

VIRGIN GAMES

presents

JAMES CLAVELL'S

# SHOGUN



## INTRODUCTION

In April 1600, Englishman John Blackthorne was shipwrecked off the coast of Japan by a violent storm. He found himself in the centre of a political conflict of equal violence.

For six centuries Japan had been torn by civil strife. The mighty warlords (daimyō) administered the feudal system and guarded against bandits and insurrection – there were many peasant revolts. At the same time they were engaged in power struggles. By 1600 the daimyō were vying for supreme rulership: to become the military authority to which all the daimyō would give allegiance, second in power only to the Emperor; to become Shōgun.

Although two lords, Yoshi Toranaga Lord of the Kwanto 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 daimyō 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. All the trappings of a materialist life, power, riches, pride, are all transient and, indeed, burdens on the eightfold path to Buddhism. The only important thing is to perform good works and thereby increase the good Karma accumulated from previous lives.

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.

You will find a general map in this booklet that indicates where the important landmarks are.

Shōgun, the game, was inspired by James Clavell's bestselling novel. The game concept was by Simon Birrell.

Charles Goodwin designed, programmed and created graphics on the Amstrad version.

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

# SHOGUN - AMSTRAD CPC 464/664/6128

## Instructions

To load the game from tape, hold down the **CONTROL** key and press the small **ENTER** key, or type **RUN** and press **ENTER**. If you have a disc drive connected, type |tape beforehand. To load from disc, type **RUN** **SHOGUN** and press **ENTER**.

A title screen will appear as the game loads. After a while the screen will go blank for a short period, then you will hear some music. Press any key to start.

Select your character by moving the joystick left and right, then press **FIRE**. Each person has a different personality and social standing, which will affect how difficult it is to achieve the exalted rank of **SHOGUN**. Apart from the 'outsider' Captain Blackthorne, you can become a noble, a samurai, a servant or a peasant.

You can move in any direction using the joystick. (Some areas are forbidden to those without the correct status). You may pick up any object you pass over by pressing **FIRE**, otherwise **FIRE** causes you to strike a blow in Attack mode or to smile at people in Befriend mode.

The icons, in order from top left, represent **ATTACK**, **BEFRIEND**, **SURRENDER**, **EXAMINE**, **GIVE**, **DROP**, **PAUSE**, **ORDER**, **SAVE/LOAD GAME**, and your three **POCKETS** which will fill as you pick up objects.

Food and money improve your health and wealth as soon as they are picked up. Food increases your strength, displayed as the long yellow bar; money is shown next to the £ sign. Below your wealth is your total number of followers, if any.

## ICONS

To select an icon, press the spacebar. A cursor appears over the **ATTACK** (sword) icon, and can be moved to the desired icon with the joystick. Press **FIRE** to select when the white box appears around the icon.

You can choose how to approach people by selecting one of the first two icons. The sword shows that you are ready to do battle, the smile shows that you are prepared to be friendly.

The **ATTACK** icon (the katana) depicts you with weapon drawn. To engage in battle press **FIRE** and use the joystick to keep in close contact with your opponent. Use **FIRE** to thrust your katana.

The **BEFRIEND** icon (smile) allows you to convey your friendliness by pressing **FIRE** and aiming for the person you wish to befriend.

The **EXAMINE** icon (the eye) enables you to examine people and objects, including any objects in your pockets, by placing a cursor over them and pressing **FIRE**.

The **SURRENDER** icon (the white flag) can be selected when you are in a fight with little chance of winning. However, bear in mind that the Japanese credo is death before dishonour, so yielding could lose you the respect of your followers, while the victor might decide to relieve you of your possessions.

The **GIVE** icon (two hands) lets you choose an item to give to someone, or if you wish to hand over some money, select the pile of coins, whereupon you will be asked to specify the amount which can be adjusted with the joystick.

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

The **PAUSE** icon (red hand) pauses the game until you press **FIRE**. You may look at the characters in the game by moving the joystick.

The **ORDER** icon (speech bubble) lets you tell people what to do. IF they agree you can select the order with left-right joystick movement and press **FIRE**.

The **SAVE GAME/LOAD GAME** icon (the cassette) enables you to save and restore the game position (to tape only). When saving, press **PLAY** and **RECORD** before you press **S**. You can quit the save/load sequence by pressing **Q**.

In all cases, when selecting icons, wait until the white box appears before you press **FIRE**. Only selectable icons are highlighted. In some cases, where there

may be a choice, you will have to select the person involved in your action by placing a cursor on them and pressing **FIRE**.

As soon as you have 20 followers make your way to the Shōgun's Palace to receive orders from the Emperor for your final task.

## BEHIND THE SCENES

You can choose to become Blackthorne or any of 32 other characters. You cannot choose priests or bandits as characters, but you will meet them in the game.

Your position in life makes a great difference to the difficulty of the game. A warlord with a large following and a ready supply of money has a head start (but scores less). A samurai has the advantage of martial skills but lacks followers. A peasant starts from the bottom and has the hardest time becoming Shōgun, but does get the highest possible score if he or she succeeds.

Each person has varying degrees of ambition, intelligence, greed, aggression, fighting skill, caprice, loyalty and friendliness. The last two are "feelings" directed towards other people. These characteristics can all change with time, for example a peasant who defeats a samurai in battle gains in fighting skill. People will also change from game to game, to prevent their responses being 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 ambitious and are unlikely to become your followers. They often already have or are quick to recruit their own followers even when they are friendly. You cannot depend on them to carry out orders for you.

**SAMURAI** are excellent fighters. Mostly they are not ambitious or particularly bright, 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** prefer to avoid trouble, though they have been known to get into fights if they really dislike someone. Since they have very little they are easily swayed by gifts and bribes, and since they are poor fighters they yield to anyone with a mean look and a sharp katana. They are lazy and unreliable, and easily distracted from following orders. However, a few peasants may be ambitious, or skilled with weapons, or even quite bright.

**BANDITS** are devious, vicious, untrustworthy, unsavoury characters who would sell their own grandmothers for a Sun bingo card. They should be avoided.

**PRIESTS** are enlightened, meditative types whose life is a constant round of fasting and prayer. They

live lives of religious devotion and have no time for worldly matters such as carrying out your orders.

This is an approximate guide to the various classes, but naturally there will be individuals who do not conform to the general pattern!

You can influence other people in various ways:

**SMILING** indicates that you wish to be friendly. People may respond by smiling, by ignoring you, by leaving (if they think you are being too forward)... or if they hate you they might feel grossly insulted and attack! Being friendly uses up a certain amount of strength (though not as much as fighting), so you won't be able to smile when you are feeling very tired and hungry.

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

**ORDERING** is very useful. You cannot do everything and this allows you to delegate. A dedicated follower (or someone you have paid well!) will quite happily carry out several orders, giving priority to the last one given. Do remember that although he or she may readily accept your money they do not always carry out your request!

**CAPTURING** people who surrender in fights may cause them to give you their loyalty, although they won't feel very friendly and so may be less reliable at

# SHŌGUN



TEMPLE OF THE  
BUDDHA



GATE OF HEAVEN



SHŌGUNS PALACE



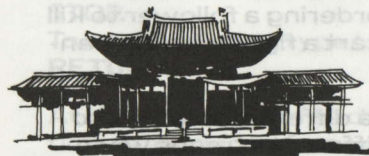
SMALLEST PAGODA

PLATEAU OF  
THE MOON

DOOR TO THE  
NIGHT

MOUNTAIN  
OF TEARS

TUNNEL OF LOVE



WEST PALACE

PASSAGE OF  
THE WIND



BRIDGE OF DREAMS

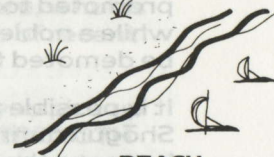
GATE OF DAWN



OLD PALACE



EAST PALACE



BEACH

carrying out orders. If they were someone of high standing, their followers will switch their allegiance to you. Your followers may successfully capture others on your behalf.

If you are in a hopeless position, you can always take the honourable way out by ordering a follower to kill you. Alternatively you can start a fight with a mean-looking samurai...

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.

The ranks assigned to people (Lord, Samurai, Peasant etc) are determined by such factors as their number of followers and fighting skill. Thus a peasant who builds up his or her skill might be promoted to Samurai during the course of the game, while a noble who loses all his or her followers might be demoted to Peasant.

It is possible for another character to become Shōgun during the course of the game, if this happens the game will end.

## SHŌGUN – COMMODORE 64/128 INSTRUCTIONS

Use joystick **PORT 1**.

To load from tape, hold down **SHIFT** and press **RUN/STOP**.

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 **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 Shōgun. 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 tape.

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 (cassette) enables you to save and restore the game position (to tape only). (If you should experience a load error **RUN/STOP RESTORE** and try again. Keep the cassette unit as far away as possible from the monitor).

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 Shōgun. 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 dim-witted at the beginning of the game, they may change as the game progresses.

You can influence people in various ways.

**BEFRIENDING** conveys feelings of 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 produce 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 Shōgun 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.