Review Total War: Three Kingdoms
The Creative Assembly
Total War: Three Kingdoms is a strategy video game. They combine turn-based strategies and tactics in real time. The game was developed by Creative Assembly and published by Sega. The release date is May 23, 2019. The game is available on Microsoft Windows, macOS, and Linux. This game captures a Chinese war in the 3rd century

Total War: Three Kingdoms is another title in this series of **strategy games**. The game combines turn-based strategy and real-time video game tactics.

Games take place in the 3rd century. The story is about the historic War of Mandates between the Empire and the Yellow Turbans, the fate of the war depends only on you, only you can change the story. The game offers you two game modes that you can choose from, one is a romance and the second is a record. The records make the game, from my point of view, more boring, it forces the game to have more resistance to play. Generals get bodyguards and the like. But in Romance mode, the story begins to be what Total War really was.

In Romance mod, generals are like gods, they are too powerful to give you an example that a general can load into a whole unit of saying Swordsnab and killing many of them. They are crazy and you can have up to three on your side, but there is a problem, the enemy also has them. But it's a whole new kind of game, and I like those new things. I think everyone would love that romantic mode since I said it's more fun.

Also, you have a strategic map, and it looks shiny, a little deep, but shiny. There you can easily get whatever information you are discovering. Everything you want to know about every faction you've been in contact with, you can basically find there. There are many mechanics, and it only depends on you, what style of play you prefer. You can play aggressive or you can prefer more diplomacy.

The graphic of the game looks amazing, I would not expect from this genre of games. I like how it looks, shooting arrows or huge fireballs are really impressive. They did a good job here, they also added some features, like every time if you don't know what to do, just press F1 and the game will help you. So you don't have to spend a lot of time watching YouTube videos on how to do something.

The main story takes you about 38 hours without additional missions, with them it can take about 50 hours. The game costs € 59.99, you can also buy 5 more dlcs, for all dlcs you will spend around € 30.

It is a game like many others of strategy that at first glance, watching people play for a while and such, if you do not delve into the most basic concepts or all the actions they perform, you do not understand the game so well at the end or you do not see it. The charm is why it is good to learn from online guides to be able to capture more the energy of the game and find many interesting things.

 Hubei, Zhang Fei, and Guan Yu support and inspire each other to achieve greater greatness, but not all relationships in the three kingdoms are as healthy. All of these interactions as the characters meet during the campaign that is named after the Chinese concept of dynamic interrelationships called the Guan chi system. Developers have more mechanics and build more systems around characters. Thus, they can interact with each other, can build positive and negative relationships with each other while bumping into each other, or work together during the course of the campaign.

The characters have ties of brotherhood, oaths, brotherhood and great rivalries whose stories are told throughout the

centuries. In this game many elements are added to support that. This represents the Guan Chi system, which is the type of relationship system for building friendships and rivalries. .

These interactions can be managed to an existing one. It may be a good idea to keep rival generals within your fraction, but opposite ends of your territory, for example. But many of these things are meant to feel organic. You don't always know how and when a friendship or a dispute will break out. Therefore, characters can meet other people not only in battle, but they can meet other people if they are in the same region. You can meet them if they are earned characters, perhaps the administrator of a province and other characters who go through an army and can know and build this relationship depending on their traits and depending on what happened in the campaign. This creates all the dynamics between the characters which is then fed into other game systems.

Pros	Cons
- Graphic	- Sometimes boring
- Game time	- Price
- Options	- City management is easy
- Strategy game with different battlefields.	- Battles lack the choke point topography

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