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NEC

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1255 Michael Drive
Wood Dale, IL 60191-1094

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1992 developed by Victor Musical
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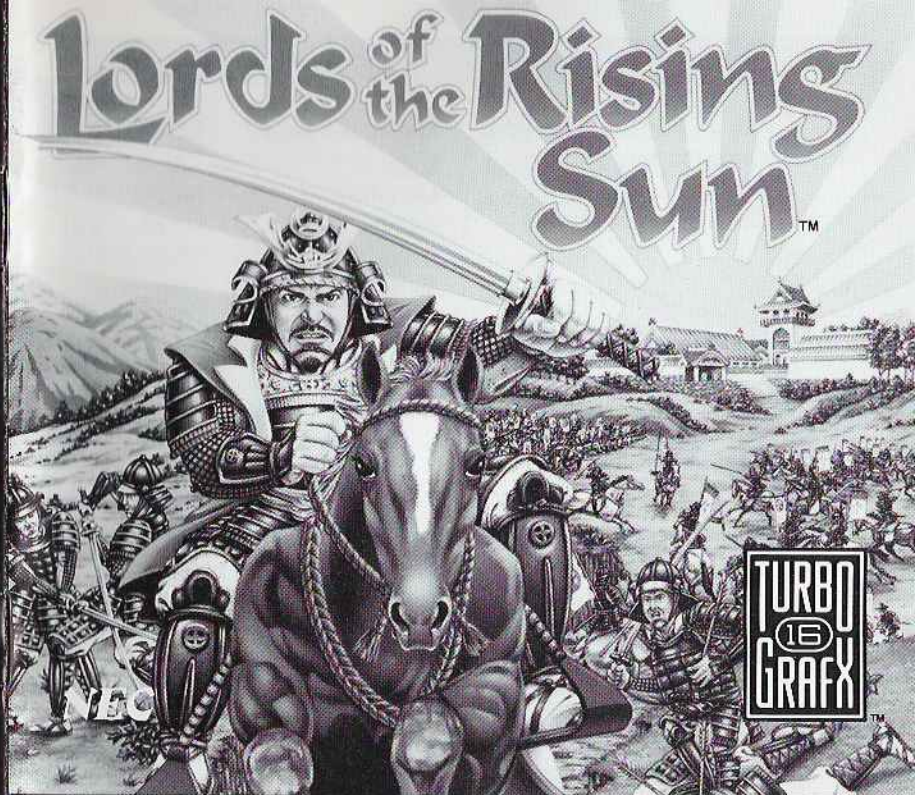
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THE MAP AND FURTHER INFORMATION

Warlord Locations

The warlords are found at these locations when the game begins.

Yoritomo's Troops	Location
Yoritomo	Izu
Yoshitsune	Mutsu
Hozyo Tokimasa	Izu
Miura Yoshizumi	Kamakura
Kazusa Hirotsune	Kazusa
Chiba Tsunetane	Shimofusa

Genji Troops	Location
Kumagai Naozane	Kouzuke
Kiso Yoshinaka	Shinano
Noriyori of Minamoto clan	Owari
Kouno Michikiyo	Iyo

Kiyomori Troops	Location
Kiyomori	Settsu
Munemori	Bizen
Tomomori	Tajima
Shigehira	Settsu
Satake Hideyoshi	Hitachi
Ohba Kagechika	Suruga
Yamaki Kanetaka	Suruga
Tamaga Hidetoo	Higo

Heike Troops	Location
Ashinaga Toshitsuna	Shimotsuke
Sakuraba Yoshitoo	Tosa

Note: When you start a game with Yoshitsune, Yoritomo and Hozyo Tokimasa are located in Kamakura and Miura Yoshiaki is in Izu.

Identifying Warlord Alliances

Each player character may control a maximum of 8 warlords. At times during the game, the helmets and flags of the warlords are color-coded to help you identify their loyalties.

White

Belong to the Yoritomo army, controlled when you play Yoritomo. When playing Yoshitsune, you control some of them.

Gray

Members of the Genji clan, but not under Yoritomo's orders. They may participate in his army by negotiation.

Blue

Belong to the Kiyomori army, controlled when you play Kiyomori.

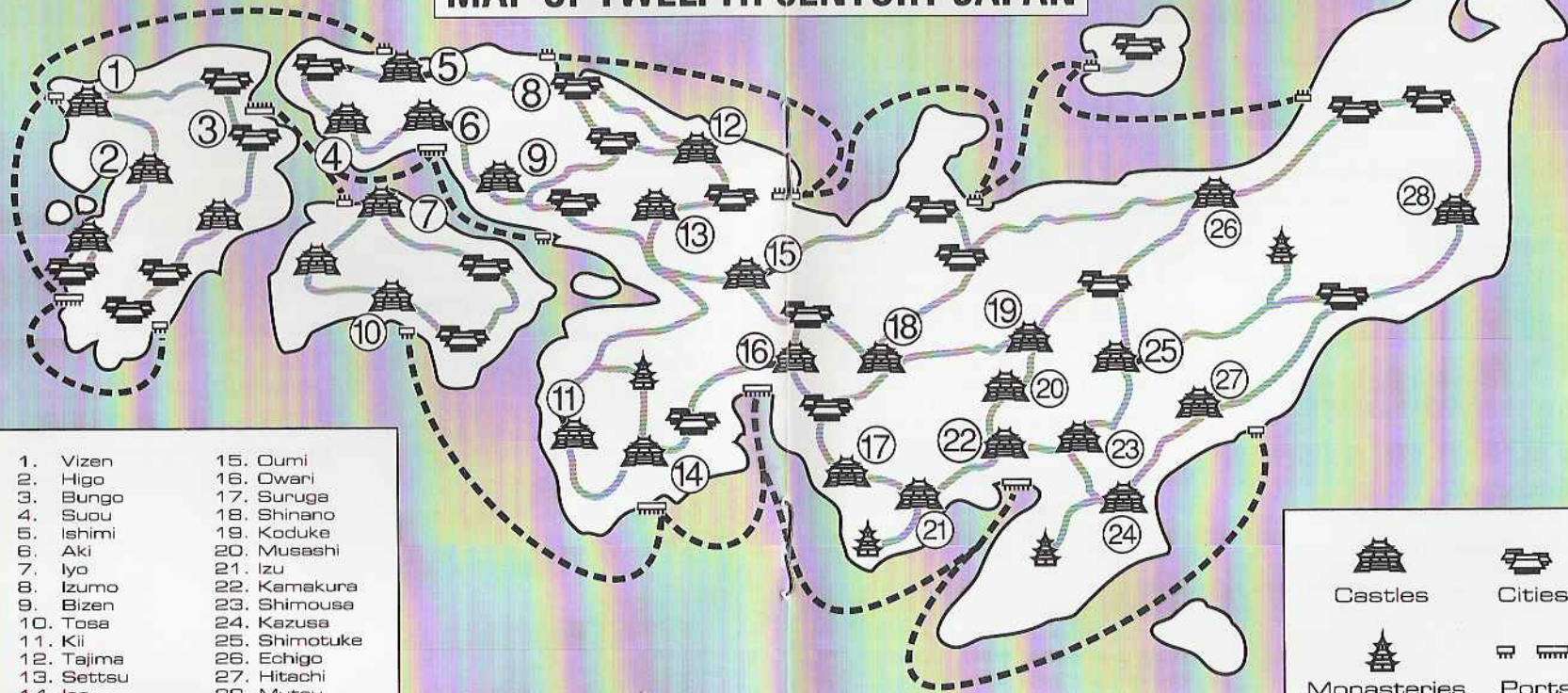
Light Blue

In the Heike clan, but not under Kiyomori's orders. They may participate in his army by negotiation.





Note: Yoshitsune's army is white, like Yoritomo's but depending on developments, only Yoshitsune's may turn red.

On rare occasions, Genji and Heike warlords may join the opposing side.

MAP OF TWELFTH CENTURY JAPAN



- | | |
|------------|---------------|
| 1. Vizen | 15. Oumi |
| 2. Higo | 16. Owari |
| 3. Bungo | 17. Suruga |
| 4. Suou | 18. Shinano |
| 5. Ishimi | 19. Koduke |
| 6. Aki | 20. Musashi |
| 7. Iyo | 21. Izu |
| 8. Izumo | 22. Kamakura |
| 9. Bizen | 23. Shimousa |
| 10. Tosa | 24. Kazusa |
| 11. Kii | 25. Shimotuke |
| 12. Tajima | 26. Echigo |
| 13. Settsu | 27. Hitachi |
| 14. Ise | 28. Mutsu |

	
Castles	Cities
	
Monasteries	Ports

Battles are determined by the following parameters as well as other elements such as surprise, natural conditions, warlord coalitions, and compatibility.

WARLORD SKILL LEVELS Ranked from 0 to 4, with 4 being the highest. They are displayed on the Warlord Flag.

Swordsmanship Strength using a sword. Rises or falls after engagements.

Archery Speed and accuracy shooting arrows.

Rises or falls after defending castle.

Siege Skill attacking a castle. Rises or falls after attack.

TROOP NUMBERS AND STRENGTH

Current levels are displayed in the Information Box

Number of Soldiers: (0 to 100)

Troops in warlord's army.

Military Strength: (0 to 100%)

Strength of warlord, soldiers' physical strength, and martial spirit.

The warlords' armies start at these levels:

	Soldiers	Strength
Yoritomo's army	50	70%
Genji army	40	80%
Kiyomori's army	50	70%
Heike army	40	80%

Armies at locations start at these levels:

Towns: 8 soldiers/100% strength

Castles: 16 to 36 soldiers (see Information Box)

100% strength

RECOVERING TROOPS AND STRENGTH

Strength is depleted by moving around the map. Also, troops are lost in battle. They can be restored by visiting the following locations.

Castle You can restore number and strength of troops by visiting a castle your army holds.

Monastery Only strength is recovered.

Towns and Imperial Palace: Only strength is restored. You can recover at the Imperial Palace, even if the Monastery refuses a meeting.

Speed of Recovery: Numbers and/or strength are increased by 4 each day you visit, or 8 at a player character's home castle. Remember, 10 seconds equals 1 day.

When more than one warlord is at a location, they divide restoration points equally.

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Wood Dale, IL 60191-1094