

INSTRUCTION BOOKLET

JAMES CLAVELL'S

SHOGUN

INTRODUCTION: JAPAN 1600 AD.

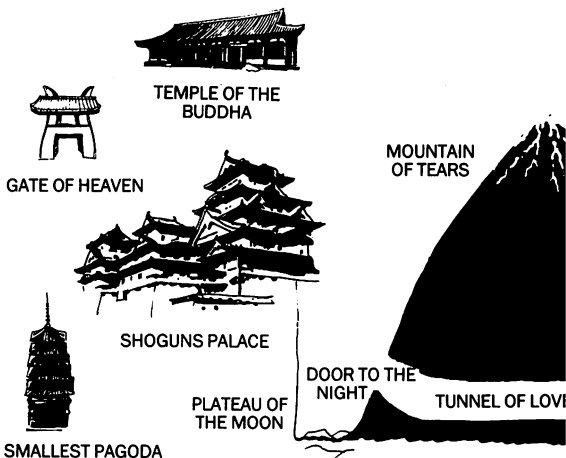
SHOGUN

Although two lords, Yoshi Toranaga Lord of the Kwantō and Ishido Kazunari Master of Osaka Castle, had gained ascendancy, it was possible for any natural leader with a strong army to seize control. The daimyo exercised power through the military might of the bushi or samurai. In peacetime samurai had the task of ruling the peasant farmers and collecting taxes. They also ruled the servants and craftsmen who lived a more itinerant existence. The samurai lived by a Code of Honour in which it was more important to commit suicide than to lose face. Despite the feudal order, continuous wars and often violent nature of their society, the Japanese were highly civilised in many respects. Buddhism taught that an individual progresses towards enlightenment through many rebirths.

Japanese social behaviour was highly refined, inevitably more so amongst nobles, merchants and craftsmen. Everything, from fortresses to kimonos, was designed to be aesthetically pleasing. Europeans seemed to the Japanese to be barbarians by comparison.

Your aim in this game is to live out a character life amid this turmoil and to make that character the supreme military ruler – The Shogun

SHOGUN



GENERAL LAYOUT OF THE AREA OF PLAY/FOR SHOGUN

Steve Lee designed and programmed the Commodore version and Ian Mathias created the graphics.

INSTRUCTIONS

Use Joystick **PORT 1**.

To load from disc, type **LOAD " ",8,1** then press **RETURN**.

At the beginning of each new game a short "set-up" time is needed before you can play. This sets up the random elements in the game.

Select your character by moving the joystick left and right then press **FIRE** to choose. The words **GAME** and **DEMO** will be highlighted alternately. Press **FIRE** when



WEST PALACE



EAST PALACE

PASSAGE OF
THE WIND

BRIDGE OF DREAMS

GATE OF DAWN



OLD PALACE



BEACH

GAME is highlighted to begin play. When you select **DEMO**, you may choose a character and watch the game play through automatically. Lord Ishido is a good one. **RUN/STOP** and **RESTORE** will allow you to quit a game or demo.

A caption line is just below the playing screen. This keeps you informed of where you are, what is currently happening on-screen, and also of recent events elsewhere.

There are four pockets which will fill as you pick up objects. The central box displays your **STRENGTH** (red and yellow strips). **STRENGTH** is depleted only by fighting. Your money is displayed under **YEN**. Your followers (if any) are displayed to

the right, you need 20 before you are considered worthy of becoming Shogun. This number indicates your popularity throughout the land and your follower count is updated at regular intervals. It goes down when your followers are swayed or are killed and up when others become loyal to you.

The icons, from left to right, represent **TAKE, DROP, GIVE, EXAMINE, ORDER, PAUSE, BEFRIEND, ATTACK, YIELD** and **SAVE/LOAD** to disc.

Food and money replenish **STRENGTH** and **YEN** immediately and are not placed in a pocket.

ICONS

To select an icon press **FIRE**. The joystick allows you to highlight the icon of your choice, press **FIRE** to select. The icon will stay highlighted until you have finished that action.

The **TAKE** icon (hand receiving object) allows you to pick up an object, food or money by passing over it.

The **DROP** icon (hand dropping object) allows you to choose an object from your pockets to drop.

The **GIVE** icon (two hands) asks you to choose an item from your pocket, or money to give someone. Use up-down joystick movement to adjust amount of money, then choose the recipient.

The **EXAMINE** icon enables you to find out about people on the screen, you will be asked to select which character. You may

have to do this more than once to find out all you need, but be careful not to annoy people in the process!

The **ORDER** icon (exclamation mark etc.) will let you tell people what to do **IF** they agree. You must first choose the person, then between a selection of orders on the caption line. You may give up to two orders at a time, the first one will have priority. If you only want one order choose **END**. (**TIP** — to ensure the person returns to you after carrying out an order, get them to “befriend” you as their second order!). People may sometimes ignore you simply because they are already busy carrying out an order, or else because they don’t like you or what you have asked them to do!

The **PAUSE** icon (hour glass) pauses the game until you press **FIRE**. All the characters in the game are displayed and the theme tune plays.

The **BEFRIEND** icon (heart) conveys feelings of friendship to the chosen person. If your friendship is appreciated the heart icon will “throb” for up to **10** seconds, you may quit by pressing **FIRE**.

The **ATTACK** (Katana) icon will allow you to enter into combat with a chosen character. The border will change to yellow, when you attack or are attacked. Try to get as close as possible to your opponent during the fight. Press **FIRE** to yield.

The **YIELD** (flag) icon allows you to

surrender in combat. When you are fighting press **FIRE** and you will be asked if you wish to yield. Be prepared to lose everything if you do. **YES** or **NO** will be highlighted alternately.

The **SAVE/LOAD** icon enables you to save and restore the game position.

As soon as you have **20** followers you will receive orders from the Buddha for your final task.

BEHIND THE SCENES

You can choose to become Blackthorne or any of the 40 or so characters.

Your position in life makes a great difference to the difficulty of the game. A warlord with a large following and ready supply of money has a head start. A samurai has the advantage of martial skills but lacks followers. A peasant or servant starts from the bottom and has the hardest time becoming Shogun. Priests can be reasonable fighters and are often clever. Bandits can often fight well, but can be more trouble than they are worth.

Each person has varying degrees of ambition, fighting skills, aggression, intelligence, gullibility, loyalty and friendship. The last two are "feelings" directed towards other people. These characteristics can all change with time, for example success in combat will increase fighting skill or possession of a valuable object will add to ambition. People also change from one game to the

next to prevent their responses becoming too predictable. **EXAMINING** someone (unless they are too hostile or indifferent to answer a few polite questions) will give you some idea of what sort of person they are.

NOBLES are often very ambitious and are unlikely to become your followers. They often already have followers or are quick to recruit new ones. Even when they are friendly you cannot depend on them to carry out your orders.

SAMURAI are excellent fighters. Mostly they are not ambitious but they are very loyal and follow orders faithfully. They are not easy to sway to your side but they tend to remain loyal once swayed.

PEASANTS and **SERVANTS** are not usually good fighters and often yield easily. As they are poor they are often swayed by gifts or bribes. They are easily distracted and do not always carry out orders reliably. However they can be very sociable if encouraged!

BANDITS may be good fighters and, as you would expect, can be very aggressive. They can be persuaded to take orders but beware, any mischief they get up to while acting on your behalf will have repercussions on you!

PRIESTS are enlightened souls but they can be surprisingly ambitious and even aggressive for holy men. You may be able to persuade a few to enter your service. However, Zen Master Ikematsu is a rather notable exception and not worldly at all.

This is an approximate guide to the various classes, but naturally there will be individuals who do not conform to the general pattern! Don't forget that, although someone may appear gullible and dimwitted at the beginning of the game, they may change as the game progresses.

You can influence people in various ways.

BEFIENDING conveys feelings friendship to the chosen person. If your friendship is returned they will stay around to receive your overtures. The closer you are together on the screen the more successful you will be. If your good feelings are not reciprocated they may leave the area or even attack you!

BRIBERY can often sway people to your cause. Some people will do anything for a few yen and a new shield.

ATTACKING can produced a variety of results. A person who is not very proud, or is fairly clever, may attempt to run away. They may even yield to you. If you order an attack and your follower's opponent yields, his respect for you will increase too but the opposite also applies. Those who yield will lose their possessions.

ORDERING is very useful. You cannot do everything and this allows you to delegate. It will be up to you to select the most useful task for anyone agreeing to obey you. Cleverer people will not need to be told to collect a weapon before attacking but others will need to be

reminded of such practical things. Although all recent events cannot be recorded, you will often be informed of your follower's activities in the course of time.

If you are in a hopeless position you can always take the honourable way out by ordering a follower to kill you.

Alternatively you may press **RUN/STOP** and **RESTORE!**

Each character starts life in a different location, so you will begin the game on different screens when you choose different characters.

Being Buddhists, it is only natural that characters are reincarnated after death. Due to the way in which people accumulate bad karma, by killing, stealing, etc, they tend to reappear somewhat lower in the social order.

Another character may become Shogun in the course of the game. You will be offered the choice to become his or her follower, if you accept the game will end, if you refuse everyone in the land will become your enemy for a while! However people do forgive and forget and you may well be able to regain your former status.

