武田信玄

TAKEDA

Images in game were compressed using the IJG code.

CONTENTS

GETTING STARTED

System Requirements

The following are the minimum specifications needed to run Takeda 2:

- 100% OpenGL 1.3 compatible 32MB video card*
- 1.4 GHz Intel Pentium processor or equivalent
- Microsoft Windows XP
- 512 MB of RAM
- 3.0 GB uncompressed disk space (+ 200 MB for Windows system file)
- CD-ROM and drivers
- Windows compatible mouse, keyboard and drivers
- DirectX 8.1 compatible 16 bit sound card and drivers
- DirectX 8.1

The following are recommended system requirements:

- 128 MB ATI Radeon or nVidia GeForce video card
- 1 GB of RAM
- 2.0 GHz processor

*If battle mode runs slowly, try switching to low detail textures and / or turning off texture compression

Installing the Game

Insert the game disk into your CD-ROM drive. Use Windows Explorer or "My Computer" to find the CD-ROM drive and double-click on the "setup. exe" file. The installer application will guide you through the rest of the setup process.

Starting the Game

Double click the Takeda 2 shortcut in the Start menu or on the desktop. Click on the screen to skip the opening animation.

New Campaign

Click the check mark below the Daimyo you would like to play as. This will open a campaign intro screen. Click the check mark on the intro screen to load the selected campaign, or return to the previous screen to choose a different campaign.

Click to start a campaign

Options Menu

The options menu allows you to change audio, video, and gameplay settings. It also allows you to save your campaign game. You can access the options menu from any point in the game by pressing the escape (ESC) key. In some parts of the game, you can also open the options menu by clicking an on-screen button.

Saving and Loading

You can save your game at any time (in campaign games) by going to the options menu by hitting escape, then clicking on the save tab and choosing a save-game slot. To load your game, return to the main menu (through the options menu) and select "load campaign." When the load screen appears, double click on a saved game to load it.

Help Screens

You can access a help screen during the game by pressing the F1 key.

BATTLE MODE SCREEN
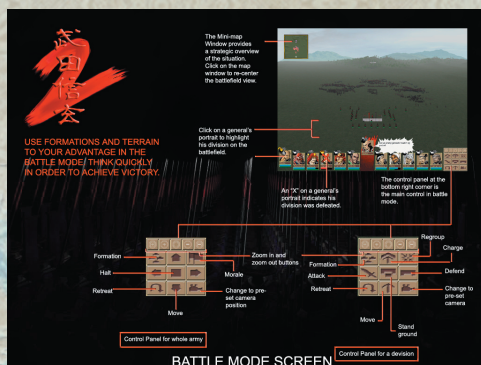
Replaying Your Battles

Before beginning a battle, you can choose to record it for later viewing. You may replay these recordings from the main game menu by selecting "Replay."

THE WORLD MAP

You are a Daimyo, lord of a feudal kingdom in 16th century Japan. The world map allows you to get a strategic overview of the country, inspect your cities, and build and position your armies. From the world map, you can also access your palace, or engage in battle by moving an army close to an enemy. When you have finished, you can advance the game by clicking on the end turn button.

MAIN MAP
Move the mouse to the edge of the screen to scroll the screen. Zoom in with the zoom buttons (bottom left corner) or the mouse scroll wheel.

MINI-MAP
Click anywhere on the mini-map to re-centre the view.

ZOOM
You can zoom in and out using the mouse scroll wheel, or by clicking on the zoom buttons.

DIPLOMACY MAP
Click here to see who your friends are:

Green = friendly
No colour = neutral
Red = hostile

TERRITORY MAP
Click here to show the areas controlled by each nation.

RESERVE SOLDIERS
This toggle shows the reserve soldiers housed in each city.

MILITARY SUPPLIES
This toggle shows the military supplies stockpiled in each city.

NEXT TURN
Click here to advance to the next turn

AD 1548 Ready

STATUS BAR
The status bar shows the current year and season, as well as when the game is busy.

Nation:	Takeda	Kishi:	646
Governor:	Takeda Harun.	Ashigaru:	69
		Kachi Samurai:	0
Gold:		Yumi:	72
Generals:	15		
Armies:	1		

GOVERNMENT TYPE
This toggle shows the government type of each city.

SHOW NINJA
This toggle shows where your ninja are

PALACE
Click here to go to the palace screen.

PERSONNEL PANEL
Click here to open the personnel panel. Use it to view detailed info on your men or create an army.

CITY PANEL
Click here to open the city panel to access city functions.

STATS PANEL
This area shows details on selected cities and armies. By clicking on the buttons in the lower right of the screen, you can raise a personnel panel, or city panel, for more detailed information. The personnel panel is also used to create armies.

Cities

You can select a city by clicking on it on the world map. The panel in the lower right of the screen will change to reflect the relevant statistics for the city. You can do this on any city in the game, although you won't get much information unless you own the city. You can open a city management panel by pressing the city button in the lower right of the screen.

Detailed list of city inventory and production.

Auto-control: Aggressive

Player controlled

Auto-control: Defensive

Government Types

A city can have one of three government types:

- *Computer control: Aggressive*—the city will automatically create armies (if there are sufficient supplies in the city) and go out to attack the enemy.
- *Computer control: Defensive*—the city will only create armies (with sufficient supplies) when it is threatened by a nearby enemy army. In this mode, the city also becomes a supply depot for armies from other cities, because resources are more likely to be stockpiled in the city when it isn't creating armies of its own.
- *Manual Control*—army creation and troop movement for the selected city is handled entirely by the player.

Creating Armies

You can view the personnel in each city by first clicking the city, then clicking the personnel button in the lower right of the screen. This will open a panel which may be used to view personnel's statistics and create armies.

To create an army, click on the generals in the list that you want to include. You may change the type and number of soldiers at each general's command using the radio buttons and slider at the bottom of the panel.

If armies already exist for this city, you can select them by clicking on the flags that appear in the lower right of the panel.

Available troops

View stats tabs

Click on a general to add him to your list

List of generals

Change division type and size

Select Army

Select Marshall

There are 5 unit types in Takeda 2:
- Ashigaru (Spearman / light infantry)
- Kachi Samurai (Swordsmen)
- Yumi (Archers)
- Kishi (Cavalry)
- Teppo (Riflemen)

Each soldier type has different strengths and weaknesses. Each city has a limited number of each troop type, so you may be limited in what kinds of troops the army can include. When you are done creating your army, click on the portrait of one of your generals in the list in the middle of the panel, then click on the "fan" button. This will select the Marshall (commander) for the army.

Right click on a general's portrait to view detailed info

Entrench army (decreases consumption of supplies, increases engagement range, but can't move)

Disband army

Show move area

Move army

Return home

Takeda

560   58/100   3 Mths

Auto / Manual control

Morale

Army size

Show attack area

Supplies

Show supply line

Show current path
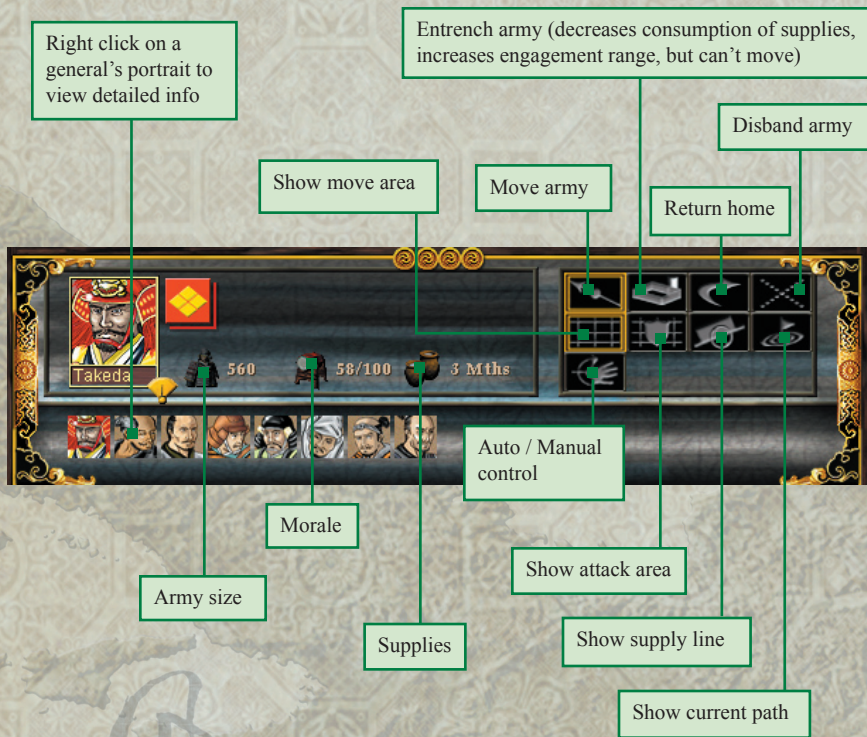
Moving Armies

Select your armies on the world map by clicking on them. Using the buttons in the lower right of the screen, you can toggle army display options and assign specific orders.

Movement Path and Destination

When you first click on an army, a green and/or black line will be drawn to the mouse cursor. The green part shows how far the army can move in the current turn, and the black part shows how far the army will go in future turns. When you're happy with your destination, you can left click the mouse and the army will begin to move there. If you don't want to give the army a new destination, you can right click the mouse to cancel the move order. The army will remain selected, however, and you can still issue it commands using the buttons in the lower right of the screen.

Supply Lines

Each army is based out of the city that created it. The farther an army gets from home, the more homesick the troops get, and the more difficult it is for the city to send them supplies. When the army starts running out of supplies, morale will drop and the men may desert. Friendly cities can offer some supplies to your armies, but not as much as the home city.

Initiating Combat

Battle begins when two non-allied armies get close to each other on the map (indicated by red squares if the attack area toggle is turned on). If this happens, you will have the option of going to battle mode to command the army personally, or you may allow the computer to determine the winner automatically.

Taking Cities

You can take over an enemy city by moving one of your armies onto it. This will initiate a castle battle. You still have the option of fighting the battle manually or having the computer determine the winner.

City Sieges

When an enemy army is near, a palisade will appear around a city, showing that the city is under siege. While under siege, a castle will not produce any gold or extra units. While it is difficult to take an enemy castle, if you can keep it under siege, you can continually weaken the defenses and they won't be able to replenish.

Yoita

Messages from your officials

Sometimes your governors will want to give you a message that pertains to the city they control. Be on the lookout for a bouncing icon over top of your cities. Click on the icon to read the governor's message.

Events

Periodically, dialog boxes may appear, informing you of events taking place both inside and outside of your borders. These important developments may include treaties, declarations of war, news of other Daimyo and their families, attacks by warrior monks, and so on.

Hidden Events

Unique event locations are hidden throughout the game map for you to find. When your army visits the correct area of the map, something special may happen, ultimately leading to new items, abilities, or clues to other events. Look around for these as you expand your territories and send your armies on missions.

THE PALACE

The palace allows you to make choices that affect your entire clan. This includes transferring of personnel, viewing city governors, accessing Ninja guests, viewing special items, checking up on political marriages, and visiting the Emperor.

Click on a city to see info for that clan or castle.

Treaty map

Territory map

Army view

Governor view

City view

Clan view
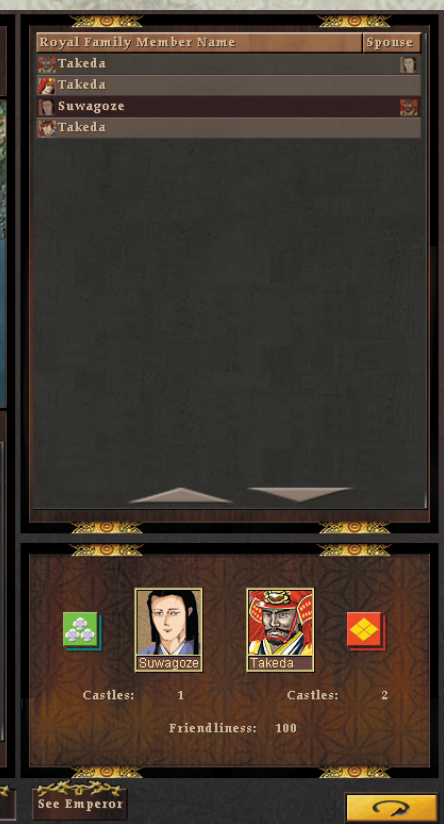
Personnel List

Transfer

Treaties

Ninja

Governors

	Title: Shouho	Total Cities: 2	Total Armies: 0
	Total Gold: 0	Total Generals: 20	
	Total Supply: 1444	Total Units: 0	

Tsutsujigasaki

Basic Info.	Combat	Skills		Total person(s): 4				
Name	Job	Age	Pl Sk	Pop	Mor	Loyal	Location	Stat
Takeda	General	20	71	250	89	100	Tsutsujigasaki	
Takeda	General	23	87	450	85	100	Tsutsujigasaki	
Takeda	Daimyo	27	90	1025	50	100	Tsutsujigasaki	
Suwagoze	None	21	32	300	36	100	Tsutsujigasaki	

Transfer Treaties Ninja Governor Spec. Items Marriage

CAMPAIGN

12

Royal Family Member Name	Spouse
Takeda	
Takeda	
Suwagoze	
Takeda	

Special information: This may be lists of characters or items, or diplomatic information, depending on what part of the palace mode you are in. This list is for the marriage mode.

Scroll buttons

Suwagoze

Takeda

Castles: 1 Castles: 2

Friendliness: 100

See Emperor

See Emperor

Return to main menu

Marriage

Special Items

13

Transfer

Click on a city on the world map to view a list of personnel from that city. You can transfer them to a new city by dragging them onto another city on the world map.

Treaties

The diplomacy screen lets you view your relationships with other nations. Click on a nation on the map, or on a flag, to view basic stats. Click on the treaty button in the lower right corner of the screen to open a diplomacy dialog, which will allow you to change your diplomatic status with the other nation by proposing or breaking treaties.

There are two kinds of treaties: peace treaty, which changes your relationship with another clan to a neutral state; and the military treaty, which changes your relationship with another clan to friendly. With a peace treaty, your armies will not attack each other, even in each other's territory. With a military treaty, your troops can actually re-supply at friendly strongholds.

Ninja

Throughout the game, Ninja may ask to stay at your castle. In return, they will use their special skills of subterfuge to spy on, assassinate, or sabotage your enemies. To use a Ninja, drag him from the Ninja list to one of the cities on the world map.

Governors

Assigning a governor to a city improves that city's recruitment rate, but unhappy governors will lose loyalty, and may eventually rebel. You can prevent this by rewarding your governors with special items, and by keeping your own influence (popularity) high. You can keep your influence high by success in battle, being a generous ruler, or by receiving titles from the Emperor.

You can assign a governor by dragging his portrait from the list of available governors at the right-top of the screen, and dropping it on an empty city slot on the map, or into the city list in the bottom-right of the screen. You must have the map switched to "governor's view" in order to do this. A governor cannot be demoted, but can be transferred to another city.

Special Items

Throughout the game, you will may purchase or find special items which you can use to reward your generals. Most of these items provide new skills and abilities to the owner. To give a special item to a general, drag the item from the list on the right side of the "special item" screen, and drop it on the general you want to give it to (in the list on the left). Once given, an item cannot be taken away from a general; although it may be lost and/or recovered if he is killed in battle.

Special Abilities

Some characters in the game have special skills. They may possess these talents naturally, or may gain them from special items. You will be prompted when a general can use a special ability. There are five special abilities in the game:

Morale
The ability to boost the soldier's morale.

Tactics
The ability to trick an enemy into surrendering a castle without a fight.

Development
When a character with the development ability becomes governor of a city, he has the power to increase production rates, build ports, or otherwise improve the city.

Fear
Strikes fear into the enemies' hearts, making them lose morale and step a few paces back.

Scouting
Scouting is the ability to locate the enemy, and thereby evade detection. When in charge of a strike team, a general with scouting can avoid enemy delay detachments in battle mode.

Marriage and Successors

Some rulers begin their campaign with a spouse and children, some don't. During the game, you may be presented with the opportunity for your ruler or one of his or her family members to marry.

Marriage has several advantages. For one thing, married people have children, and children are necessary if you want successors to take command of the clan in case the ruler dies. Once children have reached the age of 15, they will join your reserve generals and will be treated like any other character. When you die, if any of your children have come of age, you have the option to continue playing your campaign as your own successor.

Marriage also has the advantage of creating good feelings between clans. When your ruler or one of his/her family members gets married, your relationship with the other clan automatically improves. Sometimes, this will lead naturally into an alliance. The disadvantage is that if you have allowed one of your daughters to marry, her husband's clan will take over in the event of your death instead of your successors, and the game will end.

You can propose a marriage from the palace mode by clicking on the marriage button. On the world map, click on a city of the clan you want to marry into. Next, drag the portrait of the person from your clan that you want to get married (from the list in the upper right of the screen), and drop it on the portrait of someone in the other clan (in the list in the lower left).

See Emperor

Sometimes you may want to request an audience with the Emperor. This will cost you some money, but it may just give you a chance to improve your relationship with the central government, obtain better titles and rewards, and if your clan is strong enough, to ask to be made Shogun. The Shogun of Japan is the supreme military commander of Japan, responsible for keeping the peace among the Daimyo. When you become Shogun, any Daimyo who allies with you will also be allied with all of your other friendly Daimyo. This means you can create large alliances and combined attacks against enemy Daimyo. When you are Shogun, your enemies are effectively the enemies of all Japan.

Person Info Dialog

Sometimes you will want to check up on a character's vital statistics. To do this, right click on the character in any of the character lists you find in the palace or the main world screen. This will bring up a small dialog including biographical and statistical information on the character.

FIGHTING BATTLES

Deployment

Once you have initiated combat—either by through world mode or by starting a historical battle—you will have to deploy your army before the battle begins. This is done using the deployment screen, by dragging the portraits of your generals from the list at the top of the screen, and dropping them in the division and detachment slots on the battlefield. The blue slots are for reserve divisions, and the red slot is the headquarters, where the Marshall commands the army.

Scroll generals list

Auto-place generals

General

Strike detachment

Change formation

Delay detachment

Division slots

Formation description

Save custom formation

Record battle

START BATTLE
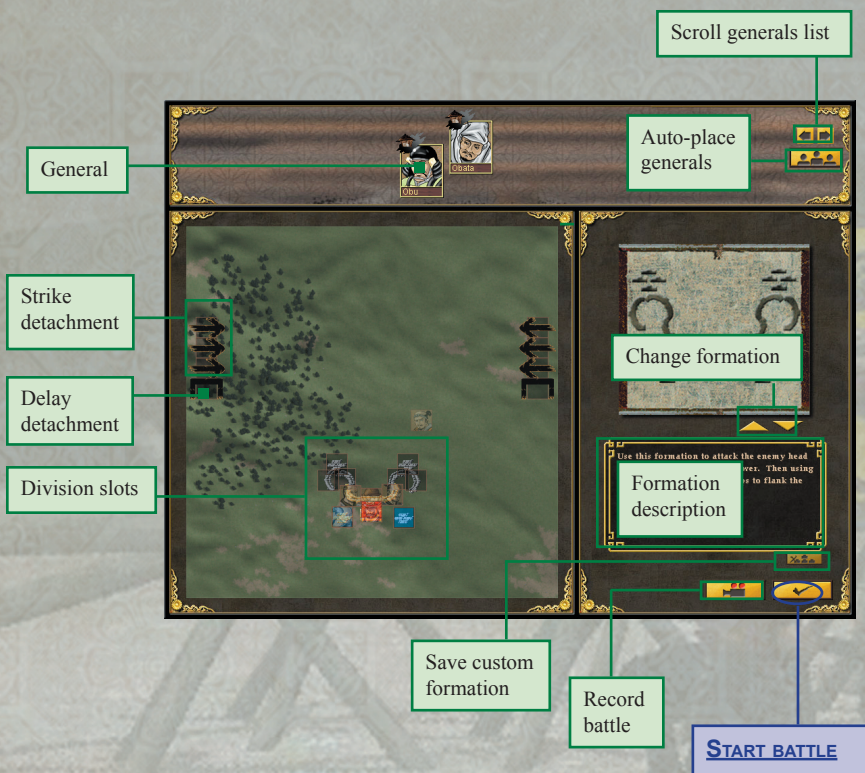
Generals and divisions

Each general commands one division. The type of each division is shown by the icon in the corner of a general's portrait. A helmet signifies Ashigaru (Spearmen), a sword signifies Kachi Samurai (Swordsmen), a bow means Yumi (Archers), a horse means Kishi (Cavalry), and a rifle means Teppo (Riflemen). The colour of the icon indicates the relative skill level of the general and his division. Green is the lowest rank, followed by brown and silver, with gold at the highest relative value.

Army and Division Formations

You can change the formation of your army by clicking on the arrows at the middle right of the screen. You can also create custom formations by right-clicking on a division slot on the battlefield. A small panel will appear, allowing you to rotate or move the division, or to change the formation of the division itself. Save your custom formations using the button at the right middle of the screen, below the formation description box.

Detachments

Detachments are divisions that have special missions off the battlefield. Drag and drop a general's portrait to one of the detachment slots at the side of the battlefield to set up a detachment.

Detachment Types
•   *Delay Detachment*—Hides behind your HQ to lure enemy in.

•   *Strike Detachment*—Flanks enemy HQ.

The slots at the side of the battlefield with an inverted "U" shaped bar indicate delay detachments. Place a general in one of these slots to send a division to defend against enemy strike detachments.

The arrows at the sides of the battlefield are for strike detachments. If you place a general in one of these slots, his division will make its way to that position off-field. When they get there, they will turn and rush toward the enemy HQ—making a surprise attack on the enemy flank.

Recording a battle

You can record your battle for later viewing (from the main menu) by pressing the movie-camera button at the right side of the screen.

THE BATTLEFIELD

Once the battle begins, you'll be taken to the battlefield view. From here, you can control your army all at once or select and control individual divisions or groups of divisions.

Sc

MINI-MAP
Click anywhere on the mini-map to re-centre the view. To rotate the view, click and drag the edges inside the circle around the mini-map.   You can also rotate the screen and adjust the camera's pitch by clicking and holding the mouse scroll wheel. You will notice that the verticle slider beside the zoom buttons will move. You can also adjust the pitch by clicking anywhere on this slider.

Use the hotkey CTRL on your keyboard while spinning the middle mouse wheel or using the arrow keys to change the pitch of the camera or while scrolling the sides of the screen to rotate the camera.

Scroll screen

Takeda Oyamada Sanada Hara Kosaka Baba Obu

GENERALS
You can select and re-centre on a division by clicking on your generals.

S

20

Scroll screen

BATTLEFIELD VIEW

Right-click on the map to re-centre the view. Zoom using the zoom buttons or the mouse scroll wheel. You can rotate the view using / and * on the number pad.

Scroll screen

ZOOM

You can zoom in and out using the mouse scroll wheel, or by clicking on the zoom buttons.

Obata

ORDERS

These are the division order buttons. When no division is selected, army order buttons appear here.

Scroll screen

21

Divisions

In *Takeda 2*, you command entire divisions, rather than individual troops. This allows you to effectively manage a huge army by taking advantage of the chain of command. Each division is linked to its general, and thus the loss of the general can have a severe impact on the morale and effectiveness of the division.

You can select a division by left-clicking and dragging the mouse. This will create a selection box, which will select any division(s) inside it when you release the mouse button. You can also select a division by clicking on the general who commands it from the list at the bottom of the screen.

When a division is selected, you will be able to see the health bars of its soldiers. If the division is moving, you'll also see a pair of flags—one indicating the division's current position, and one indicating its destination.

Division Orders

Once a division is selected, you can issue orders to it by clicking on one of the order buttons in the lower right of the screen. When you issue an order, you may be required to specify a destination (specifically move, attack, and charge). After you click one of the order buttons, left-click a point on the battlefield to give the division a destination. Click and hold the mouse, and a red marker will appear, indicating the direction that the division will face when it arrives. Drag the mouse around to change the facing; then release the mouse button to issue the order.
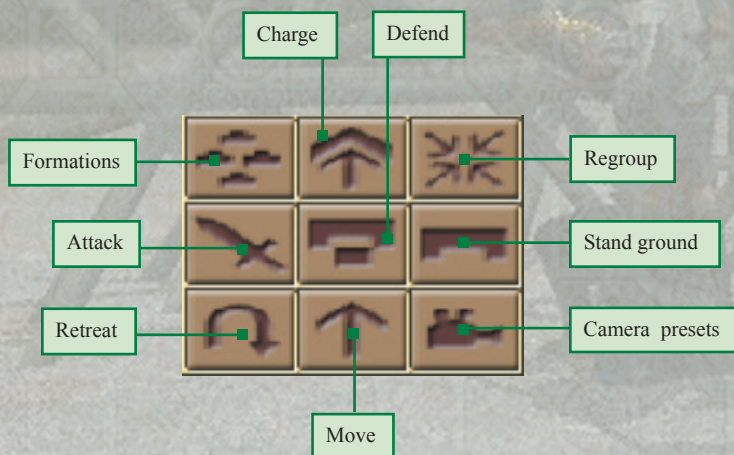
Move

Use this command to move a division quickly, with little regard for defense. A division ordered to move will try to ignore enemy units and won't worry about keeping in formation.

Attack

Use attack when you want the division to move to an assigned destination staying in formation and attacking any enemies along the way.

Charge

This order causes the division to charge aggressively to their destination. The division will move quickly, but will tire out easily. Charging Kishi can trample enemy infantry, but can be stopped by lines of Ashigaru.

Full division of charging cavalry...

Mincemeat

Defend

A division ordered to defend will try to hold the area around their assigned destination. The troops will go out to meet approaching enemies, and return when the area is secure.

Stand Ground

Under stand ground orders, the division will hold their position and formation at any cost—this gives them high defensive strength, but little ability to damage attackers.

Regroup

Regroup orders cause the division to withdraw from battle and resume formation. The regroup order requires no destination.

Retreat

This causes the division to flee from the battlefield. Once ordered to retreat, a division cannot be issued any further orders.

Formations

Use this order to change the formation of your division.

Camera

Cycles through pre-defined camera angles on the map

Army Orders

If no divisions are selected, you can issue orders to your army as a whole.

Move Orders

The four arrow buttons are used to tell the entire army to move in the selected direction. Use these buttons to maneuver your army as a whole—to advance, fall back, or flank left or right. All divisions except the headquarters (HQ) and reserves will comply. Any divisions that move will keep the same facing they started with.

Halt

Tells all divisions except the HQ and reserves to stop moving.

Morale Drum

The morale drum inspires the troops to fight on. Use it at crucial moments in the battle to spur the army, but don't overuse it or it will lose its effect.

Retreat

Tells the entire army to retreat. Sometimes it's better to withdraw and fight another day.

Formations

Use this order to change the formation of your whole army.

Move

Formation

Morale

Move

Move

Retreat

Camera presets

Halt
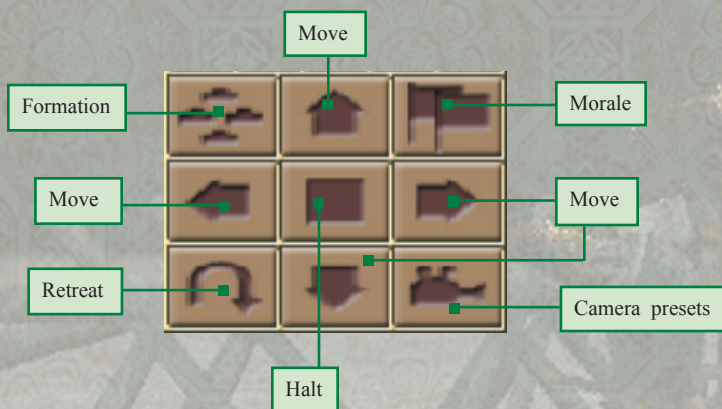
Using Detachments in Battle

When you have detachments available to join the battle, a black arrow appears at the side of the mini-map. Click on the arrow to select the detachment division and assign it orders. Ambush detachments are always available, but strike detachments take some time to get to the battle, so there is a delay before they can be selected. Delay detachments never appear on the battlefield.

Using Division Types

Each of the five division types in *Takeda 2* has unique strengths and weaknesses that make important differences in how each can be used on the battlefield.

Ashigaru

Ashigaru are light infantry units with spears as their primary weapon. Use your Ashigaru to hold of enemy charges or hold the enemy at bay. Ashigaru are the only infantry unit that can resist cavalry at close range. They are also the most numerous type of soldier in your army.

Kachi Samurai

Kachi Samurai are the elite swordsmen of your force. Armed with Katana, these highly trained soldiers are very effective at penetrating enemy infantry ranks and can do great damage to Ashigaru and Yumi divisions.

Yumi

Yumi are the archers of your force. Armed with large bows, these units can launch hails of arrows down on the heads of your opponents. Yumi are mainly used in a support role, weakening the enemy so that other units can move in and make the kill.

Kishi

Kishi are Samurai on horseback, one of the most devastating units in your army. These cavalry units are fast and tough, capable of reaching points on the battlefield quickly, and able to charge and trample enemy infantry.

Teppo

Using European black powder rifles, these units do incredible damage at range, and will slaughter most enemy divisions, including cavalry, before they get close. Teppo are vulnerable in hand to hand combat, so if the enemy does manage to get close the Teppo won't stand much chance. Because Teppo are a new development in Japanese warfare at the time of *Takeda 2*, they are expensive and few in number.

GAMEPLAY WALKTHROUGH

The following gameplay walkthrough will help you learn how to play Takeda 2.

1) Starting a new campaign

When the game loads, you can start a new campaign by clicking on "New Campaign" in the main menu. From there, you may select one of three Sengoku Daimyo to play: Takeda Shingen, Oda Nobunaga, or Nagao Kagetora (also known as Uesugi Kenshin). Each of these Daimyo starts in a different part of feudal Japan, and has different strengths and weaknesses. Try them out to discover the advantages of each Daimyo.

2) Creating an army

Once the game loads, you will want to begin creating armies to defend and expand your kingdom. To create an army...

1. Click on a city
2. Click on the army management button
3. Click on the army creation tab
4. Click on generals from the list to add them to the army
5. Use the radio buttons and the slider at the bottom of the army menu to change division types or alter the number of units in a general's division.

Obu	General	44	39	248	63	83	Tsutsujigasaki	
Oyamada	General	29	40	103	49	80	Tsutsujigasaki	
Sanada	General	35	79	100	51	100	Tsutsujigasaki	
Tada	General	47	12	103	47	100	Tsutsujigasaki	

Takeda

40 / 40

If you want to manage an army that has already been created...

1. Click on the army's home city
2. Click on the army management button
3. Click on a flag to select an army
4. Click on generals from the list to add them to the army
5. Use the radio buttons at the bottom of the army menu to change division types or alter the number of units in a general's division.

3) Advancing the game

To advance the game to the next turn, click on the button with the sunset at the bottom middle of the screen. The other clans will take their turn and position any armies they have, then it will be your turn again. It is your turn when the indicator bar in the upper left of the screen says "Ready."

AD 1549   Ready

4) Moving your army

Once an army has been created, you will have to wait one turn until it can move. Once this turn has passed, you may move your army, as follows:

1. Click on the army you want to move
2. Move the mouse to specify a path that the army will take (indicated by a green line). The limits of the army's movement are specified by a pattern of grey boxes on the map.
3. When you are ready, left-click to move your army

5) Starting a battle

When two armies get near each other on the world map, a battle may occur. When one of your armies is within striking range of an enemy army, some of the squares in the movement radius of your army will turn red. Move your army into these squares to start a battle.

When a battle starts, you will have the option of fighting the battle personally or not. If you choose to fight the battle personally, you will be taken to a screen where you can deploy your army, and then to the battle mode itself. If you choose not to fight the battle personally, the winner will be determined automatically depending on the strengths of each army.

Letting the computer determine the winner of a battle saves time, but if you use this option, your men will not gain any experience or trophies (heads, flags, etc.).

6) Deploying your army

Once a battle has begun, you will have to position your troops, choose a formation for your army, and set up any detachments you want to use.

1. Choose a formation
2. Place generals
3. Set up detachments

Choosing a formation

Choose a formation by clicking on arrow buttons at the right middle of the screen. Different formations have different defensive and offensive strengths, and will have a profound effect on the type of strategies you will use on the field. You can even right click on a division slot to move it around or change its formation. You can save these custom formations for later use using the save formation button at the middle right of the screen.

Placing your generals

To place your generals and their divisions...

1. Drag your generals from the list at the top of the screen.
2. Drop them into the slots on the battlefield formation.

The red slot is occupied by the army's Marshall and his division, while the two blue slots are for reserve divisions. Reserve divisions will hang back when the rest of the army is ordered to move, to save them for use later in the battle.

When placing your generals remember to position your men in a useful fashion. Try to keep your Kishi (cavalry) to the sides or rear of your army, so that infantry don't get in their way. Similarly, use Ashigaru at the front of your formation to prevent enemy Kishi charges. Put your Kachi Samurai and Yumi and in the second and third lines to support your Ashigaru.

Detachments

At the sides of the battlefield are several special slots which can be used for detachments—splinter forces of your army that can be sent on special missions. There are two types of detachments: Strike detachments, and delay detachments. Strike detachments will attempt to flank the enemy HQ and attack. Delay detachments are intended to slow down and stop enemy strike detachments. Remember, however, that you can only have a limited number of generals on the field, so don't commit too many to detachments unless you're sure the rest of your army can hold out against the enemy. To set up a detachment,

1. Drag generals from the list at the top of the screen
2. Drop the generals in the detachment slots at the sides of the battlefield map.

Starting a Battle

Once you are satisfied with your deployment, click on the battle start button in the lower right of the screen to begin the fight.

7) Fighting a battle

After you have deployed your army, you will be taken to the battle mode. In battle mode, you can issue orders to individual divisions or to the army as a whole.

Army orders

You can issue orders to the entire army when no divisions are selected. Army orders will affect all divisions except the HQ division, the two reserve divisions that flank either side of the HQ, or detachment divisions which have not yet arrived on the field.

Formation: The formation button will open a small menu, allowing you to choose the formation of the entire army.

Move / Stop: Now try to maneuver your army using the arrow buttons or the square button. The arrows tell the army to move in the direction of the arrow, while the square button orders the army to halt. You can save time by using these buttons to move the entire army all at once.

Morale drum: Now try to increase the morale of your army by clicking on the button labeled with a pair of flags. This will use your army's *morale drum* to signal a rally to the troops. Be careful, because the morale drum does not always work at full effectiveness—when it is used too much, the troops get used to the drum and it loses its effect.

Retreat: If you are losing the battle, you can issue a retreat order to the entire army by clicking on the button marked with a "U-turn".

Camera position: The final button on the command panel is the camera button. Use it to switch between preset camera angles to get a better view of the battlefield. You can also change the camera angle by holding down the control button and dragging the mouse or using the mouse scroll wheel.

Division Orders

Select a division by clicking on the portrait of the division's general at the bottom of the screen, or by clicking and dragging the mouse on the battlefield to draw a box around the division(s) you want. Once selected, the commands at the bottom right of the screen will change. Most division commands require a destination to be specified before an order is carried out. If an order requires a destination, the mouse cursor will change to a cross hair. Click the cross-hair on the battlefield to specify a location.

Formation: Just as with armies, click on the button in the upper left of the command panel to change the formation of a division. This will open a small menu, allowing you to choose the formation of the entire army.

Charge: The charge command tells the division to run quickly to the destination you specify. If the division is Kishi / Cavalry, the horses will trample any enemy Kachi Samurai or Yumi that get in their way.

Regroup: The regroup order tells the division to withdraw from combat to an empty location on the battlefield and resume their formation. This is a good command to use when the division is tired or suffering losses. You don't need to specify a destination with a regroup command.

Attack: The attack command tells the division to take an offensive stance at the destination you specify. They will attack any enemies they find between their starting point and the destination, and once they arrive, will move out to attack any enemies that approach. An attacking division will try to preserve its formation as it moves.

Stand ground: A stand ground order tells the division to stay at their assigned location no matter what happens. They will try to maintain formation, and will fight only when the enemy walks right up to them.

Defend: The defend command tells the division to try and control the region around their assigned location.

Retreat: The retreat order tells the division to flee from the battlefield. Use this command when the division has taken heavy losses and/or the general is in danger of being killed (indicated by a flashing X on the general's portrait). Once issued, a retreat order cannot be cancelled.

Move: The move command tells the division to move quickly to the assigned location. Under this command, the division will not try to preserve its formation, and is not particularly good at attacking, or defending. Therefore, it is best to use the move command only when the enemy is far away.

Camera position: The final button on the command panel is the camera button. Use it to switch between preset camera angles to get a better view of the battlefield. You can also change the camera angle by holding down the control button and dragging the mouse or using the mouse scroll wheel.

8) Using the Palace

The palace can be accessed from the world screen by clicking on the palace button in the lower middle of the world mode screen. The palace can be used to transfer personnel between cities, access diplomatic functions, use ninja, review special items, arrange marriages, or visit with the emperor.

There are several buttons on the world map that allow you to view different kinds of information. You can also click on the cities/castles on the world map do display location-specific data. The current city will be marked by a shadow on the clan flag, while the capital city of each clan is outlined in gold.

Click on cities to view their stats

1.   2.   3.   4.   5.   6.

1.   Clan view—shows which castles are owned by each clan

2.   City view—shows the governor, happiness, culture, and economy of a city

3.   Governor view—shows governor's portraits on the world map by city

4.   Armies view—shows the locations of armies on the world map

5.   Territory map—click once to show the territory owned by each clan. Click it again to return to normal view

6.   Treaty map—click once to show the diplomatic relationship between the selected city and other cities / clans. Click on different cities to view their relations. Click on the treaty map button a second time to return to the regular map view.

Palace Functions

Transfer: Use the transfer function when you want to move a general or governor to a different city. To transfer someone,

1. Click on the city where the person is located
2. Click and hold on the general's portrait in the list at the bottom of the screen, then drag it to the city you want the general to go to.
3. The general will arrive at the new city in a few months.

Treaties: Use the treaties button to negotiate or declare war on other clans.

1. First select a clan you would like to talk to from the list at the bottom left of the screen
2. Click on the clan, and then click on the diplomacy button in the lower right of the screen.
3. Select an option. You can declare war, or offer an alliance to a neutral clan. If you already have an alliance with the clan, you can use this dialog to break it.

Ninja: Your Ninja can perform special missions, such as spying, assassination, or sabotage. To use a Ninja...

1. Drag him or her from the list at the bottom left of the screen to the city or army you would like to influence.
2. A dialog will appear, asking what specific function you would like the Ninja to perform.

Governors: The governors screen allows you to assign governors to cities that have none.

1. Select an eligible governor from the list at the upper right of the screen
2. Drag him or her to an empty governor slot on the world map.

Spec. Items: The special items screen allows you to reward your generals by giving them special items. Not only do these gifts improve the loyalty of your generals, some of them also have special abilities that add to the receiving general's skills. To reward generals with a special item...

1. Drag the item from the list at the upper right of the screen,
2. Drop the item on a general in the list at the lower left.

Marriages: Marriages were often used in feudal times to secure relationships with other clans. To propose a marriage with another clan...

1. First click on a city of the clan you would like to marry into. A list of eligible people will be listed in the lower left of the screen.
2. Drag the person you want to marry from the list of available people at the upper right of the screen, and drop him or her onto the portrait of the person you want them to marry in the other clan—located in the list at the bottom left of the screen.
3. A dialog will appear, showing the status of the two nations and their relationship. This dialog will ask you to confirm whether or not you want the two people to get married.
4. You will then see a dialog indicating how the other clan received the offer. They may be glad to accept the proposal, or may be insulted— seeing it as a petty attempt to win favour.

See Emperor: To see the emperor, first you need 1000 gold. When you have 1000 gold, you will be able to access the emperor screen and adjust your relationship with the central government.

TIPS AND STRATEGIES

I just can't seem to win in battle…

Battlefield combat is tricky business—even the greatest generals in history had their share of disastrous encounters. But, there are a few things to keep in mind that will improve your strategy and your chances of victory:

1. **Don't worry about wiping out the enemy completely.** All you have to do is control the battlefield—so make your skirmishes count. Go for the weak spots and don't waste your troops fighting to the last man. Once a division is broken, move on to the next.

2. The **chain of command** is an army's greatest strength, but also its greatest weakness. Do your best to hunt down the enemy generals. Without their commander, a division will have a much harder time maintaining discipline, and will be much more likely to turn and run. If you can kill the enemy Marshall, you can often make a whole army retreat.

3. **Go for the headquarters.** If you cut down the flags at the enemy HQ, the enemy will know their HQ has been overrun and will assume the Marshall has been killed. Even if he's still alive, they'll be unsure and will run home crying.

4. **Think about morale.** In the chaos of battle, the morale of the men can be easily swayed. Not only do you want to demoralize the enemy by taking out their commanders and HQ, you'll need to keep the enemy from doing the same thing to you. You can also use your morale drum at key points in the battle—like when the men are charging, when they're tired, or when your HQ has been penetrated—to bolster their spirits.

5. **Tire the enemy out.** You can skirmish with the enemy without committing your whole force. If you can get them to follow you around or send in their troops prematurely, you can tire them out and weaken them.

6. **Follow the land.** Try to maneuver the enemy into places where you can take advantage of the terrain. It's usually better to be higher up—this way you can charge downhill or make your enemies climb up to meet you. Try to avoid attacking uphill or from rivers and water. This will slow you down and tire out your men, making it harder to win.

7. **Be tricky.** All is fair in love and war, so they say—so don't be afraid to fight dirty. Distract your enemy's main force, and use strike detachments or reserve divisions to sneak around and flank their HQ or attack from behind. Feign weakness to draw the enemy in, then surround and destroy him. Also, be as mobile as you can—make it difficult for the enemy to follow your moves or figure out what you're doing. All of this will either buy you time when you're weak, or make the victory quick and decisive when you're strong.

8. The right **formation** can make all the difference. With divisions, a close, tightly packed formation is good for defense from all sides and is very mobile. A wedge shaped division is good for penetrating enemy lines. Line formations are good for holding turf but less able to maneuver.

9. **Army formations** are important too. Use a thick centre formation or a wedge to push forward and puncture the enemy lines. Use a wide U shaped formation to lure the enemy in, then circle in and surround them. An enemy fighting on all sides will not last long at all. You can even hide your intention from your enemy. A simple line formation can pull back its centre and get the enemy to chase while the divisions on the sides can close in on the flanks and the rear, or even make a break for the enemy HQ.

10. **Know your enemy.** Make sure you use the right tool for the job. Kishi are great for smashing enemy Kachi Samurai and Yumi, but they can be stopped by Ashigaru, who usually carry spears and can resist horse charges at a distance. Kachi Samurai beat out all other kinds of infantry, and are good at close-in fighting. Yumi aren't much good close up, but at a distance can severely weaken enemy divisions with a constant hail of arrows.

11. **Attack where they are weakest** and you are strongest. Numbers make a big difference in battle, but you don't have to have a larger army to outnumber the enemy—all you have to do is outnumber the troops in any one location. If the enemy has a division by itself somewhere, send three of yours to make short work of it. If they are organized into a line, concentrate your forces where the line is thinnest.

12. **Battle isn't the only option.** Use diplomacy to improve relations with your enemies. You can also make sure you have lots of friends, who may attack your enemies for you. If you become shogun, you'll be able to command friendly clans to attack your enemies.

TAKEDA 2: Hotkeys

World Mode:

"+" = zoom in
"-" = zoom out
"ctrl" and "+" = max. zoom in
"ctrl" and "+" = max. zoom out
"shift" and "+" = normal zoom

"F1" = Display help screen
"Enter" = Ends Turn
"Esc" = Opens options menu and/or closes event dialogs
"p" or "P" = Palace Mode
"c" or "C" = Raise / lower city management panel
"a" or "A" = Raise / lower army management panel

World Mode and Palace Screen lists:

There are several lists in the army management panel and in palace screens. This might be a list of nations, cities, generals, or ninja. All lists can be scrolled using the arrow keys or "pgup" and "pgdn," as follows:

- up or down arrow = scroll through the list
- "pgup" or "pgdn" = scrolls many slots at once
- left or right arrow = moves to the next / prev info tab

Palace Screen:

"F1" = Display help screen
"Esc" = Exit to world screen
"Tab" / "shift" + "tab" = Switch to next / prev. palace mode.

Battle Mode:

"F1" = Display help screen in battle, or in deployment screen

"a" or "A" = Order division to attack.

"c" or "C" = Order division to charge.

"d" or "D" = Order division to defend.

"s" or "S" = Order division to stand ground.

"y" or "Y" = When an order is pending, tells division to carry out
order at current location.

"p" = Decreases fast-forward.

"shift" + "P" = Increases fast-forward.

"z" = Lowers camera altitude.

"q" = Raises camera altitude.

"shift" + "Z" = Lowers camera to minimum altitude

"shift" + "Q" = Raises camera to maximum altitude

"x" = sets camera to medium / normal alt.

numpad +" = Increases game speed.

numpad "-" = Decreases game speed.

Numbers 1 to 0, "-", and "+" = select division 1 to 12

"comma" or "<" = Rotates camera left.

"period" or ">" = Rotates camera right.
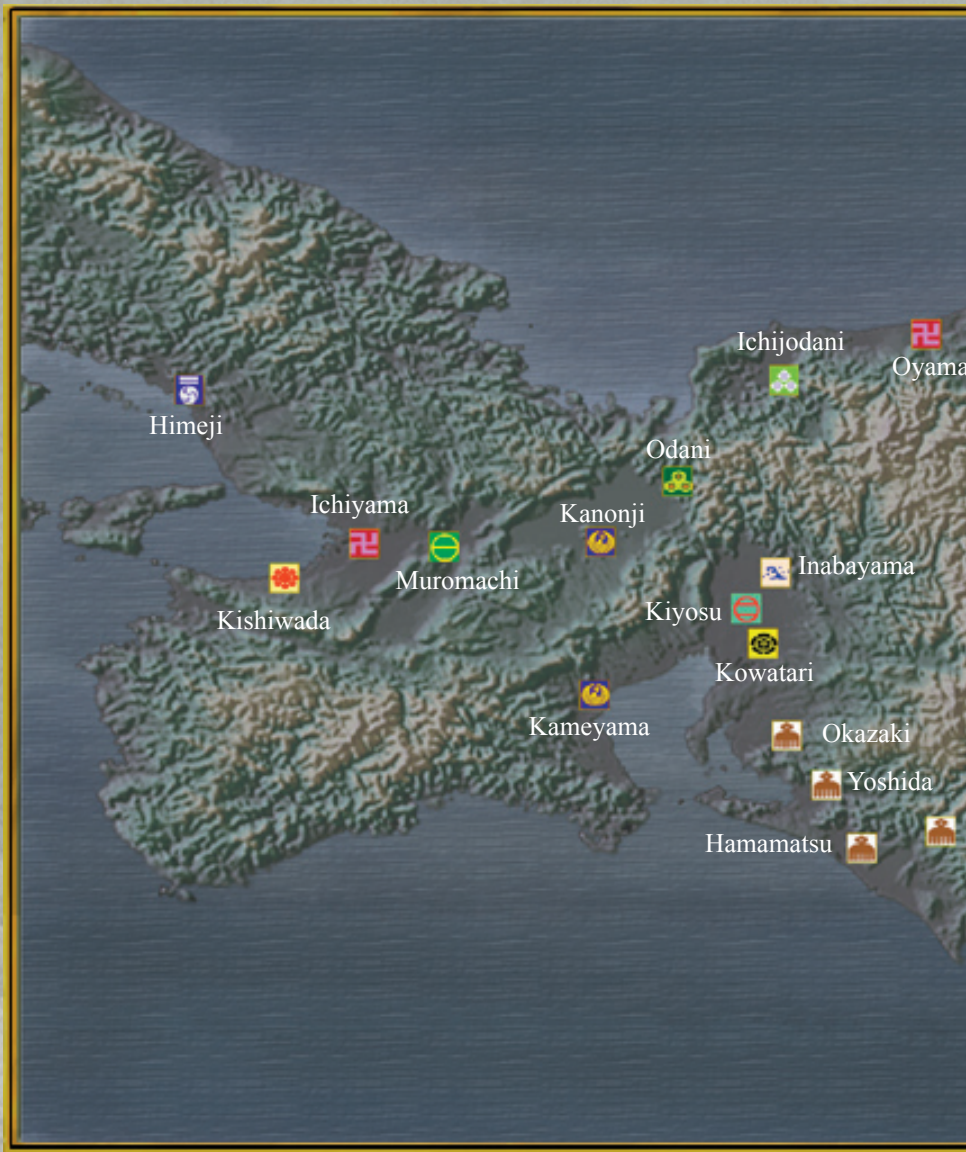
"F" or "f " = display current frame-rate.

"?" or "/" = show / hide mini-map.

"Pause" = Pause game.

"Esc" = When order pending, cancels the order; otherwise opens
options menu.

"ctrl" = Hold while scrolling mouse or using arrow keys to change
camera pitch.

"ctrl" or "shift" + left click on a division portrait to select multiple
divisions.

Nanao

Matsukura

Kasugayama

Tsutsujigasaki

Yoita

Takanashi

Iwakiri

Fukushima

Kurokawa

Katsurao

Oyama

Ota

Uehara

Sukagawa

Tsutsujigasaki

Utsunomiya

Inui

Kawagoe

Odawara

Edo

Sunpu

Tamanawa

TAKEDA 2

45