherous steward had Lu Jun Yi arrested, and hired assassins to kill him. Only the timely intervention of the bandits saved him, and Lu Jun Yi finally ascended the mountain lair as a bandit of Lian Shan Bo. In the end, it was Lu Jun Yi who brought Chao Gai's killer to justice by defeating the White Lion in the Night, Shi Wen Gong.

WU YONG



The Great Intelligence
The Wise Star of Heaven
Steersman: X

There was perhaps no bandit on Lian Shan Bo mountain who's life had not been saved, directly or indirectly, by the magnificent mind of Wu Yong. A childhood friend of Chao Gai's, Wu Yong grew to manhood a scholar of the highest degree. Ever wearing a hat shaped like a water bucket, his face white, his beard long, he was also known as the Old Scholar, a tribute to his wisdom, not his age. It was Wu Yong who came up with the plan to rob Cai De Zhang's Birthday Caravan. His "three inch tongue" convinced even the most patriotic supporters of the Emperor to become bandits. And, when persuasion failed, his ruthless wiles tricked all. Attack or defense, recruit, and rescue, all matters eventually came to Wu Yong. When the Goddess of the Ninth Heaven gave Song Jiang the Decree of Heaven, she cautioned him to read it in only in the company of the Great Intelligence. Of his illustrious nickname, Song Jiang would say:

"Men do all call you the Great Intelligence and truly is the name a good one."

GONG SUN SHENG



The Dragon in the Clouds
The Idle Star of Heaven
Steersman: O

This humble Taoist Priest was 8 feet tall, with a face said to be "enlightened and handsome." Skilled in the art of magic, he could harness the forces of nature itself, and frequently rode upon clouds, hence the nickname, the Dragon in the Clouds. When the bandits were defeated by the magician Gao Lian and his Magic Soldiers of the Flying God, they summoned Gong Sun Sheng from his hermitage. Gong Sun Sheng, having learned the magics called the "Ways of the Five Thunders," "the Heart of Heaven," and the "True Magic," went to Lian Shan Bo and crushed Gao Lian. He later dueled and defeated Fan Rui, the King of the Earth Devils, in magical combat. The proud Fan Rui

abandoned his throne to join Lian Shan Bo as a student in the mystic arts under Gong Sun Sheng. Zhong Qing, seemingly invincible, fell in battle only after being dazzled by Gong Sun Sheng's magic. Truly did Lin Chong say:

"The fame of this teacher Gong Sun Sheng is spread abroad over river and lake. Above all can he use soldiers; such strategy as he devises even devils cannot circumvent. He can call the winds and command the rain. Who can compare with him?"

GUAN SHENG



The Great Sword
The Brave Star of Heaven
Steersman: X

The Prime Minister of Kai Fen, the Eastern Capital, recruited Guang Sheng from a tiny place called Pu Tung. There, Guang Sheng had already earned a reputation as a superior tactician, and an invincible opponent. Since childhood, he studied books of war, and even during lulls in battle, one would find him deep in study. While defending the Northern Capital from Song Jiang, he managed to impress the bandit king deeply enough for Song Jiang to remark, "Even though we seize him now yet would his heart not acknowledge our rightness. In my sight this Great Sword is a loyal statesman." Finally captured by the bandits, Guang Sheng, upon witnessing the brotherly love the bandits share, renounced his former allegiances and took their oath. As one of Song Jiang's chieftains, Guang Sheng led attack after attack. In battle, he was awe-inspiring, wielding a great sword called "Green Dragon," that could block even the swiftest arrows.

QIN MING



Fire in the Thunderclap
The Swift Star of Heaven
Steersman: X

When the Village of Clear Winds fell under siege by Song Jiang's men, a special general was appointed to lead the defenders. That general was Qin Ming. He was impressive, with a voice like rolling thunder, and a temper quick as lightning, thus the nickname Fire in the Thunderclap. His ancestors were all famous generals, and Qin Ming, no less in skill, was also called, "the General who Rules All the Armies." It took 50 lesser bandits to bring Qin Ming down. And, once captured, he did not plead for his life, but instead said, "Living I

am a henchman of the Emperor and dying I am a shade of the Emperor's. If you wish to kill me then kill me." Qin Ming finally joined the lair out of necessity, and soon married Hua Rong's sister. As a bandit of Lian Shan Bo, Qin Ming could usually be found in the front of battle, and almost always on the victorious side.

HU YAN ZHUO



The Double Clubs
The Majestic Star of Heaven
Steersman: X

Hu Yan Zhuo was recruited by Gao Qiu himself in a petition to the Emperor. While famous for his skill with any weapon, he was best known to carry two brass clubs, which he wielded with uncanny skill. His admirers reached as high as the Emperor Hui Zhong himself, who presented Hu Yan Zhuo with a beautiful steed named "Black Horse who Walks in Snow." So mounted, he was nearly invincible, and once battled more than 50 rounds with Lin Chong, considered the best fighter on horseback China has ever produced. He was also the only man ever to wound the Ten Foot Green Serpent, Hu San Niang. When his horse was stolen by the bandits of Peach Blossom Mountain, he threw three mountains into chaos. Song Jiang's great mercy moved his great warrior's heart so, that he willingly accepted a place in Lian Shan Bo.

HUA RONG



The Little Li Guang
The Heroic Star of Heaven
Steersman: X

Whether a greater archer than Hua Rong lives today is difficult to say. It is a definite fact that no man living then could match the godlike accuracy of Hua Rong with a bow. Hua Rong shared the responsibilities of magistrate of the Village of Clear Winds with Liu Gao. When Liu Gao found out that Song Jiang, Hua Rong's sworn brother, was a bandit, he ordered both arrested. When the soldiers came to take Hua Rong, he stood alone with his bow, notched an arrow, and hit the tassel on a statue over 100 yards away! When fighting the great Qin Min, Hua Rong loosed an arrow that sliced the crest of his opponent's helmet clean off. Perhaps his most famous feat occurred when he witnessed two bandits, Lu Fang and Guo Sheng struggling in battle. Their tasseled weapons had become entangled. With a single arrow, Hua Rong split the weapons apart, earning the admiration of all.

CHAI JIN



The Little Whirlwind
The Lofty Star of Heaven
Steersman: O

The Magistrate of East Village, Chai Jin built a reputation for justice and mercy throughout the Song Dynasty. He himself was a descendent of the Emperor, and held an Imperial Pledge—a scroll, and iron symbol, designating his lineage and authority. When Zhu Tong and Li Kui killed the son of a magistrate, they two sought out the Little Whirlwind. At the time, Gao Lian had just come to power in Kao Tang Chou, and immediately sought to dominate Chai Jin's family, and Chai Jin was thrown into gaol. Song Jiang was outraged, and went to battle against Gao Lian, triggering an enormous war. Chai Jin's goodness of spirit was said to have shown in the beauty of his face; his power in the belt of jade he always wore about his waist.

ZHU TONG



The Beautiful Bearded
The Abundant Star of Heaven
Steersman: X

In the city of Yun Cheng, where Shi Wen Bin was magistrate, there was a captain more than 8 feet tall, red in face, eyes like bright stars, with a long beautiful beard more than a foot long. He was the very image of manhood, likened to Guan Yu of the Three Kingdoms Period. Thus was Zhu Tong called the Beautiful Bearded. Once wealthy, his easy demeanor and generosity made it difficult for him to hold on to his gold. He never suffered from a lack of companions. However, his character made him unsuited for his life as a bandit hunter. He caught Chai Gao, but let him go. He also caught Song Jiang, but would not take him in. He freed Li Kui, but was found out and put on trial. Luckily, his popularity, especially with the magistrate son, the Little Lord, temporarily protected him from persecution. Song Jiang ordered Li Kui to kill the Little Lord, clearing the way for Zhu Tong to join the lair.

DONG PING

The guardian of the city of the same name, Dong Ping single handedly held the city against Song Jiang's forces for days. Before the battle began, Song Jiang, wary of this famous general with the strength of "ten thousand men," sent two messengers to propose peace. Both were beaten and sent back. Han Tao challenged Dong Ping



Warrior of the Two Spears
The Standing Star of Heaven
Steersman: O

first, but was no match for the whirling spears that seem almost magic. Xu Ning, with a hook bladed spear, could hold his own, but not defeat him. Dong Ping, on the other hand, broke ranks and recklessly charged after Song Jiang, who was protected by Hua Rong and Lin Chong. The three battled for a time, then the bandits retreated. Dong Ping gave chase, only to fall into a trap set for his horse. Once down, Hu San Niang, Wang Ying, and two other bandit chieftains jumped him, and bound him. Brought before Song Jiang, his defiant stance was broken when Song Jiang solemnly took the silk robe from his back, and gave it to his vanquished enemy. Dong Ping, his heart changed, agreed to join Song Jiang, and helped him take the city without bloodshed.

ZHONG QING



The Arrow with No Feathers
The Swift Star of Heaven
Steersman: X

Song Jiang and Lu Jun Yi attacked the twin cities of Dong Ping and Dong Chang in order to wipe out the last bastion of resistance around Lian Shan Bo. Song Jiang made quick work of Dong Ping, but Lu Jun Yi did not fare so well against Dong Chang's champion, Zhong Qing. Single-handedly, the Arrow with No Feathers held off Lu Jun Yi's forces twice. He did so with his superb stone throwing. It is said that if Zhong Qing threw 100 stones at a distant target, 100 times would that target be hit. Further, the speed at which he threw them could dent iron, or kill a horse. As was customary, the opposing armies stood before the city as two champions dueled before the real battle began. Zhong Qing defeated no less than 15 of Song Jiang's heroes, including Yang Zhi, the Blue Faced Beast. When Lei Heng and Zhu Tong attacked together, Zhong Qing merely laughed and said, "One cannot do it, and so they add another. And if there were ten come, what of it?"

Realizing the futility of combat, Wu Yong suggested to Song Jiang another plan of action. In the midst of combat, Gong Sun Sheng dazzled Zhong Qing, leaving him helpless before Lin Chong and the three Yuan brothers. Never defeated before, he swore loyalty to his captor, Song Jiang.

XU NING



Wielder of a Golden Sword
The Guardian Star of
Heaven
Steersman: O

Pressed by Gao Lian's Magic Soldiers of the Flying God, Tang Long suggested using a very special weapon called a hook bladed spear to overcome the armored horsemen. But, while Tang Long, an expert smithy, could beat out such a weapon, he could not wield it, much less train the other bandits. There was only one man with sufficient skill and knowledge to use the hook bladed spear, Xu Ning of the Imperial Armory. Shi Qian and Dai Zhong stole Xu Ning's prized armor, and used it to frame him for murder. Left with Lian Shan Bo, or gaol, Xu Ning had no choice but to go to the great lair. There, his sworn brother, Ling Zhen, the master of the fireball, exhorted him to join their noble cause. His past life all but over, and moved by Song Jiang's great compassion, he selected the strongest chieftains of the lair, and instructed them in the use of the hook bladed spear. With this training, the bandits were able to defeat the invincible soldiers of Gao Lian. Truly it was said:

"It was as though in the City of Jade,
A fabulous beast were caught.
It was as though in the City of Gold,
A faery lion were sought."

DAI ZONG



The Magic Messenger
The Speedy Star of
Heaven
Steersman: X

When Song Jiang was sent into gaol at Jiang Zhou, Wu Yong wrote a letter to his gaoler friend Dai Zong, asking him to take good care of his prisoner. Since then, Dai Zong became an invaluable companion to Song Jiang, and eventually, one of the Stars of Heaven at Lian Shan Bo. His value came not from his sword, but from some magic learned from the Taoists. By tying two painted pictures of gods about his legs, and casting the proper spell, Dai Zong could walk 200 miles in a day, without touching the ground once. Four pictures, and he could go 300 miles. When Song Jiang's army was nearly vanquished by Gao Lian's magic soldiers, they sought to summon Gong Sun Sheng from his hermitage. There was no question that only the Magic Messenger could bring back the Taoist in time to win the battle. However, Li Kui, Dai Zong's traveling companion, angered the Immortal Lu, Gong Sun Sheng's teacher, and was loathe to let his student return with

such ruffians. However, Dai Zong's nobility and sincerity were true enough to move the heart of even a great Taoist, and Dai Zong returned with Gong Sun Sheng victorious.

LEI HENG



The Winged Tiger
The Retreating Star of
Heaven
Steersman: O

The captain of the cavalry in Yun Cheng, Lei Heng, along with Zhu Tong, formed a formidable bandit hunting duo. At 7 1/2 feet, skin the color of mahogany, and a fan shaped beard, this giant captain could leap a stream 30 feet across, hence the nickname, the Winged Tiger. He had a reputation for being narrow hearted, and unforgiving, the perfect robber catcher. Ironically, his sympathies were always with the bandits. When the pair attacked Chao Gai's home, both had in mind to save the Heavenly King from his partner. The same thing happened when the two hunted Song Jiang. In a quarrel with the harlot Bai Xiu Ying, Lei Heng committed murder and was put in gaol. Fortunately for him, his gaoler was none other than Zhu Tong, his old companion. Zhu Tong freed Lei Heng, and the Winged Tiger made haste for the lair at Lian Shan Bo.

YUAN XIAO ER



The God of Swift Death
The Dagger Star of Heaven
Steersman: O

Also called Yuan the Second, Yuan Xiao Er was the oldest of the three Yuan brothers, Yuan Xiao Wu, and Yuan Xiao Qi being the fifth and seventh brothers. They lived in a small fishing village called the Village of the Stone Tablet in the region of Ji Zhou, very close to Lian Shan Bo. Although impoverished (they were often seen wearing a ragged kerchief, old robes, and were usually barefoot) they had quite a reputation for mercy and courage. According to Wu Yong: "Their fighting skill is far above that of common men, and their courage is great enough to leap into a boiling cauldron, into a blazing fire. Together they will live, together die." As the defenders of Lian Shan Bo's water ways, the Yuan brothers successfully outmaneuvered both He Tao and Huang An's navies. Yuan Xiao Er and his brothers eventually earned a place among the 36 Stars of Heaven and became the chiefs of Lian Shan Bo's water camps.

ZHANG HENG



The Boatman
The Level Star of Heaven
Steersman: O

Song Jiang and his two guards fled to the edge of the river Jing Yang where they spied a boatman. They implored him to ferry them across the river, which he obliged. When the Mu brothers ordered the ferry back, the boatman just smiled and continued on. Safe in the heart of the river, the ferryman sang a song that went:

"This noble one was born on the river's edge,
Grew I there by that river's sedge.
Friends are nothing at all to me,
Money is all that I can see.
Last night I rowed a rich man to the shore,
I robbed him of all his silver store."

Zhang Heng, thinking Song Jiang and his two guards were mere criminals, told them to jump into the water. Song Jiang was saved by the timely arrival of the Dragon Who Roils Rivers, Li Jun, who told Zhang Heng who his passengers were. Zhang Heng, deeply sorry, explained that gambling debts forced he and his brother Zhang Shun to rob travelers on the river. Although infamous for his ruthlessness (he was also called the Dog Faced Zhang), he swore loyalty to Song Jiang, and became one of the Captains of Lian Shan Bo's Water Camps.

YAN QING



The Prodigal
The Clever Star of Heaven
Steersman: X

Born an orphan, Yan Qing was favored to be brought up in the mansion of Lu Jun Yi. There he grew to be a man perfect in every way, he could sing and dance, speak every dialect known, and use a crossbow well. His body was tattooed to resemble a pillar of jade, and he often wore a gold circle behind his head. So great was his archery, that when he went hunting, he would bring back over 100 fowls. He quickly became Lu Jun Yi's right hand man. When Wu Yong told Lu Jun Yi the false prophecy of doom, Yan Qing begged his lord not to heed it. Returning from Lian Shan Bo, Lu Jun Yi was betrayed by everyone in his household, including his wife, and was about to be killed. As the first guard raised his club, a crossbow bolt pierced his heart. The second barely had time to look up and see Yan Qing in the trees before he was pierced through the neck. Yan Qing was later captured by the bandits, but moved them with his tale to save his imprisoned lord.

XII. THE STARS OF THE EARTH

ZHU WU



The Wily Warrior
The Chief Star of the Earth
Steersman: O

Originally from a place called Ting Yuen Shang, Zhu Wu came to Little Hua Mountain and immediately rose to power as a warrior of ordinary skill, but extraordinary tactics. Although he fought adequately with two knives, his great talent lay in marshaling troops and deploying them in battle. His was a heart "full of plans and ideas." As King of Little Hua Mountain, a price was put on his head of 300,000 strings of gold, a great amount. Yet, for all their publicity, the bandits of Hua Rong Mountain remained elusive to the authorities, due mainly to the machinations of their leader. Perhaps his greatest test as a spokesman came when Shi Jin captured Chen Da, one of his subordinates. Knowing that he could not hope to match the Nine Dragoned, he went to Shi Jin unarmed, and offered instead to die with his brother. The young Shi Jin was so impressed that he pledged friendship to the bandits, and eventually joined them in their lair.

WEI DING GUO SHAN TING GUI



The Warrior of Fire
The Ferocious Star of the Earth
Steersman: X

As Song Jiang's men approached the city of Bei Jing, they were met by two armies, one as black as night, the other so red as to hurt one's eye. At the head of each army was a general recruited by the Emperor himself to deal with the bandit attacks. The general in red, Wei Ding Guo, wore a helmet of vermilion and a red war coat. He carried a carved bow whose arrows were of Phoenix feathers and wolves teeth, and he sat upon a red stallion. The general in black wore a dull gray helmet of iron, a bear skin robe of war, black with oil, and a leather studded belt. He used a black spear and sat atop a black horse. Above him flew an aqua banner that read Shan Ting Gui, Swift in Water. As Xuan Zan and Hao Si Wen attacked, they were met by Wei Ding



Swift in Water
The Strange Star of the
Earth
Steersman: O

Guo from the left, and Shan Ting Gui from the right, and both bandits were taken. Together, the two generals were nearly invincible. However, Guan Sheng managed to maneuver Shang Ting Gui into a one-on-one duel, and unhorsed and captured General Shang. Shang Ting Gui joined Song Jiang, prompting Wei Ding Guo also, to offer his services to the bandits as well.



The Ten Foot Green Snake
The Intelligent Star of the
Earth
Steersman: X

The most famous female personage of the times was Hu San Niang. She was the third daughter of the Hu Village, and sister to Hu Chen. Despite her famous sibling, she rose as the greatest warrior of the village, becoming proficient in the art of fencing with two swords from horseback. Mounted upon her ash-gray horse, double swords flashing, she was a terror to all her opponents. Betrothed to Zhu the Tiger Cub, she came to the aid of the Zhu Village against the forces of Song Jiang. Wang Ying, moved by her beauty, immediately challenged her, only to find himself lifted out of his saddle by his hair. Neither Ou Peng nor Ma Lin could stand against her for very long. Without any opponents, Hu San Niang made straight for Song Jiang, who she began to chase. Li Kui managed to cut her off, and as she turned away, she found herself cut off from her side by Lin Chong. They battled briefly, and the Leopard Headed took her prisoner. Once inside Lian Shan Bo, she was so grateful to Song Jiang for the mercy he showed her that the Ten Foot Green Snake agreed to settle down with Wang Ying and become a bandit of Lian Shan Bo.

FAN RUI

Near the city of Su Zhou, there was a great hill called the Mountain of Wild Grass and Rocks. On it were the 3000 bandits, led by Fan Rui, the King of Earth Devils. An accomplished wizard in his own right, he vowed to capture the lair at Lian Shan Bo. The forces first clashed before Su Zhou. The sides were roughly matched, until Fan Rui pulled forth his magic dagger named "The Demon King" and attacked Song Jiang's men with



King of Earth Devils
The Silent Star of the Earth
Steersman: O

magic. Gong Sun Sheng responded with his dagger, "Most Ancient," and decimated half of Fan Rui's men, capturing his two lieutenants Xiang Chong and Li Kun. Fan Rui himself escaped capture, but later went of his own will to Lian Shan Bo and did obeisance to the one who bested him, Gong Sun Sheng. Song Jiang ordered Gong Sun Sheng to teach Fan Rui the magic called "the Five Elements," and "the True Heart of Heaven." Fan Rui, grateful beyond words, pledged his loyalty to Song Jiang.

XIII. MEN AND WOMEN OF THE MARSHES

GAO LIAN



The Flying God
Steersman: O

It was a black day for the bandit heroes when the southern capital Nan Jing, in Ying Tian, got a new magistrate named Gao Lian. Cousin of the all-powerful Gao Qiu, he was of the same evil strain, yet in the area of magic, more powerful. Along with an army of well-trained soldiers, Gao Lian mustered an special force called the Magic Soldiers of the Flying God. Under their black banner, they were all but invincible. In combat with Song Jiang, Gao Lian created an evil cloud, "full of strange beasts and poisonous reptiles," and sent it down upon Song Jiang's army. The heroes lost hope and fled, and Gao Lian's Magic Soldiers cut them down for seven miles. The next battle's outcome was different, as Gao Lian's magic cloud was countered by the skill of Gong Sun Sheng, who dropped the cloud among Gao Lian's own men. Song Jiang attacked, and destroyed Gao Lian's regular army. In an ambush, Song Jiang and Gong Sun Sheng wiped out all 300 of the Magic Soldiers of the Flying God. Fleeing for his life, Gao Lian used magic to levitate himself away from the battlefield. Again, Gong Sun Sheng cast a spell, and Gao Lian fell helplessly to the earth, where Lei Heng cut the evil wizard into two.

SHI WEN GONG



White Lion in the Night
Steersman: X

The diabolically clever minister of the Zeng family, Shi Wen Gong was to become the Song Jiang's greatest nemesis. The Zeng Village, under the shadow of Lian Shan Bo, rebelled against their unwritten authority and threatened to send them all to gaol. To entice them to battle, Shi Wen Gong composed a poem that taunted the bandit kings. Chao Gai, enraged, went to war despite Song Jiang's warnings of ill omens. On the night after the first battle, Chao Gai and his men were ambushed. Trying to escape, he was struck full in the face by a poisoned arrow. Lin Chong rushed to his fallen leader's

side and pulled the arrow out; upon it was the name Shi Wen Gong. Knowing that the bandits would be seeking revenge, Shi Wen Gong set up numerous spiked pits on the road before the village. The wise Wu Yong saw through this, and the village of Zhen was destroyed. Shi Wen Gong tried to run for his life, but was surrounded by the soul of Chao Gai, allowing Lu Jun Yi to capture him alive. Bound and brought back to Lian Shan Bo, Song Jiang ceremoniously executed him.

ZENG TU



The Elder Tiger
Steersman: X

The ruler of the Zeng Village, Zeng Tu commanded an army of over 7000 men and 50 carts of war. Attacked by Chao Gai, he claimed victory as Chao Gai went down in battle. However, Song Jiang and Wu Yong, made cautious by earlier defeats, and led by Lu Jun Yi's sword, pushed the defenders back in the second attack. Together with his advisor, Shi Wen Gong, Zeng Tu decided to try to kill Song Jiang, leaving the bandits leaderless. That night, Chen Tu himself broke from the ranks to seek out Song Jiang. He first met Lu Fang. But Lu Fang was no match for Zeng Tu, and it was all he could do to defend himself. Guo Sheng joined the combat and soon all three of their weapons were entangled. Hua Rong saw this, and fitted a golden arrow to his bow. Zeng Tu was the first to free his weapon, and raised his spear to kill Lu Fang. Just then, Hua Rong released his arrow and Zeng Tu was struck in the arm, unhorsing him. Lu Fang and Guo Sheng both struck and Zeng Tu was killed. Zeng Tu's death spelled the beginning of the end for the Zeng Village.

ZHU LONG



Zhu the Dragon
Steersman: O

Before the Ridge of the Lonely Dragon, the three villages of Zhu, Hu, and Li stood near Lian Shan Bo. The strongest of these, the Zhu Village, was guarded by the Zhu family, the eldest son name Zhu Long, or Zhu the Dragon as he was more often called. When the villages of Zhu and Hu declared war on Lian Shan Bo, Song Jiang led a war party down from the mountain to attack. However, the twisting path among the high grass made access to the Zhu village difficult, and Song Jiang's men fell into a trap, losing two of his chieftains. In

the second attack, Zhu Tu battled Ma Lin. Qin Ming rushed to help Ma Lin, and the two bandits began to push Zhu back. Finally Zhu Tu broke into a run and Qin Ming, gleeful, followed. He fell headlong into a trap set by Zhu Tu and the second invasion by Lian Shan Bo ended in defeat. In the third battle, Ling Chong and Zhu Tu fought no holds barred, but neither could overcome the other. However, when Zhu Tu saw the bodies of Zhu villagers being thrown from the towers, he realized that the bandits had taken the village. He rushed back, but was ambushed by Li Kui. Li Kui cut his horse's legs from under him, leapt upon him, and killed him with a blow from his axe.

WANG LUN



The White Robed Scholar
Steersman:X

The original leader of Lian Shan Bo, Wang Lun ruled along side his two generals, Du Qian and Song Wan. He had once sought an official position, but failed his examinations and retired to Lian Shan Bo to become a bandit. When Lin Chong, wounded and exiled, came to Lian Shan Bo for refuge, the narrow hearted Wang Lun could only think of the danger he presented to his authority. Lin Chong was smarter than Wang Lun, and more skilled than either Du Qian or Song Wan. He first told Lin Chong that there was not enough food in the lair for him, actually fearing that he would one day take over his own position. Lin Chong, having nowhere else to go, begged to stay. Finally, afraid of displeasing Lin Chong's protector Chai Jin, Wang Lun agreed to let him stay. However, when Chao Gai and company sought asylum from the Imperial Troops, Wang Lun was sent into a panic. He spoke to Chai Gai thus:

"I thank you for your grace in coming hither to us, but this small humble lair of ours is only to be despised. It is but a puddle of water. How can it provide rest for so many true dragons?"

So saying, he bade them goodbye. However, Lin Chong, aware that there was more than enough space and provisions for Chao Gai, fumed with anger at Wang Lun's jealous heart. He challenged him, and before anyone could act, killed him with his knife. He quickly nominated Chao Gai as new leader, to which the stunned bandits quickly assented.

WANG JIN



The Chief Instructor
Steersman:X

When Gao Qiu first became the Imperial Minister of War in the Eastern Capital, he ordered, as was the custom of the time, all officers to come before him and pay obeisance. The First Instructor of the Guard, Wang Jin, failed to show, due to an illness that left him bedridden. Gao Qiu, refusing to believe this, ordered him to be brought bodily to the palace. Laying eyes on him, Gao Qiu recognized Wang Jin as the son of the previous weapons instructor. This man had beaten Gao Qiu so badly once, that he was ill for months. Seeking revenge, he ordered Wang Jin beaten, but the guards, sympathetic towards Wang Jin, asked him to be forgiving this once, on the first day of his reign. Gao Qiu relented, but promised revenge. Wang Jin and his mother went into exile, and arrived at the Shi Village. They were treated kindly, until he commented that the master's son was in need of training. This son, none other than the Nine Dragoned Shi Jin, challenged Wang Jin to a duel and was beaten. Defeated, Shi Jin begged to become his student, and relearned the art of war.

LUO ZHEN REN



The Immortal Luo
Steersman:O

The bandits, losing the war against the necromancer Gao Lian, sent Dai Zong and Li Kui in search of Gong Sun Sheng, who had left Lian Shan Bo to care for his mother. They sped to the city of Ji Zhou, where they heard from an old man of a place called the City of the Nine Palaces, atop the Mountain of the Two Holy Men. Asked if one of those holy men was Gong Sun Sheng, the old man replied that one was indeed called Gong Sun, but now is named, the Most Clear Taoist, the other, his master, the Immortal Luo. Dai Zong and Li Kui traveled up the mountain and found Gong Sun Sheng, but the Immortal Luo hesitated to relinquish his pupil, telling him that "You have already escaped once out of the flaming pit of evil, and here with me you are learning the secrets of immortality. How then can you go back to such a place as that?"

Li Kui, angered by this refusal, snuck into the palace that night and killed Luo. The corpse spouted white blood, frightening Li Kui. The next morning, the Immortal Luo, unharmed, punished Li Kui by sending

him into temporary gaol. Dai Zhong and Gong Sun Sheng pleaded his case, to which the Immortal Luo replies:

"Well I know he is one of the Stars of Heaven, of the Stars of War, but because men on earth have committed sins too many he has been condemned to earth to kill them. How then can I disobey the command of Heaven and injure this man?"

So saying, he sends all three heroes to battle with Gao Lian. And, thanks to magic Gong Sun Sheng has learned under the Immortal Luo, the bandits were victorious.

QIAO LIE



The Exiled Dragon
Steersman: X

Originally a wrestler from Yan An, Qiao Lie grew to be one of the greatest wizards of the time. His mother, still pregnant with him, dreamt of a great deer in a mountain cavern. At the age of eight, he had already mastered the staff, as well as the martial arts. However, one day, while playing on the mountain called the Empty Cave, he stumbled upon an old priest meditating. The old man seemed to take a liking to the curious young boy, and taught him the ways of magic. This priest was none other than the Immortal Luo. One day, Luo had decided that the lad's training was at an end, despite the boys pleas, and he disappeared. Qiao Lie walked in exile, for time, building a reputation as a wizard of unparalleled skill. He could do the magic of metamorphosis called the Dragon Crow Change, where by he could leave his body and escape in spirit form. The bandit wizard Fan Rui eventually challenged him and lost. In battle with Wei Ting Guo and Shang Ding Tei, Qiao Lie raised his jeweled dagger and called for a hail storm of such force that it drove back both the generals. Gong Sun Sheng arrived into time to defeat Qiao Lie.

QING YING

Qiong Ying was a maiden like a flower, as beautiful as she was intelligent, as graceful as she was considerate. One day, her father disappeared, abandoning her. She was carried off by Wu Li, one of Tian Hu's men. Eventually, she became as his daughter, and Wu Li



The Beautiful Arrow
Steersman: X

prospered, becoming one of the wealthiest men in Dai Prefecture. Then, she found out that her father had not vanished, but had been murdered by Wu Li. She swore revenge, and secretly began to train herself in the use of all weapons. Years later, Qiong Ying, now a young woman, met Zhong Qing in a dream, and took it upon herself to learn the art of stone throwing. Then, by order of Tian Hu, Qiong Ying marched against the army of Song Jiang, clad in silver armor and red shoes. Her stone throwing technique almost perfected, she defeated Wang Ying and Hu San Niang, as well as Gu Dao Sao. Her next challenger, however, was none other than Zhong Qing himself. He managed to defeat Qiong Ying, but lost his heart to her however, and took her back to Lian Shan Bo as his wife.

LI SHI SHI



The Heavenly Voice
Steersman: X

Li Shi Shi was a famous singing girl who eventually came to the attention of the Emperor himself. She was soon made his concubine. Her singing was famous throughout the country, and during the festival of lanterns, she drew enormous crowds. Among the crowds were the bandits Song Jiang, Chai Jin, and Yan Qing, dressed as men of wealth. They caught the attention of Li Shi Shi's servant Li Po Po, and offered her gold in exchange for an interview with the Imperial Concubine. The greedy Li Po Po accepted. Yan Qing, an elegant man and a poet as well, met and fell in love with Li Shi Shi. Soon, the two became inseparable, Yan Qing being as a brother to her. Through the two, Song Jiang and Emperor Hui Zhong finally met, and eventually reconciled, Song Jiang receiving a pardon. It was said that an underground pass connected Li Shi Shi's room to the Emperor's. It is also rumored that at the moment of Song Jiang's death, the Emperor, asleep in Li Shi Shi's bed, saw a vision of Lian Shan Bo, and cried out in terror.

WANG QING

Wang Qing grew up in the Eastern Capital. Born to money, he was indulged and spoiled, spending most of his youth at cockfights, horseback riding, or carousing. Upon reaching his teens, he found his family fortune



The Little Hui Zhong
Steersman: X

dwindled to almost nothing. Nevertheless, he found giving up the life of a dandy difficult. However, already big for his age, he devoted his life to martial arts and weapons training. He soon became good enough to earn a position as an military advisor. Around the time of his promotion, he had a love affair with a young woman from a great house. The lovers were found out, and he was sent into exile in Shan Prefecture. There, he mustered an enormous rebel army of over 20,000 fighting men. Under his leadership, the rebels of Wang Qing ran countless raids upon the towns of the Empire. He proclaimed himself Emperor of Song, and challenged Hui Zhong's authority in the west. Finally, under Hui Zhong's orders, Song Jiang marched west, and destroyed Wang Qing's army, bringing the false emperor back to the capital in a prison cart.

TIAN HU



First Brother Tian
Steersman: X

Tian Hu and his younger brothers, Tian Bao, and Tian Biao, were famous hunters of Zhen Ding, north of the Yellow River. Noted for their skill in tracking, they were no less well known for their strength and skill in the arts of war. From childhood, the three brothers spent more time on mischief and training, than on studying. One year, a terrible typhoon struck the state, destroying much of the land's value. The following year, a drought wiped out all that remained of the once abundant crops. The magistrate, desperate in the face of many riots, called upon all able bodied men to serve the state. Tian Hu and his brothers, waiting for just such an opportunity, bribed the magistrate and received a position of authority. By intimidation and trickery, Tian Hu became magistrate, and began to expand his domain. The three brothers ruled their territory as emperors, causing the Emperor Hui Zhong some worry. The Emperor ordered the now pardoned bandits to deal with these rebel emperors, specifically, Song Jiang and Lu Jun Yi. The battle was brief, and all three brothers were executed in the streets they had once ruled with an evil whim.

XU GUAN ZHONG

Xu Guan Zhong was a scholar of Da Meng Prefecture.



The Little Tai Mountain
Steersman: X

Yet, from the beginning, people saw him as one destined for great things. He wandered about the Empire, cultivating an aura of the supernatural about him. Yet, his social standing remained high, and he was well respected in his home prefecture of He Zhong. However, he was called to a hermitage of the Mountain of Spirits, where he spent all of his days meditating and studying the ways of wisdom. On the mountain, he was visited by Yan Qing, who became his friend and brother. 10 years later, when Xu Guan Zhong heard that Song Jiang was attacking Tian Hu nearby, he descended the mountain and met with the attacking generals. There, he painted for them a detailed scroll of the surrounding area, pointing out the best places for Song Jiang to deploy his men, where to ambush Tian Hu, and, what kinds of fortifications would be used. He effortlessly drew out strategy for the entire campaign, giving Song Jiang the victory. Yet, his mind was not the only useful thing, he was also trained in fighting, and had nerves of iron in battle.

FANG LA



The River Side King
Steersman: X

Once a humble Wood Cutter from Jin, Fang La would rise to become one of the Emperor's greatest enemies. His great destiny was actually foretold. Once, while taking a break from cutting, he happened to stop by the side of the Yang Tze River. When he gazed upon his reflection, he was startled to see a golden crown atop his head. Confident that this was a sign that he would become the Emperor, Fang La, fueled by desire, pursued every possible path to greatness. When the magistrate of Jin Prefecture demanded taxes, Fang La, wealthy from numerous robberies, gave an enormous diamond to him as a bribe. Fang La, now a favorite of the magistrate, rose to the position of high official, and one day, took control of Jin himself. He attacked the surrounding prefectures, driven by his divine destiny. As a offering, he built an enormous treasure room deep in the bowels of the earth. One of Song Jiang's chieftains, Chai Jin, disguised himself as a itinerant wiseman, and got into Fang La's favor. In the great underground treasure room, Chai Jin led Fang La astray with unsound tactics. On the day of battle, Fang La, atop a silver maned horse, and his son Fang Tian Ding, faced Lu Jun Yi and his force of bandits and Imperial Soldiers. Lu Jun Yi killed

Fang Tian Ding, and destroyed his army, bringing Fang La's dream of an Empire to a violent end.

PANG WAN CHUEN



The Little Yang You Ji
Smasher: X

Pang Wan Chuen served Fang La as the magistrate of Hong Prefecture. Under him were two lieutenants Lei Jiong and Ji Shou, and 5000 men. His skill with a bow was legendary, comparable to the famous Yang You Ji of old. He was absolutely ruthless in battle, and concentrated on nothing but the death of his enemy. When Song Jiang and Lu Jun Yi first attacked, Pang Wan Chuen personally killed Shi Jin, Li Zhong, Shi Xiu, Xue Yong, Chen Da, and Ye Chun. After killing them, he would disembowel them, and offer their innards as a sacrifice to the gods. In the second battle, the bandits Wei Dong Guo and Shan Ting Gui slew his lieutenants Lei Jiong and Ji Shou. In the third and final encounter, the bandits successfully used fireballs to force Pang Wan Chuen to retreat. Fearing, he was ambushed by Tang Long, and captured. The bandits executed him, cut out his heart and stomach, and burned them as an offering to the spirit of Shi Jin.

XIV. THE HEROES OF LIAN SHAN BO

The 36 Stars of Heaven
The 72 Stars of the Earth

The 36 Stars of Heaven

The Chief Star of Heaven	The Welcome Rain	Song Jiang
The Fiery Star of Heaven	The Jade Chi Lin	Lu Jun Yi
The Wise Star of Heaven	The Great Intelligence	Wu Yong
The Idle Star of Heaven	The Dragon in the Clouds	Gong Sun Sheng
The Brave Star of Heaven	The Great Sword	Guan Sheng
The Fierce Star of Heaven	The Leopard Headed	Lin Chong
The Swift Star of Heaven	Fire in the Thunderclap	Qin Ming
The Majestic Star of Heaven	The Double Clubs	Hu Yan Zhao
The Heroic Star of Heaven	The Little Li Guang	Hua Rong
The Lofty Star of Heaven	The Little Whirlwind	Chai Jin
The Wealthy Star of Heaven	Eagle Who Smites Heaven	Li Ying
The Abundant Star of Heaven	The Beautiful Bearded	Zhu Tong
The Lone Star of Heaven	The Tattooed Priest	Lu Zhi Shen
The Wounded Star of Heaven	The Hairy Priest	Wu Song
The Standing Star of Heaven	Warrior of the Two Spears	Dong Ping
The Swift Star of Heaven	The Arrow with no Feathers	Zhong Qiong
The Dark Star of Heaven	The Blue Faced Beast	Yang Zhi
The Guardian Star of Heaven	Wielder of a Golden Sword	Xu Ning
The Empty Star of Heaven	The Swift Vanguard	Suo Chao
The Speedy Star of Heaven	The Magic Messenger	Dai Zong
The Strange Star of Heaven	The Red Headed Devil	Lia Tang
The Murderous Star of Heaven	The Black Whirlwind	Li Kui
The Humble Star of Heaven	The Nine Dragoned	Shi Jin
The Penetrating Star of Heaven	He Whom None Can Stay	Mu Hong
The Retreating Star of Heaven	The Winged Tiger	Lei Heng
The Long Lived Star of Heaven	Dragon Who Roils Rivers	Li Jun
The Dagger Star of Heaven	The God of Swift Death	Yuan Xiao Er
The Level Star of Heaven	The Boatman	Zhang Heng
The Sinning Star of Heaven	The Short Lived	Yuan Xiao Wu
The Broken Star of Heaven	White Fish in the Waves	Zhang Shun

The Vanquished Star of Heaven	The Fierce King of Devils	Yuan Xiao Qi
The Gaol Star of Heaven	The Sick Guan Suo	Yang Xiong
The Intelligent Star of Heaven	He Who Fears Not Death	Shi Xiu
The Savage Star of Heaven	The Two Headed Snake	Xie Zhen
The Weeping Star of Heaven	The Two Tailed Scorpion	Xie Bao
The Clever Star of Heaven	The Prodigal	Yan Qing

The 72 Stars of the Earth

The Chief Star of the Earth	The Wily Warrior	Zhu Wu
The Savage Star of the Earth	He Who Rules Mountains	Huang Shin
The Brave Star of the Earth	The Sick Warrior	Sun Li
The Noble Star of the Earth	The Ugly Prince	Xuan Zan
The Heroic Star of the Earth	Guardian of the Heavens	Hao Si Wen
The Majestic Star of the Earth	One Hundred Victories	Han Tao
The Courageous Star of the Earth	The Eye of Heaven	Peng Chi
The Strange Star of the Earth	Swift in Water	Shan Ting Gui
The Ferocious Star of the Earth	The Warrior of Fire	Wei Ding Guo
The Learned Star of the Earth	The Magic Scribe	Xiao Rang
The Guileless Star of the Earth	The Iron Faced	Pei Xuan
The Eminent Star of the Earth	The Eagle in the Clouds	Ou Peng
The Folding Star of the Earth	The Red Eyed Lion	Deng Fei
The Strong Star of the Earth	The Five Hued Tiger	Yan Shun
The Dark Star of the Earth	The Five Hued Leopard	Yang Lin
The Axis Star of the Earth	Thunder in the Heavens	Ling Zhen
The Gathering Star of the Earth	The God of Accounting	Jiang Jing
The Aiding Star of the Earth	The Lesser Duke	Lu Fang
The Helpful Star of the Earth	He Who is Like Ren Gui	Guo Sheng
The Clever Star of the Earth	The Magic Physician	An Dao Quan
The Beast Star of the Earth	The Purple Bearded Duke	Huang Pu Duan
The Least Star of the Earth	The Dwarf Tiger	Wang Ying
The Intelligent Star of the Earth	The Ten Foot Green Snake	Hu San Niang
The Barbarous Star of the Earth	The God of Death	Bao Xu
The Silent Star of the Earth	King of Earth Devils	Fan Rui
The Wild Star of the Earth	The Curly Haired	Kong Ming
The Ambitious Star of the Earth	The Lone Fire	Kong Liang
The Flying Star of the Earth	The Eight Armed Lo Chao	Xiang Chong
The Walking Star of the Earth	The Heaven Flying God	Li Kun

The Cunning Star of the Earth	Warrior in Jade Armor	Jin Da Jian
The Clear Star of the Earth	The Magic Iron Flautist	Ma Lin
The Forward Star of the Earth	Crocodile from Caves	Tong Wei
The Retreating Star of the Earth	The River Roiling Oyster	Tong Meng
The Full Star of the Earth	The Jade Banner	Meng Kang
The Fulfilled Star of the Earth	The Strong Armed Gorilla	Hou Jian
The Complete Star of the Earth	The Gorge Leaping Tiger	Chen Da
The Hidden Star of the Earth	The White Spotted Snake	Yang Chun
The Peculiar Star of the Earth	Pale Faced Good Fellow	Zheng Tian Shou
The Just Star of the Earth	The Nine Tailed Turtle	Tao Zong Wang
The Elegant Star of the Earth	The Iron Fan	Song Qing
The Musical Star of the Earth	The Iron Whistle	Yue He
The Quick Star of the Earth	The Spotted Necked Tiger	Gong Wang
The Hasty Star of the Earth	The Arrow Wounded Tiger	Ding De Sun
The Suppressing Star of the Earth	The Unstoppable One	Mu Chun
The Haltered Star of the Earth	The Dagger Devil	Cao Zheng
The Devil Star of the Earth	Guardian in the Clouds	Song Wan
The Magic Star of the Earth	The Soaring Eagle	Du Qian
The Obscure Star of the Earth	The Wounded Tiger	Xue Yong
The Lonely Star of the Earth	He Who Fights Tigers	Li Zhong
The Empty Star of the Earth	The Little Tyrant King	Zho Tong
The Orphan Star of the Earth	The Gold Spotted Tiger	Tang Long
The Finished Star of the Earth	The Devil Faced	Du Xing
The Short Star of the Earth	The Dragon from the Woods	Zhou Yuan
The Corner Star of the Earth	The One Horned Dragon	Zho Run
The Prisoner Star of the Earth	The Dryland Water Beast	Zhu Gui
The Hoarding Star of the Earth	The Laughing Tiger	Zhu Fu
The Hiding Star of the Earth	The Golden Eyed Tiger Cub	Shi En
The Smooth Star of the Earth	The Iron Armed	Cai Fu
The Wounded Star of the Earth	The Single Flower	Cai Qing
The Serving Star of the Earth	The Pursuing God of Death	Li Li
The Searching Star of the Earth	The Blue Eyed Tiger	Li Yun
The Fierce Star of the Earth	The Faceless	Jiao Ting
The Ugly Star of the Earth	The Stone Warrior	Shi Yong
The Mathematic Star of the Earth	The Lesser Wei Chi	Sun Xin
The Shadowy Star of the Earth	The Tigress	Gu Da Sao
The Avenging Star of the Earth	The Gardener	Zhang Qing

The Strong Star of the Earth	The Savage Female	Sun Er Niang
The Inferior Star of the Earth	The Lively One	Wang Ding Liu
The Mighty Star of the Earth	The Vanguard of the Gods	Yu Bao Si
The Rat Star of the Earth	The Rat in the Daylight	Bai Sheng
The Thieving Star of the Earth	The Flea on a Drum	Shi Qian
The Dog Star of the Earth	The Yellow Haired Dog	Duan Jing Zhu

XV. CHRONOLOGY OF SHUI HU ZHUAN

- PROLOGUE Command Hung goes to the Mountain of Dragons and Tigers to beseech the Heavenly Teacher to drive away a terrible epidemic. There, he ignorantly sets free the spirits of 108 devils.
- CHAPTER 1 Gao Qiu, the Ball Kicker, becomes a favorite of the Emperor. Wang Jin, the Chief Instructor, falls out of Gao Qiu's favor, and flees to the village of Shi Jin, the Nine Dragoned. Under Wang Jin's tutelage, Shi Jin completes his training, confronts, and befriends the three bandit kings of Little Hua Mountain: the Wily Warrior Zhu Wu, the Gorge Leaping Tiger Chen Da, and the White Spotted Snake Yang Chun.
- CHAPTER 2 The Rabbit Spearer, Li Ji, exposes the bandits. Shi Jin cuts down Li Ji and leaves his village. On the road, he meets Captain Lu Ta, and Li Zhong, He Who Wars Against Tigers. Lu Ta overhears of a great injustice, and kills the Bully Zheng with his bare fists.
- CHAPTER 3 Lu Ta escapes punishment by becoming a priest of the Five Crested Mountain. There he takes the name Lu Zhi Shen, The Tattooed Priest. However, his ill-mannered drunkenness causes much commotion at the temple, and he is forced to leave east.
- CHAPTER 4 Lu Zhi Shen arrives at the Peach Blossom Village. He saves a young girl from the bandit kings of Peach Blossom Mountain, Li Zhong, He Who Fights Against Tigers, and Zho Tong, the Little Tyrant King.
- CHAPTER 5 Lu Zhi Shen moves on, and arrives at the Temple to the Mountain God. Weak with hunger, he is driven off by Cui Dao Cheng, the Raw Ironed Priest, and Qiu Xiao Yi, the Ogre in the Air. Luckily, he comes upon the Nine Dragoned Shi Jin, and they return to the temple, defeat the Raw Ironed Priest, and burn the Temple to the ground. The two part, and Lu Zhi Shen arrives at the Eastern Capital.

- CHAPTER 6 Lu Zhi Shen is challenged by street urchins, and uproots a willow tree as a demonstration of his strength. This catches the attention of a passing officer named Lin Chong, the Leopard Headed. The two swear brotherhood. Meanwhile, Lin Chong's wife is accosted by the Young Lord Gao, the adopted son of Gao Qiu, called the Flower of Death. Gao Qiu has Lin Chong framed, and sends him into exile.
- CHAPTER 7 Lin Chong's escorts march him cruelly. In the Wood of the Wild Boar, they reveal their true orders were not to escort Lin Chong, but to execute him. As they raise their clubs, Lu Zhi Shen, who has been following them, leaps from the bushes and rescues Lin Chong.
- CHAPTER 8 Lin Chong comes to the village of Chai Jin, the Little Whirlwind. Lin Chong defeats Chai Jin's weapons master, and earns his respect. Lin Chong is treated well in gaol.
- CHAPTER 9 Lin Chong overhears a conspiracy to kill him in gaol. The work master sends Lin Chong to the village granaries, where he is to be ambushed by a traitorous friend. A freak snowstorm foils the ambush, and Lin Chong kills his opponents. Tired and wounded, he stumbles back to the village of Chai Jin.
- CHAPTER 10 After he has recovered, Lin Chong leaves Chai Jin in search of Lian Shan Bo. In an inn, he meets Zhu Gui, the Dryland Water Beast. Zhu Gui leads him to Lian San Bo, where he meets the three bandit kings Wang Lun, the White Robed Scholar, Du Qian, the Soaring Eagle, and Song Wan, the Guardian in the Clouds. Lin Chong takes the fourth position, and Zhu Gui the fifth.
- CHAPTER 11 As a test, Wang Lun orders Lin Chong to bring him the head of a traveler as pledge. Lin Chong puts him off as long as he can, but is forced to try. His victim proves to be no mere traveler, but Yang Zhi, the Blue Faced Beast. Lin Chong becomes a bandit, and Yang Zhi departs for the Eastern Capital. There, he kills the Hairless Tiger Liu Er in self-defense, but is nonetheless exiled to the frontier by the cruel Cai Jing, the Father of Ministers. In the Northern Capital he acquits himself well before Liang Shi Jie, the Generous, and competes against soldiers for the right to become an officer. The judge of the contest is Wen Da, the Big Knife.

- CHAPTER 12 Yang Zhi first faces and defeats Spear Split Asunder Zho Jin. Next, he holds his own against the Swift Vanguard Suo Chao. The competition ends in a draw and Yang Zhi becomes a captain. Yang Zhi unwittingly tells the magistrate of Lian San Bo, Zho Tong, the Beautiful Bearded, is charged with cleaning out the bandit lair, and sends Lei Heng, the Winged Tiger, to the village of the East Creek. Lei Heng immediately captures Liu Tang, the Red Headed Devil.
- CHAPTER 13 Chao Gai, the Heavenly King, rescues Liu Tang from the clutches of Lei Heng. Liu Tang pursues Lei Heng and they battle 50 rounds. The Great Intelligence, Wu Yong, reveals to Chao Gai a plan to rob the Minister Cai's birthday present.
- CHAPTER 14 In the Village of the Stone Tablet, Chao Gai and Wu Yong recruit the three Yuan brothers, Yuan Xiao Er, the God of Swift Death, Yuan Xiao Wu, the Short Lived, and Yuan Xiao Qi, the Fierce King of Devils. Chao Gai recruits the famous Dragon in the Clouds, Gong Sun Sheng.
- CHAPTER 15 The six heroes go to the village called Peaceful Happiness, where they recruit their final member, Bai Sheng, the Rat in the Daylight. Meanwhile, none other than Yang Zhi is appointed to guard the birthday treasure. Yang Zhi drives his men terribly in order to reach his destination without mishap. At Yellow Mud Ridge, Yang Zhi and his men, horribly thirsty, buy drugged wine from seven merchants and fall asleep. The merchants, actually the bandits, take the birthday present from the sleeping guards.
- CHAPTER 16 Yang Chi, his heart heavy, flees. He fights and later befriends Cao Zheng, the Dagger Devil. Cao Zheng warns Yang Chi against the inn at the Valley of the Cross Roads, where Zhang Qing, the Gardener, and his wife Sun Er Niang, the Savage Female, drug their guests and kill them. The two, together with Lu Zhi Shen, defeat the Golden Eyed Tiger, Deng Long, chief of Double Dragon Mountain. He Tao, the One Eared, is placed in charge of recovering the birthday present, and is aided by his younger brother He Qing, the Lucky Dice.
- CHAPTER 17 He Tao captures Bai Sheng and takes him before the local magistrate, Song Jiang, the Welcome Rain. When

- Song Jiang hears that Chao Gai is implicated, he rushes to his village to warn him. Zhu Tong and Lei Heng arrive to attack Chao Gai's village, only to find the robbers gone.
- CHAPTER 18 Chao Gai and his company escape to Lian San Bo. He Tao's pursuit by water is thwarted by the Yuan Brothers. Zhu Gui opens the way for the seven to enter the bandit's lair. When the jealous Wang Lun attempts to send Chao Gai away, Lin Chong in a rage, fatally stabs the bandit leader.
- CHAPTER 19 Chao Gai rises to the throne of Lian San Bo. Lin Chong, finally settled, seeks word of his wife and learns that she committed suicide rather than give in to Gao Lian. The Ill Omened Crow, Huang An, raises a small navy to take Lian San Bo. The attack is repelled, and Huang An is taken prisoner by Liu Tang, the Red Headed Devil. Song Jiang is persuaded to marry Yian Po Xi.
- CHAPTER 20 Yian Po Xi takes Zhang Wen Yuan, the Handsome Rogue, for a lover, and blackmails her husband, Song Jiang. Song Jiang, in order to protect his brothers at Lian San Bo, kills Yian Po Xi before she can go to the authorities.
- CHAPTER 21 Song Jiang goes into exile, and is pursued by Lei Heng and Zhu Tong. The hunters interrogate his brother Song Qing, the Iron Fan, and discern his whereabouts. Zhu Tong finds Song Jiang, but lets him go out of friendship. Song Jiang and Song Qing travel to the village of the Little Whirlwind Chai Jin, where they are received well.
- CHAPTER 22 In the village of Chai Jin, Song Jiang meets and swears brotherhood with Wu Song, the Hairy Priest. Wu Song sets off alone from the village. In his drunkenness, he kills the Giant White Tiger of the Ridge with his bare hands. The townspeople, grateful, offer Wu Song a position of authority in their village.
- CHAPTER 23 Wu Song moves in with his elder brother, Wu Da, the Three Inch Thumbnail, and his faithless wife Pan Jin Lian, the Golden Lotus. Pan Jin Lian and Xi Men Qing, called the Honorable Xi Men, have an affair.
- CHAPTER 24 Wu Da finds the pair out, and confronts them. Xi Men Qing kicks Wu Da and injures him badly. Pan Jin Lian

- poisons Wu Da.
- CHAPTER 25 Wu Song returns and investigates his brother's death. Wu Song strikes down Xi Men Qing and kills the adulteress Pan Jin Lian, thus avenging his brother's death.
- CHAPTER 26 The authorities take pity on Wu Song, and sentence him to an easy exile. Wu Song, in exile, stops at the Inn at the Valley of the Crossroads. There he meets Zhang Qing and Sun Er Niang, and swears brotherhood with Zhang Qing.
- CHAPTER 27 Wu Song arrives at the Village of Peace to serve his sentence. He is treated very well at the request of Shi En, the Golden Eyed Tiger Cub. They swear brotherhood.
- CHAPTER 28 Wu Song helps Shi En recapture the Inn of Happy Wood from Jiang Zhong, Tall as a Temple Gate. Wu Song pummels the bully Jiang Zhong into submission.
- CHAPTER 29 Jiang Zhong and Zhang Meng Fang, the Most Gracious, have Wu Song framed and arrested. Exiled again, Wu Song is ambushed by the men of Jiang Zhong. Before killing them, he learns of the conspiracy against him.
- CHAPTER 30 Wu Song returns to the town and slays Jiang Zhong and Zhang Meng Fang. He then massacres Zhang's entire household. With their blood, he writes on the wall, "He who kills men is the tiger—killer Wu Song." Wu Song, now fugitive, finds refuge with Zhang Qing. They decide the best course of action is to seek a place on Double Dragon Mountain with the bandit kings Lu Zhi Shen and Yang Zhi. Wu Song departs disguised as a priest.
- CHAPTER 31 Wu Song, newly arrived at the Mountain of the White Tiger, manages to fool nobody, and is captured by Kong Liang, the Lone Fire, and Kong Ming, the Curly Haired. Drunk as he is, Wu Song cannot defend himself, but Song Jiang intervenes and saves him. Song Jiang has taken refuge with Kong Bin, the Lord of White Tigers, and magistrate of the town. The two brothers, Kong Liang and Kong Ming, escort Song Jiang and Wu Song out of the city. Wu Song arrives at Double Dragon Mountain and joins Lu Zhi Shen. Song Jiang is captured by the bandits of the Mountain of Clear Winds, Yan Shun, the Five Hued Tiger, Wang Ying, the Dwarf

Tiger, and Zheng Tian Shou, the Pale Faced Good Fellow. When they realize who Song Jiang is, they quickly make amends. Before Song Jiang departs, the robbers incur the wrath of the magistrate Liu Gao, the Old Water Buffalo.

CHAPTER 32

Vice Magistrate Hua Rong, the Little Li Guang, welcomes Song Jiang to the Village of Clear Winds. However, Liu Gao takes Song Jiang and has him beaten. Hua Rong attacks his superior and saves Song Jiang. Huang Shin, He Who Rules Mountains, is commissioned to defeat the bandits, and starts by capturing Song Jiang and Hua Rong.

CHAPTER 33

Yan Shun, Wang Ying, and Zheng Tian Shou rescue Song Jiang and Hua Rong by besting Huang Shin in battle. Liu Gao is taken prisoner. Huang Shin is replaced by Qin Ming, the Fire in the Thunderclap. Qin Ming attacks the bandit lair, fails, and is captured. Qin Ming and Huang Shin are recruited by the bandits.

CHAPTER 34

The bandits lay waste to the Village of Clear Winds. Qin Ming marries Hua Rong's sister. Song Jiang suggests that the bandits of the Mountain of Clear Winds join forces with Chao Gai at Lian Shan Bo. They travel as far as the Twin Mountains, where they recruit Lu Fang, the Lesser Duke, and Guo Sheng, He Who is Like Ren Gui. They also encounter Chai Jin, the Little Whirlwind, and Shi Yong, the Stone Warrior, in the midst of a heated argument. Song Jiang intervenes, and learns from Shi Yong that his father has passed away. Song Jiang leaves the company and heads for home. The rest, under Yan Shun, join the bandits of Lian Shan Bo. Meanwhile Song Jiang has returned home only to find his father alive, the letter just an excuse to see his son.

CHAPTER 35

The authorities catch wind of Song Jiang's home-coming and arrest him. On the way to his exile, Song Jiang is rescued by the bandits of Lian Shan Bo. He refuses to defy his sentence, and chooses instead to continue to gaol. Wu Yong entreats Song Jiang's gaoler, the Magic Messenger, Dai Zong, to treat his charge kindly. On the road again, Song Jiang meets Li Jun, the Dragon Who Roils Rivers, Li Li, the Pursuing God of Death, and the two brothers Tong Wei, the Crocodile from the Caves, and Tong Meng, the River Roiling Oyster.

CHAPTER 36

Song Jiang learns of Xue Yong, the Sick Tiger. His wealth and popularity earn him the enmity of Mu Hong, He Whom None Can Stay, and his brother Mu Chun, the Unstoppable One. They chase Song Jiang up to a river, where Zhang Heng, the Boatman, also attempts to kill him. He is finally saved by Li Jun and Li Li. Tempers are mended, and they all become brothers. In gaol, he falls under the power of the evil magistrate Cai De Zhang, called Cai the Ninth.

CHAPTER 37

Song Jiang meets the gaoler Dai Zong, and his companion Li Kui, the Black Whirlwind. Song Jiang and Li Kui swear brotherhood. Li Kui, in search of fresh fish, disrupts the shipyard, and does battle with Zhang Shun, the White Fish in the Waves. Zhang Shun cannot best Li Kui's strength, but by luring dull witted ox into the water, he manages to subdue him. The two become friends at the behest of Song Jiang. Drunken, Li Kui accidentally injures a young girl.

CHAPTER 38

Song Jiang get drunk and composes a revolutionary song on the wall of an inn. The Stinging Bee, Huang Wen Bing, reads the words and accuses Song Jiang of being a rebel. Cai De Zhang condemns Song Jiang to death. Dai Zong speeds to Lian Shan Bo, and tells the bandits of Song Jiang's fate. The bandits decide to use guile, and forge a letter of pardon from the Imperial Premier. Xiao Rang, the Magic Scribe is to write the scroll, while Jin Da Jian, the Warrior of the Jade Armor, is to make the seal.

CHAPTER 39

Huang Wen Bing sees through the subterfuge and has the messenger, Dai Zong, beaten. Both Song Jiang and Dai Zong are taken to the execution grounds. The execution is interrupted by a group of spectators, who turn out to be the bandits of Lian Shan Bo. Song Jian and Dai Zong are rescued, and at White Dragon Temple, the heroes of Lian Shan Bo come to number 29.

CHAPTER 40

Hou Jian, the Strong Armed Gorilla, joins the bandits. Hou Jian, who once worked for Huang Wen Bing, asks the heroes to spare Huang Wen Bing's brother, Huang Wen Yi, called the Yellow Faced God for his good deeds. Soon the whole city of Wu Wei Jun is ablaze, and Huang Wen Bing is captured and executed. Ou Peng, the Eagle in the Clouds, Jiang Jin, the God of

Accounting, Ma Lin, the Magic Iron Flautist, and Tao Zong Wang, the Nine Tailed Turtle return with the heroes to Lian Shan Bo.

CHAPTER 41

Song Jiang leaves the bandit lair alone to see his father. However, Shi Wen Ben, the Little Magistrate, orders 200 hundred soldiers to pursue him to the Village of One Way. Desperate, he enters the Temple of the Goddess of the Ninth Heaven. The soldiers follow, but are repelled by the goddess. The goddess gives Song Jiang three sacred books, foretelling his great destiny. As the goddess departs, the bandits of Lian Shan Bo arrive and rescue Song Jiang. Gong Sun Sheng departs to look in on his ailing mother.

CHAPTER 42

Li Kui also decides to go home to the Village of a Thousand Feet. On the road, he is waylaid by a tiny man who also claims to be the Black Whirlwind, Li Gui. Li Kui good-naturedly pummels the poor fool, but spares his life out of pity. He returns with Li Gui to his home, but realizes that Li Gui is indeed dishonest, and decapitates him. Li Kui arrives at his village but quarrels with his brother Li Da, the Old Workhorse, and leaves with his mother. On the way, they are assailed by four tigers and his mother is eaten alive. Li Kui, in rage, kills all four of the beasts. His great feat catches the attention of the authorities, and he is captured by Li Yun, the Blue Eyed Tiger. Zhu Gui and Zhu Fu, the Laughing Tiger think up a plan to save him.

CHAPTER 43

Li Yun and Zhu Fu are convinced to join the bandits. Dai Zong goes to seek Gong Sun Sheng. He meets Yang Lin, the Five Hued Leopard, and the two travel to the Stream for Watering Horses. Yang Lin introduces Dai Zong to Deng Fei, the Red Eyed Lion, Meng Kang, the Jade Banner, and their leader Pei Xuan, the Iron Faced. In the city, they see Yang Xiong, the Sick Guan Suo, attacked by Kicked the Sheep to Death, Zhang Bao. The robbery is thwarted by Shi Xiu, He Who Fears Not Death. Shi Xiu and Yang Xiong swear brotherhood.

CHAPTER 44

Shi Xiu realizes that Yang Xiong's wife, Pan Gong Yun, the Silver Cloud, is having an affair with the priest Pei Ru Hai, the Bald Dandy. Pan Gong Yun falsely accuses Shi Xiu of insulting her, and Shi Xiu executes her lover, Pei Ru Hai.

CHAPTER 45

At the Mountain of the Jade Screen, Shi Xiu and Yang Xiong kill Pan Gong Yun. They meet Shi Qian, the

Flea on a Drum, and head to the bandit lair. At the Ridge of the Lonely Dragon, Shi Qian is captured by the Zhu family.

CHAPTER 46

Shi Xiu and Yang Xiong meet Du Xing, the Devil Faced, who warns them about the three powerful villages of Zhu, Hu, and Li. The three seek out and find Li Ying, the Eagle Who Smites Heaven. Li Ying asks the Zhu family to grant Shi Qian amnesty, and is rebuffed. Li Ying battles Zhu the Tiger Cub, Zhu Biao, and is wounded. The three join the bandits at Lian Shan Bo. Chao Gai decides to attack the Zhu village, and sends Shi Xiu and Yang Lin to scout out a line of attack. The Zhu family is ready, and captures Yang Lin. Song Jiang's army is ambushed by the fighting men of Zhu.

CHAPTER 47

Shi Xiu arrives and leads Song Jiang's army to the Zhu village. Huang Shin is captured. Song Jiang retreats, and makes an alliance with Li Ying. Wang Ying challenges Hu San Niang, the Ten Foot Green Serpent, of the Hu Village, and is taken. Zhu Long, Zhu the Dragon, enters the fray and battles Qin Ming to a standstill. Luan Ting Yu, the Iron Staff, captures Qin Ming. Hu San Niang pursue Song Jiang, but is stopped by Lin Chong, who captures her in less than 10 rounds. Both armies retreat.

CHAPTER 48

Xie Bao, the Two Tailed Scorpion, and Xie Zhen, the Two Headed Snake are captured by Mao Zhong Yi, the Old Lord Mao. The robber of the Mountain of Ascending Clouds, Zhou Yuan, the Dragon from the Woods, and Zhou Run, the One Horned Dragon, join with Gu Da Sao, the Tigress, Sun Li, the Sick Warrior, Sun Xin, the Lesser Wei Chi, and Yue He, the Iron Whistle. They defeat Mao Zhong Yi and join the Bandits of Lian Shan Bo.

CHAPTER 49

Hu Chen, the Hell Flying Devil, comes to the bandit lair to plead his sister's life. Sun Li disguises himself as an ally of Zhu and enters the Zhu village. The great swordsmen Hua Rong and Zhu Biao battle without a victor. Song Jiang attacks the village for the second time. To convince the enemy of his trustworthiness, Sun Li battles Shi Xiu and captures him. The third attack begins. The Zhu leaders leave the defense of the village to Sun Li, who promptly frees the captured bandits. Zhu Hu, called Zhu the Tiger, is killed by Lu Fang and Guo Sheng. Li Kui cuts down Zhu the Dragon, and Zhu the Tiger Cub. Hu Chen flees. Luan Ting Yu is also put to

death. Li Kui goes to the Hu Village and kills all the inhabitants, incurring Song Jiang's rage. Li Ying recovers, and is tricked into joining the bandits by Wu Yong. Wang Ying marries Hu San Niang.

CHAPTER 50

Lei Heng meets the singing girl Bai Xiu Ying, the Dancing Flea, on his way home from Lian Shan Bo, and kills her while defending his mother. His gaoler is none other than Zhu Tong, who lets him escape. Zhu Tong is found out, and is allowed to go free only because he is the favorite of the magistrate's little boy. In order to recruit Zhu Tong, Li Kui kills the magistrate's son, and frames Zhu Tong, leaving him no alternative but to become a bandit. However, he swears revenge on Li Kui.

CHAPTER 51

Wu Yong tells Li Kui to lay low in Chai Jin's village for 3 months or so. Gao Lian, the Flying God becomes magistrate in Kao Tang Chou and oppresses Chai Jin's family. Li Kui kills Gao Lian's deputies, causing Chai Jin to be put in gaol. Li Kui relates the story to Song Jiang, and Lin Chong departs with 22 chieftains for Kao Tang Chou. On the plains before the town, they are met by Gao Lian's Invincible Magic Soldiers of the Flying God. Gao Lian uses magic to turn the tide of battle, and Ling Chong has no choice but to retreat. On the second day, Song Jiang uses his magic, but fails to stop the Magic Soldiers. A lucky shot by Yang Lin wounds Gao Qiu, and the Magic Soldiers retreat.

CHAPTER 52

Wu Yong decides that Gong Sun Sheng must be called if the bandits are to match Gao Lian's magic. Dai Zong and Li Kui set off in search of him. They find him at the Mountain of the Two Holy Men. Li Kui argues with Gong Sun Sheng's teacher, Luo Zhen Ren, the Immortal Luo, and attempts to kill him. The Taoist Master punishes Li Kui by sending him into gaol for a few days.

CHAPTER 53

Dai Zong returns ahead of the others to inform Song Jiang of his success. Gong Sun Sheng and Li Kui follow. On the road, they meet Tang Long, the Gold Spotted Tiger, who agrees to join them. They arrive as the third battle begins. Gao Lian and Gong Sun Sheng battle with magic and Gao Lian loses half of his army. At night, a small war party led by Song Jiang and Gong Sun Sheng ambush the 300 Magic Soldiers, and kill them all. Gao Lian is led into a trap, and is killed by Lei Heng. The

Minister Gao Qiu forces the Emperor to give him more troops, as well as a commander named Hu Yan Zhuo, the Double Clubs.

CHAPTER 54

Hu Yan Zhuo requests the help of Han Tao, called Tao of One Hundred Battles, and Peng Chi, the Eye of Heaven, to defeat the bandits. Gao Qiu agrees and sends them off with over 10,000 soldiers. Hu San Niang defeats Peng Chi. Hu Yan Zhuo wounds Hu San Niang, and the soldiers push the bandits back. Peng Chi becomes a bandit. The soldiers attack again, and this time rout the bandits completely. Hu Yan Zhuo prepares to assault Lian Shan Bo, and finds a fireball maker named Ling Zhen, the Thunder in the Heavens. The assault begins, but Ling Zhen is captured by Yuan Xiao Er, and becomes a bandit.

CHAPTER 55

Tang Long suggests using a special weapon called a Hook Bladed Spear against the soldiers, and goes to bring the only master of this weapon, Xu Ning, Wielder of a Golden Sword, to Lian Shan Bo. Shi Qian, Yue He, and Dai Zong trick Xu Ning into abandoning his life to become a bandit.

CHAPTER 56

The Hook Bladed Spear is a success, and Song Jiang is victorious over Hu Yan Zhuo's armored horsemen. Hu Yan Zhuo himself escapes the massacre. Han Tao becomes a bandit. Hu Yan Zhuo attacks the bandits of Peach Blossom Mountain forcing Li Zhong to ally with Lu Zhi Shen on Double Dragon Mountain. Hu Yan Zhuo breaks off his attack, and instead moves against Kong Bin, the Lord of White Tiger Mountain. Kong Min is captured. The bandits of White Tiger Mountain join the bandit allies.

CHAPTER 57

The bandits of the three mountains join forces with Song Jiang. Hu Yan Zhuo is bested by Hua Rong and is treated kindly. He joins Lian Shan Bo. Hu Yan Zhuo and a party of bandits disguised as Imperial Soldiers, enter the city of Ji Zhou, and lay waste to it. Lu Zhi Sheng invites Shi Jin and the bandits of Little Hua Mountain to join them. He learns that Shi Jin has been captured while protecting Wang Yi, the Jade Brush, from an evil magistrate. Lu Zhi Sheng recklessly attacks the magistrate's household and is overcome.

CHAPTER 58

Song Jiang leads a war party to Little Hua Mountain to discuss strategies on how to rescue the two captive bandits. Wu Yong comes on a plan to use the Imperial

Minister Su Yuan Jing, Keeper of the Golden Bell, as a means of deceiving the magistrate. Disguised as the Imperial Minister and his entourage, the bandits enter the town. The robbers kill the magistrate and plunder the town. Shi Jin and Lu Zhi Shen are freed. The bandits of the Mountain of Wild Grass and Rocks threaten the bandits of Lian Shan Bo. Shi Jin, Zhu Wu, Chen Da, and Li Zhong, lead an expedition against Fan Rui, King of Earth Devils, Xiang Chong, the Eight Armed Lo Chao, and Li Kun, the Heaven Flying God. Shi Jin does poorly, but is reinforced by Lian Shan Bo.

CHAPTER 59

Gong Sun Sheng and Fan Rui duel with magic, and Gong Sun Sheng emerges the victor. The three bandit kings of the Mountain of Wild Grass and Rocks are offered a place in Lian Shan Bo, and accept. Song Jiang hears of the powerful Zeng family from Duan Jing Zhu, the Yellow Haired Dog. Chao Gai rides forth to the village of Zeng and does battle with Zeng Tu, the Elder Tiger, Zeng, Zeng Mi, the Second Tiger, Zeng Suo, the Third Tiger, Zeng Kui, the Fourth Tiger, Zeng Sheng, the Fifth Tiger, Shi Wen Gong, the White Lion in the Night, and Su Ding, the Lion's Whiskers. Chao Gai's first attack fails. In the second attack, Shi Wen Gong hits Chao Gai in the face with a poison arrow. Chao Gai dies, and the bandits name Song Jiang as the new leader.

CHAPTER 60

Wu Yong recruits the Jade Chi Lin, Lu Jun Yi, by giving him a false divination of doom. Yan Qing, the Prodigal, exhorts him not to believe the prophecy, but fails.

CHAPTER 61

Lu Jun Yi return home from Lian Shan Bo to find that a subordinate has betrayed him. Lu Jun Yi is put into gaol. His gaoler are the Single Flower, Cai Qing, and the Iron Armed Cai Fu. They are merciful and arrange it so Lu Jun Yi is only sent into exile in Kai Fen Fu. Lu Jun Yi's betrayer arranges his death on the road, but is foiled by Yan Qing. Lu Jun Yi is brought back for execution, but is rescued by Shi Xiu.

CHAPTER 62

Lu Jun Yi and Shi Xiu run south, but are soon overtaken, and imprisoned. Suo Chao, Li Zheng, and Wen Da, attempt to hold off the bandits at the village of the Yu, at the Ridge of the Elms, and in the Valley of the Flying Tiger. In all three places they are soundly defeated. Liang Shi Jie bolsters the city's defenses with Guan Sheng, the Great Sword, Xuan Zan, the Ugly

Prince, and Hao Si Wen, the Guardian of the Heavens. Guan Sheng decides to attack Lian Shan Bo.

CHAPTER 63

The bandits ambush Guan Sheng in the Valley of the Flying Tiger. Zhang Heng attempts to kill Guan Sheng single handedly, but is captured. Yuan Xiao Qi attempts a rescue and is also captured. By trickery and skill, the bandits capture Guan Sheng, Xuan Zan, and Hao Si Wen. All three are so moved by Song Jiang's mercy, that they eagerly join him.

CHAPTER 64

Song Jiang is visited by Chao Gai's spirit, which warns him of a danger that only one of his bandit followers will be able to avert. Immediately, Song Jiang takes ill, and is near death. An Dao Quan, the Magic Physician is recruited with the help of Wang Ding Liu, the Lively Devil, and he manages to save Song Jiang's life.

CHAPTER 65

The bandits disguise themselves as common folk in order to infiltrate Liang Shi Jie's city before the Festival of Lanterns. On the night of the festival the bandits set the city ablaze and leap from various corners of the city to do battle.

CHAPTER 66

The captive bandits are set free, and the enemies are placed in prison carts. Meanwhile, the Emperor sends Shan Ting Gui, Swift in Water, and Wei Ding Guo, the Warrior of Fire, to settle the matter. The bandits of the Mountain of the Dead Tree, Pao Xu, the God of Death, and Jiao Ting, the Faceless, join with Li Kui. Shang Ting Gui and Wei Ding Guo defend the city of Ling Chou against the bandits. Shang Ting Gui is captured by Guan Sheng. Wei Ding Guo surrenders, and accepts Guan Sheng's invitation to join Lian Shan Bo.

CHAPTER 67

Song Jiang swears to wipe out the Zeng Village. A colossal battle is fought, with casualties on both sides. The Zeng Village gets the worst of it, and offers a truce. Yu Bao Si, the Vanguard of the Gods, serves a messenger for Zeng. While delivering his message, Yu Bao Si is so impressed by Song Jiang, that he pledges to follow him. While the negotiations are going on, Shi Wen Gong, Su Ding, Zeng Mi, and Zeng Kui, lead a sneak attack on the bandit camp. Song Jiang's messengers, meanwhile, led by Li Kui, Fan Rui, Xiang Chong, Li Kun, Guan Sheng, Xu Ning, Wei Ding Guo and Shan Ting Gui, take control of the city. The defenders fall into confusion. Shi Wen Gong is finally taken alive by Lu Jun Yi.

CHAPTER 68

The cities of Dong Ping and Dong Chang are attacked by Song Jiang and Lu Jun Yi respectively. Dong Ping is defended by a warrior of the same name, Dong Ping, the Warrior of the Two Spears. Shi Jin uses an old friend named Li Rui Lan, the Sleeping Orchid to sneak into the city. Shi Jin is betrayed by the courtesan, and taken prisoner. Shi Jin kills his gaolers and escapes. Song Jiang defeats and befriends Dong Ping, then goes to Dong Chang to help Lu Jun Yi.

CHAPTER 69

Lu Jun Yi has been beaten twice by a warrior named Zhong Qing, the Arrow with No Feathers. He is served by the Arrow Wounded Tiger, Ding De Sun, and the Spotted Necked Tiger, Gong Wang. Zhong Qing duels many of Song Jiang's bandits, and defeats each one. Dong Ping nearly captures him, but fails. Even Lu Zhi Sheng and Yang Zhi fail before him. Finally, Gong Sun Sheng dazzles Zhong Qing, and while helpless, he is taken by the three Yuan Brothers. The war is ended, and the wounded are healed by a legendary physician named Huang Pu Duan, the Purple Bearded Duke. Zhong Qing and his men join the bandits.

CHAPTER 70

The bandits return to Lian Shan Bo with 108 heroes. A great hall is erected and prayers of thanks to the gods are given. They celebrate for days. On the night of the seventh day, a light from Heaven strikes an altar. Digging there, the bandits find an ancient stone tablet upon which is written "Work Righteousness for Heaven," and "In Loyalty And Righteousness Complete." Upon the stone are the names of all 108 bandits; the 36 Stars of Heaven, and the 72 Stars of the Earth. The prophecy is completed.

Here ends the original text of *Shui Hu Zhuan*. Later versions of the story contained an additional 50 chapters, describing Gao Qiu's victory over the bandits, were apparently written with the intent of censoring the rebellious nature of the work, and not with any literary intent at all. As such, the final 50 chapters are much inferior to the original, and have not been translated into English.

However, to summarize, immediately following the celebration at Lian Shan Bo, Song Jiang, through the efforts of Yan Qing and Li Shi Shi, the Heavenly Voice, gains an audience with Emperor Hui Zhong, and convinces him of his innocence. The Emperor decides to

pardon Song Jiang, but leaves the execution of the pardon to his minister, Gao Qiu. Gao Qiu has no intention of pardoning Song Jiang, and composes a pardon worded so that the bandits would not be exonerated. The bandits, Li Kui especially, are outraged, and refuse to accept it. Gao Qiu submits another, yet this too is unsatisfactory.

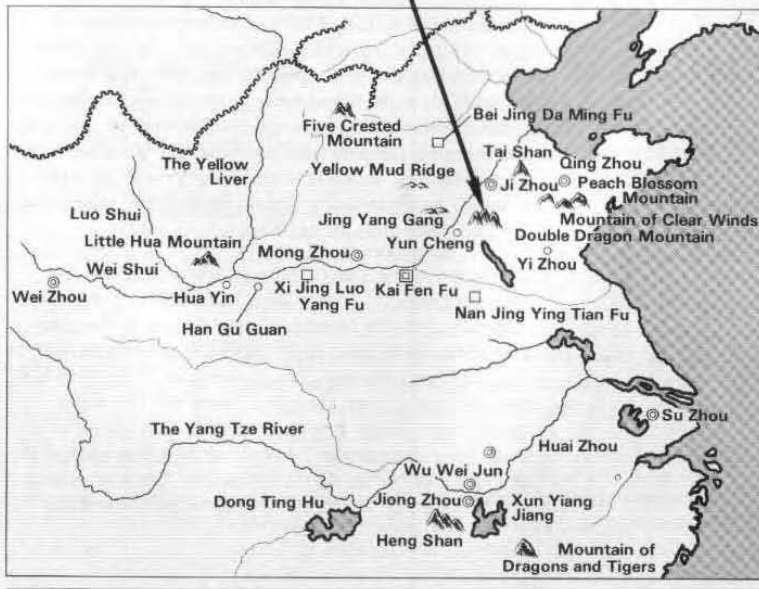
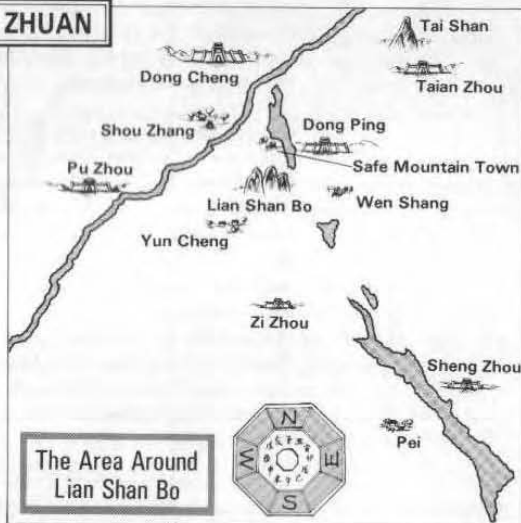
Finally, Song Jiang accepts the third pardon. Upon receiving the pardon, Gao Qiu sends the bandits of Lian Shan Bo to battle against Wang Qing, the Little Hui Zhong, Tian Hu, the First Brother Tian, and Fang La, the River Side King. The campaign is incredibly exhausting, and only 27 bandit heroes return to Bei Jing. The Emperor takes pity on them, and rewards them generously. However, this raises the ire of Gao Qiu and his accomplices, Cai Jin, the Father of Ministers, Tong Guan, the Mother of Ministers, and Yang Jian, the Devil Tongued. The four decide to kill the remaining bandits before they become favorites of the Emperor.

At the victory feast held at the capital, Song Jiang and company drink a present of wine from Gao Qiu. Song Jiang quickly realizes that he has been poisoned, and summons Li Kui, who had been purposefully absent from the party. He tells Li Kui to drink, which he does, and then explains everything to him. If Li Kui found out that Song Jiang had been poisoned, nothing would stop him from taking revenge upon the entire city, and not even the Emperor would survive the bloodbath. So, to avert such a massacre, Song Jiang gave Li Kui the poisoned wine. Li Kui is furious at first, but accepts his fate, and dies with his brother.

When Wu Yong and Hua Rong hear about the feast, they determine to follow their leader, Song Jiang. The two sit a few feet from the other, swords at the ready, and at the same time, draw. Both die instantaneously. In the end, Emperor Hui Zhong, asleep in Li Shi Shi's bed, sees a vision of Lian Shan Bo. Inside are 108 angry spirits. Hua Zhong, terrified cries out. The ghost of Song Jiang accuses the Emperor of their deaths, and all of the spirits rise to the Heavens. The Emperor, seeing this as a sign of their godhood, does them reverence.

XVI. HISTORICAL MAP

MAP OF SHUI HU ZHUAN



XVII. PROBLEM SOLVING

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