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KOEI



Genghis KHAN III

CLAN OF THE GRAY WOLF

TM

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Genghis KHAN II

CLAN OF THE GRAY WOLF

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Introduction

The Clan of the Gray Wolf

The thirteenth century was marked by turmoil in Europe, Asia and northern Africa. The coming of the little ice age caused crops to fail in once fertile regions. The black plague began to cast its grim shadow upon densely populated cities. The people were hungry, superstitious and frightened. They began to look to their neighbors, hoping that the storehouses in the next kingdom were full.

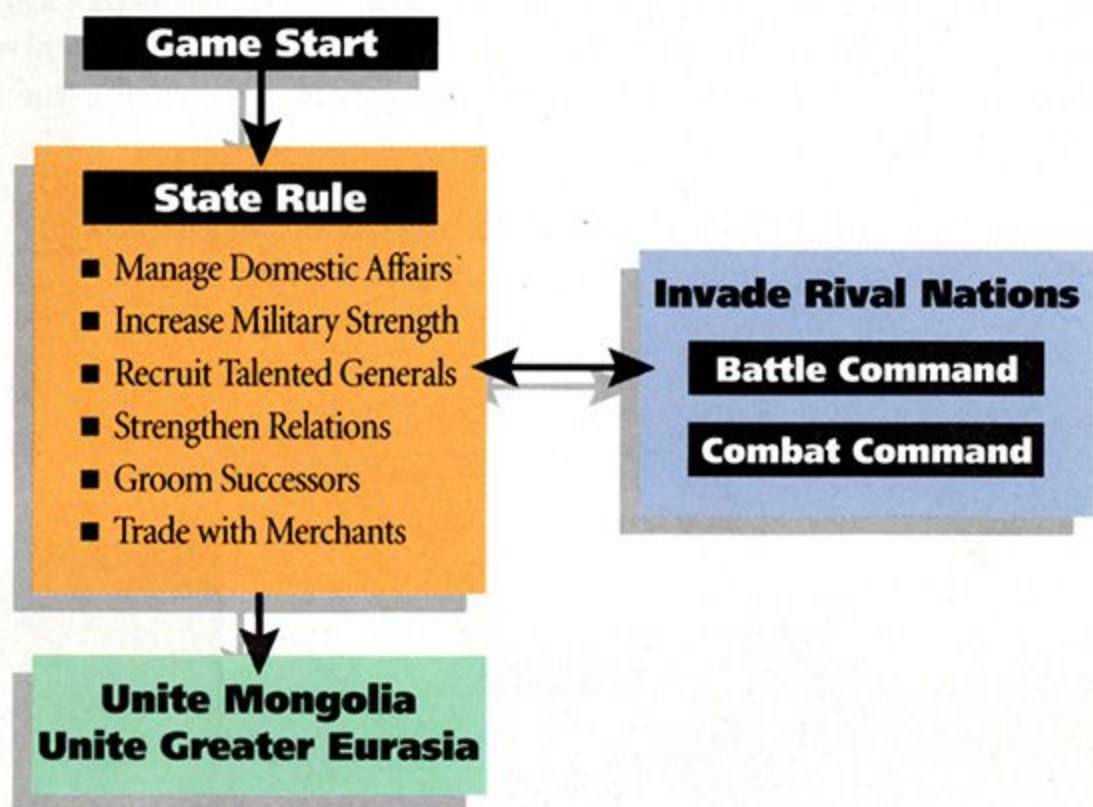
In Europe, crusades were announced, partly as a means of gaining both land and wealth. Various nomads and migratory tribes coveted the citified lifestyle of more civilized peoples. Various powerful leaders began conducting raids, then wars on rival camps and villages. Smaller cultures did not survive, while others hung on tenaciously and grew strong.

This is the world into which you are plunged in Genghis Khan II: Clan of the Gray Wolf. As the leader of a tribe or nation, you must struggle to weather the assaults of your opponents. Carve out a living for your people, and organize troops to defend their prosperity. Eventually your empire may come to span the world, and all will pay homage to your might!

Your Goal

In Scenario 1, your Goal is to conquer all the tribes of Mongolia. In the other three scenarios, you must conquer all of Eurasia. The game ends if your Ruler is defeated and has no Successor, or becomes the vassal of a rival Nation. If your Ruler has a son ten or more years old, you may continue the game by designating him as your kingdom's Successor.

Game Flow



At the beginning of the game, expand your power and secure your Home Base. To expand your territory, implement the following strategies in your Home Base and Vassal States:

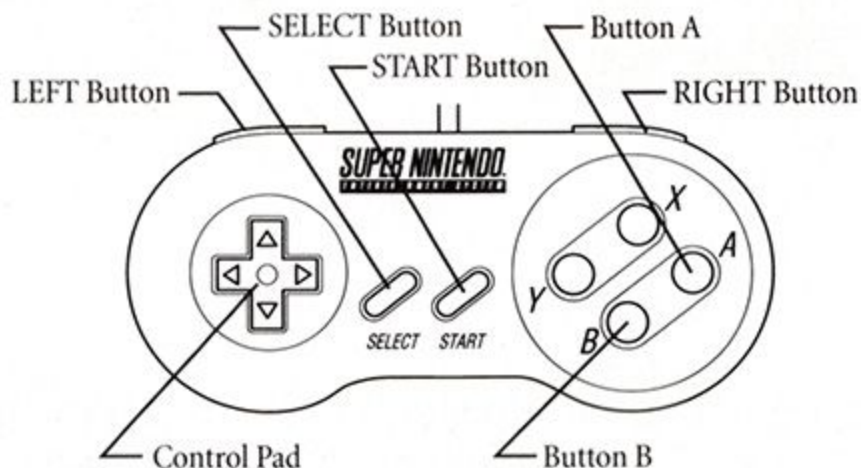
- Formulate effective policies and build up your military force.
- Enter diplomatic relationships with neighboring countries.
- Recruit talented Generals, arrange strategic marriages, and groom a Successor.
- Trade goods with merchants.

You can give direct orders only to your Home Base. You may indirectly control your Vassal States by issuing policies and orders for their Governors to execute. You may also leave the strategic planning of your Home Base to your Advisor.

When you have accumulated sufficient gold and food, and built up your military power, invade neighboring rival countries. After entering the Battle Display, give orders to each of your Legions. When your Legions are adjacent to the enemy, your Units may fight hand-to-hand on the Combat Display. When one side or the other wins, or a truce is arranged, the Main Display returns.

Repeat strategic orders and invasions as described above to expand your territory and unite the whole of Mongolia or all of Greater Eurasia.

Controlling Genghis Khan



Use either controller to play.

START Button

- Skips through the introduction to game set-up.

SELECT Button

- Accesses the Options Menu from the Main Display

Button A

- Selects highlighted commands and items

Button B

- Cancels selections
- Answers **NO** to yes or no questions
- Ends the command turn

LEFT/RIGHT Buttons

- Switch between State Data windows on the Main Display
- When pushed twice, hide the windows to show the map
- Display the terrain when held down on the battle map
- Display Unit's strength during its turn in combat

Control Pad

- Moves the cursor across the map or through command menus
- Scrolls through lists or flips through pages of information



Key to Play

1. Make sure the power is turned **OFF**.
2. Insert the **GENGHIS KHAN II** 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 **BEGIN NEW GAME** at game set-up.
2. Select a scenario.
3. Decide the number of players (one, two or **COM**).
4. Select the Nation you wish to rule. The States you can select are indicated with a soldier icon. Move the cursor across the map and choose a State.
5. Decide whether to watch wars and whether you wish to watch Combat between Units not under your direct control.
6. Check the set-up and verify your selections. If you select **YES**, the game will begin. **NO** will allow you to change the set-up.

Demonstration Game

You can watch a computer demonstration by selecting **COM** when selecting the number of players. Press the **RESET** button to end the demonstration at any time.

Scenarios

There are four scenarios in the game, but only the first three can be selected in game set-up. Scenario 4 begins if the first scenario is successfully completed before winter of 1214.

1: Mongol Conquest	Mongolia, 1184 AD
2: Genghis Khan	Greater Eurasia, 1206 AD
3: Yuan Dynasty	Greater Eurasia, 1271 AD
4: World Conquest	Greater Eurasia, ??? AD

Selecting Followers for Scenario 4

If you successfully conquer Mongolia, completing Scenario 1, Scenario 4 will begin. You will be asked if you would like to select a list of followers to use in Scenario 4. If you answer **YES**, you may select one Advisor and eight Generals from among all the Governors, Advisors, and Generals in your territory. If you choose **NO**, only the Generals and Advisor from your Home Base will appear in Scenario 4.

Resuming a Saved Game

Select **LOAD SAVED GAME** to start a previously saved game. The game will start from where it was last saved.

The Options Menu

Once the game begins, push **SELECT** on the Main Display to access the Options Menu.



Save

Save your game for future play. Only one game may be saved. By saving, you erase any game previously saved.



Battle Mode

Decide whether you want to view Battles not under your control.



Combat Mode

Decide whether you want to view Combat between individual Units not under your control.



End

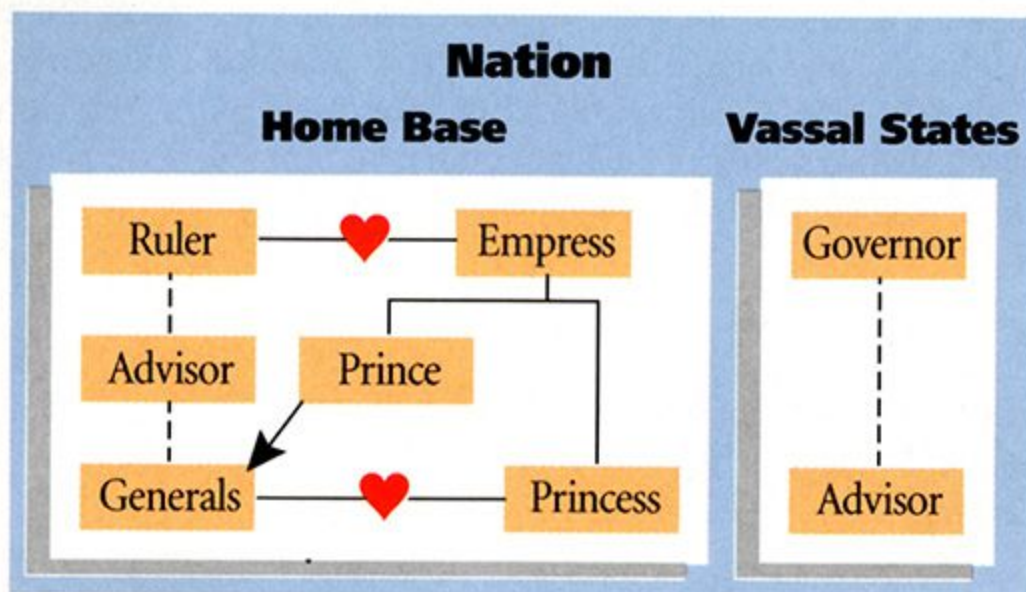
Quit the game. Save your game before ending it if you want to continue later.



Message Speed

Set the speed at which messages will be displayed: Slow, Medium, Fast or Very Fast.

Game Characters



Ruler

You play the role of the Ruler of a Nation or tribe. Select a Ruler from several choices in each scenario. The Nation includes the Home Base where your Ruler resides and any Vassal States under your control. With your Advisor's help, formulate strategies in your Home Base and issue policies and orders to Governors in Vassal States.

Governor

A Governor manages a Vassal State according to his Ruler's orders and his own judgment. If you have assigned an Advisor to the State, the Governor may delegate his responsibilities to the Advisor. When you acquire new Vassal States, you must select a Governor from among your Nation's Generals. Beware of disloyal Governors, they may proclaim their independence, becoming the Ruler of the State. But if the Governor is a member of your Ruler's family, he will always remain loyal.

Advisor

An Advisor implements domestic strategies based on your orders and his own judgment. You may seek his advice when a messenger comes from a rival Nation. Appoint Advisors from among your Generals in your Home Base or Vassal States. Sons of the Ruler cannot become Advisors. You do not have to appoint Advisors in every Vassal State.

General

You may have up to eight Generals under your command. A General may be sent as a messenger in diplomacy or as the commander of the Army in war. You may appoint Generals to be Advisors or Governors.

Free General

A Free General is a talented man who is not serving under any Ruler. You may recruit Free Generals in your territories or after you conquer new States. If you demote one of your Generals, he becomes a Free General.

Empress

An Empress is a Ruler's wife. If the Ruler and his Empress get along, she may bear children: Princes and Princesses.

Prince

A Prince is a Ruler's son. After he reaches the age of ten, you may make him a General. He can be selected as Successor when a new Ruler is needed.

Princess

A Princess is a Ruler's daughter. After she reaches the age of ten, you may arrange her marriage to one of your Generals. Arranging marriages can be an important tactic since sons-in-law cannot betray their Ruler.

Successor

If your Ruler passes on because of illness or death in battle, a Successor may be selected from his Princes who are ten or older. The game ends if there are no eligible Successors. If you select a son who is also a Governor to be Successor, his Vassal State becomes the new Home Base. The new Ruler will have no children at first.

Naming Children

When children are born, you must name them. Move the cursor to select letters and hit **DONE** when everything is correct. Names can be up to ten letters long.

Army Structure

Soldier

The smallest Unit of an Army. Soldiers form a Unit.

Unit

A group of Soldiers deployed in the Combat Mode. Units form a Legion. There are sixteen kinds of Units such as Pikemen and Artillery Units (see Regional Unit Types on page 37).

Legion

A Legion is a group of Units deployed in the Battle Mode and is composed of a maximum of four Units led by a General. Legions form an Army.

Army

An Army refers to the entire body of Soldiers in a State. You must organize your Army when you go to war. The commander of the Army (who is also the commander of the first Legion) leads by issuing orders to each Legion.

Ruling States

The Main Display



- ① Ruler
- ② Ruler's Current Body Points
- ③ Advisor (or other follower if there is no Advisor)
- ④ Year • Season • Rate
- ⑤ Main Command Menus
- ⑥ State Data

Each year is divided into four game turns corresponding to seasons. When you have a turn in your Home Base, first decide whether to issue orders yourself or delegate your rule to your Advisor. You can continue to issue orders as long as you have enough Body Points. When you are finished giving orders for the season, press **B**, then select **YES** to end your turn.

When your Home Base Advisor issues an order, he will ask for your approval. Select **YES** if you approve. If **NO** is selected, the command will not be executed. In a Vassal State, the Governor or Advisor there will issue commands based on domestic policies.

Body Points

Every command you carry out consumes Body Points. When you highlight a command, the Body Point cost is indicated beside your remaining Body Points for the turn. Maximum Body Points differ from character to character. You will be unable to carry out a command if you do not have enough Body Points.

Body Points necessary to carry out commands vary depending on the political ability of the character. A character with "A" political ability needs fewer Body Points than one with "E" ability for the same command (see Character Data on page 19). The Body Point costs in the command descriptions are based on Ability E characters.

State Data

The following data is available for each Home Base and Vassal State. Select Info on the Main Display to view the data.



- | | |
|-------------------------|-------------------|
| ① State Number and Name | ⑥ Land Yield |
| ② Gold | ⑦ Popular Support |
| ③ Food | ⑧ Type of Culture |
| ④ Population | ⑨ Climate |
| ⑤ Economy | |

Gold (0-9999)

The number on the left is the amount of gold you have, and the number on the right shows how the amount will increase or decrease for the next season. Gold increases when you Sell goods or collect taxes in spring. It decreases when you go to war, draft, give alms, buy goods, or pay salaries to your Soldiers.

Food (0-9999)

The number on the left is the amount of food you have, and the number on the right shows how the amount will increase or decrease for the next season. Food is automatically collected every season. You may also Buy food from merchants. It is reduced by going to war, transporting to other States, giving alms to the people, selling to merchants, and feeding your Army.

Population (0-9999)

The total population of the State. It increases slightly every year. It decreases when troops are moved to other States and increases when Units are discharged. Disasters such as epidemics (see Disasters and Boons on page 41) also reduce the population. The population is assigned to work in the areas of agriculture, herding, production of specialty items, and construction.

Economy (0-200)

Economic development of the State. The greater this number is, the more gold you can collect every season. Natural disasters will damage the local economy.

Land Yield (0-200)

Agricultural development of the State. The greater this number is, the more food you can collect every season. Natural disasters will damage the local land yield.

Popular Support (0-200)

Popular support for the Ruler. It plummets when an epidemic or natural disaster occurs, or when a draft or special tax is executed. Raise and keep it high by giving alms to the people. High support helps the population grow and prevents declines in economy, land yield, and defense strength. It also helps prevent revolts.

Type of Culture

The culture type of the State. The type of culture determines the types of Units available, and the growth of the economy and defense strength (see Cultural Regions on page 33).

Climate

The type of climate of the State. Land yield is dependent on the climate (see Climatic Regions on page 35).

To display the rest of the State's Data, press Right or Left Button on the controller.



- | | |
|---------------------------------|-------------------|
| ① Agriculture | ⑥ Specialty Items |
| ② Herding | ⑦ Units |
| ③ Production of Specialty Items | ⑧ Arms Level |
| ④ Construction | ⑨ Training Level |
| ⑤ Defense Strength | |

Agriculture (0-100%)

Ratio of population engaged in agriculture. Change it with Labor under Domestic Affairs on the Main Display, if necessary. The higher this rate is, the higher agricultural production your State will have.

Herding (0-100%)

Ratio of population engaged in herding. Change it with Labor under Domestic Affairs on the Main Display. The higher this rate is, the higher production of meat and dairy products will be.

Production of Specialty Items (0-100%)

Ratio of population producing specialty items. Change it with Labor under Domestic Affairs on the Main Display. Raise this ratio to boost the production of specialty items.

Construction (0-100%)

Ratio of population engaged in construction. Change it with Labor under Domestic Affairs on the Main Display. Higher ratio will help enhance economic development and defense strength.

Defense Strength (0-100)

Defensive ability of your Home Base at war. Typhoon damage decreases this strength. With better defenses, you will seize the advantage in battle from your stronghold.

Specialty Items

Types of specialty items produced in the State. The value (based on supply-demand) of each specialty item varies depending on the area (see Regional Specialties on page 36).

Units

Number of troops. Each State may have a maximum of 20 Units.

Arms Level (0-100)

Indicates how well your troops are equipped with arms. Purchasing arms will increase this level, while drafting and recruiting will lower it. High arms levels will give you an advantage in war.

Training Level (0-100)

Level of battle skill. It will increase through training and decrease after drafting or recruiting.

Character Data

Every character in this game has the following data. To view this data, select Ruler, Advisor, or General under the Info command on the Main Menu. This data is also displayed for Free Generals when they are available for recruiting.



- ① Character Data
- ② Relationship to the Ruler



Ruler's Son



Ruler's Relative

* No icon is displayed for non-royal characters.

Political Ability (A-E)

Political ability of the character. Higher abilities decrease the number of Body Points used to execute strategic commands. This also reflects the judgment of an Advisor.

War Ability (A-E)

Ability to fight in war. The higher this ability is, the more damage a General can cause to his enemy.

Leadership (A-E)

Command ability in war. The higher this ability is, the greater mobility the character has per turn and the quicker his Units will recover from confusion.

Charm (A-E)

The charisma of the character. Rebellion and betrayal are less likely to break out against a Ruler with high charm. Diplomatic negotiations are more likely to succeed if the messenger's charm is high.

Body Points (0-15)

The number on the left is the current Body Point count and the number on the right is the maximum. The higher the Body Point count, the more commands can be issued. Illness and injury may temporarily lower this number. It may also decrease as the character ages.

Age (0 and up)

Age of the character. As one gets older, Body Points may decline.

Rank

Rank of the character. There are five ranks as shown below:



Ruler



Governor



Advisor



General



Free General

Unit Data

Each Unit has the following data. To view Unit data, select Unit Data from Info on the Main Display.



- | | |
|-------------|------------------------------|
| ① Unit Name | ⑤ Close Combat Strength |
| ② Unit Type | ⑥ Charge Strength |
| ③ Spirit | ⑦ Long-range Attack Strength |
| ④ Mobility | ⑧ Defensive Strength |

Unit Type

This icon indicates whether the Unit is an infantry, cavalry or special Unit.



Infantry



Cavalry



Special Unit

Spirit

The morale of the Unit. This number changes according to the organization of the Legion and the leadership of the Legion's commander. It affects the Legion's mobility and its speed in recovering from confusion.

Mobility

The mobility of each Unit may be affected by supply and weather at war.

Close Combat Strength

Normal offensive ability.

Charge Strength

Charging strength.

Long-range Attack Strength

Strength of long range attack. A star means the Unit cannot attack from a distance.

Defensive Strength

Resistance against enemy attack.



Main Command Menus

Policy

Use the policy commands to formulate domestic policies for your Home Base and Vassal States.



Decree (8 Body Points)

Issue a new domestic policy to your Home Base Advisor or Governor of a Vassal State. You cannot perform this command in your Home Base if there is no Advisor. This command allows you to give general directions for administrative and military activities in your Vassal States. Select a State to set a new policy in and current policies will be displayed.



- | | |
|------------------|---|
| ① Agriculture | ⑤ Domestic Policy: Selected Policy |
| ② Herding | ⑥ Investment: Selected Investment |
| ③ Specialty Item | ⑦ Military Policy: Selected Military Policy |
| ④ Construction | ⑧ Diplomacy: Selected Diplomacy |

There are 5 fields to consider for your domestic policies.

1. Allocation of Labor

Move the cursor to select items, then increase the ratio with Button **A** or decrease it with Button **B**. When you finish adjusting the ratios, select **OK** to go on to the next policy area.



Agriculture



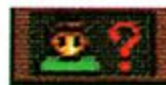
Herding



Specialty Item



Construction



Unassigned

2. Domestic Policy

Select one:



Domestic



Military



Economic



Balanced

3. Investment (only States with an Advisor)

Select one:



Economy



Farming



Defenses

4. Military Focus

Select one:



Quantity



Quality



Arms



Balanced

5. Diplomatic Policy

Select one:



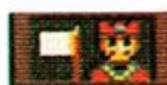
Invade



Extort



Coexist



Submit



Change (5 Body Points)

Use this order to revise domestic policies for your Home Base Advisor or the Governor of a Vassal State. Select a field to change.



Labor



Domestic



Investment



Military



Diplomacy



Advisor (10 Body Points)

Have your Home Base Advisor create domestic policies. The policies your Advisor creates depend on the status of the State and his political ability. If you do not agree with his policy draft, you may specify corrections.



Delegate (5 Body Points)

Delegate the rule of government and Army to your Home Base Advisor or Vassal State Governor. Vassal States may invade other countries according to the Governors' judgment.

Order

Use these commands to give special orders to Governors of Vassal States adjacent to rival countries. Your orders will not necessarily be carried out.



Attack (7 Body Points)

Order to invade a rival State. You cannot invade your allies.



Move (6 Body Points)

Order to move troops to another State. There is a cost of 20 gold per Unit.



Send (6 Body Points)

Order to send gold or food to another Vassal State. Select one:



Gold



Food



Diplomacy (8 Body Points)

Order to threaten or demand tribute from a rival State. Select a Vassal State adjacent to the rival State you want to threaten. You cannot threaten Nations with whom you are allied.



Threaten Demand Tribute

Personnel

These commands deal with individual characters belonging to your Nation.



Governor (9 Body Points)

Appoint or demote the Governor of a Vassal State. When a new Governor is appointed, the former Governor will be automatically demoted and become a General again. To appoint an Advisor as Governor, first change him into a General, then appoint him Governor.



Advisor (9 Body Points)

Appoint or dismiss the Advisor of your Home Base or a Vassal State. If there are eight Generals, you cannot dismiss an Advisor. If a new Advisor is appointed, the former Advisor will automatically become a General. Select One:



Appoint



Dismiss

**General (7 Body Points)**

Recruit a Free General or dismiss a General. When the recruit command is selected, the candidate's abilities are displayed. If you already have eight Generals, you cannot recruit another. A dismissed General will become a Free General. Select one:



Appoint



Dismiss

**Prince (6 Body Points)**

Appoint a Prince as General. He must be at least ten years old. He will never betray you as he is a member of the royal family. You cannot use this command if you already have eight Generals.

**Marriage (6 Body Points)**

Arrange a marriage between a Princess and a General. The Princess must be at least ten years old. As the General is the Ruler's son-in-law he will always be faithful.

**Family (7 Body Points)**

Spend time with the Family. Using this command, the Ruler can talk to members of the royal family, such as the Empress, Princes and Princesses. It is important to spend time with the family in order to groom a successor.

War

Use these commands to prepare your armies, move them to different areas within your domain and, when you're ready, go to war!



Attack (8 Body Points)

Invalidate a neighboring rival State (see Marching to War on page 43). You cannot invade your allies.



Move (7 Body Points)

Relocate your Home Base or move troops to a neighboring Vassal State. The Governor of the Vassal State becomes a Governor of the former Home Base. If you take your Advisor with you, the Advisor in the Vassal State becomes the Advisor of the former Home Base. Previously set policies remain for the new Home Base, yet special orders are canceled. Remember, a Vassal State cannot have more than 20 Units. Moving costs 20 gold per Unit. Moving Units will change arms and training levels in the Vassal State.



Send (6 Body Points)

Send gold and food to a neighboring Vassal State. A Vassal State may have up to 9999 each of gold and food.



Recruit (6 Body Points)

Draft Soldiers. Specify what type and how many Units you are going to form. The available Unit types are set in each geographical area. You cannot use this command if you already have 20 Units, or do not have sufficient gold. The cost in gold depends on the Unit type. By drafting new Soldiers, the arms and training levels of the Army decrease, and popular support drops.



Train (7 Body Points)

Improve the battle skills of your Army.



Dismiss (8 Body Points)

Discharge Soldiers and return them home. Dismissing Soldiers increases population and lowers popular support in the State.

Domestic Affairs

These commands will allow you to manage the concerns of the Home Base.



Labor (10 Body Points)

Revise the allocation of laborers engaged in agriculture, herding, production of specialty items, and construction.



Give (11 Body Points)

Give alms to your people to raise their support. Choose from gold, food, or specialty items.



Special Tax (14 Body Points)

Collect gold as an emergency tax from the people. This causes a drop in popular support. You cannot use this command if support is 0.

Diplomacy

Select a messenger from among your Generals and send him to negotiate with another Nation.



Demand Surrender (10 Body Points)

Demand that a State next to your Home Base submit to you. You cannot threaten allied countries.



Demand Tribute (9 Body Points)

Demand tribute from a State next to your Home Base. You cannot demand tribute from your allies. The response from the threatened State varies depending on the relative size of the State, number of Units, and the charm of your messenger.



Alliance (8 Body Points)

Ally with a rival Nation for one to eight years. Your Advisor may give you advice on the alliance. You can also use this command to extend an existing alliance; the maximum is still eight years.

Market

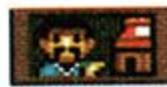
Trade food and specialty items with merchants, or hire mercenaries. You can use this command only when there are merchants in your State.



Uighur



Islamic



Chinese



Venetian

Islamic and Venetian merchants are not available in Scenario 1.



Sell (6 Body Points)

Sell food or specialty items. Price depends on the rate.



Buy (6 Body Points)

Buy food, arms, or specialty items. Price depends on the rate.



Mercenary (6 Body Points)

Hire mercenaries. Cost varies by type of Unit. The arms and training levels of new mercenary Units are 50 and 20 respectively, and they will affect the overall levels of the Army. You cannot use this command if your Home Base already has 20 Units.

Info

Use the Info commands to survey your territories, generals and other important data. You can also find out if a rival country is ripe for invasion!



Home Base (0 Body Points)

View the data of your Home Base.



State Data: View State data (see State Data on page 15).



Ruler: View the character data of the Ruler (see Character Data on page 19).



Advisor: View the character data of your Advisor.



Troops: View the types and number of your Units (see Regional Unit Types on page 37).



Alliances: View your alliance data. Your allies will be shown by a flag with the remaining term on the map.



Generals: View the character data of your Generals.



Children: View names and ages of children.



Specialties: View specialty items in stock in your territory (see Regional Specialties on page 36).



Other States

(Rival States — 1 Body Point)

(Vassal States — 0 Body Points)



State Data: View State data (see State Data on page 15).



Ruler: View the character data of your Governors and Rulers of other Nations (See Character Data on page 19).



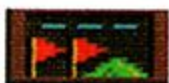
Advisor: View the character data of the Advisor.



Unit: View the types and number of troops (See Regional Unit Types on page 37).



Alliances: View alliance data. Allies will be shown by a flag with the remaining term on the map.



Territories (0 Body Points)

View the data of all your territories. Data includes State number, gold, food, specialty items, total Units, relatives and heirs.



Generals (0 Body Points)

View the data of all Generals in your Nation. Data includes relationship to the Ruler, name, political ability, war ability, leadership, charm, Body Points, and age.



Merchants (0 Body Points)

View location of merchants, indicated by the merchant icon on the map. The merchant's base is indicated by the house icon.



Unit Data (0 Body Points)

View the capabilities of each Unit (See Unit Data on page 21).

The World of Genghis Khan

Cultural Regions

There are 8 culture types in the game. The culture determines the types of Units available. It also affects economic development and defense strength.



Mongolia

Many Turkish and Mongolian nomads lived in this area. Harsh conditions on the vast steppes of the Mongolian plateau gave rise to a warlike breed.



Central Asia

Many nomads congregate in the areas surrounding desert oases to gain whatever livelihood they could. Commerce thrived as many caravans traveled along the Silk Road.



India

Agriculture as well as cattle-farming sprung up along the many rivers in this region. A high culture developed here between the Himalayas and the Indian Ocean.



Japan

Separated from continental Asia by the ocean that also protected it from invasion, this island country developed a unique culture. Warring between families ended under Minamoto.



Western Europe

Many feudal kingdoms were growing in Europe, their wealth increased by crusades to Islam. Chivalry was at its height, and knights and men-at arms rallied under the banners of their kings.



Eastern Europe

Perched between the East and the West, this area was populated by various races with a complex mixture of cultures. Many rulers struggled for dominion—others struggled to survive.



Islam

In the regions inhabited by the Islamic people, there were nomads and people engaged in irrigated farming. Much of classic Western thought lived on here, and developed into sophisticated arts and sciences.










China

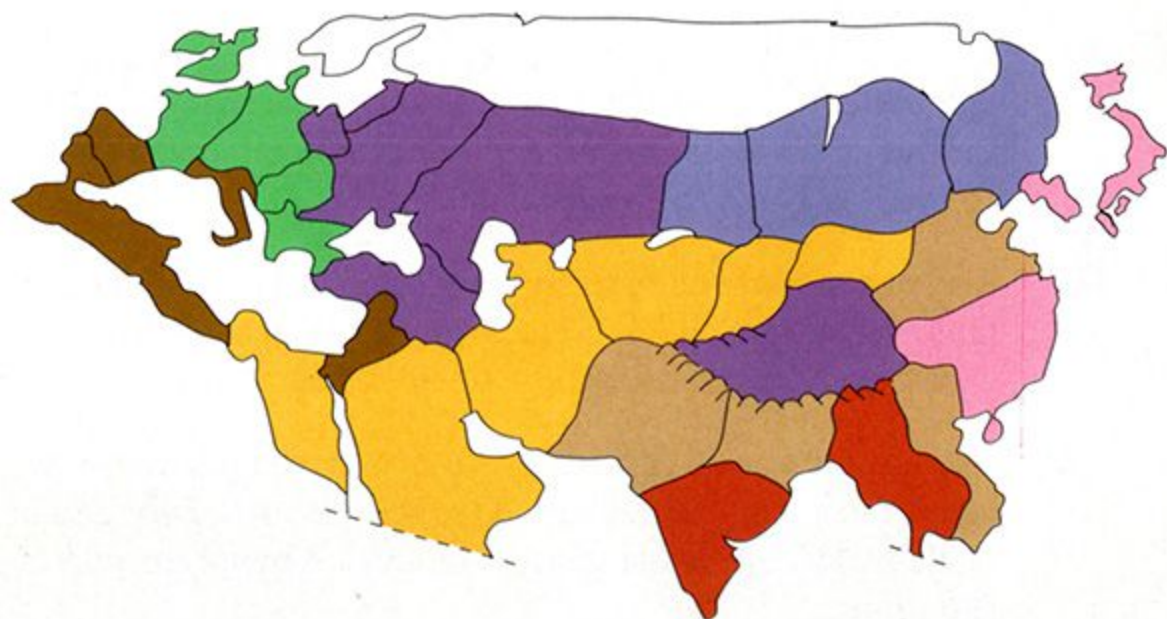
Although divided into north and south after the T'ang Dynasty, the empires of China were truly dominant at this time. Many merchants plied their trade on the Silk Road, and large-scale coal and ore mining provided the resources for other goods.

Climatic Regions

There are 8 types of climate. They determine the chances of random events (see Disasters and Boons on page 41) as well as agricultural production.

-  **A:** **Tropical climate.** Near the equator, these areas have a high average temperature year-round. There is little change in the weather to mark seasons, except for a change in rainfall from the rainy summer to the dry winter.
-  **B:** **Arid or semi-arid climate.** In these generally hot areas there is little average rainfall. The average precipitation also varies widely from year to year. There are often high winds.
-  **Cfa:** **Humid subtropical climate.** These areas have a relatively high average temperature and humidity. There is also a great deal of rainfall, especially in the summer months. Winters are mild and sunny.
-  **Cfb:** **Marine coastal climate.** Here precipitation is frequent and plentiful. There is little annual change in temperature and few storms. Fog is common in autumn.
-  **Cw:** **Modified humid subtropical climate.** This climate exists primarily in eastern and southern Asia. It is similar to the humid subtropical climate described above, but has more clearly defined seasons. There is a wet summer and a dry winter.
-  **Cs:** **Mediterranean climate.** In these areas, there is a dry, hot summer and a cool wet winter. The temperature does not vary much throughout the year. Humidity and rainfall are moderate.
-  **Df:** **Humid continental climate.** Precipitation is ample throughout the year in these areas. Snow often accompanies the cold winter months. In some places there can be continuous snow cover for one to four months of the year.

Dw: Modified humid continental climate. These regions are similar to those described above, except for precipitation. The winter is usually cold and dry, while the summer is wet and hot.



Climate Zones

Regional Specialties

There are 10 different kinds of specialty items. Only certain items can be produced in each State.



Fur



Silk



Gems



Jewelry



Medicine



Woodwork



Ceramics



Glass



Textiles



Spices

Regional Unit Types

There are 16 different types of Units. You can only recruit certain types of Units in each State. To view data on Units, select Unit Types under Info on the Main Display.



Light Infantry

Men-at-arms equipped with light arms and armor. Mobile and good for light fighting.



Heavy Infantry

Heavily armed and armored footsoldiers. These troops are good skirmishers.



Pikemen

Footsoldiers armed with long wooden spears or other pole-arms.



Artillery

This gunpowder-using unit is unique to China. A crew uses large mounted firearms to cause disarray among enemy ranks.



Shortbowmen

Light infantry with short bows as their main weapon. Troops are skilled archers, but weak in hand-to-hand combat.



Longbowmen

Lightly equipped footsoldiers with long, accurate bows. Pointed shafts pierce armor and weaken enemy forces.



Crossbowmen

Footsoldiers armed with powerful mechanical bows. Crossbowmen launch volleys of quarrels and stones.



Elephant

Archers and spearmen perched on the backs of large elephants within heavily constructed towers.



Catapult

Siege force which hurls large projectiles at the enemy. These units are especially effective in attacking strongholds.



Nomads

Lightly equipped cavalry composed of fierce horse-riding nomads. These troops strike swiftly and viciously.



Lancers

A unit comprised of skilled light cavalry armed with steel-tipped spears or halberds.



Mongols

The formidable armored cavalry of the steppe. The charge of these troops strikes fear into the hearts of foes.



Horse Archers

Skilled bowmen that can attack on horseback as well as shooting sharpened barbs deep into enemy ranks.



Mamelukes

Specially trained raiding parties. These horsemen of the arid plains are expert at close-quarters combat.



Knights

Heavily-equipped and mounted men-at-arms. These warriors are skilled in the use of several weapons.



Samurai

Multi-purpose mounted troops of the East, excelling in archery from horseback as well as swordsmanship.

Cultural Region	Mongolia	Central Asia	India	Japan	Western Europe	Eastern Europe	Islam	China
Unit Type								
Light Infantry	●	●	●				●	
Heavy Infantry						●		●
Pikemen					●	●		
Artillery								●
Shortbowmen	●	●	●				●	
Longbowmen					●	●		●
Crossbowmen					●	●		
Elephant			●					
Catapult						●	●	●
Nomads	●	●	●					
Lancers		●						●
Mongols	●							
Horse Archers							●	
Mamelukes							●	
Knights					●	●		
Samurai				●				

Unit Availability by Region

Events & Disasters

Seasonal Phenomena

Every Season

Collecting Food

The amount of food collected is based on State conditions, season, and weather.

Collecting Specialty Items

Specialty items are collected based on the total amount of items produced.

Distribute Food to People

Food is distributed according to the population.

Allowance to Troops

Gold must be paid to troops according to the total number of Units in the State.

Spring

Collect Tax

The amount of tax that can be collected is based on the State's economic condition.

Random

Demise of Characters

Old characters may pass away. A character with a low Body Point count or serious illness is more likely to expire. When a Ruler (see Successor on page 13), Governor, or Advisor passes away, you must select a Successor.

Disasters and Boons

The following events occur at random. Except for abundant harvests, these events will damage your States by lowering popular support and agricultural production. States where an event (except rebellion) has occurred are shown in a different color.



Epidemic (Spring, Winter)

Dread diseases that affect population, popular support, number of Units, Body Points of characters, etc. The chances of damage differ from climate to climate. An epidemic that broke out in the spring may spread to surrounding areas in summer and fall.



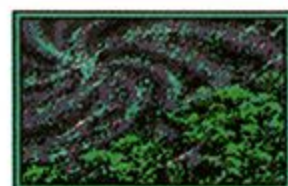
Sand Storm (Spring)

Whirling winds carrying stinging sand that occur only in desert areas. It affects land yield, economy, and support.



Blizzard (Spring, Winter)

Severe cold and snow that damages land yield, economy, and support. The chance for damage depends on the climate. The following harvest will be reduced by half.



Typhoon (Summer, Fall)

A storm with fierce winds and heavy rain that damages land yield, economy, defense strength, and loyalty. It occurs only in tropical (A), humid subtropical (Cfa) and modified humid subtropical (Cw) climate zones (see Climatic Regions on page 35).



Drought (Summer)

Severe dry weather that damages land yield and support, and reduces the harvest in the following fall by half.

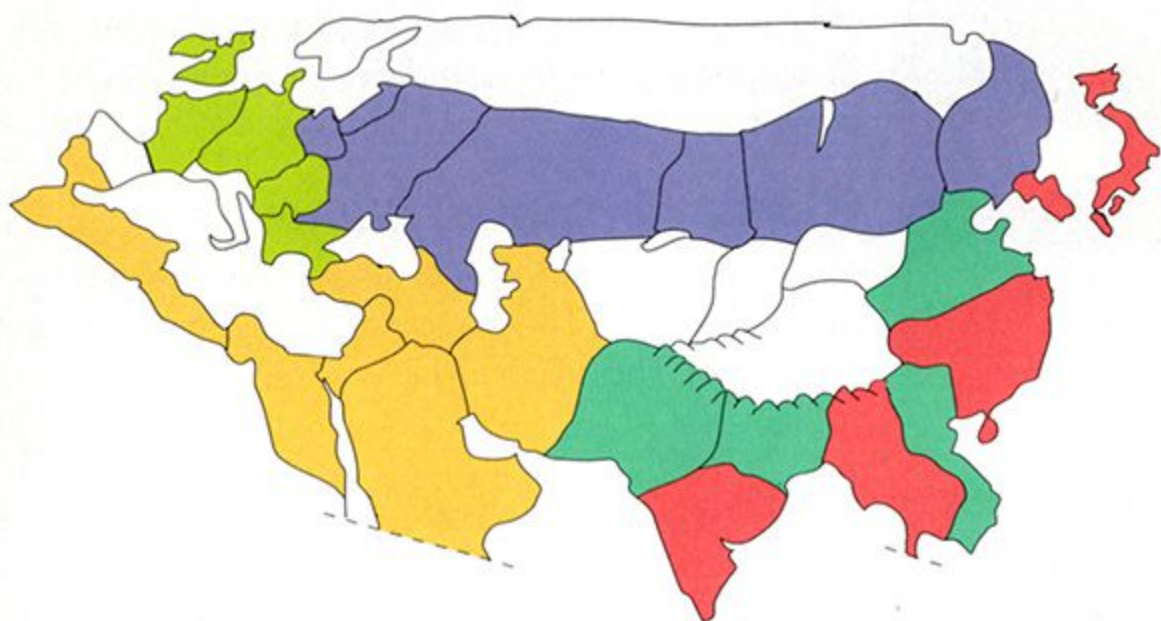


Abundant Harvest (Summer, Fall)

The rich harvest is the only lucky event and can occur in any State with the same probability. The exception is a state suffering from an epidemic; its chance is less. An abundant harvest doubles the regular harvest.

Revolt (Summer, Winter)

A revolt may break out in a State with low popular support. Upon its occurrence, the Battle Screen will appear. If the rebel Army wins, they become an independent Nation.



Disaster Regions

- | | | |
|---|--|--|
|  Blizzard |  Sandstorm |  Typhoon |
|  Drought |  Typhoon & Drought | |

The Art of War

A war takes place when you or the Governor of a Vassal State invades another State, when an internal rebellion breaks out, or when a rival power invades your State.

Marching to War

When a war breaks out, follow this procedure to organize your Legions:

1. Decide whether you will command the Army (as well as the commander for the first Unit). If not, select a General to delegate command to. However, when you are invaded or have no Generals, you must take command.
2. Decide whether to organize your Army yourself.

If you wish to organize the Army, select the commander, type and number of Units (up to four per Legion) for the first to the fifth Legion. Commanders are selected among your Generals, but if your Ruler participates in the war as the commander of the Army, he will command the first Legion as well. If you have no Generals, unknown figures become the commanders of the second to fifth Legions.

Waging a war costs 50 gold per Unit. If you run out of gold while organizing your Army, you cannot take any more Units.

If you do not wish to organize your Army, decide how many Units you will form into Legions (If you are invaded or if there is a rebellion, you must use all your Units). Select YES if the Legions formed look okay to you or NO if you wish to reorganize them.

3. Decide amount of gold (only when you are attacking) and food to take with your Army. The amount of food determines supply. Units with low supply are more liable to lose Soldiers.

4. When attacking another State, after all Legions are formed and provisions allocated, select YES and the Battle Display will appear. NO will cancel the attack.

Flow of War

When organization of your Army is finished, the Battle Display will appear.

1. Positioning

Position each Legion (Defense side positions first) by moving the sword cursor to the desired point and pressing Button A. You may also leave the positioning to the computer. The attacking side can position its Legions only in the 5 designated invading/withdrawing points (indicated with the flag icon). The defense side can position its Legions in any locations other than the 5 points reserved for the attacking side.

2. Battle

After positioning is done, the Battle Menu appears. Select commands to order to each Legion, reorganize your Army, or negotiate with the enemy.

3. Combat

When your Unit is placed next to an enemy Unit, the Combat Display appears. Issue commands such as Move and Attack to each Unit.

4. Victory

You will win if you destroy, repel, or force your enemy into submission, or occupy all enemy bases and strongholds.

5. Postwar Settlement

The Main Display returns and there are various postwar settlements including treatment of prisoners and recruiting talented men.

Conditions for Victory

To win at war, you must fulfill one of the following conditions:

- Annihilate or repel the enemy's first Legion.
- Force surrender of the enemy Army's commander.
- Defeat the enemy Army's commander.
- As the attacker, occupy all enemy strongholds and bases.
- As the defender, successfully defend your base for 30 days.



The Battle Display

In battle, the attacking side has the first turn, then the defending side issues its commands. Each turn is one day in length. The battle automatically ends after 30 days. The number of commands you can issue in one day depends on the leadership of the Army's commander.

You can execute battle commands only when you are the commander of the Army. If you are not, your designated commander automatically issues battle commands.

There are various weather conditions (Sunny, Cloudy, Rainy, Snow, Heat Wave, Sand Storm, Typhoon, Blizzard) during battle, depending on the season and type of climate. The weather may affect mobility and supply. It may also cause desertions from the Army.



- | | |
|---------------------------|---|
| ❶ Battle Command Menus | ❺ Defending Legions • Stronghold • Town |
| ❷ Turns Remaining | |
| ❸ Weather • Day of Battle | ❻ Messages |
| ❹ Attacking Legions | |

Battle Command Menus

The Battle Menu includes Order, Reform, Talk, and Info selections. Legions take turns according to the Legion number. When you are finished issuing commands, press Button B to end your turn.

Order

Give an order such as Move or Chase to each Legion. If no order is given, the Legion command will be delegated (following the first Legion).

Move

Specify a destination with the cursor. Selecting the current location means wait. When a Legion reaches its destination, it stands by automatically. Moving Legions reduces the food supply.

Chase

Target an enemy Legion to chase with the cursor. You cannot chase an ambushing enemy Legion. If you attack an enemy Legion, the Combat Screen will appear. When the target Legion is annihilated, the chasing Legion will stand by automatically.

Attack

Attack the closest enemy Legion.

Ambush

Specify a point (either mountains or forest) to set up an ambush with the cursor. You cannot ambush if your Legion is adjacent to the enemy or is not in mountains or forests. Leaving the mountains or forests means canceling the ambush. Moving within mountains or forest may also cancel the ambush depending on the composition of the Legion.

When an enemy Legion moves next to the ambushing Legion, it immediately attacks the enemy. If the attack is successful, your Legion emerges from ambush and stands by. Ambush does not work against an enemy in a stronghold or town.

Supply

Increase the food supply of your Army. Specify supply point (stronghold, town, or forest) with the cursor. If your stronghold or base is selected, the command means supply. If you select an enemy's stronghold, it means plunder and hunt in forest. By plundering, you will get food and gold, and the gold will be stored in your Home Base. Plundering in a town lowers support. You cannot hunt when you are next to the enemy, or when there are Snow, Blizzard, Heat Wave, Typhoon or Sand Storm conditions. A Legion with low food supply is liable to lose its Soldiers.

Flee

Withdraw your Army from war. Specify a withdrawing point, one of the designated invading/withdrawing points. Withdrawing the commander of the Army means defeat and the end of battle.

Delegate

Delegate command to individual Generals.

Reform

Transfer Units between two adjacent Legions. After transferring, both Legions must still have one to four Units. Transferring Units will affect the Morale, Arms level, and Supply.

Talk

Negotiate with the enemy.

Offer

Convince an enemy Legion to surrender and join you. You cannot use this command when your first Legion is not adjacent to the enemy, or when you have five Legions.

Submit

Demand the surrender of the enemy Army's commander. If he accepts, the war ends. Your first Legion must be adjacent to enemy's first Legion.

Truce

Propose a truce to the enemy Army's commander. If he accepts, the war ends. Your first Legion must be adjacent to enemy's first Legion.

Info

View Legion, character, or battlefield information.

Legion

Display a Legion commander's name, the Legion's level, total number of Soldiers, Unit type and number of Soldiers, Mobility, Arms level, Supply, Morale (based on Units' spirit and food supply). Viewing your own Legion data does not count against your turn. You cannot view the data of the enemy's ambushing Legions.

Person

Display a Legion commander's Legion number, name, Political ability, War ability, Leadership, Charm, Age, and Body Points. Viewing the data of your own commanders does not count against your turn.

Field

Display the State number and name of the battlefield, and the names of the commanders of both Armies. This command does not count against your turn. Press any button while the battlefield data is displayed, to display invading/withdrawing points.

Plan

Display current orders for your Legions. This command does not count against your turn.

The Combat Display

When your Legions get next to enemy Legions on the Battle Screen, the Combat Display appears. Each Unit is positioned, First the defender, then the attacker. You may delegate positioning. Areas you may position your Units in are highlighted. However, when your Legion is ambushed, its Units are automatically positioned and in confusion (displayed in yellow).

You and the enemy alternate turns to issue commands. The number of turns in this mode depends on the weather. You may have fewer turns if the weather conditions are poor.



- ❶ Name of Present Turn's Commander
- ❷ Unit Number
- ❸ Combat Command Menus
- ❹ Mobility Points Remaining
- ❺ Number of Projectile Attacks Remaining
- ❻ Turns Remaining in Combat
- ❼ Defending Units
- ❽ Attacking Units
- ❾ Messages

Units "In Confusion"

After being attacked by the enemy, a Unit may fall into confusion and become unable to perform commands. Confused Units turn yellow and spin around three times while stars flash above them. Confused units remain yellow until revived. If confused Units do not recover quickly, select the Revive command to speed up their recovery.

Goal of Combat

The goal of combat is to achieve one of the following conditions:

- Annihilate all enemy Units.
- Defeat the commander of the enemy army in combat.
- (For defending side) Defend until time runs out.

Combat Command Menus

Commands are executed by Units in the order of highest mobility. When all Units are finished with their commands, the turn ends.

When you select a command, the mobility necessary to execute it is displayed to the right of the remaining mobility. You will not be able to select a command if there is not enough mobility. As long as you have mobility, you can continue to select commands. The mobility of each Unit is determined by its basic mobility, Legion level, and leadership of its commander. The maximum mobility is 15. Press Button B to stand by.

Move (2 Mobility Points—3 if combat started in rough terrain)

Move a Unit. You cannot move a Unit over a wall, fence, tree, river, or where an enemy Unit is located. Range of movement is highlighted.

Attack

Attack an enemy Unit. When the number of Soldiers in the Unit reaches 0, the Unit is annihilated. Some Units are incapable of long-distance attack. The range of attack is highlighted. Target an enemy Unit using the box cursor. If there is only one enemy Unit within range, the cursor does not move.

Near (3 Mobility Points)

Attack an adjacent enemy Unit. This is particularly effective for Units with high Close Combat Strength.

Far (3 Mobility Points)

Use projectile weapons to attack an enemy Unit. Arms level determines the number of ranged attacks allowed for one combat. This is effective for Units with high Long-range Attack Strength.

Charge (5 Mobility Points)

Attack an adjacent enemy Unit. This is effective for Units with high Charge Strength. If Charge is used against an unconfused enemy Unit, the attacking Unit also has a good chance to become confused.

Command

Give special orders to combating Units.

Lead (4 Mobility Points)

Let Legion commander lead the Unit directly. You may use this command only once during combat. You cannot use this command if the commander has already been cut down. A Unit led by its commander increases in war ability, but the commander may be wounded. He is defeated when his Body Points reach 0 from injuries.

Revive (4 Mobility Points)

Revive a confused Unit of your Legion. This will not always work on the first try.

Delegate (0 Mobility Point)

Let the Legion determine its own actions. Once this command is selected, you cannot regain your command until the combat is over.

Info

Get information about the combat and the units involved.

Unit (2 Mobility Points — 0 Mobility Point to view your side)

Display Unit number, type, number of Soldiers, Morale, Training level, Arms level, and Supply.

Person (2 Mobility Points — 0 Mobility Point to view your side)

Display commander's Legion number, name, political ability, war ability, leadership, charm, age, and Body Points.

After the Battle

Treatment of Prisoners

After you have achieved victory in battle, you must decide what to do with prisoners. Characters who are not caught will withdraw to a nearby State. The following characters may become your prisoners.

- Commanders of annihilated Legions
- Commanders who had nowhere to withdraw to, or who failed to flee after being defeated.
- Advisors (if a Ruler or Governor becomes prisoner).

You may choose to Execute, Release, or Recruit these characters. You cannot select Recruit when a Ruler is made prisoner, unless he has no other territories to flee to.

Recruit Free Generals

After you have defeated your enemy, you may recruit a Free General from your newly acquired State.

Select Your Successor

Select your Successor, if your ruler is defeated in battle (see Successor on page 13).

Select a New Governor

If your Governor is defeated in battle, you must select a new Governor from among your Generals. If you have no Generals, an unknown figure will assume the position.

The Struggle for World Domination

The Conquest of Mongolia

Scenario 1, 1184 AD



In the twelfth century, nomadic Mongol tribes vied for control of the isolated central Asian steppe. There were endless wars and plundering everywhere on the plains. In 1162, a baby boy was born to Yesugei, the head of the Borjighin tribe, with a red gem in one of his hands. The gem was believed proof of his kingship. He was named Temujin after a Tartar whom Yesugei had defeated in a recent battle.

When Temujin was nine, Yesugei took him to a village of the Ongirat tribe to find a girl to choose for a bride. The leader of the Ongirats, Dai Sechen, was impressed with the young Temujin, saying of him, "He has a fire in his eyes and a radiance on his face."

Dai Sechen proposed that his own daughter Borte should be Temujin's future wife. Yesugei agreed to their engagement and left Temujin to the Ongirat. According to the Mongolian custom then, an engaged man

lived in his fiancée's house. Only a few days later, Temujin was informed that his father had been poisoned by his Tartar rivals.

His father's passing was only the first misfortune in store for Temujin. Many members of the Borjighin tribe could not accept the inexperienced Temujin as their leader and left, taking their livestock and tents. Deserted by their own people, Temujin's family was suddenly plunged into abject poverty.

By the time Temujin reached the age of seventeen, he had displayed his quick wit and adaptability, managing to increase his holdings until his family could lead a marginally comfortable life. Temujin decided to bring Borte from her village to marry her. As his family began to prosper, people came to join him one after another and his family grew to a small community. Later, Temujin was gaining influence as head of the Borjighin tribe.

However, Temujin had to face yet another misfortune. A marauding band of horsemen from the Merkit tribe raided his camp and took Borte away. Temujin and his family barely escaped by hiding out in the mountains. After many painful days without her, Temujin resolved to battle the Merkits and regain his bride.

Knowing he had little chance to defeat the Merkits by himself, Temujin gained the support of Togorul Khan, powerful leader of the Keraites, and sworn brother of Yesugei. He also drew strength from his own sworn brother, Jamuga. Temujin's force overwhelmed the Merkits, destroyed their tents and captured their men.

In 1195 at a Khuriltai (conference of Mongol leaders), Temujin was named Khan (supreme leader of the united tribes) by the heads of the Mongolian tribes. Perhaps heeding some shaman prophesy, he chose the name Genghis. And so it was that Temujin of the Borjighin became Genghis Khan, ruler of the Mongols.

Now that he had managed to weld several tribes together under his rule, Genghis Khan became a threat to his former allies, Togorul Khan and Jamuga. Genghis Khan began carrying out battles in order to extend his rule over the whole of Mongolia. Following the elimination of the Naimans and the Keraites, the lesser tribes had no choice but to submit to the power of the young Khan.

Genghis Khan's Grand Ambition

Scenario 2, 1206 AD



Having united all the Mongolian-Turkish tribes, Genghis Khan shifted his target to the wealthy kingdoms to the south. After a few forays and skirmishes, an invasion of the Hsi-Hsia Kingdom, the gateway to China, was launched in 1209. The Mongol army reduced the cities of Wu-la-hai and Yi-men, then besieged the capital of Chung-hsing. After six months of stalemate, Hsi-Hsia's King, Li An-Chuan, decided to negotiate, pledging one of his daughters to Genghis Khan. He also agreed to contribute important resources to future battles against the powerful Chin and the Khorezm empires.

In 1208, Wei-shao ascended the throne as the seventh Emperor of the Chin Dynasty. Finding Wei-shao a mediocre Ruler, Genghis Khan dissolved his previous ties with China and seized the chance to attack the Chin. Declaring himself the avenger of the Mongols previously forced into submission by the mighty empire, he broke through the Great Wall and invaded the Shansi and northern Hopei areas in 1211.

After three years of brutal fighting and the destruction of many small towns and villages, The armies of the Mongols attacked the Chin capital of Peking. Three vicious assaults on the walled city were followed by the threat of a prolonged siege. Wei-shao's equally powerless successor, Hsuan-tsung began to consider conciliation. Seizing the upper hand in

negotiations, Genghis Khan gained control over the state of Liao, as well as many riches and princesses for his generals. In return, he promised not to raze the city.

No sooner than the shaggy army, laden with booty left the capital, Hsuan-tsung decided to break his agreement with the Mongols, removing his court to the safer city of Nan-ching, to the south. The southern Sung empire saw this as a threat from their longtime rivals and appealed to Genghis Khan for help. Seeing that this rivalry could be used to his advantage, he did little to support the Sung. However, the situation in Peking was also to the Khan's advantage: Seeing the weakened state of the old capital, he moved once more to invest it. Armies sent from the south to lend support were turned aside by the Mongol army and the city was quickly demoralized, then defeated. Still the emperor refused to capitulate, so a tremendous sacking and razing of the proud city of Peking began, lasting several months.

After the fall of Peking, Muhammad, Sultan of the Khorezm Empire sent an embassy to discover more about these fierce conquerors. Genghis Khan replied that he regarded the Sultan as the ruler of the West, just as he, himself was the now the ruler of the East, and that there should be peace and commerce between the two great powers. An embassy from the Mongols was sent to Transoxania in 1218, and a fragile peace began. Both parties were in reality gathering information about the other and awaiting the moment to strike.

When a Mongol caravan arrived in the Khorezmian frontier town of Otrar in 1218, the governor took the opportunity to seize the goods and make the merchants prisoner, declaring them spies. The prisoners, including an ambassador whom Genghis Khan regarded with the highest esteem, were executed with the Sultan's permission. Although he was furious, the great Khan decided to negotiate justice. Another embassy was sent demanding that the Otrar governor be surrendered. The ambassador was executed and the beards of the Mongols allowed to return were shaved off. These acts demanded terrible vengeance.

First a force was sent to quell the rebellious forces in the Kara-Kitai kingdom, to the north of the Khorezm empire. Opposition from within was being eliminated so that the new foes could be engaged. During a skirmish with rebellious Merkits, near just north of the Khorezmian frontier, the Sultan ordered his men to attack the Mongol force. Although the battle was indecisive, the Mongol Horsemen acquitted themselves well, giving Muhammad a taste of what was to come. The traitorous Mongol vassals were pursued into the West and the dominions of Kashkar, Yarkand and Khotan also came under the rule of Genghis Khan. The small army led by Jebe quickly and easily conquered countries that had long been a thorn in the side of the Khorezms. And now the Mongols were the immediate northern neighbors of the great empire of Islam.

Although the Khorezm Empire was far more powerful than the Hsi-Hsia or Chin, they could not prevent revenge for the ambassadors from being carried out in Otrar; the town was completely obliterated. Little resistance was offered at first and the Mongols advanced virtually unhindered to the heavily fortified capital of Samarkand. The high taxes levied to complete defenses brought many people to rebellion. Upon hearing that Samarkand had been reduced in a mere five days, the now terrified King Muhammad fled with his troops. The Mongol army pursued Muhammad's troops to the Balkans in the West and to the Indus in the East. It took the following seven years to finally wipe out the Khorezm empire.



The Yuan Dynasty of China

Scenario 3, 1271 AD



After the demise of the fourth Mongol Khan, Monke, his younger brother Kublai called for a Khuriltai and named himself the fifth Khan in 1260. Kublai emulated the imperial centralization of power in China.

There was, in fact some doubt as to succession among the Mongols, but Kublai pressed an assault across then Yangtze into Sung China to force the issue. In June 1260, after this victory, Kublai's troops proclaimed him ruler of the Mongols. His younger brother, Arik-boke also had himself proclaimed Khan, and fraternal warfare ensued. In 1264 Kublai's brother surrendered. Kublai then had himself crowned 'Son of Heaven,' heir to all the realms of China as well as Mongolia, thus beginning the Yuan Dynasty.

Immediately Kublai resumed his attacks on the Sung. Progress was slow, and included a five year siege of Hsian-yang. Eventually, however, the Sungs were conquered, their capital of Hangchow fell in 1276. The aged Sung emperor was gone and the widowed Empress Dowager handed over the Sung imperial seal so an extended siege was not necessary. Kublai's army entered the city peacefully, but triumphantly. Attempts to continue resistance with the child emperor, Ti-ping, were quickly squashed. China was finally reunited for the first time since the tenth century collapse of the T'ang Dynasty, a unity preserved to this day.

Although China was secure, Kublai's ambition did not end. Instead he sought to demand the submission of all those Asian kingdoms once under rule of the Chinese. The Koryo Kingdom was brought to heel, but the armies of the Yuan had yet to face the war-elephants of Southeast Asia, and the Kamikaze, a storm that demolished the fleet sent to conquer Japan. Although in the end Kublai's dreams of an empire that spanned the globe were not realized, his greatness as both a ruler and a warrior are legendary.

Scenario	State #	Nation	Ruler
1	1	Mongols	Temujin
	6	Jadarans	Jamuga
	7	Keraits	Togorul Khan
	14	Naimans	Tayan Khan
2	1	Mongol Empire	Genghis Khan
	11	Kamakura Shogunate	Minamoto
	20	Khorezm Empire	Ala-al-Din
	21	Ghore Sultanate	Ghuri
	31	Angevin Kingdom	John I
	32	Capetian Kingdom	Philip II
3	5	Yuan Dynasty	Kublai Khan
	11	Kamakura Shogunate	Hojo
	15	Il-Khan Empire	Abaga
	18	Mamaluke Sultanate	Baybars
	25	Byzantine Empire	Michael VIII
	30	Sicilian Kingdom	Charles I
4	1	Mongol Empire	Scenario 1 Winner
	11	Kamakura Shogunate	Minamoto
	16	Ayyubid Dominions	Salah al-Din
	25	Byzantine Empire	Isaaciuss II
	29	Roman Empire	Frederic I
	31	Angevin Kingdom	Richard I

Scenarios and Rulers

Warranty

90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt and the UPC code found on the game packaging.
3. If your game is still covered under a store warranty, return the game pak to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales receipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

**Koei Corporation
One Bay Plaza, Ste. 540
1350 Bayshore Hwy.
Burlingame, CA 94010.**

This warranty shall not apply if the game pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Service After Expiration of Warranty

If the game pak develops a problem requiring service after the 90-day warranty period, you may contact the Koei Technical Support Dept. at the phone number noted previously. If the Koei Service Representative is unable to solve the problem by phone, you may be provided with a Return Authorization number and asked to send the game pak to Koei for personal inspection. Record this number prominently on the outside packaging of the defective game pak and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Koei with a check or money order for \$20, to cover repair or replacement, payable to Koei Corporation. Koei reserves the right to change the post-warranty service fee and/or policy.

Call now to order KOEI



IT'S TIME TO PICK A WINNING TEAM!



IT'S 1941 and the U.S. And Japan are ready to clash. Your goal is to control the Pacific! The schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays. But don't count out the Japanese carrier force and their top-notch kamikazes. The campaign is about to begin — It's time to pick your team and hit the battlefield!

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



games! 415-348-0500



Nobunaga's Ambition

He's back, badder than ever!

Oda Nobunaga, the mighty leader who strove to unite war-torn Japan, has returned. Now, as Oda, it's your turn to fight for control of Japan in this, the improved version of Koei's popular NES game, Nobunaga's Ambition. But, peace and order won't come easy! No one can be trusted in 16th century Japan.

FEATURES: 1-8 players, 4 scenarios, Super NES mouse support, 50 warlords, battery back-up to save games.

NINENDO

WAY OF THE NINJA

Revenge is Sweet!

You're a young ninja hungry for revenge against the ruthless ruler who destroyed your home village. Travel on foot or by boat to famous training grounds where you will learn Ninjutsu, the art of stealth fighting! Use your trusty sword, throwing stars or magic spells against vicious monsters inside Japan's treacherous dungeons. Victory will raise your skill level and gold will be your reward!

FEATURES: 1 player, historical rivalries, maps & characters, 18 dungeons, over 100 monsters, battery back-up to save games.





KOEI CORPORATION

1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

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