KOEI

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Nobunaga's Ambition™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Introduction

Warring States of Japan

The Time

Nobunaga's Ambition takes place during Japan's civil war period, from 1467 to 1600. The wars began with the fall of Shogun Ashikaga Yoshimasa in 1467. Without a leader, the government fell apart and daimyos fought amongst themselves for the right to be the new Shogun of Japan. This continued for over 100 years.

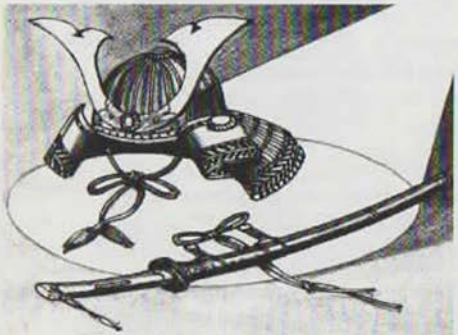
The Setting

The situation in Japan was similar to America during her Civil War, but instead of being divided into only North and South, Japan was divided into hundreds of feudal states. Each state, or "fief," was ruled by a powerful lord called a "daimyo." Every daimyo ruled his fief like a little country, and every daimyo believed he was the most qualified to be Shogun.

Without any central government, chaos ruled the land. Daimyos constantly waged war on each other, always trying to gain more power. Daimyos that were victorious became power-crazed tyrants. Revolts and uprisings among peasants, soldiers, and even monks became commonplace. Daimyos that were not victorious were destroyed. The country was thrown into violent confusion.

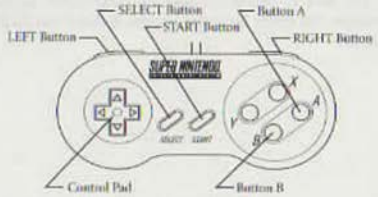
Your Task

As a daimyo in the dangerous Warring States Period of Japan, your goal is to unify all the fiefs into one powerful nation. In the first scenario, you have 17 fiefs to conquer, unifying central Japan. In the other scenarios, the entire Japanese nation, divided into 50 fiefs, must be conquered.



CONTROLLING THE GAME

HOW TO USE THE CONTROLLER



START Button

- Skip through the introduction to game set-up.

Button **A**

- Select highlighted commands and items.
- Answer YES to yes or no questions.

Button **B**

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.

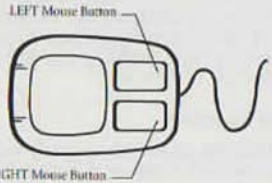
LEFT/RIGHT Buttons

- Switch between Main Command Window and Full Map Display.
- Access the War Command Menu during a battle.

CONTROL PAD

- Direct the cursor across the map and through command menus.
- Scroll through lists or flip through pages of information.

HOW TO USE THE MOUSE



Left Mouse Button

- Select highlighted commands and items.
- Answer YES to yes or no questions.
- Performs same functions as Button A on controller.

Right Mouse Button

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.
- Performs same functions as Button B on controller.
- Access the War Command Menu during a battle.

Moving the mouse

- Direct the cursor across the map and to command menus.

Note: The left mouse button has the same function as Button A on the controller. The same relationship applies to the right mouse button and Button B.

Entering Names

A chart will be displayed from which you can create a name for your daimyo. Move the cursor to access each character. Erase a character by moving the cursor to 'Delete'. After you've created your name, move the cursor to 'Done' and then press A to finalize. A name may have a maximum of 10 characters.

Inputting Numbers

CONTROLLER Press left and right on the Control Pad to select the digit and up and down to increase or decrease the amount.

MOUSE Move the mouse to select the digit, and use the left and right buttons to increase or decrease the amount.

Key to Play

1. Make sure the power is turned OFF.
2. Insert the NOBUNAGA'S AMBITION game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to game set-up.

Starting a New Game

1. Select your method of control by pressing any button on either the mouse or the controller to select that method.
2. Answer YES when asked, "Will you play a new game?"
3. Select the scenario you would like to play.
4. Answer NO when asked, "Would you like to watch battles you are not directly involved in?" to avoid viewing conflicts between other warring states.
5. Decide the number of players, from 1 to 8.
6. Move the cursor across the map and choose a fief to rule. Each fief has a specific ruler associated with it. Confirm the ruler and fief you have chosen.

7. Elect whether to keep the historical name of your ruler, or create a new name.
8. Set your ability levels as they are randomly generated.
9. Select a Skill Level to determine game difficulty. 1 is the easiest, 5 is the most difficult.
10. Verify your selections. If you select YES, the game will begin. NO will allow you to change the set-up.

DEMONSTRATION

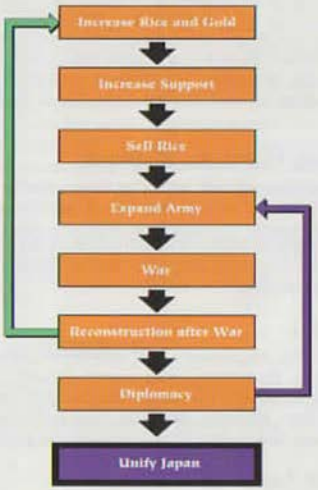
You can watch a computer-run demo by selecting 0 players. Press the RESET button to end the demonstration at any time.

SCENARIOS

There are 4 scenarios. You can choose your home base from 17 or 50 different fiefs. The amount of territories you start with and the condition of the fiefs varies according to the home base, the scenario and the game level.

1. Battle for the East (1560)	**17 fiefs**
2. Daimyo Power Struggles (1560)	**50 fiefs**
3. Ambition Untamed (1571)	**50 fiefs**
4. Road Towards Unification (1582)	**50 fiefs**

GAME FLOW



EXAMPLE PLAY

GAME START

To get started quickly, choose the first scenario. Play the role of Oda Nobunaga by choosing Owari, fief no. 17. Set your taxes at 45%, but be sure to give rice or gold to the people to keep their loyalty above 80.

Increase Rice and Gold

Before you start gaining additional territories, you want to give your home territories a strong economic base from which to expand. You need to increase the amount of rice and gold coming into your province. Cultivate your land to increase productivity and raise the amount of rice you produce. Increase your flood protection so that typhoon damage will be minimized. Invest in your town to increase wealth.

Increase Popular Support

A loyal population will work harder, produce more rice and pay their taxes more willingly. Therefore, it is very important to give your people and troops reason to support you as much as possible. You can increase support by giving rice or gold to either group. When loyalty is above 250, the amount of rice and gold you collect in the fall will increase substantially.

Sell Rice

When your land productivity is high, your fief will enjoy bountiful harvests of rice. It's helpful to trade surplus rice with the merchant to gain the capital required to maintain your province. Keep an eye on the market rates. When you have a lot of rice and the selling rate is high, sell some of that extra rice to raise your gold supply.

Expand Army

You won't get very far in your attempt to unify Japan if you don't have a strong army to back you up. Hire soldiers to increase the size of your army. Don't forget to train them and maintain their morale with rewards of rice and gold.

War

As your home province grows, you will want to expand your sphere of power. Spy on your neighboring fiefs, and attack one of your weaker foes. Bring enough men and rice to the battle, and position your strongest unit as close to the enemy command unit as possible. Be sure to protect your command unit from potential attacks, as destruction of the command unit means defeat.

After War

The spoils of war are rewarding, but you can lose newly acquired land quickly if you don't act wisely. Choose to rule the conquered territory yourself, or delegate the responsibility by giving the fief a general policy by which it will be governed. Hire new soldiers to replace those lost in battle, and maintain the loyalty of your new subjects!

Diplomacy

By the time you gain vassal territories, your rival daimyos are likely to have expanded their territories as well. If your neighboring daimyo is powerful, a non-aggression pact or strategic marriage is one way to protect your country. At the same time, you can weaken a rival daimyo by sending a ninja spy to persuade the people of a rival daimyo to betray their lord, or to destroy river banks of the rival fief to lower its flood control.

Unify Japan

Glory will be yours when you conquer all the lands on the map - 17 fiefs in Scenario 1 and 50 fiefs in Scenarios 2,3, and 4.

Note: If your daimyo dies from illness, old age or battle wounds at any time during your quest to unify Japan, the game will end.

Main Screen Displays

Main Display



This is the view of the screen as you are accessing commands.

1. Current year and season
2. Command Menu
3. Daimyo Graphic
4. Province and Territory Color
5. Fief statistics
6. Type of control the province is governed under
7. Market Rates

Game Map



Press the L or R button to view the game map of Japan.

Resuming A Saved Game

Answer no when asked, "Will you play a new game?", then select which game you wish to continue (1 or 2). The game will start from where it was last saved.

The Options Menu



You can access the options menu from the OPTIONS main command menu.

Quit

Save

At any time in the main command mode you can save up to 2 games. The saved data for a game is erased if you save a new game in the same location.

Load Game

Restart and play a saved game.

End

Use this command to end the game you are currently playing. You have the option of watching the computer continue playing the game for you.

SETTINGS

ANIMATION

Switch the animation graphics on or off.

MESSAGE

Choose the time length at which the messages will be displayed. 1 is the shortest, 10 the longest.

BATTLE DISPLAY

Decide whether you wish to watch battles you are not directly involved in by selecting [View] or [Don't View].

MUSIC

Switch the background music on or off.

CTRL

Switch between using the mouse or the controller pad.

MANAGING AFFAIRS OF STATE

DAIMYO ABILITIES



AGE

Every spring each daimyo grows one year older. An elderly daimyo whose health is weak may die at this time. A high health value can lengthen your daimyo's life.

HEALTH

The healthier your daimyo is, the less likely he is to become ill. Since there are some commands a sick daimyo cannot give, it's important for your daimyo to be as healthy as possible. Health values will decrease every spring and anytime there is an epidemic. If your health reaches zero, your daimyo will die!

DRIVE

This value represents how ambitious your daimyo is in his pursuit of uniting Japan. Your drive will increase every time you win a battle.

Luck

As in all games, the luckier you are, the better your chances are of winning. Luck will decrease whenever marriage negotiations fail. There are no commands you can give to increase this value.

Charm

This value represents your daimyo's popularity. The greater this value, the more loyalty your daimyo can expect from his peasants and soldiers. This value will increase when you give rice or gold to your peasants or when you win a battle. It will decrease when marriage negotiations fail.

Intelligence

Your daimyo's intelligence influences the effectiveness of many commands. Intelligence will increase when you win a battle and decrease when you lose.

Fief Conditions



Gold

Most of your gold comes from yearly taxes collected in the fall. The amount of gold you collect usually depends on the value of the town and the degree of peasant loyalty. You can also acquire gold by borrowing from merchants or by selling rice.



Debt

Debt is the total amount of gold you owe the merchant. Payment of loans will be automatically taken out of your gold supply in the fall.



Town Value

The value of the town represents the prosperity of your fief. Town value influences the amount of taxes you collect in fall, and your ability to borrow gold.



Rice

Rice is collected along with gold each fall as part of your taxes. To maximize this amount, keep your productivity, peasant loyalty and tax rate high. You can also buy rice from or sell rice to the merchants. Rice is necessary to feed your army during both peace and war. If you run out of rice during a battle, you automatically lose!



Productivity

This value reflects the amount of rice you can produce. The **DEVELOP-Produce** command, will increase your fief's output, but it will also lower your peasant loyalty and dams value. Sickness and typhoons will decrease your productivity.



Dams

The Dams value represents how effective your flood control is from 0-100%. If your Dams value is high, there is less of a chance that your land will be flooded by typhoons in summer.



Loyalty

Loyalty represents how loyal your peasants are to you, their lord. A high value means they will give you more rice and gold in fall, but a low value means that they might be plotting to rise against you. You can raise loyalty with the command **GIVE**, but loyalty will fall if you increase taxes or productivity.



WEALTH

Wealth represents the prosperity of your peasants. It affects the amount of taxes you collect and your peasant loyalty. You can increase wealth by using the **GIVE** command.



MEN

Men shows the number of soldier units in your army. Each soldier unit represents 1000 men. You may increase the size of your army with the **RECRUIT** command. Your army's morale, skill level and arms level will go down every time you take in fresh recruits.



MORALE

Morale shows the loyalty level of your soldiers. A high morale means your soldiers will gladly fight to the death for you. However, low morale may cause soldiers to defect to your enemy during war or rebel against you during peace. You may increase soldier morale with the command **GIVE**.



SKILL

Skill reflects the training level of your soldiers. If your skill value is high you might be able to defeat a larger army during battle. Use the **TRAIN** command to raise your soldiers' skill level.



ARMS

A well-equipped small army can often defeat a larger, poorly equipped one. Therefore, you should keep your army both well equipped and well trained. Buy arms from the merchant when he is in town.

MAIN DISPLAY COMMANDS



MILITARY COMMANDS - These commands will help you in your military endeavors.

WAR

Use this command to attack a neighboring fief. See WAR page 32 for details. You may not be able to attack if your daimyo is sick.

MOVE

Use this command to move your soldiers or your daimyo to one of your neighboring fiefs. Your daimyo must be moved with at least one unit of men, and cannot move when he is ill.

RECRUIT

Use this command to recruit soldiers. Soldiers are recruited in groups of 1000 men. When you recruit, your morale, skill, and arms values will go down. You must pay and feed your soldiers each fall and you cannot release them from the army once you have hired them.

NINJA

Use this command to recruit ninja. Unlike soldiers, the skilled ninja are hired for one specific mission and must be sent out immediately.

UPRISE	Your ninja will spread nasty rumors in another fief to lower peasant loyalty and try to start an uprising.
REVOLT	Your ninja will impart damaging reports among the soldiers in another fief to lower morale and try to start a military revolt.
DESTROY	Your ninja will try to blow up dams in a rival's fief.

Attack Your ninja will try to assassinate one of your rivals. Daimyos with a large army or a high IQ are difficult to assassinate, but even if they can withstand your attack, it's likely that their health will decrease.

Arson Your ninja will try to set fire to a rival's town.

Train

Use this command to drill your men into shape and raise their skill level. Training your soldiers doesn't cost any gold, nor does it reduce any other values.



Arrange

Each daimyo's army is made up of three infantry units, one cavalry unit, and a rifles unit. Use this command to re-disperse your men among these units. The command infantry unit cannot be decreased to zero, and the rifles unit can't be greater than twenty percent of your army if your ARMS unit is low. A higher ARMS value will allow you to assign more than 20% to the rifle unit. To reassign men, use the LEFT and RIGHT arrows on the control pad to choose the unit you want to change, then use the UP arrow to increase the men in that unit and the DOWN arrow to decrease. Remember you must decrease at least one unit's size before you can increase the size of any other unit. Press Button A when you are finished.

Tip: It's helpful to concentrate your forces by assigning all soldiers to the Command Unit (1), the Cavalry Unit (2), and the Rifles Unit (3). Set your Rifles unit to the maximum amount.



Domestic Commands - Use these commands to govern your fief.

Tax

Use this command to set your tax rate between 0 and 100 percent. But remember if you ask for too much, your peasant loyalty will go down and they may actually give you less.

Tip: Most provinces will remain loyal if you place the taxes between 35 and 55 percent. 45% is usually a safe bet.

Send

Use this command to send rice and/or gold to one of your other fiefs. There is a limit to how many of each a fief can hold which varies according to several fief conditions.

Develop

Choose an area of the economy to develop.



Towns

Use this command to raise your town's value. A high town value means you will collect more gold in the fall.



Dams

Use this command to build dams in your fief to avoid the damage caused by typhoons. The maximum value is 100.



Produce

Use this command to increase your fief's output by cultivating new rice fields. Growing rice decreases your dams value and your peasant loyalty.

Tip: Developing your fief is a delicate balancing act. When you clear the land to increase your production, your flood control will decrease. The timing of your development can be crucial, therefore it is a good idea to develop your dams in the spring, right before the typhoon season, and develop your productivity in the summer, right before the fall harvest and annual rice collection.

Trade

Since merchants are always traveling, they are not always in every fief. The only fiefs where you can always find merchants are Yamashiro and Settsu.

Loan	The merchant lends you gold depending on your town value. A higher town value will allow you to receive a larger loan. You may give another command after receiving a loan. Loans will automatically be paid off in the fall, if you have enough money. See "The Basics of Borrowing Money" page 25.
Repay	Pay off a debt partially or in full.
Sell Rice	Sell rice to the merchant.
Buy Rice	Buy rice from the merchant.
Buy Arms	Buy weapons from the merchant to increase your soldier's arms value.

The Basics of Borrowing Money

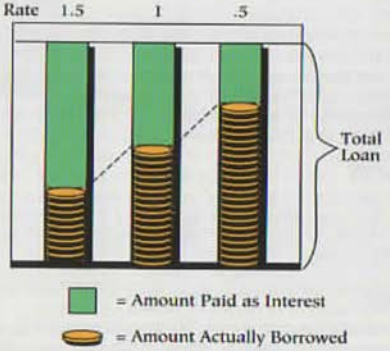
The maximum amount you can ever borrow is equal to the town value. Remember though that this includes interest on the loan! The actual amount that you'll receive in your account is only a part.

TOTAL LOAN = AMOUNT BORROWED + INTEREST

TOTAL LOAN MAXIMUM <= TOWN VALUE

Be wary of the interest rate - when its very high, the benefits of gaining some extra gold may not be worth the potentially large debt!

BREAKDOWN OF DEBT



GIVE

Giving gold or rice to the peasants or men will increase their loyalty and wealth and will also increase your charm.

RICE➡P	Give Rice to the People
RICE➡S	Give Rice to the Soldiers
GOLD➡P	Give Gold to the People
GOLD➡S	Give Gold to the Soldiers



DIPL **DIPLOMACY COMMANDS** - Use these commands in your relations with other fiefs.

PACT

Ask another daimyo to ally with you. When you ask, your rival will either ask you to pay a certain amount of gold or refuse your request. If you pay the gold, you will have a pact. However this pact doesn't completely guarantee that you won't be attacked by your ally. Every year your treaty will become weaker, until it reaches a point when either you or your rival may break it.

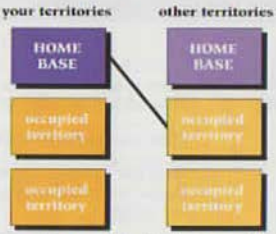
MARRY

Ask another daimyo if you may marry his daughter. If he lets you marry her, you will have a stronger alliance than with a pact because he will be part of your family. This alliance, like a pact, may also be broken over time.

BRIBE

Hire a spy for ten units of gold. This spy will use some of your gold to lure peasants from a rival fief into your own fief. If your spy succeeds, the peasant loyalty in that rival fief will decrease and some of its peasants will move into your fief.

ALLIANCE BY PACT



When you make an alliance with a rival territory, the alliance does not extend to the home base or other territories held by the same rival ruler.

ALLIANCE BY MARRIAGE



When your daimyo's home base makes an alliance by marriage with a rival daimyo's home base, the alliance extends to all the territories in both daimyos' realms of power.

Note: This limits the amount of territories you can invade!

CTRL **CONTROL COMMANDS** - Use these commands for management of your vassal states.

VIEW

Look at data for other fiefs.

TERRITORIES	View all the fiefs that you control.
HOME	View your home base data.
OTHER	Send out a spy for ten units of gold to look at information about any one fief in Japan.

DELEGATE

Transfer command of as many vassal fiefs as you like to the computer.

ALL CONTROL	Delegate command of all your vassal fiefs to the computer.
CANCEL	Cancel all delegations, and take control for yourself
MIXED CONTROL	Change the type of control given to each of your vassal states.

There are five options for the types of delegation a vassal state could have.



TRADE

The computer will develop your town value and peasant wealth.



MILITARY

The computer will increase army's size, soldiers' morale, and arms level.



BALANCED

The computer will develop industry, farming, and military power equally.



PRODUCTION

The computer will increase land cultivation and develop peasant loyalty.



DIRECT

YOU will control the fief.

HOME BASE

You can not delegate control of the fief where your daimyo is located.



REST

Allow 1-10 seasons to pass. Rest will improve your daimyo's health.

OPTN **OPTIONS COMMANDS** - Use these commands to reset the game's format functions.

QUIT

SETTINGS

These commands are described in full on pages 15 - 16.

Game Events

Seasonal Events

Every year certain events occur with regularity.

Aging

Every spring each daimyo grows one year older and all health values decrease by one point.

Collecting Taxes

Every fall you collect taxes from your people as the price for your protection. The amount of rice and gold collected will depend on your fief's level of productivity, town value, wealth and peasant loyalty.

Distribute To Troops

Every fall you must distribute food and gold to your troops. If your fief can not support these men, they will desert.

Natural Disasters

These events occur randomly.

Typhoons

Typhoons arrive only in summer. Your output will decrease after a typhoon. Keep your dams value high to avoid some of the damage caused by typhoons.

Plague

A terrible disease could strike your population at any time of the year. It will reduce the health value of your daimyo, and death is possible if his condition was already weak. A plague will also cause the number of your soldiers to fall.

Rebellions

Military Revolts

These will usually occur when your army morale is low and your daimyo has a low charm level. If a military revolt occurs in your home fief, the screen will change to the battle display and your daimyo will lead the defending men. However, if it occurs in a vassal fief, the battle will be fought by the general in command.

Peasant Uprising

Uprisings occur when your peasant loyalty is low and your daimyo has a low charm level. If an uprising occurs in your home fief, you can either give the rebels gold or go to battle with them. In Kaga, fief 4 in scenario 1 and fief 21 in scenarios 2, 3, and 4, peasant uprisings never occur.

Bidding

If a daimyo is mortally wounded in a peasant uprising or dies from sickness, his land is auctioned off to his neighbors. You may make a bid to gain control over his territory. This gold must come from your home fief.

WAR

To unify Japan, you must engage in military campaigns to conquer other fiefs.

BATTLE DISPLAY



1. Day of the battle
2. Daimyo names
3. Battlefield terrain
4. Name and number of the fief where the battle is occurring
5. Rice and gold held by the armies at war

PHASES OF WAR

BEFORE WAR

There are four circumstances that can bring about any battle:

1 - You invade a neighboring fief with the WAR command.

2 - A neighboring fief invades your land.

3 - The peasants in your land revolt against you.

4 - Your soldiers rebel against your rule.

When you choose to attack you must decide how many men to bring to a battle, and how much rice to take. When you launch an attack from your home base, you can choose whether to bring your Daimyo to battle or not.

TROOP DEPLOYMENT

Positioning units is the first stage of war. Since the defending army places its men first, it can put them anywhere on the map. The attacking army, however, can only place its men in the area near the fief from which it began the attack. These areas are highlighted. The attacking army may not place men in the defender's castle or town. When placing your men, use the Control Pad to move the cursor and press Button A when you decide where to put the unit.

COMBAT

After both sides have placed their units, the battle begins. The defending army issues one command to each of its units and then the attacking army has its turn. A day passes after both sides have issued one set of orders.

BATTLEFIELD COMMANDS

These commands can be performed simply by moving the cursor.

MOVE

Move the cursor onto the terrain where you wish to move, and press Button A to select.

ATTACK

Move the cursor onto the terrain with the enemy that you wish to attack, and press Button A to select.

PASS

Press Button A when the cursor is flashing on your unit to let a unit rest for the day.

These commands can be accessed from the war command menu.

VIEW

VIEW

Display a chart showing the warring daimyo's abilities. You may give another order after using this command.



❶ Attacking Daimyo
❷ Defending Daimyo
❸ Troop Breakdown
❹ Battle Statistics

BRIDE

BRIBE

Bribe enemy soldiers to switch to your army. Only the command unit can issue this command. You must also have more units of gold than soldiers on the field. The loyalty of your own men and your army strength will decide whether you are successful.

PASS

PASS

Waive one unit's turn for that day.

FLEE

FLEE

Retreat to one of your bordering fiefs leaving all your gold, rice, and soldiers behind. This command can only be issued by the command unit.

DEL

DELEGATE

Let the computer take over, and just watch the rest of the battle. This command can only be issued by the command unit.

UNIT MARKERS



COMMAND

The command unit, which is led by the daimyo or one of his generals. If this unit is destroyed, the battle is lost! This is an infantry unit of foot soldiers.



CAVALRY

Each army may have only one of these units, which are twice as powerful as any infantry unit.



Rifles

Each army may have only one of these units, and its size depends on the arms value. This unit is twice as powerful as a cavalry unit.



Infantry

These are made up of ordinary foot soldiers, and are not as powerful as the cavalry or rifle group.

Side Displayed by Color




The attacking side is signified by the color red, and the defending side is shown in blue.

Unit Strength

This shows the number of men in thousands. When this number drops to zero during battle, the unit will be destroyed.



Topographical Map



Plains

Flat land. Plains are not a very good place for battle because they offer no offensive or defensive advantage.



Hills

Hills are better for both offensive and defensive purposes.



Mountains

Completely impassable.



Water

This includes lakes, rivers, and oceans. This terrain is also impassable.



Town

Although the town is not as good as the hills for battle, it offers more of an advantage than the plains. However, when used as a battleground, the town will be damaged and its value will decrease.



Castle

This is the best position for both offense and defense. If the castle is taken by attacking men, the morale of the defending army will decrease.

When the Battle Ends

Conditions for Victory

A war ends when:

a) One side runs out of rice.

b) One side's command unit is destroyed.

c) One side retreats.

d) If the battle doesn't end within one month, the defending side wins.

e) If both sides are destroyed at the same time, the defending side wins.

Outcomes of War

When the Attacker Wins

If the attacking side wins, it will take over the losing fief. If the daimyo himself was in the losing fief, the winner will also take over all his vassal fiefs.

When the Defender Wins

If the defending side wins the war, any soldiers, rice, or gold left behind by the loser become his property. If the attacking daimyo was killed in the battle, the defending side takes over all of his vassal fiefs.

After having suppressed a revolt or an uprising

Your army or peasant loyalty, depending on the case, will go down after fighting your own soldiers or peasants.

Reference Guide

Great Daimyos of the Warring States Period



Oda Nobunaga of Owari (1534-1582)

Nobunaga was a rebel almost from the time of his birth. He disobeyed his nurses and parents and was disliked by most people who knew him. He soon gained a reputation for being an arrogant young man. But, as he got older, he began to show the makings of a great daimyo. As soon as he came of age, he convinced the other daimyos to accept him as leader of the Oda Clan. He then wiped out the rival Imagawa Clan in an ambush to become the undisputed ruler of the province of Owari.

Nobunaga realized that if he befriended the Shogun he could do as he pleased. So, in the year 1568, he marched into the capital city of Kyoto and declared Ashikaga Yoshiaki the new Shogun. So great was Nobunaga's reputation that no one challenged him. However, their friendship was short-lived. Nobunaga rarely listened to the Shogun's commands and instead always did as he pleased. Ashikaga was insulted, and secretly formed an army to attack Nobunaga at the Anegawa River. But, the hardy Nobunaga survived and took revenge by crushing the two clans which had participated in the attack: the Asakura Clan and the Asai Clan.

By this time, Nobunaga's rival, Takeda Shingen, had died of old age, and Nobunaga allied himself with the monks of the powerful Ikko Sect. Nobunaga's dream of unifying Japan was taking form and growing more and more likely every day.

Unfortunately, while preparing for battle in the Chugoku Region, Nobunaga was betrayed by one of his own generals. The villainous Akechi Mitsuhide attacked him in the Honno-ji Temple with his own troops. A Japanese warrior to the end, Nobunaga died honorably by committing hara-kiri at the age of 49, in the Summer of 1582.



Tokugawa Ieyasu of Mikawa (1542 - 1616)

Tokugawa Ieyasu was the founder of a 250 year period in Japanese history called the Tokugawa Era. Strangely enough, this great leader spent his childhood as a hostage of the Imagawa Clan. As he grew older and saw the Imagawa Clan starting to lose power, he allied himself with Oda Nobunaga. Ieyasu was very wise and patient, and always knew the benefits of making friends with up-and-coming rulers. This ability to be in the right place at the right time helped Tokugawa to become such a powerful man.

After Nobunaga died, Ieyasu faithfully served Nobunaga's successor, Toyotomi Hideyoshi, despite his growing personal ambitions. When Hideyoshi died in 1598, Ieyasu went to war against the Toyotomi Clan and defeated them, fulfilling Nobunaga's ambition of a united Japan. Ieyasu lived to be 75 years old, and is still well remembered in Japan for his cleverness and ruthlessness in negotiations.



Takeda Shingen of Kai and Shinano (1521-1583)

In the 16th century, the name of Takeda Shingen struck such terror into the hearts of the other daimyos that he was given the nickname "the Tiger of Kai." They say that the first time young Tokugawa Ieyasu saw Takeda Shingen, he ran away, shaking with fear. Even as a young daimyo, Shingen's ruthlessness was infamous. Under his leadership, the Takeda Clan conquered nearly every fief in the area. Shingen's reputation grew as quickly as his power. Not to be outdone, Uesugi Kenshin tried to block the advance of Shingen's army. They fought five times on Kawanaka Island, but neither could claim a decisive victory.

In the course of the prolonged warfare, Shingen succeeded in conquering a large part of Shinano. His troops moved westward like a great tidal wave, forcefully taking over the fiefs of Suruga and Mikawa.

At Mitaka, Shingen battled against the combined armies of Tokugawa Ieyasu and Oda Nobunaga and easily defeated them. Yet, despite his great strength, Shingen could not overcome old age and died at the age of 53.



Uesugi Kenshin of Echigo and Kozuke (1530 - 1576)

The third son of a high-ranking official and ferocious warrior, Nagao Tamekage, Kenshin began his career when he inherited leadership of the Nagao Clan. He was subsequently adopted into the family of First Minister Uesugi of Kamakura. Later, when undergoing Buddhist studies, he took the given name of Kenshin ('Faith in Humility'), which he used thereafter.

Kenshin won military fame at the age of 14 by subduing a rebellion in Echigo Province. Envious of Kenshin's sudden fame, his elder brother Harukage ordered his followers to attack Kenshin, only to be defeated by Kenshin's faction. With his elder brother out of the way, Kenshin set out to conquer the entire territory of Echigo. His army collided with Takeda Shingen's on the Island of Kawanaka. This famous battle actually consisted of five separate, major engagements.

In the fourth engagement, Kenshin successfully outwitted a ploy of Shingen's and zeroed in on him. He engaged the ferocious Shingen in an historic man-to-man duel, which ended in a stalemate. Afterwards, Kenshin opposed Oda Nobunaga in an alliance with Mori Terumoto, but died in the attempt, with his life-long aspiration to unite the nation barely half-realized.

Kenshin was a warrior of great caliber, a valiant leader indifferent to personal gain. He was widely admired as "a man and leader too good for the times."



Mori Motonari of Aki and Nagato (1497 - 1571)

Mori Motonari was a brilliant man, maybe the greatest strategist of the 16th century. He was also very cruel, jealous and greedy. While still a youth, he assassinated all of his brothers to make sure that he would inherit his father's lands. His father died and Motonari quickly rose to power.

When he went to battle, Motonari was very good at gathering information on the enemy daimyos while never letting others know how strong his own armies were. He was a good strategist, and tried to defeat his enemies with trickery, rather than by wasting the lives of his well-trained soldiers in battle.

Motonori carried the guilt of assassinating his brothers all his life. When he was dying, he called his three sons to his bedside. He asked a servant to bring him some arrows and picking one up, easily snapped it in two. He then asked each of his sons to try to break three arrows together and none of them were able to. Motonari then explained to them that they were like the three arrows and that if they worked together they would be invincible. But, if they didn't cooperate with each other, their enemies would snap them in two as easily as the single arrow.



Hojo Ujiyasu of Musashi, Izu, Sagami, and Shimousa (1538-1590)

During Nobunaga's time, not many daimyos lived long enough to see their sons inherit the throne. The Hojo family however, ruled over the Kanto district of central Japan for more than 100 years. When Ujiyasu took over as daimyo, the Hojo Clan was very powerful. They ruled from the impregnable Odawara Castle.

Unfortunately, Ujiyasu was a very poor judge of men. At his best, he was an average leader, but as his worst, he could not tell the difference between a loyal servant and an enemy assassin. Ujiyasu's total lack of good sense led the once powerful Hojo Clan to destruction. In 1575, after repeated official warnings, Odawara Castle was destroyed by the army of Toyotomi Hideyoshi.



Imagawa Yoshimoto of Totoumi and Suruga (1519-1560)

Yoshimoto was born a member of the Imperial Family. He was trained in the ways of a nobleman and warrior, isolated from the real world within his parents' castle. Unfortunately when his parents died, Yoshimoto wasn't ready to become the clan leader. While trying to make peace with an enemy clan, Yoshimoto took their young master hostage. Little did he know that this boy would later take the name of Tokugawa Ieyasu, and go on to rule Japan.

However, it was not Ieyasu who would bring about Yoshimoto's death. Yoshimoto made his last mistake by publicly insulting Oda Nobunaga, who took revenge by ambushing and ending the life of Yoshimoto at the Battle of Okehazama.



Saito Yoshitatsu of Mino (1527-1561)

Yoshitatsu was the son of Saito Dosan, a commoner who managed to raise himself from a lamp oil peddler to Assistant Governor of Mino Province. Yoshitatsu's mother was a concubine of the Toki Clan and Yoshitatsu was illegitimate. Dosan strongly suspected Yoshitatsu was his own son and frequently made this known in his dealings with him. Nevertheless, he stubbornly refused to acknowledge Yoshitatsu's true birthright.

Resentful of these repeated slightings, Yoshitatsu put his two younger brothers (Dosan's acknowledged children) to death. He then defeated and destroyed his father in the Battle of Nagara River

before Oda Nobunaga. Dosan's son-in-law, was able to come to the rescue. Nobunaga sent an expeditionary force to Mino to avenge Dosan's death, but Yoshitatsu successfully held out against this attack. However, despite this victory, Mino fell into Nobunaga's hands after Yoshitatsu's son, Tatsuoki, came into power.



Rokkaku Yoshikata of Iga (1521-1598)

The Rokkaku Clan is generally believed to have descended from the Sasaki Clan, descendents of Uda Tenno (the 59th Emperor of Japan, 889-897) who originally took up the management of the Sasaki Estate in Omi.

Yoshikata inherited the family estate at the age of 31 upon the death of his father Sadayori. As evidenced by an autographed scroll presented to him by the Shogun Ashikaga Yoshiteru, Yoshikata was noted for his unswerving loyalty to the Ashikaga Shogunate. To protect Shogun Yoshiteru while escorting him back to the court in Kyoto, he fought and beat Miyoshi Chokei at Shirakawa. However, Yoshikata was defeated by Oda Nobunaga, who had, likewise, accompanied the other pretender to the Shogunate, Ashikaga Yoshiaki, to Kyoto. Although he united with Miyoshi and Asai to attack Shibata Katsuie, a military commander of the Oda camp, in southern Omi, Yoshikata was defeated again and finally submitted to Oda Nobunaga.



MIYOSHI CHOKEI OF SETTSU AND IZUMI (1522-1564)

Along with his vassal Matsunaga Hishide, Miyoshi Chokei personified the treachery and manipulative politics so rampant during the Warring States Period.

Born to the Miyoshi House (a branch of the Hosokawa Clan) of the Awa Province, Chokei witnessed firsthand fratricidal feuding among his kinsmen over the inheritance of the family estate, and in fact lost his father during such a struggle. Chokei personally put to death relatives who opposed him. He installed Ashikaga Yoshiteru as the 13th Ashikaga Shogun, but took the reins of government himself by assigning subordinates loyal to him to provincial governorship. Given the violent and disorderly political climate of the times, the numbers of contenders making attempts on Chokei's life is not surprising. However, Chokei died of illness at the age of 43, though rumor has it that he was actually assassinated by Matsunaga Hishide.



ASAKURA YOSHIKAGA OF ECHIZEN (1533-1573)

Asakura Yoshikaga was a son of Asakura Norikage, Master of Ichijo-ga-tani, a castle in Echizen Province.

During Ashikaga Yoshiaki's march on Kyoto, Yoshikaga was asked for assistance, but his troops were already tied up fighting Ikko Sect rebels in the Kaga and Noto provinces. Later, however, Yoshikaga had another chance to prove his friendship to Ashikaga. Although Ashikaga was Shogun, his power was weakened by the fact that Nobunaga had proclaimed him such. Ashikaga gravely doubted Nobunaga's

motives and secretly called on other daimyos to rally around him in his campaign against Nobunaga. Asakura Yoshikaga was the first to rally to Yoshiaki's side. Enraged by the news, Nobunaga ordered his troops to attack Ichijo-ga-tani Castle.

At first, the castle escaped seizure thanks to the defection of Asai Nagamasa from Nobunaga's forces. However, Yoshikaga suffered a crushing defeat at the Battle of Anegawa and, in a third encounter, he and his ally Asai Nagamasa fell to the swords of Nobunaga's warriors.



ASAI NAGAMASA OF OMI (1545 - 1573)

At the age of 15, Asai Nagamasa came into his inheritance. Even at an early age Nagamasa had the marks of an extraordinary leader. The vassals of Omi had high hopes that Asai's talent would make up for the poor leadership of his father, Hisamasa.

Asai married Princess Ichi, one of Nobunaga's sisters, who had agreed to the marriage so Nobunaga could forge an alliance. Later, Asai terminated the alliance when Nobunaga tried to overrun his sworn friend Asakura Yoshikaga, and rushed his army to the side of Asakura. Enraged by the defection, Nobunaga attacked both Asai and Asakura, engaging their armies in the Battle of Anegawa. Three years later, the Odani castle of Omi fell and Asai committed hara-kiri.

It was Nobunaga's subordinate Toyotomi Hideyoshi (then called Kinoshita Tokichiro) who rescued his sister Ichi and her three daughters, including ChaCha, later married to Hideyoshi; Ohatsu, who later became the wife of Lord Kyogoku Takatsugu; and Ogo, who was later married to Tokugawa Hidetada, the second Shogun of the Tokugawa Shogunate.



Ashikaga Yoshiaki of Yamashiro (1537-1597)

Ashikaga Yoshiaki of Yamashiro was the 15th and last Shogun of the Ashikaga Shogunate. Following the assassination of his brother Yoshiteru by Matsunaga Hisateru and Miyoshi, Yoshiaki switched his allegiance from one daimyo to another to escape the assassin's dagger, finally taking refuge in the house of Asakura in Echizen. When Asakura Yoshikaga failed to take up arms in his defense against revolting vassals, he grew impatient and sought the help of Oda Nobunaga. Nobunaga readily complied with his request and escorted Ashikaga Yoshiaki to the capital, Kyoto, and installed him as the 15th Shogun.

However, Nobunaga secretly sought to undermine the authority of Ashikaga and began to usurp power from the Shogunate. Aware of Nobunaga's dark designs for the Shogunate, Ashikaga sent word out to provincial governors in an attempt to form an anti-Nobunaga alliance. Although some of the governors raised arms to rally around Ashikaga, they were no match for Nobunaga and Yoshiaki's reign finally ended. Thus, the Ashikaga Shogunate was brought to an end.

Historical Background



15th and 16th Century Japan experienced widespread civil unrest. This period of Japanese history, which lasted from 1467 to 1600, is called "Sengoku-jidai," or the Warring States Period.

The first revolt against the central ruling power of The Shogun started in Kyoto in connection with succession conflicts within the Ashikaga Shogunate. As the Shogun's authority and power were weakened, the country became divided into provinces or fiefs ruled by military lords referred to as Daimyo.

Takeda Shingen, Uesegi Kenshin, Imagawa Yoshimoto, and Mori Motonari were famous Daimyo who survived the succession of wars during this time. These daimyos succeeded because they were highly capable warriors and administrators. To increase their influence, they would take land that had formerly belonged to other powerful warlords and give it to their own vassals and local governors. These men also fostered the development of the local economies by helping to build castle towns and then protecting them with their military strength.

Oda Nobunaga was the first military lord able to quell most of the incessant warring. Born to Oda Nobuhide, a Daimyo in Owari, the northwestern part of present-day Aichi Prefecture, he succeeded his father in the rule of the domain and became an independent military lord at the age of 17.

Nobunaga's military strategy was unique to the time, based on high troop mobility and the use of firearms. After he unified Owari, he defeated rival Imagawa Yoshimoto of Suruga, in the central part of modern Shizuoka Prefecture. Nobunaga was ruthless both in and out of battle, showing no hesitation to kill any and all that stood in his way.

In 1573, Nobunaga ousted Ashikaga Yoshiaki from the highest office in the land, the Shogunate. Nobunaga chose not to become Shogun himself, but, in the name of the emperor, tried to unify the whole country. Nobunaga built a castle near Lake Biwa and used it as a base from which to conquer the nation.

Nobunaga was eccentric, aggressive and a ruthless fighter. Despite his mercilessness in war, Nobunaga nevertheless was a considerate civilian leader, encouraging local economic growth by permitting free trade in his territory. He came very close to unifying Japan under his rule.

However, in 1582, on his way to reinforcing allies lead by Toyotomi Hideyoshi, Oda Nobunaga was attacked by his subordinate Akechi Mitsuhide and, with no recourse left, committed hara-kiri. Nobunaga's ambition was left unfulfilled when death turned him into yet another tragic hero of Japanese history.

After Nobunaga's death Hashiba Hideyoshi, one of his most trusted vassals, took revenge on Mitsuhide and continued to build on Nobunaga's domain. He won over all the southern islands of Kyushu and Shikoku, and outlasted his remaining enemies in the north. He became the greatest military power in Japan, and changed his name to Toyotomi Hideyoshi.

But, military strength was not enough. Although none of the other daimyos were powerful enough to challenge him, they did not respect his name. His low social status, stemming from his commoner roots, made it impossible for him to become Shogun. In 1598, the country was leaderless again when Hideyoshi died of old age.

Tokugawa Ieyasu had refused to accept Hideyoshi as his master when Nobunaga died. He knew however, that a war was not the answer, and decided to be patient. When Hideyoshi passed away, Ieyasu seized his chance.

After Hideyoshi's death, Japan was split into two opposing sides: the East, under Tokugawa Ieyasu, and the West, under Ishida Mitsunari. In the year 1600, the two armies met in the Battle of Sekigahara. Tokugawa Ieyasu emerged the victor, and, after nearly twenty years of patient service under both Nobunaga and Hideyoshi, he became the supreme ruler of Japan. The government he built was so stable that it lasted for over 250 years. These 250 years of peace are called the Tokugawa or Edo Period.

Important Battles

A Surprise Attack on Imagawa at Okehazama

The Imagawa Clan was a distinguished family related to the Ashikaga Shogunate. Imagawa Yoshimoto also burned with the desire to march on Kyoto, then the capital of Japan, and thus hold power over the entire country. Standing in his way was Oda Nobunaga. On a rainy day in May of 1560, Imagawa Yoshimoto ordered his army, some 25,000 strong, to march through Owari Province and crush the troops of Oda Nobunaga if they resisted.

Oda Nobunaga was too proud to let the army of Imagawa pass through his domain unchallenged, but Imagawa's army had already entered Owari on its way to Kyoto. Despite the urgency of the situation, Oda managed to recruit only 2,000 men. His chances of blocking Imagawa's army in a frontal attack were close to nil. Thus, he was faced with the difficult choice of fighting an impossible battle or surrendering to his enemy. His vassals gathered in a council of war and recommended a do-or-die resistance by holding out in the Kiyosu castle, but Nobunaga had already made up his mind: A surprise attack!

That night, he ordered his men to "Mount!" and he rode from his castle with only a small force. Stopping by Atsuta Shrine, Nobunaga took a few moments alone to think about the importance of the moment. By then, the rest of his force had caught up with him.

At that moment, Imagawa Yoshimoto was camped at Dengaku-Hazama, along a narrow strip of ravine. Famished and utterly exhausted after their long march, Imagawa's men began to voraciously devour their meals, oblivious to everything around them. As Nobunaga's men drew near the hill behind Yoshimoto's camp, the sky suddenly became dark and cloudy and let forth a violent

downpour that sent Imagawa's men huddling together for shelter. The dark and ominous clouds screened the movements of Nobunaga's men closing in on them. When the storm abated, Nobunaga yelled out, "Attack!" At that moment, his men rushed down the slope in a headlong charge into Imagawa's camp. The sudden charge caught them totally unprepared, and threw them into complete confusion. In the melee that ensued, one of Nobunaga's men, Hattori Koheita, stormed into Imagawa's headquarters and, spotting Imagawa, hurled his spear at him. At the crucial moment, Imagawa drew his sword and cut through the shaft of the spear with an answering blow. But before he could do more, another one of Nobunaga's men, Mori Shinsuke, ran up and cut off his head. Thus the mighty Imagawa met his end.

With the loss of their leader, Imagawa's army fell apart, and more than 3,000 of its men were left dead. The defeat was so crushing that the name of the Imagawa clan never resurfaced on the stage of Japanese history.

The Era of Firearms

Although Japan has a strong history of isolationism, influences from the West still played a role in shaping the fate of the nation. In particular, the use of firearms played a key role during the Battle of Nagashino, when Nobunaga overwhelmed his enemy by deftly using firearms.

Takeda Katsuyori, who had been in hiding since the death of his father, Takeda Shingen, was marching into Mikawa in the spring of 1575. On his way to Mikawa, he attacked Nagashino Castle in an attempt to neutralize resistance to Okudaira Sadamasa. In respect for his alliance with Tokugawa Ieyasu, Oda Nobunaga joined with Tokugawa Ieyasu on the battlefield of Nagashino against Katsuyori.

On May 3, 1575, Tokugawa and Oda's forces (30,000 men) launched an attack on Takeda Katsuyori's 14,000 men across Tsureko River. The allied forces had 3,000 rifles, which they

deployed in three formations. While the front formation fired their guns, the second formation reloaded their guns, and the third formation prepared to shoot. Nobunaga had invented this three stage firing strategy which enabled his forces to fire without a break. In each stage the gunners were protected by heavy shields. Despite the fighting skill and bravery of Takeda's calvary, they could not penetrate Nobunaga and Tokugawa's defense line and had to retreat. With 10,000 of his men dead, Takeda Katsuyori narrowly escaped to Kai with only six of his vassals. Takeda did not challenge Nobunaga again.

Fall of Nobunaga

In the spring of 1582, it seemed as if nothing could stop Oda Nobunaga from reaching his goal of uniting Japan. He had already conquered all of central Japan, and maintained a strong alliance with the east. He began to prepare for an attack against his western rivals.

Nobunaga left Azuchi Castle to travel to Chugoku on June 1, 1582. He planned to supervise the battle being waged there by his general Hashiba Hideyoshi against the Mori clan. From there he intended to march on to Shikoku to overcome the Chosokabe clan's resistance. At the start of their long journey, Nobunaga and a few of his loyal men rested at Honno-ji Temple in Kyoto to partake in tea ceremony.

Nobunaga's commander Akechi Mitsuhide was supposed to have left to join Hideyoshi's forces in attacking the Mori clan in Chugoku. But when his army was just outside of Kyoto, he assembled his men around him and shouted, "Men, the real enemy is inside Honno-ji Temple!" He commanded his men to attack his lord, Oda Nobunaga.

On the morning of June 2, 1582, Akechi Mitsuhide's troops stormed Honno-ji Temple. Annoyed by the commotion, Nobunaga asked his page, "What's going on outside?" Learning that Akechi Mitsuhide was leading a revolt on the Temple, Nobunaga yelled, "What an outrage!" Unable to acknowledge defeat when so close to obtaining his goal, Nobunaga fought valiantly with his spear. When the situation proved hopeless, the exhausted Nobunaga moved into a room where he, along with his 19 year-old page, committed hara-kiri.

Many theories have been proposed as to the motives of Akechi Mitsuhide. Possibly he was avenging the murder of his mother. A few months earlier, Nobunaga had ordered his vassal Mitsuhide to attack the fief of Tamba. Mitsuhide led an expeditionary force to attack Hatano Hideharu and his brother, local barons who ruled Tamba. The Hatano brothers entrenched themselves in Yakami Castle and Mitsuhide laid siege. Mitsuhide tried to starve their garrison into a surrender, but in the end proposed a peace treaty with the Hatanos by offering them his own mother as a hostage. The Hatano brothers accepted, but when they emerged from their castle, Oda Nobunaga ambushed them and put them to death. Incensed by Nobunaga's treachery, Hatano's men took the life of Mitsuhide's mother and launched an attack on Nobunaga. This utter disregard for the life of Mitsuhide's mother might have been a fatal mistake. Other theories for Mitsuhide's motives are: his anger over his dismissal as Nobunaga's representative to Tokugawa Ieyasu, and his belief in rumors that Nobunaga was planning to take Omi and Tamba from him. Who knows. Mitsuhide may have even harbored secret desires to rule the country himself.

Glossary of Game Terms

Castle

Huge fortress built by Daimyos both as a symbol of their strength and for protection.

Command Unit

The unit that is led by the commander of the battle force. The only times the commander will be the daimyo are when the fighting occurs in the home base or when the daimyo leads an attack personally. If the daimyo dies during battle then all his lands will fall into the hands of the opposing fief.

Daimyo

Japanese feudal lord. Usually controls several fiefs under his command. Often has a castle for his defense. Daimyos were warlords who strove to increase their dominance during this Warring States period.

Fief

Self-governing feudal state. Holds its own army and is responsible to its own citizens. During the Warring States period of Japan, the many fiefs of the nation were disconnected from each other. Daimyos strove to unify the land by conquering fiefs and then ruling them with their own policies.

Hara-kiri

The honorable way for a Japanese warrior to die, when faced with certain defeat. The warrior would take a short sword and plunge it into his stomach until death overcame him. The ritual included having a page to assist the warrior. If the warrior was unable to complete the act, the page would behead him, ensuring an honorable death.

Ninja

Specialized soldiers employed by Daimyos for secret acts of terrorism. Ninjas were schooled in the arts of espionage and hand-to-hand combat.

Shogun

The title of the military ruler of Japan. Originally, the Shogun's duty was to enforce the Emperor's rule and protect Japan from outside invaders. Declining power and influence in the Ashikaga Shogunate led to the decentralization of government and the era of the Warring States.

Vassal State

A state or fief controlled by a daimyo that lives in another fief. A Vassal State is much the same as a Self-Governing Fief, but often will be used to produce soldiers, rice, or gold for the controlling Daimyo's army.

Solutions To Common Problems

Are you considering the season before acting?

Think about the time of year before you choose a command. You might not want to **DEVELOP-Produce** in the spring, since it will lower flood control just as the summer typhoon season approaches. But performing that same command in the summer will increase the amount of rice you collect in the fall.

Are you making too many enemies?

A Daimyo, no matter how strong, cannot expand his territory if he is encircled by enemies. To avoid being squeezed on all sides by enemies, maintain friendships with some of your neighbors.

Are you making too many allies?

Although marriages and non-aggression pacts with neighboring fiefs will allow you to build up your army without interference, be very wary of surrounding yourself completely with allies. When the time comes to expand your realm of power, you may find your attempts to attack thwarted by non-aggression pacts.

Are you overly daring in war?

At war, do you attack opponents who are clearly too strong for you? Sometimes you must wait patiently for the right opportunity, or retreat while you are still able. Use your spies to find opponents that you can easily defeat. In battles, concentrate on attacking the enemy's command unit - don't waste your soldier's lives needlessly in attacks against other units if the command unit is nearby.

Are you spreading your forces too thin?

Bringing many soldiers to battle can help you gain territories, but be careful not to leave too few men behind. Alert rival daimyos will be sure to pounce on a fief with a tiny army. Make sure your fiefs are sufficiently defended before you attempt to conquer new territories.



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You're out to take more from your enemies than their lunch money! You're one awesome Mongol by the name of Genghis Khan and you're hungry for conquest. Asia's up for grabs and here's your chance to make a mark. Gather your Mongol hordes and get them psyched for battle. But remember, you're not the only one looking to expand. Your enemies have the knights, samurai and elephant units to ruin your day. Give your archers straight arrows, your Mongol horsemen riding lessons and your infantry a few good pairs of walking shoes. The fight is on and world domination is at hand! Everyone may hate a bully, but it sure can be fun!

FEATURES: 1-2 players, conquer Mongolia or the entire world, play Genghis Kahn or eleven other world class rulers, battery back-up to save games.

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P.T.O.™
Pacific Theater of Operations

FEATURES: 1-2 players, 9 scenarios, 250 historical ships, 10 difficulty levels, battery back-up to save games.