

BUSHIDO

Sequence Of Play

Game Choice Screen

Select the option you require by moving your joystick up or down and pressing fire. For the Saved Game Option, follow the on screen instructions to load a saved game. If you want to abandon this option press the CLR/Home key.

The New Game option will present you with various characters who march across the screen. If you want to see the skill details of any of these, use the joystick to page through the characters and once you have chosen your warrior, display their skills on screen, enter a name using the keyboard and press return.

Main Menu Screen

Select the option you require by moving the joystick up or down and pressing fire. The first option you should select is STATUS to give your character some extra training before your first raid on the fortress.

Status : Displays characters skills

The total number of beads on a bar shows the characters uninjured skill, the maximum being eight when the character is uninjured. As the player becomes tired or injured these move to the right and they can only be recovered by resting or visiting the herbalist. Stamina can be regained by eating.

Skills are affected by selecting various activities.

If you have any Fame points and are outside the fortress you can display or select any available activities by moving the joystick up or down or you can be returned to the menu by pressing fire. The cheapest option is to Rest and Heal. However, successful warriors will be asked to join various activities such as the army. Each training may effect one or more skills and if you are injured your injury may be increased with any strenuous activities, which can last from a few months to a few years, and so your character's ageing must be taken into account.

To start a raid select the Game option.

To view Fort select the Map option

Only the fortresses known rooms are revealed to you and your position is marked with a large round symbol.

If you are outside the fortress and you find any secret exits you can scroll through the relevant maps and select your entry point, but if none is selected you will return to your last entry or exit position. Once in the fortress, guards are marked as small round symbols which can only be seen on the level you are on. If you wish to return to the menu press fire.

Save Game option

Your character can be saved, if you have not completed your quest, on a blank tape, or formatted disk.

The Inventory options

(Object, Shield, Vest, Ingredient, Weapon, Potion.) To display the various things you have, select an option and press fire. If you have any of the item selected then a data screen is displayed and various choices are given at the bottom of the page. Select these with the joystick and press fire.

Menu: Return to the main menu screen.

Use: Each type of item can be selected as being in use. ie: one sword, one shield, one object etc. The actual effect of USE depends on the type of item being selected. Objects will generally be held in the left hand, an example of this being when unlocking doors, weapons however, will be held in the right hand.

Sack: Returns an item to the SACK without selecting a new item.

Cash: Only available outside the fortress. Any item can be cashed in for its Yen value in points. It is best to cash in unnecessary items as objects weights are added and will effect your speed.

Drop: Only available while inside the fortress, this removes the item from your sack and also the game. Only use drop in emergencies, such as when you are injured or too weak to carry everything.

Object: This displays the objects you have such as keys, money, wands and rations. Using these will cause the left hand icon to be highlighted on the game control panel and a message will remind you which object is in use. Non aggressive guards may be bribed with money.

Shield: The shield symbol on the game control panel is highlighted when a shield is in use, and using this will reduce frontal hits.

Vest: The vest symbol on the game control panel is highlighted when in use and this will reduce hits when being used.

Ingredient: To make a potion two ingredients must be mixed in the correct order. When the first ingredient is being made some of the letters of the potion's name will appear as a clue as to the poison that you are mixing.

Weapon: If you use a weapon it will only be in combat and Karate is used if no weapon is selected, or if in close combat when you are using a missile.

Weapons have different speeds and hit values and the weight is often a guide to both the speed and the hit value. Heavier weapons are harder to use but can wound heavily armoured guards.

Potion: The yin-yang symbol will highlight on the game control panel when a potion is used. These give magical effects and the wiser your character, the longer lasting the effects of the potion will be.

Joystick controls

Either port controls characters movement. Port 2 is recommended to avoid keyboard conflicts.

To walk, push the joystick in the required direction.

To retreat backwards while keeping up defence, job the joystick in the backwards direction.

To punch or strike with the sword press fire for a short time.

To turn and slash, press fire and rotate the joystick, this is very effective against multiple opponents.

To search and climb walls, walk up to the wall and push the joystick. When on the wall your character can rest and climb up, down, left or right on suitable surfaces depending on the characters ability.

To display the menu while inside the fortress hold down fire.

Keyboard controls

F1music on.
F2music off.
F3colour mode on.
F5black and white mode on.
RUN/STOPpause game.
Press CLR/HOME while the game is paused to quit.

The Fortress.

The fortress is divided into nine levels each of which has its own items hidden amongst the shelves and furniture on the back wall. To find the objects search the back wall carefully with your character. Found objects will appear and you can pick them up putting them in your sack by pressing fire whilst the objects name appears in the message window at the bottom of the screen. Objects may disappear after a while but can be found again in the same place and will only be moved on a level if you leave the fortress and are away for some months. Sometimes if you cannot find a required item you may have to leave the fortress, train for some months, return and try again.

Leaving the fortress for some months will also cause levels to be repopulated. Each has its own guards and captains. Some are outside on patrol and may return through secret entrances. The map can be viewed while in the fortress to see guards in known rooms and may be helpful in finding exits or entrances.

Each level has an alert colour from green to red shown on the game control panel as an eye icon. When you kill guards the alert state of the level will rise and the guards will react more aggressively. It may be best to not stir up a level too much, the occupants may not always be aggressive. To calm a level down leave the fortress for a few months.

The occupants behave realistically. They sleep, wake, are on patrol and can track you, the latter obviously depending upon the stealth of your character. A passing guard can see and hear, but if you stand quietly out of his line of sight, he could wander straight past and the character can also creep by sleeping men with small joystick movements keeping away from them.

You can make them angry or afraid or even make friends with some. Try brandishing your weapon at them to scare them, making them keep their distance and watch for the sneaky ones who will go for your back.

Special Exits.

Each level has a door to the outside world, but most are invisible. When the doors have been found and unlocked you can use them to leave or enter the citadel, bypassing levels.

Special Objects.

To open locked doors, trapdoors, find invisible exits etc., you must use the correct object. You have to put the object in use as described in the main menu and take your character to the place or item you are trying to affect. Note that a trapdoor above you is shown as a ladder reaching above the back wall. A line blocking this represents a locked trap door above you. Climb the ladder with the key to unlock and go through a trapdoor.

Secret Wands.

Each time you pick up a wand a few words of a hint message will be given. Write the messages down and put them together to discover the secrets of the wands.

Magical Chests.

Magical chests contain ingredients but must be deactivated before the contents can be taken. The ingredients will try to escape so be ready to catch them.

Potions.

As the game progresses potions may help overcome difficult parts of the game. They are also worth mixing for their cash value.

Game Display/Control panel.

The small scrolls are highlighted when an item of the relevant type is in use. The weapon icon changes to indicate which sort of weapon is in use. From left to right the icons are:

Left hand: Object held in use when lit. The objects name will appear in the message area from time to time as a reminder.

Shield: Shield in use when lit.

Vest: Vest in use when lit.

Eye: The levels alert status is shown by colour. Green = low alert, yellow = medium alert and Red = high alert.

Yinyang: Potion in use when lit. The potions name will also be displayed in the message area.

Weapon: A hand signal means that no weapon is in use. The relevant icon for sword, shuriken or kama is shown and highlighted when in use.

A bead bar shows the stamina of your character. When all the beads have slid over to the right the mission is aborted and your character is transported back to safety.

Glossary of Japanese terms.

Bushido: The way of the warrior. The Japanese equivalent to the chivalry of the middle ages.

Karate: Empty hand. The art of unarmed combat.

Kama: Scythe like hand weapon.

Shuriken: Hand held throwing weapon, often star shaped.

Tachi: Straight sword.

Bushido: The Way of the Warrior

In early feudal Japan life was very hard, especially for the majority of people who did not have the high position of warriors or the aristocracy. The general public consisted mostly of farmers, who were delegated land from their landowner or 'daimyo'. Each of these 'daimyo' were very powerful and usually had their own private armies with which to defend their possessions.

The history of Japan at that time consisted of rivalries between these lords and the Emperor, but principally the struggle was between the nobles themselves for possession of the land. There was no national unity as such, only the sense of belonging to a group, city or district which, in turn, caused more unrest and eventually led to the downfall of the feudal system itself.

The structure of society was very strictly adhered to and was largely based upon the Buddhist religion. Basically, they believed that your rank in society had been pre-ordained by your actions in a past life. Peasants, therefore, were treated with disdain and had few privileges, whereas the Samurai warriors, who lived their lives by an honourable code, were held in the highest esteem.

Each section of society knew its place and, in essence, it was very similar in structure to that of the caste system in India today. This also helps to explain the Japanese contempt for death. Each death was thought of as the release into another, and hopefully better, life, so death had no finality, and in some cases it was anticipated gladly. The lower classes were not treated badly, however, and a higher ranking person would be punished for unnecessary beating of a peasant or farmer. Having said this, though, a shocking illustration of their contempt for life can be easily illustrated by the 'mourning keeper'.

This unfortunate person was kept by wealthy or noble families and was not allowed to comb his hair, wash, eat meat or approach women. He received gifts if all was well with the family, but if a disaster occurred or one of the family grew fatally ill, then the 'mourning keeper' was put to death.

The climate was just as harsh as the people's attitude. Bitterly cold in winter and hot and humid in the summer. This was in fact good news for the farmers as the weather, although extreme, was at least predictable and could be accounted for. Having said this for agriculture though, the houses were hardly built for the cold, and often the families were left

to huddle around hot coals until the summer returned again. Life in everyday Japan in winter was not a happy affair, but apparently the people preferred that to the extreme heat of summer, which was often unbearably humid, save for the June tropical rainfall.

The thing which united all warriors, but especially the Samurai, was the code of honour that they lived by. This was a parallel to our own knights of the dark ages, but whereas our knights lived for chivalry, the Samurai lived only for honour and the will of their masters. They were deeply religious and would often carry pious images into battle under their armour. Loss of face was their greatest fear and in some cases they would commit suicide (seppuku) if their leaders were killed in battle, as this would absolve them from the shame of imprisonment. Not all the warriors were of the same high standard however, and these could resort to joining a monastery if they wanted to avoid suicide. This did mean that they would have to virtually remain there for the rest of their lives, as they were treated with disdain by other warriors, for their acts of cowardice. In extreme cases the loyalty of the Samurai had no bounds and it was known for them to kill their entire family, if instructed to do so by their 'daimyo'.

Bushido was this code of honour and stern self-discipline that the warriors lived and died by. They did not attack together in battle and they consisted of many pairs fighting separately, each warrior singling out their opponent to ensure they were of the same status and strength as themselves. They held the highest regard for their opponents but would collect the severed heads of their enemies as proof of their bravado in battle. Holding a position of high esteem, their lives were far from easy and Bushido was a code of honour and respect only for those considered worthy of it.

The Game

The Shimosa province was situated on the largest of Japan's four islands near Edo, the capital. This area is known as Chiba today and lies west of Tokyo.

This area was well known for its continual unrest and squabbling between the 'daimyo's'. Each wanted more land, more prestige and more power than the next. The larger the amount of land owned, the larger an army the lord would need. This would mean a continual expansion and would bring greater wealth, not only to the area, but to the 'daimyo' himself.

The government, not having an adequate army at its disposal

was compelled, in order to put down local uprisings, to call upon the forces of local clan leaders. These were not slow to enter the conquest for position and power themselves. Two of the greatest of these clans were Genji and the Taira who savagely attacked each other constantly battling for power and eventually intending to take over the capital.

Taira Tadamune, the Taira clan's leader, has entrenched himself in a fortress which is strongly defended by his men. It is your task as a member of the Genji clan, to infiltrate this fortress and regain control, thus ending the conflict and enabling the Fujiwara's to continue their fair and just rule of the area.

Already having attempted a mass attack you must now change tactics and send a lone warrior, for where an army may fail a single man may succeed. You must choose a character to complete this assignment and it may take many attempts to complete your quest as your character will weaken or strengthen according to your gameplaying skills.

There are several characters to choose from and it must be remembered that stealth and cunning count as much as bravado and fighting strength. Your warrior does, however, have a magical belt brought from China, which will automatically teleport him back to base, and safety, if needed. This belt has already been blessed by both Chinese Buddhists and local priests and is believed to have beneficial effects upon the skills of whoever wears it. If your chosen character is mortally wounded, he is transported back to base to recuperate. This means he is rendered out of action for many months, affecting the older characters more so than the younger ones. During this rest period, the character can be re-trained in any particular area if needed.

The fortress is believed to be guarded by both real and magical forces and a wise warrior should watch the burning candles, for when they burn down and the death bell tolls twelve, it is said that the souls of the dead walk the halls.

Characters

Ninja - 'Assassin'

Trained from boyhood in the arts of concealment, stealth and murder, a Ninja was capable of penetrating anywhere in the dead of night. They became a secret organisation only allowing a few to join and demanding huge fees for their services, depending upon the difficulty of the task.

They had a fierce loyalty to their own kind and would be hunted

down and executed if they broke their sworn oath of secrecy and revealed their double life as a Ninja.

Ashigaru - 'Light feet'

Recruited from peasants these eventually became indispensable as infantry as soon as firearms were introduced to Japan. They were generally despised by the warrior classes who considered them unworthy opponents and were often used as a cheap substitute for Samurai by poorer landowners. They were skilled in hand-to-hand combat but only had basic weaponry such as swords, knives or bamboo poles sharpened as spears.

The Ashigaru in 'Bushido' has not started his training and is only 8 years old. You must decide the training with which to build the skills needed and because he is so young he must be trained before entering the fortress; although the advantage is that he can be moulded to your requirements.

Sohei - 'Monk'

When the monasteries were under pressure to defend themselves they recruited peasants and vagabonds to expand their numbers. These were initiated to Buddhism but often this only consisted of having their heads shaved. Many however were highly trained and fought with religious fervour, some carrying religious relics into battle.

Gakusho - 'Scholar Priest'

Similar to a Druid in early Europe, these were Shinto priests learned in the art of writing and the lore of magic and much of their lives was spent seeking out ancient knowledge.

The gakusho in 'Bushido' has a fair basic knowledge and although reaching middle age, is young for a scholar and will benefit from more knowledge, so send him to study to increase his skill. He is better employed using this knowledge and cunning than challenging guards to combat and is a difficult character to use at the start of the game.

Samurai - 'One who serves'

An aristocratic warrior, they pledged their allegiance to their feudal lord and believed in honour or death. The wealthier Samurai fought on horseback and were highly skilled in the use of the bow. They would challenge an opponent to hand to hand combat and so a battle consisted of many pairs of fighters rather than an army, as in current day battles. Their war cries were shouts of the deeds of their ancestors and they would collect the heads of the opponents killed in battle to show their prowess.

The Samurai in 'Bushido' is past his prime but is experienced and a good character to choose for beginners. He is a match for any of the early opponents, but will age and need constant retraining to keep his skills.

Bushi - 'Warrior'

These were professional soldiers but were of lower rank than Samurai. Many middle class men joined the Bushi to try and elevate their position in society. Successful soldiers would be promoted and this would also improve their families status as well as their own. Their weaponry depended on the wealth of their overlord but was generally inferior to that of the Samurai, consisting of swords, knives or a type of pike, known as a Naginata.

The Bushi in 'Bushido' is a new recruit who has a good basic skill in most aspects. In his teens he is a good basic character who can be built into a first class fighter.

Monk - 'Buddhist monk'

These lived in austere conditions and required absolute self-discipline. The fighting arts were initially used as a means of physical and mental discipline but became essential as a means of survival with constant fighting between feudal lords. They practised Zen combined with the martial arts and the Samurai would seek out Zen masters to teach them their skills. Initially unarmed they later became skilled swordsmen defending their monasteries with total disregard of death.

The monk in 'Bushido' has spent some years at a monastery that scorns the use of weapons and being skilled in karate, he would probably make a good swordsman. His oneness with the world provides him with both stealth and gale and would rather use these than face confrontation and have to use a weapon.

Yamabushi - 'Mountain warrior'

To escape feudal life many left their village and joined together in mountains under a chieftain. Some became bandits but others lived by selling their services to a landowner in need of troops. These mercenaries had little loyalty and battles could change course by outbidding the opponent so the Yamabushi changed sides. Being used to a hard life they made tough formidable warriors and are well equipped, sometimes with the weaponry of fallen Samurai.

The Yamabushi in 'Bushido' is fairly experienced and has the best stamina due to his lifestyle. In his twenties, he has plenty of time to increase his skills and complete his task before he dies of old age.