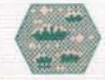
BATTLE MAP TERRAIN EFFECTS

TYPE:	SYMBOL:	COAST:	COMMENTS:
Mountains		Impassable	No archery attacks over Mountains.
Hills		5 MPs	Excellent defense.
Forests		4 MPs	Good defense. Difficult to extinguish Fireballs.
Plains		3 MPs	Average defense.
Castles		4 MPs	Superior Defense.
River		8 MPs 4 MPs for Steersmen	Ship necessary. Must stop Movement when entering from non-River hexes. No defensive benefit. Fireballs extinguish almost automatically.
Lake		8 MPs 4 MPs for Steersman	Ship necessary. No defensive benefit. Fireballs extinguish almost automatically.
Marsh		5 MPs	Poor defense. Fireballs extinguish fairly easily.
Ice		4 MPs	Average defense. Fireballs extinguish easily.

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BANDIT KINGS OF ANCIENT CHINA™
REFERENCE CARD

STARTING FROM FLOPPY DISK

(1) Boot your machine using a DOS disk (version 2.0 or above).
(2) When the "A : >" prompt appears, remove the DOS disk and insert Game Disk A into drive A, and Game Disk B into drive B.
(3) Type "KOEI" and press ↵.

Note that 5.25" users can skip the opening sequence and go straight to the Main Menu by inserting Game Disk C, rather than Game Disk B, into drive B.

HARD DISK INSTALLATION

You can copy the game files onto a hard disk drive. The files are standard DOS files, and can be modified as desired. The sub-directory named "BANDIT" will be copied to your root directory. If you wish to copy the "BANDIT" sub-directory under a sub-directory other than the root directory, first create that sub-directory using the command

MKDIR XXX

with "XXX" representing the name of your new sub-directory. Next, access this directory by entering the command

CD XXX

with "XXX" again being the name of your sub-directory. Then, log on to drive A with the command

A:

and press ↵. Users who wish to copy the "BANDIT" sub-directory to their root directory can go directly to installation.

To install, insert Game Disk B into drive A, and type

INSTALL X

then press ↵. "X" represents the letter of the hard drive yor wish to install to. For example, if your hard drive's letter designation is "C", you would type

INSTALL C

then press ↵. Do not forget to leave a space between "INSTALL" and "X". Follow the prompts, and insert the other game disks into drive A and press ↵. 5.25" users will insert Game Disk C next, followed by Game Disk A. 3.5" users will insert Game Disk A next. This program assumes you are installing from floppy drive A, although any floppy drive will do. The program will copy all game files, including the "KOEI. COM" file used to boot the game, to your hard disk drive.

You can load your game either by accessing the "BANDIT" sub-directory directly with the command

CD XXX

with "XXX"being the name of the sub-directory that contains the "BANDIT" sub-directory. Then, enter

CD BANDIT

Note that if you have not created a new sub-derectory to hold the "BANDIT" sub-derectory, you need only type

CD BANDIT

Once in the "BANDIT" sub-directory, type "KOEI" and press ↵. When playing from a hard drive, your game data will be saved under the "BANDIT" sub-directory.

If you wish to make a batch file to facilitate booting the game, you may wish to follow the example below. Be sure that you are logged on hard drive's root directory. At the prompt, type

COPY CON XXXX. BAT

and hit ↵. "XXXX" is the name of your batch file. Then, type

ECHO OFF
CD XXX (only if you've chosen to create a new sub-directory)
CD BANDIT
KOEI. COM
CD
ECHO ON

and press Control−Z and then ↵ to close the file. For more details on creating batch files, please refer to your DOS manual.

EFFECT OF COMMANDS ON PREFECTURE ATTRIBUTES

COMMAND		ATTRIBUTES												
		Heroes	Men	Gold	Food	Metal	Fur	Flood	Land	Wealth	Support	Ships	Arms	Skill
SERVICE	Flood Control							▲			▲			
	Cultivation								▲		▲			
	Construction									▲	▲			
MAKE	Ships			▼								▲		
	Weapons			▼		▼							▲	
MOVE	Hero	▲▼	▲▼	▲▼	▲▼									
	Provisions			▲▼	▲▼	▲▼	▲▼							
	Go into Exile		▼	▼	▼	▼					▼			
TRAVEL	Go to Marketplace (Buy or Sell)		▲▼	▲▼		▲▼								
	Go Downtown (Recruit Hero)			▼									▲	
	Go to Smithy (Buy Weapons)			▼								▲		
	Go to Shipyard (Buy Ships)	▲												
SOLICIT	Gold			▲							▼			
	Metal					▲					▼			
HUNT	Food				▲									
	Fur						▲							
ORGANIZE	Hire Men		▲	▼									▼	▼
TRAIN														▲
FEAST				▼										
GIVE	Citizens				▼						▲			

COMMAND COSTS AND EXPERIENCE BONUSES

Numbers in ( ) represent failed attempts

		Body	Strength Experience	Dexterity Experience	Wisdom Experience
FIGHT	Go on Expedition	−15	+50	+50	
SERVICE		−15	+10		
MAKE	Ships	−15		+15	+10
	Weapons	−15		+10	+10
MOVE	Hero	−10			+7
	Provisions	−10			+15
	Go into Exile	−15			
NEGOTIATE	Ally	−25			+45(+18)
	Invite to Lair	−25			+60(+23)
TRAVEL		−10			
SOLICIT		−15		+5	+13(+10)
HUNT		−20		+15	
TRAIN		−10	+11	+11	
REST		+10			

BATTLE COMMAND COSTS AND EXPERIENCE BONUSES

			Body	Strength Experience	Dexterity Experience	Wisdom Experience
MOVE	Regular		−1			
	Charge		−1			
		with Attack	−2	+1		
ATTACK	Melee		−2	+1		
	Archery		−1		+1	
	Magic		−20			+5
	Duel	You challenge	−5	+15	+15	
		Opponent flees	−4	+5	+5	
		You flee	−1			+3
		You accept		+15	+15	
REST	When Body is less than 40		+2			
SPECIAL	Fireball		−1		+1	+1
	Extinguish		−1		+1	+1

EFFECTS OF CHARACTER ATTRIBUTES ON COMMANDS

○ = Advantageous effect
× = Disadvantageous effect
= Minimum Value necessary

		ATTRIBUTES					
		Integrity	Mercy	Courage	Strength	Dexterity	Wisdom
FIGHT	Go on Expedition				○	○	
SERVICE			○		○		
NAME	Ships					70	
	Weapons					60	50
MOVE	Provisions						○
NEGOTIATE	Ally			×			○
	Invite to Lair	Dependent on Character Compatibility					
TRAVEL	Recruit Hero	Dependent on Character Compatibility					
SOLICIT			×			○	○
HUNT				○		○	
TRAIN		○			○	○	
FEAST		×					
ATTACK	Archery					60	
	Magic						80
	Duel				○	○	
SPECIAL	Fireball						60
	Extinguish					40	