

戦国 SENGOKU



MANUAL



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ABOUT SENGOKU

The period between the devastating Onin War and the restoration of peace under the Tokugawa shogunate is known in Japanese history as the Sengoku jidai. Translated loosely as “Warring States period,” this was a time of great political and social upheaval. Rival clans plunged Japan into constant warfare as they struggled for power. These wars gave rise to the golden age of the samurai, an educated warrior-elite who strove to adhere to the code of Bushido. Their way of life revolved around honor and selflessness, and the heroic deeds of this period remain legend to the present day.

Sengoku places you in the role of one of these feudal lords between the years 1467-1620. Through shrewd politics and skilled diplomacy, you will rise within your Clan and win titles and prestige. If you marry well and produce heirs, you will be able to continue playing as your children after your character’s death, and become more powerful with each generation. You will wage war against rival clans, and you must cultivate strong alliances if you wish to prevail. Eventually, you will be dominant enough to claim the title of Shogun—restoring peace and uniting all of Japan under your rule, just like the great Tokugawa.



INSTALLATION

To install by CD:

- Place your Sengoku CD in your computer's CD-ROM or DVD drive. This should trigger your system's autorun function, which displays the Sengoku installation screen. Follow the prompts to install the game.
- If the autorun doesn't initiate, click Start>Run[the letter of the CD-ROM drive]>Setup.exe. That should do the trick.

TECHNICAL SUPPORT

Should you experience a technical problem with this software, please contact us at: support@paradoxplaza.com

Before you email, please read the README.TXT file on the Sengoku CD to see any last-minute recommendations pertinent to your problem. Also, check out the support page on our web site:

<http://www.paradoxplaza.com/support>

When emailing, please provide the following information:

- Computer brand and model.
- Windows version.
- Total system RAM.
- Total hard drive space.
- Video card make and model.

TROUBLESHOOTING

If you are having problems running the game, please follow the guidelines below.

- Does your PC meet the minimum specifications for the game?
- Make sure you are using the latest version of DirectX. Install the latest drivers for your display adapter and sound card that are compatible with your version of DirectX.
- Shut down any other programs you have running before starting Sengoku.

GAME UPDATES

Updates, if needed, will be made available at:

<http://www.paradoxplaza.com/downloads.asp>

(under the Sengoku heading)

CONSUMER SAFETY

WARNINGS AND PRECAUTIONS

EPILEPSY WARNING

Some individuals may experience epileptic seizures when exposed to certain patterns of flashing lights. Exposure to certain light patterns on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your doctor prior to use. **IMMEDIATELY** discontinue use and consult your doctor before resuming use if you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions.

Follow these precautions whenever using this software:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

CAUTION: Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should **ALWAYS** take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long-term injury. If your hands, wrist, or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

STARTING THE GAME

When you have finished installing Sengoku, an icon for the game should appear on your desktop or in your Start menu. Double-click this icon to load the game. It may take several minutes for your computer to load all the files necessary for a game this complex, so please be patient. Your cursor will turn into a rotating hourglass to let you know that your computer is making progress. When Sengoku has finished loading, you will see five options on the Main Menu:

SINGLE PLAYER Start a game of Sengoku versus computer-run opponents, or load a previously saved game.

MULTIPLAYER Host or join a game against other human opponents over the Internet or a LAN connection.

OPTIONS Adjust graphical and audio settings of the game, and select difficulty.

CREDITS See a list of people who contributed to this game.

EXIT Quit Sengoku and return to your desktop.



A note about this manual:

With a game as complex as Sengoku, filling these pages with statistical information would bog readers down and probably confuse them. Instead, this manual will acquaint you with the underlying mechanics and principles of gameplay. Because specific numeric figures in the game may be changed by future patches, exact numbers are rarely given. To find information on the latest version of Sengoku, consult the Paradox Forum at forum.paradoxplaza.com. Also, where important terms appear in the manual, they are often capitalized in an effort to help you quickly start to recognize the most essential concepts.

SINGLE PLAYER

The heart of Sengoku gameplay is the single-player campaign. In this mode, you will control a Japanese nobleman, striving against hundreds of other noblemen controlled by the computer, all trying to win the game for themselves. The *objective* of Sengoku is to control 50% of the provinces in Japan, which allows you to claim the title of *Shogun*. If you can win this title and secure your dominance of Japan for 36 months against the combined might of the rival Clans, you will be declared the victor. To begin your campaign, you must choose one of two scenarios, or starting set-ups. Clicking the “Single Player” button on the Main Menu brings up Scenario Selection. There are two starting scenarios in Sengoku, both of which begin on May 26, 1467.

SCENARIO SELECTION

Historical Start

Saved Games

Starting suggestions:

The Onin War

26 May, 1467

The Kanto War

26 May, 1467

THE ONIN WAR features a sweeping conflict between Japan's two most powerful Clans, the Hosokawa and the Yamana, for the right to succeed Ashikaga Yoshimasa as Shogun.

THE KANTO WAR focuses on a blood feud between the Uesugi and Ashikaga Clans in the central Kanto region of Honshu, Japan's largest island.

Select a scenario, and then click on the map to browse among the playable characters. Clicking a province will display its ruler. You can see at a glance his three most vital attributes—Martial, Diplomacy, and Intrigue—and portraits of his vassals. The bar below his attributes indicates an approximate difficulty rating for starting the game as that character. Click "Play" to begin the game!

Hosokawa Katsumoto

Clan Hosokawa
Independent

Martial: 8 Diplomacy: 7 Intrigue: 2

Difficulty:

At war:

Liege:

Vassals:

PLAY

Back

INTERFACE

The interface of Sengoku is designed to show you the most relevant information relating to what you're doing in the game at any moment. The aim is to keep your screen uncluttered while making a great deal of information easily accessible. To help you understand how each game element is used, you can hover your cursor over it for a few seconds. This is often called "mouse over." It will bring up useful information, called a "tooltip," which usually includes a brief explanation of that item's function. Entering certain game windows for the first time will also bring up lengthier hints at the center of the screen.

THE MAIN MAP

The gameplay of Sengoku takes place on a fully 3D map. You can zoom in to focus on a single province, or zoom far out to see most of Japan at once. You can also rotate the map to view it from any angle. The map shows you the cities and castles belonging to you and your rivals. Characters and armies will appear on the map as moving figures. The map has several display modes, each one designed to show you different information about what's going on in the game.



THE DATE BAR

This small window at the upper-right corner of the screen displays the current in-game

date. The plus (+) and minus (-) buttons allow you to increase or decrease how fast time passes in the game, from several months per minute to completely paused. Pressing the space bar instantly pauses or resumes your game.



THE OUTLINER

A screenshot of the Outliner interface. At the top is a row of yellow icons: a house, a castle, a factory, a horse, a sword, a shield, a flame, and a scroll. To the right is a circular menu icon. Below the icons is a table with two main sections: 'Demesne' and 'Armies'.

Demesne			
Otokuni	10.0	0	0
Nishinari	10.0	0	0
Inagawa	10.0	500	250
Ubara	10.0	500	250
Tosa	10.0	500	250

Armies	
Otokuni	750
→ Nishinari	750

Below the 'Armies' section is the heading 'Message Rules'.

Just below the Date Bar is a circular icon representing a list. Clicking this brings up the Outliner. The Outliner allows you to customize information you would like to see as a quick reminder of what is going on in the game. A series of yellow icons allows you to toggle the updates that are displayed about (from left to right) your Demesne, buildings, armies, recruiting retinues, land combat, sieges (by your forces), and hostile sieges. You can also set which messages you receive about family members, rulers, and vassals.

THE MINIMAP WINDOW

At the lower-right corner of the screen is the Minimap Window. You can use the icons along the left side of the Minimap to switch between map modes. This window also contains a miniature version of the map. The area within the white box on the Minimap is the part that is visible on the Main Map. Along the left are icons to select between Sengoku's eight map modes (from top to bottom):



- **TERRAIN** shows natural features like mountains, rivers, and forests.
- **CLANS** divides the map by local rulers' allegiance to the major Clans.
- **DEMESNE** highlights only the land controlled by your character.
- **KUNI** divides the map into groups of provinces ruled by the same Daimyo.
- **DIPLOMATIC** divides the map according to the rulers' diplomatic relations with you, such as war and alliances.
- **RELATIONSHIPS** shows the other characters' Opinion of you.
- **FACTIONS** shows which religious faction is dominant in each province.
- **REVOLT RISK** shows the chances of a revolt occurring. Red indicates a high risk.

To the right of the Minimap is a row of icons helpful for managing your gameplay experience.



GO TO HOME PROVINCE centers the Main Map on the province that houses the court of your ruler.



FIND PROVINCE/CLAN allows you to alphabetically search the game's Clans, Kuni (groups of several provinces ruled by the same Daimyo), Kori (individual provinces ruled by feudal lords called Kokujiin), and centers the Main Map on the one you select.



ZOOM IN / OUT zooms your Main Map. You can also scroll with your mouse wheel to achieve the same effect. You will probably spend most of your time zoomed close in to concentrate on your character's Demesne, or the territory he rules personally. Sometimes, though, you should zoom out to better understand the strategic situation in all of Japan.



MAIN MENU allows access to the following options:

- **Save Game** saves your progress so you can pick up your game where you left off later.
- **Game Options** lets you adjust the same options as the Game Options menu on the start screen. You cannot change the difficulty once your game has begun.
- **Message Settings** lets you customize how you prefer to be notified about in-game events.
- **Resign** ends your game and takes you back to the start screen.
- **Quit** closes Sengoku and takes you back to your desktop.



LEDGER brings up detailed statistical information about the game's Clans, religious factions, and dynasties, as well as their relations with each other.



The Ledger is a very useful tool for keeping track of the game's "big picture." At a glance, you can keep track of who is fighting whom, which can be crucial to understanding potential political opportunities. On the Current Wars page of the Ledger, a Clan's ongoing wars are listed according to their enemies' Clan emblems, or mon. By mousing over these emblems, you can see the Clan's name.

Directly above the Minimap Window are two icons that look like envelopes. The one on top, with a red seal in the center, represents high-priority notifications, such as declarations of war by your rivals. The brown envelope below contains your low-priority notifications. Left-clicking the envelopes will expand the window to the left so you can read each message, while right-clicking clears all of them at once. Offers, such as marriage proposals, will appear to the left of the Minimap Window as scrolls with a Clan emblem informing you who the offer is from.



THE STATUS WINDOW

In the upper-left corner of the screen is the Status Window. You will use this panel to perform most actions in the game. At the far left is your character's portrait. At the far right is his family emblem. Below the name of your dynasty's ruler are three icons that track important measures of your character's power:



WEALTH is represented by the coin. Each month, your provinces will produce income based on their size, level of development, and the abilities of your vassals. You need Wealth to construct buildings, hire troops, and support the Emperor to increase your Honor.

DEMENSE is represented by the banner. The first number is the current number of provinces you personally control, and the second number is the number that you are able to effectively administer. The higher your Intrigue attribute (explained more fully on page 15), the more provinces you can rule at the same time. If you find yourself ruling more provinces than you can manage, grant the excess to your vassals to rule on your behalf.

HONOR is represented by the ornate helmet. Along with money, Honor is one of the game's main currencies. It costs Honor to take actions that are selfish or questionable, such as declaring war and breaking alliances. The two main ways to gain Honor are by giving land to vassals or giving money to the Emperor. If your Honor goes below 0, your character will be forced to commit *Seppuku*, or ritual suicide, and you will lose the game.

Clicking the portrait on the far left of the Status Window allows you to

quickly view your own character. The Clan emblem on the far right of the Status Window allows you to quickly view your Clan. The colored bar along the very bottom of the Status Window shows your progress toward conquering 50% of Japan and being able to claim the title of Shogun. In the center of the Status Bar, below *Wealth*, *Demesne*, and *Honor*, is a row of eight icons that take you to the main windows you use for running your dynasty:

COURT allows you to manage the other characters who support your ruler in his bid to become Shogun. From this screen, you can select  and interact with your three principal advisors: your *Master of Ceremonies*, *Master of Arms*, and *Master of the Guard*. You can assign each of them tasks, such as improving a village, building a castle, or making contact with Ninja clans.

CLAN view is where you can interact with other members of your Clan. You  can see the current leader of your Clan, and you can nominate your candidate to succeed him upon his death. If you are *Clan Leader*, you can use this screen to make decisions on behalf of the Clan, such as interacting with the Imperial Court and balancing the Clan's budget.

MILITARY shows you the state of your Clan's armies. It shows the total  number of troops available to the Clan, as well as how effective they will be in combat. It has panels showing you the total number of feudal troops you can send to war, and the number that are currently activate and deployed in the field. These are called *Levies*. You can also use the Military screen to recruit *Retinues*, standing armies that will follow your character around the map.

PLOTS lets you form plans to advance your position at the expense of  others, such as breaking free from your own Clan or attacking another Clan. You can then recruit other characters to join the plot against the target. Once the combined military power of the plotters is high enough relative to that of the target, you can carry out the plot.

DIPLOMACY is where you can interact with other characters. You can



use Diplomacy to declare war, negotiate peace, and offer a daughter's hand in marriage, among other things. You can also use this screen to view your character's established diplomatic relationships.

CHARACTERS allows you to view all the characters in the game. It displays their attributes, traits, and Clan affiliation. You can interact with characters by right-clicking their portraits.



plays their attributes, traits, and Clan affiliation. You can interact with characters by right-clicking their portraits.

NINJA CLANS is where you can recruit stealthy Ninjas to carry out underhanded missions, such as assassinating another character, sabotaging a fortress under siege, or protecting you from other Ninjas.



RELIGION shows you the relative influence of Sengoku's three religious



factions: Shintoism, Buddhism, and Christianity. If you are *Clan Leader*, you can use this panel to join a faction and carry out any religious decisions available to you.



CHARACTERS

Sengoku is a game of characters. How you fare in the game depends on how skillfully you can develop your own character and interact with the ones around you. Clicking a character's portrait anywhere in the game will take you to their character screen. This screen shows the character's attributes, traits, and titles, as well as the relationships they have with other characters.

RULER VIEW

Clicking the portrait in the upper-left corner of your screen takes you to Ruler View. This is one of the most important screens in the game. It shows you the Japanese nobleman who is your representation in the game world, and the only character who you directly control. Ruler View shows you your character's attributes, relationships, and traits.

Your character has three key attributes:

- **MARTIAL** is a character's ability to lead troops in battle. Characters with higher Martial scores will give bonuses to armies under their command.
- **DIPLOMACY** represents how tactful and politically savvy a character is. An individual with high Diplomacy is more likely to be successful in negotiations, and will be a more effective administrator of any provinces they rule.
- **INTRIGUE** represents a character's subtlety and talent for deception. Characters with high Intrigue do a better job at underhanded actions, such as contacting Ninja Clans and organizing plots against opposing Clans.

Other important statistics are:

- **AGE** is the character's age in years. Upon reaching the age of 15, a character will become an adult. Death becomes more likely every year after age 40.



Hosokawa Katsumoto

Hosokawa
Leader of Hosokawa
Otokuni

	36		7 (9)
	4.1		8 (12)
	26.0		2 (8)
	2		5

Parents

Spouse

Children

Siblings

Heir

Liege

Vassals (14) Court (15)

Tier	Name	Opinion
1	Hosokawa Shigeyuki Daimyo of Mikawa	14 / -17
2	Hosokawa Katsumasu Daimyo of Tanba	14 / 1
3	Hosokawa Mochihisa Daimyo of Izumi	14 / 4
4	Hosokawa Katsuhisa Daimyo of Bitchu	14 / -14
5	Hosokawa Shigeharu Daimyo of Sanuki	14 / -17

- FERTILITY** is a character's chance of conceiving children. A character's fertility is combined with that of his spouse or spouses, to determine his chance of producing children. You will not be able to see a character's Fertility in the game directly. This reflects the uncertainty of real life.

- **HEALTH** determines how likely they are to suffer from disease and the chance they will survive. Health also affects chances of dying in combat. You will not be able to see a character's Health in the game directly. This reflects the uncertainty of real life.

A character can also have:

- **TITLES** Characters can earn noble titles, either through conquest or by being granted a landed title by their liege. Titles are discussed in detail on page 19. The icons below attributes show a character's Clan Leader, Daimyo, and Kokujin titles.
- **TRAITS** In addition to attributes, characters may acquire traits throughout their lives that make them distinctive. These appear as icons below titles when you open a character's profile. Traits can confer bonuses and penalties, or change the way a character is viewed by others. The behavior of AI characters can be affected by the traits they possess.

RELATIONSHIPS

Characters in Sengoku are defined by the complex web of relationships they forge over their lifetimes. Ruler View shows your character's important relationships, while other characters' relationships are displayed in their character windows, which you can view by left-clicking their portraits. Characters in Sengoku can have the following types of relationships:

Liege

Your liege is a nobleman of higher rank than your character. You owe him loyalty and support during times of war, and in return, he is expected to protect you against rival Clans. You should try to stay in the good graces of your liege. If he has a high Opinion of you, he may grant you additional titles. If your liege considers you unreliable, though, he may revoke your title or even order you to commit Seppuku.

Heir

Your Heir appears to the right of your character's portrait. He is the character you have designated to assume the leadership of your dynasty when your character dies. During the Sengoku era, inheritance passed down to the eldest male child. If you are a Kokujin or Daimyo, your oldest son at the time of your character's death will succeed him and assume his landed titles. If you are Clan Leader, though, you must nominate an Heir, and then maintain enough power within the Clan to ensure that the other nobles in the Clan vote for him as the new Clan Leader when your character dies.



Vassals

Your vassals are lesser noblemen who owe your character allegiance. You are their liege. Your vassals have pledged to support you politically and militarily. In return, you have an obligation to defend them with the combined resources of your Demesne. If you are a Clan Leader, you will be able to activate and control the military forces of vassals who account for less than 5% of the Clan's total military strength. As vassals become more powerful, they may start plotting to break away from

you or even overthrow you. Carefully watch to make sure vassals have a high Opinion of you. If they don't, try giving them a gift or another title. If that doesn't help, consider revoking their title or ordering them to commit Seppuku.

Spouse

Your character's spouse is a valuable supporter and counselor, as well as a marriage partner with whom he seeks to produce children. Wives add their own Diplomacy, Martial, and Intrigue attributes to those of their husbands. They combine their Fertility ratings with those of their husbands to determine the chances of having children. In feudal Japan, men were not limited to one wife, so it is possible for your character to marry up to four women. When looking for wives for your character and your sons, you should seek spouses who can round out deficiencies in their husbands' attributes.

Parents

Your character's parents play a crucial role in his development. When parents bear a child, they pass down some of their characteristics. Smart parents will likely have even smarter children, while slow-witted parents are unlikely to have intelligent children. Genetic defects such as clubfeet and harelips can also be passed down, and reduce a character's attributes and social prospects. When close relatives intermarry, offspring will become inbred, leading to significant defects. Full siblings cannot marry each other, nor can parents and children. If a parent loses Honor and commits Seppuku, his children will gain Honor as a result of their father's courage in choosing an honorable death.

Children

Your character's children are his link to the future, and his best way to ensure that his family survives and prospers for at least another generation. When children reach age 15, they become adults and can be interacted with like other characters. Eldest sons will become your character's Heir.

Court

The members of your extended family and close supporters living at your castle make up your court. You should promote three courtiers to fill your three council offices: Master of Ceremonies, Master of Arms, and Master of the Guard.

- To view the most important information about a character at a glance, mouse over their portrait. This will bring up a window displaying the character's attributes and titles.
- You can also right-click a character's portrait anywhere in the game to bring up a menu of options for interaction. You can View Diplomacy, View Location, View Character, and Toggle Message Interest, which sets whether you wish to receive messages about that character.

Ogasawara Kiyomune
Leader of Ogasawara
Daimyo of Shinano
Kokujin of Chiisagata

Age: 40

Martial: 8

Diplomacy: 3

Intrigue: 7

Honor: 25



HONOR

During the Sengoku period, honor was everything in the life of a Japanese nobleman. Society was governed by strict codes of conduct that dictated the proper actions of each one of its members. Members of the Samurai elite were expected to adhere to the code of Bushido, or “The Way of the Warrior.” Bushido demanded that a member of this class cultivate the virtues of rectitude, courage, benevolence, respect, honesty, honor, and loyalty. He was to be self-sacrificing, humble, and unassuming. Everything he did was governed by his sense of duty. Breach of this code meant dishonor and disgrace. A disgraced Japanese nobleman faced ostracism and abandonment by his followers. The only option for him then was Seppuku: painful suicide by disembowelment.

Honor in Sengoku is meant to reflect the stringent requirements of Bushido in a nobleman’s life. He cannot simply declare war on whomever he likes, or betray his liege whenever it suits him. Characters must first build up a store of social credibility, represented by Honor, before they can get away with the occasional selfish act.

Your character’s Honor will shape how other characters treat him. If he cultivates an honorable reputation, friends and enemies alike will come to respect him. If he becomes known for violating agreements and acting dishonorably, even his own vassals will become disloyal.

SEPPUKU

If your character’s Honor becomes very low, you can click the Seppuku icon (a small knife) near his portrait in Ruler View to commit ritual suicide. You will be able to continue playing as your Heir, who will gain some Honor from such an honorable death. If your Honor goes below zero, you will be forced to commit Seppuku and you will lose the game. If one of your vassals has low Honor, you can command him to commit Seppuku. This is often a good way to get rid of a troublesome subordinate.

TITLES

Life during the Sengoku period was highly formalized. The social order drew legitimacy from the figurehead of the Emperor himself, and every person knew his or her place in society. Among the nobility, titles granted authority to rule over parts of the country in the Emperor's name. Other titles were ceremonial, and bestowed great honor and status on those who held them. Characters in Sengoku may hold a variety of titles:

KOKUJIN Noblemen who control a single province, or Kori, are called Kokujin. They are responsible for the administration of their province, including the development of its village and strengthening of its castle. Some Kokujin may be independent, not answering to any higher nobleman. Most, however, owe allegiance to a Daimyo who offers them protection. Until a Kokujin's soldiers account for 5% of the Clan's total, the Clan Leader controls them in war.

DAIMYO The next step up the social ladder is the Daimyo, who rules over a Kuni, consisting of several provinces. A Daimyo typically has several Kokujin as vassals. Like Kokujin, a Daimyo may be independent, but most are vassals of a Clan Leader.

CLAN LEADER Although the Emperor represented the pinnacle of Japanese society, the highest title attainable in the game is that of Clan Leader. Because Clans are the main political unit in the game, Clan Leaders have the power to negotiate war and peace on behalf of their followers. In addition to their own military forces, Clan Leaders control the Levies of vassals who account for less than 5% of the Clan's total army strength.

JUGOI The title Jugoi is a ceremonial rank in the Imperial Court. A character who pays a substantial sum to support the Emperor will be given this rank. A Jugoi has no in-game obligations but gets a small monthly bonus to his Honor.

COURTIER Adult characters in the court of a Kokuji, Daimyo, or Clan Leader start out as Courtiers. Courtiers can be appointed to one of the three council offices in a nobleman's court.

MASTER OF CEREMONIES The Master of Ceremonies is responsible for the administration of his liege's Demesne. His performance is primarily determined by his Diplomacy attribute. He can be sent on missions to improve a village, improve your relations with a local lord, or squeeze extra tax money out of a province.

MASTER OF ARMS The head of a character's military is the Master of Arms. His Martial attribute decides what bonuses he will confer on troops under his command in combat. He can be sent on missions to improve a castle, hire troops, or restore order.

MASTER OF THE GUARD The Master of the Guard is responsible for security and espionage. His effectiveness is determined by his Intrigue. He can be sent on missions to improve local guilds, sow dissent in an enemy province, or hire stealthy Ninja Clans to do your bidding.



TRAITS

In addition to attributes, characters may acquire traits throughout their lives that make them unique. These appear below titles when you open a character's profile. A character may have 2-5 traits. Traits can confer bonuses and penalties, or change the way a character is viewed by others. Some traits are on sliding scales, where one trait supersedes a lesser version of itself. Other traits have opposites, so that you cannot have a character who is simultaneously honest and a liar. AI characters' behavior can be affected by their traits, making them smarter or more ambitious, for example. Traits are grouped into eight categories:

INTRIGUE These traits concern a character's skill at scheming and deception. The more success a character has with these activities, the more likely he is to gain Intrigue-related traits. These traits give bonuses to the Intrigue attribute, and can eventually give other bonuses as well.

DIPLOMACY Traits related to Diplomacy reflect success in politics and negotiation. As characters acquire these traits, they will gain bonuses to Diplomacy and Intrigue, but may have less credibility as warriors. Advanced versions of these traits even make a character more convincing in matters of love, increasing Fertility.

MARTIAL This group of traits represents a character's increasing skill and fame as a military commander. Success on the battlefield brings more advanced versions of these traits, which increase Martial and Intrigue but make them less persuasive peacemakers. These traits also confer a bonus to Health, which represents the bodily vigor that comes with the Way of the Warrior.

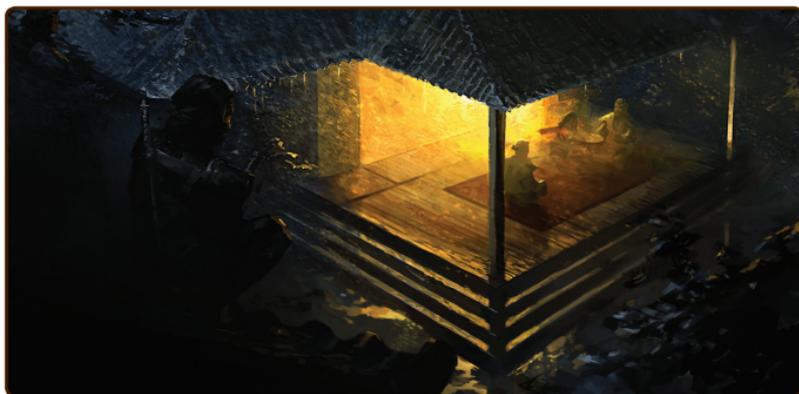
HEALTH Characters in Sengoku may be afflicted with all manner of maladies. Health traits reflect the toll taken by stress, mental illness, disease, and alcoholism. These traits often inflict serious penalties, in some cases forcing characters to retire.

CONGENITAL These are traits that are inherited from a character's parents. Intelligence and beauty can be great advantages, while ugliness and mental slowness make life difficult. Characters with physical deformities may find it hard to be taken seriously, and vassals may come to see them as weak.

LIFESTYLE These traits come from the leisurely pursuits chosen by the character, such as poetry and painting. In the game, you will be able to choose one such trait per character, which gives a small bonus to one trait, and improves relations with other characters who follow the same lifestyle.

PERSONALITY A character's personality is shaped during childhood. Special events can endow young characters with personality traits which will affect them throughout life. These traits are virtues and vices, and each has its own advantages and drawbacks. Generally, more virtuous characters have an easier time forging strong relationships with others, which tend to be more important than attribute bonuses.

OTHER Several traits do not fit neatly into any of the above categories. These tend to concern aspects of character shaped not by personality during childhood but by actions during adulthood. Like the personality traits, these traits come in opposing pairs, which a character cannot have simultaneously.



CLANS

The conflict in Sengoku is not a war between nations but rather a bloody civil war. To represent this, the main political unit is not the kingdom but the Clan. A Clan is a group of powerful families centered on a single ruler and his immediate family. Each Clan can be recognized by a distinctive emblem, called a Mon, and is represented in dealings with outsiders by the Clan Leader. Clicking the *Clans* icon in the Status Window brings up a window that lets you view the affairs of the Clan.

This screen shows you the current *Clan Leader* and his nominated *Heir*. Characters nominated by members of the Clan other than the Clan Leader are *Pretenders*. When the current leader dies, the most popular nominee in the Clan is elected to succeed him.

Below this is a list of *Provinces* controlled by members of the Clan, and

the current yearly *Budget* for the Clan. This annual balance is added to or subtracted from the treasury of the Clan Leader. If he has insufficient funds, he cannot buy anything until the deficit has been paid.

The scrollable list of *Clan Members* is a useful feature. It shows you your relations with other characters, and allows you to easily interact with them by right-clicking on their portraits. You can click “Show Courtiers” to include the court members of all members of the Clan. Otherwise, this list will only show any Clan characters with landed titles.



The *Decisions* menu shows you any decisions that are available to your character. These will periodically appear in the menu, based on conditions in the game. Mouse over the decision to bring up more information. This will tell you the statistical impact of your decision, such as the cost in Wealth or Honor, and which members of the Clan will be affected.

SUCCESSION

Eventually, whether by natural causes or one of the world's perils, the leader of your Clan will die. When this happens, each Clan member will have an opportunity to vote for the next Clan Leader, choosing between the former leader's nominated Heir and any Pretenders who may be hoping to take over. The candidate with the best relationship with the most members of the Clan will become the next leader of the Clan.

One of your main goals during the early part of the game should be to become the leader of your Clan. Thus, anticipating and preparing for succession is of great importance. Using the scrollable list of Clan members, you can identify who has a relatively low Opinion of the present Clan Leader and focus on bringing them to your side. Sending gifts is an excellent way to strategically strengthen your relationships.



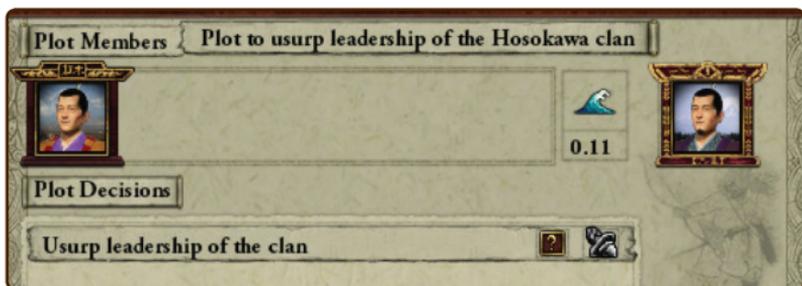
FORMING YOUR OWN CLAN

Although it is preferable to take over a whole Clan upon the Clan Leader's death, this is often very difficult. In fact, if the Clan Leader was secure in his rule and had a large immediate family, you may find it nearly impossible to supplant his Heir with your own Pretender. Instead, you may prefer to break away from your Clan Leader and form your own Clan, centered on your character's family. In order to do so, you must have higher Honor than the Clan Leader. Upon declaring your independence, a Clan with a name and emblem based on your character's own family will form, with you as its Clan Leader.

Note that, although the leader of your former Clan will ultimately probably try to absorb your Clan by force, forming your own Clan can actually reduce tensions in the short term. This is because the Clan Leader may have seen you as a threat to his leadership, and may have already been plotting against you. Once you are safely outside the Clan, you will be able to negotiate with him as equals.

USURPING CLAN LEADERSHIP

Sometimes, a Clan Leader may be relatively weak. In that case, it is usually better to try to seize control of the Clan for yourself. If you are a Pretender to succeed the Clan Leader, a choice will become available in the Plots window to "Plot to Usurp Leadership of Clan."



Select this choice and click "Start" to undertake the Plot. Once the Plot is active, you can start to recruit other characters into the Plot. Look for

other members of the Clan with a higher Opinion of you than of the Clan Leader, and click "Invite to Plot" via the Diplomatic interface. Click "Execute," and the character will soon send a reply whether they have accepted your invitation. When you mouse over the active plot in the Plots window, it will say "Plot Power must be ..." followed by a number.

Plot Power is the ratio of the plotters' combined military strength to that of the target. For example, a Plot Power of 0.5 means that the plotters are half as powerful as the Clan Leader. Your objective during this phase of the Plot is to bring enough plotters onto your side so the Plot Power is high enough to proceed. Once again, search the Clan Members list for characters who have a low Opinion of the Clan Leader. Often, the feeling will be mutual, and these characters may fear that their liege is plotting against them. It is especially good if you can find such a character who is also a relatively powerful vassal of the Clan Leader, perhaps one of his Daimyos. When they join the Plot, these characters will add their own significant military forces to the Plot Power, bringing you that much closer to your goal. Gradually, you will be able to recruit more and more disloyal characters into your Plot, and the time will come to act.

Once you have reached a Plot Power of 0.5, the option to execute the Plot will appear, and upon successful execution, you will become the new Clan Leader. Remember that the old Clan Leader will still be in the Clan, as will many of his loyal followers. Unless you can quickly assert your dominance, you may find the newly deposed Clan Leader plotting to usurp you!

CIVIL WARS

There is a special option in Sengoku that can become available if you are a Pretender with power roughly equal to that of the Clan Leader: to initiate a civil war within the Clan. If you choose to do so, a Plot will become available to launch the civil war, and you will have the option to recruit co-conspirators from within the Clan. When the Plot Power is great enough, you, your vassals, and the other plotters will break away to form a temporary Clan that is independent from the original Clan. The two Clans will remain at war until one of them is completely absorbed by the other side or wiped out.

OTHER PLOTS

Clan Leaders often have many other Plots available to them. The most common is “Plot to Attack Clan ...” wherein you can recruit other Clan Leaders for a joint attack. Again, your objective is to recruit enough co-conspirators to achieve the Plot Power specified when you mouse over the Plot. Although Plots are kept secret from their targets, skilled Masters of the Guard have a good chance of detecting Plots against their liege. If the target learns of your Plot, he will have the option to either publicly expose the Plot, costing the plotters a great deal of Honor, or to quietly send Ninjas after them on his own.

Similarly, if your Master of the Guard exposes a plot by one of your rivals, you will be able to do the same to them!

Plots

Available Plots Active Plots

- Plot to attack the Akamatsu clan
- Plot to attack the Isshiki clan
- Plot to attack the Kyogoku clan
- Plot to attack the Ogasawara clan
- Plot to attack the Onyu-Takeda clan

Plot Members Plot to attack the Ogasawara clan

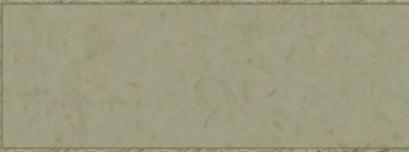
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Plot Decisions

RELIGIOUS FACTIONS

There are three religious factions in Sengoku: Shintoism, Buddhism, and Christianity. Each one offers advantages to Clan Leaders who gain their favor. By constructing religious buildings, a Clan Leader will develop positive relations with that religion. Building Buddhist temples, for example, will put his Clan on good terms with the Buddhist faction. Note that each province only has space for one religious structure, so you may have to destroy an existing building from a different religious faction to make room for the new one. Naturally, this will worsen your relations with the displaced faction!

Religious Factions

Religion	Leader	Followers	Join		
Shintoism	 51	 51	 51	 26	Join
Buddhism	 51	 51	 51	Join	
Christianity	 51	 0	Join		

Once you have a positive relationship with a faction, you can enter the Religion window and left-click the "Join" button next to that faction in order to become a follower. This will bring your entire Clan into that religion. As a follower of one of these factions, you will gain certain unique bonuses, but these come at a cost. By aligning yourself with only one faction, you will worsen your relations with the other factions. If those factions have many shrines, temples, or churches elsewhere within your Clan's territory, they may revolt. If this happens, an army of religious rebels will appear in the affected province. If they can seize the province for themselves, they may try to join another Clan with religious leanings closer to their own.

As you continue to build the religious structures, your Clan's relations with that religion will continue to improve. If your relationship with your faction is better than that of any of the other Clan Leaders in that religion, you will become the leader of that faction, which confers enhanced bonuses.

If your Clan has great religious diversity, you may find it better not to pledge yourself to any single faction. While you will forego the bonuses associated with following one of them, the lower chance of religious unrest may be worth it. Note that even if you are not a Clan Leader or a follower of one of the religious factions, you can still build individual religious structures in your provinces, each of which brings small bonuses.

Shintoism



Shintoism is the traditional religion of Japan. Its precepts stress the sacred lineage of Japanese culture and emphasize the importance of a stable social order. As a result, followers of Shintoism tend to be highly respected. Each Shinto shrine you construct gives the province owner a small monthly bonus to his Honor.

Clan Leaders who become followers of Shintoism gain an even larger bonus, with a bonus larger still for the leader of the Shinto faction.

Buddhism



Buddhism is a religion that first arrived in Japan from China during the 8th Century. Its followers strive to free themselves from attachment to the cares of the world. This ideology gave rise to armies of zealous warrior-monks, who would often rush to the scene of battles, hoping to free themselves and their enemies from the cycle of suffering and death. Building Buddhist temples provides a small bonus to your Reinforcement Speed, which is how quickly casualties will be replaced by new recruits. Clan Leaders who become followers of Buddhism get reinforcements even faster, with compounding bonuses for the leader of the whole Buddhist faction. Followers of Buddhism should beware, though: if Buddhists feel that a Clan is being too tolerant of other religions, armies of warrior-monks may appear and start to attack nearby provinces.

Christianity



Christianity is an import from Europe, and threatens to upset the longstanding balance of power in Japan. The Portuguese explorers who bring Christianity have not yet arrived at the start of the game, so you will have to wait until this event occurs before you can construct Christian churches. Each church you construct provides a small percentage bonus to the tax revenue across your entire Demesne. Clan Leaders who convert to Christianity see a much larger tax bonus across the Clan's entire territory, with a very attractive additional bonus for the leader of the Christian faction. Additionally, the Portuguese Christians bring powerful gunpowder technology, which will be accessible to Christian Clans. Muskets can be a decisive advantage on the battlefield.

PROVINCES

The basic geographic unit in Sengoku is the province, or Kori. The map is divided into several provinces, each of which is ruled by a Kokujin. A key aspect of the game is developing the provinces under your control, so that you can gain higher tax incomes and recruit more soldiers. Sengoku cuts down on micromanagement, though, so you won't need to worry about exactly what crops are growing in a province or the cultural breakdown of the population. Because the entire game takes place in feudal Japan, the Kori are assumed to be relatively similar to each other in these regards. Instead, you must focus on strategic decisions, such as which religious structure or manufactory to construct in a province. Because wars in Sengoku are all part of a single, long civil war within Japan, provinces do not have legal owners. Whoever is strong enough to seize a province from its former lord can rule it by right of conquest.

To view a province, click anywhere within its borders on the Main Map. The Province window will appear along the left side of your screen, showing you vital information about the province.

On the top left is the name of the Kori itself; on the top right is the Kuni that the province belongs to. You can use the Find Province/Clan tool in the Minimap Window to find the province by name.



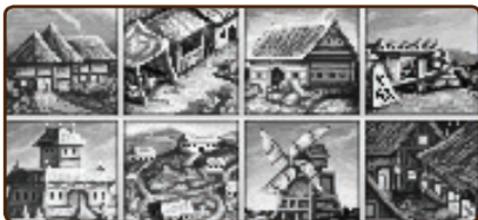
Below this is the emblem of the Clan that controls the province, and the smaller emblem is that of the family of the Kokujin, whose portrait appears under the emblems. To the right, you can see at a glance the Kokujin's diplomatic relations. Scroll down this list to see who his liege is, who he is at war with, and who he has exchanged hostages with to form an alliance.

The rest of the information in the Province window concerns the development of the province itself.

Hover your mouse over the castle at the left to see its current Fort Level. The Fort Level determines how difficult it will be to capture by siege. While simple forts can be captured quickly, large and elaborate castles may take many months of grueling siege.



The village can be moused over to show its level of development. The grayed-out buildings to the right have not yet been built. When constructed, they will be pictured in color.



Below the village improvements is a row of boxes that appear covered by bamboo screens. These are the manufactory slots.



Each province has room for four manufactories, but you can't construct them until they are unlocked by your Master of the Guard.

If you see a red line under the castle or the village, this means that there is construction underway. The length of the green portion of the line indicates how much progress has been made. Mouse over the line to show the estimated date of completion.

At the bottom of the Province window is displayed the current unrest, tax, supply limit, Samurai Levy, and Ashigaru Levy:

Revolt Risk	0.0
Tax	10.0
Supply Limit	11
Samurai levy	250
Ashigaru levy	500

- **REVOLT RISK** is the monthly chance of a revolt breaking out in the province. If this number is above zero, your Demesne size may be over your limit.
- **TAX** is the Wealth generated in the province each year. Developing the village in the province will increase tax revenue.
- **SUPPLY LIMIT** is the number of military units that can subsist in the province without starting to experience attrition. Provinces with a high supply limit can accommodate large armies within their borders.
- **SAMURAI LEVY** is the number of elite cavalry troops that live in the province. In times of war, they can be called into service, but while they are away, they have higher maintenance costs than normal.
- **ASHIGARU LEVY** is the number of peasant troops within the province. Like Samurai, they can be quickly called to war when necessary, but they should be sent home as soon as possible because of the costs of keeping them active for long periods of time.

Revolts Possible

The following provinces run a risk of having a revolt.
Nishinari (3.0)
Right click to show dismissal buttons.

CASTLE DEVELOPMENT

Building up the castles in your provinces is important for both defensive and offensive reasons. Not only does a strong castle make its province much more difficult for enemy forces to capture, but it also increases the number of friendly soldiers that can be recruited there. To improve the castle in a province, open Court view.



To the right of your Master of Arms are three options: *Improve Castle*, *Hire Troops*, and *Restore Order*. Click "Improve Castle," and then click one of your provinces on the Main Map. Your Master of Arms will travel to that province and work there until the castle's next upgrade is complete. He will then return to your court.

Castles in Sengoku have eight levels of development. Each level unlocks the next one, so sending your Master of Arms on eight Improve Castle missions to the same province will fully upgrade the castle. Even if the missions are completed consecutively, such an undertaking would still take years.

The first castle upgrade increases the Fort Level and increases the size of the levies that can be raised in the province. The second upgrade increases the Defensiveness of the castle, which helps it resist an assault by the besiegers. Subsequent upgrades alternate between the Levy Size and Fort Level, and Defensiveness:

- Castle
- Earthwork and Palisade
- Stone Base
- Moat
- Castle Wall
- Gateway
- Tower Keep
- Guard Towers

Even a strongly fortified castle will eventually be captured if its Kokujin does not take the war to his enemies. The two other missions available to your Master of the Guard are essential to maintaining your capability to wage war aggressively:

Hiring Troops

The second mission available to your Master of Arms is to Hire Troops for your character's personal Retinue. You can send him to a province to hire soldiers to supplement your provincial Levies. Masterless samurai called Ronin may be willing to work for money, and can provide valuable manpower for characters with Wealth to spare but not enough military manpower. It's possible that Samurai loyal to a Kokujin who loses his land during the game may wander the land as Ronin.

Restoring Order

If one of your provinces faces a persistent risk of revolt, you can send your Master of Arms there to suppress the unrest. This is an ongoing mission, so he will stay in the target province until you recall him to your court. Note that the effects of Restore Order are not permanent, so unless you address the underlying causes of the unrest, sending your Master of Arms is only a temporary solution.



VILLAGE DEVELOPMENT

You will need great reserves of Wealth and large armies if you hope to survive the brutal wars that sweep Japan, especially during the game's middle and late stages. In order to set yourself up for success, you must carefully develop the villages in your provinces. To improve a village, open Court view.



To the right of your Master of Ceremonies are three options: *Improve Village*, *Improve Relations*, and *Collect Taxes*. Click “Improve Village,” and then click one of your provinces on the Main Map. Your Master of Ceremonies will travel to that province and work there until the village's next upgrade is complete. He will then return to your court.

Like castles, villages in Sengoku have eight levels of development, with each consecutive upgrade unlocking the next.

The first village upgrade increases the Tax revenue in the province by a fixed annual sum. The second upgrade increases Tax again, and also increases your Force Limit Base, which is the size of the standing army that you are able to maintain and which is separate from the provincial levies. Subsequent upgrades alternate between Tax increases only and Tax and Force Limit Base increases:

- Inn
- Marketplace
- Guildhall
- Toll Booth
- Courthouse
- Road Network
- Windmill
- Geisha District

The Master of Ceremonies is also an able diplomat and administrator on your behalf:

Improving Relations

You can also send your Master of Ceremonies on missions to improve relations with another character's court. Go to Court view, click "Improve Relations," and then click any province outside your Demesne. Your Master of Ceremonies will travel there and gradually build up relations with the ruler of that province, whose Opinion of you will improve over time. The mission will continue until you recall your Master of Ceremonies back to court.

Collecting Taxes

If you need a boost to income, you can send your Master of Ceremonies on an ongoing mission to one of your provinces to collect extra money. This increases the Tax of the province for as long as he is there. Be aware, though, that sending your Master of Ceremonies as a tax collector will increase Revolt Risk in the province. When considering a tax-collection mission, you should weigh the added revenue against the potential costs of putting down a revolt. For this reason, it may be unwise to collect extra taxes in newly conquered provinces. That extra Revolt Risk can be the spark that starts a rebellion.

MANUFACTORY DEVELOPMENT

As the game progresses, provinces become more developed and armies become larger. You will need every possible advantage against your rivals. While the development of castles and villages follows a fixed path, manufactories allow you to customize the buildings in a province to meet your own strategic needs. Before you can build manufactories, however, you must send your Master of the Guard to a province to develop the guilds there. Guilds are highly specialized groups of artisans and craftsmen with skills that can benefit you greatly. To bring such workers to your province, open Court view:



To the right of your Master of the Guard are three options: Improve Guilds, Sow Dissent, and Hire Ninja. Click "Improve Guilds," and then click one of your provinces on the Main Map. Your Master of the Guard will travel to that province and work there until he has unlocked one of the province's four manufactory slots, at which point he will return to your court.

Once you have an open manufactory slot, you can left-click it to bring up a list of manufactories to construct:

- **SPEARMAKER** gives a bonus to the *Shock* value of your Ashigaru infantry from that province when they are in combat.
- **BOWYER** gives a bonus to the *Fire* value of the Ashigaru infantry from that province during combat.
- **SWORDSMITH** gives a bonus to the *Shock* value of your Samurai cavalry from that province during combat.
- **HORSE BREEDER** boosts the *Morale* of Samurai cavalry from the province when they are in combat.
- **GUNSMITH** increases the *Musket* value of all troops from that province. Note: it cannot be constructed until the Portuguese arrive.
- **POTTERY** gives you a small monthly Honor bonus.
- **THEATER** lowers the Revolt Risk in a province by a fixed amount, and increases your chances of being able to hire Ninjas.
- **BARRACKS** substantially increases your Force Limit Base, allowing you to keep a larger standing army, and also increases your chances of being able to hire Ronin.

Sowing Dissent

You can also send your Master of the Guard on missions to sour the relations between the ruler of a province and his liege. This will gradually lower the Opinion the vassal and liege have of each other. Go to Court view, click "Sow Dissent," and then click any province outside your Demesne. Your Master of the Guard will travel there and sow dissent for as long as he is there. The mission will continue until you order him to return.

Hiring Ninjas

Ninja clans (not to be confused with Clans in the typical sense) are secretive groups of covert agents with training in sabotage, infiltration, and assassination. They do not put up a sign in town and advertise themselves as open for business. It takes effort to even make contact with them. You can send your Master of the Guard on a Hire Ninja mission, and he will attempt to find a Ninja clan. When he does, you will receive a notification that Ninjas are available for hire.



Religious Buildings

Near the bottom of the Province window, on the left, is a button that says "Religious Buildings." Click this button to bring up a menu of available religious structures. Note that, until the Portuguese arrive, you will not be able to build Christian churches. If you have enough Wealth, construction can begin right away, and the structure will begin conferring its bonuses as soon as it is complete. Remember, though, that each province only has space for one religious building at a time!



Raise Levy

To the right of Religious Buildings is a button to Raise Levy. This immediately deploys both the province's Samurai levies and Ashigaru levies into the field in that province. The use of these troops is detailed fully in the next section: Warfare.

WARFARE

The Sengoku period was an era of extreme violence and bitter feuds. Conflicts ranged from local disputes between neighboring Kokujin up to all-out wars involving many Clans and large swaths of Japan. The era also saw the emergence of unprecedented religious strife, with Buddhist monks leading peasant uprisings against the rule of their Samurai lords. The constant and disorganized fighting led to increased militarization throughout the period. At the start of the Sengoku jidai, armies and castles were small after more than a century of relative peace and stability. By the end of the era, Daimyos commanded vast hosts of well-armed soldiers, and the countryside was dotted with sprawling fortifications. Although many Clans initially resisted the use of gunpowder after it was introduced by the Portuguese, the new muskets and cannons proved so effective that they had no choice but to adopt their use.

Warfare in Sengoku is conducted at the strategic, rather than tactical, level. Your job as Kokujin, Daimyo, or Clan Leader is to make sure that your soldiers are led by skillful generals and have the latest arms and equipment. Initially, you will fill your armies almost exclusively with your provincial *Levies*. As the game goes on, though, you will gain access to larger and larger standing armies, called *Retinues*. These are troops that stay active even during peacetime, and follow your character around the map.

Usually, your objective in warfare is to capture provinces ruled by your enemy, thereby weakening his economic base, and ultimately forcing him to accept your supremacy or face annihilation. In order to be successful, then, you must be prepared to win battles in order to drive enemy armies from the field, and then starve provinces into submission by laying siege.

FORMING MILITARY UNITS

As mentioned on the previous page, military forces in Sengoku are divided into two categories: Levies and Retinues. Each of these has two unit types: cavalry and infantry. The cavalry are your elite Samurai, while the infantry

are the Ashigaru troops, drawn from the ranks of the commoners. A certain number of each live in every province, visible in the Province window. At the bottom right of this window is a button “Raise Levy”:

This summons these troops from their homes, and they immediately appear on the Main Map as an army, represented by a Samurai warrior. Left-clicking this figure selects the unit. When the unit is selected, a rotating circle will appear beneath his feet. Hovering your mouse over the unit will display the name of its commander, the number of regiments (which will be 1 until you start combining units), the number of men in the unit, and their morale. When you have selected a unit, the Unit window will appear at the left of your screen. This displays important information about that unit.



UNIT WINDOW

At the top of the Unit window is the name of the unit, typically “Army of ...” and then the name of the province that raised the Levy. Clicking the name of the unit allows you to enter a new name, if you wish. You will also see the name and portrait of the unit commander, and the portrait of the character who actually controls the unit. If you are not the Clan Leader, you must have 5% of his Clan’s total military strength to be able to control your own troops. Otherwise, the unit will actually be controlled by the Clan Leader. On the left is the army’s Morale bar, which indicates how much punishment it can take in combat before retreating. Each unit also displays its own morale bar on the right. The three numbers represent the number of normal Ashigaru infantry, Samurai cavalry, and Ashigaru troops armed with muskets (also known as arquebuses).



On the right of the Unit window is the number of regiments (the small number on the left), the number of men (the larger number on the top right), and the monthly attrition percentage (lower right), which represents soldiers lost to disease, weather, and overcrowding. Mousing over this panel shows you the Unit Weight. This represents how much food and other supplies the unit consumes. If the combined Unit Weight of units in a province exceeds the province's Supply Limit, the difference between these two numbers will be the monthly attrition.



Along the very top of the Unit window is a row of three icons:



DISBAND LEVIES sends home the Levy troops within the unit.

If the unit is made up entirely of Levies, this disbands the entire unit. When you disband Levies, their manpower returns to their home province, and the unit can be raised again in the future. Be aware that whenever you disband units away from your own territory, some of them may not make it back to their home province.



DISBAND UNIT releases the unit's soldiers from service, and the unit disappears.

Levies in the unit return to their home province, just as with Disband Levies. One reason you might wish to disband units is that the monthly costs of keeping them in the field can be very high, and if they are not needed, they needlessly suck Wealth from your treasury.



SPLIT ARMY brings up a window to divide your unit into two sections. If there are multiple regiments in your army (a unit with several regiments is often called an army), you can divide them between the original unit and the new one. You can do this multiple times to split an army into more than two new units.

UNIT MOVEMENT

The unit can be moved by right-clicking on a province. An outlined arrow will appear between your unit and the destination province. As the unit moves toward the target, the outline will fill in. When the arrow is full, your unit has arrived at its destination.



You can left-click on the Main Map and drag your mouse to create a box to conveniently select all of your units in a given area. When you select two or more units in the same province, you can click “Merge Units” to combine them into a single army. You can also click “Reorganize Units” to open an interface for switching regiments among the highlighted units.



When you order military units to move to a province that is not adjacent to the one they are in, they will automatically select the quickest path to the destination. If you wish, you can specify a different movement path. Just select your unit as usual, and then hold down your Shift key and right-click on the provinces in the order that you want your unit to pass through them.

RETINUES AND RONIN

In addition to Levies, you can recruit Retinues, who form a standing army in addition to your Levies. Clicking the Military icon in your status bar brings up the Military window. A series of icons near the top represents the most important information about your military forces:

 1.0	 1.0	 100.0%
 0.5	 0.5	 0
 3	 2.9	 2

 **INFANTRY SHOCK** is how powerful your Ashigaru infantry are in hand-to-hand combat.

 **INFANTRY FIRE** is how powerful your Ashigaru are with ranged weapons such as bows.

 **CAVALRY SHOCK** is how powerful your Samurai are in hand-to-hand combat.

 **CAVALRY FIRE** is how powerful your Samurai cavalry are with ranged weapons such as bows.



MUSKET VALUE is the percentage of your Ashigaru troops who are armed with arquebus gunpowder weapons.



MANEUVER is how fast your troops can move. Higher Maneuver also makes them less susceptible to attrition.



MORALE is the amount of punishment your men can take in combat before being forced to retreat. High Morale means that units will fight almost to the last man.



RETINUE CAP is how many regiments you can support in your standing army.



ARMY SHARE is how much of your Clan's military strength comes from your forces. If this is above 5%, you can control your own troops. Otherwise, they will be raised, disbanded, and moved around the map by your Clan Leader until your Demesne accounts for at least 5% of the Clan's forces.

- Total Army is the total number of armed men who can make up your military in times of war.
- Total Raised is how many men have been activated and are presently serving in the field.

Below those icons is a list of all the military units in your army. Each entry shows the portrait and name of the commander, the number of Samurai and Ashigaru in the unit, the unit's location, and the number of men currently active in the field. To raise Levies that are not active, you can press the "Raise" button in the entry for that unit, or go to the Province window of the unit's home province and press the "Raise Levy" button. If you need to mobilize all your forces at once, you can press "Raise All" near the bottom of the Military window to activate all Levies not already in the field. Next to "Raise All" is "Disband," which lets you conveniently disband units from the list.

To more easily find what you're looking for, you can click the buttons for Levy and Army to view only units that are inactive and active, respectively. You can also click Name, Size, Location, and Fielded to arrange the list alphabetically by name, by total unit size, alphabetically by unit location, and by number fielded. Clicking one of these buttons twice will reverse the order of the list.

	Name	Size	Location	Fielded
	Ohira Kunio	750/750	Hata	0
	Hata	 500  250		Raise
	Chosokabe Fumikane	750/750	Nagaoka	0
	Nagaoka	 500  250		Raise

Recruit personal retinue

	Recruit infantry.	  6.0  250	Recruit
	Recruit cavalry.	  10.0  250	Recruit

Next to the buttons for Levy and Army is a button labeled "Re-recruit Retinues." Clicking this will bring up a menu of all the troops available to be hired into your standing army.

For a fee, they will join your character in your home province after a short recruitment period. There are two types of Retinues in Sengoku: Personal Retinues and Ronin. Personal Retinues are Samurai who become full-time warriors in the service of your character, and serve in his personal employ. Ronin are masterless Samurai who wander the countryside, looking to sell their services to anyone who can afford them. Ronin are led by

named characters, often with high Martial attributes, and can make excellent fighters. Their skill in battle means that hiring Ronin is often several times more expensive than expanding your Personal Retinue.

BATTLES



When one of your units enters a province containing a unit controlled by a character who is at war with you, a battle will ensue. Each in-game day, the computer will evaluate the two opposing armies and determine how many casualties they have inflicted on each other and how much morale each side has lost. Battles in Sengoku are divided into two alternating phases. During the **Shock Phase**, the two sides are in close combat. Units that are powerful in hand-to-hand combat, such as Samurai cavalry, often do a lot of damage during this phase. During the **Fire Phase**, units with ranged weapons, such as bows and muskets, shoot their weapons at the enemy. During each phase, the computer will simulate a die roll and add the result to the Shock or Fire value of the fighting units when deter-

mining how much damage they do. This reflects the inherently unpredictable nature of battle: sometimes even inferior troops can show great courage and emerge victorious. When a battle begins, you can click the fighting figures on the Main Map to bring up the Battle window, which succinctly displays this information:

This window shows the name of the battle, the names and portraits of the commanders, and whether the combat is presently in the Shock Phase or Fire Phase. In addition to showing the number of surviving troops and their morale, the Battle window represents the approximate layout of the opposing forces. Each grayed-out square represents a possible space for a regiment. The colored squares represent the positions of the regiments currently engaged in battle. Regiments along the front line have the opportunity to fight, but will suffer the heaviest casualties.

Eventually, one side will either be wiped out completely, or it will find its morale drop to 0 and retreat to the nearest friendly province. If the winning army is in one of its own provinces, it is free to continue moving as normal. If the winner is on enemy soil, however, it will find itself laying siege to the enemy castle.

SIEGES

During a siege, a hostile army tries to starve the defenders of a province's castle into surrendering. The besiegers will surround the castle and prevent anyone from coming or going. Meanwhile, the owner of the castle will likely try to bring relief forces from elsewhere to break the siege. Note that when there is a siege in a province, the owner cannot



raise the province's Levies. Conducting a siege successfully requires an army to stay in the province continuously as the defenders are gradually worn down. This can take months or even years. When a siege is underway, click the province or besieging army on the Main Map to bring up the Siege window:

This window identifies the commanders of each side, and displays their numbers and morale. The attrition percentage value will gradually take its toll, and if a besieging army isn't careful, it can find itself fatally weakened over the course of a long siege.

If the besiegers do not wish to wait around while the siege runs its course, they have another option: assault. Before ordering an assault, you must consider your odds very carefully, as this represents an all-out attack on the castle's fortified defenses. If your army succeeds in defeating the defenders during the assault, they will immediately take control of the province. Even in victory, though, an assault usually costs the attacker very high casualties. If the assault fails, the besiegers may be so weakened that they cannot continue the siege. For this reason, it's usually preferable to wait out a siege unless the time saved will be worth the greatly increased casualties.

REBELS

When there is Revolt Risk in a province, there is a continual chance of a rebellion occurring. Each month, the computer calculates the Revolt Risk and determines whether a rebel army will form in the province. If it does, a robed figure will appear on the Main Map in the affected province, and begin fighting any armies stationed there. If there are no active armies in the province, the rebels will lay siege to the castle. When rebels succeed in seizing a province, they may seek to join a rival Clan. Some rebels, such as Buddhist monks, may burn down Shinto or Christian religious buildings in provinces they capture. Other rebels may simply be peasants that have become angry about high taxes, or minor nobles that have become dissatisfied that their lord spreads his attention among too many provinces.

NINJAS

Not all warfare during the Sengoku period took place during broad daylight. The era was defined by continual treachery and betrayal. Ninjas waged a silent war in the shadows, always trying to advance their employers' schemes and ambitions. Your Master of the Guard is responsible for both hiring Ninjas and protecting you from those hired by rivals.

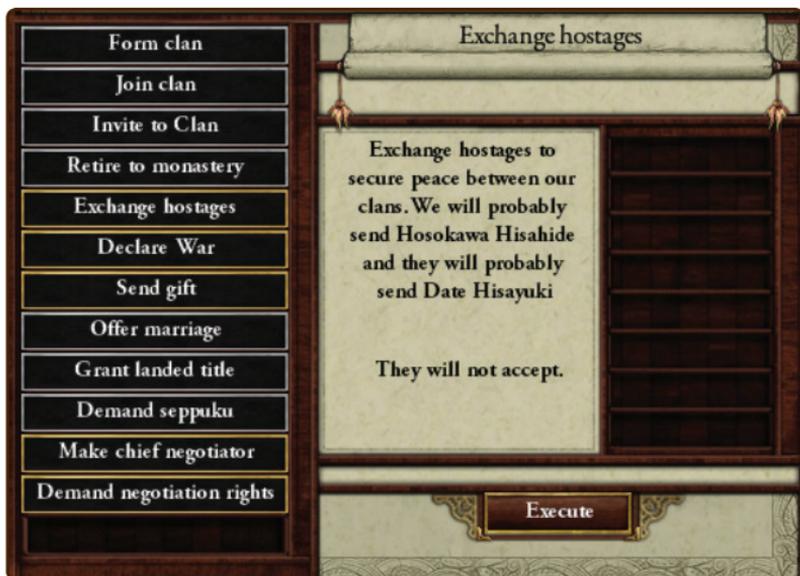
Ninja Clans		
	Master of the Guard	Hosokawa Hachiro
	Intrigue	 0
	Mission	-
	Ninja discovered	-

For a fee, a Ninja will undertake one of eight missions. Whether or not he is successful depends on the Ninja's experience and the Intrigue of the Master of the Guard in the target's court. You can order your Ninja to carry out the following missions:

- **ASSASSINATE A CHARACTER IN ANOTHER COURT** gives you a chance of killing one of your rivals.
- **PROTECT AGAINST NINJA ATTACKS** adds to your chances of foiling Ninja activities against your court.
- **TAKE A CHARACTER FROM ANOTHER COURT HOSTAGE** forces an alliance with another independent character by taking one of his courtiers hostage.
- **RESCUE A HOSTAGE FROM ANOTHER COURT** frees one of your hostages, letting you out of a forced alliance.
- **WEAKEN THE DEFENSES OF A PROVINCE** reduces the Fort Level of a province, making it easier to capture.
- **UNDERMINE RELATIONS BETWEEN A PROVINCE RULER AND A TEM-PL E IN THE PROVINCE** stokes religious discord in the target province.

- **BURN A RANDOM MANUFACTORY IN A PROVINCE** destroys a manufactory by sabotage, robbing the province owner of the bonuses it confers.
- **MAKE A CHARACTER IN ANOTHER COURT LOSE HONOR** shames the character, making it more difficult for him to take actions that cost Honor.

DIPLOMACY



Interactions between noblemen in feudal Japan were highly ritualized. Complex and unwritten protocols defined how messages could be sent, bargains struck, and threats made, all without loss of face for either party. Success in Sengoku requires that you master this subtle art of diplomacy. Because power in Japan during this era is fragmented across hundreds of Kokujiin and Daimyo, you will not be able to conquer your way to the Shogunate all by yourself. Rather, you must be ever vigilant for opportunities to forge alliances and divide your enemies.

Right-clicking a character's portrait and selecting Diplomacy allows you to bring up Sengoku's diplomatic interface.

From this screen, you can enter negotiations. Grayed-out options are not available, while those that are bordered in gold can be attempted. Left-click an option to bring up more information to the right. On the right side of the Diplomacy window, your Master of Ceremonies will give you more information about the proposed action and estimate the chances of suc-

cess. Press the “Execute” button to send an envoy to the other character’s court with the offer or demand. You will usually see a reply within one month. Incoming offers appear along the left of your Minimap Window as unrolled scrolls. Left-click these to view the message.

DIPLOMATIC OPTIONS

Some diplomatic options are unilateral actions taken by your character, while others are dependent on the relationship between the two parties and require the target to agree. The following interactions do not require the target’s agreement:

- **FORM CLAN** can be undertaken when your Honor is higher than that of your Clan Leader. This does not require the assent of the Clan Leader, and without a Civil War event, does not provoke hostilities with him.
- **RETIRE TO MONASTERY** costs you Honor, but allows you to retire one of your vassals and remove him from the game. This may be useful when you do not want to kill a vassal or order him to commit Seppuku, but still have doubts about his loyalty.
- **REVOKE TITLE** costs you some Honor, but allows you to take a title back from one of your vassals. This may hurt relations with the target, but it will allow you to grant the title to someone else.
- **DECLARE WAR** is available if you are an independent character (i.e. a Clan Leader or a Daimyo or Kokujin with no liege). You can start a war with another independent character. Your armies can now freely invade his territory and vice versa, and all of your respective vassals will be sucked into the conflict. Strength of arms will now decide the outcome. Declaring war usually costs you a significant amount of Honor, particularly if you have a good relationship with the target.
- **SEND GIFT** costs you some Wealth, but improves relations with the target.
- **STOP BACKING AMBITION** informs the target that you are pulling out of a Plot that he has recruited you into. If you fear that a Plot may be discovered or that the Plot Power is too low, it may be wise to stop backing the Plot rather than risk exposure and loss of Honor.

These interactions depend on the target having a good Opinion of your character:

- **INVITE TO CLAN** can be directed by a Clan Leader at a character who is either independent or a direct vassal of his Clan Leader (i.e. the Clan Leader is his liege). This costs some Honor, but can lure away a rival Clan Leader's vassal.
- **EXCHANGE HOSTAGES** allows one independent character to offer another independent character an exchange of captives. In feudal Japan, truces and alliances were often sealed with a trade of hostages as a token of good faith. If the target accepts, one of their courtiers will be sent to your court as an honored prisoner in return for one of your own courtiers. You and your vassals will now be allied with him and his vassals.
- **OFFER MARRIAGE** proposes a marriage between an eligible character and either your character or one of his children. To marry, characters must be of opposite gender, and neither full siblings nor parent and child.
- **GRANT LANDED TITLE** offers a character a Kokujin or Daimyo title under your control. Should the recipient accept, which is usually very likely, your character will gain a significant amount of Honor.
- **PETITION FOR DAIMYO TITLE** asks your Clan Leader for one of the Daimyo titles under his control. The odds of success are largely determined by your relationship to your Clan Leader. Before petitioning for a title, it is a good idea to sufficiently increase relations with him so that you have a reasonable chance of success.
- **DEMAND SEPPUKU** if one of your disloyal vassals has low Honor. You can spend some of your own Honor to demand that he commit Seppuku. If he refuses, he will lose even more Honor, and possibly enough to where he will commit Seppuku in disgrace.
- **MAKE CHIEF NEGOTIATOR** offers another independent character the right to negotiate with a common enemy on behalf of you and your vassals.
- **DEMAND NEGOTIATION RIGHTS** asks another independent character for the right to negotiate with a common enemy on behalf of all of your combined vassals.

Perhaps the most important diplomatic interaction of all is Offer Peace. Although there can only be one Shogun in the end, none of Japan's feudal lords are powerful enough to remain constantly at war with everyone. A complex and shifting web of alliances must form as each family dynasty tries to get the upper hand over its rivals. The next section addresses the use of diplomacy for war and peace.

PEACE NEGOTIATIONS

Because warfare during the *Sengoku jidai* involved civil war between Clans, there was not the sort of formal treaties as seen in Europe during the same time period. Instead, the right of conquest determined possession of territory.



For this reason, the peace negotiations in Sengoku are fairly simple. A war between Clans can end in three outcomes: a "white peace," one side conceding defeat to the other, or one side allowing themselves to be subjugated by the other. The result depends, of course, on how the war

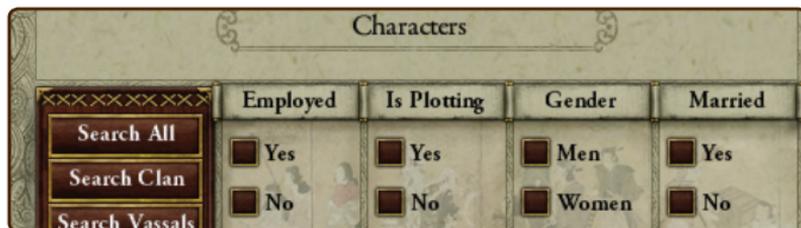
progresses. When you are ready to offer a peace treaty, right-click the enemy Clan Leader and open the diplomatic interface. Left-clicking “Offer Peace” brings up the Peace interface:

- **WHITE PEACE** is what is known in Western law as *Uti possidetis* (Latin for “as you possess”). When a white peace is declared, a truce takes effect, with each side retaining whatever provinces they control.
- **CONCEDE DEFEAT** is an outcome wherein the losers are bound into an alliance with the victors by offering a hostage.
- **SUBJUGATION** involves the defeated Clan Leader becoming the vassal of the victor. This can give rise to the unusual condition of an entire Clan becoming subjects of the leader of a rival Clan.

When negotiating peace, then, you have five options: white peace, and each side respectively conceding defeat and offering subjugation. Click each option to see your Master of Ceremonies’ advice on what is likely to be accepted. The relative military strength of the two sides is key in these negotiations. When one side is much more powerful than the other, they have a better chance of getting the loser to agree to concede defeat or even be subjugated.

HONOR AND DIPLOMACY

Because most hostile diplomatic actions have an Honor cost, and the objective of Sengoku is to conquer your rivals and become Shogun, you will inevitably need large amounts of Honor throughout the game. There are some sources of Honor that do not involve diplomacy (such as pottery manufactories), but the great majority do.



One of the best ways to gain Honor is by granting landed titles to your vassals. The only constraint is that you will quickly run out of available titles. In order to get more, you will have to wrest them from the current titleholders by warfare. However, declaring war costs Honor, so you have to carefully weigh the benefits of war against your chances of being victorious. A crucial skill of a Sengoku player is to carefully study rival characters before plunging into war. Who are their vassals? Who is their liege? What other Clans are they allied with? It is helpful to click the Characters icon in the Status Window to do your homework before going to war. With this tool, you can sort all the named characters in the game by name, employment, Plots, gender, and marital status, and study their attributes and traits with all the caution of a well-trained Samurai.

When you finally decide to go to war, you'll often find yourself short of Honor. Fortunately, there's another way to gain Honor that does not directly require war and conquest. If you are an independent character, you will find in the Clans window the option to convert Wealth into Honor. By spending money to support the Emperor in Kyoto, your standing among your peers will increase. Be aware, though, that you get only a small fraction of a point of Honor per point of Wealth. You have four options for converting Wealth to Honor:

- **SEND A GIFT TO THE EMPEROR** costs a modest amount of Wealth and yields a small amount of Honor.
- **SUBSIDIZE AN IMPERIAL CEREMONY** is similar to sending a gift to the Emperor, but costs considerably more and gives you more Honor.
- **SUBSIDIZE THE IMPERIAL COURT** costs a fortune, but gives you a considerable monthly Honor bonus over a period of one year.
- **GAIN COURT RANK JUGOI** involves a modest payment in return for the ceremonial court rank of Jugoi, which gives you a small monthly bonus to your Honor.

ADVANCED GAMEPLAY

You have now learned the basics of how to play Sengoku. If you can become thoroughly familiar with the interface and the fundamental concepts of the game, you are well on your way to competing for the title of Shogun. If you encounter anything in the game that seems unclear, it is a good idea to re-read the relevant section in this manual while also taking the time to master the interface, characters, Clans, province development, warfare, and diplomacy.

As you become more confident as a player, you will surely experience more and more success in the game. Soon, you may find yourself in a strong position, as the leader of a large and influential Clan. You may even control a sizeable portion of Japan. But what comes next?

GROWING YOUR CLAN

Even the most heroic and successful Daimyo or Clan Leader has a limited lifespan. Ultimate success in the game depends on growing your Clan and positioning your Heir to take power when your character dies.

As soon as your Heir reaches adulthood, you should grant him landed titles or a council office in your court. Success in these endeavors will likely give him traits that will accord valuable bonuses when he becomes Clan Leader. You should also seek to marry him off early and often. Characters' fertility tends to decline as they get older, so making sure that your Heir is producing male Heirs of his own should be a high priority.

While it is particularly important to select wives who can give your Heir crucial attribute bonuses, selectivity is not a virtue for other members of your family. The more members that are born into your Clan in each generation, the more (theoretically) loyal supporters your Heir and his descendants can count on.

DECISIONS

From time to time, decisions will become available in your Clans window or simply appear onscreen. Decisions typically force you to weigh several different courses of action, each one with its own advantages and disadvantages. As your game progresses, you should try to plan for the long term. If you are given the option to pay a high price to avoid an ongoing penalty, pay it if you can possibly afford it. If you have the option of deferring some benefit for an even greater one in the future, this is what you—as a wise would-be Shogun—will do.

We currently control **11%** of Japan.

Once a Clan Leader controls **50%** of Japan he can attempt to claim the Shogun title.

Hosokawa Katsumoto 11%

Uesugi Akisada 9%

Yamana Sozen 7%

Isshiki Yoshinao 5%

Shiba Yoshikado 5%

EVENTS

Heavy rainfalls in Ubara have flooded large areas of the province. Some villages have been almost washed away and they harvest is likely to suffer. The people in Ubara brace themselves for hard times.



We must help them!

The world is an unforgiving place.

able intervals. While decisions might concern your character's lifestyle traits, or a political dilemma he faces, events tend to arise in the natural world. Floods, earthquakes, and other natural disasters periodically affect the countryside. Dramatic events like these can stir the anxieties of the populace, temporarily increasing Revolt Risk. Sometimes, an event will bring prosperity and happiness, such as a particularly bountiful harvest. Because there's nothing you can do to prevent events from occurring, you should always be prepared to take good fortune with an equal amount of bad fortune.

Mousing over choices that appear with decisions or events shows you the in-game effects of each decision. It might be wise to make sure your game is paused so that you can think carefully about each option. Once you have made your decision, there is no turning back.

(Hosokawa Katsumoto): Lose **10.00** gold.

Ubara gets **'Floods'** until **8 November, 1468**, giving the following effects:

Local Tax Modifier: **-20.0%**

Levy Reinforce Speed: **-0.20**

Some events are one-time occurrences, while others, like "Floods," represent something more generic, and may happen repeatedly over the course of your game.

ARRIVAL OF THE PORTUGUESE

Around a century into the game, explorers from the European country of Portugal will arrive on Japanese shores, bringing two imports destined to cast the established way of life into turmoil. The first of these is Christianity. It is a radical religion that is alien to Japanese culture, and provokes sharp opposition from the Shinto traditionalists and zealous Buddhists. Although embracing Christianity will anger many of your followers, it also offers rewards which are hard to ignore. The riches of trade with Europe bring large financial gains to those who convert, and even larger bonuses to the brave nobleman who becomes leader of the Christian faction. More important still, Christianity brings access to powerful firearms. Armies well supplied

with muskets often have a decisive advantage over those that still follow the old ways of war. There is no right or wrong answer to the question of how to react to the arrival of Christianity. It is meant to be an open question, and you will find many potential approaches as you explore the game.

BECOMING SHOGUN

As you become more powerful, you will start thinking seriously about your bid to become Shogun. Recall that in order to win the game, you must claim the Shogunate and hold it for 36 months.

You are eligible to claim the title of Shogun once you and your vassals control 50% of all the provinces in Japan. As soon as you claim the title, though, all the other Clans will put aside their differences and attack you with redoubled effort. If the provinces making up your territory are scattered across Japan, they will be harder to defend, and there is a good chance that the combined weight of the other Clans will reduce your territorial holdings below 50%. For this reason, it is often best to wait until you have consolidated your position. If you started on one of the smaller islands such as Kyushu or Shikoku, you should conquer them first. Because they are surrounded by water and can only be reached by narrow chokepoints, they are easily defended. If you started on the main island of Honshu, you may find it best to try to conquer the entire northern or southern portion of the island, and then try to expand across a narrow front moving up or down the island. Prepare to claim the title by building up your reserves of Wealth, and raising the largest army you can. Then, reach out and grab the Shogunate. Prepare yourself for three years of all-out war!

MULTIPLAYER

Once you have clicked on the “Multiplayer” button in the Main Menu, you will come to a screen with various options for connecting with Multiplayer opponents. Sengoku supports Multiplayer games with as many as 32 players, though for practical purposes you can only have this many players on a Local Area Network (LAN). Games played over the Internet are best limited to a dozen or fewer players.

One player must always serve as the Host. The other players will be Clients. An ideal Host is the player with the highest processor speed and most reliable Internet connection. Due to the amount of data transmitted during a Multiplayer game, it is not practical to play over a conventional dial-up modem.

BEFORE PLAYING

Before launching the game, each player should ensure that his system is set up to receive and transmit data. Many computers are set up so that Clients will not need to change any settings. However, firewall systems may block game transmissions, so an exception to the firewall rules will need to be made to engage in Multiplayer. Many people may want to play on a computer that is behind a router. Most routers include firewalls, which can also interfere with the game. A Host that is behind a router will almost certainly need to enable port forwarding to establish a connection with the Clients.

Sengoku uses ports 1630-1635 and the UDP transfer protocol (or, if you're using the Metaserver, port 1637). You may need to ensure your firewall software permits Sengoku to access the Internet, and that port forwarding is enabled on your router, if applicable. Due to the huge variety of software and hardware, we cannot provide comprehensive instructions on how to do this with your specific setup. For legal and practical reasons, we also cannot automate this process. Please refer to your router and firewall user guides to determine how to meet these requirements. If you will be playing a game where players will connect directly over the

Internet without using Paradox's free "Metaserver" matchmaking service, the Host will also need to determine his computer's current IP address and communicate this to the Clients.

MULTIPLAYER TROUBLESHOOTING

If you are having difficulty getting your computer to connect to your multiplayer opponents, you should visit the Paradox Forum at <http://forum.paradoxplaza.com>. It is impossible to anticipate in this manual all the possible difficulties that may arise as a result of the settings of your operating system or Internet connection, but if you post your issue on our forum, there may be someone who knows just how to solve your specific problem.

START INTERFACE

When you first click "Multiplayer" from the Main Menu, you will see the Multiplayer Start Interface. First, you should type your Player Name into the entry field. This is the name by which other players will know you.



HOST

To Host a game, select the “Host” button. This allows you to Host either by a LAN or by direct Internet communication. You will be asked to choose a name for your game session. Then, click “Host” again inside that interface, and you will be taken to the Multiplayer Lobby, where you will wait for the other players to arrive.

JOIN LAN GAME

To join a LAN game, first click the “Scan” button on the current interface. The Host’s game should appear in the list box at the top of the menu. Highlight the name, and click on “Join LAN Game.” This will take you to the Multiplayer Lobby.

JOIN INTERNET GAME

If you will be connecting to a Host directly over the Internet, click on “Join Internet Game,” and you will be asked to enter the Host’s IP address, which he should have supplied to you before play. Once you have done so, the computer will attempt to establish a connection with the Host, and you will be taken to the Multiplayer Lobby. If it cannot find the game, wait a moment and try again, or contact the Host for more instructions.

METASERVER

Paradox Interactive offers a free matchmaking service for finding Multiplayer opponents. Players will meet in the Metaserver chat lobby to arrange games. The Metaserver will help create and join games from there. Once the connection is established, the Metaserver releases the Host and players, who will play the game just as if they had established the connection directly over the Internet.

When you register your copy of the game, you will be asked if you also want to register for the Metaserver. It takes only a minute or two to go through the steps, create a username and password, and begin us-

ing the Metaserver. There is no fee. Once you have registered, click the "Metaserver" button from the Connection Types menu to connect to our service. You will be asked to enter your username and password. You will arrive in the Metaserver's main chat lobby, where you will see a full listing of all the other players who are online and who might want to join a game. Make sure you're set to use Port 1637 with the Metaserver.

MULTIPLAYER LOBBY

The Multiplayer Lobby is where players assemble before starting a Multiplayer game. All players have to be present and must choose a Clan to play before the game can start. This is controlled by the Host. The Lobby is very similar to the screen you see when selecting a Clan for the Single Player mode. The panel on the left shows the same options for Bookmarked games or Saved games. In the middle is the map, showing the current world situation and what characters are available. On the right is a panel where each player's name and emblem will show up as new players arrive in the Lobby. If you are resuming a saved game, the Host should load the save first. The file will be loaded into the Host's computer, compressed, and then sent to each of the Clients' computers. Each Client will unpack and load the saved game, so that everybody has the same information at the outset. This process may take a few minutes, depending on Internet connection speeds. All players must have the save loaded before the game can begin.

At first, you will see a Rebel flag next to your name. When you pick a Clan, the flag next to your name will change to that Clan's flag. This operates the same as the Single Player selection interface. Sengoku supports cooperative play, so two or more players may pick the same character. You'll have to work it out among yourselves who is to control what. It's also polite to have an agreement beforehand that more than one player will play that Clan. With proper planning, cooperative play can take much of the pressure off the players, and allow for a very fun gaming experience! You may chat with other players in the Lobby by clicking on the text box at the bottom-left of the screen, typing your message, and

hitting the Enter key on your keyboard. All players in the Lobby at that time will be able to see it. Private chat is only available inside the game, though many players will have alternate means of communicating privately outside of the game.

Once every player has selected a Clan, the Host's "Play" button will highlight in gold, indicating play can begin. It is customary for the Host to confirm through chat that everybody is ready. Then, by clicking the "Play" button, the Host initiates the game. All players will see the game begin to load, and a window in the middle of the screen will show the process of each player being accepted into the game. Everything begins already paused. As players are confirmed ready inside the game, each player's emblem will highlight, indicating they are ready to play. The Host can then click "Start" and the game will begin.

MULTIPLAYER GAMEPLAY

When you've found a few players willing to join a game, you may create a separate chat channel where you can discuss the details of Hosting and other topics. Once everything is arranged, the person selected to Host will click the "Create Game" button to launch the game's Multiplayer Lobby. The other players will see the new game listed, and can then join it.

Because this is a free and public worldwide service that may be used by people of all ages, we ask that you remain polite and respectful of all other members when using the Metaserver. It is considered impolite to use inappropriate or vulgar language, and etiquette suggests that you not join a listed game without first discussing your intentions with the Host. Once players have selected their Clans using the same process as detailed for the Multiplayer Lobby earlier, the Host will click "Play" to start the game. The Metaserver will ensure that all players are correctly connected, and then will hand off the game to the Host. From that point forward, play will continue just as with any other Multiplayer game.

Have fun! The human opponents you will face in Sengoku's multiplayer can offer you more intensely difficult competition than the AI, but also some of the most rewarding gameplay experiences you can have.

APPENDIX

Intrigue		CHARISMATIC		BRILLIANT	
AMATEURISH		NEGOTIATOR		STRATEGIST	
PLOTTER		Diplomacy	+6	Martial	+9
Intrigue	+2	Intrigue	+1	Intrigue	+3
		Martial	-1	Health	+3
FLAMBOYANT		Fertility	+0.3	Diplomacy	-1
SCHEMER					
Intrigue	+3	GREY EMINENCE			
Health	+3	Diplomacy	+9	Health	
		Intrigue	+3	STRESSED	
INTRICATE		Martial	-1	Intrigue	+1
WEBWEAVER		Fertility	+0.3	Health	-1
Intrigue	+6			Fertility	-0.2
Martial	+1	Martial			
Health	+3	MISGUIDED		DEPRESSED	
		WARRIOR		Diplomacy	-1
ELUSIVE SHADOW		Martial	+1	Martial	-1
Intrigue	+9	Diplomacy	-1	Intrigue	-1
Martial	+3			Health	-1
Diplomacy	+1	TOUGH SOLDIER		Fertility	-0.2
Health	+3	Martial	+3	ILL	
		Health	+3	Martial	-1
Diplomacy		Diplomacy	-1	Health	-2
NAIVE APPEASER				Fertility	-0.3
Diplomacy	+1	SKILLED			
Martial	-1	TACTICIAN		PNEUMONIC	
		Martial	+6	Diplomacy	-2
UNDERHANDED		Health	+3	Martial	-2
ROGUE		Intrigue	+1	Intrigue	-2
Diplomacy	+3	Diplomacy	-1	Health	-5
Martial	-1			Fertility	-0.9
Fertility	+0.3				

LUNATIC

Vassal Opinion -25
AI Rationality -50

LEPER

Diplomacy -2
Health -3
Fertility -0.9
Vassal Opinion -20

WOUNDED

Martial -1
Health -2

MAIMED

Martial -2
Health -3

INFIRM

Diplomacy -3
Intrigue -3
Martial -3
Health -3
Fertility -0.5
AI Rationality -10

INCAPABLE

Forces Character
to Retire

Diplomacy -6
Intrigue -6
Martial -6
Health -6
Fertility -1.0

DRUNKARD

Diplomacy -1
Martial -1
Drunkard
Opinion +10
AI Rationality -5

Congenital**CLUBFOOTED**

Martial -1

HARELIP

Diplomacy -1

HUNCHBACK

Vassal Opinion -5
Martial -1

LISP

Diplomacy -1

STUTTER

Diplomacy -1

FAIR

Diplomacy +1

GENIUS

Diplomacy +2
Intrigue +2
Martial +2
AI Rationality +30

UGLY

Diplomacy -1

QUICK

Diplomacy +1
Intrigue +1
Martial +1
AI Rationality +15

SLOW

Diplomacy -1
Intrigue -1
Martial -1
AI Rationality -15

IMBECILE

Diplomacy -2
Intrigue -2
Martial -2

INBRED

Fertility -0.7
Health -1.5
Diplomacy -3
Intrigue -3
Martial -3

Lifestyle**SCHOLAR**

Diplomacy +1
Scholar Opinion +10

GARDENER

Martial +1
 Gardner Opinion +10

HUNTER

Martial +1
 Hunter Opinion +10

POET

Diplomacy +1
 Poet +10

FALCONER

Diplomacy +1
 Falconer +10

TEA MASTER

Intrigue +1
 Tea Master +10

PAINTER

Diplomacy +1
 Painter Opinion +10

MUSICIAN

Intrigue +1
 Musician
 Opinion +10

CALLIGRAPHIST

Diplomacy +1
 Calligraphist
 Opinion +10

GO PLAYER

Martial +1
 Go Player
 Opinion +10

Personality**GREEDY**

Tax Modifier +0.1
 Diplomacy -1
 AI Honor -10
 AI Ambition +15

CHARITABLE

Diplomacy +3
 Greedy Opinion -10
 AI Honor +10
 AI Ambition -15

ENVOIOUS

Intrigue +2
 Diplomacy -1
 Liege Opinion -15
 AI Honor -10

KIND

Intrigue -2
 Diplomacy +2
 Vassal
 Opinion +10
 Envious
 Opinion -10
 AI Honor +10

WROTH

Diplomacy -1
 Intrigue -1
 Martial +3
 AI Rationality -10

PATIENT

Diplomacy +1
 Intrigue +1
 Wroth Opinion -10
 AI Rationality +10

PROUD

Monthly Character
 Honor +0.1
 AI Ambition +10

HUMBLE

Monthly Character
 Honor +1
 Proud Opinion -10
 AI Ambition -10

Other**DECEITFUL**

Intrigue +3
 Diplomacy -2
 Honest Opinion -10
 AI Honor -25

CRAVEN

Vassal Opinion -5
 Martial -2

HONEST

Intrigue	-2
Diplomacy	+3
Opposite	
Opinion	-10
AI Honor	+25

ARBITRARY

Vassal Opinion	-10
AI Rationality	-20

CRAVEN

Opinion	-10
Martial	+2

AMBITIOUS

Intrigue	+1
Diplomacy	+1
Martial	+1
Liege Opinion	-5
AI Ambition	+40

CONTENT

Intrigue	-2
Liege Opinion	+50
Monthly Character	
Honor	+0.5
AI Ambition	-25

BRAVE

Vassal Opinion	+10
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JUST

Vassal Opinion	+10
Arbitrary	
Opinion	-10
AI Rationality	+20

RUTHLESS

Intrigue	+2
Bushi Opinion	-10
AI Rationality	+10

BUSHI

Martial	+2
Ruthless	
Opinion	-10
AI Rationality	-10

PARANOID

Intrigue	+2
Diplomacy	-1
AI Honor	-10

TRUSTING

Intrigue	-2
Diplomacy	1
AI Honor	10

GLOSSARY

ARQUEBUS: 15th-century muzzle-loaded matchlock firearm.

ARQUEBUSIER: Foot-soldier armed with an arquebus.

ASHIGARU: Peasant foot-soldier.

BAKUFU: Feudal system of government prevalent in Japan in this era. Also known as Shogunate.

BUSHIDO: The “Way of the Warrior.” This code of honor governs every aspect of a Samurai’s life. It dictates that he follows the virtues of rectitude, courage, benevolence, respect, honesty, honor, and loyalty.

DAIMYO: Powerful feudal lord in control of one or more Kuni.

GO: Traditional Chinese board game for two players.

IKKO-IKKI: Local mobs who rose up against Samurai rule.

JUGOI: High officer of the imperial court. Because the Emperor has little power, this title is mostly ceremonial.

KOKU: A unit of wealth equaling the amount of rice necessary to feed one man for one year.

KOKUJIN: Local Samurai warrior in control of one or more Kori.

KORI: Historical district.

KUNI: Historical province consisting of several Kori.

NINJA: Stealthy warrior who specializes in espionage, sabotage, and assassination.

RONIN: Masterless Samurai. Often sell their services to the highest bidder.

SAMURAI: Military retainer of a Daimyo. A member of the minor aristocracy.

SEPPUKU: Ritual suicide. Involves one or two painful cuts to the abdomen to bring death by disembowelment. A trusted friend may behead him soon after the initial cuts have been made.

SHINTO: The “Way of the Gods.” Traditional Japanese religion, stressing the link with ancestors and the past. Practiced in the home and at public shrines.

SHOGUN: Hereditary military dictator of Japan. Nominally subject to the Emperor.

COMMUNITY FORUMS

Sengoku has a vibrant and helpful user community on its online forums. The forums for Sengoku and other games by Paradox Interactive can be found at <http://forum.paradoxplaza.com>. Here you will find Frequently Asked Questions, tips on game strategies, and user-made add-ons and modifications. There is even a forum for people to read and write “After Action Reports” about games they have played. These range from screenshots of difficult accomplishments all the way to novel-length fiction. More than 250,000 active forum members are ready to welcome you and share your interest in strategy games. We hope you’ll drop by.

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Since 1999, Paradox Interactive has been a leading global developer and publisher of PC-based strategy games. World-renowned for its strategy catalog, the company holds a particularly strong presence in the United States and Europe.

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