

# Kichikuou Rance (Brutal King Rance)

## How to Play – Revised

### READ THIS FIRST

All of the following information is interpreted from the “How to Play” section on the main menu. Additionally, there are some points clarified, simplified and in some cases added.

There will be **no spoilers** on mechanics that encourage trial and error. The purpose of this document is to simply explain how to play the game in a more accessible format than what is currently available.

**It is highly recommended to not look at guides for your first playthrough and to accept your losses. Failure is part of the game.**

...That being said, there are a few events which only trigger the day following another event. If you make a move you're not fully sure of, wait until the next turn for the effects to possibly resolve before you think about reloading a previous save. This could save you a lot of frustration.

### Game Progression

This game is about taking the role of Rance in his struggle to conquer the world.  
A week passes in-game every turn. Each turn is made up of the following phases:

*Rance Army Phase > Enemy Phase > Turn End*

**NOTE:** Most of the information below **does not apply to the prologue**. Don't feel overwhelmed.

### Rance Army Phase

You can perform all of the following actions once per *Rance Army Phase*:

**NOTE:** Most of these commands are located in the right-click menu.

#### Construction Command

- Initiates construction of various buildings in the capital of Leazas.
  - Construction takes a while to prepare and only one structure can be built at a time.

#### Harem Command

- Calls a girl from Rance's harem to have sex. Rance gains experience after sex.
  - **Important events** can be triggered via the Harem command

#### Merchant Command

- Calls the merchant Pluepet for shopping.

## **Subordinates Command**

- You can pay to either replenish a large number of one unit's troops or increase a unit's max troops.
- On top of performing one of the previous two actions, you may also talk to one subordinate.
  - **Important events** can be triggered via the Talk command

## **Territory Commands**

Choices in territories under your control:

- Temporary Levy: Collect money in your territory.
  - Collecting a levy may trigger an **important event** in that city.
- Bolster Defense: Raise defense of your territory.
- Exclusive Location: Go somewhere unique to an area.

## **Dungeon Exploration**

- Search dungeons or specific buildings connected to your territories.
  - Dungeons are linked to territories by roads but they do not have flags above them, which makes them easy to miss.

## **Attacking Territories**

Only one territory can be claimed per *Rance Army Phase*.

- You can attack a territory that's connected to one of your own by a path.
  - You can attack as many times as you want until you have either conquered the territory or run out of units to use.
- When a territory is not already hostile, you can try to negotiate your takeover without war.

## **About Units**

A unit is composed of a leading general and the troops under them.

At the start of a turn, if a unit has less than its maximum number of troops, it will recover some troops.

Once per *Rance Army Phase*, a unit can either have its troops fully restored or its maximum troop count increased.

**A unit can fight in only one battle per turn.** If a unit acts during the *Rance Army Phase*, it cannot be used again during the *Enemy Faction Phase*.

If a general dies, you will **lose them forever**.

## **About Ninjas**

Ninjas can collect enemy information and sabotage other nations.  
They are treated similarly to units and can also be used only once per turn.

If you use a ninja during the *Rance Army Phase* they have a chance of being captured, in which case you will **lose them forever**.

# **About Battles**

You can generally fight with a maximum of 4 units. If you retreat or get wiped out, you lose the battle.

If you are the attacker, then running out of turns is also a loss. Enemy numbers will be reduced if you choose to attack them again, however.

## **Front Line and Back Line**

The first two units you select for deployment are in the front line and the other two are in the back. Only units in the front line can make direct attacks. Units in the back are limited to ranged attacks.

**Units cannot manually switch lines during battle.**

- Warrior Unit: Can only attack in the front line.
- Bow Unit: Can attack in either line.
- Magic Unit: Can attack in either line.

## **Battle Area**

Determines how many troops can attack at once. Only applies to cities and dungeons – in plains the number is uncapped. This applies to both you and the enemy.

**Example:** If a unit with a troop count of 800 fights in a city with a Battle Area value of 200, that unit will only be able to fight with 200 of its 800 troops.

## **Defense Effects**

If you are defending and choose to fight in the city, you get an advantage based on that city's defense. This also applies to the enemy if you are attacking.

## **Battle Turns**

You get a randomly decided number of attacks in approximately 4 turns. The battle ends when turns run out. Certain battles may have no turn limit, however.

## **Turn Order**

Generally, the less troops a unit has, the sooner they move.

## **Unit Annihilation**

Battles do not automatically end due to the death of most generals, but you will **lose that unit permanently**.

# **Battle Commands**

When a character's turn comes, if they can attack, left click the enemy you wish for them to attack. If you right click, a menu will appear with the following commands:

- Defend: Slightly raise defense for that turn.
- Wait: Charges a special attack for some characters.
- Retreat: Whole army retreats, resulting in a loss.
- Auto-Attack: Unit keeps attacking front enemy.

- Auto-Defend: Unit keeps defending.
- Info: Display info of the unit right-clicked on.

If a unit uses ranged or magic attacks, you can also choose to make them directly attack via the right-click menu.

## More on Battles

During an attack, a value depicting the maximum number of troops able to attack will fly towards the enemy and then become the number of enemies defeated.

For example, if the number 1000 flies to the enemy troops and becomes 200, it means 1000 troops attacked and killed 200 enemies.

Depending on the situation, the general may attack or be directly attacked. Unlike each troop that attacks one time, a general may attack many times. If a general is killed however, then the entire unit is wiped out regardless of the number of troops remaining.

A general can attack and be attacked **when their number of troops is lower than the battle area**.

## General Parameters

- HP: The general's current HP
- Attack/Defense: General's battle capabilities.
- Successful Strat. Chance: The general with the highest chance, whether enemy or ally, gets the opportunity to execute a strategy. If you successfully execute a strategy, you will gain a great advantage during battle.
- Situational Command Ability: A value that is added to the general and troops in a unit's stats depending on the type of battle. **All generals have unique advantages and disadvantages**, so you should **pay attention to these** and use each general when appropriate.
- Troops: All generals lead a specific type of troop with its own attack and defense.
- Special Attacks: Some generals have special attacks that are usable after waiting once. They have a variety of effects.

## About Treasures

Treasures may be bought from Bluepet, plundered from cities or found in dungeons.

When you select "Treasure" on the main menu, a list is displayed.

Some treasures can be equipped. If you want to equip one, select it and then select the character you wish to equip it to.

## Saving and Loading

The game will be automatically saved at the beginning of each turn to an auto-save slot. Loaded data will also overwrite the auto-save slot.

You can manually save data as well. Regardless of when you save during a turn, however, when you load that data you will be at the beginning of that turn.

**You should save very often.**