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LORDS OF THE **Rising** **Sun**™

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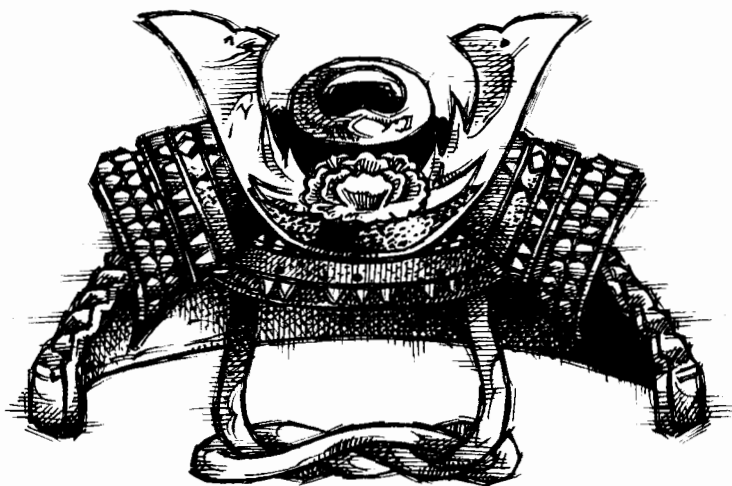
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THE GEMPEI WAR

An epic struggle famous in history and legend, the Gempei War has provided a rich treasury of romantic tales, some authentic, others largely or entirely fictitious. A huge library of literature has grown from the events and personalities of this fabled era. Tales of the Gempei War may be said to constitute the Japanese equivalent of the Arthurian legend, rich in heroism and valor. The interactive movie you are about to participate in combines the finest elements of fiction and reality to offer you an unforgettable entertainment experience based upon this action-packed time in world history. Welcome to the Lords of the Rising Sun!



The Taira and the Minamoto

The political system of feudal Japan received its leadership from a number of great military houses. The greatest were the Taira and the Minamoto. Both clans descended from the Imperial House and were founded by men who left the capital to seek greater opportunities for power and distinction in the outlying provinces.

An important factor in the formation of samurai bands was the aristocratic background of their leaders. The Taira and Minamoto owed their founding to noble connections coupled with military skills. Whereas aristocratic lineage may have been a great help in attracting followers, success in battle was absolutely vital. These traits made the two families much in demand for marriage alliances and gave them priority in the selection of lands.

The Taira established themselves at first in the Kanto district in the east where, as early as A.D. 935, they felt powerful enough to revolt against the central government. The campaign against them, however, marked the rise of the Minamoto, who quickly built up a considerable following both in the Kanto district and in the provinces surrounding the capital. The Taira reacted by extending their own influence along the shores of the Inland Sea.

As the rivalry between the two grew, the Minamoto became the most successful. They formed an alliance with the Fujiwara (a dynastic family that dominated the Japanese Imperial government from the 9th to the 12th century), suppressing a number of provincial revolts in the 11th century and achieving a strong position for themselves in doing so. In the 12th century, however, the Taira also succeeded in gaining a foothold at court, largely by providing support to the retired emperors.

In 1156-1159, power changed hands, as Taira Kiyomori took advantage of a succession dispute to seize power and remove most of the Minamoto from office. For 20 years he was in complete control...and then came the first rumblings of war.

The Hogen Disturbance (1156)

One of the bloodiest battles in Japanese history, this bitter conflict for power erupted between the retired emperor Sutoku and his younger brother, the reigning emperor, Go-Shirakawa. Sutoku attempted a coup d'etat with the support of the Minamoto warrior clan, led by Minamoto Tameyoshi. Taira

Kiyomori, head of the powerful Taira clan, supported Go-Shirakawa in the ensuing conflict and emerged victorious, partly because of the defection of Tameyoshi's son, Yoshitomo. Kiyomori ruthlessly executed his enemies and ordered Yoshitomo to cut off his own father's head. Yoshitomo refused, but another Minamoto officer, saying it would be a disgrace to allow a Taira to execute Tameyoshi, carried out the unpleasant order.

The Fall of Yoshitomo

Dissatisfied with his share of the spoils from the bloody battle, Yoshitomo took advantage of Kiyomori's absence from the capital during the winter of 1159-60 to seize power, an act that resulted in the Heiji Disturbance (1159), one of the most colorful episodes in Japanese history. Although taken by surprise, Kiyomori gathered what forces he could muster and advanced in a series of daring, cleverly executed maneuvers. Victorious, he returned to the capital and annihilated his enemies, including Yoshitomo, who escaped, only to be killed while seeking refuge in eastern Japan. Only Yoshitomo's two infant sons were allowed to survive, a leniency Kiyomori would later regret.

Dishonor In the Family

As the years passed, the sons of Yoshitomo grew to manhood with a bitter hatred of the Taira. Yoritomo, banished to the eastern province of Izu, would never forget that his father had once been the chief of a mighty clan and resolved that one day he would wield even greater power. He slowly gathered allies from among the scattered remnants of the Minamoto clan and from Taira landowners, some of whom hated their powerful relatives. Soon he would raise the battle standard of the Minamoto clan and take to the field to become its ultimate leader.

Yoshitsune, virtually a prisoner in the monastery where Kiyomori had sent him as an infant, escaped at the age of fifteen and fled to the far north of Japan, where he spent his youth training himself to be the greatest swordsman in northern Japan. Later he would search for his older brother, restore the honor of his father, and become the Minamoto's ultimate warrior.



A Storm Rises from the East

The Gempei War began with a rising in 1180 by Minamoto Yorimasa, an aged courtier who survived the Heiji Rebellion. Yorimasa had been passive during the Heiji Insurrection, though he seemed to be on the side of the Taira. In the years that followed, he came to be regarded by Kiyomori as completely reliable. By 1180 he was 77 years old, and it was taken for granted that he presented no possible threat to the Taira oligarchy. But this elder statesman harbored intense secret resentments, for he had once been gravely insulted by Kiyomori's son. It also seems that he was made the object of jokes by the Taira.

Note: *A recurring feature in any history of the samurai is the great magnitude that warriors attached to the repayment of debts – of vengeance as well as gratitude. A personal humiliation, even when caused unintentionally, could not be overlooked; it must be avenged, regardless of how long the injured party had to wait.*

Such was Yorimasa's frame of mind when, early in 1180, he got in touch with a prince of the Imperial House who had his own reasons for detesting the Taira, since he had twice been bypassed for succession, the second occasion being the enthronement of Kiyomori's grandchild, Antoku. Yorimasa persuaded the prince to send a call to arms to Minamoto leaders in the east, with the promise that, after the overthrow of the Taira, the prince would ascend the throne.

However, the rebellion against the Taira was poorly planned and badly coordinated, and soon the Minamoto band, allied with a company of warrior monks, had to withdraw south to join up with another monk army from Nara. Had they delayed the rebellion it might have been possible to coordinate their effort with a general rising in the Minamoto heartlands to the east; but when the rebellion was hardly a day old, the Minamoto were once again put on the defensive, facing a huge Taira army across the river Uji.

To support their defense, the Minamoto and their monk allies tore up a section of planking from the Uji bridge, which the mounted Taira samurai discovered as they tried to cross it in the early-morning mist. Both sides proceeded to release arrows across the river as the mist cleared, and many individual combats took place on the bridge's broken beams.

The Fate of Yorimasa

The torn-bridge tactic did not succeed for long, as the Taira soon forded the river and attacked the Minamoto once again. The climax of the ensuing battle took place close to the Byodo-in, an elegant villa built by a Fujiwara minister and converted into a monastery.

In the last stages of the fight, Yorimasa rode off with the prince, but was struck by an enemy arrow. Urging the prince to continue his flight, the old man turned back to Byodo-in. There, just in front of the graceful central pavilion, the Phoenix Hall, Yorimasa, kneeling on his iron fan, disemboweled himself with his own sword. Gallantly, the sons of Yorimasa managed to hold off the Taira long enough for their father to perform what has come to be known as the classic act of seppuku (hara-kiri) by a defeated samurai on a battlefield. He first composed a farewell poem, which he wrote on the back of his war fan, then cut two long slits in his abdomen, a slow and extremely painful way of dying.

The bloody scene of the old warrior's hara-kiri is said to be the second on record, the first having occurred in 1170, with the self-sacrifice of another Minamoto captain. So painful was seppuku that in later years it became modified so that a friendly second would cut off the head of the man performing the act at the moment he cut himself open.

Prince Mochihito and Yorimasa's rebellion was easily suppressed by the Taira, but the deep significance of the rebellion escaped Kiyomori and other members of the Taira. The blood that painted the waters of the Uji River red were quickly washed away by the rain. But the storm of the Minamoto was yet to come.

Yorimasa's Farewell Poem

*Like a petrified tree
Which never blossoms
My life has passed loneliness
Never reaching fruition.
How sad is this last moment!*

THE STAGE IS SET...

As a dark cloud obstructs the setting sun, bloodshed blankets the countryside in the wake of Japan's fallen central government. Brutal violence thrives as military powers intensify efforts to strengthen their holdings. A new breed of man – the mounted samurai – has charged onto the scene.

Landholders can no longer depend on royal protection against outlaws and predatory neighbors; they must arm their sons and submit themselves to the leadership of chiefs known for their fighting skills. To gain additional strength, the warrior-chiefs of each small region have banded together and offered their combined services to more important lords. The lords in turn have pledged allegiance to still loftier noblemen who are members of royal families.

Most warrior landholders have become associated with one of the two great military families, the Minamoto and Taira. These families rank lower than the court nobles, though each claims descent from early emperors. Both the Taira and the Minamoto have numerous branches, some of which are bitter rivals for land and power and only too apt to desert to the other side. Both have well-established representatives in all long-settled parts of Japan and, in some locations, Minamoto and Taira estates lay side by side, mingled with those of lesser provincial families that give allegiance to one or the other.

TWO WOULD-BE EMPERORS... ONE CRUMBLING EMPIRE

The fate of the Minamoto clan rests in your hands. Choose which brother you will become, then go forth to defeat the ruthless Taira and restore family honor...so you may one day become SHOGUN!

Yoritomo

Yoritomo was the consummate politician and strategist. From the age of thirteen, Yoritomo lived in Izu for twenty years, during which time he gained the special respect and interest of the people and powerful families there. He must have impressed the local people as a man of extraordinary ability as well as a noble heritage, for he successfully enlisted powerful local families to support his cause.

Not only did Yoritomo's noble birth prepare him for greatness, but his mental and physical development was abnormally rapid. From the Kamakura (his initial settling point) he built up a feudal network of relationships between himself, as overlord, and his vassals, whom he rewarded generously. Throughout the Gempei war he remained in the east, controlling the conduct of the war, often directing his generals from a distance, in the style of a supreme commander.

As Yoritomo, your political affluence will gain you the support of many allies. Though you don't have the battlefield abilities of your younger brother, Yoshitsune, you do have much political clout, and may find favor with neighboring allies. However, you may notice that as your brother's unwavering support gains you victories on the battlefield, it also gains him political influence ...and someday his military prowess may threaten all that you have strived so hard to achieve!

Yoshitsune

Yoshitsune had incredible skill on the battlefield, and his name drove fear into the hearts of the Taira. Legend has it that Yoshitsune learned his swordfighting skills from the tengu (wood goblins, half man and half bird, who lived in the forests near Kyoto) and, as a result, mastered superhuman military arts. Legends aside, he must have practiced swordsmanship very hard, as he displayed almost supernatural swiftness, scrupulousness, and courage in battle.

As Yoshitsune, your reputation for genius as a battlefield tactician will be widespread. However, you do not have the political influence of your brother Yoritomo, and must rely on your fighting abilities to improve your political position. In fact, despite your brilliant success as a commander in battle, and the victories you have won for the Minamoto, you must be on the lookout for your brother, for his wrath is implacable. As your military might and leadership abilities grow, you increasingly become a threat to his hard-earned dynasty.



MAPPING STRATEGY

Many castles watch over the great island of Japan. Most fearful are those to the west, for there lies the heavily-guarded territory of the Taira clan. If you conquer the Taira and occupy all enemy-owned castles, you can make this land safe for the Minamoto once again.

Maneuvering your armies will be a first priority; but before taking any action, you want to know the status of your troops. As the result of scouting reports, you are able to envision (on your map) the positions, sizes, and strengths of armies (both friendly and enemy) throughout the countryside.

Note: Size and strength reports for enemy armies will only be rough estimates, for scouts who risk their necks to obtain exact numbers usually lose their heads in the process.

Maneuver armies

Any army currently resting at a destination point can be sent on maneuvers. Each maneuver consists of going from the current location to any other location directly connected by a road or sea route (for example, an army stationed at Kamakura can move to either Shizuoka or Edo). New orders cannot be issued to a mobile army until it reaches its destination. However, you may pause your advancing troops at any time to conduct a troop review.

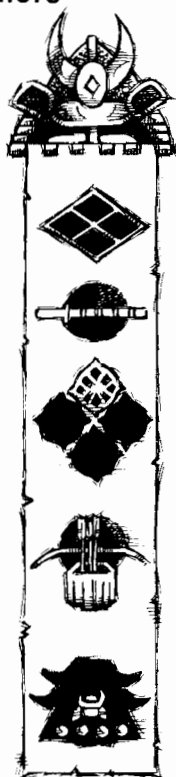
Strategic considerations

- At the beginning of the war, the Taira clan was based heavily in central Japan and in the western regions occupied by the Inland Sea. The Minamoto were established in the wild eastern provinces. Plot your military maneuvers to acquire strategic landholdings that will strengthen the Minamoto and reduce free travel by the Taira. Keep in mind that a wise leader always conducts a detailed troop review before engaging his forces in battle.
- Weather and seasonal conditions will have an effect on your armies. Armies will suffer the least casualties under favorable weather conditions. Also, the amount of time it takes an army to move depends on whether it is travelling on land or by sea – armies move much faster by ship.
- Be careful not to leave behind unprotected castles, for they will be vulnerable to enemy attack. Defend your port-based territories well – they are susceptible to attack by sea!

TROOP REVIEWS

When a scout reports on the size and strength of your troops, you will envision the army standing before you. The number of men displayed onscreen will be proportional to the actual number of men in that army. The army's general will also give you a visual signal representing the strength of his troops.

Banners



Read the banner to the left of your army for a visual representation of the troops' ratings in several specific areas.

Clan Symbol – This insignia identifies which clan the banner belongs to.

Sword skill – This ability is useful when fighting hand-to-hand combat or attacking retreating armies from horseback. Your sword skill is rated on a level from 0-5.

Royal items – This shows you how many of the four royal items you own (see *Search for Imperial Regalia*, page 20).

Archery skill – This ability is useful when engaging in battle and protecting your castle from siege. Your archery skill is rated on a level from 0-5.

Sieging skill – This ability is useful when sieging enemy castles. Your sieging skill is rated on a level from 0-5.

Your initial skill ratings are based on the abilities of the character you have chosen to portray. As Yoritomo is a leader with very little battlefield skill, his sword and archery skills begin at a low rating. Yoshitsune, on the other hand, is a fine warrior with very little leadership ability; his sword and archery ratings are high, but he has to gain respect as a leader.

Strategy tips for troop review

- Skill ratings are raised or lowered based on your performance – if you choose Yoshitsune as your character and perform terribly in battle sequences, your skill ratings drop.
- If more than one of your armies are at the same location, you may order a troop review of any or all units by toggling between generals at the top of the screen.
- If you choose, you may transfer skill points from one general's army to another. Use this option to improve an army's skill in a weak area before sending them off to a new location.

TRAVEL

You will visit many interesting, exotic, and dangerous places. Many opportunities await you at these stopping points.

Outside Your Home Castle

From outside your home castle, you have three choices:

- 1) Conduct a review of troops;
- 2) Enter your home;
- 3) Return to mapping strategy.

Inside Your Home Castle

As the turmoil in your country denies you the luxury of rest, much time at home is spent in the council room making strategic decisions. It is here you may decide to hire a ninja (assassin) to kill one of your most feared enemies. The shinken (throwing stars) sitting by your side represent the number of ninjas you have available to carry out your clandestine operations.

Strategic consideration: If, for any reason, the ninja fails to carry out his mission, the chances of your plans being discovered are highly probable. If caught, you will be forced to commit seppuku, as that is the only way to save face (and honor).

Visiting Castles

When approaching a castle, you have four strategic choices:

- 1) Conduct a review of troops;
- 2) If the castle is not under your ownership, you may request an alliance with the clan occupying the castle;

-
- 3) If the castle is not under your ownership, you may siege the castle (see *The Siege – To Live by the Sword*, page 16); if the castle is not owned by any clan, you can take the castle. Taking a castle costs men, but it is generally easier to take an unowned castle than to siege a controlled castle;
 - 4) Return to mapping strategy.

Visiting Cities

When approaching a city you have three strategic choices:

- 1) Conduct a review of troops;
- 2) If the city is not under your rule, you may request an alliance with the clan occupying the city;
- 3) If the city is not under your rule, you can take it. This maneuver costs men, but it gives you a new location to supply your troops;
- 4) Return to mapping strategy.

Visiting Monasteries

When approaching a monastery you have three strategic choices:

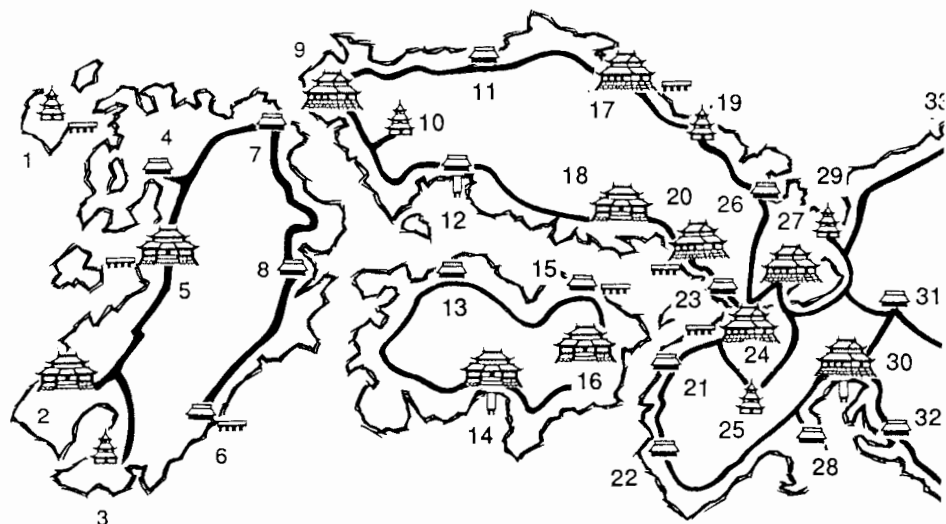
- 1) Conduct a review of troops;
- 2) Request supplies. The priest at the monastery may or may not grant your request. This largely depends on the monastery's current supply of goods (during seasons of harsh weather, supply levels are likely to be lower than usual);
- 3) Return to mapping strategy.

Visiting the Imperial Palace

When approaching the palace you have three strategic choices:

- 1) Conduct a review of troops;
- 2) Visit the emperor. The emperor may or may not choose to give you a piece of the Imperial Regalia (if he owns one). This is largely determined by the overall rating of your army (leadership skills, battlefield skills, etc.);
- 3) Return to mapping strategy.

MAP OF TWELFTH



- | | |
|----------------|-----------------|
| 1 Fukae Island | 14 Kochi |
| 2 Kagoshima | 15 Takamatsu |
| 3 Osumi | 16 Tokushima |
| 4 Saga | 17 Matsue |
| 5 Kumamoto | 18 Okayama |
| 6 Miyazaki | 19 Inaba |
| 7 Kokura | 20 Himeji |
| 8 Usuki | 21 Wakayama |
| 9 Shimonoseki | 22 Tanabe |
| 10 Iwami | 23 Ichi-no-tani |
| 11 Hagi | 24 Osaka |
| 12 Hiroshima | 25 Nara |
| 13 Matsuyama | 26 Maizura |

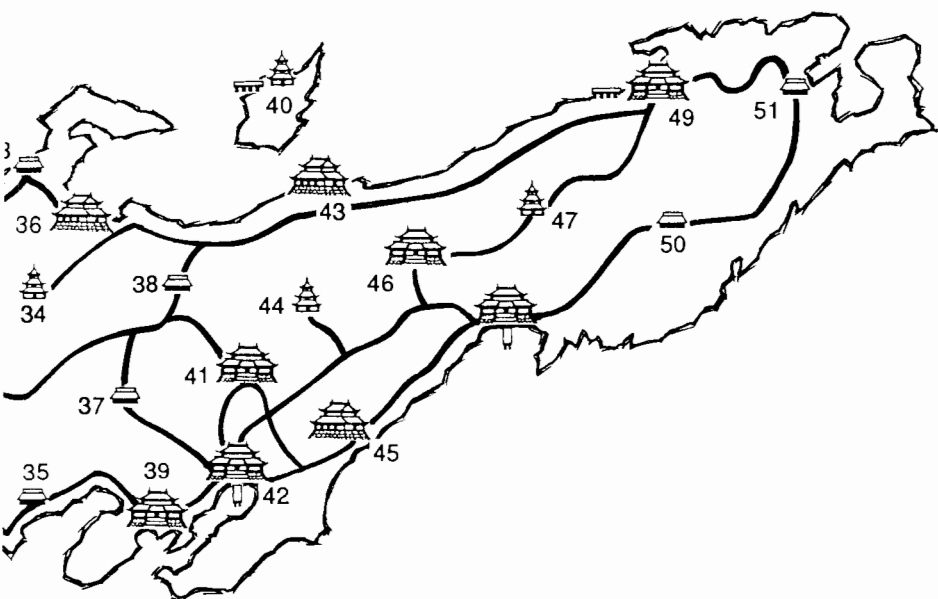


Castles



Monasteries

1 CENTURY JAPAN



- | | | | |
|----|----------|----|----------|
| 27 | Kyoto | 40 | Aikawa |
| 28 | Ise | 41 | Maebashi |
| 29 | Mii-dera | 42 | Edo |
| 30 | Nagoya | 43 | Nigata |
| 31 | Gifu | 44 | Nikko |
| 32 | Okazaki | 45 | Mito |
| 33 | Kanazawa | 46 | Yonezawa |
| 34 | Hida | 47 | Shinjo |
| 35 | Shizuoka | 48 | Sendai |
| 36 | Toyama | 49 | Akita |
| 37 | Kofu | 50 | Morioka |
| 38 | Nagano | 51 | Aomori |
| 39 | Kamakura | | |



Cities



Ports



THE WAY OF THE SAMURAI

The word "samurai" meant "one who serves," signifying the loyalty of the warrior to his emperor, his chief, and his clan. In the twelfth century, after Yoritomo decreed that only sons of samurai could join the brotherhood, the samurai became an elite class.

A boy destined to become a samurai learned to handle a wooden sword as soon as he was old enough to grasp a hilt. When he was five years of age the boy's elders dressed him in armor and entrusted him with a sword of steel. Young warriors practiced swordsmanship, archery, horsemanship, and jujitsu – the art of fighting without weapons. Their teachers did more than simply drill the fledgling warriors in military skills; they imparted the virtues of the samurai. For example, when a boy was cooking or sleeping, his master might come up behind him and strike him with a wooden sword in order to teach the boy constant vigilance. From long fasts and barefoot marches through the snow, the boy learned endurance and a cardinal samurai virtue, *fudoshin*, the "immobility of the heart," an inner calm that endured even in the most desperate battle.



ENCOUNTERS

As your proud army approaches its destination, you may notice activity going on behind the towering gates. To prepare for the encounter, a wise general will take stock of the strength of his army and make prompt decisions as to his course of action.

Allies or Enemies?

It is wise to notice the banner color of the approaching army. Are they a neutral clan? Do they favor the Minamoto or the Taira?

Based on your leadership ability and the strength of your army, you may request alliance with the encountered army. However, if they are in alliance with the Taira, your only choice is to fight or flee.

Peace or War?

One of the most important decisions you make as a commanding officer is the decision to fight or retreat. Consider greatly the strength and size of your army, the level of skill you have acquired, and the strength of the enemy. Once you decide to fight, you can still retreat, but not without losing some of your precious manpower.

ON THE BATTLEFRONT

Gruesome descriptions of warfare between the two clans abound in the literature of the time. One story describes a Minamoto raid on the palace of a retired emperor who was in league with the Taira.

"Wild flames filled the heavens, and a tempestuous wind swept up clouds of smoke. The nobles, courtiers, and even the ladies in waiting of the women's quarters were shot down or slashed to death. When they rushed out, so as not to be burned by the fire, they met with arrows. When they turned back, so they would not be struck with arrows, they were consumed by the flames. Those who were afraid of the arrows and terrified by the flames even jumped into wells in large numbers, and of these, too, the bottom ones in a short time had drowned, those in the middle were crushed to death by their fellows, and those on top had been burned up in the flames."

Engaging in Battle

At the scream of the attacking general, masses of samurai will collide in a to-the-death battle. Manipulate your armies to take best advantage of your troops' strengths. For example, an army with high archery skills needs to protect its archers, putting them in a position where they can attack opponents without being susceptible to enemy attack.

Be prepared to retreat if the enemy seems to be getting the best of you. It is better to face defeat and come back another day than to see your entire army wiped out at the hands of the bloodthirsty Taira.



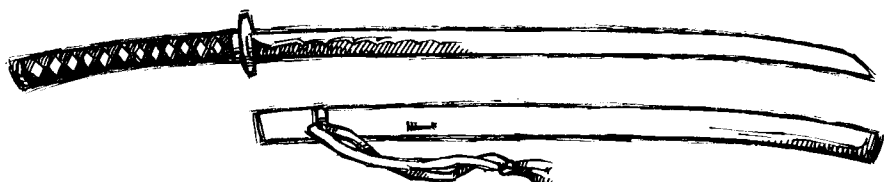
Horseback Pursuit

If the opposing army retreats from battle, you will have the opportunity to attack them as they run. Mount your horse and give chase to the retreating foot soldiers, slashing through those who come in contact with your mighty sword. Swing your sword to the left or right, slaughtering soldiers on either side. Trample those fools who would stand in the way of your charge. But beware, contact with enemy soldiers will frighten your horse (it may throw you if you run over too many men).

Watch out for trees, rocks, and bushes as you rush toward the retreating soldiers. If your horse collides with any of these hazards, it will send you tumbling to the ground, causing great suffering.

If you defeat the fleeing soldiers, you will come face-to-face with the enemy general. Attack him with your sword and don't miss. This is an opportunity for great honor – to take home the head of the Taira!

Note: Do not trample the enemy general with your horse; it will bring great dishonor and a loss of leadership ability to the Minamoto.



THE SOUL OF THE SWORD

The material symbol of the martial spirit of the times was the warrior's principal weapon, his sword. In later years the privilege of carrying this deadly, razor-sharp blade came to be reserved exclusively for the knightly samurai. A sword was not a weapon only; to the samurai especially it was the central object of an elaborate cult of honor. For a samurai to be parted from his sword was to lose his honor. Samurai were accustomed to sleeping with their swords beside their pillows; when a young samurai was about to be born, a sword was brought into the room, and when a samurai died his sword was placed beside his deathbed.

Swords were thought to have miraculous powers and lives of their own. Soldiers defeated in battle prayed at the shrines of the war-god Hachiman, asking why their swords had lost their spirit. Many stories have developed about the spiritual powers of famous blades. One of these tells about two famous swordsmiths, named Muramasa and Masamune, who were almost equal in skill. When a sword made by Muramasa was held upright in a flowing stream, every dead leaf that drifted against the edge was cut neatly in two. This was very grand, but not as great as Masamune. When a Masamune sword was put to the same test, the floating leaves avoided its edge and passed unhurt on either side. Masamune's blade therefore possessed spiritual powers over the leaves and was superior to its rival.



The Siege – To Live by the Sword

A challenge awaits as you enter an enemy castle; for within its confines lie endless corridors and tricky mazes. Continue your search as it takes you into the deepest corners of the castle, for therein lies the central defensive work of the castle – *The Keep*. Not only is the keep the most highly protected area of the castle, but it is also where you will find the general of the Taira! Take no prisoners as you wreak a trail of havoc through the castle grounds, hacking your way through every obstacle – be it flesh or foliage.

The Taira have also kidnapped a daughter of the emperor, and she is being held captive in one of the Taira's many castles. If news of her whereabouts reaches one of your scouts, a message will arrive when you approach the right castle. Find the missing princess and return with her alive. If you succeed, great honor will be bestowed upon you.





HEROES OF THE WAR

*The savage struggle for supremacy between the Taira and the Minamoto has often been told in wonderfully vivid tales of glorified fighters. From *The Tales of Heike* comes an account of how a warrior-priest allied with the Minamoto fought his way across the torn bridge of the Uji River.*

"[He] sprang forward alone onto the bridge and shouted in a mighty voice, 'Let those at a distance listen; those that are near can see; I am Tsutsui Jomyo Meishu, the priest; who is there in Miidera who does not know me, a warrior worth one thousand men? Come on anyone who thinks himself someone and we shall see!' And loosing off 20 arrows like lightning flashes, he slew 12 of the Taira soldiers and wounded 11 more. One arrow yet remained in his quiver, but flinging away his bow, he stripped off his quiver, cast off his footgear, and springing barefoot onto the beams of the bridge he strode across. All were afraid to cross over, but he walked the broken bridge as one who walks along the street Ichijo or Nijo of the capital. With his 'naginata' [pole sword] he mowed down five of the enemy, but with the sixth the blade snapped asunder...and flinging it away he drew his long sword, wielding it in the zigzag style, the interlacing cross, reverse dragonfly, waterwheel, and eight-sides-at-once style of fencing and cut down eight men. But as he brought down the ninth with an exceedingly mighty blow on the helmet, the blade snapped at the hilt and fell splash into the water beneath. Then seizing his dagger, which was the only weapon he had left, he plied it as one in a death fury."

When Jomyo finally retired he counted 63 arrows sticking out of his armor, of which only five had pierced through.

RESUPPLYING TROOPS

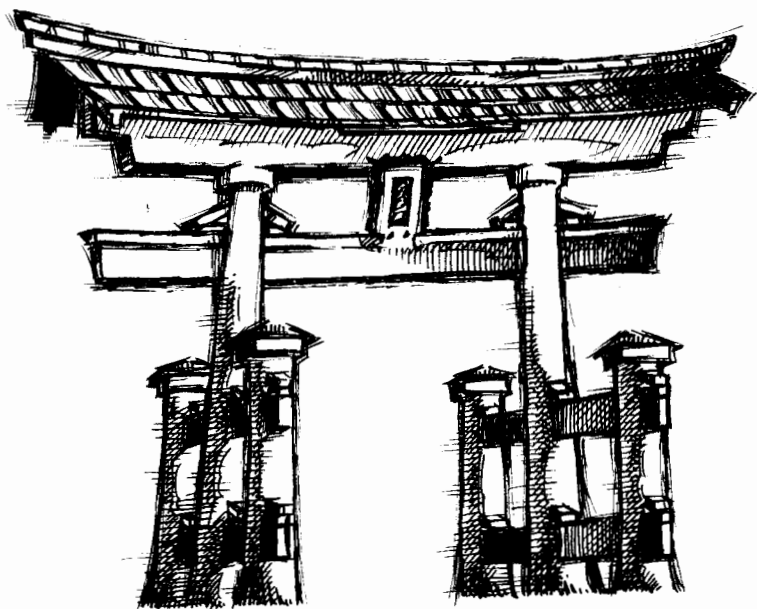
Battles take a heavy toll on your troops, and the effects of harsh weather and rugged travel conditions can be devastating to your men. It is highly recommended that you periodically stop to resupply. This can be done in several ways.

- Visit a friendly location (one of your castles or cities). There troops can receive food and shelter, and recover from their battle wounds.
- Visit the Imperial Palace. This is a neutral site, and if your political standing is favorable, your troops will be supplied with a warm place to stay and plenty of nourishing food.
- Visit a monastery. If their supplies are above normal, they will support your troops by providing food and shelter.

BESIEGED

If one of your castles comes under attack while you are there, you must join the defense. Take your bow, grab your quiver, and prepare to fight. The aim of your bow is straight and true, so all you must do is learn the timing of the weapon with which you will dispose of the oncoming enemy soldiers. Learn to lead your target, for it takes time for the arrow to strike its destination. You have a full supply of arrows, but only a limited amount of time before the advancing enemy soldiers successfully invade your castle's keep.





NINJA ASSASSINS

Always be prepared for surprise ninja attacks. You will never know when an enemy may put a price on your head. When you encounter a ninja, be prepared to defend yourself against his lethal blows. Use your sword to block the shiriken from hitting you. Several strikes of the shiriken is all it takes to put you to rest – permanently. With an agile defense, you can stop the ninja in his tracks.

Ninja are stealthy and persistent. It will require practice and a knowledge of a ninja's patterned movements to become adept at defending against his razor-sharp shiriken.

THE NINJA

Spies versed in ninjutsu, "the martial art of invisibility," the practitioners of this esoteric art guarded their secrets so well that little is known of them today. As assassins, "cat burglars," and special agents they played an active though secretive part in most of the wars, plots, and counter-plots of the feudal age.

SEARCH FOR THE IMPERIAL REGALIA

The Minamoto have four sacred objects that can bring great honor to the one who possesses them. Three of these items are symbols of sovereignty, representing the spirit of the Minamoto and its proud history. The fourth regal possession is the emperor's daughter, a would-be princess, who will be the prized possession of any leader who marries her.



The Shrine of Hachiman – officially called the Tsurugaoka, this ancient shrine was dedicated to Hachiman, the God of War and the clan god of the Minamoto. This shrine was an important base for clan-centered religious activity.

The Sacred Scroll – Ancient scrolls were considered sacred if they captured an important period of time in history. This scroll is indeed valuable, for it depicts the honorable Yorimasa's demise, a defeat which still leaves great pain in the hearts of the Minamoto.

The Sacred Sword – Transmitted down from one ruler to another for generations, this replica of a great battle sword was treated as the authentic item, because it was the actual item that was passed from hand to hand as a legitimate sign of kinmanship.

The Princess – Daughter of the emperor, the princess promises to be the prized possession of the leader who wins her heart. Unfortunately, she has been kidnapped, and her whereabouts remain unknown. Rumor has it that the Taira are holding her hostage in one of their castles.

SEPPUKU — TO DIE BY THE SWORD

No one seems to know the precise origins of seppuku (hara-kiri, or cutting of the belly), but this excruciatingly painful form of suicide became, in due course, the means of death in four different sets of circumstances.

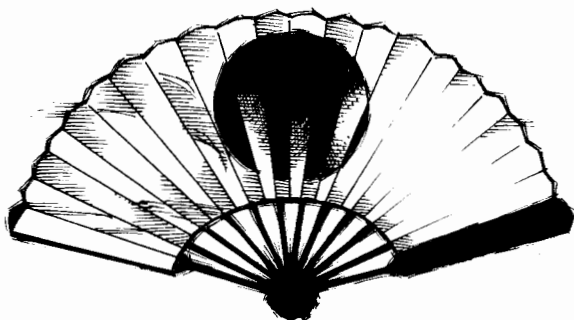
- 1) It was resorted to in order to avoid unutterable disgrace, such as capture by the enemy (as in Yorimasa's case).
- 2) It was performed as an act of junshi, suicide on the death of one's lord.
- 3) It was the ultimate way of protesting against an erring superior.
- 4) It was the capital penalty imposed on a warrior by the authorities.

Seppuku was the prerogative of the samurai class. Priests, peasants, artisans, and traders were neither expected nor allowed to choose this means of self-destruction. A Kyoto nobleman, for example, might take poison.

This suggests that hara-kiri was adopted primarily because it was a demonstration of almost super-human courage, the quality which ranked with loyalty as the highest indispensable virtue of the samurai.

It is also the case that in Japan the abdomen (hara) was thought to be the very core of a man's being, in which were stored his spirit, will, and emotions. The Samurai must be prepared to show his sincerity by exposing that core.

In due course, death by seppuku was perceived to be not only courageous but also "beautiful," since it was an honorable and therefore aesthetically satisfying end to a life, however short, of dedicated service.



BECOMING SHOGUN

If you capture all enemy castles, you restore the honor of the Minamoto clan and receive the powerful title of SHOGUN.

Below are the symbols representing the levels of skill you can attain in your attempt to become Shogun.



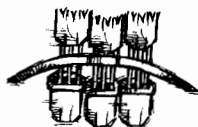
Peasant



Recruit



Soldier



General



Master

THE SHOGUN

The title "Shogun" (an abbreviation of *sei-i tai shogun*: "barbarian-quelling generalissimo") had first been used for military commanders commissioned for the 8th century Ainu tribes of northern Japan. Initially, the shogunate (government of the shogun) was under the control of the emperor, and its authority was limited to control of the military forces of the country. However, the increasingly feudal character of Japanese society created a situation in which control of the military became tantamount to control of the country, and the emperor remained in his palace chiefly as a symbol of sovereignty behind the shogun.

The samurai leader Minamoto Yoritomo gained dominion over Japan in 1185; seven years later he assumed the title of shogun and established the first shogunate.



SUGGESTED READINGS

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CINEMAWARE

Presents

LORDS OF THE **Rising** **Sun**™

PLAYER'S GUIDE

Computography: **David Todd**

Graphics Art and Special Effects: **Doug Barnett**

Original Music Score: **Bob Lindstrom**

Additional Computography: **Gregg Tavares**

Castle Floorplans: **Jeff Godfrey**

Executive Producers: **Phyllis and Robert Jacob**

Associate Editor: **Patrick Cook**

Producer: **John Cutter**

Director: **Doug Barnett**

Players Guide: **Kathi B. Somers**

Stuntmen: **Jeff Godfrey, Patrick Cook, Jerry Albright, Allen
McPheeters, Kathi Somers**

Lords of the Rising Sun is based on the Gempei War in 12th century Japan. Read your manual for game background and strategy, and for information about the characters.

The object of the game is to capture all the castles and become Shogun. You cannot capture the Imperial Palace at Kyoto, nor any of the monasteries.

SYSTEM REQUIREMENTS

- Amiga 500, 1000, or 2000
- 1 or 2 disk drives
- Mouse

BACKUP COPIES

Make a backup of Reel 2. Play with the copy and store the original in a safe place. You cannot backup Reel 1.

Caution: *Do not write protect Reel 2; games are saved to this disk. If the disk is write protected when you try to save a game, the game you're saving will be lost!*

HARD DISK INSTALLATION

You can install *Lords of the Rising Sun* on your hard disk. There is a file, **StartLords**, in the S directory on Reel 1 that explains the procedure.

GETTING STARTED

Turn on your computer and monitor. At the Workbench™ prompt, insert Reel 1 into Drive 0 and Reel 2 into Drive 1 (if you only have one drive, wait for the prompt to insert Reel 2). The length of time it takes to load *Lords of the Rising Sun* depends on the amount of memory in your computer. The more memory you have, the longer the loading time. This is because the game takes advantage of larger amounts of memory, effectively creating a RAM disk.

Bypass the title sequence by pressing the left mouse button. This takes you to the Player Selection Screen. This screen shows you the faces of the two Minamoto brothers. Yoritomo is on the left and Yoshitsune is on the right. Slide the mouse left to highlight Yoritomo's name, right to highlight Yoshitsune's name. Once the name of the brother you want to become is highlighted, press the left mouse button to select him.

Note: To play a strictly strategic game, select Yoshitsune. Since he is the better warrior, you won't be required to participate in the arcade sequences (although you may do so, if you wish).

The game takes you to the "front yard" of your home castle. The cursor is in the shape of a folded war fan. Move the cursor over the banner at the left of the screen and your options appear at the bottom of the screen (this banner will be your menu throughout the game). Press the left mouse button when you see the option you want to select. If this is your first time to play *Lords of the Rising Sun*, select ENTER HOME.

Note: Any time you see the message TOUCH SWORD HILT TO CONTINUE, press either mouse button.

Inside your home castle is a council room. At the left of the room is your banner. The five banners on the center wall are replicas of the banners of the generals in the war. The first banner on the left is your brother's banner. Next to that is the Taira banner. The other three banners represent the Ronin.

A seppuku (suicide) sword is to your left, under the banners, and three shiriken (throwing stars) are on the table beside you. When you move the cursor over the sword, you have the option to COMMIT SEPPUKU. The shiriken represent the number of ninja assassins you have available for hire. Move the cursor over one of the banners on the wall to select an enemy to assassinate.

Note: Assassination is *not* an honorable act; if it fails, your only recourse is seppuku. The more experienced a general you are, the more likely you will succeed at eliminating your enemies this way.

When you exit your home castle and PREPARE TO MARCH, you go to the Map Screen.

MAP SCREEN

The Map Screen displays a map of 12th century Japan (similar to the map at the center of your manual). The cursor is in the shape of a Samurai sword. On the map are castles, monasteries, towns, ports, and movable armies.

At the bottom of the Map Screen is a window that displays game messages that relate to your generals. When a message concerning an encounter appears, you have approximately ten seconds to get involved; otherwise, the game continues without your intervention (see *Encounter Screen*). The exception to this is your character (Yoritomo or Yoshitsune); he won't make any decision without your intervention. When your character has an encounter, you automatically go to the Encounter Screen.

The messages are color-coded to help you keep track of whether or not they're strategically important to you.

White indicates arrival messages (YORITOMO ARRIVES AT EDO).

Yellow informs you of encounters (YOSHITSUNE ENCOUNTER).

Red lets you know a conflict is underway (OSAKA BESIEGED).

Orange indicates a city or castle has been taken by one of your generals (MIURA TAKES OSAKA).

Blue are messages of death or defeat (MORI HAS BEEN KILLED).

Green lets you know about victories (NORIYORI VICTORIOUS).

Purple describes action by generals outside of your control (SATSUMA FORMS ARMY).

Click and hold on a crane's head (on either side of the Message Window) to scroll the map left or right. While the screen is scrolling, all movement and time passage on the map is halted. Keep an eye on the activity at the left end of the map, since that is the territory of the Taira clan.

Time is in motion only when you're in the Map Screen. As the seasons change, so does the scenery (on the map and in the Encounter Screens).

Keyboard Commands

There are three keyboard commands available from the Map Screen.

- ↑ ↓ Use these arrow keys if the map isn't centered on the screen.
- S** This forces a summer display on the map, regardless of the season of the year. The seasons still change, but you won't see the changes on the map. Use this if you prefer the visual effect of the summer map over the seasonally changing map. Press S again to return to normally changing seasons.
- A** This speeds up the movement of time on the Map Screen. Press A again to go back to normal time. Normal time is automatically resumed whenever a message appears in the Message Window.
- ESC** This pauses the game and brings up an Option Screen with five selections.
 - Preserve History** – Click on this to save a game in progress to Reel 2. You must reboot to play again.
 - Continue the Fight** – Click on this selection to resume gameplay.
 - Launch a Rebellion** – Click on this to start a new game. If you make this selection, you can't change your mind and load a previously-saved game without rebooting.
 - Restore History** – This selection is only available when you first boot the game and a game is saved on Reel 2. Click on this to reload the saved game(the game is removed from Reel 2 when you load it, so be sure to save again before you quit playing).

End the Rebellion – Click on this to quit the game.

Banners

Each army is represented by a general carrying a banner. The colors on the banners illustrate the loyalties of the generals. Black banners with white markings are Yoritomo's men (black Minamoto); white banners with black markings are Yoshitsune's armies (white Minamoto); red banners are Taira clansmen; and grey banners are Ronin (independent generals who owe allegiance to no one). A gold top on a banner indicates Yoritomo, Yoshitsune, or the Taira leader.

The dots on the Ronin generals' banners indicate the armies they are friendly toward. Black dots indicate Yoritomo's friends; white dots demonstrate leanings toward Yoshitsune; and red dots show a Taira affiliation.

Starting Positions for All the Armies

The generals take up their positions at the beginning of each new game as indicated below.

Black Minamoto

Yoritomo at Kamakura
Miura at Mito
Yoshinaka at Maebashi

Black Ronin

Shizuka at Kagoshima
Hojo at Gifu

White Minamoto

Yoshitsune at Sendai
Satake at Akita
Noriyori at Yonezawa

White Ronin

Fujiwara at Moriaka
Tsunemori at Tokushima

Red Taira

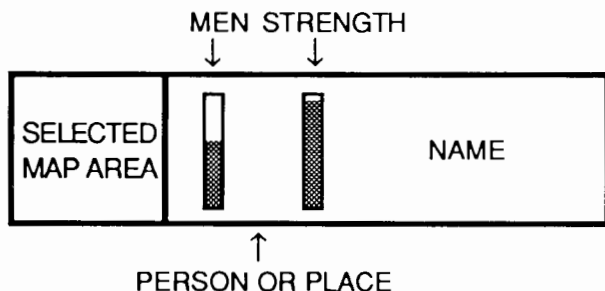
Kiyomori at Osaka
Munemori at Nagoya
Mori at Shimonoseki
Tomomori at Himeji
Shigehira at Matsue
Tadanori at Okayama
Shigemori at Kochi

Red Ronin

Ashikaga at Hiroshima
Takeda at Kumamoto

Gather Information

Place the cursor over a location or general and press the right mouse button. An Information Box pops up:



The left of the box shows the selected area of the map. The right of the box shows the name of the castle, town, monastery, or general in that area. Between the bars is a picture of the castle, town, monastery, or general. A flag above the picture lets you see whether Yoritomo, Yoshitsune, the Taira, or the Ronin owns the location or commands the army. The bars show the strength (health and supplies) and troop quantity for the indicated general or location.

Place the cursor over the name in the right of the box and press the left mouse button to see if more than one person is in a location. Keep clicking until you see all the information. If you want to go back to the map activity, move the cursor off the box and press the left mouse button.

You may participate directly in any one of your generals' activities

To get involved in an encounter or conduct a troop review, select one of your generals. When the Information Box pops up, click on the general's picture (between the MEN and STRENGTH bars) to see the Encounter Screen.

Movement

To move an army under your control, place the cursor over its general and press the left mouse button. Hold the button down, drag the general to the desired location, then release the button. You must move your general along a road to a location adjacent to his current position. If the general is at a location that has a port, you can move him to other port locations. When a general goes to sea, his banner changes to a sail and you see him travelling by boat. Once a man is on the road or on the sea, you can't change his direction; his course is set.

You don't have to wait for one of your generals to finish his move before moving another man. You can have all your generals on the road at once, if you like. If you have two generals in one location and you want to move a particular one, select the Information Box. Click on the generals' names until you see the one you want to move. Then, move the cursor to the general and move him; only the general you selected in the Information Box will move.

Strength is depleted as you travel. Water travel is faster than land travel, so travel by water whenever possible.

ENCOUNTER SCREEN

Messages in the Message Window and flashing banners on the map indicate encounters. An encounter in this instance can be anything from simply greeting another general to engaging in battle.

If more than one of your generals is in the same location, all their forces will be combined in the ensuing encounter. Remember, there is safety in numbers. Use the Information Box to select the general you wish to be the leader.

From this screen you can make several strategic decisions, depending on the circumstances. The cursor is in the shape of a folded war fan. Move the cursor over the banner at the left of the screen, and text describing your options appears at the bottom of the screen. Press the left mouse button when you see the action you want to perform.

Not all the Encounter Screen selections described are available in every situation. The selections you have depend on the circumstances of the encounter.

Review Troops

This selection lets you get a visual image of your troops; the number of soldiers onscreen is the actual number of soldiers in your army. If there are 90 soldiers onscreen, your army numbers 90 or more.

Move the cursor to a point just beneath the general's figure, and a message at the bottom of the screen says TROOP STRENGTH. Press the left mouse button and watch the general's arm; he waves it from one to five times to indicate the strength of your troop (one is low, five is high).

If more than one general is in the area, you can select NEXT GENERAL to review all your troops in the vicinity. You can also TRANSFER SKILLS.

Transfer Skills lets you take sword, archery, and sieging skills from one general and give them to another. When you select this option, two generals' names appear at the top of the screen, and both their armies are displayed. If more than two generals are in the area, you can select NEXT GENERAL and transfer skills between three or more of your men.

To make the transfer, move the cursor to a skill on the banner of the general you want take skills from, and click either mouse button. Each time you click, one skill point is transferred to the opposite general. The level of skills you can give a general is limited by the level of the most highly-skilled general involved in the transfer.

Example: You are transferring sword skills from Miura to Yoritomo. Yoritomo has a level of two and Miura has a level of four. You can only transfer two skill points from Miura to Yoritomo, giving him a level of four. You can't give Yoritomo five skill points, since your highest-skilled general (Miura) only has four to start with.

Since the skills of the general leading a battle or siege are the vital ones to the success of the endeavor, transferring skills is a good way to ensure that your top general has every advantage. You can also use this option when one of your subordinate generals is gaining more skill than you and you fear he may be ready to leave your service and become a Ronin.

Note: You can't transfer Imperial Regalia from one general to another.

Form Alliance

This selection lets you attempt to make an ally of an encountered general. If he accepts, his banner colors change to yours and he is under your command. He may refuse, with or without hostility.

Demand Surrender

When you approach an occupied castle, you can demand a surrender. If your forces appear fearsome enough, you may succeed in this effort.

Note: Taira castles never surrender.

Engage in Battle

Make this selection and a view of the battlefield appears onscreen. Your troops are arrayed against the enemy; the generals are on horseback. To start the battle, click once on your general (if you have good archery skills) or move your troops into position.

The cursor is in the shape of an arrow; this controls your archers. Press the left mouse button to draw the archers toward the cursor; press the right button to push them away from it. Press both mouse buttons together and the cursor changes to a sword; now you can control the swordsmen with the left and right mouse buttons.

If the battle looks grim, you can retreat. To do this, click on your general. Retreating lowers leadership ability.

If your opponent decides to retreat, you win the battle. The enemy general blows his battle horn to call his troops. If you wish to pursue them, click on the enemy general.

Horseback Pursuit As you gallop along on your horse, carefully avoiding rocks, bushes, and trees, you overtake the fleeing enemy foot-soldiers. Press the right mouse button to hack soldiers to your right and the left button to slash to the left. You can kill soldiers by running over them with your horse, but the horse may get spooked and throw you. If you do away with enough foot-soldiers, you catch up with the general himself. Kill him with your sword for great honor, or lose dignity and leadership ability (as well as risking great injury) by running him down with your horse.

Prepare to March

This selection mobilizes your troops and takes you back to the Map Screen.

Continue March

This selection takes you back to the Map Screen, unless you encountered a surly general who wants to fight. In that case, you can't leave until you do battle with him.

Take City

This selection lets you muster your troops and forcibly take over a city.

Siege Castle

This selection gives you the chance to break through a castle's defenses and take it over. You begin at the gates of the castle and have to hack your way through the heavy wooden doors with your sword. The left mouse button controls swordplay and the right button lets you shoot arrows. The speed of the sun at the top of the screen is the key to how much time you have to succeed. Each time you're hit by an enemy sword or shot by an enemy arrow, the sun moves more quickly. The sun will rise, then set. When the sun finally sets, your time is up. The more men in your army, the more time you have to take over the castle.

To take the castle, invade the Keep and eliminate the main guard (look for a helmet with a yellow symbol). The path to the Keep is identified by the gray stones that outline it.

Push the mouse to move north, south, east, or west (you cannot move diagonally). You only need to press once to walk continuously in the selected direction. To change directions, move the mouse in the direction you want to go. To stop, nudge the mouse in the opposite direction to the one you're heading. Keep mouse movements very small.

Stay out of the water or you will lose all your siege time and your army will suffer heavy casualties as a result. Only hack through wooden doors. Listen to the sounds your sword makes as you chop; if it sounds like metal on metal, you can't get through. Some of the more difficult castles may have secret passages. Bold experimentation is the only way to discover these places.

One of the Taira castles harbors a kidnapped Princess (the emperor's daughter). A message lets you know if you're sieging the castle where she's imprisoned. If you want to rescue her, find her *before* you invade the Keep, or the Taira will move her to another location. They will also move her if you let her get injured in the escape attempt.

Note: If Yoshitsune is your character, you must play the siege interactively in order to rescue the Princess.

RESUPPLYING

As troops travel over the map, strength is depleted. In battle, soldiers are often lost. Strength can be replenished at friendly castles, monasteries, and towns. Men can be acquired only at castles flying your banner. To resupply, let your general rest awhile at the selected location.

BESIEGED

When your castle is besieged, you stand in a window and shoot arrows at the invaders. A yellow dot gives you a focus point for your aim. Hold down the left mouse button to fit an arrow to your bow; release the button to fire the arrow. The number of enemy soldiers you kill this way reduces the number your samurai warriors have to defeat in the battle going on (out of your view) in the courtyard below.

NINJA ATTACK

Be on the alert for attacks by ninja assassins. Your enemies may hire these killers to sneak up on you when you least expect it. Control your sword with the mouse to block the ninja's shiriken attack.

IMPERIAL REGALIA

Possession of any of these four royal items increases your leadership ability. The Shrine of Hachiman is in Kamakura castle (Yoritomo always begins the game with this item in his possession, since Kamakura is his home castle). You have to search for the Sacred Scroll, the Sacred Sword, and the Princess.

SEPPUKU

This is the honorable way to lose the war. If you know there is no hope, you can retire to your home castle and end it all.

If a ninja assassin you hired is caught, he may "squeal," forcing you to commit seppuku to save your honor. In this case, the suicide is automatic — you can't go home again.

SKILLS & RATINGS

High skill levels improve your performance in several areas. But, your challenges are tougher when your skills are higher. Skill levels also affect your ratings at the end of the game.

Levels are numbered from 0 to 5 and are illustrated on your generals' banners.

Sword skills – Better sword skills improve your army's swordfighting ability in battle. Increase or decrease your sword skills in the Horseback Pursuit.

Archery skills – Better archery skills improve your archers' performance in battle. Increase or decrease your archery skills in the Besieged sequence.

Sieging skills – Better sieging abilities improve your ability to take over towns and castles. Increase or decrease sieging skills by sieging castles.

Leadership skills – Better leadership abilities improve your abilities to lead armies in battle and to make alliances. Increase or decrease leadership skills in battle.

ENDING THE GAME

If you capture all 19 castles, you win the game. If you die, you lose the game. Either way, you will see a screen showing your rating and depictions of the battles you fought.

There are 25 possible ratings; they depend on the levels of battle skills and leadership abilities that you built up during the game, as well as how many pieces of the Imperial Regalia you collected. Your rating is shown as one of five symbols.



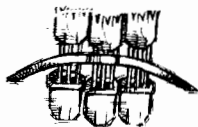
Peasant



Recruit



Soldier



General



Master

The color the symbol appears in signifies the level of your title. The levels, from lowest to highest, are: Blue, Purple, Red, Silver (Grey), Gold (Yellow).

MOUSE COMMANDS

Below is a quick reference to using the mouse when playing *Lords of the Rising Sun*.

Map

Left button on cranes' heads: *Scroll left or right*

Left button on your army: *Give orders to move*

Right button on your army/castle: *Bring up Information Box*

Left button on your general in Information Box: *Participate as that general*

Left button on names in Information Box: *Change names in window*

Bamboo Text Message

Either button: *Continue*

Review Troops

Left button: *Choose an option*

In Your Home Castle

Left button: *Choose an option*

Horseback Pursuit

Left button: *Swing sword to left side*

Right button: *Swing sword to right side*

Besieged

Left button: *Press and hold to load arrow; release button to fire*

Siege

Left button: *Swing sword*

Right button: *Shoot arrow*

Ninja Attack

Left button: ???

Battle

Left button: *Attract men toward the cursor*

Right button: *Repel men from the cursor*

Both buttons together: *Alternate between archer and samurai cursor*

Left button on general: *First horn — attack; second horn — retreat*

Left button on enemy general: *After he calls retreat, follow on horseback*

Option Screen

Left button: *Choose an option*