

E. Game Ends

This can result from the following situations:—

	<i>Point Score</i>
1. Death without honour	nil
2. Death in combat with a Samurai	30
3. Successful Seppuku	600
4. Starve to death (HU) = -4	nil
5. Loss of face (ST) = 0	nil
6. When all 9 of your Samurai opponents have been killed	800 (1000 at levels 2, 6 and 7)

F. Loading

Follow the instructions in the relevant user's manual for your machine, always ensuring that the cassette recorder head is clean and the volume control and leads are correctly adjusted.

G. Copyright

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For details of other games, please write to:-

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(MCL 2N 3/83)

M. C. LOTHLORIEN

SAMURAI WARRIOR



LOADING:—See details on cassette shell

COMPUTER:—See details on cassette cover

A. Setting and Objective

You are a Samurai Warrior living during the Kamakura period in Japan (1185-1333) and your objective is to defeat your opponents and either survive to old age or commit ritual suicide (Seppuku).

Your opponents comprise 6 groups of bandits and 9 other Samurai of differing abilities, any of whom may, at the beginning be superior to yourself.

The idea of the game is to attempt to choose your course of action, though this may often be denied to you, and to offer or accept combat in the light of current knowledge. Your target is twofold, to exceed the preset points target and to either survive or to secure an honourable death. Your target score is either 1500 points or 2200 points at levels 2, 6 and 7.

B. The Play

There are 7 levels of play.

- 1 & 2 Both play at the basic level, the difference being that level 2 sets you a higher points target for success.
- 3 Plays at the basic points target, but has larger bandit groups.
- 4 Plays at the basic points target, but you have a reduced overall status at period 1.
- 5 Combines the changes in both levels 3 and 4.
- 6 Plays at the higher points target, but you start with a lower overall status at period 1.
- 7 Plays as at level 5, but with the higher points target.

The central reference point is the 7 Option Menu. Option 7 displays an updated status report which will also be displayed as changes occur during the game.

Combat can either be deliberately sought by yourself or forced upon you. In the former case you will attract certain enhancements to your status, before combat commences, and will be able to choose your opponents. However, once accepted you cannot withdraw your option. In the case of the enforced combat there are no enhancements, you have no choice about your opponents but you do have the option to refuse combat which leads to deductions from your status.

The option of helping a village gives enhancements for acceptance, deductions for refusal but you have no choice as to the nature of your opponent.

Options 1 and 5, if accepted, do not lead to combat. Option 1 increases your physical value (PH). Option 5 increases both (PH) and your food supply (HU) but is not always successful and you may incur wounds—(PH) instead.

Option 6, if successful will end the game with the appropriate bonus points. Success is not guaranteed and you may be merely wounded or worse, die later from wounds without honour and without bonus points.

Each period of play may consist of 1 or more actions and the period end will display your total bonus points to date. Period end will also deduct your food usage, 3 units. If the (HU) figure should fall to -4 you will starve to death.

C. The Samurai

Your opponents and yourself have various status factors which will affect your fighting ability but these figures, in their entirety, will only be displayed for yourself.

(ST) Overall status, the most important factor, and measured on a scale 1-20. Should you ever fall to 0, this will signify death without honour, normally incurred by refusing too many challenges. Overall status rating is vitally important in bandit combat.

(RE) This is your known reputation as a fighter.

(SU) This represents a measure of your success in combat.

(PH) Represents your state of health, any wounds will reduce this. Menu Option 1 allows for the healing of wounds.

(HU) Hunger, represents your food supplies. Success in combat will increase your food supplies and whenever help is given to a village you can eat their food. Food consumption is 3 units per period.

(SE) Security represents your overall sense of security which will increase whilst assisting villages.

In combat there are 3 possible outcomes:—

- a. Victory—50 bonus points
- b. Death and defeat—30 bonus points
- c. Indecisive, this will weaken yourself and strengthen your opponent—no bonus points

D. Bandits

There are 6 bandit groups of varying strengths. In mounting attacks the whole of a bandit group is involved, but groups can never act in concert. There are 3 possible outcomes to bandit combat:

- a. Death without honour
- b. Defeat—you sustain wounds, the bandit group incurs losses but remains intact
- c. Victory—the bandits incur losses, the survivors disband and join another bandit group. In future encounters this group would display 'NO BANDITS' (Note Bandit Group 4 will always fight to the very last man).

10 points for each bandit killed are credited to your score.