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This article is over 4 years old and may contain outdated information With the release of Romance of the Three Kingdoms XIV: Diplomacy and Strategy Expansion Pack Bundle, the franchise is making its debut on Nintendo Switch. Finally, the full experience on a handheld! Well... sort of. Koei Tecmo packed the new Switch port with content to explore, but while the grand strategy is sound, the tactics of the release may need a second look. Bundled in with the base game in the Switch release but also available on other platforms, the Diplomacy and Strategy Expansion Pack adds a lot of things! Perhaps the most interesting, though, is the War Chronicles mode. This mode's scenarios, seemingly designed to provide smaller experiences, let you live moments from the well-told story. More importantly, they bridge the gap between the tutorial and the long campaigns of the original game. They're designed to be score-attack modes for veterans, but their value is much clearer for new players trying to get their bearings. When developers talk about the process of porting a game to the Switch, there's one overall theme. Reworking the interface is one of the most important tasks! And one of the biggest headaches. Whether a game uses some of the Switch's special features like touch and motion? That's for developers to decide. But it's not optional for the game to work better on a small screen. So how does Romance of the Three Kingdoms XIV handle it? Well... it seemingly does nothing. The exclusive appeal of playing the game handheld that makes the Switch port's compromises worth it? Yeah, the team at Koei Tecmo seems to have ignored that part completely. And it comes at a cost. This isn't to say that Romance of the Three Kingdoms should be easy. Decades of releases have shown that the franchise knows what it wants to be. It's a game with a lot of menus. A lot of crunch. A wealth of forces and factors to manage. And that's what makes it special to its dedicated fan base! Sure, it's made it really difficult for it to cross over in the West in the way the post-XCOM reboot strategy genre has managed. Staying true to the formula that keeps it successful in Japan, though, makes sense. But there's a difference between being easy and being easy to play. Squinting isn't a prerequisite for a furrowed brow. But hey: the game's not bad if you play it on the TV! Sort of. The Switch build has slowdown and low resolution, and of course a bunch of bonus loading time. That could break a lot of games, but at least Romance's plodding turn-based pace mitigates these problems. So it doesn't hurt anyone for the port to exist, but it's really only the choice for you if you don't have other platforms. Ideally, Romance of the Three Kingdoms XIV and its wealth of expansion content should be played on PC, where the interface is less of an impediment. Romance of the Three Kingdoms XIV and the Diplomacy and Strategy Expansion Pack are available now on Nintendo Switch, PlayStation 4 and PC. Siliconera is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. ROMANCE OF THE THREE KINGDOMS XIV > General Discussions > Topic Details Lord gameplay only? Koei said Romance of the Three Kingdoms 14 will help return "classic gameplay" to the series by using the ruler-based systems from the 9th and 11th entries, which means all actions take place on a single, hex-based map. The aim is to gather and manage land during the fall of the Han Dynasty in ancient China, using diplomacy or force as needed."Seriously Koei? *:/* Half the fun of this series is being able to pick between being a Lord or working your way up as an Officer/Free Agent. I know you're scared since Total War jumped in to take your pie, but this caused any initial interest to curdle away. Being reductive with your gameplay mechanics on top of how you butchered RoTK 13 /and/ still refuse to release English translations for the old games - most of which have official English translations out there on console, does not endear any confidence in your capabilities. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. 好評発売中 2.25 UPDATE ROMANCE OF THE THREE KINGDOMS XIV (2020) is a turn based tactical grand strategy game that simulates war, diplomacy and internal government in ancient China. The vast land of China is represented as a single realistic map, with the characteristics of the land replicated beautifully in CG. The vast map is comprised of 46 cities and approximately 340 regions. File №1. Game version: 1.0+. +11 options by FLiNG Options: Numpad 1 - Infinite Troops Numpad 2 - Infinite Morales Numpad 3 - Unlimited Food Numpad 4 - Infinite Health Numpad 5 - One Hit Kill Numpad 6 - Infinite Fund Numpad 7 - Infinite Population Numpad 8 - Infinite Food Numpad 9 - Infinite Reputation Numpad 0 - Infinite Power Ctrl+Numpad 1 - Unlock All Technology - Download Here you can find Romance of the Three Kingdoms 14 Trainer for the latest game version (1.0). We add cheats for new games ASAP after official release. To get direct link share this page. Section 13 (2025) is an action-packed twin-stick, roguelite shooter. Select your load-out, stack up temporary and persistent upgrades, and delve into the depths of a subterranean... 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May 25, 2025 2020 video gameRomance of the Three Kingdoms XIVDeveloper(s)Kou ShibusawaPublisher(s)Koei TecmoDirector(s)Toshiyuki KobayashiDesigner(s)Toshiya UenoComposer(s)Masako Otsuka Hideki SakamotoSeriesRomance of the Three Kingdoms seriesPlatform(s)PlayStation 4Microsoft WindowsNintendo SwitchReleasePlayStation 4, Microsoft Windows]P: January 16, 2020TW: January 16, 2020NA: February 28, 2020EU: February 28, 2020 Nintendo Switch]P: December 9, 2020NA: February 11, 2021EU: February 11, 2021Genre(s)StrategyMode(s)Single-player Romance of the Three Kingdoms XIV, also known as Sangokushi 14 (三國志14), is the 14th installment in the Romance of the Three Kingdoms (Sangokushi) strategy game series by Koei. It was released on January 16, 2020, for the PlayStation 4 and Microsoft Windows in Japan[1] and Taiwan.[2] It was also released for the Nintendo Switch in Japan on December 9, 2020, an international release followed suit. The gameplay of Romance of the Three Kingdoms XIV is to choose any characters by triumphing over the land and start taking charge of the fate of China. Famitsu gave the game a combined score of 34 out of 40.[3][4] PC Gamer and PCGamesN had more mixed reviews, with the English localization and slow pace of the battles in particular being criticized.[5][6] Within a few days of its release, over 20,000 copies of the PS4 version of the game were sold in Japan.[7] The game had shipped over 500,000 copies by 2021.[8] ^ "Romance of the Three Kingdoms XIV launches January 16, 2020 in Japan". Gematsu.com. 12 September 2019. Retrieved January 15, 2020. ^ "三國志14" [RTK14]. Gamecity Taiwan (in Chinese). Retrieved 2020-01-15. ^ "Famitsu review scores - January 7, 2020 - Nintendo Everything". nintendoeverything.com. 7 January 2020. Retrieved 2020-04-07. ^ "三國志14のレビュー・評価・感想". famitsu.com. Retrieved 2020-04-07. ^ Hafer, T. J. (12 March 2020). "Romance of the Three Kingdoms 14 review". PC Gamer. Retrieved 2020-04-07. ^ Martin, Sean (28 February 2020). "Romance of the Three Kingdoms XIV review". PCGamesN. Retrieved 2020-04-07. ^ "Famitsu Sales: 1/13/20 - 1/19/20 [Update]". 22 January 2020. Retrieved 2020-04-07. ^ "「三國志14」の世界累計出荷本数が50万本を突破。 「三國志 覇道」の武将Cgを使用できるコラボDlcが本日配信". Gamecity Japan RTK14 page (in Japanese) Koei Tecmo America's RTK14 page (in English) This strategy video game-related article is a stub. You can help Wikipedia by expanding it.vte Retrieved from " ROMANCE OF THE THREE KINGDOMS XIV - the culmination of 35-years of historical simulation games! Devise your military and political strategies in the world of the Three Kingdoms, all depicted on a single exquisite map. Whether you choose to walk the noble path, or the path of conquest... with rulers, doctrines and officer policies, the variety of gameplay is endless! With famous officers and fascinatingly elegant women, over 1,000 heroes appear - the most ever in the series. As you take advantage of each officer's unique individuality, devise your own strategies and conquer foreign lands. Grasp complex battle situations and draw up your Front Lines as you seize territory and aim to colour the entire map with your kingdom's colours! HowLongToBeatLoad More