

# SAMURAI

Shinto has been the Japanese religion. But when the power of Shinto threatened the Royal Family, the Emperor decided to adopt Buddhism to counter this threat. As the years passed, Imperial influence declined, but Zen Buddhism grew from strength to strength. Zen monks learned the martial arts and as this was combined with fanatical zeal they became a force to be reckoned with . . . . .

## GAME CHARACTERS

### Human Side

- 1). Samurai. These comprised the principal Japanese fighting force and were dedicated to The Way Of The Warrior. The Samurai wore armour and carried two swords, the long Katana, and the shorter sword Wakizashi.
- 2). Ashigaru. These were second class warriors wearing lighter armour. They mainly carried pole-arms, namely the Yari and the Naginata.
- 3). Ninja. This type was engaged for particular tasks, either as spies or assassins. The Ninja was a first class warrior that did not wear armour and was proficient in many kinds of different weapons including projectiles.
- 4). Mounted Samurai. Like the Samurai on foot, but with heavier armour. Their horses had no protection.

### Computer Side

- 1). Monks. These were trained in martial arts, and they often used the great two handed temple-swords No-Dachi, or other non standard weapons.
- 2). Samurai Monks Often regarded as the top warriors of Imperial Japan.
- 3). Young Samurai Monks. Still in training.

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## Instructions

- 1) Load game by typing load''.
- 2) Select level of play (1-3, 1 = easy/3 = difficult).
- 3) Select incident (1-3).
- 3) After you have done this you must select your own side. Move right or left using a Kempston joystick or the keyboard (O-left, P-right). The number above the counter is the value for that warrior. Press fire button or M to select the warrior. You can change your side by taking out the last warrior you have selected by moving the cursor over the 'sad face' and pressing the fire button or M.
- 4) When you have selected your side move your cursor to the rightmost icon and press the fire button or M to start the game.

Once in the main game:

- 1) The computer will automatically scroll to the next warrior to move. By moving the cursor using the keyboard or joystick you can select between the following.
  - a) The 'two feet icon' if you decide to move him. Select this icon and the number of his movement points will be displayed in the small yellow window on the left. Move him around using the joystick or the keyboard (O-left, P-right, Q-up, A-down). Press fire or M to end movement. If the space-bar is pressed during movement of a certain character the top right window will change to a second map which can be scrolled at will. Press space-bar to go back and continue where you left from.
  - b) The 'throwing star' icon if you want him to throw a shuriken. Only Ninjas can use projectiles. When long range fire has been selected the top right window will be replaced by your 'sights'. Choose the angle and then press fire button or M. The Ninja will only have part of his movement points left. When an enemy character is in one of the adjacent locations your Ninja will be unable to fire.
  - c) The 'crossed swords' icon will take you to the next combat phase if you are in a hurry.
  - d) The 'X' icon will quit the current game.

The other two icons are there only for safety reasons.

CLOSE COMBAT is automatic and it happens after you or your opponent has finished his movement phase. The rightmost small window shows the stamina left in your warrior while the cyan one shows the current stamina of the enemy character.

It is very important to outnumber your opponent when in close combat.

When a character enters an location adjacent to an enemy warrior, his movement points winning will automatically drop to zero.

- 2) WIN THE GAME  
For a side to win it will have to clear the map of enemy characters. Points are awarded for the level of difficulty, the size of the enemy side and the number of moves taken to do that. The current move is shown in the small white window.