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## INTRODUCTION

### **The Clan of the Gray Wolf**

The thirteenth century was marked by turmoil in Europe, Asia and northern Africa. The coming of the little ice age caused crops to fail in once fertile regions and the black plague cast its grim shadow upon the densely populated cities. The people were hungry, superstitious of the signs, and frightened. They began to look to their neighbors, hoping that the storehouses in their kingdoms were full.

In Europe, the Crusades began, and the Christians amassed both land and wealth. Various nomads and migratory tribes coveted the civilized lifestyle of more civilized peoples and gave in. Other powerful leaders began conducting raids, then wars on rival camps and villages. Smaller cultures did not survive this period.

This is the world you enter in **Genghis Khan II: Clan of the Gray Wolf**. As the leader of a tribe or country, you must weather the assaults of your opponents. Carve out a living for your people, and organize troops to defend their prosperity. Eventually your empire may span the world and all will pay homage to your might!

### **Your Goal**

In Scenario 1, your goal is to conquer all the tribes of Mongolia. In the other three scenarios, you must conquer all of Eurasia. The game ends if your ruler is defeated and has no successor, or becomes a vassal of a rival country. If your ruler has a son ten or more years old, you may continue the game by designating him as your kingdom's successor.

### **Scenarios**

There are four scenarios in the game, but only the first three can be selected in game set-up. Scenario 4 begins when you successfully complete the first scenario before the winter of 1214.

1 Conquest of Mongolia	Mongolia, 1184 AD
2 Genghis Khan's Grand Ambition	Greater Eurasia, 1206 AD
3 The Birth of The Yuan Dynasty	Greater Eurasia, 1271 AD
4 World Conquest	Greater Eurasia, ??? AD

### **SELECTING FOLLOWERS FOR SCENARIO 4**

If you successfully conquer Mongolia, completing Scenario 1, Scenario 4 will begin. You will be asked if you would like to select followers to use in Scenario 4. If you answer YES, you may select one advisor and eight generals from among all the governors, advisors, and generals in your territory. If you choose NO, only the generals and advisor from your home base will appear in Scenario 4.

### **Game Flow**

[Diagram of Game Flow]

At the beginning of the game, expand your power and secure your home base. To expand your territory, implement the following strategies in your home base and vassal states:

- Formulate effective policies and build up your economy and army.
- Enter diplomatic relationships with neighboring countries.
- Recruit talented generals, arrange strategic marriages, and groom a successor.
- Trade goods with merchants.

You can only give direct orders to your home base. You may indirectly control your vassal states by issuing policies and orders for their governors to execute. You may also leave the strategic planning of your home base to your advisor. When you have accumulated sufficient gold and food, and built up your military power, invade neighboring rival countries.

Repeat strategic orders and invasions (as described above) to expand your territory and unite Mongolia and more on to take all of Greater Eurasia.

## **QUICK START**

### **Starting, Saving, and Resuming a Game**

If you are playing for the first time, turn to the separately enclosed Reference Card for special instructions concerning installing the game to your hard disk, and starting, resuming, and saving games on your system. Information on keyboard and mouse functions is also included.

### **The Options Menu**

Once the game begins, select **Options** on the Main Menu to access the Options Menu.

### **MUSIC**

Turn the background music on or off.

### **SOUND**

Turn sound effects on or off.

### **BATTLE**

Decide whether you want to view Battles which are not under your direct command.

### **COMBAT**

Decide whether you want to view Combat scenes between individual units, which are not under your direct command in a battle. When you send the ruler, as commander-in-chief, into battle, you must view Combat scenes.

### **RIVALS**

Decide whether your computer rival should play a hostile or intellectual game.

### **MESSAGE**

Set the message display time from Slow, Medium, Fast, and Fastest. The initial setting is Medium.

### **SAVE**

You can save up to 5 games.

### **QUIT**

End the game. Save your game before quitting if you want to continue later.

### **Example Play**

This Example Play is a walk-through explanation of three command turns and a battle. Try this example to familiarize yourself with the

game screens and controls. The section **Game Flow** on page xx will give you information on game strategy.

- Set-up:
- Scenario 3: The Birth of the Yuan Dynasty.
  - One Player game.
  - Rule the Yuan Dynasty as Kublai Khan.
  - Do not view battles in other countries.
  - View combat scenes.
  - Select Intellectual Rivals.

#### 1. First Turn

Review the values in the main window to learn about your home base. To view detailed information on your territory and generals, select **Info** commands.

For your first order, select **Personnel-Family** to meet with your family. Notice that you expend Body Points when ordering commands. Then select **Personnel-Prince** to appoint a prince as a general in your army.

Now move troops to prepare to build up your home base army to go to war. State 6 is a safe vassal state which does not share a border with a rival country, so select **Order-Move** and order Vassal State 6 to move 7 units to your home base. To use the remaining body points you have, select **Info-Other** to view rival states, particularly 12: Nan Sung Dynasty, which will be your first target for invasion. Select **Rest** to end your first turn.

#### 2. Focus on Your State

In your second turn, select **Domestic-Give** and give a few thousand food to your people to raise their support. Popular Support data will change in the state data window to reflect your action. Then select **Military-Train**, and raise the training level of the home base army. Train your army one more time before ending your turn with the **Rest** command.

#### 3. Go to War

Since you have prepared in the previous turns, in the third turn you can go to war. First, arm your troops. Select **Market-Buy** to buy arms to strengthen your army. If gold is low, select **Market-Sell** and sell food, so that you have at least 1000 gold (50 gold per unit) to deploy all the 20 units to war.

Then select **Military-War** to invade Country 12. Take command of the army yourself, but let the computer form legions for you, with 20 units. Take up to 1000 gold and the maximum amount of food into war.

#### 4. Battlefield Movements

Once the Battle Screen appears, position your legions on the flag icons. For your first order, select **Order-Chase** to chase and attack

enemy's Legion #1. The legion you select to chase will automatically attack as soon as it is next to the enemy. Don't allow your Legion #1 to be destroyed or you will lose the war. Note that legions you have given orders to will not move until you finish the command turn.

When two legions begin to fight, the Combat Screen will appear for a close-up of the war. Once the Combat Screen appears, position your units in the highlighted areas on the field. Give orders to each unit in turn. To move legions, select **Move** and move the cursor to a desired destination within the highlighted area. Once you are in range of an enemy unit, use the **Attack** command. You may leave command to the computer by selecting **Order-Delegate**.

Your object in this battle is to destroy the enemy's Legion #1. If you are successful and win, the screen will return to the Main Display and you may treat your prisoners as you see fit. Appoint a governor for Vassal State 5 (your former home base) from among your generals. Then recruit a free general, "Wen Tianxian," in your new home base, State 12.

#### 5. Post-war Action

View the game map and notice that State 12 was annexed into your territory and became your new home base. Select **Personnel-Advisor** to appoint Wen Tianxian as your home base advisor since he abilities which are excellent for the position. Then, once again select **Domestic-Give** and give food generously to the people to raise their popular support in your new home base.

Now the game is in your hands. Good luck!

### Game Characters

[Diagram of Character Relationships]

#### RULER

You play the role of the ruler of a country or tribe. Select a ruler from several choices in each scenario. A country includes the home base where your ruler resides and any vassal states under your control. With your advisor's help, formulate strategies in your home base and issue policies and orders to governors in vassal states.

#### GOVERNOR

A governor manages a vassal state according to his ruler's orders and his own judgment. If you have assigned an advisor to the state, the governor may delegate his responsibilities to the advisor. When you acquire new vassal states, you must select a governor from among your generals. Beware of disloyal governors, they may proclaim independence and take over the state. If the governor is a member of your ruler's family, he will always remain loyal (designated by a staff or shield next to the character's name).

#### ADVISOR

An advisor implements domestic strategies based on your orders and his own judgment. You may seek his advice when a messenger comes from a rival country. Sons of the ruler cannot become advisors. You do not have to appoint advisors in every vassal state.

#### GENERAL

You may have up to eight generals under your command. A general may be sent as a messenger in diplomacy or as a commander of an army going to war. You may appoint generals as advisors or governors.

#### FREE GENERAL

A free general is a talented man who is not serving under any ruler. You may recruit free generals in your territories, or after a war in a state which you have conquered. If you demote one of your generals, he will become a free general.

#### EMPRESS

An empress is a ruler's wife. If the ruler and his empress get along (**Family** command), she may bear children: princes and princesses.

#### PRINCE

A prince is a ruler's son. After he reaches the age of ten, you may promote him as a general. A prince can be selected as successor when a ruler dies.

#### PRINCESS

A princess is a ruler's daughter. After she reaches the age of ten, you may arrange her marriage to one of your generals. Arranging marriages can be an important tactic since sons-in-law will not betray their rulers.

#### SUCCESSOR

If your ruler passes on because of illness or death in battle, a successor may be selected from his princes, age ten or older. The game will end if there are no eligible successors. If you select a son who is also a governor to be successor, his vassal state will become the new home base for the country. The successor will have a wife, but no children.

[Put the following paragraph in a shaded box.]

#### NAMING CHILDREN

When children are born, you may name them or have a fortune-teller name them for you. Type in a desired name on the keyboard, or click on desired letters in the naming window. To enter the name, hit **Enter** or click **RETURN**.

#### Army Structure

#### SOLDIER



The men you recruit to form military units. You must train your soldiers and keep them well-armed to be effective in war.

#### UNIT

A group of soldiers you deploy under a general's command in the Combat Mode. Units form a legion. There are sixteen kinds of units, including Pikemen, Artillery, Mamelukes, and more (see Regional Unit Types on page xx).

#### LEGION

A legion is a group of units deployed in the Battle Mode and is composed of a maximum of four units led by a commander. Legions form an army.

#### ARMY

An army refers to the entire body of soldiers in a state. You must organize your army when you go to war. The commander-in-chief of the army leads commanders by issuing orders to each legion.

## **RULING STATES**

### **The Main Display**

[Screen Shot of Main Display w/callout numbers outside the screenshot and lines pointing to each graphic]

[Callouts:]

1. Ruler
2. Home Base Advisor
3. Country
4. Home Base
5. Year • Season
6. Main Command Menus
7. State Data Window
8. Market Rate
9. Ruler's Body Points

Each year is divided into four game turns corresponding to the seasons. At your turn, first decide whether to issue orders yourself, or delegate rule to your advisor if you have a home base advisor. You can continue to issue orders as long as you have enough body points. When you are finished giving orders for the season, select **Rest** to end your turn.

When your home base advisor issues an order, he will ask for your approval. Select YES if you approve to his plans. If you select NO, the command will not be executed. In a vassal state, the governor or advisor will issue commands based on state policies.

### **BODY POINTS**

Every command you carry out consumes body points. The cost in body points for each command is indicated besides the command name. Maximum body points differ from character to character.

Body point cost varies depending on the political ability of the character. A character with "A" political ability needs fewer body points than one with "E" ability for the same command. You will not be able to carry out commands for which you do not have enough body points.

### **MERCHANTS AND MARKET RATE**

When merchants are in your territory, the following merchant icons will appear. Islamic and Venetian merchants are not available in Scenario 1.

[Four merchant icons with Caption:]

Uighur Chinese Islamic Venetian

Pay attention to the Market Rate to take advantage when the rates are in your favor. Market rates fluctuate every month. 1.0 is the average rate.

## State Data

The following data is available for each home base and vassal state.

Select **Info** on the Main Display to view the data.

To switch between the two state data windows, or hide the state data window, click the right mouse button, or press **ESC** or the 0 key.

### GOLD (0-9999)

Gold is shown with information on expected changes in the following season. The number on the left is the amount of gold you have, and the number on the right shows how the amount will increase or decrease the next season. Gold is automatically collected from the people every spring. It also increases when you sell specialty items, or collect special tax. It decreases when you go to war, draft troops, give to the people, or buy specialty items. In addition, each month you automatically pay 10 gold per unit to maintain your army.

### FOOD (0-9999)

Food is shown with information on expected changes in the following season. The number on the left is the amount of food you have, and the number on the right shows how the amount will increase or decrease the next season. Food is automatically collected from the people every season. You may also buy food from merchants. Food reduces when you go to war, send to other states, give to the people, and sell to the merchants. It is also consumed by your population.

### POPULATION (Popl) (0-9999)

The total population of the state, which increases slightly every year. The population decreases when troops are moved to other states and increases when units are discharged. Disasters such as epidemics also reduce the population. The population is assigned to work in the areas of construction, agriculture, herding, and production of specialty items.

### TYPE OF CULTURE

The culture of the people of the state. Culture determines the types of units available in each state, and affects the growth of state economy and defense (see Cultural Regions on page xx).

### ECONOMY (Econ) (0-200)

Economic development of the state. The greater this number is, the more gold you can collect every spring. Natural disasters will damage the local economy.

[Put the following paragraph in a box]

Tip: To develop economy and increase gold in your state, set the construction ratio high under **Domestic-Labor**. Remember, the economic development of each state is also determined to some extent by culture of the state.

#### **LAND YIELD (Land) (0-200)**

Agricultural development of the state. The greater this number is, the more food you can collect every season. Natural disasters will damage the local land yield.

#### **POPULAR SUPPORT (Supp) (0-100%)**

Popular support for the ruler. Support will plummet when an epidemic or natural disaster occurs, or when a draft or special tax is executed. Raise support by giving alms to the people. High support helps the population grow and prevents declines in economy, land yield, and defense. It also helps prevent revolts.

#### **CLIMATE (Clim)**

The climate of the state. Land yield and the annual harvest will be limited or enhanced by the regional climate (see Climatic Regions on page xx).

#### **UNITS (1-20)**

Number of troops. Each state may have a maximum of 20 units.

#### **ARMS LEVEL (0-100%)**

The arms level indicates how well your troops are equipped. Purchase arms to increase this level. Drafting and recruiting will lower it. High arms levels will give you an advantage at war.

#### **TRAINING LEVEL (0-100%)**

Level of battle skill. The training level will increase through training, and decrease after drafting or recruiting inexperienced soldiers.

#### **DEFENSE (Defens) (0-100%)**

Defensive ability of the state if it is attacked. Typhoon damage decreases this strength. With better defenses, you will seize the advantage in a battle at your stronghold.

#### **CONSTRUCTION (0-100%)**

Percentage of the population which is engaged in construction. Ordering more of your population for construction will enhance your economy and defense.

#### **AGRICULTURE (0-100%)**

Percentage of the population which is engaged in agriculture. Ordering more of your population for agriculture will increase the land yield and, as a result, the harvest.

#### **HERDING (0-100%)**

Percentage of the population which is engaged in herding. Ordering more of your population to herd will increase the amount of food collected each season.

### SPECIALTY ITEM (0-100%)

Percentage of the population which is producing specialty items. There are 10 different specialty items: Fur, Silk, Gems, Jewelry, Medicine, Woodwork, Ceramics, Glass, Textiles, and Spices. Each state produces a different type of specialty item.

[Put the following paragraph in a box]

Tip: Increase the percentage of people working on specialty items to boost production. Silk and Spice are especially lucrative to sell to merchants when the market rate is high.

### Character Abilities

Every character in the game has different strength and weaknesses. To view characters, select **Info-Homebase** or **Other** on the Main Menu. Abilities are also displayed for free generals when they are available for recruiting.

[Screenshot GK 2]

[Two icons of relationship with captions: ]

Royalty Relative

Abilities are ranked A-E. A is the highest ranking; E is the lowest.

### POLITICAL ABILITY (A-E)

Political ability of the character. Higher political ability is important for a ruler because it decreases the number of body points used to execute main commands. It is important for an advisor or governor because they can be delegated in charge of states.

### WAR ABILITY (A-E)

Ability to fight in war. The higher this ability is, the more damage a commander can cause to his enemy.

### LEADERSHIP (A-E)

Command ability in war. The higher the war ability is, the greater mobility the character has each turn at war, and the quicker his units will recover from confusion. A commander with high leadership is unlikely to be caught while retreating from the battlefield. Leadership also affects how well units are trained.

### CHARM (A-E)

The charisma of the character. Rebellion and betrayal are less likely to break out against a ruler with high charm. Diplomatic negotiations are more likely to succeed if the messenger's charm is high.

### BODY POINTS(0-15)

The current body points are shown over the maximum possible for the character. Body points are subtracted depending on the cost of executing each command. Illness, injury, and old age may lower body points.

**AGE (0 and up)**

Age of the character. As a character grows older, his body points may decrease.

**RANK**

Rank of the character. There are five ranks: Ruler, Governor, Advisor, General, and Free General.

**Unit Data**

Each unit has the following data describing its status. To view unit data, select **Info-Unit** on the Main Display.

[Screenshot GK 1]

**UNIT TYPE**

Each unit is either an infantry, cavalry or special unit.

**MORALE**

The spirit of the soldiers. Morale changes according to the organization of the legion and the leadership of the legion's commander. Morale can affect a legion's mobility and help speed recovery from confusion.

**MOBILITY**

The mobility of each unit may be hindered the amount of supplies brought into war and the weather on the battlefield.

**CLOSE COMBAT**

Ability to carry out normal offensive maneuvers.

**CHARGE**

Ability to carry out a full force attack, straight into the enemy.

**LONG RANGE**

Strength in performing long range attack. A dash "-" indicates the unit cannot attack from a distance.

**DEFENSE**

Ability to resist attacks from the enemy.

**Main Command Menus**

**POLICY**

Use the policy commands to formulate domestic policies for your home base and vassal states.

**DECREE**

Through Decree you can issue a new state policy to your home base advisor or governor of a vassal state. You cannot perform this command in your home base if there is no advisor. This command allows you to

give general directions for administrative and military activities in your states. Select a state in which you want to set a new policy in and current policies will be displayed.

There are 5 fields to consider for your state policies:

#### 1. ALLOCATION OF LABOR

Move the cursor to select an area of labor you wish to change. Then increase or decrease the ratio with < and > by 1%, or << and >> by 5%. When you finish adjusting the percentages, select OK to go on to the next area of policy.

Note that the percentages set here are the target labor ratios for the state. Therefore, current ratios will not be immediately affected by changes in this area. In order to change the ratios immediately, use the **Domestic-Labor** command.

#### 2. STATE POLICY

Select one state policy: Domestic, Military, Economic, or Balanced. Your selection will help the advisor or governor decide on which area to develop in his state.

#### 3. INVESTMENT (only in a state with an advisor)

Select one investment policy: Economy, Farming, defenses, or Balanced. Your selection will determine how the state's governor or advisor will invest to strengthen the state.

#### 4. MILITARY FOCUS

Select one military policy: Quantity, Quality, Arms, or Balanced. Your selection will determine how the state's advisor or governor will build up the state army.

#### 5. DIPLOMACY

Select one diplomatic policy: Invade, Extort, Coexist, or Submit. Your selection will determine what stance the state's governor or advisor will assume towards neighboring rivals.

#### CHANGE

Revise state policies you have issued in your home base or vassal state (as described above). Select a field to change from Labor, Policy, Investment, Military, and Diplomacy.

#### ADVISOR

Order your home base advisor to create state policies. The policies your advisor will create depend on the status of the state and the advisor's political ability. If you do not agree with the policies he drafts, you may specify corrections.

#### DELEGATE

Cancel state policies and delegate the rule of a vassal state to its governor. Vassal states may invade other countries according to the governors' judgment. By delegating you cancel all state policies given under **Policy-Decree** and leave command of the state at the discretion of the governor.

#### ORDER

Give special orders to governors of vassal states. Your orders will not necessarily be carried out.

#### ATTACK

Order an attack on a rival state. You cannot invade your allies.

#### MOVE

Order to move units to another state under your control. There is a cost of 20 gold per unit moved. Shortage of gold may limit the number of units you can order to move.

#### SEND

Order to send gold or food to an adjacent vassal state.

#### DIPLOMACY

Order to demand **Tribute** or **Surrender** from an adjacent rival state. Order a vassal state adjacent to the rival state you want to threaten to carry out your demands. You cannot threaten your allies.

#### PERSONNEL

Personnel commands allow you to appoint and dismiss characters belonging to your country, such as princes, generals, governors, and advisors.

#### GOVERNOR

Appoint or demote the governor of a vassal state. Or a new governor is appointed, the former governor will be automatically demoted to status as a general. To appoint an advisor as governor, first demote him to a general, then appoint him governor.

#### ADVISOR

Appoint or dismiss the advisor of your home base or a vassal state. If there are eight generals in the home base, you cannot dismiss an advisor. To appoint a new advisor in the current advisor's place, simply assign a general to the position and the former advisor will automatically return to status as a general.

#### GENERAL

Recruit a free general to active status and gain direct command over them. Or demote a general, leaving them free to roam as a "free general". When you select **Promote**, the candidate's abilities will be



displayed. If you already have eight generals, you cannot recruit another.

#### PRINCE

Appoint a prince to status as a general. A prince must be at least ten years old to be promoted. He will never betray you as he is a member of the royal family. You cannot use this command if you already have eight generals in your command.

#### PRINCESS

Arrange a marriage between a princess, one of your daughters, and a general. The princess must be at least ten years old to marry. The general will become the ruler's son-in-law and will always be faithful.

#### FAMILY

Spend time with your family. Using this command, the ruler can talk to members of the royal family including the empress, princes and princesses. It is important to spend time with the family in order to groom a successor. If your ruler pleases the empress, she may conceive and bear a child the following year.

[Put the following paragraph in a box]

Tip: After recruiting a new general, spend time with your family. If you meet the empress, she may give you names of the generals whose loyalty is low.

#### MILITARY

Use military commands to prepare your armies, move them to different areas within your domain and, when you're ready, go to war!

#### WAR

Invade a neighboring rival state. You cannot invade your allies (see Marching to War on page xx).

#### MOVE

Relocate your home base (**Self**) or move troops (**Unit**) to a neighboring vassal state. When you move your home base, the governor of the vassal state will become the governor of the former home base. If you take your advisor with you, the advisor in the vassal state becomes the advisor of the former home base. Previously set policies remain for the new home base until you change them, yet special orders are canceled.

When you move troops, remember that a vassal state cannot have more than 20 units and moving costs 20 gold per unit. Moving units will affect the arms and training levels in the vassal state.

#### SEND

Send gold and food to a neighboring vassal state. A vassal state may have up to 9999 of gold and food.

#### **RECRUIT**

Draft soldiers. Specify what type of soldiers and how many units you are going to form. Different units are available in each geographical area. You cannot use this command if you already have 20 units or do not have sufficient gold. The cost in gold depends on the unit type. By drafting new soldiers, the arms and training levels of the army decrease, and popular support drops.

#### **TRAIN**

Drill your troops and their battle skills.

#### **DISMISS**

Discharge soldiers from the army. Dismissing soldiers increases population and lowers popular support in the state.

#### **DOMESTIC AFFAIRS**

These commands will allow you to manage the concerns of the home base.

#### **LABOR**

Revise the allocation of laborers engaged in Construction, Agriculture, Herding, and production of Specialty Items.

#### **GIVE**

Give alms to your people to raise their support. Choose from gold, food, or specialty items.

#### **SPECIAL TAX**

Collect an emergency tax from the people. This increases gold and causes a drop in popular support. You cannot use this command if support is 0.

#### **DIPLOMACY**

Select a messenger from among your generals and send him to negotiate with a rival country.

#### **DEMAND SURRENDER**

Demand that a rival state next to your home base submits to you. You cannot threaten allied countries.

#### **DEMAND TRIBUTE**

Demand tribute from a rival state next to your home base. You cannot demand tribute from your allies. The response from the threatened state varies depending on the relative size of the state, the relative balance of military power, and the charm of your messenger.

#### **ALLIANCE**

Ally with a rival country for one to eight years. Your advisor may give you advice on the alliance. You can also use this command to extend an existing alliance; the maximum is always eight years.

#### MARKET

Trade food and specialty items with merchants, or hire mercenaries. You can only use this command when there are merchants in your territory. A graphic of a merchant will be present at the bottom of the main screen when merchants are in the area.

[Put the following paragraph in a box]

Tip: Buy goods when the market rate is low and sell when it is high. Compare the price of goods among available merchants before you buy or sell. The price of Food is the same among all merchants.

#### SELL

Sell food or specialty items. Prices depend on the market rate.

#### BUY

Buy food, arms, or specialty items. Prices depend on the market rate.

#### MERCENARY

Hire mercenaries. Cost varies by type of unit and the market rate. The arms and training levels of new mercenary units are 50 and 20 respectively, and they will affect the overall levels of the army. You cannot use this command if your home base already has 20 units.

[Put the following paragraph in a box]

Tip: When the market rate is very low, it may be cheaper to hire trained mercenaries than to draft soldiers.

#### INFO

Use the Info commands to survey your territories, generals and other important data. You can also find out if a rival country is ripe for invasion! Viewing your home base and vassal states costs no body points, while viewing rival states costs one body point.

#### HOME BASE

View the data of your home base.

State Data: View data.

Ruler: View the character data of your ruler.

Advisor: View the character data of your advisor.

Unit: View the types and number of units (see Regional Unit Types on page xx).

White: Infantry

Orange: Special Unit

Pink: Cavalry

Alliance: View your alliances.

Generals: View the character data of your generals.  
Children: View names and ages of your children.  
Items: View specialty items in stock in your territory. The specialty item of the state is highlighted.

#### OTHER STATES (Vassal or Rival States)

State Data: View state data.

Ruler: View the character data of your governors or rulers of rival countries.

Advisor: View the character data of the advisor.

Unit: View the types and number of units (see Regional Unit Types on page xx).

Alliance: View state alliances.

#### LAND

View state, policy, military, and personnel data of all your territories in charts.

#### GENERALS

View the data of all generals in your country. For each general you will learn their relationships to the ruler (royalty or relative), name, political ability, war ability, leadership, charm, body points, and ages.

#### MERCHANT

View the location of the merchants. There are four merchants: Uighur, Islamic, Chinese, and Venetian. The merchant's base is indicated with by the state which is numbered in red.

#### UNIT

View the capabilities of each unit (see Unit Data on page xx) in your army.

## **THE WORLD OF GENGHIS KHAN**

### **Cultural Regions**

There are 8 different cultural regions in the game. Culture determines the types of units available in a region. It also affects the development of regional economy and state defense.

#### **MONGOLIA**

Turkish and Mongolian nomads roamed the vast steppe of Mongolia. The harsh conditions of the Mongolian plateau gave rise to a warlike breed of people.

#### **CENTRAL ASIA**

Nomads gathered the areas surrounding the desert oases of Central Asia, seeking whatever livelihood they could. As many caravans traveled along the Silk Road through Central Asia, commerce thrived in this region.

#### **INDIA**

Agriculture and cattle-farming sustained the people along the many rivers running through India. Secluded between the Himalayas in the north and the Indian Ocean in the south, Indian civilization was an example of high-culture in the twelfth century.

#### **JAPAN**

Separated from continental Asia by the ocean that also protected it from invasion, the island country of Japan developed a unique culture. Warring between families of Japan was commonplace until Minamoto Yoritomo came to rule.

#### **WESTERN EUROPE**

Feudal kingdoms were a growing fad in Europe, with the wealth of the people increased by the Crusades to Islam. Chivalry was at its height, and knights and men-at-arms rallied under the banners of their kings.

#### **EASTERN EUROPE**

Perched between the East and the West, Eastern Europe was populated by various races with a complex mixture of cultures. Many rulers struggled for dominion over the diverse peoples—others struggled just to survive in this competitive region.

#### **ISLAM**

Irrigated farming was in practice throughout the regions inhabited by the Islamic people. The people also practiced Western doctrines and were responsible for developments in the art and sciences of the twelfth century.

#### **CHINA**

Although divided into north and south adherents after the fall of the Tang Dynasty. Nevertheless minor dynasties continued to dominate

the people. China was a rich area for merchants who plied their trade on the Silk Road, and for large-scale coal and ore mining to produce arms.

### **Climatic Regions**

There are 8 climatic regions defined in the game. Each region will be struck by different weather (see Random Disasters on page xx) and agricultural production will vary.

A: Tropical climate mainly near the equator. "A" Regions have a comparatively high average temperature year-round. There is little change in the weather to mark the seasons, except for a change in precipitation as the year moves from the rainy summer to the dry winter.

B: Arid or semi-arid climate. In these generally hot areas there is little average rainfall and the average precipitation varies widely from year to year.

Cfa: Humid subtropical climate. Cfa Regions have relatively high average temperatures and levels of humidity. The summer months are particularly humid marked by heavy rainfall. Winters are mild and sunny.

Cfb: Marine coastal climate. Precipitation along the coast is frequent and plentiful. There is little annual change in temperature and few storms. Fog is common in autumn.

Cw: Modified humid subtropical climate. Cw Regions are primarily in eastern and southern Asia. They are similar to the humid subtropical climate (Cfa Regions), but have more clearly defined seasons. Summer is remarkably rainy while winters are dry.

Cs: Mediterranean climate. Mediterranean regions experience dry, hot summers and cool, wet winters. The temperature does not vary much throughout the year. Humidity and rainfall are moderate.

Df: Humid continental climate. Precipitation is ample throughout the year in these areas. It often snows during the cold, winter months. In some Df Regions there can be continuous snow cover for one to four months of the year.

Dw: Modified humid continental climate. Dw Regions are similar to humid continental regions (Df Region), except for annual rainfall. Winters are usually cold and dry, while the summers are hot and wet.

[Climate Zone Chart from SNES Manual]

### **Regional Unit Types**

There are 16 different types of units. You can only recruit certain types of units in each state, depending on the culture of the region. To view data on units, select unit types under **Info** from the Main Display.

[LIGHT INFANTRY GRAPHIC ICON] LIGHT INFANTRY

Soldiers equipped with light arms and armor. Light Infantry units have good mobility and are capable for light attacks.

[HEAVY INFANTRY GRAPHIC ICON] HEAVY INFANTRY

Heavily armed and armored foot soldiers. Heavy Infantry troops are skilled at strong and steady attacks.

[PIKEMEN GRAPHIC ICON] PIKEMEN

Foot soldiers armed with long wooden spears or other pole-arms.

[ARTILLERY GRAPHIC ICON] ARTILLERY

Soldiers armed with cannon. Troops which used gunpowder were unique to China. Large, mounted cannon were used to disperse enemy ranks.

[SHORTBOWMEN GRAPHIC ICON] SHORTBOWMEN

Light infantry units armed with short bows. Shortbowmen are skilled archers, but weak in hand-to-hand combat.

[LONGBOWMEN GRAPHIC ICON] LONGBOWMEN

Light infantry units armed with long, accurate bows. Longbowmen shot pointed shafts, which could pierce through armor.

[CROSSBOWMEN GRAPHIC ICON] CROSSBOWMEN

Foot soldiers armed with powerful mechanical bows. Crossbowmen shoot arrows which are known as "quarrels".

[ELEPHANT GRAPHIC ICON] ELEPHANT

Archers and spearmen perched on the backs of elephants within enclosed towers.

[CATAPULT GRAPHIC ICON] CATAPULT

From catapults, units can launch large projectiles at the enemy. Catapults units are especially effective in attacking strongholds.

[NOMADS GRAPHIC ICON] NOMADS

Nomads are lightly equipped, cavalry units. They are fierce fighters, and attack swiftly and viciously.

[LANCERS GRAPHIC ICON] LANCERS

Lancers are comprised of skilled, light cavalry armed with steel-tipped spears.

[MONGOLS GRAPHIC ICON] MONGOLS

The Mongols gained a reputation as formidable armored cavalry of the steppe. The charge of the Mongols strikes fear into the hearts of foes.

**[HORSE ARCHERS GRAPHIC ICON] HORSE ARCHERS**

Horse archers are skilled bowmen who attack from horseback. They shoot sharpened barbs deep into enemy ranks.

**[MAMELUKES GRAPHIC ICON] MAMELUKES**

The Mamelukes are specially trained for quick raids on the enemy on horseback. They are expert at close-quarters combat.

**[KNIGHTS GRAPHIC ICONS] KNIGHTS**

The Knights are heavily-equipped in full armor and mounted upon horses. They are skilled in the use of several weapons, particularly swords and spears.

**[SAMURAI GRAPHIC ICONS] SAMURAI**

The Samurai are the multi-purpose mounted troops of the East. They excel in archery from horseback and are particularly skilled swordsmen.

[Table of Unit Availability by Region from the SNES manual]



## **EVENTS & DISASTERS**

### **Seasonal Events**

Every Season

#### **ALLOWANCE TO TROOPS**

10 gold per unit is paid to maintain troops in each state.

[Put the following paragraph in a box]

Tip: Position your army units strategically so that each state has enough gold to maintain its army. If gold is low, unpaid units will be lost when allowances are paid.

#### **COLLECTING FOOD**

Both agricultural and livestock products are collected from each state based on conditions and the seasons and added to Food data.

Agricultural harvests may be affected by climate, weather, and natural disasters.

#### **DISTRIBUTING FOOD TO PEOPLE**

Food is distributed according to the size of the population.

#### **COLLECTING SPECIALTY ITEMS**

Specialty items are collected based on the total amount of items produced and stored in the home base.

Spring Event

#### **COLLECTING TAX**

The amount of tax collected each spring is based on the state's economy. Tax revenue is deposited in each state.

Random Event

#### **DEMISE OF CHARACTERS**

Old characters may pass away. A character with a low body point count or serious illness is more likely to die. When a ruler, governor, or advisor passes away, you must select a successor (See Successor on page xx).

### **Random Disasters**

The following disasters events can occur at random. Disasters will damage the overall status of states by lowering popular support and agricultural production. After an event occurs a map will be displayed showing where the disaster hit. States in which events (except rebellion) have occurred are highlighted.

#### **EPIDEMIC (Winter, Spring)**

Dread diseases that affect population, popular support, military units, body points of characters, etc. The chances of damage differ from climate to climate. An epidemic that breaks out in the spring may spread to adjacent areas in the summer and fall.

#### **SANDSTORM (Spring)**

Whirling winds driving clouds of sand with destructive force. Sandstorms only occur in desert areas. They affect land yield, state economy, and popular support.

#### **BLIZZARD (Winter, Spring)**

Severe snowstorms which can damage land yield, state economy, and popular support. The harvest following a blizzard will be reduced by 50%.

#### **TYPHOON (Summer, Fall)**

A cyclone storm which drives heavy rain from sea to land in tropical regions. Typhoons can damage land yield, state economy, defense, and popular support. They only occur in tropical (A), humid subtropical (Cfa), and modified humid subtropical (Cw) climate zones (see Climatic Regions on page xx).

#### **DROUGHT (Summer)**

Prolonged period of dry weather can damage land yield and popular support. The harvest following a drought will be reduced by 50%.

#### **REVOLT (Summer, Winter)**

A revolt may break out in a state with low popular support. In a revolt, the people of a state go to war against their ruler. You will have to quell the revolt in battle (the Battle Screen will appear). If the rebel army wins, they will become an independent country.

[Map of Disaster Regions from SNES Manual with Caption:]

Disaster Regions

[Keys]

Blizzard Sandstorm Typhoon Drought Typhoon & Drought

#### **ABUNDANT HARVEST (Summer, Fall)**

The rich harvest is the only lucky event and can occur in any state. A state suffering from an epidemic may have less of a chance to reap an abundant harvest. The abundance is double the regular harvest.

## **THE ART OF WAR**

A war takes place when you, or the governor of a vassal state, invade another state, when an internal rebellion (Revolt) breaks out, or when a rival power invades your state.

### **Marching to War**

When a war breaks out, follow this procedure to organize your legions:

1. Decide whether you will become the commander-in-chief of the army. If not, select a general to whom you will delegate command. If you are being invaded, or if you have no generals, you must assume command.

2. Decide whether to organize your army yourself.

If you wish to organize the army, select the commander of war, type of units to send, and how many (four units make up a Legion). You can take up to 5 legions into war. Commanders are selected from your generals. If you, the ruler, participate in the war as the commander-in-chief, you will command the Legion #1. If you have no generals, unknown figures from the ranks of your soldiers will be selected automatically to command the second to fifth legions.

Waging a war costs 50 gold per unit. If you run out of gold while organizing your army, you will not be able to assign additional units to the war effort.

If you decide not to organize your army, you need only decide how many units to form into legions. If you are invaded or preparing to fight off a rebellion, you must send all units into war.

3. Decide the amount of gold (only when you are attacking) and food to take with your army. The amount of food you supply for the effort can be crucial to your soldiers' success. Units with low supplies are more likely to lose soldiers because they are too weak to defend themselves from attacks.

### **Flow of War**

Once your army is organized, the Battle Display will appear.

#### **1. POSITIONING**

Position each legion (defending side positions first). You may choose to allow the computer to position your troops. The attacking side can only position its legions in the 5 designated invading points indicated with the flag icon. The defending side can position its legions in any locations other than the 5 points reserved for the attacking side.

#### **2. BATTLE**

After positioning is complete, the Battle Menu will appear. Select commands to order to each legion turn. You may reorganize your army, or negotiate with the enemy during battle turns.

### 3. COMBAT

When the Combat setting is On, you will be able to play Combat Scenes during battle. When your unit moves adjacent to an enemy unit, the battle will switch to Combat mode and the display will change. In this mode you must reposition your troops and issue commands to move and attack to each unit in turn.

### 4. CONDITIONS FOR VICTORY

To win at war, you must fulfill one of the following conditions:

- Annihilate or repel the enemy's Legion #1.
- Force surrender of the enemy's commander-in-chief.
- Defeat the enemy's commander-in-chief.
- As the attacker, occupy all enemy fortresses and towns.
- As the defender, successfully defend your base for 30 days.

### 5. POSTWAR SETTLEMENTS

When a victor is decided, the game will return to the Main Display. In the postwar settlements, the victor decides how to treat the prisoners-of-war: whether to recruit them or execute them.

### **The Battle Display** [Screenshot GK 3]

In battle, the attacking side (red) takes the first turn, then the turn rotates to the defending side (blue). Each turn is one day in length. The battle automatically ends after 30 days. The number of commands you can issue in one turn depends on the leadership (A - E) of the commander-in-chief.

You can only command battle operations when you have designated the ruler as the commander-in-chief for the battle. When a general is designated commander-in-chief, battle commands will automatically be issued, based on the general's abilities.

Weather conditions affect battlefield operations. The range of weather includes: Sunny, Cloudy, Rainy, and Snowy weather, Heat Waves, Sandstorms, Typhoons, and Blizzards). Weather conditions are determined by the seasons and climatic regions. The weather may hinder mobility and damage war supplies. If the weather is too unbearable, soldiers may even desert you on battlefield.

### **Battle Commands**

The Battle Menu includes the Order, Reform, Talk, and Info selections. You can select commands from this menu to order your battle legions. When you are finished issuing commands, select **End** to

end your turn. Legions will not execute your commands until you finish issuing commands for the day.

## ORDER

Give an orders to Move or Chase to a legion. If legions are not given orders, commands will be delegated by the commander of each legion (the Legion #1 will rest).

## MOVE

Move a legion to a point you specify with the sword cursor. You may click in a general direction of where you want the legion to go. If you select the current location, the legion will rest and its turn will end. When a legion reaches a destination, it will wait for further orders. A legion may not reach the destination you specified in one turn, depending on its mobility. Moving legions reduces the food supply.

	Cavalry Units Only	Mixed Units	Add 1 more mobility in snow and heatwave, 2 in typhoon and sandstorm, and 3 in blizzard.
[Plain graphic] Plains	2	3	
[Fortress graphic] Fortress	3	4	
[Town graphic] Town	3	4	
[Desert graphic] Desert	4	5	
[Forest graphic] Forest	6	6	
[Mountain graphic] Mountain	8	9	
[River graphic] River	8	9	
[Ocean graphic] Ocean	Impassable	Impassable	

Terrain and Mobility

## CHASE

Target an enemy legion to chase. You cannot chase an enemy legion which is ambushed. When you move adjacent to a target enemy legion, the Combat Screen will appear (unless the Combat setting in the Options Menu is Off). When the target legion is annihilated, the chasing legion will wait for further orders.

[Put the next paragraph in a box]

Tip: Target the enemy's Legion #1. If you can defeat Legion #1, you will win the war. Upon victory, surviving enemy units will become yours.

## BLITZ

Order an all-out attack on the closest enemy legion.

## AMBUSH

Specify a location (either in the mountains or forest) when you would like a legion to go into ambush. You cannot ambush if your legion is adjacent to the enemy or is on terrain other than a mountain or forest.

If you order an ambushed legion to move out of the mountains or a forest, the ambush will be canceled. Moving within mountains or a forest may also cancel the ambush, depending on the composition of the legion.

When an enemy legion moves next to the ambushed legion, the ambushed legion immediately attacks the enemy. If the attack is successful, your legion will emerge from ambush and wait for further orders. An ambush will not work against an enemy legion positioned in a fortress or town (which are stronger defensive positions).

#### **SUPPLY**

Increase your army's food supplies. Specify a supply location (fortress, town, or forest) with the cursor. As a defender, if you select your own fortress or town, you will receive additional supplies from what you have in the state. As an attacker, if you select an enemy fortress or town, you automatically order a plunder. By selecting the forest, you order a legion to hunt. By plundering, you will gain food and gold, and the gold will be sent back to your home base. Plundering a town will lower popular support in the state. You cannot hunt when you are next to the enemy, or when there is Snowy weather, or Blizzard, Heat Wave, Typhoon or Sandstorm. A legion with low food supplies is liable to lose its soldiers.

#### **FLEE**

Withdraw a legion from the battlefield. You cannot flee once you have entered the Combat Mode. To withdraw, specify one of the designated withdrawal points as the point to exit the battlefield. Withdrawing the commander-in-chief of the army is an act which admits defeat and ends the battle. The legion will not automatically leave the battlefield. It must reach the designated point before it can withdraw.

#### **DELEGATE**

Delegate command to each commander. From that point on, your commanders will decide the best plan of attack or the best way to defend themselves against the enemy.

#### **REFORM**

Transfer units between two adjacent legions. After transferring, both legions must still have at least one and at maximum four units. Transferring units will affect the morale, arms level, and supplies of your army.

#### **TALK**

Negotiate with the enemy and use verbal tactics to try to win their surrender.

#### **BRIBE**

Convince an enemy legion (except Legion #1) to surrender and join you. If you win their submission you will control the legion throughout the war. Your Legion #1 must be adjacent to the enemy to try to bribe them. You cannot use this command when you have five legions on the battlefield.

#### **SUBMIT**

Demand the surrender of the enemy's commander-in-chief, in Legion #1. If he accepts, the war will end in victory for you. The surrendered enemy commander-in-chief will become your prisoner. Your Legion #1 must be adjacent to enemy's Legion #1 to propose submission.

#### **TRUCE**

Propose a truce to the enemy's commander-in-chief to end the war peacefully. If he accepts, the war will end with no victor declared. Your Legion #1 must be adjacent to enemy's Legion #1 to propose a truce.

#### **INFO**

View information on the legions on the battlefield, the legion commanders, and on the battlefield composition.

#### **LEGIONS**

View legion information, such as the commander's name, the legion's rank (Elite, Crack, Veteran, Recruits, or Rabble), total number of soldiers, unit type, number of soldiers in each unit, mobility, arms level, supply, and morale (based on units' spirit and food supply). Viewing your own legion data does not count against your turn while viewing the enemy will cost a turn. You cannot view data on enemy legions in ambush.

#### **COMMANDER**

View information on the commander of a legion, such as his name, political ability, war ability, leadership, charm, age, and body points. Viewing the data for your own commanders does not count against your turn while viewing enemy commanders will cost a turn.

#### **FIELD**

View information on the battlefield composition, such as the designated points for withdrawing along the border. The withdrawal points are colored and numbered to indicate which state they will lead to if selected. This command does not count against your turn.

#### **PLAN**

Display the orders you have currently given to your legions. This command does not count against your turn.

#### **END**

End orders for the day. After you end orders, your legions will carry out the orders you have given them and their results will be displayed.

## **The Combat Display**

[Screenshot of Combat Display]

When your legions move adjacent to enemy legions on the Battle Display, the Combat Display appears (unless Combat is Off). Areas where you may position your units are highlighted. Each side must position all units, first the defending legion, then the attacking legion. However, if you enter Combat Mode when your legion is ambushed, your units will automatically be positioned and in a state of confusion (see below).

The turn rotates between the defender and attacker. The number of turns in this mode is determined by the weather; you may have fewer turns if the weather conditions are poor.

### **UNITS "IN CONFUSION"**

After an attack by the enemy, a unit may fall into confusion and be unable to perform commands at all. Confused units turn yellow and remain yellow until revived. If confused units do not recover quickly, select the **Revive** command to speed up their recovery.

### **GOAL OF COMBAT**

The goal of combat is to achieve one of the following conditions:

- Annihilate all enemy units.
- Defeat the enemy's commander-in-chief.
- (For defending side) Defend until turns run out.

### **Combat Commands**

Commands are executed by units in the order of highest mobility. When all units are finished with their commands, the turn ends for a side.

When you select a command, the mobility cost is displayed to the right of the command name. You will not be able to select a command if there is not enough mobility. As long as you have mobility, you can continue to select commands. The mobility of each unit is determined by its basic mobility, legion rank, and the leadership of its commander. The maximum mobility is 15.

**MOVE** (2 Mobility Pts—3 if the Combat Mode begins on Desert, Mountain, or River)

Move a unit. You cannot move a unit over a wall, fence, tree, creek, or into a space where another unit is located. Range of movement is highlighted.

### **ATTACK**



Attack an enemy unit in range. When the number of soldiers in the unit reaches 0, the unit is annihilated. The possible range of attack will be highlighted. Some units are incapable of long-range attacks.

**NEAR (3 Mobility Pts)**

Attack an adjacent enemy unit. This is particularly effective for units with high Close Combat Strength.

**FAR (3 Mobility Pts)**

Use projectile weapons to attack a distant enemy unit. The unit's arms will determine the number of ranged attacks allowed for in the combat mode. Each time you use the Far command, you use one projectile weapon. Far attacks are effective for units with high Long-Range Attack Strength.

**CHARGE (5 Mobility Pts)**

Attack an adjacent enemy unit. Charging is effective for units with high Charge ability, and against enemy units in confusion. If you charge against an unconfused enemy unit, the attacking unit has a good chance of becoming confused.

[Put the following paragraph in a box]

Tip: Protect your units from being annihilated. If you win the battle and have at least one soldier surviving in each unit, they will recover a full unit of soldiers in the next season.

**ORDER**

Give special orders to combating units.

**LEAD (4 Mobility Pts)**

Let the legion commander direct a unit. You may use this command only once during combat. You cannot use this command if the commander has already been eliminated. A unit led by the commander receives an attacking bonus, but the commander may be wounded in an attack. He will be eliminated if his body points reach 0.

**REVIVE (4 Mobility Pts)**

Revive a confused unit in your legion. Reviving will not always work on the first try.

**DELEGATE (0 Mobility Pts)**

Let the legion determine its own actions. Once this command is selected, you cannot regain your command until combat (the Combat Mode) is over.

**INFO**

View information about the units involved in combat.

**UNIT (2 Mobility Pts— 0 to view your side)**

View information on individual units, such as the unit number, type, number of soldiers, morale, training level, arms level, and supply.

**COMMANDER (2 Mobility Pts— 0 to view your side)**

View information on individual units, such as the commander's legion number, name, political ability, war ability, leadership, charm, age, and body points.

### **After the Battle**

#### **TREATMENT OF PRISONERS**

After you have achieved victory in battle, you must decide what to do with your prisoners. The generals who are not caught will withdraw to nearby states. The following characters may become your prisoners-of-war:

- Commanders of annihilated legions.
- Commanders who had nowhere to withdraw to, or who were cut off in their retreat.
- Advisors (if a ruler or governor becomes prisoner).

You may choose to Execute, Set Free, or Recruit these characters. You cannot select Recruit when a ruler is made prisoner, unless you have captured his home base and he has no remaining vassal states.

#### **RECRUITING FREE GENERALS**

After you have defeated your enemy, you may recruit a free general from your newly acquired state.

#### **SELECTING YOUR SUCCESSOR**

If your ruler is defeated in battle you will need to select a Successor. If you have no one who can succeed the ruler, you will lose the game (see Successor on page xx).

#### **SELECTING A NEW GOVERNOR**

If your governor is defeated in battle, you may select a new governor from among your generals. If there are no generals remaining, a local free general will assume the position.

#### **ACQUIRING ENEMY TROOPS**

Those troops which were defeated and fled to nearby states will join the armies of their new bases. Troops that failed to flee will be incorporated in the victorious side's army. If you succeed to win a surrender, the surrendering army will also be assimilated into your army. However, the number of units may not exceed the maximum of 20 units per state. Any remaining units will be abandoned.

[Lay out the following section in two columns]  
**HISTORICAL BACKGROUND**

## **THE CONQUEST OF MONGOLIA**

Scenario 1: 1184 AD

### **The Birth of a King**

In the twelfth century, nomadic Mongol tribes vied for control of the isolated central Asian steppe. Endless wars plagued the tribes of the plains with no end in sight. Then in 1162, a baby boy was born to the great leader Yesugei, the head of the Borjighin tribe. In one of the boy's hands was a blood clot, which was read as proof of his destiny to kingship. The boy was named 'Temujin after a Tartar leader whom Yesugei had defeated in battle.

### **Yesugei's Death**

When Temujin was nine, Yesugei took him to visit the Ongirat tribe to find a suitable bride. The leader of the Ongirats, Dai Sechen, was impressed with the young Temujin, and remarked, "He has a fire in his eyes that radiates his face."

Dai Sechen proposed his own daughter Borte as Temujin's future wife. Yesugei agreed to their engagement and left Temujin to the Ongirat, according to the Mongolian custom which said that an engaged man must remain under his fiancée's roof. Only a few days after the engagement was settled, Temujin heard news that his father had been poisoned by his Tartar rivals. Temujin quickly departed the Ongirat to assume leadership over the Borjighin tribe.

Yesugei's passing was a misfortune which marked a future of challenges for Temujin. Many members of the Borjighin tribe could not accept the inexperienced Temujin as their leader and left, taking all livestock and tents. Deserted by their own people, Temujin and his family found themselves deep in poverty.

### **The Taichiud Attack**

The people of the Borjighin tribe who had deserted Temujin's family had fled to the Taichiud tribe. Their new leader, Targutai, proved to be more of a tyrant than they expected, however. Having heard that Temujin, the destined King, still survived somewhere in the steppe, Targutai said, "The chick is now full-feathered; the lamb is now full-grown. Let us pluck the chick now, or he will be a menace for us later." Then, directing 300 of his men, Targutai led a surprise attack on Temujin.

Temujin and his family reacted promptly to the attack, having long anticipated an assault. When the Taichiud stormed into Temujin's tent, not a soul was to be found. Temujin and his family had hidden in a nearby forest.

A full week passed before Temujin was sighted by an enemy watchman. After a vigorous chase, he managed to escape his captor's grip and slipped into a bog to take cover. Using a reed as a breathing pipe, he was able to stay submerged until his pursuers passed. When he emerged, however, he met up with an elder from the Taichiud tribe. The man remembered the days when his people were under Yesugei's leadership, and allowed Temujin to escape back to his family again.

### **Temujin Gains Power**

By the time Temujin turned seventeen, his quick wit and adaptability were well-respected in his family. He managed to expand his holdings to support his family in a more comfortable lifestyle. He then escorted Borte from her village to marry her. As his tribe began to prosper, people hearing of his success came to join Temujin. He gained influence his father once had and, as prophesied, became the leader of the Borjighin tribe.

Fame alone was not enough to protect him, though, when a marauding band of horsemen from the Merkit tribe raided his camp. The unfortunate victim of the raid was Temujin's wife, Borte. The rest of the tribe barely escaped by hiding out in the mountains. After many days passed without news of Borte, Temujin resolved to battle the Merkits and regain his bride.

Temujin knew he had little chance of defeating the Merkits alone, and so gained the support of Togorul Khan, a powerful leader of the Keraites, and former sworn brother of Yesugei. His sworn brother Jamuga also lent his force in the retaliatory attempt. With such great powers backing him up, Temujin was able to overwhelm the Merkits with ease, and recapture Borte.

### **Khuriltai Convened**

Temujin's popularity grew after the battle with the Merkits, and many came to his standard. Skilled warriors from Jamuga's camp even abandoned their leader for Temujin. Thus Jamuga and Temujin, who knew that 'only one sun can shine in the sky,' went their separate ways.

In 1195, chieftains of twenty-one clans gathered together for a Khuriltai (a conference of tribal leaders). At this meeting of powers, Temujin was named the 'Khan,' or 'supreme leader' of the united

clans. When, through the will of the gods, Temujin became the Khan, rainbow-colored birds began to sing, "Genghis! Genghis!" in exaltation.

From the time of the Khuriltai, Temujin took on the title 'Genghis Khan,' and was celebrated as a hero in Mongolia. Although he had gained the backing of great leaders across the steppe, in actuality he as yet controlled a minority of the clans. Each leader who showed support for the Khan, however, was secretly scheming for his own supremacy. He would have to undergo many more tests before proving himself worthy to rule the Mongolian Empire.

### **The Battle of Thirteen Wings**

Genghis Khan's first battle under his new title was reluctantly against Jamuga. Neither Genghis nor Jamuga was anxious to go to arms with a past friend, but they knew that in time they would become each other's worst enemies.

Finally, in 1201, they faced off on the Mongolian plateau in the Battle of Thirteen Wings. The grueling battle ended in defeat for Genghis, but Jamuga treated his new enemy's prisoners with such cruelty that many more of his men left him and joined Genghis' standard. Thus, in defeat Genghis was able to build up an army stronger than he had before the battle.

### **Fighting the Tartars**

In the aftermath of the Battle of Thirteen Wings, a growing opposition to Genghis emerged. The Taichiuds, Tartars, and other clans opposing Genghis formed an alliance, naming Jamuga as their Khan. Genghis knew that the day was fast approaching when they would have to settle their score once and for all. Hastening that day, the Emperor of the Jin Empire summoned Genghis Khan and Togorul Khan to attack and conquer the Tartars, and their leader - Jamuga.

Upon the open plains of the steppe, the adversaries met and fought endlessly without either side giving any ground. With a shaman at his command, Jamuga wielded the power of the gods to strike out at his enemies, but Genghis outwitted his tricks in the end. After this victory over Jamuga, the Jin Emperor donned one warrior with a new title: Togorul Khan became 'King'.

### **Battling the Keraites**

Jamuga began to worry that Genghis' power was beyond his control. He approached the King, Togorul, and proposed they join forces to conquer Genghis Khan. Togorul, too, felt that Genghis displayed more prowess each time they went to battle. Jamuga lured him on, saying, "If Genghis Khan's power is allowed to grow, he will one day become

invincible. Now is the time to overthrow him." Thus, the two men joined in alliance.

In 1203, Genghis went to war against another friend turned enemy. From the steppe to the desert, Genghis and Togorul Khan waged a desperate war. Only once did Genghis give ground to his opponent, retreating before the overwhelming Kerait army. The Keraites wearied and split into factions, however, and the war ultimately ended in victory for Genghis Khan.

### **Unifying Mongolia**

Riding the force of his victory over the Keraites, Genghis challenged and vanquished the Naimans, his only other powerful rival across the steppe. His goal became very clear: Genghis was intent on unifying all clans of Mongolia beneath him. He went on to subjugate the Merkit clan before the Ongut and Oirat sent messengers pledging their service to him.

Meanwhile, Genghis' old foe Jamuga was reduced to leading a roving gang of bandits. These unsavory thieves were not particularly loyal to their leader, and handed Jamuga over to Genghis. To honor his onetime sworn brother, Genghis released Jamuga, saying, "Let us once more live as friends." Jamuga refused to go free and pleaded to die. With tears in his eyes, Genghis ordered Jamuga's execution, in a manner allowed only for noblemen: sealed in a bag to hide the bloodshed, Jamuga was stoned to death.

In 1206, representatives from all of the Mongol clans gathered at the source of the Onon River to hold a Khuriltai. With all clans pledged in his service, Genghis Khan had unified all of Mongolia, and was named their Supreme Chieftain. Thus arose the hero Genghis Khan of the Mongolian Empire.

### **GENGHIS KHAN'S GRAND AMBITION**

Scenario 2 : 1206 AD

#### **The Fall of Hsi-Hsia and Jin Empire**

Genghis Khan had little to lose after the Khuriltai of 1206. Having united Mongolia, he shifted his target to wealthier kingdoms in the south. In 1209, he broke through the gateway to China, Hsi-Hsia (or Western Xia). When the Mongol army struck, they reduced the cities of Wu-la-hai and Yi-men in one blow, then besieged Xingqing. Six months of stalemate followed, with his ominous army ready to pounce. Finally, the King of Hsi-Hsia surrendered, pledging to send troops and resources in the coming battles against the Jin and Khorezm empires, and sending a daughter into Genghis Khan's service.

In 1208, Genghis Khan dissolved his previous ties with China and seized the chance to attack the Jin. By 1211, he had broken through the Great Wall and conquered Northern Hopei. The Mongols were ruthless in their assault of China. They forced their way through each town and village that stood in the path of their fury. When they reached Beijing, capital of Jin, the army pounded relentlessly on the walls of the city until Xuan Zong conceded to Genghis Khan. As part of the war spoils, Genghis Khan gained control over the distant state of Liaodong, as well as many riches and princesses for his generals. In return, he promised to leave the city.

No sooner had the Mongols left the capital, when Xuan Zong removed his court to a safer city to the south, Nanjing. The Nan Sung (Southern Song) Dynasty, rivals of the Jin, interpreted their neighbor's move as a threat and appealed to Genghis Khan for help. However, Genghis sensed that their rivalry could work to his advantage, and did little to support the Sung.

The former capital, Beijing, appealed to Genghis Khan, and after a quick skirmish, it fell to him. The news of the fall of Beijing spread quickly throughout Asia. Ala al-Din Muhammad, Sultan of the Khorezm Empire, reacted by sending an embassy to meet with the fierce Mongolian conquerors. With the skill of a true diplomat, Genghis Khan replied by sending an envoy with praise the Sultan as "ruler of the West," a complimentary role to Genghis, the "ruler of the East." A treaty for peace and commerce was established thereafter between the two great powers, in 1218. In the process, however, both parties had been gathering information about the other and secretly awaited the moment to strike.

### **West Asian Expedition**

Although trading between the Mongol and Khorezm empires went smoothly at first, it did not take long for relations to deteriorate. In late 1218, when a Mongol caravan arrived in the frontier town of Otrar, the governor seized all goods and imprisoned the merchants, declaring them spies. With the Sultan's permission, the prisoners were executed, and among them was an ambassador whom Genghis Khan regarded as sacred. When the great Khan sent another embassy demanding the Otrar governor be surrendered to him, the new ambassador was executed and the consorts had their beards shaven off and were sent home. These acts demanded terrible vengeance.

Genghis dispatched his army towards Kara-Kitai, the northern kingdom held by the Khorezm. Sending his Mongol Horsemen into action, he gave Sultan Ala al-Din Muhammed a taste of his power. His factions pushed west and conquered the dominions of Kashkar, Yarkand and Khotan.

Although the Khorezm Empire had been more powerful than the Hsi-Hsia or Jin, they could not defend themselves against Genghis Khan's revenge. When the Mongols invaded Otrar, they left nothing untouched; every corner of the city was obliterated to revenge the wrong on the Mongols. The people of the city offered little resistance to the attackers, having lost faith in their government which propelled them into poverty. Thus the Mongols advanced and leveled Samarkand, the capital, virtually without obstacle.

Upon hearing of the collapse of the capital, King Muhammad took flight with his troops. The Mongol army pursued Muhammad westward to the Balkan region, and eastward to the Indus. It took seven more years to finally wipe out the Khorezm Empire.

### **Genghis Khan Passes**

Genghis Khan never seemed to be without a war campaign. In 1226, after routing the Khorezm Empire, he turned his army back towards the Kingdom of Hsi-Hsia. Although they had promised to send troops to assist the Mongols, the Hsi-Hsia broke their promise to the great Khan, and within a year Genghis Khan besieged their capital, Xingqing.

After his victory over Xingqing, Genghis Khan fell seriously ill. In the summer months of 1227 he passed away, bringing an end to his life of warring. His body was secretly transported back to Burkhan Khaldun. In this mountainous region along the upper Onon River, the young Temujin had grown into a man, and emerged as King of the Mongolian steppe. To this day, the exact location of his burial ground is yet unknown.

### **Ugudei Named Khan**

After Genghis Khan passed away, a Khuriltai was held in 1229 and Ugudei was named successor, as Genghis had willed. Tului was appointed as Minister to aid the new Great Khan in leading the Mongols.

In 1230, with the Jin Empire in disarray, Ugudei dispatched on his first campaign as leader of the Mongols. Two years passed before the Mongol army besieged Bianjing (Kaifeng), the capital. Already deprived of food and weapons, the Jin soldiers lost their will to fight, and the emperor, Ai Zong, escaped. However, during the short stalemate which ensued, Tului fell ill and died, and Ugudei swore to avenge his brother by fighting Ai Zong to the end.

Ugudei trailed behind Ai Zong and besieged him in the city of Kuizhou, in Henan. Cornered and defenseless, Ai Zong took his own life. By 1234, the Jin Empire, succumbed to the Mongols, ending a century of



rule in northern China. Thus, Ugudei successfully expanded the Mongolian regime into northern China.

In the aftermath of the war, Ugudei Khan established his capital in Karakorum, in the central Mongolian steppe near the source of the Olun River. In order to govern his vast territory, Ugudei innovated an extensive system of roads to facilitate travel through the major cities of Mongolia.

### **The European Expedition**

In 1236, Ugudei Khan began his expedition to Europe. Naming his nephew Batu 'Supreme Commander,' the Mongol army dispatched for Russia. Within one year Batu vanquished Moscow, Vladimir, Kiev, and other principalities until he conquered all of Russia.

After gaining Russia in 1241, Batu invaded Eastern Europe. His army swept through Poland, Hungary, Germany, and Austria, capturing major cities and striking terror in the hearts of Europeans. He was anxious to proceed and cried out to his troops, "On to Western Europe!" but his advance was suddenly halted by a messenger. Word came that Ugudei Khan had suddenly died. Devastated by the news, Batu withdrew his entire army, and Western Europe was saved from destruction at the hands of the Mongols.

On route to Mongolia, Batu rested his troops near the lower Volga River, where he founded Sarai, the capital of his 'Kipchak Khanate,' or the 'Golden Horde.'

### **The Succession of Leaders**

Following the death of Ugudei Khan, Kuyuk was named successor, and was later followed by Mengke. Under Mengke Khan, four Khanates were formed: Jagatai formed the 'Jagatai Khanate,' the sons of Ugudei formed the 'Ugudei Khanate,' Batu had established the 'Golden Horde,' and Mengke's younger brother Hulegu conquered the Abbasid Caliphate, of the Islamic Empire, and founded the 'Il Khanate.'

Another of Mengke's brothers, Kublai, showed great potential as a leader. In 1253, he commanded troops to assail the kingdom of Dali, in Yunnan, and won another territory for Mongolia. Upon returning to Kaiping, he combined forces with Mengke Khan and set out again to conquer Nan Sung. Mengke Khan made brilliant advances with the aide of Kublai's military prowess. In 1259, just before the Mongols were able to defeat the Sung Dynasty, however, Mengke Khan breathed his last. Upon his brother's death, Kublai made peace with the Sung in haste, and quickly returned to Mongolia.

In 1260, a Khuriltai was held again to name the fifth great leader of Mongolia, Kublai Khan. Kublai believed that Mongols had a right to sovereign rule and governed his empire in the strict manner of past Chinese emperors, with supreme authority for all decisions.

After a year of steady expansion for the Mongols, Kublai sent an envoy to Nan Sung, in 1263, to pressure them into submission. The Sung had no intention of giving in to Kublai, and retaliated with a full military. Kublai assigned troops to deal with them, and went on to establish a Mongol capital in Yanjing (modern Beijing), calling the city 'Dadu,' the 'Great Capital.' As the battle raged, Kublai subjugated the Koryo Dynasty of Korea and sent an envoy to Japan demanding their obeisance to Mongol rule.

## **THE BIRTH OF THE YUAN DYNASTY**

Scenario 3, 1271 AD

### **The Fall of the Nan Sung**

From the early days of his reign, Kublai Khan aimed to rebuild the glory of past dynasties of China. He named his kingdom "Yuan," thus establishing it as a legitimate dynasty. In 1273, he moved to bring the principalities of China under his control. Armed with the most modern weapons, such as cannons from Islam and stone catapults, Yuan forces besieged the city of Xiangyang, held by the Nan Sung general Lu Wenhuan. Xiangyang fell to Kublai Khan without a struggle. Then, with little to stop him, Kublai pushed forth and occupied the Nan Sung capital, Lin-an (Hangzhou).

### **Foreign Forces Meet**

In 1276, Hojo Tokimune, the Kamakura Shogun, sent his reply to Kublai Khan: Japan would not surrender. Having warned Japan that he would "reply in full force" if they refused, Kublai Khan ordered a fleet of warships built in Koryo for an expedition to Japan. Meanwhile, Hojo began to organize a guard over northern Kyushu.

By the time the Mongols disembarked, a force of 25,000 troops had been assembled aboard 900 warships. In 1274, they set sail from the Korean peninsula towards Japan, surpassing the outer islands of Japan with ease and sailing into Hakata Bay, where Hojo's troops were waiting. The ensuing battle held many surprises for the opposing sides.

Yuan warfare differed from that of the Japanese. The Yuan troops fought with "earth-shaking thunder," or cannons, and charged en masse. The Japanese, who were more adept at hand-to-hand combat, could not defend themselves against these foreign tactics. This was the first encounter with continental warfare for the Japanese samurai.

At the end of the first day of battle, however, a typhoon blew in and changed the course of the war. Stranded on their ships, the Yuan forces tossed about violently throughout the storm and lost the majority of their fleet. Those who survived fled back to Koryo. This fight, known as the Battle of Bunei, thus ended in victory for Japan.

### **An Explorer in Asia**

In 1275, the great explorer Marco Polo reached the Yuan Dynasty after four years of travel, from Venice. Kublai Khan grew very interested in the foreigner and awarded him the right to travel freely about the land. By way of the roads developed by Ugudei, Marco Polo traversed much of the Mongolian Empire and led many investigative missions for Kublai throughout China.

In his travels Marco Polo took careful notes on the transportation network, the careful planning of the city Dadu, and described the culture and scenery in detail (recorded in The Travels of Marco Polo). Such was his respect for Mongolian culture that he remained in Kublai Khan's service for seventeen years.

Marco Polo was in Asia to witness the fall of the Nan Sung Dynasty. Relentlessly attacked from the north, the Nan Sung were pushed south by the Yuan until only a small force remained on the island of Yashan. By 1279, the Nan Sung were completely destroyed. Marco Polo described their fall in his notes, "Clinging to his retainer's back, the child emperor jumped into the sea. The multitude of his retainers followed. More than ten thousand bodies floated in the sea that day." With the destruction of Nan Sung, the Yuan Dynasty unified all of China and became the largest empire in the world.

### **The Battle of Koan**

The fallen Nan Sung had left their navy almost entirely intact. To circumvent the danger of the fleet rebelling against the Yuan Dynasty, Kublai Khan dispatched it to Japan. Kublai led 14,000 troops in 400 warships to the island of "Zipangu," described by Marco Polo as laden with "gold in the greatest abundance." The Mongols' inexperience with sea warfare led them to defeat when a typhoon once again came to the aid of Japan, as if divine powers were at work.

Kublai Khan had ambitions to conquer Japan, however his armies in Koryo and the newly acquired Nan Sung refused to cooperate on his planned expeditions. Hence, the Mongolian army never approached the islands of Japan a third time.

### **Targeting Southeast Asia**

The Mongolian campaigns through Southeast Asia represented Kublai Khan's desperate attempt to control trade throughout Asia. In 1277, he sent the Yuan army to conquer the first obstacle in his path to the southeast: Burma.

When the Yuan army broke into Burma, they were greeted by an army of 2,000 elephants. The Yuan army sent their archers to the front to rain arrows down on the defenders and succeeded in forcing them to flee. In the retreat, the Mongols captured many of the elephants, and it is said that Kublai Khan kept the herd for himself. Ten years after this barrage, Kublai captured the capital, bringing an end to the Pagan Dynasty which had flourished in Burma for 240 years.

In 1283, Kublai Khan made a move to secure control of the ocean routes leading to the Silk Road, extending from Java and Sumatra into India. The Dai-Viet (Vietnam) refused to give the Mongols passage through their territory, however, and Kublai Khan attacked and secured Hanoi, their capital. When the people rebelled against the Mongolian presence, the Yuan army was forced to escape.

Kublai Khan made one retaliatory attempt on the Dai-Viet, and was able to occupy Hanoi after devastating the city. The King of the Dai-Viet escaped by sea, leaving his army to stand alone against the Mongols. Once again, geographical tactics came into play and the Dai-Viet successfully routed the Mongols in the jungles of their homeland. With tremendous losses, the Mongol army eventually withdrew.

Undaunted by repeated defeat, Kublai Khan renewed an expedition into Java in 1292, which failed; the Yuan army was repulsed by the Majapahit kingdom. This last defeat brought an end to Kublai Khan's campaigns in Southeast Asia.

### **The Fall of the Yuan Dynasty**

During the years Marco Polo resided with the Mongols, he was never granted the liberty to return to his homeland. His skills were too highly valued by Kublai Khan. On one occasion he was entrusted to guide a princess to the Il Khanate on a journey by sea (opposition to Kublai Khan was so great in the Ugudei Khanate that it was impossible to travel by land). After completing his mission, Marco Polo chanced upon some fellow Venetians and decided to return home with them, promising to return to the Khan. In 1295, after twenty-four years away, he set foot in his native country. However, while he was en route to Venice, Kublai Khan died, and Marco Polo never again was in China.

After Kublai Khan's death, the conquest of Southeast Asia was abandoned and the power of the Yuan Dynasty rapidly waned. Fifty years later, the peasants rose up in the Red Scarves Rebellion and struck a fatal blow to the Yuan Dynasty. By 1368, the Mongols were

driven out of China, north of the Great Wall. Zhu Yuanzhang, the leader of the Red Scarves, founded the Ming Dynasty with his capital in Nanjing, thus renewing the glory of the Han Dynasty in China.

## **THE WORLD CONQUEST**

### **Scenario 4**

#### **The Crusades**

The Crusades were military expeditions carried out in the name of Christendom across Europe, from the eleventh to the thirteenth century. The aim of these missions was to recover the sacred land of Jerusalem, homeland of Jesus Christ, from the Muslims.

In 1038, Christian opposition emerged in great force. The Seljuk Turks established control over West Asia with the goal to drive out the Christians and convert Jerusalem as an Islamic Holy Land. Once they occupied Jerusalem, the Turks had hold of three Holy Lands, including Mecca and Media. The Turks increased the pressure in 1071, when their armies closed in on Constantinople, the capital of the Eastern Roman Empire.

Emperor Alexius I turned to Pope Urban II to plea for military backing. In response, Urban II gave a sermon at the Council of Clermont exhorting Christendom to war. "Christianity is in a crisis! Overthrow the Muslims and regain Jerusalem!" Religious fervor was intensifying, and in 1096, urged on by the Pope, European nobles marched forth on the First Crusade. Thus began 200 years of fighting between the Christian Crusaders and Islam.

In 1099, the crusaders seized Jerusalem. Islam regained power quickly, however, with the emergence of Salah al-Din, founder of the Ayyubid Dynasty. By 1187, Muslim forces had recaptured Jerusalem and Europeans renewed their vow to drive their opponents out of the Holy Land. Richard I, King of England, led this Third Crusade which ended in a truce between Richard I and Salah al-Din. There was little support for the truce and it soon deteriorated, followed by further minor crusades. With no funds remaining to support the expeditions, the morale of the troops fell, and every last crusade ended in defeat.

#### **Robin Hood of Sherwood Forest**

Robin Hood is a legendary hero said to have lived in England during the twelfth century. A merry fellow, he was followed by more than 100 robust, skilled archers who assisted him in keeping the sheriff and clergymen on their toes. His adventures were all in the name of helping the common people.

In Sherwood Forest, the Sheriff of Nottingham enforced King Henry II's laws against hunting in royal forests, under penalty of death. As enforcer of the harsh anti-hunting laws, the Sheriff wielded great power over anyone who stepped foot on his ground. Robin Hood became much beloved among the people and the poor as he launched daring fights against the evil sheriff.

A source of discontent for the people at the time was a group of landowners known as the abbeyes. The abbeyes exploited the people only to benefit themselves with riches. Maria Abbey, a Benedictine monastery located in York, was well-known for its elaborate display of wealth. Robin called the abbot "the rich abbot" and mercilessly attacked the evil monks of Maria Abbey. Robin's escapades were not in defiance of the Church; he professed a deep faith and reverent devotion to the Virgin Mary. Yet, he chastised abbeyes for exploiting people's faith and driving them into poverty.

When Richard I ascended to the throne after his father, Henry II, died, the scene changed in Sherwood Forest. Chivalrous King Richard was interested in Robin Hood's feats and, disguised as the Black Knight, he caught up with his band in the forest. A contest between Robin Hood and the Black Knight was held to determine the better archer, and Robin, previously undefeated, lost. Following the rule whereby the losing contestant is struck in the face by his opponent, the Black Knight punched Robin. When Robin regained his senses he discovered that none other than King Richard was standing before him. Immediately, Robin and his men fell on their knees in respect for their beloved King.

The King pardoned the previous crimes of Robin Hood and his band. Such was his admiration for them that they were hired as his royal guards and accompanied Richard all over England. Even so, many of the merry outlaws were most suited to life in the greenwood, and eventually, that is where they returned.

### **Muslim Dynasties of India**

In the early seventh century, religious factions embracing Islam emerged from the vast lands of Western Asia. The Islamic religion was soon widely accepted by Arab tribes and the nomadic peoples alike and began to spread eastward. By the thirteenth century, the Muslims approached India and struggled to enforce Islamic rule in India.

The Ghanza Dynasty (962-1186) of India was at its height under the reign of Sultan Mahmud (998-1030). When the Sultan died, however, the kingdom fell under the oppression of the Seljuq Turks and began to decline. From 1186, Muhammad Ghuri, brother of Mahmud, founded another Muslim dynasty in Afghanistan, the Ghore Sultanate.

Muhammad successfully destroyed the Ghasnavids (a rival dynasty) and gained ground in northwestern India.

Pushing forth into India, Muhammad went on to defeat the coalition of the Rajput kingdoms, and then turned his armies to crush the ruling Hindu kingdoms. In 1202, he sent troops on mission to overcome the Hindus of Bengal and central India. In the same year Muhammad became the Ghorid Sultan, expanding his domain from the Afghan Plateau into northwest India.

Amidst his campaign in India, Muhammad was assassinated. Aybak, the Military Commander under the late Muhammad, took power in the wake of his death. He named himself Sultan of the Ghorid territories in India and built an immense palace in Delhi to mark the beginning of his reign as a Muslim leader. Aybak's reign marks the beginning of Muslim rule in India.

### **The Tragedy of Minamoto Yoshitsune**

In 1180, a full-scale war began between two leading factions in Japan: the Minamoto and Taira clans. Minamoto Yorimasa was the first to raise an army against the Taira, and prompted Minamoto Yoritomo, Yoshinaka and their followers to revolt. After five years of warring, Minamoto Yoshitsune brought the final blow to the Taira clan in the Battle of Dannoura.

Yoshitsune, victor over the Taira, had the makings of a great hero. After the war, however, he did not return to Kamakura. Instead he chose to assume an honorable position in the Imperial Guard, accepting the office without the approval of Yoritomo. Yoritomo was displeased by his younger brother's choice and relations between the two men took a decided turn for the worse. Before long Yoritomo had inspired the samurai of eastern Japan to seek revenge on Yoshitsune for ignoring his duties to his clan.

Yoshitsune felt the threat of Yoritomo's anger when, on a mission, he was returning north after escorting the prisoners captured at Dannoura. When he reached Kamakura he learned that he was forbidden entry to the town. He promptly returned to Kyoto and joined his uncle, Minamoto Yukiie, in opposition to Yoritomo. The two men procured an imperial edict to attack Yoritomo, but failed to mobilize local samurai to their effort. Yoritomo retaliated by approaching the court and gaining the authority to appoint officials and local lords.

As the threat of his opposition became more apparent, Yoshitsune had took flight to northern Honshu and sought the protection of the Fujiwara clan. In 1189, however, he was attacked by Yasuhira. Unable to hold off his assailants, Yoshitsune and his wife and children took

their own lives. The glory and tragedy woven into Yoshitsune's life aroused sympathy for him among the Japanese people. He became the hero of many legends which speak of his courage, strength, and compare him to the Mongolian hero, Genghis Khan.

[Please adjust the location of each event sentence according to its year.]

Year	History of the Mongolian Empire	World History	Year
1155	Temujin is born.	The Second Crusade is formed.	114
1164	Temujin meets Borte.	The Ghore Sultanate destroys the Ghazna Dynasty.	116
1165	Temujin's father is poisoned by the Tartars.		
1171	Temujin's family is attacked by the Taichiuds.	Salah al-Din establishes the Ayyub Dynasty.	116
1172	Temujin marries Borte.		
1179	Borte is captured by the Merkits.		
1180	Temujin defeats the Merkits. First son, Joti is born.	Ghuri establishes the Ghore Sultanate.	118
1189	Temujin becomes the leader of the united tribes.	The Third Crusade is formed.	118
1194	Temujin conquers the Tartars with the Keraites.	The order of Teutonic Knights is created.	119
1201	Temujin fights Jamuga in the Battle of Thirteen Wings.	Minamoto Yoritomo establishes the Kamakura Shogunate in Japan.	119
1203	Temujin conquers the Keraites.	The Fourth Crusade is formed and occupies Constantinople.	120
1206	Temujin subjugates the Naimans and the Merkits, named Genghis Khan at the Khuriltai.		
1209	Genghis Khan invades Hsi Hsia.	King John of England is excommunicated by the Pope.	121
1214	Genghis Khan invades the Jin Empire.	The Ghore Sultanate falls. Magna Carta is promulgated in England.	121
1219	Genghis's western expedition begins.		
1220	Mongolian army conquer Khorezm.		
1221	Mongolian army invade northern India.		
1226	Genghis Khan invades Hsi Hsia again.		
1227	Genghis Khan dies during his invasion to Hsi Hsia.		
1229	Ugedei becomes new Khan of the Mongolian Empire. Jagatai Khanate is established in Central Asia (-1330).		
1234	Ugudei conquers the Jin Empire.		
1235	Ugudei builds his new capital in Karakorum and starts Russian expeditions with Batu.		
1236	Batu starts European expeditions.	The Hundred Years War.	123
1241	Mongolian army crushes Polich and German allied forces in Warsztat. Ugudei dies. Batu withdraws troops from Europe.	Muslims in Spain establish the Nasr Sultanate in Granada.	133
1243	Batu establishes Kipchak Khanate in Russia (-1502)		
1246	Batu meets Calvini (Carpini), a missionary sent by the Pope.	The Sixth Crusade is formed.	124
1258	Hulegu starts invading Southeast Asia. Hulegu seizes Baghdad, conquers the Abbas Dynasty, establishes the Il Khanate.		
1260	Kublai becomes the fifth Khan of the Mongolian Empire.	The Byzantine Empire is revived.	126



1264	Kublai Khan transfers the capital to Dadu.		
1271	Kublai Khan names his empire 'Yuan'.	The Seventh Crusade is formed.	127
1274	The Yuan expedition to Japan fails (the Battle of Bunei).	Marco Polo leaves Venice for the Orient.	127
1275	Marco Polo visits the Yuan capital.		
1277	Kublai invades Southeast Asia.		
1279	Yuan conquers Nan Sung Dynasty.		
1281	Second Yuan expedition to Japan fails (the Battle of Koan).		
1288	Yuan invades Dai-Viet, but is defeated.		
1290	Marco Polo leaves Yuan.	Mameluke Khanate drives Crusaders out of Syria.	129
1294	Kublai dies.	The Ottoman Empire is established.	129
1310	Jagatai Khanate annexes Ugedei Khanate.	The Kamakura Shogunate falls in Japan.	133
1368	The Red Scarves Rebellion strikes fatal blow to the Yuan Dynasty.	The Hundred Years War begins in Europe.	133
1380	Mongolians forced into the north. Zhu Yuanzhang establishes the Ming Dynasty in China.		

[The Chart of Rulers and Scenarios from SNES manual. Add ruler's face graphics to the right of their names.]

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