

Nobunaga's Ambition™

Instruction Manual & Historical Notes & References



KOEI

CONTENTS

Nobunaga's AmbitionTM

Instruction Manual & Historical Notes & References



CONTENTS

Introduction and Objective	6
Historical Accuracy	7
Game Overview	8
Winning the Game	9
Keyboard Operation	9
Getting the Game Started	10
Two Floppy Disk Drive Systems	10
Hard Disk Drive Systems	10
Preliminaries	12
New Game/Load Data	12
Selecting Scenario	12
Watching Battles You Are Not Directly Involved In	12
Selecting Number of Players	13
Selecting Fief	13
Changing Your Daimyo's Name	13
Daimyo Personality	14
Confirming Selections	14
Selecting Skill Level	14
Main Display	15
Daimyo Personality and Fief Conditions	17
Chart-Daimyo Personality and Fief Conditions	17
1. Age	18
2. Health	18
3. Ambition	18
4. Luck	19
5. Charm	19
6. IQ	19
7. Gold	19
8. Debt	20
9. Town Value	20
10. Rice	20

11. Productivity	21
12. Flood Control	21
13. Peasant Loyalty	21
14. Peasant Wealth	21
15. Army-Size.	22
16. Army-Loyalty	22
17. Army-Training	22
18. Army-Arms	23
Main Display Commands	24
Chart-Main Display Commands	24
Chart-Main Display Commands and Their Influence	37
War.	39
Battle Display	40
Topographical Map.	41
Troop Deployment	42
Explanation of Unit Markers.	43
Combat	44
Victory	45
Combat Commands	45
Chart-Combat Commands.	45
After the War	48
Game Events	50
Seasonal Events.	50
Natural Disasters.	50
Revolt.	51
Hints	53
People and Places.	53
Scenario	54
General Strategy.	55
End of Game	57
A Final Note.	58
In Case of Difficulty	58

CONTENTS

Nobunaga's Ambition	
Historical Notes & References	59
INTRODUCTION	61
CHAPTER 1 Great Daimyos of Japan's Warring States Period.	63
1 Kakizaki Yoshihiro (Ezo).	63
2 Tsugaru Tamenobu (Mutsu)	63
3 Nambu Harumasa (Morioka).	64
4 Kasai Harunobu (Iwasaki)	64
5 Akita Chikasue (Ugo)	65
6 Date Terumune (Rikuzen)	65
7 Mogami Yoshimori (Uzen)	66
8 Yuki Harutomo (Iwaki)	66
9 Ashina Moriujii (Iwashiro)	67
10 Uesugi Kenshin (Echigo and Kozuke)	67
11 Satake Yoshishige (Hitachi)	68
12 Utsunomiya Hirotsuna (Shimotsuke)	68
13 Satomi Yoshitaka (Awa and Kazusa).	69
14 Hojo Ujimasa (Musashi, Izu, Sagami and Shimousa)	69
15 Takeda Shingen (Kai and Shinano)	70
16 Hatakeyama Yoshitsuna (Noto)	70
17 Jimbo Ujiharu (Etchu)	71
18 Anekoji Yoritsuna (Hida)	71
19 Kiso Yoshimasa (Kiso and Fukushima)	72
20 Imagawa Yoshimoto (Totomi and Suruga).	72
21 Honganji Kosa (Kaga)	73
22 Asakura Yoshikage (Echizen)	73
23 Saito Yoshitatsu (Mino)	74
24 Tokugawa Ieyasu (Mikawa)	74
25 Oda Nobunaga (Owari)	75
26 Kitabatake Tomonori (Ise and Shima)	76
27 Asai Nagamasa (Omi).	76
28 Rokkaku Yoshikata (Iga)	77
29 Isshiki Yoshimichi (Tango and Takasa).	78
30 Hatano Hideharu (Tanba)	78

31 Ashikaga Yoshiaki (Yamashiro)	79
32 Tsutsui Junkei (Yamato)	79
33 Miyoshi Chokei (Settsu, Izumi and Kawachi)	80
34 Horiuchi Ujiyoshi (Kii)	80
35 Yamana Toyokuni (Inaba, Tajima and Mimasaka)	81
36 Betsusho Nagaharu (Harima)	81
37 Amako Haruhisa (Izumo and Hoki)	82
38 Ukita Naoie (Sambi)	83
39 Mori Motonari (Aki, Nagato, Suo and Iwami)	83
40 Sogo Masayasu (Sanuki)	84
41 Hosokawa Harumoto (Awa)	84
42 Kono Michinobu (Iyo)	85
43 Chosokabe Motochika (Tosa)	85
44 Ichijo Kanesada (Tosanakamura)	86
45 Kinoi Shigefusa (Buzen)	86
46 Ryuzoji Takanobu (Chikuh)	87
47 Otomo Sorin (Bungo)	87
48 Aso Koremasa (Higo)	88
49 Ito Yoshisuke (Hyuga)	88
50 Shimazu Takahisa (Satsuma and Osumi)	89
CHAPTER 2 CHRONOLOGY OF NOBUNAGA'S AMBITION	90
CHAPTER 3 THE NOBUNAGA METHOD	95

INDEX	120
------------------------	-----

INTRODUCTION AND OBJECTIVE

A first century A.D. Chinese document, the Han Shu, describes the island of Wa as consisting of a hundred or more separate countries. This island, today known as Japan, was not to become a unified nation with a single, powerful central government until the Seventeenth Century. Unification was largely the work of three men: Oda Nobunaga (1534-1582), his successor Toyotomi Hideyoshi (1536-1598) and Tokugawa Ieyasu (1542-1616).

It was Nobunaga who started the process of unification and, had he not been cut down by an assassin at the age of 43, it could well have been Nobunaga who completed it. When Japan was finally unified the techniques used were those first introduced on a large scale by Nobunaga, specifically mass warfare and reliance on strongly built castles.

Japan in Nobunaga's time bore a striking resemblance to medieval Europe. Where Europe had fiefs Japan had "kuni". Where Europe had lords Japan had daimyos. Daimyos ruled their fiefs essentially as independent countries. They paid lip service, if that much, to a central government in Kyoto but were often bound to other daimyos by marriage or pacts. A daimyo whose fief had been taken over by another daimyo became the conqueror's vassal. Daimyos were addressed as "Tono", translating literally as "Lord."

Nobunaga's Ambition is a simulation game that puts you in the role of unifier of Japan. You start by controlling a single fief and when you've united the nation by conquering or otherwise acquiring all the other fiefs the game is won. If you are killed, as you may be in battle, through assassination, or in a host of other ways, you have lost.

Nobunaga's Ambition can be played by one to eight people, with either one of two scenarios. With more than one player, the first player to unite Japan is the winner. One scenario shows the entire Japanese Archipelago, with the exception of Okinawa, and lets you play in 50 fiefs. The other shows only the main island of Honshu and play is in 17 fiefs, making for a somewhat quicker game. At the beginning of the game you will be presented a map of Japan broken into fiefs. You pick a fief and take control of the daimyo in that fief. You must build up the strength of your own fief and then go on and

conquer others.

Success calls for careful strategy, effective use of diplomacy and good judgment. The trick is to increase your fief's strength so that you can invade others, knowing that if you take too long others will invade you.

Historical Accuracy

Every effort has been made to preserve historical and geographical accuracy. All places, characters and dates are based upon historical fact. All game events are based around real occurrences and all maps are essentially accurate. The game starts from the spring of 1559 just before the Battle of Okehazama, the real Nobunaga's first major conquest. Since Japan in 1559 was actually split into several hundred fiefs, it was often necessary to combine several real fiefs into one for game purposes. There are also a large number of small fiefs that, together with their daimyos, have not been included at all. The relative wealth and strength of each fief at the beginning of the game has been designed to reflect, in as much as was possible from available data, that fief's actual standing at the end of 1559.

GAME OVERVIEW

Following is a very quick overview of the mechanics of *Nobunaga's Ambition*. You are strongly urged to take the time to read the rest of this manual. However, if you want to jump in and experiment with the software a little before sitting down with the manual, the overview below, combined with the previous introduction, should at least give you a very basic idea of how the game is played. Technical information on installing the game is in the next chapter.

Before the game itself begins you must go through a setup phase. During setup you select the scenario, number of players, and level of difficulty. You also select the fief you will rule at the beginning of the game. Every fief has its own daimyo, and when you take control of a fief you take control of that daimyo. During setup you will be given a hand in defining your daimyo's personality and will be allowed to change the daimyo's name.

Most of the game will be played out on the main display. This display shows a picture of the daimyo currently giving orders, beneath which is a chart showing conditions in the fief and the daimyo's personality traits. Most of the main display is taken up with a map. In the 17-fief scenario this map is of central Japan and will not change. In the 50-fief mode this map is of the region of Japan where the fief currently giving orders is located. Under the map is a list of current market prices for various commodities and a space where game messages are displayed.

The main display is the display from which you will give most of your orders. Hitting return will produce a menu. Orders are given by typing in the appropriate number. Most orders can be canceled by hitting return once.

The year is divided into four seasons, spring, summer, winter and fall. The daimyo in each fief is allowed to issued one command per season. After every daimyo has issued its command the game will proceed to the next season. The order in which daimyos issue commands will change randomly every season.

During wars that you are involved in or observing, the display will change

from main to battle. The battle display features a topographical map detailing the interior of the fief where the war is taking place and showing the two opposing armies. Data is displayed on these armies and their respective commanders. If you are participating in the war, you enter orders much as on the main display but after entering a number it is not necessary to hit return. Hitting return by itself will produce a menu except during the very first phase of war when units are being deployed. During this stage all necessary instructions are displayed on screen. Details on using the keyboard or keypad for moving units on the battle display are under Troop Deployment in chapter 11, War.

Winning the Game

The objective of the game is the unification of Japan. However, if your daimyo dies before he has accomplished this goal the game for you is over. When playing with more than one player, the game will continue until all of the players die or one of the players succeeds.

Keyboard Operation

All orders are given by entering the appropriate numbers. On the main display, hit return after giving an order. On the battle display most orders do not require a return. Most orders given on either display can be canceled by hitting return once.

Questions requiring a yes/no answer can be answered either by using the "Y" key for yes and the "N" key for no on the main keyboard or by using the key pad's 0 key for yes and carriage return key for no.

Hitting carriage return when no question is being asked nor an order being given will produce a menu on both the main display and the combat display.

GETTING THE GAME STARTED

Two Floppy Disk Drive Systems

After turning on power insert disk A into drive A (1) and disk B into drive B (2). Reset your computer and the game will begin automatically. Please note that when the game is terminated it will not be possible to exit to the operating system, so you will have to reset your computer before running other software.

- Do not reset or turn power off during play. Doing so may damage the disks.
- Do not remove the disks during play. Please use command 20, >Other< to stop game before removing the disks.
- Do not remove or add silver protect seals. If you do you may find yourself unable to save games or in danger of doing damage to your disks.

Caution: Once you have used this product on a machine with a high capacity disk drive you may not be able to run it again on a machine of lesser capacity.

Hard Disk Drive Systems

To play *Nobunaga's Ambition* on systems with one or more hard disks and a floppy disk it is necessary to go through a short hard disk installation procedure and to produce a floppy disk that will be used to start the game. You will need at least 510KB of space on the hard disk and PC-DOS version 2.0 or higher.

To install to the program to hard disk first see to it that your floppy disk drive (usually drive one or A) is logged as the current drive and then insert

game disk A. Next enter ODA_A X, with X being the name of your hard disk drive. Thus if your hard disk is designated C, enter ODA_A C. Hit return and when Complete is displayed on the screen remove the A game disk from your floppy disk drive and insert the B game disk.

With the B game disk inserted in your floppy drive type ODA_B X, with X being the name of your hard drive. Thus if your hard drive is designated C, enter ODA_B C. Hit return and when Complete is displayed on the screen remove the B game disk from your floppy drive.

If you have made modifications to your operating system there is a chance the program may not run properly. For this reason you may want to make a game start disk containing unmodified DOS. To do this, follow the below procedures:

Take a new floppy disk and put it in your floppy disk drive. Use PC-DOS to format the disk. For double sided, double density disks and drives the command is:

Format X: /4 /S

For other drives the command is:

Format X: /S

In both cases the X is the name of the floppy disk drive.

Once the above procedures are complete, use the following steps to begin play:

1. Turn computer power on, insert the game start disk in your floppy disk drive and press reset.
2. After DOS is running insert game disk A into your floppy drive.
3. Change currently logged drive to hard disk.
4. Make sure you are in the root directory and enter NOBUNAGA. The game should begin. When the game is finished, you will exit to the operating system.

PRELIMINARIES

If your computer has an EGA card in it, you will be asked before the opening menu "Set Game to Color Mode? (Y/N)". If you say No the game will be played out in a high resolution black and white mode. If you say Yes the game will be played out in EGA color mode.

New Game/Load Data

At the opening menu, first-time players or those starting a new game should select N for New game. Those who wish to continue a previously saved game should select L for Load data. You may save up to two games. A saved game will commence from the point at which it was stopped.

Selecting Scenario

You will be offered a choice of two scenarios. Scenario one asks you to unite 17 fiefs of central Japan. Scenario two asks you to unite a Japan of 50 fiefs. Inexperienced players may wish to start with the somewhat simpler 17-fief mode.

Watching Battles You Are Not Directly Involved In

During the course of the game, computer controlled daimyos will frequently invade one another. If you enter Y for yes when asked if you'd like to watch others battle, these computer versus computer wars will be fought on the battle display. If you choose not to watch, the results of these wars will appear but you will not see the actual fighting. Watching computer controlled daimyos battle can be a good way to learn about strategy but it can also become extremely time consuming.

Selecting Number of Players

One to eight may play. Please enter the appropriate number.

Selecting Fief

After you have entered the number of players a map of Japan divided into numbered fiefs will appear on the screen. Each player will be asked which fief he/she would like to rule. When you select a fief you take control of that fief's daimyo.

In the 50-fief scenario the map will show Japan in its entirety from fief 1, Ezo (present day Hokkaido) in the North to fief 50 Satsuma Osumi (present day Kagoshima) in the South. In the 17-fief scenario a map of central Japan will be displayed, with fiefs running from fief 1, Noto, in the North to fief 17, Owari, in the South. Each player should enter the number of the fief he/she wishes to control. Some fiefs, however, are better endowed with resources than others and some positions on the map may be more advantageous than others. Please see Hints for suggestions.

Changing Your Daimyo's Name

You will next be offered a chance to change the name of the daimyo you are controlling. If you elect to change the daimyo's name, the next display will feature the daimyo's picture, his present name, the fief number and the fief name. You may select any name you wish provided it contains only letters (no numbers, punctuation marks, spaces or other characters), is ten characters or less and is not in use by any other daimyo. Once you have selected a name the computer will give you a chance to confirm it or try again.

Daimyo Personality

A daimyo's success is a function of his own personality as well as the skill with which he is controlled by the player. Your daimyo's personality is determined by five parameters over which you have some control: Health, Ambition, Luck, Charm and IQ. In addition to these parameters is Age, over which the user has no control. When the game begins (1559) each daimyo's age is historically correct. Daimyos will age one year with the completion of each game year. Please see Main Display for a detailed description of what each personality parameter signifies.

Parameters are set by hitting the space bar. The maximum value any parameter can have during the preliminary stage is 109, though values can increase during the game to a maximum of 210. You may try setting parameters as many times as you like, but you can't change only one parameter. See Daimyo Personality under Hints for details.

Confirming Selections

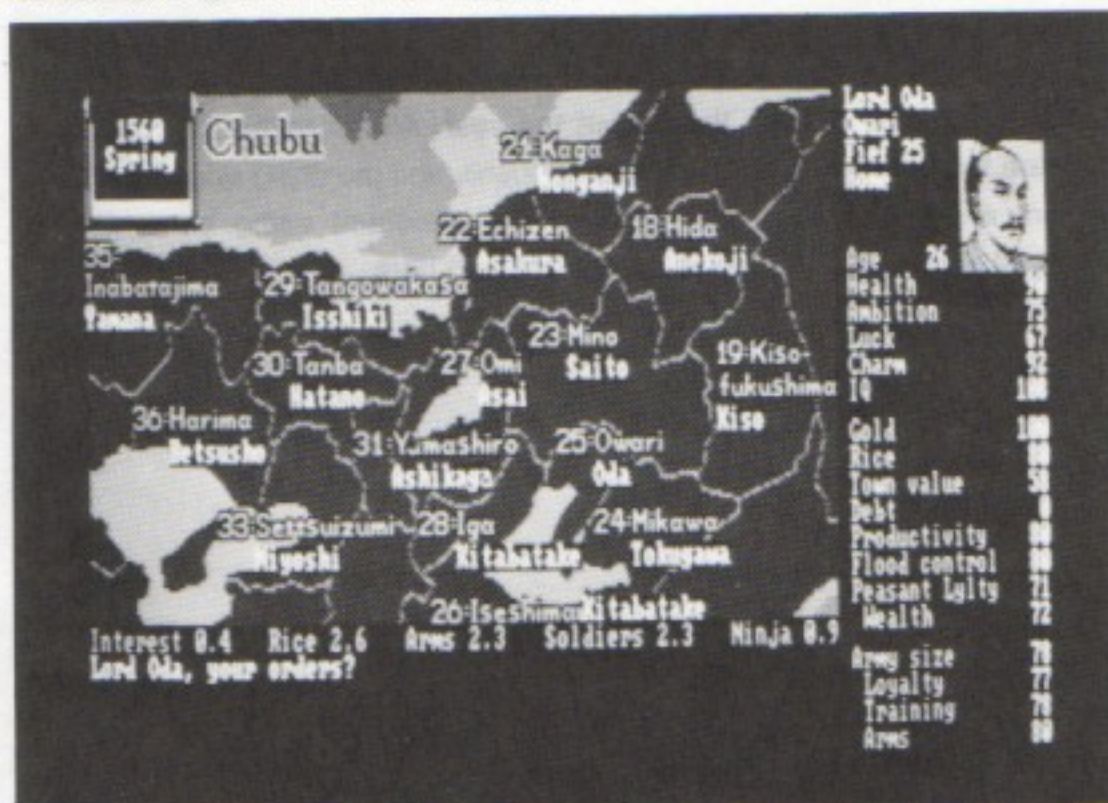
During setup you will be asked several times if everything so far is all right. If not, you will be given a chance to change your selections.

Selecting Skill Level

The final step before game play begins. This number will determine the computer's strength, with one being weakest and five strongest. With the computer at a high strength level the game becomes more challenging since other daimyos will be stronger and more aggressive. Level 1 is recommended for players not yet accustomed to the game.

MAIN DISPLAY

The game's main display looks like that pictured below. Normally, the monitor will show the main display. During wars you are either involved in or observing, the screen will change to the battle display which features a hex map of the area in which the battle is taking place, data on the warring armies and on the daimyos. Please see War for details. When the war is over the screen will return to the main display.



(1) Current year and season. After the daimyos in all 50 (17) fiefs have given their commands the game will proceed to the next season. The game starts at the end of the winter of 1559. Daimyos will give their first commands in the spring of 1560.

(2) In the 50-fief scenario this is the regional map of the area around the fief that the player has selected. If the player is ruling several widely spaced fiefs or if there is more than one player, a map of the fief currently giving commands

MAIN DISPLAY

will be displayed. In the 17-fief scenario the main display will continually show a map of the entire country.

(3) The name of the daimyo and his portrait, the name and number of the fief, and the type of fief currently giving orders. Any fief the daimyo is presently residing in is home. A vassal fief that has been entrusted to the computer for administration will appear as Bala, Indu or Mili. See Admin Fief under Main Display Commands for details. A vassal state the daimyo is directly controlling will appear as N.E., for "Not Entrusted".

(4) The daimyo's personal parameters and conditions in the fief are displayed here. See Daimyo Personality and Fief Conditions, the following chapter.

(5) Current market prices are displayed here. Market prices are continually displayed and will change throughout the year. All prices are per one unit. They are for, from left to right, interest on loans, and the going prices for arms, soldiers and ninja. All dealings with the merchant using **command 9, Merchant** will be at the market rates displayed here.



(6) Current year and season. After the daimyo in all 50 fiefs have given their commands the game will proceed to the next season. The game starts at the end of the year of 1588. Daimyos will give their first commands in the spring of 1589.

(7) In the 10-fief scenario this is the regional map of the area around the fief that the player has selected. In the 17-fief scenario, which is the default, this is a map of the entire country. A map of the 10-fief scenario is shown in the 10-fief scenario.

Daimyo Personality and Fief Conditions

When your turn comes on the main display or you are using **command 12, View**, to observe another fief the 17 different parameters listed in the chart will appear on the main display. The maximum value for parameters one to six is 210, maximum value for other parameters will vary depending on fief and daimyo.

Interpreting these parameters can be complicated but the rest of this chapter together with the chart below should provide some insight. For details on commands mentioned in this chapter see Main Display Commands.

Daimyo Personality and Fief Conditions

No.	Name	Meaning
1.	Age	Current age of daimyo
2.	Health	Physical condition
3.	Ambition	Daimyo's drive for conquest
4.	Luck	Good fortune
5.	Charm	Popularity and attractiveness
6.	IQ	Level of intelligence
7.	gold	Amount of gold in the fief
8.	Debt	gold owed the merchant
9.	Town	Value of the town
10.	Rice	Rice in store
11.	Productivity	Rice yield per farm area
12.	Flood control	Level of flood control relative to productivity
13.	Peasant loyalty	Loyalty of peasants to the daimyo
14.	Peasant wealth	Peasant prosperity
15.	Army size	Army size in thousands
16.	Army loyalty	Loyalty of army to the daimyo
17.	Army Training	The army's level of training
18.	Army arms	Ratio of weapons to soldiers

Daimyo Personality and Fief Conditions

1. Age

Every spring each daimyo grows one year older. Although a high health value can increase a daimyo's life span and a low one lower it, every daimyo's life span is largely pre-determined. In the spring daimyos who have reached the end of their life span will die.

2. Health

Health is the daimyo's physical condition. The higher the value the longer the daimyo is likely to live and the less likely he is to become ill. A low value means an increased chance of sickness and an early death. Also there are some commands a sick daimyo may not give. See **Main Display Commands** for details.

A daimyo's health may be raised with **command 17, Recuperation**. While recuperating a daimyo loses the ability to issue commands so the computer temporarily takes his place. Health values will decrease every spring and anytime there is an epidemic in the fief. If health reaches zero the daimyo dies.

3. Ambition

This value represents the strength of a daimyo's drive to unite Japan. It has a great deal of influence on the outcome of negotiations for alliance and marriage. When the ambition value is low negotiations are more likely to fail than when it is high. Merely attempting any sort of negotiation will lower the ambition value slightly, but failing in negotiations will lower it greatly. Ambition will increase when a war is won and decrease when one is lost. Please pay close attention to this value if you wish to make diplomacy a major part of the game.

4. Luck

Good fortune plays a role in virtually all game situations so the higher this value the better. Luck will decrease when marriage negotiations fail. Although there are no commands you can give to increase this parameter it will change every season based on—well, luck.

5. Charm

This value represents the popularity of the daimyo. The greater the value the greater the support a ruler can expect from peasants and soldiers. Charm also influences the outcome of marriage negotiations and attempts to recruit peasants from other fiefs. The value will increase when the daimyo gives rice or gold to the peasants or wins a war. Charm will also fluctuate with changes in land tax rates. A revolt is far more likely to occur when a daimyo's charm value is low than when it is high.

6. IQ

The daimyo's intelligence influences the effectiveness of many commands. A high IQ will, for example, mean a greater increase in the army's training for every application of **command 11, Train army**. A very low value may make it more difficult to gather intelligence on other fiefs with command 12, View. However, a high IQ does not mean that the view command will always be successful. IQ will increase when a war is won and decrease when a war is lost.

7. Gold

This value is the amount of gold available to the daimyo for immediate use. A major source of revenue is tax collected each fall, though gold may

Daimyo Personality and Fief Conditions

also be borrowed from merchants or obtained by selling rice from the lord's granary. The amount of tax collected is largely determined by the value of the town and the degree of peasant loyalty. Usually, the higher these values the more tax.

Gold is necessary for cultivation, flood control, war and a variety of other tasks. The daimyo must also provide for the upkeep and pay of the army each fall. The amount necessary is proportional to the size of the army. If there are more soldiers than the daimyo can afford, the size of the army will automatically be decreased accordingly.

8. Debt

Debt is the total amount of gold owed to the merchant as a result of loans.

9. Town Value

The value of the town is an indicator of the wealth of the fief. A higher town value will mean more taxes collected and a greater ability to borrow gold. Town size and value can be increased with **command 13, Expand Town**. However, expanding the town will mean a drop in peasant wealth.

10. Rice

This value reflects the amount of rice available to the daimyo for immediate use. Quantity of rice is displayed in thousands of *koku*, with one *koku* being equal to about 308 pounds. Rice is collected together with gold each fall as land tax. The amount collected is most directly influenced by productivity, peasant loyalty and rate of tax. Rice may also be sold to or bought from the merchants. The price of rice is set every spring and will fluctuate every time it is bought or sold.

Rice is necessary to feed the army during both times of peace and war. During peace time if you do not have enough rice to provide for your army the number of troops will decrease accordingly. If rice runs out during a war you

automatically lose.

11. Productivity

Since productivity is the fief's ability to produce rice, a high value means more rice at tax time. **Command 7, Cultivate** will increase productivity, but will cause a decrease in peasant loyalty and flood control as peasants are pressed into service and more land is cleared. Sickness will cause a decrease in productivity, as typhoons sometimes will.

12. Flood Control

Flood control is the fief's resistance to flooding relative to its productivity. A rise in productivity means more cleared fields and thus less flood control. For example, if there were ten fields and ten units of flood control and you add five fields the ratio of flood control per field will decrease. Flood control may be raised with **command 5, Flood control**. In all fiefs the maximum flood control value is 100.

13. Peasant Loyalty

Peasant loyalty (abbreviated Lylty) is the level of loyalty per peasant to the daimyo. A high value means more rice and gold at tax time and a low value will increase the chances of a revolt. Peasant loyalty may be raised using **command 14 Give** to give the peasants rice or gold. Peasant loyalty will fall with an increase in tax or productivity.

14. Peasant Wealth

Peasant wealth is the prosperity of the peasants and thus an index of the standard of living in the fief. As with peasant loyalty, a high value means more rice and gold at tax time and a low value means an increased chance of an

Daimyo Personality and Fief Conditions

uprising. Peasant wealth will increase when town value does and when rice or gold is given away using **command 14**. It will fall with an increase in tax.

15. Army -Size

Army size is displayed as the number of men in the daimyo's army in thousands. Thus, an army size of 20 means an army of 20,000 men. The army is necessary for both expansion and protection, so generally speaking the bigger the better. However, since soldiers must be fed and paid, keeping an army larger than you can afford may leave you with rice and gold problems or possibly even facing a military revolt. Army size may be increased with **command 10, Recruit**. Since army loyalty, training and arms are given relative to the number of troops, they will automatically decrease as the army is increased in size.

16. Army -Loyalty

Army loyalty is the degree of allegiance each soldier has to the daimyo. A high loyalty means a loyal, effective fighting force while a low loyalty means unmotivated troops at best and soldiers likely to defect to the enemy during war or to mutiny during peace at worst. One is well advised to watch this value carefully. Army loyalty may be raised with **command 14, Give**. Loyalty will decrease as the army grows unless you take steps to maintain it.

17. Army -Training

Training is the amount of training each soldier has undergone and thus reflects the army's effectiveness as a fighting force. A high value may allow the army to win against a numerically superior opponent, while a low value could mean losing to a numerically inferior opponent. A low training value will also result in lower moral and thus lower loyalty. The training level will decrease as the army expands in size unless carefully maintained. **Command 11, Train army** will raise the training level, though its effectiveness will depend

to some extent on the size of the army. Note: training your soldiers does not cost gold, nor does it reduce any other values.

18. Army -Arms

The ratio of weaponry and personal protection to soldiers. A well armed small army can often defeat a larger but less well equipped one. Arms may be purchased from the merchant using **command 9, Merchant**. The price of weapons will fluctuate so please check the current price before making a purchase. The arms value is ratio of weapons to men so it will decrease as soldiers are recruited unless steps are taken to maintain it.

Order	Explanation
1	Give soldiers better armor
2	Reduce a soldier's food
3	Change food for armor
4	Send rice and/or gold to all other cities
5	Reduce food (soldier's food)
6	Reduce food for non-soldiers (soldier's food)
7	Reduce armor for non-soldiers (soldier's armor)
8	Reduce armor for soldiers (soldier's armor)
9	Reduce armor for non-soldiers (soldier's armor)
10	Reduce armor for soldiers (soldier's armor)
11	Reduce armor for non-soldiers (soldier's armor)
12	Reduce armor for soldiers (soldier's armor)
13	Reduce armor for non-soldiers (soldier's armor)
14	Reduce armor for soldiers (soldier's armor)
15	Reduce armor for non-soldiers (soldier's armor)
16	Reduce armor for soldiers (soldier's armor)
17	Reduce armor for non-soldiers (soldier's armor)
18	Reduce armor for soldiers (soldier's armor)
19	Reduce armor for non-soldiers (soldier's armor)
20	Reduce armor for soldiers (soldier's armor)
21	Reduce armor for non-soldiers (soldier's armor)
22	Reduce armor for soldiers (soldier's armor)
23	Reduce armor for non-soldiers (soldier's armor)
24	Reduce armor for soldiers (soldier's armor)
25	Reduce armor for non-soldiers (soldier's armor)
26	Reduce armor for soldiers (soldier's armor)
27	Reduce armor for non-soldiers (soldier's armor)
28	Reduce armor for soldiers (soldier's armor)
29	Reduce armor for non-soldiers (soldier's armor)
30	Reduce armor for soldiers (soldier's armor)
31	Reduce armor for non-soldiers (soldier's armor)
32	Reduce armor for soldiers (soldier's armor)
33	Reduce armor for non-soldiers (soldier's armor)
34	Reduce armor for soldiers (soldier's armor)
35	Reduce armor for non-soldiers (soldier's armor)
36	Reduce armor for soldiers (soldier's armor)
37	Reduce armor for non-soldiers (soldier's armor)
38	Reduce armor for soldiers (soldier's armor)
39	Reduce armor for non-soldiers (soldier's armor)
40	Reduce armor for soldiers (soldier's armor)
41	Reduce armor for non-soldiers (soldier's armor)
42	Reduce armor for soldiers (soldier's armor)
43	Reduce armor for non-soldiers (soldier's armor)
44	Reduce armor for soldiers (soldier's armor)
45	Reduce armor for non-soldiers (soldier's armor)
46	Reduce armor for soldiers (soldier's armor)
47	Reduce armor for non-soldiers (soldier's armor)
48	Reduce armor for soldiers (soldier's armor)
49	Reduce armor for non-soldiers (soldier's armor)
50	Reduce armor for soldiers (soldier's armor)
51	Reduce armor for non-soldiers (soldier's armor)
52	Reduce armor for soldiers (soldier's armor)
53	Reduce armor for non-soldiers (soldier's armor)
54	Reduce armor for soldiers (soldier's armor)
55	Reduce armor for non-soldiers (soldier's armor)
56	Reduce armor for soldiers (soldier's armor)
57	Reduce armor for non-soldiers (soldier's armor)
58	Reduce armor for soldiers (soldier's armor)
59	Reduce armor for non-soldiers (soldier's armor)
60	Reduce armor for soldiers (soldier's armor)
61	Reduce armor for non-soldiers (soldier's armor)
62	Reduce armor for soldiers (soldier's armor)
63	Reduce armor for non-soldiers (soldier's armor)
64	Reduce armor for soldiers (soldier's armor)
65	Reduce armor for non-soldiers (soldier's armor)
66	Reduce armor for soldiers (soldier's armor)
67	Reduce armor for non-soldiers (soldier's armor)
68	Reduce armor for soldiers (soldier's armor)
69	Reduce armor for non-soldiers (soldier's armor)
70	Reduce armor for soldiers (soldier's armor)
71	Reduce armor for non-soldiers (soldier's armor)
72	Reduce armor for soldiers (soldier's armor)
73	Reduce armor for non-soldiers (soldier's armor)
74	Reduce armor for soldiers (soldier's armor)
75	Reduce armor for non-soldiers (soldier's armor)
76	Reduce armor for soldiers (soldier's armor)
77	Reduce armor for non-soldiers (soldier's armor)
78	Reduce armor for soldiers (soldier's armor)
79	Reduce armor for non-soldiers (soldier's armor)
80	Reduce armor for soldiers (soldier's armor)
81	Reduce armor for non-soldiers (soldier's armor)
82	Reduce armor for soldiers (soldier's armor)
83	Reduce armor for non-soldiers (soldier's armor)
84	Reduce armor for soldiers (soldier's armor)
85	Reduce armor for non-soldiers (soldier's armor)
86	Reduce armor for soldiers (soldier's armor)
87	Reduce armor for non-soldiers (soldier's armor)
88	Reduce armor for soldiers (soldier's armor)
89	Reduce armor for non-soldiers (soldier's armor)
90	Reduce armor for soldiers (soldier's armor)
91	Reduce armor for non-soldiers (soldier's armor)
92	Reduce armor for soldiers (soldier's armor)
93	Reduce armor for non-soldiers (soldier's armor)
94	Reduce armor for soldiers (soldier's armor)
95	Reduce armor for non-soldiers (soldier's armor)
96	Reduce armor for soldiers (soldier's armor)
97	Reduce armor for non-soldiers (soldier's armor)
98	Reduce armor for soldiers (soldier's armor)
99	Reduce armor for non-soldiers (soldier's armor)
100	Reduce armor for soldiers (soldier's armor)

MAIN DISPLAY COMMANDS

MAIN DISPLAY COMMANDS

Simply hitting return on the main display will produce a menu of options much like the one below. You may give one command per fief per season on the main display so, as you acquire more fiefs the number of commands you give per season will increase.

Main Display Commands

No	Order	Explanation
1	Move	Move soldiers and/or daimyo
2	War	Attack a neighboring fief
3	Tax	Change land tax rate
4	Send	Send rice and/or gold to an other fief
5	Flood Control	Raise flood control level
6	Pact	Negotiate for non-aggression pact with other daimyo
7	Cultivate	Cultivate new fields to raise productivity
8	Marriage	Negotiate to marry another daimyo's daughter
9	Merchant	Summon merchant
10	Recruit	Recruit soldiers or Ninja
11	Train	Train army
12	View	Observe conditions in other fiefs
13	Expand town	Build up the town to raise value
14	Give	Give away gold or rice to the peasants or soldiers
15	Steal Peasants	Attempt to convince peasants from rival fiefs to move to your fief
16	Troop organization	Change distribution of troops among army units
17	Recuperate	Rest to raise health value
18	Map	In 50 fief mode changes part of country on main display map
19	Entrust	Entrust vassal fief to care of computer
20	Other	Controls sound, animation, display speed and game end/save
21	Pass	

COMMAND 1, Move

Move allows you to move soldiers or the daimyo from one of your fiefs to another. The minimum number of soldiers you can move is one unit, or one thousand men. You may only move between fiefs sharing a common border. It is not possible to move the daimyo alone, he must be moved with at least one unit of soldiers. The daimyo may not move when ill.

COMMAND 2, War

This is the command you use to invade a neighboring fief. See **chapter 7, War**, for details.

COMMAND 3, Land Tax

This command enables you to change the level of land tax charged peasants. At the beginning of the game land tax in every fief is 20 percent, but you may set it to any rate between zero and 100 percent. However, raising land tax will not necessarily increase the amount of rice or gold collected in the fall. Since peasant wealth and loyalty will decrease with higher taxes, an increase in taxes might not mean a net change in tax yield.

A higher tax will also increase the possibility of an uprising. Charm value will decrease when tax is raised, and this value will not increase again when tax rates are lowered.

There is a fief in which uprisings will not occur but in which you may not raise the tax rate beyond 40 percent. In the 17-fief mode, fief 4, Kagaecchu, and in the 50-fief mode fief 21, Kaga. For more information see Uprising under Game Events.

MAIN DISPLAY COMMANDS

COMMAND 4, Send

This command is used to send rice and/or gold to another fief under your control. You may send up to the full amount of rice or gold you have in one fief so long as the fief you are sending to will not find itself with more rice or gold than it can hold. This command can not be used when you only have one fief. A fief's maximum capacity must be discovered by experience.

COMMAND 5, Flood Control

This command enables you to raise the level of flood control. The amount of the increase is usually proportional to the amount of gold invested, though the increase will become smaller when the daimyo is ill. The maximum value is 100. A high level of flood control will minimize the effect of typhoons and increase productivity.

COMMAND 6, Pact

This command allows you to entreat a rival daimyo to enter into a non-aggression pact. The computer will present you with a list of possible fiefs. Make your selection and hit return. Your rival will either request that you pay a certain amount or turn you down flat. If you are not refused and you pay the amount requested, you will have a treaty promising that your rival will not attack you, and the computer will not allow you to attack the other daimyo. At commencement of the pact, the validity of the treaty is 70 percent, and this figure will decrease every season: four percent in the spring and two percent in other seasons for a net yearly decrease of ten percent. If you have a pact with another fief and you give the command to go to war with them, the computer will usually remind you that you have a pact and allow the next fief to give an order, causing you to forfeit your turn for the season. However, since these pacts are not 100 percent binding, there is a chance the computer will allow you to go to war, especially if some time has passed since the pact

was established. Similarly it is conceivable that you will be attacked by another daimyo with whom you have a pact.

Ambition will fall every time you begin negotiations for a non-aggression pact, though it will fall still further should you not pay the requested amount or be rejected outright. The likelihood of successful negotiations will decrease when the daimyo is ill.

COMMAND 7, Cultivation

This command allows you to increase the fief's productivity by cultivating new fields. The computer will ask you how much gold you wish to invest in cultivation. The increase in productivity will be largely proportional to the amount invested. However, as productivity increases, flood control and peasant loyalty will decrease.

COMMAND 8, Marriage

The marriage command allows you to negotiate to marry a princess from a rival fief. Successful negotiations will create an alliance much like a non-aggression pact, but with an initial validity of 90 percent and decreasing only slightly every year. Though this command can only be sent from your daimyo's home fief to the rival daimyo's home fief, it binds not just the two home fiefs but all vassal fiefs as well.

Ambition value will decrease when this command is executed, and will decrease still further should negotiations fail. The likelihood of successful negotiations will decrease when the daimyo is ill.

COMMAND 9, Merchant

This command is used to summon a merchant. Since merchants travel constantly they are not always in every fief. The exceptions to this are Yamashiro (fief 14 in the 17 fief scenario and fief 31 in the 50 fief scenario) and Settsuizumi (fief 15 in the 17 fief scenario, fief 33 in the 50 fief scenario), where

MAIN DISPLAY COMMANDS

a merchant will always be available. If the merchant is in your fief he will usually be able to carry out any of the five possible transactions listed below. All transactions will be conducted at the rates displayed beneath the main map. The chances of the merchant being in any fief decrease when the daimyo is ill.

The merchant will post new prices every spring. Prices are the same throughout Japan, but will fluctuate after a transaction as shown in the chart below.

When a loan is made	→ interest rates increase
When a loan is repaid	→ interest rates decrease
When rice is bought	→ rice prices increase
When rice is sold	→ rice prices decrease
When weapons are bought	→ cost per weapon increases

A. Loan

The merchant lends you gold. You may execute another command after receiving a loan. The interest rate will increase after a loan is made. The merchant will not make a loan whose value is greater than town value.

The value of the loan is calculated by adding interest, charged according to the current posted rate, to principal. Thus, if the interest rate is 4 and the value of the town is 100, you may borrow up to 20 gold units for a total debt of 100; 80 in interest (interest is 4 per 1 gold unit times 20 gold units) plus 20 in principal. Since merchants are the only source of loans, loans are only available when the merchant is in the area.

B. Repay

You pay back a loan, or part of one, the merchant has given you. Loans will be paid back automatically during the fall, but you can return the loan or part of it anytime with this command. Interest rates will decrease after a loan is returned.

C. Sell rice

You may sell rice to the merchant. The market price is per one unit (1000 koku) of rice. The market price will decrease after rice is sold.

D. Buy rice

You buy rice from the merchant. The market price will increase after rice is bought.

E. Buy weapons

Buying weapons will increase the army's arms value. The amount of increase will vary depending on the size of the army and the distribution of troops within various army units. You cannot return weapons once they are bought nor can you buy weapons when army size is zero. The price of weapons will rise after a purchase is made.

COMMAND 10, Recruit

Recruit is used to recruit soldiers and Ninja. The cost of recruiting is displayed with other prices under the main map. Ninja come in units of one and soldiers in units of 1,000. The price will increase after men are recruited.

Soldiers

As soldiers are recruited the size of the army increases. However, since loyalty, training, and arms are relative to number of troops they will decrease in proportion to the number of recruits. Once soldiers are recruited they cannot be discharged but must be paid and fed each fall. Should you not have the resources to do this, their number will decrease automatically. If you have an army size of zero you will automatically lose when invaded no matter how weak the invading army is. The cost of soldiers is a function of supply and demand so as soldiers are recruited the price per soldier will increase.

Ninja

Unlike soldiers who are essentially put on reserve until called upon to fight, Ninja must be sent out on a mission as soon as they are recruited. There are various missions Ninja may be sent on but all involve attacking other daimyos' fiefs. The probability of Ninja successfully completing their mission and the amount of damage they will be able to do will vary with the number of Ninja sent. When Ninja are recruited the cost per ninja increases.

Ninja may be sent on the following five missions;

MAIN DISPLAY COMMANDS

A. Popular Revolt

The Ninja will attempt to create popular revolt (abbreviated pop. revolt) and other civil disturbances by spreading false rumors among the peasants to lower their allegiance to the daimyo. Success will mean a decrease in peasant loyalty for the daimyo you attacked.

B. Military Revolt

The Ninja will attempt to create a military revolt by spreading false rumors among the soldiers to lower their faith in the daimyo. Success means a full fledged military mutiny or at least a decrease in army loyalty for the attacked daimyo.

C. Destroy Dams

The Ninja will attempt to destroy dams and other flood control measures in a rival's fief. Success will decrease the enemy's flood control value leaving him more vulnerable to typhoons.

D. Assassination

The Ninja will attempt to assassinate a rival daimyo. Daimyos with a large army or a high IQ will prove difficult targets. However, even a failed attempt may damage the rival daimyo's health.

E. Arson

The Ninja will attempt to set fire to a rival's town. If the town is damaged its value will decrease.

It should be stressed that there is no guarantee the Ninja will succeed in any of these missions. There is also a considerable chance that the rival may send Ninja of his own to counterattack or that the Ninja you sent will betray you and go over to the enemy's side. Ninja are useful when you have a great amount of money and would like to "soften" another fief before you invade. They can also be useful should you suddenly find yourself facing a powerful rival with a weak army and no time to recruit more soldiers.

COMMAND 11, Train Army

The army is drilled and its training value increases. The higher the daimyo's IQ the greater the increase in the army's training for each application of this command. A higher training value means a more combat effective army. No gold is necessary to train the army. You cannot execute this command with an army size of zero.

COMMAND 12, View

This command enables you to look at the status of other fiefs. After entering command 12 enter the number of the fief you wish to investigate and hit return. A Ninja will be sent out and, if he is not caught, will return with a chart showing conditions in that fief. To view other fiefs simply repeat the process. Hitting return twice will bring up your own fief's display chart.

The Ninja will require ten units of gold to observe another fief. The higher your daimyo's IQ, the more likely the ninja is to return with information.

View may also be used to assess conditions in your own vassal fiefs. Entering 99 after command 12 will bring up a chart listing your vassal fiefs and their gold, rice, productivity and other relevant information. No gold is required to view this display. Pressing return twice will bring the main display back on the screen.

After the view command another order may be issued.

COMMAND 13, Expand Town

This command will raise the town's value. After entering command 13 you will be asked to enter the amount of gold you wish to invest in expansion. The increase in town value will largely depend on the amount of gold you use. A high town value means more tax collected in the fall and the ability to borrow more gold. The effectiveness of this command will decrease by half when the daimyo is ill.

MAIN DISPLAY COMMANDS

COMMAND 14, Give

Giving away gold or rice to peasants will increase their loyalty and wealth, which will mean more taxes in the fall and a less great chance of peasant uprising. Gold or rice given to soldiers will increase their loyalty, which may prove useful in battle.

This command cannot be executed if productivity is zero, nor can you give to the soldiers if army size is zero. The increase in peasant loyalty will vary with the level of productivity in the fief and the increase in army loyalty with the size of the army. This command will also increase a daimyo's charm value.

COMMAND 15, Steal peasants

Although not a normally visible parameter like rice or gold, each fief has a certain number of peasants. Command 15 allows you to give gold to a spy who will distribute it to peasants in a rival's fief in an effort to entice them to come over to your daimyo's fief. If the spy succeeds, peasant loyalty in the rival's fief will decline and a number of peasants will come over to your fief. Your productivity will thus increase while your enemy's declines.

Using command 15 is different from using Ninja recruited with command 10, Recruit, against peasants in rival fiefs in that command 15 also gives you a chance to increase your own productivity.

Employing the spy costs ten units of gold and you must give him gold to distribute to peasants in the rival fief. Thus this command costs a minimum of 11 units of gold. The more gold the spy has to work with, the more defectors he is likely to get. However, the spy may fail altogether. If he does, you have added to peasant wealth in the rival fief while decreasing your own charm.

COMMAND 16, Unit Strength

Each daimyo's army is made up of three infantry units, a cavalry unit and

a rifles unit. Normally twenty percent of the army's men are assigned to each of these units, but men can be redistributed with command 16, Unit strength. For example, you may wish to take from the cavalry unit and give to the first infantry unit, which is the daimyo's command unit. Each execution of command 16 costs 30 units of gold.

Command 16 displays a chart showing each of the army's units and the percentage of total men assigned. To redistribute men first decrease the strength of one or more units. Select the unit whose strength you want to decrease with the space bar and use the minus (−) key. The percentage taken from a unit will be added to the cumulative total displayed at the bottom of the list as troops awaiting assignment. The plus (+) key together with the space bar can be used to move men from "troops awaiting assignment" to any of the units. There are, however, some restrictions on the way these troops can be redistributed. The first infantry unit, which functions as the daimyo's command unit when he leads the troops personally, cannot be decreased to zero, though it may have as little as one percent of the army's strength. The rifles unit, on the other hand, is usually restricted to 20 percent of total manpower, although a high arms value may allow it to be raised slightly further.

See Explanation of Unit Markers under War for a discussion of the differences between units.

COMMAND 17, Recuperation

Recuperation is used to raise a daimyo's health value. After command 17 is entered, the computer will ask the amount of rest you wish to take. You answer in seasons, and for that number of seasons the computer will take over for the daimyo and no orders may be given by the player, either to the daimyo in the home fief or to any vassal fiefs. The health value will increase a certain amount for every season of recuperation. Recuperation may extend for as many as ten seasons. The maximum attainable health value is 210.

Should rivals attack while a daimyo is recuperating, the computer will handle defense. Should the rival win against the home fief, the game is over.

MAIN DISPLAY COMMANDS

COMMAND 18, Map

Command 18 allows you switch between the various regional maps and the national map in the 50-fief scenario. There is no charge for using this command, but it is inoperative in the 17-fief scenario.

COMMAND 19, Admin. Fief

As you expand it may become cumbersome to directly administer all your vassal fiefs. Command 19 allows you to turn some or all of your vassal fiefs over to the computer, though at the very least you must administer your home fief directly. There is no charge for command 19 and another order may be given after it.

The computer can administer fiefs in four different ways;

A. Industrial (abbreviated Indu.). The computer will stress an increase in the value of the town and peasant wealth.

B. Military state (abbreviated Mill). The computer will stress increases in army size, loyalty and arms

C. Balanced (abbreviated Bala). The computer will make an effort to develop industry, agriculture and military strength to an equal degree, though in taking advantage of local conditions it may stress one factor slightly over the others.

D. Farming (abbreviated Farm). The computer will stress an increase in productivity and peasant loyalty.

A fief not entrusted to the computer but directly controlled by the daimyo is described as "not entrusted" abbreviated N.E..

COMMAND 20, Other

These are optional commands not part of game play itself but which may be useful.

A. Sound on/off

Used to turn sound effects on and off.

B. Animation on/off

Used to turn animation on and off. Will have no influence on map displays or the daimyo's portrait.

C. Display Wait

The length of time which messages are displayed. Initially set at five, this number may be varied between one and nine. The bigger the number, the longer messages will be displayed.

D. Save Game

Save allows you to save the game in progress. There are two game save files so you may save up to two different games. You will be asked which file you would like to save the game in. If you chose a file that already has a game in it the previous game will be erased.

Games are not saved the moment the save command is given, but rather at the end of the season in progress. Thus, after you have given the save command please continue the game until the computer informs you it has been saved.

In order to resume play of a game you have previously saved restart (start) the game and answer L for Load data when queried by the computer New game or Load data?. Then enter the number for the file under which you saved your last game.

The Save game command is useful when you want to quit a game and resume it latter, but it also has a second use. Since a single error in judgment or just bad luck can cause a serious reversal it may be wise to save the game when things are going well. That way, should things fall apart, you can try again from the point at which you saved the game.

E. Watch Others Battle

This option gives you a chance to change the choice you made during setup and watch wars you are not directly involved in, or not, as you choose.

F. End Game

MAIN DISPLAY COMMANDS

This command is used to the quit the game. When more than one person is playing individual players may use this command to end the game separately. When one player uses this command to quit, the computer will take that player's place and the game will continue. Please note that this command is separate from save. To save and quit first Save game and then End game.

21. Pass

Command 21 allows you to waive your right to give orders to a particular fief that season.

Summary of

MAIN DISPLAY COMMANDS AND THEIR INFLUENCE

No./Name	Illness relevant	Min. gold required	Effects
1.Move	Yes	0	Influences army loyalty, training, arms.
2.War	Yes	Same as number of soldiers sent	Win → ambition, charm, IQ, fiefs increase. Lose → IQ, charm, ambition, fiefs decreases. If daimyo killed game over.
3.Tax	No	0	Influences gold, peasant wealth, peasant loyalty, charm.
4.Send	No	0	Redistributes rice, gold.
5.Flood control	Yes	1	Reduces risk of typhoon damage, increases productivity.
6.Pact	Yes	Varies	Decreases ambition, further decreases ambition if attempt fails.
7.Cultivate	No	1	Increases productivity, decreases peasant loyalty and flood control.

8.Marriage	Yes	Varies	Decreases ambition, luck and charm. Provides protection against attack.
9.Merchant	Yes	Varies	Various.
10.Recrut	No	Varies	Increase army.
11.Train army	No	0	Increases training level.
12.View	No	10	None
13.Expand town	Yes	1	Increases town value, decrease peasant wealth.
14.Give	No	1	Increases peasant/ army loyalty, peasant wealth, charm.
15.Steal Peasants	No	11	Successful→increases productivity, decrease rival peasant loyalty. Fail→Decrease charm.
16.Unit Strength	No	30	Changes unit strength
17.Recuperation	No	0	Increases health value
18.Map	No	0	None
19.Admin. Fief	No	0	None
20.Other	No	0	None
21.Pass	No	0	None

WAR

Nobunaga's Ambition is largely a game of military conquest. To expand you need to make other fiefs your own and that usually means war.

Using command 2, War, you may attack any neighboring fief owned by another daimyo. Entering the command will produce a list of possible targets. Choose the rival fief you wish to attack and the number of soldiers (remember 1 equals one unit of 1,000) you wish to send into battle. An amount of gold equal to the number of soldiers will automatically be apportioned. The computer will ask you how much rice you wish to give the army. The more rice the army takes the longer it will be able to hold out in the field, but each soldier can only carry a limited amount of rice. You can issue the army from one unit of rice to an amount of rice equal to the displayed number of soldiers. Thus, an army of 18 (thousand) soldiers may be issued up 18 units of rice.

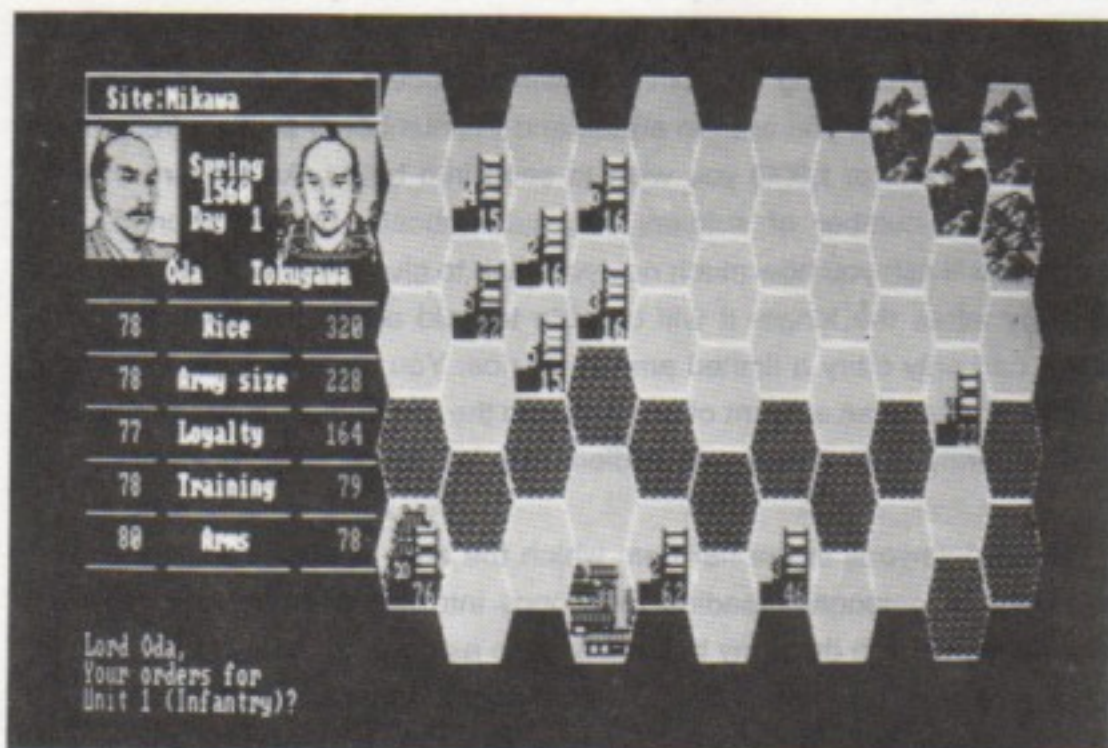
If the daimyo is in the fief from which the army is sent, he will be given the option of personally leading the troops into battle. Under the daimyo's personal leadership the army becomes twice as powerful as it is without him. However, if the first infantry unit, also called the command unit, is destroyed the daimyo will die and the game will end. When a war is won IQ, charm, and ambition values will increase, and conversely they will decrease when a war is lost.

When a daimyo is ill a war can not be waged from his home fief though a limited number of soldiers will be allowed to go into battle from vassal fiefs. When a war command is issued against an ally by pact or marriage, the computer will usually deny you the right to fight so you will in essence forfeit your chance to give orders to that fief that season.

After all preliminary data has been entered, the screen will change to the battle display.

Battle Display

When you attack another fief, are attacked or are simply observing others fight, the screen will change from the main display to a battle display like the one pictured below.



- (1) Fiefs at war, the name of the daimyos and their portraits.
- (2) Data on the opposing forces.
- (3) Topographical map of the fief in which the war is taking place, showing the locations of the opposing forces and the fiefs interior layout.
- (4) Display area for messages and other data.

Topographical Map

Every fief is unique so it is vital that you be able to read the topographical map and adjust your tactics accordingly. The symbols below are used on the map.

A. Out of the Fief



This area is outside the fief and cannot be entered.

B. Plains



Simple flat land. Plains offer a unit no offensive or defensive advantage.

C. Town



All other things being equal a unit fighting from the town is at an advantage to one fighting from the plains for both offensive and defensive operations. However, when used as a battle ground the town will become damaged, and the more fighting the greater the damage. For this reason, if there has been extensive fighting, Town value will show up on the main display after the war as much less than it was before.

D. Hilly Terrain



Hilly terrain is preferable to the town for both offensive and defensive purposes.

E. Castle



The castle is the best position for both offensive and defensive operations. However, when attacking troops enter the castle, the loyalty of the defending army will drop. Thus when you are defending you should do everything in your power to see to it that the enemy is not allowed to take the castle.

F. Mountainous Terrain



Completely impassable. Think of it as a wall.

G. Lake, River, Ocean or Other Body of Water



Like highly mountainous terrain, this area is completely impassable.

Troop Deployment

Deploying troops on the battle display's hexagonal map is the first stage of war. The defending army will deploy first and the attacking army second. The defending army may deploy its troops anywhere on the map, but the attacking army's area of deployment is limited to the area near the border from which it invaded. Thus, if you attack a fief located below(south) your fief you will only be allowed to position near the top of the map and if you attack a fief located to the right(east) of your fief you may only deploy your troops on the left of the map. The attacking army cannot deploy troops in or near the castle or town.

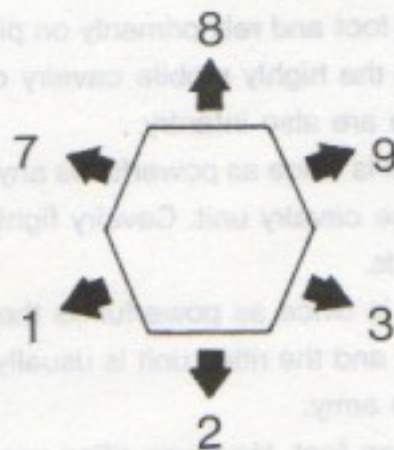
Only one unit can be deployed per hexagon. Troops cannot be deployed in highly mountainous terrain, in rivers and other bodies of water or outside the fief. When the defending army has finished deployment, the attacking army

will be allowed to deploy their units.

To deploy you will need to use the "1","2","3","7","8", and "9" key on the key pad or the "J","K","L","7","8","9" on the main keyboard to move each unit, and then the "0" key to fix the unit in its initial position. Normally, after hitting the "0" key the unit will stop blinking and the next unit to be positioned will appear. If you attempt to position a unit in an area you are not allowed to, the unit will simply continue to blink.

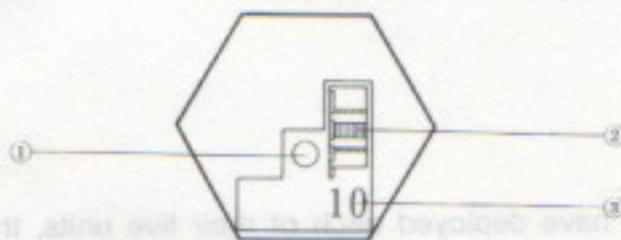
The battle will begin after both sides have finished deploying their units.

The diagram beneath shows how the key pad keys are used to direct movement.



Explanation of Unit Markers

Every unit marker, like the one below, has the unit number, size and the daimyo's flag displayed on it.



A. The number of the unit. Note, however, that for the first unit, which serves as the commanding unit, instead of "1" a "O" or an "X" will be displayed. A "O" indicates that the daimyo is in personal command, while an "X" indicates the army is being led by one of the daimyo's generals.

Unless the army is extremely small or its organization has been changed, the usual number of units is five. They are as follows:

Unit 1: Called the command unit, this infantry unit is led by either the daimyo himself or a general representing him. It is the only unit that can order surrender or attempt to recruit enemy soldiers. If this unit is destroyed when the daimyo is not personally commanding, the war is lost. If the unit is destroyed when the daimyo is personally commanding the war is lost and, if that daimyo is you, the game is over.

Infantry soldiers fight on foot and rely primarily on pikes known as "yari". They are not as powerful as the highly mobile cavalry or the well equipped rifles unit. Units four and five are also infantry.

Unit 2: The cavalry unit. It is twice as powerful as any of the infantry units. Each army may only have one cavalry unit. Cavalry fights on horseback and primarily relies on long swords.

Unit 3: The rifles unit. It is twice as powerful as the cavalry. Each army may have only one rifles unit and the rifles unit is usually restricted in size to around twenty percent of the army.

Like infantry, rifles fight on foot. However, rifles use the newly imported Portuguese arquebus, or locally made replicas.

B. The daimyo's flag is displayed here. This flag will appear on all his troops.

C. The number of men in the unit in thousands. If attacked by an enemy unit this number will decrease. When this number reaches zero, the unit is destroyed and will disappear from the screen.

Combat

After both sides have deployed each of their five units, the battle will begin with the defending army issuing one command to each of its units. Then, the attacking army responds by issuing one order to each of its five

units. A day is considered to have passed after both sides have issued one set of orders. Troops are not able to fight indefinitely. If the war is not over in a month, the attacking side will automatically lose. Gold does not decrease automatically, but rice does. Every day an amount of rice equal to one thirtieth the army size will be fed the troops. When the rice supply runs out the attacking army will starve and will be considered to have lost the war.

Victory

A war is won when any of the five conditions listed below are met:

- A. If one side runs out of rice, the other automatically wins.
- B. If one side's first unit (command unit) is destroyed, the other side automatically wins.
- C. If one side retreats the other automatically wins.
- D. If the battle reaches the one month mark with no conclusion, the defending side wins by default.
- 5) If both sides are destroyed simultaneously, the defending army wins by default.

Combat Commands

There are six different commands for use on the battle display. It is not necessary to hit return after entering them. Hitting return by itself will produce the battle display menu.

Combat Commands

No.	Command	Application
1	Move	Move unit to a bordering hexagon
2	Attack	Attack enemy unit in bordering hexagon
3	Recruit	Bribe enemy soldiers to come and fight for your side
4	Surrender	Surrender and retreat
5	Pass	Give no order to a particular unit during a particular turn
6	View	Obtain information on the two opposing daimyos

COMBAT COMMAND 1, Move

Use this command to move a unit to a bordering hexagon. It is impossible to move to a hexagon that is already occupied by another unit or that is impassable. A move is one hexagon and you can make one move per unit per turn.

To move a unit enter a "1" for move and then use the key pad to enter the direction of movement as you did when initially deploying troops.

COMBAT COMMAND 2, Attack

Use command 2 to attack an enemy unit in a bordering hexagon. To use

this command first enter a "2" and then indicate the direction in which you wish to attack with the key pad or the key board in the same way you would indicate a direction for movement. An attack will almost always bring losses to both sides. You may make one attack per unit per turn.

If successful, an attack will cause the enemy unit's size to decrease. However the enemy unit is likely to counterattack and thus also cause your unit a loss. When a unit reaches zero it is considered destroyed and removed from the map.

During combat each unit's offensive and defensive strength is calculated based on its size, type, location on the battle field and a variety of other factors such as each daimyo's personality (health, ambition, luck, charm, IQ), and the army's loyalty, training and arms. All other things held equal, rifles, cavalry and infantry are, in that order, the most powerful units in combat.

Hint: The best way to destroy an enemy unit is to surround it with your units and attack it as many times as possible. If possible, concentrate all your firepower on the enemy's command unit.

COMBAT COMMAND 3, Recruit

This command is used to bribe enemy soldiers to come and fight for your side. This command may only be used, however, when you have more units of gold than soldiers on the field. If you are the attacker you start with gold and soldiers in equal proportions so you may not be able to use this command at first. However, this will change when casualties decrease the size of your army. Only the command unit can give this order.

To recruit enemy soldiers, enter "3" and then the number of the enemy unit whose troops you would like to come over to you. Remember, command units are "1" though they have no number on them. You will then need to specify the amount of gold you will give your spy to use when he approaches the enemy. If fully successful, some number of enemy soldiers will come over to your first unit. However, even if no defectors appear this command will usually decrease loyalty among enemy soldiers.

The success of any attempt to recruit enemy soldiers will depend on the amount of gold used, the level of loyalty in both your army and your enemy's, and the relative strength of both sides on the battlefield at the time the

command is issued. This command cannot be used when battling against a peasant uprising or military mutiny. Should this command fail you will not only lose gold but charm value will decrease as well.

Once an army is committed to battle, only the command unit may flee, so should the command unit surrender and return to a friendly fief, troops and supplies left behind become property of the winner and may be used against you in another war. Thus, even if it seems you cannot win it is to your advantage to do the enemy as much damage as possible and in the process expend every soldier not in the command unit.

COMBAT COMMAND 4, Surrender

When you surrender the commander retreats to one of your bordering fiefs, leaving gold, rice and soldiers behind. You cannot surrender if there are no bordering fiefs in your control.

This command is best used when the daimyo is in command of an army that appears about to lose. This command can only be issued from the first unit.

To issue, enter "4" and, when asked, the number of the fief to which you wish to flee.

COMBAT COMMAND 5, Hold Position

When you hold position you are simply leaving a single unit as it is. If you wanted to leave all your units as they were before a turn you would need to enter "5" five times. This command will not effect army size, loyalty or any other factor.

COMBAT COMMAND 6, View

On the left hand side of the battle display there is usually a chart displaying data on the two fighting armies. However, command 6, View will replace that chart with one showing the opposing daimyos' personal qualities

and gold. This command does not effect any of the game variables nor does mean giving up an order to one of your units.

After the War

A. When the Attacker Wins

If the attacking side wins the war, the attacked fief and all its remaining rice, gold and soldiers will become the winner's property. If the daimyo was himself in the losing fief the winner will also receive all of the daimyo's vassal states.

a. When the defender wins:

If the defending side wins the war any soldiers, rice or gold left by the attacker becomes the winners property. If a daimyo personally led the attack and has been destroyed all his property becomes that of the winner. If that daimyo is you, you are out of the game.

b. After having suppressed a mutiny or uprising:

If you have won against a military mutiny or a peasant uprising you will be able to continue ruling the fief much as before. However, army loyalty will decrease after a military mutiny and peasant loyalty will decrease after a peasant uprising.

B. When You Lose a War

When a war is lost the fief will belong to the victor. If the daimyo is present, either as the leader of the attacking army or in his home fief, he will be killed and removed from the game. If your daimyo is waging a war and appears about to lose you should (if possible) have him retreat to a neighboring fief (see Surrender). If you do not, the game may be over for both of you.

GAME EVENTS

There are a number of events that can occur during the course of the game. Below is a brief explanation of some of the most common.

Seasonal Events

A. Spring

Every spring each daimyo grows one year older and all health values decrease by one. Any daimyo who has reached the end of his life span will die at this time. A fief without a daimyo will either be claimed by a new daimyo or left without a ruler until it can be put up for bid. Spring is also the time when the merchant replenishes his stock of rice and weapons and posts new prices.

B. Fall

Fall is the time for harvest, tax and settlement of accounts. The amount of rice brought in as tax will depend in good part on the fief's productivity, flood control, peasant loyalty and peasant wealth. The amount of gold brought in as tax will largely depend on the value of the town and peasant wealth. The army must be fed and paid at this time. If tax cannot cover the needs of the army the number of soldiers will decrease at this time. Debt to the merchant also has to be repaid in the fall and will automatically be subtracted from the figure displayed for gold.

Natural Disasters

A. Typhoons

Typhoons occur exclusively in the summer. Productivity, among other things, will usually decrease in the wake of a typhoon. Damage may be minimized by keeping the flood control value high.

B. Plague

An epidemic may break out during any season. When one does occur it will effect virtually every facet of life in the fief. Should an epidemic occur in a fief the daimyo happens to be in, his health value will decrease and he may become ill or even die. When the daimyo is ill there are certain commands that cannot be given. See the chart *Commands and Their Effects* for a list. A daimyo can be brought back to health using **command 17, Recuperate**. Illness will influence the daimyo for one season, though he may yet again become sick. Plague can also cause the number of troops to fall.

Revolt

There are two types of revolt, military revolt and peasant uprising.

A. Military Revolt

In an age of constant civil wars and general confusion, one never knows when a subordinate may attempt to overthrow the daimyo or dissatisfied soldiers may wish to put one of their own number in power. Mutinies are most likely to occur when army loyalty and/or a daimyo's charm value is low. When a mutiny succeeds the fief will be ruled by a new daimyo. This new daimyo will preferentially attack fiefs still belonging to the daimyo just overthrown. Note that since the number of soldiers is deployed in thousands even if the main display indicates zero you could well have a few troops laying around. Thus military revolt can occur even though it appears you have no soldiers. The number of men who revolt will vary with conditions in the fief. It is possible for peasants to join in a military mutiny.

If a military mutiny occurs in the fief your daimyo is actually in (the home fief), the screen will change from the main display to the battle display and you will be expected to fight the rebels as you would any other enemy. However, should mutiny occur in one of your daimyo's vassal fiefs the battle will be fought on the main display by the vassal himself. Military revolts can occur even when the number of soldiers displayed is zero. For this reason you may want to keep ten or fifteen troops even in fiefs where they are unnecessary solely for the purpose of battling rebellions.

B. Peasant uprising

Uprisings are most likely to occur when peasant loyalty and/or a daimyo's charm is low, when land tax is high or when peasants are otherwise unhappy with conditions in the fief. There are, however, various kinds of uprisings that may occur depending on fief location and the peasants' religious background. Thus Christians, farmers, the Ikko Buddhists, or pirates may stage an uprising, though in all cases it is peasants who are doing the rebelling, and often leading it as well. When an uprising occurs, should the rebellious forces defeat the army the fief will become leaderless. If it is the daimyo's home fief, all vassal fiefs will become leaderless as well. The computer will appoint a new daimyo or put the fief up for bid.

Should an uprising occur in your home fief, the computer will offer you a chance to persuade the peasants to settle down with money or quell the uprising by force. If you elect to use force, the screen will go to the battle display. The outcome of uprisings occurring in vassal fiefs will be determined on the main display by the computer. Should the uprising prove successful, the fief will become leaderless. If the successful uprising is in your home fief, you will be killed.

There are two exceptions; fief 4, Kagaecchu, in the 17 fief scenario and fief 21, Kaga, in the 50 fief scenario. No uprisings will occur in either of these fiefs. See Honganji under Hints for details.

C. Bidding

Fiefs made leaderless by insurrection or sickness may be put up for bid and awarded to the highest bidder. However, only daimyos who own a fief which borders on the leaderless fief are eligible to bid. Should no daimyo wish to bid or should one daimyo own all the surrounding fiefs the fief will be ruled by a computer appointed daimyo.

If you are eligible, the computer will ask you if you wish to bid. If so you will then be asked to enter the amount of gold you are willing to pay for the fief. This gold will come from the daimyo's home fief. Should you be the highest bidder, the fief will become one of your vassal fiefs.

HINTS

The hints below should be useful for all players new to *Nobunaga's Ambition* whether or not experienced with other simulation games.

People and Places

A. Oda Nobunaga

The object of this game is to conquer and unite Japan, and you may choose any daimyo you like to do this with. However, should you select Oda Nobunaga (fief 17 in the 17-fief scenario, fief 25 in the 50-fief scenario) you will be awarded 100 units of gold at the start of the game, putting you at an advantage to other daimyos. When the computer controls Nobunaga no bonus is given.

B. Yamashiro

Yamashiro, fief 14 in the 17-fief scenario and fief 31 in the 50-fief scenario, is nearly immune from invasion by computer controlled daimyos. Yamashiro encompasses the city of Kyoto, home of the emperor, who was regarded as a living god. This means only computer controlled daimyos with exceptionally high ambition values will attack. Players who often lose on the battle display may wish to select this fief and take the time to build a powerful military and economic base before attempting expansion.

C. Honganji

Honganji, the town, appears nowhere on your map but is important nonetheless. Honganji is the name of the town around which fief 4, Kagaechu, in the 17-fief scenario and fief 21, Kaga, in the 50-fief scenario is based. Historically, Honganji was itself formed as the result of an uprising so no uprisings will occur in either of these fiefs. However, you are also very limited in the extent to which you can raise land taxes. On balance, these fiefs are relatively easy to rule and expand from. Note: there is a daimyo called

Honganji, but there is no connection between the daimyo and the town.

D. Merchants

In order to win it is nearly essential that you effectively use the merchants. There are, in fact, several merchants who travel to different fiefs but, with two exceptions, there is no guarantee that a merchant will be in any particular fief at any particular time.

These exceptions are Yamashiro, fief 14 in the 17-fief scenario and fief 31 in the 50-fief mode, and Settsuizumi, fief 15 in the 17-fief mode and fief 33 in the 50-fief scenario. Yamashiro includes Kyoto, which was the main center of commerce during the period in which the game is set, so a merchant will always be available there. The merchants actually operate out of Settsuizumi so a merchant will also always be available there as well.

E. Daimyo's Personality

At the beginning of the game the maximum value for all personality traits is 109, though during the game it is theoretically possible to increase these values to as much as 210. Since success will depend largely on your daimyo's personality it is to your advantage to start with values as high as possible.

In practice you will find it very difficult to set every value above 100 but a minimum total of 400 with no trait below 80 is realistic. If even a single trait is below 80 you are well advised to try again, no matter how high the total is. Health and ambition are relatively easy to increase in the course of the game, but IQ and luck are not, so it is advisable to pay special attention to the latter two at the beginning.

Scenario

Nobunaga's Ambition played with either scenario is an extremely challenging game. The 17-fief scenario is somewhat easier than the 50-fief scenario so it serves as good preparation, but it is by no means easy. With practice you will probably be able to complete it in four or five hours, and at that point you may want to move on to the 50-fief scenario. A good player can usually complete the 50-fief scenario in ten or twelve hours.

The Koei house record stands at a little over four hours for the 50-fief

scenario and just under an hour and a half for the 17-fief scenario. It's probably safe to accept these times as being at or near the absolute minimum.

General Strategy

Successful unification of Japan means military conquest, but you should wait until you have built up your fief's strength some before you begin attacking. Since a fief needs gold and rice, you may want to start by increasing the level of land taxes to around 40 percent, increasing flood control in preparation for typhoons, cultivating the land to raise productivity and expanding the town to increase its value and the taxes that you collect. Gold given to the peasants means higher loyalty and thus more taxes.

Since gold will run out if spent too freely, you should be careful to spend only small amounts at first. As you develop a surplus, give some of it to the soldiers and continue giving to the peasants.

The next stage is to start thinking about attacking other fiefs. Do not attack blindly. Make use of **command 12, View**. Remember: you can only attack neighboring fiefs and your ideal target will have a small rice supply and/or army. If necessary recruit to increase the size of your own army. Remember, you need enough men not only to defeat the enemy but to leave some at home so that no other daimyo is tempted to attack while the bulk of your army is away from the fief.

After you have actually gone to war, remember effectively deployed troops are the first step to victory. In combat concentrate your efforts on destroying the enemy's command unit. Killing troops, who could become your own once the enemy command unit is destroyed, makes little sense. When invaded, try to anticipate the area of your fief enemy soldiers will enter from and position your own troops accordingly.

As the number of fiefs under your control increases you may find administering each one individually burdensome and wish to entrust some to the computer. Whether you are administering them yourself or have entrusted them to the computer it is a good idea to put at least those protected from the enemy by friendly fiefs to specialized purposes, either producing rice and gold, or soldiers.

As your fiefs increase so will contact with rivals. Be very careful to move

cautiously and attack only when you are ready. If there are extremely powerful rival fiefs around you it may be worthwhile to negotiate either for a non-aggression pact or for marriage. The other daimyo will demand a lot of gold before entering into a pact or marriage but you won't have to worry greatly about being attacked by him, giving you time to build strength. By the time you think you are strong enough to win against the rival, the pact will be weak enough to allow you to find out.

Do not think of the above as more than loose, general suggestions. Also bear in mind that a number of options haven't been covered in the above suggestions. You may or may not want to make extensive use of Ninja, you may or may not want to make a great effort to steal peasants from other fiefs and you can vary the relative importance you attach to diplomacy and military action.

After you have actually gone to war, remember effectively deployed troops are the first step to victory in combat concentrate your efforts on destroying the enemy's command unit. Killing troops who could become your own once the enemy command unit is destroyed makes little sense. When invaded try to anticipate the area of your first enemy soldiers will enter from and position your own troops accordingly.

As the number of fiefs under your control increases you may find administering each one individually burdensome and wish to entrust some to the computer. Whether you are administering them yourself or have entrusted them to the computer it is a good idea to put at least those protected from the enemy by friendly fiefs to specialized purposes, either producing rice and gold or soldiers.

As your fief increases so will contact with rivals. Be very careful to move

END OF GAME

When Your Daimyo Dies

When your daimyo dies the game is over. The computer will say "GAME OVER" and asks if you would like to play again. If you would, answer in the affirmative and the game will start from the beginning.

Discontinuing Play During Game

If you wish to save the game so you can come back to it later, enter **command 20, Other** and select option **4, Save game**. The game will be saved at the end of the current season.

If you wish to end the game without saving, or have already saved it, enter **command 20, >Other<** and select **6, End game**. Remove your disks after the computer tells you the game has been terminated.

If you simply must remove your disks without going through the full shut down procedure, be extremely sure you do so when the computer is neither reading or writing, or you run a very real risk of damaging your disks.

A FINAL NOTE

Having united Japan once, in either scenario, does not mean you will be able to do so again easily even playing the same daimyo. *Nobunaga's Ambition* is capable of producing a nearly endless variety of situations which call for a great deal of flexibility, foresight, judgment and creativity on the part of the player. As you grow more skillful and accustomed to play, the game will grow more rather than less challenging and interesting.

IN CASE OF DIFFICULTY

In case of difficulty with this product please contact Koei Corporation.
The address is:

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

ATTN: User Support

Our phone number is (415) 348-0500. Business hours are 9:00 AM to 5:00 PM Pacific time, Monday through Friday.

This product has been produced using Microsoft C Compiler from Microsoft Corporation and PLINK86 pluf from Phoenix Technologies Ltd.

Nobunaga's AmbitionTM

Historical Notes & References

Hobunaga's Ambition

Historical Notes & References

INTRODUCTION

This manual is intended to provide a detailed background to the characters and events on which *Nobunaga's Ambition* is based. The information within is meant to deepen your enjoyment of the game and understanding of its roots. Part of this manual is devoted to short sketches of individual daimyos from *Nobunaga's Ambition*, while the rest is devoted to Nobunaga himself and general discussion. Incidentally, all names have been presented in the Japanese fashion, first name last, last name first.

15th and 16th Century Japan experienced widespread civil unrest. This period of Japanese history, which lasted from 1467 to 1568, is called "Sengoku-jidai" or the Warring States Period.

The first revolt against the central ruling power of The Shogun started in Kyoto in connection with succession conflicts within the Ashikaga Shogunate. As the Shogun's authority and power were weakened, the country became divided into provinces or fiefs ruled by or military lords referred to as Daimyo, or "Great Names".

Takeda Shingen, Uesugi Kenshin, Imagawa Yoshimoto, Mori Motonari were famous Daimyo who survived the succession of wars during their period. These daimyos succeeded because they were highly capable both as warriors and administrators. To increase their influence, they would take land that had formally belonged to other powerful warlords and give it to their own vassals and local governors. These men also fostered the development of the local economies by helping to build castle towns and then protecting them with their military strength.

It was during the Warring States Period that guns and Christianity were first introduced to Japan. Guns, by the Portuguese in 1543 and, Christianity, by the Spanish in 1549. Christianity spread surprisingly quickly, which may have been largely due to the fact that the Japanese Buddhism of the time was

INTRODUCTION

heavily politicized and had lost much of its religious value.

Oda Nobunaga was the first military lord to be able to quell most of the incessant warring. Born to Oda Nobuhide, a Daimyo in Owari, the north-western part of present-day Aichi Prefecture, he succeeded his father in the rule of the domain and became an independent military lord at the age of 17.

Nobunaga's military strategy was unique to the time, based on high troop mobility and the use of firearms. After he unified Owari, he defeated rival Imagawa Yoshimoto of Suruga, in the central part of modern Shizuoka Prefecture. Nobunaga was ruthless both in and out of battle, showing no hesitation to kill any and all that stood in his way.

In 1573 Nobunaga ousted Ashikaga Yoshiaki from the highest office in the land, the Shogunate. Nobunaga chose not to become Shogun himself, but, in the name of the Emperor, tried to unify the whole country. Nobunaga built a castle near Lake Biwa and used it as a base from which to conquer the nation.

Nobunaga was eccentric, aggressive and in many ways Machiavellian. For example, he embraced Christianity, not for its religious value but for the purpose of oppressing Buddhist groups that frequently rose against his government. Nobunaga also encouraged local economic growth by permitting free trade in his territory. He came very close to unifying the whole of Japan.

However, in 1582, on his way to reinforcing allies lead by Toyotomi Hideyoshi, he was attacked by his subordinate Akechi Mitsuhide and, with no recourse left, committed hara-kiri. Nobunaga's ambition was left unfulfilled when death turned him into yet another tragic hero of Japanese history.

After Nobunaga's death Toyotomi Hideyoshi, one of his most trusted vassals, took revenge on Mitsuhide and, ultimately, succeeded in unifying Japan under one ruler. After Hideyoshi's death (of old age), another former subordinate, Tokugawa Ieyasu, laid the foundation for the three hundred years of stable centralized government known as the Tokugawa Period.

CHAPTER 1 Great Daimyos of Japan's Warring States Period

1. Kakizaki Yoshihiro(1549-1617) of Ezo



A relative of the legendary Takeda Nobuhiro of Wakasa, and a descendent of Kakizaki Nobuhiro, who first moved his household to Ezo, the northern Japanese island now called Hokkaido to put down an uprising by the Ainu, an ethnic group native to Hokkaido and racially distinct from the Japanese. Another ancestor, Kakizaki Suehiro, won the acceptance of the Ainus and colonized the southwestern part of the island.

By the time Yoshihiro assumed leadership, rule of Ezo by the Kakizaki Clan had been formally recognized by Toyotomi Hideyoshi (1536-1598), the de facto ruler of the Japanese archipelago at that time. Later Yoshihiro took a place in the court of Tokugawa Ieyasu, the founder of the Tokugawa Dynasty, and installed his family in Edo (today's Tokyo). Despite the distance separating Ezo from the power center in Edo, Yoshihiro's clan achieved steady progress in colonizing the island. Finally, thanks to a series of successful military campaigns that his clan undertook to open up the territory for fishery, hunting and merchandise trade, it was able to take control of the gateways to Ezo and, thus, came to rule the entire island.

2. Tsugaru Tamenobu (1550-1607) of Mutsu



After conquering a number of powerful local clans, Tamenobu, at the age of 30, unified Mutsu under himself. He then served Toyotomi Hideyoshi, helping him to capture Odawara Castle in 1590. In recognition of the outstanding service he rendered in that campaign, Hideyoshi officially conferred upon him the title of "Daimyo (lord) of Tsugaru". It was then that Tamenobu took the name of Tsugaru.

Tamenobu's loyalty to Hideyoshi did not last and 10 years later, in 1600 at the decisive Battle of Sekigahara, he sided with his opponent Tokugawa Ieyasu.

3. Nambu Harumasa (1498-1563) of Morioka



Nambu Harumasa was a descendant of the illustrious Seiwa-Genji family, who were, in turn, descendants of Emperor Seiwa (859-876). During the Namboku-cho Period (1336-1392) and the Muromachi Period (1392-1490), the influence of the Nambu Clan over the Tsugaru district had steadily declined. However, Harumasa, the 24th in the Nambu line, took firm control of his clan and succeeded in overcoming the rival Namioka, Kinami and Akita clans. He wrested away their domains in Iwata, Shiwa and Waga, and thus formally established his predominance over the Tsugaru district. Later, when Oura, one of his vassals, broke away from the main clan, Harumasa lost control over the coastal Tsugaru district. Harumasa then expanded his influence, gaining control in areas south of Tsugaru, and secured territory for the Nambu Clan.

4. Kasai Harunobu (1534-1597) of Iwasaki



Harunobu traced his ancestry back to the indomitable Lord Kasai Kiyoshige. As the 17th head of the Kasai Clan, Harunobu took control of a territory that extended from the northeastern part of modern day Miyagi Prefecture to the southern section of present day Iwate Prefecture. His possession of the territory, however, came under repeated challenge from the neighboring Osaki Clan. Although the Kasai Clan managed to fend off the external challenges, they were plagued by internal feuding and insurrection. For a period of time, due to an alliance Harunobu formed with the Date and Osaki clans, there was a semblance of peace in the region. However, after he had failed to respond to Hideyoshi's call to join the siege of Odawara Castle, Harunobu's lands were confiscated and he was forced to flee to Kaga for his very life. With Harunobu's fall from grace, the Kasai Clan died out.

5. Akita Chikasue (?-1587) of Ugo



Chikasue's clan took the name of Akita after the Age of Wars, when he was appointed daimyo. Prior to that, he and his clan had used the name Ando.

Chikasue himself was instrumental in merging the Ando house of Hinokiyama and the Ando house of Minato, and assumed the leadership of the merged clan. But it was his son, Sanesue, who brought the Akita Clan to the height of its power by taking over the regions of Akita, Hinokiyama and Hinai from the Asatoshi and Nambu clans.

6. Date Terumune (1543-1585) of Rikuzen



A descendant of the illustrious Fujiwara Kamatari, Terumune, the 16th head of the Date (Dah'tay) Clan, was appointed as lord of the Dewa-Yonezawa castle under a charter personally signed by the Ashikaga Shogun Lord Yoshiteru (1535-1565).

Terumune pacified rebellious vassals and waged war against the neighboring Hatakeyama, Mogami, and Soma clans. He subsequently, entered peace talks with the leader of the Hatakeyama Clan, Yoshitsugu. However, at the conclusion of the talks, Yoshitsugu tried to take

Terumune hostage. Terumune's son Masamune rushed in to rescue him, and, in the tragic melee that ensued, Masamune killed both his father and Yoshitsugu. For his single-minded bravery, Masamune became known as "The one-eyed dragon" and a hero of the Date Clan. During his reign, the Date Clan fortified its domain and expanded its control over much of northeastern Japan, centering around the city of Sendai.

7. Mogami Yoshimori (1521-1590) of Uzen



Kaneyori, the founder of the Mogami Clan, with blood ties to the Shiba Clan, established his influence in the district today called Yamagata Prefecture. Yoshimori was installed as the Mogami Clan's tenth daimyo in Yamagata Castle at the tender age of two. His clan vied with the Uesugi Clan and the Date Clan for years for supremacy in the northern regions of Honshu, the main island of Japan.

Yoshimori, who had become daimyo at a very early age, was himself forced into early retirement by his son, Yoshimitsu. Yoshimitsu, when taking over the clan, formed an alliance with the Ashina and Satake clans to lay siege to the Date Clan. When this triggered an anti-Yoshimitsu conspiracy among his vassals, Yoshimori took advantage of the confusion and put his ambitious son to death.

8. Yuki Harutomo (1533-1614) of Iwaki



An ancestor, Koyama Tomomitsu, a confidant of the Lord Minamoto Yoritomo, distinguished himself by putting down a rebellion staged by Shida Yoshihiro. In recognition of service rendered in the campaign, he was granted territory by Lord Yoritomo in the lands of Yuki and he changed his family name accordingly.

Following the death of his father, Harutomo succeeded to the leadership of the clan in its 17th generation. With bases established in the Hitachi and Shimotsuke provinces, he initially formed an alliance with neighboring Hojo Ujiyasu and then with Uesugi Kenshin. By thus playing one neighboring clan against another, Harutomo managed to maintain his dominance during a period of continuous fighting among clans. However, after the demise of Uesugi Kenshin, Harutomo's clan came under an all-out attack from the Hojo Clan and was just at the point of destruction when, as providence would have it, Toyotomi Hideyoshi charged the Hojo Clan with violating his edict prohibiting private wars and ordered its extinction. In his declining years, Harutomo moved to Echizen, where he died at the ripe old age of 81.

9. Ashina Moriuji (1521-1580) of Iwashiro



The Ashina Clan descended from the Miura Clan of Sagami. During the Kamakura period (1192-1333), an ancestor was appointed as Assistant Governor of Aizu and the clan moved to Ashina, from which it took his name.

Moriuji, the 16th lord of the Ashina Clan, waged war against the Satake Clan, Hatakeyama Yoshitsugu and other neighbors, in collusion with Hojo Ujiyasu (father of Ujimasa), Takeda Shingen and Uesugi Kenshin. The Ashina Clan was brought by Moriuji to the zenith of its power as a leading family in northeastern Japan, along side the Date Clan.

10. Uesugi Kenshin (1530-1578) of Echigo and Kozuke



The third son of a high-ranking official and ferocious warrior, Nagao Tamekage, Kenshin began his career when he inherited leadership of the Nagao Clan. He was subsequently adopted into the family of First Minister Uesugi of Kamakura. Later, when undergoing buddhist studies, he took the given name of Kenshin ('Faith in Humility'), which he used thereafter.

Kenshin won military fame at the age of 14 by subduing a rebellion in Echigo Province. Envious of Kenshin's sudden fame, his elder brother Harukage ordered his followers to attack Kenshin, only to be defeated by Kenshin's faction. With his elder brother out of the way, Kenshin set out to conquer the entire territory of Echigo. His army collided with Takeda Shingen's on the Island of Kawanaka (between the rivers Sai and Chikuma to the northeast of Shinano). This famous battle actually consisted of five separate, major engagements.

In the fourth engagement, Kenshin successfully outwitted a ploy of Shingen's and zeroed in on Shingen. He engaged the ferocious Shingen in an historic man-to-man duel, which ended in a stalemate. Subsequently, Kenshin opposed Oda Nobunaga in an alliance with Mori Terumoto, but died in the attempt, with his life-long aspiration to unite the nation barely half-realized. Kenshin was of great caliber, valiant and indifferent to personal gain. He was widely admired as "a man and leader too good for the times."

11. Satake Yoshishige (1547-1612) of Hitachi



Suffering a crushing defeat at the hands of the army of Minamoto Yoritomo, the Satake Clan barely managed to hold on to a piece of territory called Hitachi.

Even before coming of age, Yoshishige showed the makings of a daimyo by wisely allocating portions of his domain to his vassals. When he took the helm of provincial government, he subjugated local clans and extended his domain by extending his rule to Hitachi, Shimotsuke, Oshu and Aizu.

To forestall the northward advance of the Hojo Clan from the south and the eastward advance of Takeda Shingen, Yoshishige distanced himself from Uesugi Kenshin and allied with Shingen. When he learned there was an alliance between Kenshin and Hojo, he sought the help of Kenshin. The tightrope he walked in his attempt to strengthen his domain, however, portended a tragic future. During the ensuing years, although Yoshishige adroitly engineered a balance of power among the warring clans of Uesugi, Hojo and Takeda, the Date Clan gained influence in Oshu and when Yoshishige tried to block the advance of Date Masamune at the Hitotori Bridge, he was killed in the battle. He was 66.

12. Utsunomiya Hirotsuna (1543-1580) of Shimotsuke



The son of a middle-ranking aristocrat of the imperial court in Kyoto, Hirotsuna succeeded his father as master of the Utsunomiya Clan at the age of six.

Due to the painstaking efforts of his vassals to reconcile the Utsunomiya Clan with its long-standing rival, the Nasu Clan, conflicts between the two clans were held to a minimum. However, the fierce rivalry between neighboring Hojo Ujiyasu and Uesugi Kenshin still deeply troubled Hirotsuna. In an attempt to bring peace to the area, he formed an alliance with the Satake Clan and, in a further effort to avoid conflict, sided with the Uesugi Clan with them. Hirotsuna enlarged and strengthened his domain, but died young, at the age of 37.

13. Satomi Yoshitake (1507-1574) of Awa and Kazusa



Yoshitake's ancestors had sided with the Yuki Clan in the disastrous Yuki Rebellion and had to retreat to the Province of Awa, where they founded the Satomi Clan of Awa.

Yoshitake himself attempted to invade the Kanto district via the Miura Peninsula but met resistance from the Hojo Clan and, in the decisive Battle of Konodai, his advance was stopped. Peace in his home Boshu Peninsula (the Awa Province) was constantly disrupted as long as the Hojo Clan kept up its pressure on the peninsula.

Yoshitake decided to eliminate the source of the disruption once and for all and launched an all-out attack on the Hojo Clan (this was called the Second Battle of Konodai). Ironically, the two sides decided to make peace after Yoshitake's demise.

14. Hojo Ujimasa (1538-1590) of Musashi, Izu, Sagami, and Shimousa



Although few daimyos of the civil war period of the 16th Century managed to maintain their dominance for more than five generations, the Hojo Clan reigned over the Kanto district for more than 100 years.

Under Ujimasa's leadership the Hojo Clan, operating out of Odawara Castle, reached the height of its power. Ujimasa attempted to make peace with the Imagawa and Takeda clans through a web of matrimonial arrangements, including his own marriage to the daughter of Takeda Shingen. However, as was often the case during that period, peace between the clans did not last long, with the rivalry between Ujimasa and his father-in-law Shingen coming to a head soon thereafter.

Ujimasa was a man of mediocre abilities. His father, Ujiyasu, often lamented that he could not tell a loyal vassal from a villainous servant. In 1575, Odawara Castle was besieged by the army of Toyotomi Hideyoshi and, after repeated official reprimands, the clan fell from grace.

15. Takeda Shingen (1521-1573) of Kai and Shinano



As his nickname "the Tiger of Kai" suggested, Shingen was a much-feared daimyo. After coming of age, he banished his own father, Nobutora, from Kai. Subsequently, he formed a tripartite alliance with the Hojo Clan of Sagami and the Imagawa Clan of Suruga to guard his rear, and launched an expedition into mountainous Shinano. Not to be outdone by Shingen, Uesugi Kenshin of Echigo tried to block the northward advance of Shingen's army. They clashed with one another five times at Kawanaka Island, but neither of them could claim a decisive victory.

In the course of the prolonged warfare, Shingen succeeded in taking a large part of Shinano. Then Shingen started his troops on a westward march, conquering Suruga and Mikawa on the way. On the Mikata Plain his army encountered the army of Tokugawa Ieyasu, which was reinforced by the army of Oda Nobunaga. Shingen completely overran their combined forces, passed into Mikawa and laid siege to Noda Castle.

For all his brilliant military prowess, Shingen could not overcome the inevitability of old age and died at the age of 53. Katsuyori, his third son and heir, lacked the ability and caliber of a true leader, and, despite the crack cavalry he had under his command, suffered a crushing defeat at the hands of a rifle company belonging to Oda Nobunaga.

16. Hatakeyama Yoshitsuna (?-1593) of Noto



Yoshitsuna descended from the very old Hatakeyama House, which had wielded great influence since providing the first minister of the Ashikaga Shogunate of the Muromachi period (1392-1490).

When Yoshitsuna succeeded his father as master of Nanao Castle, seven vassals held power over Noto Province. When the rivalry among them erupted into an open struggle, Yoshitsuna emerged as daimyo and, by enlisting the support of local barons, strengthened his military power, unified the warring factions and established unchallenged control of the province. In the process, he crushed rebellions, banished their leaders and repeatedly attacked the rebelling vassals in an

attempt to recapture Nanao Castle.

Ultimately, however, he failed in his campaign and had to flee to Omi, where he died while awaiting another chance to regain his power.

17. Jimbo Ujiharu (?-?) of Etchu



Ujiharu served the Hatakeyama Clan in Kamakura. When Hatakeyama Motokuni took possession of Etchu Province, Ujiharu followed him there and established the foundations of the Jimbo Clan, while continuing to serve the Hatakeyama Clan. Later, he served under Uesugi Kenshin. In ensuing years, he also served under Oda Nobunaga and then under Tokugawa Ieyasu.

His descendent Ujinaga continued in the employment of the Tokugawa Shogunate, thus carrying on the House of Jimbo.

18. Anekoji Yoritsuna (1540-1587) of Hida



The Anekoji family managed Hida's Takayama Castle on behalf of Provincial Governor Anekoji. In concert with Sasa Narumasa, Yoritsuna waged war against Toyotomi Hideyoshi and was badly defeated. He surrendered to Hideyoshi and his life was spared at the cost of Hida Province and the lives of his two sons. Soon after, though, he himself died in Kyoto at the age of 48.

19. Kiso Yoshimasa (1540-1595) of Kiso and Fukushima



Yoshimasa's progenitor, Yoshinaka, fled court politics to Kiso during the Kamakura period (1192-1333), establishing a presence there. Taking advantage of the natural protection of the area and abundant forest resources, he and his clan came to be firmly entrenched in the province.

Kiso Yoshimasa was growing up during the Kiso Family's period of greatest difficulty, just following the defeat of his father Yoshiyasu at the hands of Takeda Shingen. As a young man Yoshimasa took the third daughter of Shingen in marriage and was stationed in an outlying area of Shinano as commander of a forward garrison of the Takeda Clan.

When Takeda Katsuyori (third son of Shingen) was defeated by Oda Nobunaga after the death of his father, Yoshimasa defected to Nobunaga and put the remaining forces of Takeda to rout. After siding alternately with Toyotomi Hideyoshi and Tokugawa Ieyasu, Yoshimasa finally enlisted himself securely under the banner of Ieyasu. By this time he had learned self constraint: instead of acting the freewheeling daimyo of Kiso, he gradually became integrated into a new and more ordered feudal system.

20. Imagawa Yoshimoto (1519-1560) of Totoumi and Suruga



The Imagawa Clan was a branch of the very blue-blooded Ashikaga family (rulers during the Muromachi Period). Brought up by strict parents, Yoshimoto was rigorously drilled in civil and military virtues. Yoshimoto, like so many other war lords, was to become embroiled in fratricidal feuds over the leadership of the family and to embark on a military career.

By marrying a princess of the Takeda Clan and by holding hostage the heir apparent of the Matsudaira Clan of Mikawa Takechiyo (who later took the name of Tokugawa Ieyasu), Yoshimoto kept the peace with these neighboring clans. He, however, made one fatal mistake when he publicly insulted Oda Nobunaga. On a trip to Kyoto, Yoshimoto's party was ambushed at Okehazama by Nobunaga and Yo-

shimoto met with a tragic death.

21. Honganji Kosa (?) of Kaga



The 16th century was an age of rival warlords beset by recurring uprisings. No exception, Kaga was noted for frequent uprisings instigated by a buddhist cult, the Ikko Sect.

Kaga was invaded by Oda Nobunaga, who took advantage of the instability caused by the uprisings. Nobunaga was extremely wary of Buddhists, in the past having gone so far as to burn down entire temple complexes.

Kosa, who had long nursed a grudge against Nobunaga for his attacks on Buddhism, joined hands with bandits led by Miyoshi and, in an alliance with the Asai Clan and the Asakura Clan, waged war against Nobunaga for more than ten years.

22. Asakura Yoshikage (1533-1573) of Echizen



Asakura Yoshikage was a son of Asakura Norikage, Master of Ichijo-ga-tani, a castle in Echizen Province.

During Ashikaga Yoshiaki's march on Kyoto, Yoshikage was asked for assistance, but Asakura troops were already tied up fighting Ikko Sect rebels in the Kaga and Noto Provinces. Later, however, Yoshikage had another chance to prove his friendship to Yoshiaki: although Yoshiaki was instated as the 15th Lord of the Muromachi Period, he had only done so at the behest of Oda Nobunaga. He gravely doubted Nobunaga's motives and secretly called on other daimyos to rally around him in his campaign against Nobunaga. Asakura Yoshikage was the first to rally to Yoshiaki's side. Enraged by the news, Nobunaga ordered his troops to attack Ichijo-ga-tani Castle.

At first the castle escaped seizure, thanks to the defection of Asai Nagamasa from Nobunaga's forces. However, Yoshikage suffered a crushing defeat at the Battle of Anegawa and, in a third encounter, he and his ally Asai Nagamasa fell to the swords of Nobunaga's warriors.

23. Saito Yoshitatsu (1527-1561) of Mino



Yoshitatsu was the son of Saito Dosan, a commoner who managed to raise himself from a lamp oil peddler to Assistant Governor of Mino Province. Yoshitatsu's mother was a concubine of the Toki Clan and Yoshitatsu was illegitimate. Dosan strongly suspected Yoshitatsu was his own son and frequently made this known in his dealings with him. Nevertheless, he contemptuously refused to acknowledge Yoshitatsu's true birthright.

Resentful of these repeated slights, Yoshitatsu put his two younger brothers (Dosan's acknowledged children) to death. He then defeated and killed his father in the Battle of Nagara River before Oda Nobunaga, Dosan's son-in-law, was able to come to the rescue. Nobunaga sent an expeditionary force to Mino to avenge Dosan's death, but Yoshitatsu successfully held out against this attack. However, despite this victory, Mino fell into Nobunaga's hands after Yoshitatsu's son, Tatsuoki, came into power.

24. Tokugawa Ieyasu (1542-1616) of Mikawa



Tokugawa Ieyasu, the destroyer of the Toyotomi House and founder of the 300-year (1603-1868) Tokugawa Era, was born in Okazaki Castle as a son of Matsudaira Hirotada (1526-1549). As Hirotada was under the protection of the Imagawa Clan, Ieyasu spent his formative years as a hostage of this clan. When clan leader Imagawa Yoshimoto died in action in the Battle of Okehazama, Ieyasu struck out on his own, allying himself with Oda Nobunaga. Ieyasu, who dreamed of conquering and unifying the whole country under his rule, challenged Takeda Shingen, a frequent adversary of Nobunaga, on the Mikata Plain. But, he suffered a crushing defeat and was forced to flee to Hamamatsu Castle for his life. According to one account, Ieyasu was so terrified by the "Tiger of Kai" that he wet his kimono. He later managed to regain his composure, and with Oda Nobunaga's help, was victorious in the Battles of Nagashino and of Mt. Temmoku. For this he received stewardship of Suruga Province.

After the death of Nobunaga, Ieyasu submitted to Toyotomi Hideyoshi and

moved east to install himself at Edo Castle. Following Toyotomi Hideyoshi's death, Ieyasu became increasingly bold in his attempts to unify Japan. The country was divided into two warring camps, eastern Japan under the control of Ieyasu and western Japan under the control of the Toyotomi House. Military commander Ishida Mitsunari of the Toyotomi Shogunate put up a formidable resistance in the Battle of Sekigahara on October 21, 1600 against the onslaught mounted by Tokugawa Ieyasu -- but in vain. With Ieyasu's decisive victory in the battle, the stage was set for his regime to extend its rule across the country. In 1603 the emperor bestowed upon him the all-important title of "Sei-i-taishogun" (Commander-in-chief of the Empire), which he used to build an incontestable foundation for his regime. After successfully concluding the winter and summer campaigns against the last Toyotomi holdout in Osaka, Ieyasu died at the age of 75. His ruthlessness and craftiness were said to have earned him the hatred of many people.

25. Oda Nobunaga (1534-1582) of Owari



Holding the position of Deputy Assistant Governor of Owari for many generations, the Oda Clan held great influence in the province.

Nobunaga was born in Nagoya Castle as the third son of Nobuhide, Protector of the lands of Bingo. Indifferent to formality and full of radical ideas in his early youth, his appearance and behavior gave him the appearance of an eccentric, prompting those around him to dub him a simpleton. However, as he matured, he began to show more of the cut of a young, highly ambitious military commander. By forging an alliance with Saito Dosan of Mino Province, Nobunaga unified the squabbling families of the Oda Clan and, by staging a surprise attack on Imagawa Yoshimoto at Okehazama, he vanquished the rival Imagawa Clan. Those who had ridiculed Nobunaga as a simpleton were outwitted and destroyed by him.

With Tokugawa Ieyasu, Asai Nagamasa and Takeda Shingen protecting his flank, he escorted Ashikaga Yoshiaki, the fifteenth Shogun of the Ashikaga Shogunate, to Kyoto. However, because he insulted Yoshiaki on the way, Yoshiaki summoned Asakura Yoshikage and his ally Asai Nagamasa, whose forces attacked Nobunaga at Anegawa River. Although they made

peace temporarily with Nobunaga, the Asakura Clan was eventually crushed in the Battle of Ichijo Valley and the Asai Clan in the Battle of Odani Castle. The renowned, militaristic Takeda Clan was also obliterated by Nobunaga.

It was Nobunaga, a confirmed iconoclast, who reduced the Enryaku Temple on Mount Hiei to ashes and suppressed the last uprisings instigated by the Ikko Buddhist sect. Nobunaga commissioned Akechi Mitsuhide to bring him reinforcements, while he himself made preparations to direct a campaign in the Chugoku region (southwestern Honshu). Mitsuhide did muster some 30,000 men, but instead of leading them west, he attacked the Honno Temple where Nobunaga had set up residence and put Nobunaga to the sword. Nobunaga died at the age of 49 in the summer of 1582.

26. Kitabatake Tomonori (1528-1576) of Ise and Shima



Tomonori succeeded to the position of governorship of the Ise Province, and as his clan gained influence in the area, he waged war against the Nagano Clan in South Ise and the Seki Clan in North Ise. Later, he had to fend off the invasion of Oda Nobunaga, who was on a campaign to destroy his mortal enemy, the Ikko Buddhist sect. Tomonori put up a determined resistance, but agreed to a peace proposal made by Nobunaga on the condition of adopting Nobunaga's third son, Nobuo, into his family. In the end, however, Tomonori was assassinated by his adopted son and the Kitabatake Clan died out.

27. Asai Nagamasa (1545-1573) of Omi



At the age of 15, Nagamasa came into his inheritance. Even at an early age Nagamasa had the marks of an extraordinary leader, to the joy of his vassals who hoped that Nagamasa would measure up to his grandfather Sukemasa, making up for Asai's father Hisamasa, who had been an untalented clan head.

Nagamasa married Princess Ichi, one of Nobunaga's sisters, who had agreed to the marriage so Nobunaga could forge an alliance. Later, Nagamasa terminated the alliance when Nobunaga tried to overrun his sworn friend

Asakura Yoshikage, and rushed his army to the rescue of Yoshikage. Enraged by the defection of Nagamasa, Nobunaga attacked both Asai and Asakura, engaging their armies in the Battle of Anegawa. Three years later, the Odani castle of Omi fell and Nagamasa committed hara-kiri.

It was Nobunaga's subordinate Toyotomi Hideyoshi (then called Kinoshita Tokichiro) who rescued his sister Ichi and her three daughters, including Chacha, later married to Hideyoshi; Ohatsu, who later became the wife of Lord Kyogoku Takatsugu; and Ogo, who was later married to Tokugawa Hidetada, the second Shogun of the Tokugawa Shogunate.

28. Rokkaku Yoshikata (1521-1598) of Iga



The Rokkaku Clan is generally believed to have descended from the Sasaki Clan, descendants of Uda Tenno (the 59th Emperor of Japan, 889-897) who originally took up the management of the Sasaki Estate in Omi.

Yoshikata inherited the family estate at the age of 31 upon the death of his father Sadayori. As evidenced by an autographed scroll presented to him by the Shogun Ashikaga Yoshiteru, Yoshitaka was noted for his unswerving loyalty to the Ashikaga Shogunate. To protect Shogun Yoshiteru while escorting him back to the court in Kyoto, he fought and beat Miyoshi Chokei at Shirakawa. Yoshitaka was, however, defeated by Oda Nobunaga, who had, likewise, accompanied the other pretender to the shogunate, Ashikaga Yoshiaki, to Kyoto. Although he united with Miyoshi and Asai to attack Shibata Katsuie, a military commander of the Oda camp, at Minami-Omi, Yoshitaka was defeated again and finally submitted to Oda Nobunaga.

29. Isshiki Yoshimichi (?-1579) of Tango and Wakasa



The Isshiki Clan was founded by the fifth son of Ashikaga Yasuujii, who installed himself in Kira of Mikawa. Isshiki Yoshinao moved to Tango, where he managed to survive after the Ashikaga Shogunate had all but fallen from power.

Oda Nobunaga, on whom the 15th Shogun Ashikaga Yoshiaki leaned so heavily for protection, used the new Shogunate as a front to justify his actions. Outraged by Nobunaga's disloyalty, Ashikaga Yoshiaki took refuge in the house of Isshiki Yoshimichi. However, receiving Yoshiaki as a guest was tantamount to treason against Nobunaga. Yoshimichi was forced to fight a lone battle against Nobunaga supporters Hosokawa Fujitaka and his son Tadaoki, and later against Akechi Mitsuhide. Meanwhile, his trusted vassals defected one after another and soon he found himself completely isolated. He committed suicide in 1579.

30. Hatano Hideharu (?-1579) of Tanba



During the Onin-no-ran, a civil war of the Fifteenth Century, the Hatano Clan sided with the victorious Hosokawa Clan, and in recognition was granted the Tanba Province.

Hideharu recaptured the Tanba Clan's Yakami Castle from Matsunaga Hisahide. When the castle was attacked by Akechi Mitsuhide, a field marshal under Oda Nobunaga, Hideharu shut himself up for a long siege.

Field Marshal Mitsuhide was under orders to remove Hideharu from the castle but was also told that Hideharu would not be harmed. Thus, Mitsuhide gave his own mother as hostage to Hideharu's lieutenants so that Hideharu would emerge from the castle. Nobunaga then, in complete violation of etiquette, executed Hideharu. Enraged by this news, Hideharu's troops stormed out of Yakami Castle, murdered Mitsuhide's mother, and launched an all-out counterattack. This incident completely destroyed both Mitsuhide's prestige and his credibility. Mitsuhide, with a now burning hatred of Nobunaga, later took his revenge at Honno-ji Temple.

31. Ashikaga Yoshiaki (1537-1597) of Yamashiro



Ashikaga Yoshiaki of Yamashiro was the 15th and last Shogun of the Ashikaga Shogunate. Following the assassination of his brother Yoshiteru by Matsunaga Hisateru and Miyoshi, Yoshiaki switched his residence from one daimyo to another to escape the assassin's dagger, finally taking refuge in the house of Asakura in Echizen. When Asakura Yoshikage failed to take up arms in his defense against revolting vassals, he grew impatient and sought the help of Oda Nobunaga. As was his wont, Nobunaga readily complied with his request and escorted Ashikaga Yoshiaki to the capital, Kyoto, and installed him as the 15th Shogun.

However, Nobunaga sought to undermine the authority of Yoshiaki bit by bit and began to usurp the Shogunate. Aware of the dark designs Nobunaga had for the Shogunate, Ashikaga sent word out to provincial governors in an attempt to form an anti-Nobunaga alliance. Although some of the governors raised arms to rally around Yoshiaki, they were no match for Nobunaga and Yoshiaki was finally undone. Thus, the Ashikaga Shogunate was brought to an end.

32. Tsutsui Junkei (1549-1584) of Yamato



Master of the Tsutsui Castle of Yamato, the clan laid claim to the historic name of Fujiwara.

Junkei extended his influence over the Yamato district, fighting recurring feuds with Matsunaga Hisahide. Through the good offices of Akechi Mitsuhide, he joined the army of Oda Nobunaga and played a decisive role in crushing the revolt staged by Matsunaga Hisahide. After the Honno-ji uprising, which led to Nobunaga's death, Akechi Mitsuhide lost the support of the other daimyos and sought the help of Tsutsui Junkei, but Junkei turned his back on his former benefactor. As a result, Akechi Mitsuhide was defeated ignominiously, dying at the age of 36.

Junkei was a man of culture, well versed in the 31-syllable Japanese poetry "Waka" and in tea ceremony. Ever fashionable, when going to battle,

he would wear a hood trimmed with baboon fur and hang an amulet of gold brocade on his shoulder.



33. Miyoshi Chokei (1522-1564) of Settsu and Izumi

Along with his vassal Matsunaga Hishide, Miyoshi Chokei personified the treachery and manipulative politics so rampant during the Warring States Period.

Born to the Miyoshi House (a branch of the Hosokawa Clan) of the Awa Province, Chokei witnessed first-hand fratricidal feuding among his kinsmen over the inheritance of the family estate, and in fact lost his father during such a struggle. Chokei personally killed relatives who opposed him. He installed Ashikaga Yoshiteru as the 13th Ashikaga Shogun, but took the reins of government himself by assigning subordinates loyal to him to provincial governorship. Given the violent and disorderly political climate of the times, the number of contenders making attempts on Chokei's life is not surprising. However, Chokei died of illness at the age of 43, though an unconfirmed story has it that he was actually assassinated by Matsunaga Hisahide.

34. Horiuchi Ujiyoshi (1549-1615) of Kii



In recognition of outstanding service in several campaigns, Nobunaga conferred on Ujiyoshi the choice governorship of Kii Province, which carried with it an annual revenue of 20,000 koku (one koku = 5 bushels) of rice and the new Miyagi Castle. Later Ujiyoshi changed sides, serving Hideyoshi against Nobunaga's vassal Akechi Mitsuhide. He was given additional territory (worth about 7,000 koku) by Hideyoshi for the service he rendered in that battle. In addition, grateful for the unswerving loyalty he had displayed in a number of battles he fought for the Hideyoshi army, Hideyoshi presented him with a fabulous sword.

However, when Ujiyoshi was told of the rout of Toyotomi's forces in the Battle of Sekigahara, he fled in confusion to Kumamoto, where he died homeless at the age of 67. Such was the fortune of many a samurai during the Age of Wars.

35. Yamana Toyokuni (1548-1626) of Inaba, Tajima, and Mimasaka



Yamana Toyokuni was descended from the Nitta Clan, a branch of Seiwa-Genji. An ancestor, Nitta Yoshinori, took up residence in the Yamana County of the Kozuke Province and adopted the name of Yamana. Later, Yoshinori ventured into Kyoto and the war he waged against the Hosokawa Clan in the Muromachi Period for the governorship started the civil war of 1467-1477.

Yamana Toyokuni was a man of refined taste, well versed in the tea ceremony, Japanese linked verses called "Renga" and classical literature. However, due to the violent times in which he lived, Toyokuni felt compelled to expand his power base. He allied himself with Amago Katsuhisa, installed himself as Governor of the Inaba Province in Tottori Castle and actively governed his domain. Meanwhile, to safeguard the territorial integrity of his lands, he and Yamana Suketoyo of the Tajima Province jointly made peace with the Mori Clan. Later, Toyokuni resisted the territorial aggrandizement of Oda Nobunaga and tried to check Nobunaga's advance party lead by Hashiba Hideyoshi. However, his castle was surrounded by Hashiba Hideyoshi and he fled. Nevertheless, the troops who remained put up a fight so fierce that it has been recorded as the bloodiest battle of the entire period. In the Battle of Sekigahara, Toyokuni sided with Tokugawa Ieyasu and was later allowed to remain an ally of Tokugawa.

36. Bessho Nagaharu (1554-1580) of Harima



Bessho Nagaharu became the last master of the Miki Castle of Harima.

When Nagaharu inherited the family estate, one of Nobunaga's expeditionary forces of Oda Nobunaga had invaded his fief. The force, led by Hashiba Hideyoshi, laid siege to Miki Castle, cutting off its lines of supply. Nagaharu sent for reinforcements from the Mori Clan, but they were blocked on their way to the castle. Desperate, the starving warriors of Nagaharu subsisted on grass and tree bark and, in the end, had to slaughter their own horses.

Two years later, with the suicide of Nagaharu, the castle fell into the hands of the invading army. Shortly before committing hara-kiri, Nagaharu left a line of poetry that translates roughly as: "Gladly I shall die, if my death saves hundreds of lives."

37. Amako Haruhisa (1514-1562) of Izumo and Hoki



Perhaps there is no parallel in the history of any country to the tumultuous ups and downs of fortune which the daimyos of the Warring States Period experienced. This was the case of the Amako Clan.

Haruhisa was born to the clan during its decline. The clan was at the zenith of its influence under the stewardship of his grandfather Tsunehisa, who had attacked Ouchi Yoshioki with the assistance of Mori Motonari and extended his sphere of influence to Bingo and Iwami. As the Mori Clan later submitted to Ouchi Yoshioki, and as a fratricidal struggle escalated between the factions of Tsunehisa and Okihisa, ominous clouds began to gather over the Amako House.

The position of Amako Haruhisa in the Chugoku district (southwestern Japan) became markedly precarious following the defeat of the Mori Clan. Haruhisa lost control over his domain and the Aki and Bingo Provinces slipped from his control. Although Haruhisa was later appointed by the Shogunate as governor of eight provinces (Izumo and Iki, etc.), he failed to effectively exercise control over these areas. As the lordship passed to his son Katsuhisa, the Amako Clan was finished for all practical purposes. The once powerful Amako Clan never resurfaced on the Japanese political stage.





38. Ukita Naoie (1530-1582) of Sambu (Bizen, Bitchu and Bingo)

The clan traced its ancestry back to Satomori, who was appointed as administrator of Bizen Kojima in the Kamakura Period. His descendants moved to Ukita in Bizen Province, from where they took the family name of Ukita.

It was Ukita Naoie who built the impressive castle now known as Okayama Castle. Operating out of this castle, Naoie subjugated the region surrounding Okayama, destroyed the Urakami Clan, overtook the Bizen and Mimasaka Provinces, and raised himself to the top rank of lords by putting under his lordship the entire Sambu region bordering on the Inland Sea. He also had a reputation for adroitly changing sides. When Oda Nobunaga launched an military expedition into the Chugoku region (southwestern Japan), Naoie initially sided with Mori and then with Oda Nobunaga as befitting his situation. His son Hideie sought the graces of Toyotomi Hideyoshi, gained his confidence and was appointed by Hideyoshi as daimyo of the Bizen and Mimasaka Provinces, a post worth 57,000 koku (285,000 bushels) of rice.

39. Mori Motonari (1497-1571) of Aki and Nagato



The second son of Mori Hiromoto, master of Koriyama Castle, Motonari murdered his two brothers to become the head of the family. It is said that he had been haunted so much by the memory of those murders that on his deathbed he summoned his own three sons and admonished them to work together in perfect accord by demonstrating how difficult it was to break three arrows together but how easy it was to break them separately.

Burning with ambition to unify the Chugoku district (southwestern Japan), which was then divided into two camps, the Ouchi Clan and the Amako Clan, Motonari submitted to Ouchi Yoshitaka. He also betrothed his third son Takakage to a daughter of the Kobayakawa House to make peace with them.

Motonari was extremely adroit at gathering intelligence on the latest movements of enemy troops while simultaneously supplying enemy agents

with disinformation. In the famed Battle of Itsukushima, he effectively used this tactic to confuse and destroy Sue Harutaka's army. The victory Motonari won over the Amako Clan of the Izumo Province was also attributed to his tactical prowess and ability to fool his enemy.

40. Sogo Masayasu (1554-1586) of Sanuki



A son of Miyoshi Yoshikata, a vassal of the Hosokawa House, Masayasu was adopted by Sogo Kazumasa and inherited the Sogo Castle of Sanuki. Following the death of his blood brother Miyoshi Nagaharu, the province fell into utter confusion and came under an attack mounted by Chosokabe Motochika. However, the invaders were repelled by reinforcements sent by Oda Nobunaga.

After Nobunaga was killed, Masayasu rallied to the side of Toyotomi Hideyoshi and served in the vanguard of Hideyoshi's expeditionary forces to Shikoku and then to Kyushu. Hideyoshi conferred on him the domain of Sanuki with an annual revenue of 30,000 koku, or 150,000 bushels of rice. He died in action in the Battle of Totsugi River in the Bungo Province and thus ended his tumultuous life at the age of 33.

41. Hosokawa Harumoto (1514-1563) of Awa



After the civil war of the Jokyū Era, descendants of Ashikaga Yoshiyasu moved to the Mikawa Province, where they took the name of Hosokawa. Later, the Hosokawa Clan moved to the provinces of Kinai, Chugoku and Shikoku as governors. Harumoto was a direct descendant of the provincial governor of Awa.

Together with Ashikaga Yoshishige, Harumoto served as an assistant governor of the Izumi Province, holding a central position within the Sakai Shogunate. Harumoto established his own regime by defeating his rivals, Hosokawa Takakuni and Miyoshi Nagamoto, and devoted himself to the pacification of Kinai (provinces surrounding the capital). He appeared to have control of the government. This was short-lived, however, as he was

attacked by Hosokawa Ujitsuna, the adopted son of Hosokawa Takakuni, a supporter of arch rival Miyoshi Chokei. In the end Harumoto had to flee to Omi with Ashikaga Yoshiteru, where he died before he could redeem his honor.

42. Kono Michinobu (?-1581) of Iyo



The Kono Clan had been in fierce competition with the Chosokabe Clan for generations. As expected, Michinobu frequently had to meet attacks from Chosokabe Motochika. His domain also came under the attack by Otomo Yoshinori and Yoshishige, on the one hand, and by uprisings staged by his own vassals, on the other. He thus dissipated his energy and resources in the course of contending with unending troubles, internal and external, and the fortune of his clan drew to an ignominious end.

When Michinobu's son Michinao took over the reins of his provincial government following his death, Toyotomi Hideyoshi launched an expedition against the provinces of Shikoku. Although Michinao put up a determined resistance against Hideyoshi, his troops were crushed and he was forced to surrender. As a result, the domain of the Kono Clan was confiscated and given to Kobayakawa Takakage, who had defeated them as the vanguard of Hideyoshi's expeditionary forces.

43. Chosokabe Motochika (1539-1599) of Tosa



The Chosokabe Clan is said to have descended from Ch'in Shihwangte 221-206 B.C., the first emperor of Ch'in Dynasty China and the builder of the Great Wall.

The heir apparent to Kunichika, feared as the "wild tiger", Motochika had a completely different countenance from his father. Fair and tall, he suffered the nickname "himewako" (girl prince). However, contrary to general expectation, Motochika did well in his first military encounter. Undoubtedly, his father had had a hand in engineering a victory for him. Before long Motochika had realized his dream in bringing the entire island of Shikoku to subjection.

But in caliber and ability, he was no match for Toyotomi Hideyoshi. No sooner had he established control over Shikoku than he was attacked by

Hideyoshi and suffered a crushing defeat. Oda Nobunaga was apt to characterize Motochika as "a bat on a birdless isle." He was allowed to keep the Tosa Province by Hideyoshi after his defeat and spent his remaining years there.

44. Ichijo Kanesada (1543-1585) of Tosa-Nakamura



The Ichijo Family traced its roots to court nobles of the Fujiwara aristocracy (1192-1252).

After he assumed leadership of the Ichijo Clan, Kanesada became active politically and militarily, mediating a peace between the Chosokabe Clan and the Aki Clan and waging a battle against the Saionji Clan of Iyo. Later, Kanesada, tired of playing politics, became so given to frivolous and impertinent behavior that he was banished from the province. Due to the confusion and leadership vacuum his departure created, the domain (Tosa-Nakamura) was menaced by neighboring Chosokabe Motochika. The deposed Kanesada sought refuge with Otomo Sorin in Bungo and then moved to Iyo, where he died soon after his arrival. Taking advantage of his absence, the Chosokabe Clan invaded—and took—Tosa-Nakamura.

45. Kinoi Shigefusa (1536-1589) of Buzen



A descendant of the Utsunomiya Clan of Shimotsuke, Kinoi Shigefusa, based in Kinoi Castle in Buzen, repeatedly launched attacks on Kuroda Josui. Later, he suspended his campaign because of Toyotomi Hideyoshi's order to make peace. Unwittingly, Shigefusa was lured into the Nakatsu-gawa Castle by Josui, where he was murdered. The fact that he had married one of Josui's daughters lead Shigefusa to believe that Josui would not attempt to assassinate him. He was tragically mistaken.

46. Ryuzoji Takanobu (1529-1584) of Chikuh, Chikuzen, Chikugo and Hizen



During the Warring States Period of the 16th century, Kyushu was divided into four areas of influence: Suo controlled by the Ouchi Clan, Bungo controlled by the Otomo Clan, Hizen controlled by the Ryuzoji Clan, and Satsuma controlled by the Shimazu Clan. The most influential of them all until around 1560 was Ryuzoji Takanobu. The Ryuzoji house was divided into Ryuzoji of Mizugae and Ryuzoji of Muranaka. Takanobu was born the third son of the Mizugae house. In his childhood, he won the

affections of his parents and their key vassals as "a boy with the makings of a great lord."

He made peace overtures to the Ouchi Clan. But later his castle at Saga was repeatedly attacked by Otomo Sorin. Each time he escaped thanks to the heroic fight put up by his vassal Nabeshima Nobunari. Eventually, he made peace with the Ouchi Clan, but was gunned down at the age of 56 by a retainer of the Shimazu Clan.

47. Otomo Sorin (1530-1587) of Bungo



Sorin succeeded to the hereditary position of Assistant Governor of the Buzen and Bungo provinces at the age of 21. However, his succession to the family estate was not free of bloodshed -- his half brother Tomei killed a chief vassal of the Otomo Clan and other vassals murdered their master and his concubine.

After assuming the lordship of the Otomo House, he took possession of most of the northern and central territory of Kyushu and waged repeated battles against the Ryuzoji Clan in the west and the Shimazu Clan in the south. He failed to win a decisive victory but did manage to build a reputation as a solid military leader.

No biographical sketch of Sorin would be complete without mentioning his involvement in Christianity. He gave hospitality to St. Francis Xavier for two months in 1551, was baptized and became a protector of Christians. However, his conversion to Christianity may have had more to do with an interest in

procuring fire arms from the West than any spiritual revelation.

48. Aso Koremasa (?-1583) of Higo



The Aso Clan, which worshipped the crater at the top of Mount Aso as a divine spirit and built the Aso Shinto Shrine, had been a distinguished family since the Nara period (710-784). During the Namboku-cho period (1336-1392), the Aso family was powerful enough to overthrow the Hojo Clan. In later years, the Aso house was broken up into competing factions, and in the civil war period of the 16th Century, the house had been so weakened that one man, Otomo Yoshiaki, exercised virtually complete control over the clan. The Aso Clan was eventually pressured by the Shimazu Clan into subjugation. In the end, the clan submitted to Toyotomi Hideyoshi. With its vaunted glory faded away, its members were reduced to serving as priests at Aso.

49. Ito Yoshisuke (1512-1584) of Hyuga



The Ito Clan settled in the county of Ito, where one of its branches took the name of Ito. Entering the service of Ashikaga Takauji (1305-1358), the clan gained influence over the years.

Ito Yoshisuke was a master carpenter when he managed to take family leadership. Subsequently he expanded the Ito Clan's holdings by taking possession of the domains of the Shimazu Clan of Obi. His son, Suketake, waged war against the allied forces of Shimazu Yoshihisa and Otomo Sorin but was defeated by Sorin. Thereafter, the clan remained in the service of Toyotomi Hideyoshi.

50. Shimazu Takahisa (1514-1571) of Satsuma and Osumi



For about 38 years after it moved to Kagoshima Castle from the Uji Castle of Ijuin, the Shimazu Clan was at its zenith of power on the island of Kyushu, until it was finally overrun by the the Toyotomi Shogunate.

For the Shimazu Clan, the quest for power and territory proved successful as they rose from local barons in southern Kyushu to become supreme rulers of all Kyushu. In their northward campaigns, Takahisa and his father were attacked by a local clan and were forced to take refuge in Shimizu Castle. With his ambition temporarily

frustrated, Takahisa concentrated his efforts on consolidating control over Southern Satsuma. Operating out of Kagoshima Castle, Takahisa steadily extended his territory and unified Satsuma, Osumi and Hyuga by subjugating local barons. His son Yoshihisa was a man of great caliber and succeeded in establishing lordship over all Kyushu. His possession of these domains was later confirmed by Toyotomi Hideyoshi and Tokugawa Ieyasu, and thus consolidated the clan's position.

CHAPTER 2 CHRONOLOGY OF NOBUNAGA'S AMBITION

Year	Era/Yr	Age	Events
1534	Temmon 3	1	Nobunaga was born in the Nagoya castle as the third son of Oda Nobuhide, master of the Shobata castle of Owari. He was called Kipposhi in his childhood.
1537	6	4	Toyotomi Hideyoshi was born.
1542	11	9	Tokugawa Ieyasu was born.
1546	15	13	Nobunaga celebrated his coming of age and took the name of Oda Saburo Nobunaga.
1547	16	14	Nobunaga participated in his first battle, at Kira Ohama of Mikawa.
1548	17	15	Nobunaga's father Nobuhide made peace with Saito Dosan of Mino. Nobunaga took Dosan's daughter Nohime to wife in a politically-motivated marriage.
1551	20	18	Nobunaga's father Nobuhide died of illness and Nobunaga succeeded his father as head of the family.
1553	22	20	Nobunaga's guardian Hirate Masahide committed hara-kiri in protest over Nobunaga's unseemly behavior. Nobunaga met with Saito Dosan at Shotoku-ji Temple, overwhelming him with his commanding presence.
1555	Koji 1	22	Nobunaga launched a punitive expedition against Oda Hikogoro and subjugated his family. Nobunaga, seeking to unify the Owari Province, entered the Kiyosu castle.
1556	2	23	Saito Dosan battled his son Yoshitatsu and died in action in the Battle of Nagarakawa (Nagara River).

Nobunaga's Ambition™

1557	Koji	3	24	In an attempt to conquer the whole territory of Owari, Nobunaga lured his brother Nobuyuki into Kiyosu Castle and killed him.
1559	Eiroku	2	26	Nobunaga proceeded to Kyoto for an audience with Shogun Ashikaga Yoshiteru. Nobunaga defeated Oda Nobuyasu in the Battle of Iwakura Castle and subjugated almost all of the territory of Owari.
1560		3	27	In the Battle of the Okehazama, Nobunaga launched a surprise attack on the forces of Imagawa Yoshimoto, some 25,000 strong, and defeated them, and by availing himself of the gathered momentum, led his army westward to Mino to take on the forces of Saito Tatsuoki.
1562		5	29	Nobunaga formed an alliance with Tokugawa Ieyasu.
1563		6	30	Nobunaga betrothed Tokuhime to Ieyasu's heir-apparent Nobuyasu, and they took up residence in Komakiyama Castle.
1564		7	31	Nobunaga betrothed his sister Oichi to Asai Nagamasa in an effort to form an alliance with the Asai clan.
1565		8	32	Nobunaga married his adopted daughter to Takeda Shingen's son Katsuyori.
1566		9	33	Toyotomi Hideyoshi built the Sunomata-ichiya castle.
1567		10	34	Nobunaga captured the Inabayama castle and expelled Saito Tatsuoki from Mino, took up residence in the castle renamed Mino Gifu, and proclaimed the Rakuichi Decree.
1568	Eiroku	11	35	Nobunaga escorted Shogun Ashikaga Yoshiaki to Kyoto, conquered the northern Ise and abolished Tax Checkpoints.

CHAPTER 2 CHRONOLOGY OF NOBUNAGA'S AMBITION

1569	Eiroku 12	36	Work started on the construction of Nijo Palace, and the Sensen decree was promulgated.
1570	Ganki 1	37	In the Anegawa Battle, the allied forces of Oda Nobunaga and Tokugawa Iyasu defeated the allied forces of Asakura and Asai. Ishiyama Honganji Temple rose in the uprising, and Rokkaku Shotei surrendered.
1571		2 38	Nobunaga put down an uprising of the Ikko sect on Ise Nagashima, and set fire to Enryaku-ji Temple of Mount Hiei.
1572		3 39	Nobunaga presented Shogun Ashikaga Yoshiaki a 17-point ultimatum. Takeda Shingen defeated Tokugawa Iyasu in the Mikata-ga-hara Battle.
1573	Tensho 1	40	Ashikaga Yoshiaki rose against Nobunaga. Takeda Shingen died of illness. Nobunaga banished Ashikaga Yoshiaki, and with him the Muromachi Shogunate fell. Nobunaga crushed the forces of Asakura Yoshikage in the Ichijo-ga-tani castle and those of Asai Nagamasa in the Odani castle.
1574		2 41	In the battle against an uprising staged by the Ikko sect, Nobunaga's forces massacred Buddhist monks and their followers.
1575		3 42	In the Battle of Nagashino, allied forces of Oda Nobunaga and Tokugawa Iyasu crushed the forces of Takeda Katsuyori with tactful use of rifles. Nobunaga suppressed an uprising of the Ikko sect and made peace with Honganji Temple.
1576		4 43	Nobunaga built the Azuchi castle and moved to the castle from Gifu. Nobunaga launched a war against the Honganji Temple of Ishiyama in April which lasted for five years.
1577		5 44	Nobunaga swept Saiga clear of a rifle-armed rebel group, authorized the opening of a Rakuichi theater and conquered Matsunaga Hisahide.

1578	Tensho 6	45	Uesugi Kenshin died. The keep of the Azuchi castle was completed.
1580	8	47	Bessho Nagaharu committed hara-kiri in the Miki castle of Harima. Ishiyama Honganji Temple surrendered to Nobunaga in the Battle of Ishiyama and Nobunaga set fire to the temple.
1581	9	48	A massacre occurred in Koya-hijiri. Nobunaga extended protection to Christians and Christian missionaries and built a mission school.
1582	10	49	An advance party of Nobunaga's led by Kiso Yoshimasa destroyed the army of the Takeda clan. Katsuyori committed hara-kiri, and Tokugawa Ieyasu took up residence in the Azuchi castle. Nobunaga decided to send an expeditionary force to Chugoku (southwestern Japan), but his field commander Akechi Mitsuhide turned against him and Nobunaga was killed. His son Nobutada was also killed at Nijo Castle. Toyotomi Hideyoshi made peace with Mori and returned to Himeji. In the battle that occurred at Yamazaki 11 days later, Mitsuhide was defeated by Toyotomi Hideyoshi, thus ending his three-day reign. Hideyoshi met with Shibata Katsuie at a Kiyosu conference but their differences remained unresolved.
1583	11		In a battle at Shizu-ga-take, Hideyoshi destroyed the army of Katsuie, a former loyal vassal of Nobunaga. Maeda Toshiie surrendered and Hokuriku fell under the control of Hideyoshi.
1585	13		Hideyoshi defeated Sasa Narimasa, master of the Toyama castle and completely conquered Etchu. Later, Hideyoshi sent an expeditionary force to Shikoku and defeated Chosokabe Motochika.

CHAPTER 2 CHRONOLOGY OF NOBUNAGA'S AMBITION

1587	Tensho 15	Hideyoshi conquered the whole territory of Kyushu and Shimazu Yoshihisa surrendered to Hideyoshi.
1590	18	Hideyoshi defeated Hojo Ujimasa of Odawara, subjugated the entire Kanto district, and literally established his hegemony over the country.

CHAPTER 3 The Nobunaga Method

A man's life is fifty years

In the universe what is there but dream and illusion?

Is there any who is born and does not die?

Prologue

The bus I boarded in Fukui City snaked its way up the Mino highway which runs along the Ichijo-ga-tani River. About an hour later, the bus arrived at the small village of Ichijo-ga-dani. It was a sleepy little village nestled deep in the bosom of the mountains, so unimposing that casual visitors would have little suspected that it is the legendary castle town which once contained the palatial mansion of Asakura Yoshikage and the numerous residences of his vassals, who gloried in the riches and power of the Asakura Clan.

In the civil war period of the 16th Century, Ichijo-ga-dani was called the Little Kyoto of Echizen and was noted for its aristocratic culture. Ashikaga Yoshiaki (the 15th and last Ashikaga Shogun) temporarily took up residence in the house of Asakura Yoshikage. Hosokawa Fujitaka (later called Yusai), who had accompanied Yoshiaki, and Akechi Mitsuhide, both sought refuge in this small town, while awaiting their day of destiny.

Here I was, feeling the same winds that had fanned the ambitions of these 16th Century warlords. As I retraced their footsteps, I reconstructed in my mind the splendor they had once built. With a camera hung on my shoulder and paperback guidebook in my pocket, I explored with great delight these historic sites. I had visited most of Japan's well known historical sites, but this was my first visit to Ichijo-ga-tani.

My guidebook made a passing reference to the place, describing it as a scenic garden reminiscent of the luxury in which its occupants once lived.

CHAPTER 3 The Nobunaga Method



When I arrived there, the wind whistled through the trees that dotted the garden and the whole countryside was blanketed in pure white snow.

There was nothing that even remotely suggested the prosperity which the Asakura family had once enjoyed, except for a lone standing Chinese style gate, known as a "karamon". Toyotomi Hideyoshi is said to have moved this karamon from Momoyama Castle in Fushimi to pray for the repose of the souls of the Asakura family dead.

Ichijo-ga-tani was utterly destroyed in 1573 by Oda Nobunaga as he crisscrossed the land in his conquest of the nation. Records carry eyewitness accounts of Nobunaga's troops setting fire to castles, Shinto shrines and Buddhist temples and everything else within their sight. The smoke was said to have blackened the sky for three days.

As I pondered the closing days of the Asakura family, dusk fell and the snowstorm grew heavier. I decided to return to the inn in Fukui and, over a Echizen crab dinner, try to reconstruct the multifaceted life Nobunaga had led in his pursuit of dominance over the whole of Japan. It was from a village near Fukui that the family of Nobunaga hailed, and it was some time later that it settled down in Owari.

The Simpleton of Owari

It was the Shiba Clan which held the hereditary position of "Shugo-shoku" (assistant governor) of the Owari and Echizen provinces in the Muromachi Period (1392-1490). The "Shugo-dai" (deputy assistant governor who replaced Shugo-shoku when the latter was absent from his fief) of these provinces was from the Oda Clan. The Oda Clan was later broken up into two branches. The three senior vassals who belonged to the branch of Oda Yamato-no-kami of Kiyosu were called the three "bugyo"s (chief administrators) of Kiyosu.

Nobunaga was born to Nobuhide, then provincial governor of Bungo, a descendent of one of the three bugyos. His father Nobuhide was based in a place now known as Tsushima, in Aichi Prefecture. In those days, Tsushima was one of the leading ports in the Owari Province and flourished as the hub of sea-borne commerce in Ise Bay. The rich economic base the Oda clan had built in the port town of Tsushima underpinned its prosperity.

As it will become clear with the unfolding of the story, territorial ambition was not the only motive that prompted Nobunaga to conquer the domains of neighboring lords. There is abundant evidence suggesting that what really spurred Nobunaga on to expansionism was the large business potential he saw in these new territories. Historian Suzuki Ryoichi, for one, supports this view and stresses that his business acumen was the driving force behind Nobunaga's self-aggrandizement. The environment in which Nobunaga was brought up undoubtedly had a hand in fueling his acquisitive bent.

Nobunaga was born in the third month of the third year of the Tensho Era (1534) in Nagoya Castle as the third son of Nobuhide. Called Kitsuboshi in his childhood, Nobunaga had a fiery temper and was not content unless he had everything exactly his own way. Even in infancy, his high-strung temper was evident. In the course of his tantrums, he often bit his nurse's nipple, forcing his parents to change nurses on a number of occasions.

CHAPTER 3 The Nobunaga Method

During Nobunaga's boyhood, his father, Nobuhide, had a deep hatred for Imagawa Yoshimoto of Suruga and Saito Dosan of Mino, his hereditary enemies. Nobunaga was declared to be of age at 13 and took the name of Nobunaga. War clouds were already hanging heavy over the country. It was in the following year that he first took to the field. In Ohama, Mikawa, he fought under the guardianship of Hirate Masahide.

Even allowing for his short temper, the rude and eccentric manners of the young lord of Owari were grating to everyone around him. He wore a red sheathed sword on his hip, molested women in public, and in violation of the most basic Japanese etiquette, munched food while walking. This and other similar brash behavior earned him the nickname "the simpleton of Owari". However, uncharacteristic though it may seem, he studied the martial arts with discipline, dedication and determination.

In 1551, his father Nobuhide negotiated a truce with Saito Dosan, and the following year Nobunaga married a daughter of Dosan named Nohime. One account has it that it was Hirate Masahide who acted as a go-between for the truce between the Oda and Saito clans and for Nobunaga's marriage with Nohime. Nobunaga was 16 and Nohime was 13, and their marriage was entirely one of family convenience.

In 1551, when Nobunaga was 16 years of age, his father was taken by illness. Nobunaga conducted himself disgracefully at the funeral service: he arrived late for the service wearing an outlandish outfit, marched to the altar and grabbed a handful of incense powder and threw it at his father's mortuary tablet. Some say that it was the conduct characteristic of a simpleton, others say that it was disguised expression of affection toward his father, and still others say that it was a rouse to lull neighboring warlords into lowering their guard against him. In his book *Nobunaga-koki* (Official Records of Nobunaga), Ota Ushikazu, Nobunaga's secretary, quotes a Buddhist priest who was present at the funeral service as saying: "He (Nobunaga) is a person of sufficient caliber to maintain peace in the country". His guardian, Hirate Masahide, did not see Nobunaga in that light. Masahide committed hara-kiri, an excruciatingly painful suicide by disembowelment, in 1553 in remonstrance of Nobunaga's folly. This protest fell on deaf ears.

Upon his father's death, Nobunaga acceded to the lordship over the heads of his two elder brothers. It was his father-in-law Saito Dosan who perceived Nobunaga's abilities. With the aim of sizing up his mettle, Dosan asked for a meeting with Nobunaga. As was his wont, Nobunaga came to the appointed meeting place in his strange-looking attire with a company of soldiers armed with 500 long spears and rifles. As Saito Dosan furtively watched Nobunaga's party from behind a tree he was at first visibly disturbed at the length of the spears and the number of firearms, but then called out "You can't fool me by pretending to be an eccentric." Dosan was actually reassured that in the able hands of Nobunaga, his son-in-law, his domains of Mino would be safe and peaceful. When he was ushered into a meeting room where Nobunaga was waiting for him, he was pleasantly surprised to see a Nobunaga who was every bit a young lord, with his hair properly done up and attired in a formal dress. Later, Dosan muttered to himself: "Regrettable as it is, my sons will have to tether their horses outside Nobunaga's gate." He meant that they would end up serving Nobunaga. This prophecy was to prove true.

One thing that should not be overlooked in this episode is the fact that as early as the mid-16th century, Nobunaga was far-sighted enough to acquire no less than 500 firearms. Ever discontent with conventional wisdom, Nobunaga used his imagination to devise and employ new tactics, a trait that was to serve him well.

Meanwhile, fratricidal struggles continued incessantly, in the course of which Nobunaga captured the Kiyosu castle and killed his own brother Nobuyuki. But all of these sacrifices were the price the Oda Clan had to pay for the unification of Owari. To his credit, Nobunaga sought to spur the development of agriculture in the Owari plain by building embankments and irrigation canals — suggesting that he was not just a mere tyrant obsessed with greed.

The situation in neighboring provinces became much worse than it was in his father's time. In the Mino Province, Saito Dosan (Nobunaga's father-in-law) was killed in action in a battle waged against him by his own son Yoshitatsu. The alliance between Owari and Mino collapsed with his death,

CHAPTER 3 The Nobunaga Method

exposing Nobunaga's domain to a hair-trigger confrontation with Mino. In the Suruga Province, Imagawa Yoshimoto was awaiting an opportunity to prey upon Nobunaga, with designs to march on Kyoto.

A Surprise Attack on Imagawa at Okehazama

I once drove the highway that runs from the site of Kiyosu Castle to Okehazama, passing by Atsuta Jingu, a Shinto shrine. This is the very road on which Oda Nobunaga raced his horse to Okehazama in the third year of the Eiroku era (1560) to fight Imagawa Yoshimoto, the battle which marked the beginning of his campaign to conquer the country. Due to traffic congestion, I had to slow to a crawl, but in those days the 10-kilometer ride would have taken less than an hour on horseback.

The Imagawa clan was a distinguished family related to the Ashikaga Shogunate. Imagawa Yoshimoto also burned with the desire to march on Kyoto, then the capital of Japan, and thus hold sway over the entire country.



Standing in his way was Oda Nobunaga. It was on a rainy day in May of 1560 that Imagawa Yoshimoto ordered his army, some 25,000 strong, to march through Owari Province and crush the troops of Oda Nobunaga if they resist-



ed.

Oda Nobunaga was too proud to let the army of Imagawa pass through his domain unchallenged, but Imagawa's army had already entered Owari on its way to Kyoto. Despite the emergency, Oda could only muster 2,000 men and his chances of blocking Imagawa's army in a frontal attack were nil. Thus, he was faced with the hard choice of rising to the challenge or giving in to Imagawa's juggernaut; between crushing defeat or merely holding out in his castle. His vassals gathered in a council of war and recommended a do-or-die resistance by holding out in the Kiyosu castle, but Nobunaga had already made up his mind: A surprise attack!

That night, Nobunaga sprang from his bed and chanted a verse of Noh, a kind of classic Japanese drama. The piece is called "Atsumori" and it ran:

*"A Man's life is fifty years.
In the Universe what is there but dream and illusion?
Are there any who are born and do not die?"*

Thereupon, he ordered his men to "Mount!" and out he rode from his castle with only a small force. On the way, Nobunaga had his advance party stop at the Atsuta Shrine to pray for divine help, an act completely out of character for the usually irreligious Nobunaga. By then the bulk of his force

CHAPTER 3 The Nobunaga Method

had caught up with him.

At that moment, Imagawa Yoshimoto was camped at Dengaku-Hazama and his troops were taking a lunch break. Hazama is a narrow strip of ravine and Imagawa's men had to spread out thinly along the ravine. Famished and utterly exhausted from their long march, Imagawa's men began to voraciously devour their meals, oblivious to everything around them. As Nobunaga's men drew near the hill behind Yoshimoto's camp, it just so happened that the sky suddenly became dark and cloudy and there was a violent down pour which sent Imagawa's men huddling together, and which also screened the movements of Nobunaga's men closing in on them. When the storm abated, Nobunaga yelled out: "Attack!" Thereupon, his men rushed down the slope in a headlong charge into Imagawa's camp. The sudden charge caught them totally unprepared, throwing them into complete confusion. In the melee that ensued, one of Nobunaga's men, Hattori Koheita, stormed into Imagawa's headquarters and spotting Imagawa, hurled his spear at him. At the crucial moment, Imagawa drew his sword and cut through the shaft of the spear with an answering blow. But before he could do more, another of Nobunaga's men, Mori Shinsuke, ran up and cut off his head, and thus Imagawa met his end.

At the loss of their leader, Imagawa's army immediately melted away except for the 3,000 left dead or dying on the field. The defeat was so crushing that the name of the Imagawa clan never resurfaced on the stage of Japanese history.

Grateful for the victory, Nobunaga donated a roofed mud-wall to be placed around the Atsuta Shrine.

Nobunaga owed his victory to a benign dispensation of fate along with good military intelligence and, most importantly, his courageous decision to attack against great odds. And so began Nobunaga's career as a great warlord.

At that time, Matsudaira Motoyasu, who was later to be known as Tokugawa Ieyasu, was being held hostage by the Imagawa Clan. Upon learning of the death of Imagawa Yoshimoto, Ieyasu escaped from the Imagawa

awa house and returned to Okazaki Castle, where he gained a foothold from which to build the power base of the Tokugawa House.

A Policy of Befriending Distant States and of Antagonizing Neighbors

In his celebrated book of the 4th century *Ping-fa* ("The Art of War"), Sun-tzu says: "Befriend distant states and antagonize neighbors." In the early years of his lordship, Nobunaga took from this Chinese scholar many of his tactics. As a starter, Nobunaga formed an alliance with Tokugawa Ieyasu in the fifth year of the Eiroku era (1562) and betrothed his daughter to Nobuyasu, heir apparent to Ieyasu. Unlike many of the very temporary alliances of the time, the relationship between them was to work effectively until Nobunaga's death.

Nobunaga formed another alliance with Asai Nagamasa of Omi. This time, Nobunaga betrothed his younger sister O-ichi to Asai Nagamasa, which turned out to be one of the most talked-about, politically motivated marriages in Japanese history. In the ensuing years, the three daughters born to Nagamasa and O-ichi became involved in an unending series of tragedies.

Soon thereafter, Nobunaga entered into an alliance with Takeda Shingen of Kai and Uesugi Kenshin of Echigo. After having thus secured his flanks by neutralizing his potential adversaries, Nobunaga built a castle at Komakiyama, from which he launched an attack on the Mino Province. Saito Yoshitatsu, shortly after killing his own father Saito Dosan, also died of illness, and his son Tatsuoki took over the reins of government of the Mino Province. Tatsuoki was aided by three key vassals, but since he lacked leadership ability all were disloyal to him. Seizing upon this weakness, Nobunaga's men, Kinoshita Tokichiro and tactician Takenaka Hanbei laid a clever trap into which these vassals fell and were thus forced to secretly assist Nobunaga.

Subsequently, Kinoshita Tokichiro — later to change his name to Toyotomi Hideyoshi — who had begun to cut a conspicuous figure, prepared for an all-out attack on the Mino Province by building a stronghold in Sunomata. It was a formidable project, which even one of Nobunaga's key

CHAPTER 3 The Nobunaga Method

vassals had failed to accomplish. By mobilizing a gang of laborers led by a local baron called Hachisuka Koroku, an old acquaintance of his, Kinoshita



accomplished the job almost overnight. Hence the name "the Sunomata overnight castle."

With the completion of the stronghold in Sunomata, Nobunaga was all set to strike his next target, Saito Tatsuoki who had shut himself up in a heavily fortified castle in Inaba. By availing himself of the momentum gathered in the course of his surprise attack on the army of Imagawa, Nobunaga launched an all-out attack on the Inaba castle and captured it in one fell swoop. Tatsuoki fled for his life to the Asakura house in Echizen. Upon capturing the castle,

Nobunaga issued a decree changing the name of Mino to Gifu. The proclamation of this decree was the first official document to bear the impression of the now famous Tenka-fubu, a seal proclaiming military rule.

Vagrant Shogun Ashikaga Yoshiaki

It was around this time that the 13th Shogun Ashikaga Yoshiteru was killed by Matsudaira Hisahide and his cohorts. True, it was a random and violent era, but the murder of an incumbent Shogun by his vassals was previously unheard of, and underscores the waning authority and esteem of the Shogunate. Notwithstanding such diminished prestige, the position of Shogun must have held a fascination to Gakkei (who later took the name of Ashikaga Yoshiaki), at the time a bonze in the Ichijo-in Temple in Nara. Vowing to take revenge for his brother's death, Yoshiaki fled the temple with the aid of Hosokawa Fujitaka and began working out various schemes to install himself as Shogun.

At first, Ashikaga Yoshiaki found asylum at the residence of Asakura Yoshikage in Ichijo-ga-tani. From here he sent word to Uesugi Kenshin and Takeda Shingen asking for their help, but neither of them did the slightest to aid him. Even Asakura Yoshikage, the host of his temporary asylum, put him off, as he also had more pressing problems to attend to.

However, Nobunaga saw a god-send in Yoshiaki's predicament. If Nobunaga upheld the legitimacy of Yoshiaki's claim on the Shogunship, helped him march on the capital and hoist his flag, he could then establish his authority as a protector of justice. When asked, Nobunaga readily obliged Yoshiaki in his quest for the Shogunship.

On the 27th day of the seventh month of the eleventh year of the Eiroku Era (1568), Nobunaga met with Ashikaga Yoshiaki at Yoshiaki's temporary residence in Mino. Two month's later, with Nobunaga escorting, Yoshiaki entered Kyoto (the capital), and on the 18th day of October of the same year, the Emperor bestowed on him the much-coveted title of Sei-i-tai-shogun (Commander-in-chief against the barbarians), or Shogun (general) for short.

CHAPTER 3 The Nobunaga Method

The fast-paced development of the affair reflects the determined efforts Nobunaga had made to support Ashikaga Yoshiaki. Overwhelmed by a sense of gratitude for the extra pains Nobunaga had taken, Yoshiaki called Nobunaga "Father", and presented him with a vintage family crest of the leaf and flower of the Paulownia imperials which Ashikaga Takauji had originally received from the Imperial House.

At that time, Ashikaga Yoshiaki requested Nobunaga to serve as a deputy Shogun, but Nobunaga politely declined the offer. Instead, he asked Yoshiaki for his permission to station "daikan"s (officials who governed fiefs in the absence of the Kokushi and Shugo, who were then mostly at the capital) in Sakai, Otsu and Kusatsu, the three largest commercial centers of the day, and Shogun Yoshiaki granted it. Eyeing the great economic potential held by these business hubs, Nobunaga opted for substance rather than praise — a choice indicative of Nobunaga's far-sightedness and business acumen. With the vision of stimulating commerce by guaranteeing free passage for the people within the domains under his control, he removed all "sekisho"s, checking stations used to collect tax, and promulgated the Rakuichi-rakuza (free market).

Although Nobunaga showed deference to Shogun Yoshiaki by building the Nijo castle for him, Shogun Yoshiaki was nothing more than a puppet in his eyes. The seeming friendship between the two men was only skin-deep, and soon thereafter, bloody battles repeatedly broke out between them, forcing Shogun Yoshiaki to take refuge in the castle of one daimyo after another, and earning him the sobriquet of "the vagrant Shogun."

Meanwhile, Nobunaga's battle for the conquest of the country was fought mostly with Asakura of Echizen and Asai of Omi.

Confident that peace reigned throughout the country under his control, Nobunaga sent word to all daimyos urging them to set up their residence in Kyoto — an effort to convince them of the unchallengable control he had established over the country. However, despite his repeated urging, Asakura Yoshikage treated his audacity with silent contempt. Yoshikage then went a step further and, in an attempt to debase Nobunaga, conspired with Shogun Yoshiaki, who had begun to realize that Nobunaga had merely been using

him. Outraged by Asakura's insubordination, Nobunaga led an army against Asakura in Echizen.

Then something totally unsuspected happened. Asai Nagamasa, Nobunaga's brother-in-law and a trusted ally, revolted against him. This was undoubtedly, a shock for Nobunaga, for to Asai Nagamasa, soldierly fidelity was a virtue even superior to his matrimonial obligations. The Asai clan owed its lordship and subsequent prosperity to the assistance given by the Asakura clan. When Asai Nagamasa formed an alliance with Nobunaga, he had made the agreement conditional on receiving an advance notice of any attack Nobunaga planned against Asakura Yoshikage. When Nobunaga had failed to do this, Nagamasa considered it a breach of their pact and an abuse of confidence. With Asai Nagamasa rising behind his back in Omi, once Nobunaga's army had invaded Echizen, they would be trapped between the forces of Asakura and Asai. Perceiving the danger, Nobunaga called off his expeditionary force and fled in all haste back to Kyoto. During the retreat, the hardest job of guarding the rear fell to the troops of Kinoshita Tokichiro (Hideyoshi).

With his army reorganized in May of 1570, Nobunaga, together with the reinforcements brought by Tokugawa Ieyasu, marched his army toward Omi. The allied forces of Oda Nobunaga and Tokugawa Ieyasu, some 34,000 strong, approached the southern bank of the Anegawa river and faced the armies of Asai and Asakura, some 18,000 strong, in what is known as the Anegawa Battle. The fierce battle that started at five o'clock on the morning of the 28th of June lasted until two o'clock in the afternoon. Asakura's forces were defeated by Ieyasu's and fled in utter confusion, and then the forces of Asai were completely routed.

As I surveyed from the bank of the Anegawa river what once was the field of a fierce battle in which no less than 20,500 men had perished, the scenery was rustic tranquillity itself. Only Mount Ibuki and Seki-gahara looming in the east, the place name of Chi-no-hara (the blood-soaked field) and a couple of large stone monuments erected in the memory of the war dead are left to remind visitors of the bygone battle.

CHAPTER 3 The Nobunaga Method



Nobunaga did not chase the fleeing enemy very far. He withdrew his army to Gifu, but left Kinoshita Tokichiro's army at a fortress on Mount Tora-gozen and in Yokoyama Castle, both of which were located in the vicinity of the Odani Castle to which Asai Nagamasa had fled.

Nobunaga hated religion. His hatred was due in part to the rationalism in which he believed: he sought to do away with conventionalism by destroying icons. More directly, his hatred was due largely to the spirited resistance which the Buddhist sects had put up against his campaigns to establish hegemony over the country. Subsequent to the Battle of Anegawa, Nobunaga had to quell the uprisings staged by the Ishiyama Hongan-ji Temple of Kyoto and the Ikko sect of Ise-Nagashima. Even during the Battle of Anegawa, he was forced to divert some of his troops to a battle staged by the Ishiyama Hongan-ji Temple, which was in collusion with the allied forces of Asai and Asakura. Later, Nobunaga waged war against the Enryaku-ji Temple of Mount Hiei, which was supporting the Asai and the Asakura clans in their struggle against Nobunaga.

The burning of the Enryaku-ji Temple by Nobunaga shocked the nation. Before setting the temple on fire, Nobunaga had given the Buddhists an ultimatum. "I will forgive you if you side with me. At least, agree to observe

strict neutrality, or I shall burn down the entire temple!" The temple refused to submit. Nobunaga set out to crush the resistance of the temple permanently. In September of the second year of the Gunki Era (1571), Nobunaga's men set on fire not only the Konpon-chudo (cathedral) but also more than five hundred other temple buildings and beheaded as many as 3,000 monks and nuns. It was an outrage and an atrocity bitterly denounced in many corners of the nation.

Meanwhile, Takeda Shingen of Kai, who had been in communication with the Hongan-ji Temple, busied himself in preparation for a march on the capital. Pursuant to an alliance he had formed with Tokugawa Ieyasu, Nobunaga sent reinforcements to help Tokugawa Ieyasu defend his domains, and his army clashed with the 2,500-man army of Takeda Shingen at Mikata-ga-hara. Soon afterward, sad tidings were brought to Nobunaga reporting that Ieyasu's army had suffered a crushing defeat and that Ieyasu had fled for his life to the Hamamatsu castle. To complicate matters, Matsunaga Hisahide rose against Nobunaga, and the Ikko sect staged various uprisings against him, thus leaving Nobunaga beleaguered. But he refused to be intimidated. On news that Takeda Shingen had overtaken the Noda castle in Mikawa on his way to Kyoto, Nobunaga denounced Ashikaga Yoshiaki for his alleged role in the whole affair and laid siege to Nijo Castle, banishing Yoshiaki to Uji.

Fortune had not seemed to have turned against Nobunaga, at least not yet. As luck would have it, Takeda Shingen died at Komaba, in Iyo, before achieving his dream of unifying the nation under his banner. Having dissipated his resources in an unending battle against Uesugi Kenshin, he died a stone's throw from Kyoto, his cherished lifelong goal.

With the thorn in his side thus removed, Nobunaga attacked Ashikaga Yoshiaki in Uji. In the end, Yoshiaki offered his son Yoshihiro hostage to Nobunaga and sought asylum at the Mori estate in Shikoku, which was far enough removed from the center of conflict to not pose any threat to Nobunaga. While he was waiting for a chance to stage a comeback in Shikoku under the protection of Mori Terumoto and Kobayakawa Takekage, Yoshiaki attempted intermittent resistance against Nobunaga, but for all intents and purposes, the rule of the Ashikaga Shogunate came to an end with

CHAPTER 3 The Nobunaga Method



his banishment to Shikoku in July of the first year of the Tensho Era (1573).

The Tragic Lives of the Three Sisters of Asai

By the time Ashikaga Yoshiaki had exiled himself to Shikoku, a large number of field commanders and retainers of the Asai clan had defected to other clans. Accounts attribute their mass defection to a plot engineered by Kinoshita Tokichiro (later known as Hashiba Hideyoshi). Deciding that the time was now or never, Nobunaga led his army to Omi to destroy the Asai and the Asakura clans. To start with, Nobunaga's army pounded the fort of Asakura on the 13th day of August in the Tensho era (1573). Men of the defeated army of Asakura retreated in desperation, fleeing toward Ichijo-ga-tani in Echizen. When they felt they could no longer hold out, they deserted. So severe was the flight that even a relative of Asakura, Kagekagami, fled with them, and Asakura Yoshikage committed hara-kiri in Ono, Echizen, thus putting an end to the illustrious house of Asakura of Hokuriku.

With the defeat of the Asakura clan, hope for reinforcements vanished and Asai Nagamasa's days became numbered. Then, Kyogoku-maru (the keeper of the castle) came under heavy attack from the allied forces of Nobunaga and Hashiba Hideyoshi. Driven to the wall, Asai Nagamasa committed hara-kiri at the age of 29. His son, Manpuku-maru, was later crucified by his uncle Oda Nobunaga in the battle of Seki-ga-hara.

Shortly before the fall of the castle, the three daughters of O-ichi (Nobunaga's nieces) Chacha, Hatsu, and Ogo were rescued and sent to Nobunaga. O-ichi was later married to Shibata Katsuie and lived in Echizen. But when Hashiba Hideyoshi destroyed the Shibata family after the death of Nobunaga, O-ichi was killed in the burning castle along with her husband Katsuie. However, the couple had three daughters who were rescued from the castle and put under Hideyoshi's charge.

Chacha later became one of Toyotomi Hideyoshi's concubines, Hatsu the wife of Kyogoku Takatsugu and Ogo the wife of the second Tokugawa Shogun, Tokugawa Hidetada.

In the second year of the Tensho era (1574), Nobunaga spent New Year's peacefully at his residence in Gifu for the first time in many years. His vassals, who came to his castle to offer their congratulations, were aghast when they were offered drinks in cups purportedly fashioned from the skulls of Asai Nagamasa and Asakura Yoshikage. This again bespoke the cruel nature of Nobunaga.

The same year Nobunaga put down an uprising in Ise by a buddist cult known as the Ikko sect. During Nobunaga's suppression of the uprising more than 20,000 men and women were reportedly burned to death. With the massacre, the long-seething uprisings of the sect against the rule of Nobunaga were effectively snuffed out. Nobunaga had thus trampled one of the last barriers to his goal of conquering the entire country.

CHAPTER 3 The Nobunaga Method

The Era of Firearms

There are two events in which firearms played a key role in sharply changing the course of the history of Japan. One of them was the Battle of Nagashino, in which Nobunaga overwhelmed his enemy by deftly using firearms. The other was the Boshin War, a conflict that occurred toward the end of the Tokugawa Era between the army of Tokugawa and that of the Meiji Government. In this latter engagement, the Tokugawa Shogunate forces, armed with out-dated firearms, were helpless in the face of the superior fire power of the Government forces, whose victory historians unanimously attribute to the new types of firearms they carried.

Takeda Katsuyori, who had been hiding out since the death of his father, Takeda Shingen, marched into the territory of Mikawa, availing himself of the momentum gathered in his campaign against Takatenjin Castle in Enshu held by Tokugawa Ieyasu. However, Takeda Katsuyori felt it essential to neutralize the resistance of Okudaira Sadamasa, who sided with Ieyasu, and so attacked Okudaira's hold out, Nagashino Castle, while on his way to Mikawa.

In compliance with an alliance he had entered into with Tokugawa Ieyasu, Oda Nobunaga led reinforcements to join with Tokugawa on the battle field of Nagashino.

At six o'clock in the morning of the 21st day of May in the third year of the Tensho Era (1575), the allied forces of Tokugawa and Oda, some 30,000 strong, launched an attack on the 14,000 men of Takeda Katsuyori across the Tsureko river. The allied forces had 3,000 firearms, which were deployed in three formations. While the front formation fired their guns, the second formation readied their guns for shooting and the third formation loaded their guns. This operation was known as "the three-stage loading method." Using this device, the allied forces could fire without intermission. Moreover, gunners were protected by heavy barricades. For all their fighting skill and bravery, the cavalry of Takeda Katsuyori could not penetrate the defense line of the allied forces and had to retreat, leaving many dead comrades behind. It is said that

the three-stage firing system was invented by Oda Nobunaga himself. About 10,000 of Takeda Katsuyori's men died in action and he himself had a narrow escape, fleeing to Kai with only six of his close vassals. Due to the shock of the battle, Katsuyori lost his nerve and dropped out of the center stage of the civil wars only a few years later. Today, the barricades at the battle field at Nagashino have been restored, reminding visitors of the carnage that took place some four centuries ago.

In the ensuing months, Nobunaga quelled uprisings staged by the Ikko sect in Echizen and Kaga and expanded his sphere of influence to the Hokuriku district.

In the fall of the same year, he ordered his subordinate Akechi Mitsuhide to attack Tamba. In the seventh year of the Tensho era (1579), Mitsuhide led an expeditionary force to attack Hatano Hideharu and his brother, local barons of Tamba. Akechi Mitsuhide laid siege to the Yakami castle where the Hatano brothers held out against him. Mitsuhide initially tried to starve their garrison into surrender. Failing this, Mitsuhide proposed to make peace with the Hatano brothers by offering his mother as hostage to the Hatanos. The Hatano brothers accepted the offer and came out from the castle to submit to Oda Nobunaga, but soon thereafter Nobunaga crucified them. Incensed by the treachery, men of Hatano's garrison murdered Mitsuhide's mother and launched a suicide attack on Nobunaga.

By killing the Hatano brothers, knowing full well that Mitsuhide's mother would be murdered by men of Hatano's garrison, Nobunaga also made an enemy of Akechi Mitsuhide. This was to be his undoing.

In the fourth year of Tensho era (1576), Nobunaga appointed Tamba Nagashide as magistrate and ordered him to build a castle in Azuchi. Nobunaga had changed his residence from Nagoya to Kiyosu to Komakiyama then to Gifu. As his rule extended to Ise, Echizen and Omi, his residence in Gifu was too far away from the remainder of his domains. He also had to provide against the eventuality of a march on Kyoto by Uesugi Kenshin in Hokuriku. The castle in Azuchi was closer to Kyoto and bordered on the Hokuriku Highway though which Uesugi Kenshin had to pass on his way to

CHAPTER 3 The Nobunaga Method

Kyoto.

During this time, Uesugi Kenshin was making overtures to the Honganji Temple in Ishiyama. And the Mori clan in Shikoku promised the Honganji Temple that it would come to its aid in case of an emergency. Lurking behind of all this was the scheming of Ashikage Yoshiaki. Although he was shorn of all power, Akiyoshi was spoiling for a fight with Nobunaga to settle old scores.

Nobunaga's attention focused on Saikoku (the western provinces of Japan). Now that he had secured Nobi and Kinai, he aimed his conquest at the Mori clan, the leading force in Chugoku. To accomplish this, he had to establish control over the sea born traffic of the Inland Sea, which was inextricably tied to the economy of the Kinai provinces and thus vital to his conquest of the entire country. Nobunaga had no alternative but to eliminate the Ishiyama-honganji Temple which controlled the port of Osaka. From the viewpoint of the Mori Clan, a collapse of the Ishiyama-honganji Temple would expose their east flank to a direct attack from Nobunaga.

In the fourth year of the Tensho era (1576), a naval unit of Oda Nobunaga had a skirmish with that of the Mori clan at the estuary of the Kizu river. Mostly composed of pirates which haunted the Inland Sea, the naval unit of the Mori clan sailed the Kizu to supply the Ishiyama-Honganji Temple with provisions. In the encounter, Nobunaga's naval unit suffered a humiliating defeat. Embittered, Nobunaga ordered his men to create a strong navy. In a sea battle which occurred two years later, it was Mori's navy that suffered a crushing defeat at the hands of Nobunaga's new, unsinkable "battleships", equipped with protective iron plates on their hulls. The fire power of the excellent Mori navy led by Saiga Magoichi had been widely feared and had frequently harassed Nobunaga's army. However in their defense of the temple they faced the brunt of Nobunaga's new attack force and in the end, Nobunaga beat them.

Nobunaga Eyes Western Japan

The situation Nobunaga had to contend with in those days was one of

unending difficulties. No sooner had he quelled one problem than another would present itself.

In the Hokuriku district, Uesugi Kenshin made inroads into the fiefs of Noto and Kaga. Nobunaga ordered the forces of Takigawa Kazumasa, Hashiba Hideyoshi, Tamba Nagahide and Maeda Toshiie on a punitive expedition under the command of Shibata Katsuie, but the expedition proved so ineffective that Uesugi Kenshin scoffed at Nobunaga's men, saying: "For all his growling, Nobunaga has no teeth." While Nobunaga was preoccupied with his punitive expedition against Uesugi Kenshin, Matsunaga Hisahide, who had been holding a key position in the siege of the Ishiyama-Honganji temple, revolted. Nobunaga was thus beset with troubles from within and without.

After having cornered Matsunaga Hisahide, who then took his own life with an explosive, Nobunaga set about in real earnest to conquer the Tamba and the Chugoku districts. Hashiba Hideyoshi, who led the expeditionary army into the Tamba district, captured the Kozuki castle, the stronghold of Mori, but had great difficulty in taming the rebellious owner of the Miki castle, Bessho Nagaharu.

While Hashiba Hideyoshi was leading Nobunaga's heavily outnumbered expeditionary forces in battle against Mori in the Chugoku district, an event which was to tip the balance of power took place. Nobunaga's powerful enemy Takeda Shingen died of illness, followed two months later by the death of his other formidable enemy, Uesugi Kenshin. With the disappearance of these two key figures from the arena, Nobunaga had a free hand which enabled him to mount an all-out attack on the Mori clan.

But that was not to be. Araki Murashige, master of the Settsu-Itami Castle and trusted Nobunaga ally, whose loyalty Nobunaga had never questioned, openly sided with the Ishiyama-Honganji Temple, Ashikaga Yoshiaki and Mori Terumoto. Enraged by his betrayal, Nobunaga laid siege to the Itami castle, which lasted about a year and ended in catastrophe — Nobunaga beheaded Araki Murashige, his wife and children and as many as 130 of his vassals. This victory paid an unexpected dividend — tired of bloodshed, the Ishiyama-Honganji Temple was persuaded to accept a peace proposal made by

CHAPTER 3 The Nobunaga Method

Nobunaga, and the protracted struggle between Nobunaga and the Buddhist temple came to an end.

Peace reigned in the Azuchi castle in January of the tenth year of the Tensho era (1582) for the first time in many months. But the peace did not last long. On the first day of February, Nobunaga launched another expedition against Takeda Katsuyori in Kai-Shinano. It was triggered by the defection of Kiso Yoshimasa and Anayama Nobugimi, former vassals of Takeda Katsuyori, who offered to act as guides for Nobunaga's forces. This was an unexpected opportunity, the chance Nobunaga had long waited for to liquidate the Takeda family once and for all.

The Takeda clan was a loose coalition of local barons, not the usual close-knit group with a benevolent master and loyal vassals. When such a coalition was controlled by a strong leader such as Takeda Shingen, it proved formidable; otherwise, it was vulnerable to outside attack. Therein lay Katsuyori's Achilles's heel. Katsuyori was by no means a feeble-minded military leader, but the vassals who had served the Takeda family with distinction under the first lord, Shingen, simply had no compelling sense of loyalty to the second lord. When the crisis came, the Takeda house fell to pieces, everyone looking out for himself; the illustrious family of Takeda met with a tragic end in the Battle of Temmoku-zan (1582), after which Katsuyori and his whole family committed suicide.

It was on a late autumn day when I visited Mount Temmoku where the Takeda family had perished. The failing late-afternoon sunlight shown on Shogai-ishi (the suicide stone) on which Katsuyori, his wife and son Nobunaga had taken their lives. The three tombstones erected in the memory of the befallen family still stood there. The only member of the Takeda family who had resisted the invaders and died in hand-to-hand battle was Nishina Nobumori, fourth son of Takeda Shingen and younger brother of Katsuyori, and master of the Takato castle.

Tokugawa Ieyasu, grateful to Nobunaga for having destroyed the Takeda family, his long-standing enemy since his defeat in the Battle of Mikata-gahara, and for the gift of Suruga Province which Nobunaga had bestowed

on him, went to Azuchi to convey his gratitude in person to Nobunaga. The one chosen to receive Tokugawa Ieyasu in the course of protocol was none other than Akechi Mitsuhide.

At that time, Ieyasu's field commander in the siege of Takamatsu Castle, Hashiba Hideyoshi, had become disheartened with his lack of success in dislodging Shimizu Muneharu, who was blocking his passage to the Chugoku district, where he was ordered to engage the Mori Clan. As the last resort, Hideyoshi cut off the water supply to the Takamatsu castle and pressured its master Shimizu Muneharu into committing hara-kiri. Confident of his ultimate victory, Ieyasu sent word to Nobunaga asking for reinforcements, obviously for the purpose of boosting the ego of his master. Unlike the high-strung Akechi Mitsuhide, Tokugawa Ieyasu knew how to ingratiate himself with his boss by anticipating his wishes.

The First Day of June of the Tenth Year of the Tensho Era

Nobunaga left the Azuchi castle to set out on a long journey to Chugoku to supervise the battle being waged by his field commander Hashiba Hideyoshi and then to march on to Shikoku to crush the resistance of the Chosokabe clan. As it happened, a tea party was scheduled in Kyoto on that particular day and, together with a few of his men, he put up at the Honno-ji Temple,



CHAPTER 3 The Nobunaga Method

which offered lodging to travelers in Kyoto.

Akechi Mitsuhide was supposed to have left his castle at Kameyama to join the forces of Hideyoshi in Chugoku to attack the Mori clan. But when his army reached the top of a climb called Rono (hill) on their way to Kyoto, he assembled his men around him and barked out an order: "Men, my enemy is now in the Honno-ji Temple." In effect, he was telling his men that he would attack Nobunaga. It was a revolt against his master.

It was toward daybreak on the second day of June of the sixth month of the tenth year of the Tensho era (1582) when the troops of Akechi Mitsuhide besieged the Honno-ji Temple. On the heels of his crack advance unit, which shot their way toward the castle gate, other of Mitsuhide's men stormed into the temple. Annoyed by the commotion outside his lodging, Nobunaga asked his page Mori Ranmaru, "What's going on outside?" When he was told that the intruders were none other than men of Akechi Mitsuhide, Nobunaga is said to have blurted out: "What an outrage! Damn it!" This utterance summarized both his horror and acknowledgment of defeat halfway through the completion of his grand design of conquering the country. He valiantly fought the men of Mitsuhide with his spear, and when he was exhausted, moved to a room where, along with his 19-year old servant Ranmaru, he committed hara-kiri. He was 49.

It was an anti-climatic end for a destroyer-builder of Nobunaga's scale, for a warrior hero of turbulent times and an economist-statesman of a new era. The grand designs of Nobunaga came to an abrupt end. As he often quoted, "A man's life is fifty years." And so he fulfilled his own prophecy.

Various theories have been advanced speculating on the true motives behind Akechi Mitsuhide's revolt: he may have been incensed by rumors that Nobunaga planned to take Tamba and Omi from him and send him to Izumo and Iwami; that he avenged the murder of his mother, which was precipitated by the outrage committed by Nobunaga; that Nobunaga was in love with his wife; that he was embittered by his insulting dismissal as Nobunaga's representative to Tokugawa Ieyasu; and that his collusion with Takeda Katsuyori was in danger of being detected by Nobunaga. Though it is

questionable whether Mitsuhide had the caliber, military resources and loyal followers to accomplish it, the most plausible theory may be that Mitsuhide himself had nursed his own designs of conquering the country.

Epilogue

Oda Nobunaga died with his life-long ambition only half-realized. By the time of his death, he had conquered 17 provinces and had 33 left to subjugate. To accomplish this, he would have had to defeat Date in Oshu, Uesugi in Hokuriku (even in the absence of Kenshin), Hojo in Kanto, Mori in Chugoku, Chosokabe in Shikoku, and Shimazu in Kyushu — all formidable military leaders. Those who finally did carry out Nobunaga's ambition, the conquest and unification of the entire country, were Toyotomi Hideyoshi, who cut short his expedition to Chugoku to destroy the army of Akechi Mitsuhide in the Battle of Yamazaki, and Tokugawa Ieyasu, who finished the job left by Toyotomi Hideyoshi at the end of his own life.

Now, it's up to you. You have 50 provinces to conquer. Good luck.



INDEX

- Admin. fief, 34
- Ambition, 18
- Animation On/Off, 35
- Army loyalty, 22
- Army size, 22
- Army training, 22
- Arson, 30
- Assassination, 30
- Attack
 - combat command, 46
- Battle Display, 40
- Bidding, 52
- Bodies of water, 42
- Buy rice, 29
- Buy weapons, 29
- Castle, 42
- Cavalry, 44
- Charm, 19
- Combat, 44
- Combat Commands, 45
- Command Unit, 44
- Cultivation, 27
- Daimyo
 - name change, 13
 - personally leading troops, 44
- Daimyo age, 18
- Daimyo Personality, 17
- Daimyo's Personality, 63
- Debt, 20
- Destroy dams, 30
- Discontinuing play during game, 57
- Display wait, 35
- End game, 36, 57
- Expand town, 31
- Fall, 50
- Fief selecting, 13
- Fief Conditions, 17
- Fief type, 34
- Flood Control, 26
- Floppy Disk Drive Systems, 10
- Game Events, 50
- General Strategy, 55
- Give, 32
- Gold, 19
- Hard Disk Drive Systems, 10
- Hilly terrain, 41
- Hints, 53
- Historical Accuracy, 7
- Hold position
 - combat command, 48
- Honganji, 53
- Infantry, 44
- IQ, 19

- Keyboard operation, 9
- Land Tax, 25
- Loan, 28
- Luck, 19
- Main Display, 15
- Main Display Commands, 24
- Map, 34
- Market prices, 16
- Marriage, 27
- Merchant, 27
- Merchants, 54
- Military Revolt, 51
- Mountainous terrain, 42
- Move, 25
- Move
 - combat command, 46
- Natural Disasters, 50
- New game/Load data, 12
- Ninja
 - recruiting and using, 29
- Non-game commands, 34
- Oda Nobunaga, 53
- Orders
 - see Keyboard operation
 - see Main Display Commands
 - see Combat Commands
- Pact, 26
- Pass, 36
- Peasant loyalty, 21
- Peasant uprising, 32
- Peasant wealth, 21
- Plague, 51
- Plains, 41
- Popular Revolt, 30
- Productivity, 21
- Recruit, 29
- Recruit
 - combat command, 46
- Recuperation, 33
- Repay, 28
- Revolt, 51
- Rice, 20
- Rifles, 44
- Save game, 35
- Scenario, 54
- Scenario
 - selecting, 12
- Seasonal Events, 50
- Sell rice, 28
- Send, 26
- Skill Level, 14
- Soldiers
 - recruiting, 29
 - see also Troop Deployment
- Spring, 50
- Steal peasants, 32
- Surrender
 - combat command, 47
- Topographical Map, 41
- Town, 41
- Town value, 20
- Train army, 31
- Troop Deployment, 42
- Typhoons, 50

INDEX

Unit markers, 43

Unit strength, 32

Victory, 45

View, 31, 48

War, 39

Watch others battle, 35

Winning the Game, 9

Yamashiro, 53

Plague, 51

Plain, 41

Popular Revolt, 30

Productivity, 21

Recruit, 29

Recruit, 41

Rage, 28

Raid, 51

Rise, 27

River, 44

Save game, 35

Scenario, 24

Scenario

selecting, 12

Seasonal Events, 20

Self heal, 25

Send, 28

Skill Level, 14

Soldiers

supplying, 29

see also Troop Deployment

Survive, 29

Swarm, 25

Swarm

combat command, 41

Topographical Map, 41

Town, 41

Town walls, 28

Town only, 31

Troop Deployment, 42

Typhoon, 20

Keyboard operation, 8

Land Tax, 25

Loan, 28

Look, 18

Main Display, 15

Main Display Commands, 24

Map, 34

Market prices, 18

Merchant, 27

Merchant, 27

Merchant, 24

Military Revolt, 31

Mountainous terrain, 42

Move, 28

Move

combat command, 45

Mutual Disaster, 20

New game/load data, 12

News

including the wing, 29

new game command, 34

On the map, 23

Order

see Keyboard operation

see Main Display Commands

see Command Commands

Part, 28

Part, 28

Present loyalty, 21

Present raising, 22

Present wealth, 21

COPYRIGHT 1987, 1988 by Koei Company Ltd. ALL RIGHTS RESERVED.

This manual and the entire contents of the accompanying floppy disks, which are described in this manual, are copyrighted. No one may give or sell copies of this manual or of the accompanying disks or of listings of the programs on the disks to any person, persons, institution or group under any circumstances whatsoever, except as provided for by written agreement with Koei Corporation. No one may copy, photocopy, reproduce, translate this manual or reduce it to any electrical medium or machine readable form, in whole or in part, without the prior written consent of Koei Corporation. Any person or persons reproducing any portion of this program, in any media, for any reason, shall be guilty of Copyright Infringement, and shall be subject to civil liability at the discretion of the copyright holder.

Statement of Liability

Neither Koei Company Ltd., Koei Corporation, nor any dealer or distributor makes any warranty, express or implied, with respect to this manual, the software supplied with it or any related items, their quality, performance, merchantability, or fitness for any purpose. This manual, the software supplied with it and all related items are sold "AS IS". The entire risk as to their quality and performance is with the buyer. In no event will Koei Corporation or Koei Company Ltd. be liable for direct, indirect, incidental or consequential damages resulting from any defect in this manual, the software supplied with it or any related items. This will apply even if Koei has been advised of the possibility of such damages.

Note: Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so some or all of the above limitations and exclusions may not apply to you.

COPYRIGHT 1987, 1988 by Koei Company Ltd. ALL RIGHTS RESERVED.

This manual and the entire contents of the accompanying floppy disk, which are described in this manual, are copyrighted. No one may give or sell copies of this manual or of the accompanying disk or of listings of the programs on the disk to any person, nor may any person or group under any circumstances whatsoever, except as provided for in a written agreement with Koei Corporation, No one may copy, photograph, reproduce, translate this manual or reduce it to any electronic medium or machine readable form, in whole or in part, without the prior written consent of Koei Corporation. Any person or persons reproducing any portion of this program, in any media, for any reason, shall be guilty of copyright infringement, and shall be subject to civil liability at the discretion of the copyright holder.

Statement of Liability

Koei Corporation, Koei Company Ltd., Koei Corporation, nor any dealer or distributor makes any warranty, expressed or implied, with respect to this product. The software is supplied with it, and related items, their quality, performance, merchantability or fitness for any purpose. The manual, the software supplied with it and all related items are sold "AS IS". The entire risk as to their quality and performance is with the buyer. In no event will Koei Corporation or Koei Company Ltd. be liable for direct, indirect, incidental or consequential damages resulting from any defect in this manual, the software supplied with it or any related items. This will apply even if Koei has been advised of the possibility of such damages.

Koei Corporation does not allow the exclusion or limitation of indirect, consequential or incidental damages, so some or all of the above limitations and exclusions may not apply to you.



KOEI CORPORATION