

# *Nobunaga's Ambition*<sup>®</sup>

## MACINTOSH™ REFERENCE CARD

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### GENERAL

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Nobunaga's Ambition® has been completely redesigned to take full advantage of the Apple® Macintosh computer. The game is also fully compatible with Multifinder. We have changed the user interface to be as intuitive and self-explanatory as possible. We have included some descriptions of these new features to help you get started. Please read the file "Late Breaking News" for any further information.

Hardware Required

Macintosh Plus or better.

Software required

Version 6.0.3 or better of the System.

### STARTING THE GAME

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It is recommended that you play from a back-up copy rather than the original game disk. In order to maximize enjoyment of the game, we have omitted any form of copy protection. The game may be copied onto a hard drive if you have one. To do this it is best to create a new folder and copy all of the game files into it.





**COMMAND****MENU****COMMAND KEY**

1. Move	Military	⌘ M
2. War	Military	⌘ W
3. Tax	Economic	⌘ L
4. Send	Economic	
5. Flood Control	Economic	⌘ F
6. Pact	General	
7. Cultivate	Economic	⌘ D
8. Marriage	General	
9. Merchant	Economic	
10. Recruit (Soldiers)	Military	
Recruit Ninja		
Destroy Dams	Ninja	
Arson	Ninja	
Military Revolt	Ninja	
Population Revolt	Ninja	
Assassination	Ninja	
11. Train	Military	⌘ T
12. View	Ninja	⌘ I
13. Expand Town	Economic	⌘ E
14. Give (Peasants)	Economic	⌘ P
Give (Soldiers)	Military	⌘ A
15. Steal Peasants	Ninja	
(Propaganda)		
16. Troop Organization	Military	⌘ U
(Unit Strength)		
17. Recuperate	General	⌘ R
18. Map	Ninja	⌘ I
(View)		
19. Entrust	General	
(Administer)		
20. Other		
Save	File	⌘ S
Save As	File	
Quit Player	File	
Quit	File	⌘ Q
Options	File	
21. Pass	General	



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## NEW FEATURES

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### On the Main Display

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Most of the commands described in the manual have been arranged in menus as described later. Some of the more frequently used commands also have command keys, for ease of use.

Certain commands ask the player to select a fief. In general you may click on a fief's Daimyo name to select it. If only certain fiefs are appropriate, the Daimyo name will be shown in bold text.

### On the Battle Map

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At the beginning of a battle, you must deploy your units on the hex-map. After both sides have deployed, your units may attack, move, or hold their position. To move, click on an unoccupied hex next to your unit. To attack, click on an adjacent hex occupied by an enemy unit. If you want to hold your position, click on the hex you are occupying.

Other battle commands appear as buttons on the hex display. Selecting Quick Resolve on the Battle Map will cause your units to hold position in a delaying tactic. Your units will not advance or attack until you turn quick resolve off and issue other orders.

### Problem Solving

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In case of difficulty with this product, or for more information about this and other Koei games, please contact us at:

#### **Koei Corporation**

One Bay Plaza, Suite 540 • 1350 Bayshore Highway • Burlingame, CA 94010

Attention: User Support

Our phone number is (415) 348-0500. Please call between 9:00 A.M. and 4:30 P.M. Pacific time, Monday through Friday.

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