SAFETY TIPS

Before beginning L'empereur, please read following:
1) Always turn the power off before inserting or removing the GAME PAK from your NES.
2) Do not store game in extreme temperatures. Never hit or drop it.
3) Avoid touching the terminal connectors.
4) Never attempt to take your GAME PAK apart.
5) Use of cleaning agents can damage the GAME PAK.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.
ADVISORY: READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

Introduction

Exploiting his military genius and undying nerve, Napoleon Bonaparte rose to become one of the most charismatic leaders in the history of France. The violent shock of the French Revolution set the stage for his climb to power. He created an undaunted army and swept back his opponents.

L’empereur is the success story of Napoleon, the man who rose from Commanding Officer to Emperor. You enter as a young French Commander. Rise up out of the masses through military deeds and win the people’s support to become Emperor. Your fight will continue until you control all of Europe.

In war you will be challenged in the art of strategy. The topography of the field varies and you have the valuable ability to construct bridges. Remain composed and alert, for your enemies surround you on all sides! A world of glory and the emperor’s throne await you. Good luck as you journey into an age of magnificence.

Yoichi Erikawa
President Koei Corporation
& The Entire Koei Staff
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I QUICK START

THE CONTROLLER

Use either game controller. Buttons A and B highlight, finalize and cancel menu selections. The + button controls the cursor, indicates selections and sets numerical values.

Select from Menus: Move the cursor to your choice and push A. Before finalizing a selection, you can push B to cancel.

(Y/N)? The final step in executing a command. Push ←Yes; push →No.

Setting Numerical Values: Push left or right to digits (ones, tens, hundreds), push up or down to change values. Push ← for the maximum; push ← twice for the minimum.

Viewing Data or Maps: At the main screen, view other data or a regional map of Europe by pushing B. Push A to go back to commands.

Choosing a City: Move the arrow to a city and push A.

STARTING THE GAME

1) Insert the game cartridge.
2) Turn ON game system.
3) The introduction will begin. Push Start to skip to set-up.
4) Choose a scenario or saved game.
5) Decide whether or not to watch a demonstration game.
6) Decide whether or not to observe other wars. You can change your decision mid-game.
7) Final confirmation. Answer No to reset values.
8) Begin your first round of commands.

ENDING AND SAVING THE GAME

At the main screen, push Select to access this options menu:
HEX war: Observe other wars in Europe
BGM: Control background music
Graphics: View event graphics
Speed: Set message display speed
Save: Only one game can be saved.
Not possible from government commands
Quit: After quitting, hold down Reset as you turn the power off
II THE WORLD OF L'EMPEREUR

L'empereur takes place in the violent aftermath of the French Revolution. You step in as the undaunted hero - Napoleon. Your goal is to unify Europe.

You have authority at 2 command levels: officer and government. You start off as an officer in charge of city affairs and the military. Your duty is to defeat belligerent nations. With the people's support you will rise in rank to First Consul and then Emperor. At that point you gain authority over government commands, to execute domestic and foreign policy. Using these new powers, strengthen France and focus on the unification of Europe.

- COMMAND HIERARCHY
  Commanding ranks are abbreviated as follows:
  Ofc.......................... Officer
  Rsv.......................... Officer in Reserve
  PRI......................... Prisoner of War
  Com.......................... Commander
  C.C.......................... Commander-in-chief
  F.C.......................... First Consul
  Emp.......................... Emperor
  Mon.......................... Monarch
  Dir.......................... Directorate

46 different European cities are presented in L'Empereur. Every nation covers a number of cities. View nation, city and officer data to estimate your status among other nations.

Depending on Napoleon's military rank, he issues commands at the officer or government command levels. At his lowest ranking he is a Commander involved in city strategy and military affairs.

When Napoleon is promoted to First Consul, he takes on new responsibilities at the government command level. Format national strategy in addition to your usual duties.

After ascending to the throne, Napoleon's authority expands again. In addition to national strategy, relocate his brothers and son to rule over distant lands.

- GAME FLOW AND OBJECTIVES
  Note: Months are abbreviated in this manual, but appear in full on-screen.

The game calendar is divided into 12 months and 4 seasons: spring (Mar-May), summer (June-Aug), autumn (Sept-Nov), and winter (Dec-Feb). Execute officer commands each month and government commands at the beginning of each season. In the course of defeating your neighbors, collect taxes, pay stipends, survive harsh winters and deal with other natural disasters. Be prepared for strikes, rebellions, and military uprisings.

Build up your army and charge into war. Starting with the defending side, each commanding officer has 1 chance per day to execute field commands. If a victor is not decided within 30 days at war, regular play resumes.

Work your way through L'Empereur month by month, organizing your military and assaulting your enemies. You can only fail if you die or fall prisoner to the enemy.
THE SCENARIOS

By starting at scenario 1 you can enjoy the success story of Napoleon’s life.

1. Napoleon’s Beginning

Mar 1796  Commander
Napoleon is a young Commander in Marseilles, France, near the Italian border. War is tempting with enemies so close.
End of Scenario: France acquires 9 cities.

2. Desire for Power

Mar 1798  Commander-in-chief
Napoleon is in St. Malo with authority to move about the country at will. The Directory is troubled by problems in Egypt.
End of Scenario: Napoleon captures 4 cities, or France acquires 12 cities.
Hostile Nations: England

3. End of Revolution

Mar 1802  First Consul
Napoleon assumes governmental responsibilities from Paris. The coalition will not stop his quest for power.
End of Scenario: Napoleon captures 8 cities, or France acquires 18 cities.
Hostile Nations: None

4. Glorious Empire

Mar 1806  Emperor
Napoleon I rules from Paris. His power extends across the plains of Europe.
End of Scenario: All 46 cities are unified under France.

Napoleon’s Brothers and His Son

Joseph  Elder brother. King of Naples, later became King of Spain.
Lucien  Younger brother. Became Prince of Canino.
Louis  Younger brother. Became King of Holland.
Jerome  Youngest brother. Became King of Westphalia.

Centers of Power

5: London  22: Vienna
7: Stockholm  24: Munich
8: Copenhagen  28: Paris
9: Amsterdam  34: Venice
11: Berlin  37: Rome
12: Warsaw  39: Istanbul
14: St. Petersburg  42: Lisbon
17: Moscow  44: Madrid
III THE QUEST FOR POWER

THE CITY DISPLAY

1. Year / Month
2. City # / City / Status / Commander
3. Commands
4. Nation
5. Soldiers
6. Morale / Training
7. Military Data
8. Weapons Factory

Officer commands are described below.

Note: <> indicates important officer attributes, * indicates city data affected.

1. Map
2. Rise or Fall in Worth
3. City Data

OFFICER COMMANDS

INVADE
In invade cities in hostile nations. Dispatch up to 10 officers with food and gold to feed the soldiers. Reserves can follow. Choose a wartime commander if Napoleon, one of his brothers or his son stays behind.

You can only attack adjacent cities by land. By sea, you must be invading a city that shares the same shoreline. Sea routes are well-guarded, and chances are that your fleet will be intercepted en route.

ARMY

Recruit
Soldiers can be recruited once a year, from Mar and on. You can recruit as many soldiers from the population as you can feed: 5 food per soldier.

Horse
Buy horses for reserves: 5 gold per horse.

Arrange
Rearrange soldiers, horses and guns into active duty. Decide which officers are best suited to lead which type of army.

Speech
<>Leadership *Soldiers' Morale
Give a speech to rouse fighting spirit.

Reward
*Loyalty
Reward your officers and restore their loyalty.

Training
*Training level
Improve training of all soldiers in the city.
More About Sea Control and Landing Operations
Sailing routes across the Mediterranean Sea, Atlantic Ocean, Baltic Sea, and North Sea. Each city number is color-coded according to the body of water that reaches its shore. The city with the greatest fleet can win control of sea routes.

<Sea Invasion>

- Attacking city
  - Battle at sea
    - War with defending fleet
      - Hex war with enemy city

Key: ← When enemy nation has Sea Control
    →→ All other invasions

More About Military Divisions
Infantry: The core of your army. It costs nothing to equip them and they are the most flexible in war. Can cross any terrain, and perform specialized maneuvers.

Cavalry: Can rush in unexpectedly and annihilate enemy units. Buy horses to organize cavalry.

Artillery: Strongest under Napoleon's command. Can attack enemy from a distance. Best used to protect infantry and cavalry units.

Reserves: Left behind with officers not called to war. Can be mobilized into adjacent infantry.

<GOING TO WAR>

- Recruit Men
  - Infantry Reserves
- Buy Horses
  - Cavalry Reserves
- Artillery
  - Artillery for reserves
- Request
  - Officers
  - Warships

- Speech
- Raise Morale
- Train
- Raise Training Level
- Reward
- Raise Loyalty

THE QUEST FOR POWER
INVEST
Industry
<> Financial *Industry / Materials / Shipbuilding
Increase production of heavy materials.

Commerce
<> Financial *Trade / Indirect tax
Increase commercial worth (trade) and tax revenues will go up.

Agriculture
<> Financial *Farming / Food harvest
Develop agriculture for a richer harvest.

Medical
<> Building *Hospital standards
Improve the hospital for healthier living conditions.

SUPPLY
*Food/Material Sufficiency
Determine food and material supplies. Low supplies may arouse rebellion.

SEND
You can only send things by land into adjacent cities, or by sea into cities that share your shoreline.

Officers
Move an officer and his corps. Decide how many reserves, and how much gold and food to allot for the move. Officers retain all ships involved in the move.

Goods
<> Supplies
Move gold, food and/or materials. All ships will return to the original city after unloading their cargo.

Treasury
<> Supplies
Deposit gold, food and/or materials into the national treasury.

GIVE
<> Supplies *Food / Material Sufficiency
Distribute gold or food among the people.

TAX
<> Supplies
Collect food and gold from the people, in addition to regular taxes. This command can harm food supplies, industry, trade and farming.

REQUEST
Request assistance from the French government. You can use this command as often as you like, but only your last request will be effective. There is no guarantee that requests will be granted. View national resources to judge your chances for approval. The Directorate's answer will come up the following season.

Funds / Food / Material
If approved, the government will send supplies from the national treasury.

Exempt
*National tax payments
Request exemption from national tax payments.

Officer / Artillery / Warship
Request support for your city corps.
REST
End your turn.

VIEW
Using this command to examine areas not under French control will cost an entire turn during city strategy.

Nation
View all pertinent data for any nation.

City
View data for individual cities.

Officers
View officers in any city.

Reserves
View reserves held by any nation.

POWs
View officers held prisoner by any nation.

Sea Control
Find out which nations control which shores.

SUMMARY
Summaries are displayed data in charts. Examine the diplomatic standing of any nation through Foreign.

MAP
See a full map of Europe.

More About Taxes
Gold
Direct taxes are collected in Jan and a portion goes to the national treasury. Indirect taxes are collected in Mar-June-Sept & Dec in proportion to industrial worth. Supply cities pay a higher direct tax as well as indirect taxes to the national treasury.

Food and Materials
Food is harvested in Sept, distributed to the people in Mar-June-Sept & Dec, and used to pay officers’ stipends in Apr & Oct. Materials are produced and distributed in Mar-June-Sept & Dec. Supply cities make payments to the treasury in food in Nov, and in materials in June & Nov.

<The Flow of Gold - Food - Materials>

Key:
- Flow of Gold
- Flow of Food
- Flow of Materials
IV TOWARDS THE CONQUEST OF EUROPE

THE NATIONAL DISPLAY

1. Year / Month, Ruler & Status
2. Commands
3. Nation
4. Military Expenditures / Guns
   Supply Cities / Reserves

1. Nation Data

In scenarios 3 and 4, not only do you have to manage affairs in your city as commanding officer, but you will also have to rule the government as First Consul or Emperor. Government commands are made in Mar-June-Sept & Dec.

GOVERNMENT COMMANDS

Governmental policy is carried out at 2 levels:
1. National Strategy: Oversee diplomatic relations. Commands are blue, and turn red when executed twice.
2. City Strategy: Regulate your subordinates in other cities. On the map, a rolled flag shows that a city has received orders.

NATIONAL STRATEGY

FOREIGN

<> Political Ability *Hostility

Alliance

The usual term is 3 years. If you ally with a hostile nation, a cease-fire immediately goes into effect, and the side that proposed the alliance must pay for wartime damages. This kind of alliance lasts one year.

Friendship

Establish a friendship treaty with a neutral nation and open up the possibility for trade.

Stop Trade

Break off trade with a friendly nation. You can request another nation to join in a trade blockade.

Declare War

Instigate hostility with any nation but an ally. Officer loyalty and soldier morale will drop; hostility will spread throughout your opponent's camp.

Exchange Prisoners

Propose an exchange and strengthen your proposal by offering gold. The officers who return go into reserve forces.
More About Diplomatic Conditions
You can view national ties through Summary. Neutral nations are white in Foreign.
Hostility: Animosity toward France. If too high, trade and alliances will be difficult.
However, if you succeed in those areas, hostility may diminish. Maximum 100.
Alliance: Tied in an antiwar pact and open to trade. Amidst a war, allies often send reinforcements. When the term of alliance ends, nations resume friendly relations.
Friendship: Tied in a friendship treaty and open to trade. Once trade is stopped nations become neutral.
Neutrality: No diplomatic relations with nation in summary.

<Diplomatic Relationships>

Conclusion of an Alliance
  ┌── Friendship Treaty ─┐
  │                    │       │ Alliance │
  │                │   │        │
  │ Neutral        │   │ Stop Trade │
  │                │   │ Declare War │
  └── Friendly K    │   │ End of Term │

ARMY
War Expenditures
*Artillery
Set war expenditures. The maximum depends on how many arms factories France supports. Arms are manufactured in Mar-June-Sept & Dec. One cannon costs 50 gold.

Recruit POWs
Place captured foreign officers in reserve.

GIVE
Food / Materials
Release food or materials from the national treasury to be divided among your cities.

TRADE
<>Financial Ability *Hostility
Import / Export
Propose trade with allied or friendly nations.

CITY STRATEGY
SEND
Officers
Relocate officers. Preparations are the same as under the officer command - Send.

Goods
<> Supplies
Transport gold, food and/or materials to a needy city. Preparations are the same as under the monthly officer command - Send.

Treasury
Transfer gold, food and/or materials from the national treasury to a needy city. This command is the opposite of the monthly officer command - Treasury.
Fleet
*Warships / Sea control
Transfer ships from one city to another on the same shoreline or a neighboring shore. You cannot send ships to a shore dominated by hostile nation.

DEPLOY
Artillery
*Artillery / Artillery reserves
Position cannons in a city's artillery reserves.

Shipbuilding
*Warships / Industrial power
Build warships in coastal cities. Costs are taken from the national treasury, 100 gold per ship. Industrial power determines the maximum number of ships you can build.

Scrap Ships
*Warships
Order ships scrapped.

PERSONNEL (PERSON)
Appoint
<>Commander
Relieve a commander in any city and appoint a new one.

Dispatch
<>Reserves
Relocate reserve officers to any city, raising them to active status.

Reserves
<>Reserves
Place active officers into national reserves. Officers leave their soldiers, horses and artillery behind at their former post.

COMMAND
*National Tax Payments / Supply Cities
Force cities to make extra payments to the national treasury. You can require two types of payments: 1) in gold, 2) in food and materials; or assign both duties (see More About Taxes).

REST
End your turn.
V BEYOND THE SMOKE OF GUNS

War mode begins when you invade another city or are attacked in your own city. The battlefield will appear on the war screen.

THE WAR SCREEN

1. Corps information
2. Soldiers' morale
3. Training level

THE PROCESSION OF WAR

Troops are positioned, defenders first, in any HEX marked with a circle. Once all troops are positioned the battle begins.

Each unit receives 1 order per day, starting with the defender. You may command units in any order (select with cursor).

Commands vary depending on the unit. Each day, every 100 soldiers consume 2 cases of food.

During the battle, a neighboring allied city may send in reinforcements for the defender.

VICTORY

Battles are fought for 30 days or until one side is victorious:

Attacker's Victory: Occupy all forts within the city or eradicate all defending troops.

Defender's Victory: Defend the city for 30 days with troops remaining.

POST-WAR SETTLEMENTS

The victor wins authority over the city in which battle took place. The city will reflect any damage taken during the battle. Food provisions from the opposing army or armies will be confiscated for the city, and all officers who fought for the victor will be stationed there. Empty posts will be filled at random by available officers. Any officers caught during war become POWs (Prisoners Of War).
**HEX EXPLANATION**

1. White = Attacker  
   Blue = Defender  
   Purple = Reinforcements

2. [o] indicates turn is over for a unit  
   [x] indicates unit is in disorder

3. Number of soldiers remaining  
   * You must be adjacent to an enemy unit to see how many men they have.  
   * An arrow on an artillery unit indicates the direction of cannon fire.

**TERAIN EXPLANATION**

- Mountains A  
- Mountains B
- Hills C  
- Hills D
- Forest  
- Grassy Plain
- Swamp  
- Sand Bar
- River
- Lake / Sea
- Bridge
- Ice
- Fortress

Terrain, weather and a change of seasons can all affect the procession of war. Some terrain will hinder movement under harsh weather, while other terrain can be used to aid your defense.
**Terrain Features**

**River:** Only infantry can cross rivers, but soldiers are sure to drown. Build bridges to facilitate safe crossing. Explosions and cannon fire will destroy bridges.

**Swamp:** Artillery units will get stuck in the mud if they enter swamp areas.

**Sand Bar:** Artillery units may be able to creep across sand bars if they have enough mobility points in store. If soldiers slip while crossing, their whole unit will jump back to the original HEX.

**Hills/Mountains:** There are five levels to climb between the grassy plains and mountains. You cannot move directly into a HEX 2 levels above you. Depending on altitude, mountains can block cannon fire, and improve defensive ability.

**Weather:** Bad weather will exhaust mobility points and hinder bridge building, explosions, charging and cannon fire.

**Winter:** Except in southern regions, wintry weather will hinder all movement and attacks. Mountains, rivers, and sand bars are impassable this season, yet lakes freeze over for crossing. If you are attacked under cannon fire on the ice, your troops may fall through. Artillery attacks are impossible in blizzards.

---

**Mobility points vary for each unit according to terrain:**

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<tbody>
<tr>
<td>Mtns A</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>No entry</td>
<td>No entry in winter</td>
</tr>
<tr>
<td>Mtns B</td>
<td>7</td>
<td>6</td>
<td>8</td>
<td>No entry</td>
<td>No entry in winter</td>
</tr>
<tr>
<td>Hills C</td>
<td>6</td>
<td>5</td>
<td>7</td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>Hills D</td>
<td>5</td>
<td>4</td>
<td>6</td>
<td>C</td>
<td>Blocks cannon fire (from plains level)</td>
</tr>
<tr>
<td>Forest</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>Grassy Plain</td>
<td>4</td>
<td>3</td>
<td>5</td>
<td>D</td>
<td></td>
</tr>
<tr>
<td>Swamp</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>F</td>
<td>Hinders movement when raining</td>
</tr>
<tr>
<td>Sand Bar</td>
<td>8</td>
<td>8</td>
<td>X</td>
<td>G</td>
<td>No entry in winter</td>
</tr>
<tr>
<td>River</td>
<td>10</td>
<td>X</td>
<td>X</td>
<td>G</td>
<td>Soldiers drown</td>
</tr>
<tr>
<td>Lake/Sea</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>No entry</td>
<td>Frozen up north in winter</td>
</tr>
<tr>
<td>Bridge</td>
<td>5</td>
<td>4</td>
<td>6</td>
<td>E</td>
<td>Falls under cannon fire or explosions</td>
</tr>
<tr>
<td>Ice</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>F</td>
<td>Cannon fire cracks ice</td>
</tr>
<tr>
<td>Fortress</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>A</td>
<td></td>
</tr>
</tbody>
</table>

Key: Inf. = Infantry  Cav. = Cavalry  Art. = Artillery

A B C D E F G - Scale for ratings defensive strength: A is the strongest and G is the weakest value.
WAR SCREEN OPERATIONS
Select which troop you wish to command, choose a war command, and indicate in which direction to carry out the command. You can move the cursor onto enemy troops to view their conditions before selecting your own troops for commands. Access special commands to view the battlefield and statistics, check the enemy's cannon range, or to stall until your next turn.

To Select Troops: Use the + button, move the cursor (hand) to a unit and push button A. When you select an enemy unit, information for that troop will be displayed; cancel by pushing B.

Special Commands: Push B to get to a menu of special commands (explained below).

Move / Attack: After you have selected troops, use the + button to control the cursor and point out which HEX you want to move into or attack. Push A to set your decision; to cancel the command before moving push B.

War Commands: With the cursor still on the unit you have selected, push A to view a menu of war commands.

Line of Fire: If you only want to change the direction your cannons are aimed, without moving, push B. You can also redirect the line of fire after moving. Use the + button and push A to set aim.

<WAR OPERATIONS>

+ and A
Select troops and View enemy

A
Choose command

B
Special commands

+ Move / Attack

WAR COMMANDS
Commands vary for infantry, cavalry and artillery. Unit types that correspond to each command are in parentheses below:

<> indicates what attributes are important to carrying out a command. * indicates what attributes will be affected.

ATTACK (Infantry & Cavalry units)
Attack an adjacent enemy by moving directly into them. This command does not appear on-screen.

MOVE (All units)
Move troops on the battlefield. You can attack from your position next to an enemy, or continue moving if you have enough mobility points. In general, cavalry units have the most mobility and artillery units the least. This war command does not appear on-screen; select a unit and direct it with the cursor and A.
COMMAND (Field Commander menu)
Encourage
<>Leadership *Morale
Encourage troops from the commanding officer's unit and raise morale in adjacent units.

Recovery
<>Leadership *Disorder among soldiers
Sometimes troops are so devastated that they cannot fight. Although they recover slowly, this command quickly recharges troops.

Mobilize
*Reserves
Mobilize reserves to replace soldiers under the commanding officer or in adjacent infantry. Pull up to 100 men onto the battlefield in one turn.

BRIDGE (Infantry only)
<>Building
Build a bridge. Success depends on weather, building skills and the number of soldiers at work.

EXPLODE (Infantry only)
<>Building
Blow up a bridge. Success depends on the weather, building skills and the number of soldiers at work.

CHARGE (Cavalry only)
<>Cavalry
Repeatedly charge into the enemy. Annihilate the unit and take over their territory.

BOMBARD (Artillery only)
<>Artillery / Training
Range of cannon fire is shown in colored HEXes. Highly trained soldiers have the most accurate shooting skills.

ABANDON (Artillery only)
Abandon cannons and become an infantry unit. You will lose all artillery and the soldiers' morale will drop.

SPECIAL COMMANDS
View
View date, place, weather, and warning abilities of both armies. Push any button to view the battlefield. Push again to return to the war scene.

Cannon Range
Check your enemy's range of cannon fire. Colored HEXes indicate the range.

Stall
End turns for every unit which has not yet received commands.
VI FOLLOW THE TIDE OF FORTUNE!

There are certain regular events and random events which occur throughout Europe.

REGULAR EVENTS
Population Growth: Population increases each year.

City Data Decreases: Any number of events will have a negative effect on your city. Your officers, soldiers, and industry are just a few things that can be affected.

Tax Revenue: Every city takes in direct taxes in Jan. Indirect taxes are collected in relation to commercial worth (trade) in Mar-June-Sept & Dec. A direct tax goes to the national treasury in Jan as well as an indirect tax from every designated supply city in Mar-June-Sept & Dec.

Harvest: Crops are harvested in Sept. In Nov, food is collected from supply cities for the national treasury.

Production: Materials are produced in Mar-June-Sept & Dec. Supply cities send materials to the national treasury in May & Nov.

Officers' Stipends / Fleet Maintenance: Officers' stipends and funds for fleet maintenance are paid in Mar & Nov. Repairs cost 5 gold per ship.

To the People: Food and materials are distributed to the people in Mar-June-Sept & Dec. The people may strike if they do not have sufficient supplies of food or materials.

Supplies: The soldiers are provided food supplies every Apr & Oct. If there is not enough food to go around, the remaining soldiers will desert your army rather than go hungry.

Arms Production: Arms are manufactured and become government property in Mar-June-Sept & Dec.

RANDOM EVENTS
Officers Appear: Each year new officers will appear on the scene and they may join your reserves.

Military Rebellion: Dissatisfied officers with low loyalty are likely to rebel. They may defect to other nations.

Strikes / Civil Rebellion: The townspeople may rebel if they are dissatisfied, especially when food and material supplies are low. Strikes halt all production and reduce indirect tax revenues by 50%. Rebellions can devastate a city.

Cholera / The Plague: When food and materials supplies are low, epidemics spread. Medical development will lessen the people's suffering, but it may not affect the plague.

Cold Weather Damage / Poor Harvest / Farming: The harvest will be poor after an unseasonable summer frost.

Spanish Civil Rebellion: If you secure territory in Spain the townspeople may rebel. As a result, reserves, morale and food supplies will increase in Spain.
Guerrilla Attack / Cossack Attack: Surprise attacks are common when you occupy cities in Spanish or Russian territory. If attacked, you will lose soldiers and reserves. When transporting goods into these territories, guerrillas or Cossack thieves may attack from ambush and loot your supplies.

<table>
<thead>
<tr>
<th>CITY/GOVERNMENT/OFFICER SYMBOLS</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Number of Soldiers</td>
<td>National Tax Revenue</td>
<td>Infantry Reserves</td>
</tr>
<tr>
<td>Supply City</td>
<td>Military Expenditures (Arms factory)</td>
<td>Artillery Reserves (Cannons)</td>
</tr>
<tr>
<td>Infantry</td>
<td>Cavalry</td>
<td>Hostility</td>
</tr>
<tr>
<td>Artillery</td>
<td>Men</td>
<td>Industry</td>
</tr>
<tr>
<td>Food Sufficiency</td>
<td>Medical Development</td>
<td></td>
</tr>
</tbody>
</table>
When you check data through View, most information will be given by icon. In Summary, abbreviations are used, and are included below. A letter scale is often used (A-B-C-D-E) to indicate the degree of abilities or supplies; A is the highest, E is the lowest. Zero under gold, food, or materials indicates that supplies are depleted. O and X show presence or absence for many categories. Any other symbols are included in at-a-glance charts.

**CITY DATA AT-A-GLANCE**

<table>
<thead>
<tr>
<th>Data</th>
<th>Specific and General Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Population</td>
<td>Number of people in city; provides soldiers for recruit, sets direct tax revenue; up in Mar; down with cholera, the plague, rebellion</td>
</tr>
<tr>
<td>Gold</td>
<td>Total gold: includes direct tax (Jan) &amp; indirect taxes (Mar-June-Sept-Dec); decreases with stipends, fleet maintenance (Apr-Sept)</td>
</tr>
<tr>
<td>Food</td>
<td>Total food: includes harvest (Sept); decreases when supplying people (Mar-June-Sept-Dec), soldiers (Apr-Oct), and for supply cities (Nov)</td>
</tr>
<tr>
<td>Materials</td>
<td>Total materials: increases with production (Mar-June-Sept-Dec); decreases for supply cities (May-Nov)</td>
</tr>
<tr>
<td>Trade</td>
<td>Increases with investment; red after strikes; influences tax revenue</td>
</tr>
<tr>
<td>Farming</td>
<td>Agricultural development: increases with investment; red after cold weather damage</td>
</tr>
<tr>
<td>Industry</td>
<td>Production of goods: increases with investment; influences production, shipbuilding; red after strikes</td>
</tr>
<tr>
<td>Data</td>
<td>Specific and General Information</td>
</tr>
<tr>
<td>------------------------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>National Tax Payment</td>
<td>Only when government commissions a city to pay; exemption may be granted</td>
</tr>
<tr>
<td>Supply City</td>
<td>City designated by government; payments in food and materials; exemption may be granted</td>
</tr>
<tr>
<td>Food Sufficientness</td>
<td>People's satisfaction with food supplies; affects chances of rebellion or strike; red when supplies are low</td>
</tr>
<tr>
<td>Material Sufficiency</td>
<td>People's satisfaction with material supplies; affects chances of rebellion or strike; red when supplies are low</td>
</tr>
<tr>
<td>Medical Development Health</td>
<td>Development of hospital; increases with investment; influences health</td>
</tr>
<tr>
<td>Health</td>
<td>People's welfare: improves with medical development, when food &amp; materials are given; prevents cholera &amp; the plague</td>
</tr>
<tr>
<td>Warships</td>
<td>Size of fleet: increases with shipbuilding</td>
</tr>
<tr>
<td>Arms Factory (Factory)</td>
<td>Facility for cannon production</td>
</tr>
<tr>
<td>Troops</td>
<td>Number of infantry, cavalry and artillery units combined</td>
</tr>
<tr>
<td>Infantry</td>
<td>Foot soldiers in reserve: can be</td>
</tr>
<tr>
<td>Reserves</td>
<td>Mobilized into war</td>
</tr>
<tr>
<td>Cavalry</td>
<td>Horses in reserve: arrange one horse</td>
</tr>
<tr>
<td>Reserves</td>
<td>Per soldier for active cavalry</td>
</tr>
<tr>
<td>Artillery</td>
<td>Cannons in reserve: arrange one cannon</td>
</tr>
<tr>
<td>Reserves</td>
<td>To every 5 men for active artillery</td>
</tr>
<tr>
<td>Soldiers</td>
<td>Total men in active troops; down after rebellion, cholera, the plague</td>
</tr>
<tr>
<td>Morale</td>
<td>Fighting spirit in corps; up after rebellions; choleran, the plague</td>
</tr>
<tr>
<td>Training</td>
<td>Training level of corps; up after training exercises; wanes over time</td>
</tr>
<tr>
<td>Data</td>
<td>Specific &amp; General Information</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------------------------</td>
</tr>
<tr>
<td>Supply Cities</td>
<td>Number of supply cities</td>
</tr>
<tr>
<td>Gold</td>
<td>Gold in national treasury: direct tax (Jan) &amp; indirect tax (Mar-June-Sept-Dec) income; used for arms production (Mar-June-Sept-Dec)</td>
</tr>
<tr>
<td>Food Materials</td>
<td>Food in national treasury: harvest (Nov)</td>
</tr>
<tr>
<td>(Mr.t) Industry(Inds)</td>
<td>Industrial worth</td>
</tr>
<tr>
<td>Trade (Trde)</td>
<td>Commercial worth</td>
</tr>
<tr>
<td>Farming (Farm)</td>
<td>Agricultural worth</td>
</tr>
<tr>
<td>Warships (Ship)</td>
<td>The number of warships</td>
</tr>
<tr>
<td>Food Sufficiency (Food)</td>
<td>People's satisfaction with food supply</td>
</tr>
<tr>
<td>Material Sufficiency (MtI)</td>
<td>People's satisfaction with supply of materials</td>
</tr>
<tr>
<td>Health (Hith)</td>
<td>Welfare of the people</td>
</tr>
<tr>
<td>Alliance (Tie)</td>
<td>Allies may reinforce your troops in war</td>
</tr>
<tr>
<td>Hostility (Host)</td>
<td>Hostility for the French: hinders trade, negotiations; indicates chances of declaration of war; grows stronger over time</td>
</tr>
<tr>
<td>Allied Nation</td>
<td>Involved in alliance; shows as O in nation summary Tie</td>
</tr>
<tr>
<td>Friendly Nation</td>
<td>Involved in friendship treaty; shows as triangle in nation summary Tie</td>
</tr>
<tr>
<td>Neutral Nation</td>
<td>No diplomatic ties; left blank under nation summary Tie, white in Foreign</td>
</tr>
<tr>
<td>Warring Nation</td>
<td>Involved in a declaration of war; shows as X in nation summary Tie</td>
</tr>
<tr>
<td>War Expenditures</td>
<td>Investment in arms production: 1 cannon costs 50 gold cities with factories</td>
</tr>
<tr>
<td>Artillery</td>
<td>Cannons in reserve</td>
</tr>
<tr>
<td>Reserves</td>
<td>Officers not yet appointed to any city</td>
</tr>
<tr>
<td>POWs</td>
<td>Captured foreign officers; recruit for reserves</td>
</tr>
<tr>
<td>Sea Control</td>
<td>Which nations control which shorelines; held by the greatest coastal fleet</td>
</tr>
<tr>
<td>Data</td>
<td>Specific and General Information</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Politics (Pol)</td>
<td>Political ability: influence on negotiations</td>
</tr>
<tr>
<td>Finance (Fin)</td>
<td>Financial ability: influence on trade, investments</td>
</tr>
<tr>
<td>Supply (Sup)</td>
<td>Ability to manage supplies, give or send goods, collect taxes</td>
</tr>
<tr>
<td>Building (Bld)</td>
<td>Influence on medical investments, building and exploding bridges</td>
</tr>
<tr>
<td>Leadership (Ldr or Lead)</td>
<td>Leadership ability: talent for speeches, encouraging soldiers</td>
</tr>
<tr>
<td>Infantry (Inf)</td>
<td>Infantry strength: strength as an infantry commander</td>
</tr>
<tr>
<td>Cavalry (Cav)</td>
<td>Cavalry strength: strength as a cavalry commander</td>
</tr>
<tr>
<td>Artillery (Art)</td>
<td>Artillery strength: strength as an artillery commander; experience with cannons</td>
</tr>
<tr>
<td>Loyalty (Loy)</td>
<td>Loyalty to Napoleon: affects chances of rebellion or withdrawal; increases with rewards</td>
</tr>
<tr>
<td>Experience (Exp)</td>
<td>Level of experience: increases after carrying out commands (if Exp is 100 other abilities will increase)</td>
</tr>
<tr>
<td>Age</td>
<td>Officer's age: increases in Jan</td>
</tr>
<tr>
<td>Unit Type</td>
<td>Type of unit: infantry if there are 0 soldiers</td>
</tr>
<tr>
<td>Soldiers (Men)</td>
<td>Number of men in a unit</td>
</tr>
<tr>
<td>Morale (Mor)</td>
<td>Fighting spirit: increases after speeches, can change during war; affects chances of recovery, rebellion</td>
</tr>
<tr>
<td>Training (Trn)</td>
<td>Expertise of soldiers</td>
</tr>
</tbody>
</table>
A HERO EMERGES!

From impoverished Corsica, a Mediterranean island under French rule, emerged a man unlike any other in the history of Europe. He was Napoleon Bonaparte.

Born into nobility, Napoleon was educated at a military academy in Paris. He went to arms as an artillery officer in the tumult of the French Revolution. His first victory was to capture Toulon from anti-revolutionary forces. At the age of 26, Napoleon was appointed Commander of the French Army of Italy.

WINNING THE RESPECT OF HIS MEN

Dressed in rags and poorly equipped, Napoleon and his men were the center of ridicule. His subordinate officers eyed him with contempt, yet when he laid down the plan for battle, he convinced them that he was the one in command.

Turning to his bedraggled soldiers, Napoleon said, "Brave men! France hasn't the power to clothe you, to feed you, nor arm you to its own defense. You are worthy and valiant men. I will lead you across the fertile plains of this continent. Glory, fame and abounding wealth await you! Soldiers of the Army of Italy, obey my command!"

The soldiers looked to their new commander with respect. Prospects of victory transformed the tired soldiers into an army of steel.

LIFE-AND-DEATH STRUGGLE AT LODI

The finest troops of the Austrian army were positioned in Milan, ready to fend off the French army. This land was a place of strategic importance to breaking into northern Italy. The two armies faced off across the single bridge spanning the river between them. The odds were against the French; they were outnumbered 2 to 1.

The French charged across the bridge and the Austrians fired point-blank into them. With each step soldiers fell into piles on the bridge. Unable to withstand the onslaught, they turned to retreat. Then suddenly the regimental colors appeared at the front. Napoleon Bonaparte stood undaunted before his men and shouted: "If any of you are brave enough—come to arms!"

His commanders raced to protect their leader! With newfound courage the soldiers charged into the enemy. The Austrians could not stop them and were forced back from Lodigio.

In Napoleon's next campaign he led his soldiers on to capture Castiglione, Arcole,

NAPOLEON

Napoleon Bonaparte was a man of rare military genius. Rising up at the time of the French Revolution, he led the Grande Armée across Europe. At the height of his career, he was crowned Emperor of France. His perseverance and relentless tactics left a great impression in the annals of European history.

BERTHIER

Louis Berthier was a veteran of war, having participated in the American Revolution. He served as Napoleon's chief of staff. Though he was a modest man, he is credited for having led the French army on to many victories. When Napoleon escaped from Elba Island, Berthier suffered a nervous breakdown and died.
and Rivoli. Then, after subjugating northern Italy, he turned his troops towards Vienna. Austria proposed a truce to escape defeat, whereupon Napoleon agreed. Thereafter he made a triumphant return to Paris.

THE STRENGTH OF THE FATHERLAND

The fervor of the revolution spread throughout the nation, and other major powers in Europe joined in a coalition against France. Attacked from the interior and exterior, the people were caught in a desperate struggle for their rights.

In Paris, Director Barras was involved in a struggle of his own. Napoleon was popular among the people, and he feared he would be the next to try to overthrow him. Consequently he appointed Napoleon to a difficult position as commander-in-chief of the Army of England, to try to get rid of him.

A direct attack on England looked dangerous in view of their mighty navy. However, an indirect attack would weaken them. Napoleon set off to attack British territory in Egypt. The expedition to Egypt exhausted many soldiers, but Napoleon insisted they continue. "Brave soldiers! 4000 years of history will witness our battle on these sands!" His confident words gave his soldiers new strength.

Back in France, the people were faced with a new problem: a second coalition had emerged. The Directorate in Paris recognized that they needed Napoleon to save France. They called him back to Paris, and Napoleon returned. A new challenge awaited him at home.

CROSSING THE WINTER ALPS

Once back in Paris, Napoleon staged a coup d'état with the help of his brother, Lucien, and Talleyrand. They set up a new government on the 18th of November, 1799.

Now seated as First Consul, Napoleon shouldered the responsibility to pacify France. He had to restore law and order, revitalize the economy, and reorganize the army. Meanwhile, to fight off the second coalition against France, he renewed his attack on Italy. The Austrian army was spurred to fortify their defense.

Massena was the sole French officer in northern Italy, and the Austrian army had him backed into a corner. Most officers believed they could save him by attacking from the coastline. But, when Napoleon heard their plans he said, "Our enemy would love such a feeble plan! They have a strong defense along the coastal route. I am going to outwit them." Thus his army began the roundabout trek through the Alps.

In the winter, any route through the
Alps was a treacherous road to navigate. Heavy artillery had to be carried through the dangerous passes. And, there were sure to be casualties when the snow began to thaw. Nevertheless, the French army made it through to northern Italy once again.

They met the Austrian defense in Marengo and went to arms. There were rumors back home that the French were already defeated. The odds were clearly against them. Yet, reinforcements came in, led by Desaix and Kellerman. Desaix died in this battle, but the French were victorious again!

**EMPEROR NAPOLEON**

The victory at Marengo showed that France was back on the road to power. As anti-French sentiment died down, former coalition members tried to make peace with France; even England offered peace. However, not everyone was satisfied with Napoleon’s tactics. French and British royalists formed a conspiracy to overthrow him. In spite of their secret efforts, they never got hold of him. Now seated as First Consul, Napoleon was protected more closely than ever before. Head Commissioner Fouche noticed that people supported him to rise up as emperor of their nation. He called a national assembly at which they decided to let the people vote. Did they want Emperor Napoleon? He was approved: 3,652,000 in favor, 3,000 against.

Thus, in December 1804, Napoleon Bonaparte was crowned at Notre Dame Cathedral.

**STORMING ACROSS EUROPE**

Napoleon’s ascension to the throne, opened up old wounds in the European community. Other major powers felt threatened by the sweeping changes in France, reflecting anti-revolutionary sentiment. Thus, Austria, Prussia, Russia and England united in a third coalition against France.

In order to break the coalition, the central force in the league, England, had to be destroyed. Napoleon dispatched his naval full force into the channel between England and France, led by his most cunning officers: Bernadotte, Ney, Marmont, Lannes, Davout, Soult, Murat, Bessieres, and Augereau. This offensive, 220 thousand strong, comprised the ‘Grande Armee.’

Napoleon wanted to gain sea control over the Straits of Dover. He planned to break through the British blockade at the Straits of Gibraltar, then join up with the French Atlantic fleet and Spanish reinforcements. The British would be trapped in their own territory.

Austria and Russia closely followed the
changes in eastern France. When Napoleon deployed his eastern troops for the British assault, they knew they could begin to advance. Once again, Europe fell under the dark cloud of gun smoke.

ATTENTION TO THE EAST!

With trouble approaching from the east, Napoleon redirected the Grande Armée back to the border. They defeated the Austrian army at Ulm, and continued towards Vienna, where the Russians were camped. Kutusov got word of the Austrian defeat and ordered the Russian army to retreat.

Suddenly the French army was in danger. The allied French-Spanish fleet smoldered in ruins, defeated by Captain Nelson, of England. And, Franz II of Austria and Alexander I of Russia closed in from the north around Vienna. In previous battles, Napoleon's strategy was to concentrate his army around the enemy, but they were split in two different directions now. There was no choice but to forfeit conquest of England, and dispatch the bulk of the army to the east.

Then events came to a head. The Austrian, Russian and French armies came together at Austerlitz and plunged into war. Napoleon was attacked in the right flank and beaten back from the Pratzen Plateau. Soul, Lannes and Murat retaliated and scattered the enemy league. They forced the Russian army to flee through Tellnitz across the frozen Satsch Pond. Napoleon was waiting for them and ordered rapid fire down on the ice. With the weight of the men and their artillery, plus the barrage from French cannons—CRACK!—the Russian army fell through the ice. It was an amazing victory for Napoleon!

The battle at Austerlitz marked the one-hundredth day since Napoleon's coronation as Emperor.

THE CONTINENTAL BLOCKADE

Two days after the battle at Austerlitz, France and Austria made peace. The following year Napoleon returned to his conquest of Europe. In a renewed effort to expand the French frontier he appointed his brothers and son in the reaches of French territory. Then to completely rout the Prussian army he attacked Jena and Auerstadt, and concentrated his army around Berlin. Once again Napoleon's strategy prompted a response from his enemies: Prussia, England and Russia united in the 4th anti-French coalition.

As strong as the British were, they feared the French were gaining too much power. They tried to support the anti-French coalition by supplying capital and arms to opposition forces. In retaliation Napoleon ordered a continental blockade...
against England. For a country that relied heavily upon trade, this order was a direct threat to British development.

In order to enforce the blockade Napoleon had to gain control of the coalition. With the Prussian army under his power, he used them to push the Russian army back from Eylau, and swiftly seized Friedland. After further losses at Tilsit and Konigsburg, the Russians solicited Napoleon for relief, resulting in a peace treaty. Prussia was reduced to a minor power under Germany, Russia and France joined in alliance, and the continental blockade was complete.

**PURSUEING ENEMIES ON ALL SIDES**

The continental blockade seemed to work. British imports were completely banned from Europe. On the other hand, the European merchants lost a major importer of their goods. Angry with the trade block, anti-French sentiment rose up again. The situation grew even worse for the French when the British attacked from the Iberian peninsula. Guerrilla armies added to the assault.

When the French gradually began to weaken, Austria joined in the fighting. Ever-cautious Napoleon quickly redirected his army and beat them back at Abensberg and Eggmuhl. Yet, in the next battle at Aspern, Napoleon's men were outnumbered 3 to 1. They were defeated with ease, and Lannes died in the same battle. Napoleon retaliated at Wagram, and this time his troops dominated.

**A DARKER HORIZON**

In France, the people were overjoyed with their leader's success. Yet, Napoleon was nervous about the lack of an heir. He and Empress Josephine did not have a son. Metternich of Austria, urged him to remarry with the princess from his country, Marie Louise. Napoleon agreed. He left Josephine and married Marie Louise in April, 1810.

In March, 1811, a salute of guns resounded in Paris to commemorate the birth of the Crown Prince. The people celebrated in the hopes of peace and security for their nation.

There was one country which did not take the new intimacy between France and Austria so lightly. It was the empire in the east - Russia. The Russians resented Napoleon's abuse and demanded territory in Poland. But Napoleon had no intention of giving up the land he had won. Hence Russia withdrew from the continental blockade and united with England.
A COSTLY VENTURE

The continental blockade was the key tactic in Napoleon's plan to overthrow England. It was almost complete when Russia joined forces with England. Thus Napoleon turned his wrath towards Russia.

The French army had 550,000 men, including forces led by Berthier, Ney, Davout, Murat, and Poniatowski. Their soldiers, from France, Germany, Italy, Poland and Holland, represented the blockade that spanned the continent.

"Soldiers!" Napoleon addressed his men, "This expedition will guarantee peace and harmony for all of Europe!"

"Vive l'Empereur! Long live the Emperor!" they resounded.

On June 6, 1812, the Grande Armee set off for Moscow. When they reached the faraway plains of Russia, the intense cold of winter settled over their troops. Yet, Napoleon refused to abandon his plan. The advance was a painstaking and costly process. The soldiers weren't prepared to face the cold, and thousands perished every step of the way.

Finally the army arrived in Moscow, reduced to 150,000 weak men. Napoleon hastily declared victory over Russia and began the long trek for home.

BLUCHER

Prussia

Gebhard Leberecht von Blucher had 7 years of experience at the head of the Prussian army. He repeatedly met Napoleon on the battlefield, only to be defeated each time. At Waterloo he overpowered Napoleon at last, marking his greatest victory. In the post-war Congress of Vienna he supported the decision to sentence Napoleon to a firing squad in retribution for war crimes.

METTERNICH

Austria

Clemens von Metternich, Minister of Foreign Affairs for Austria, closely followed the revolution in France. Meeting with Napoleon, he skillfully argued to preserve some dignity for his country. Promoted to Prime Minister after Napoleon's demise, he remained in power most of his life.

ALEXANDER I

Russia

Tsar Alexander I inherited his position when his father was executed. He oversaw the alliance between Russia and England to form the core of the 'anti-Napoleon' movement. Russia yielded to France temporarily after the defeat of Prussia, however the Tsar built up his military again to win the final victory over Napoleon.

LANNES

France

Jean Lannes was in competition with Murat for most of his career, starting with the battle at Lod. He led his troops on many glorious expeditions for Napoleon, and eventually was made a Marshal in the French Army. At Aspern he took a fatal blow in battle and died.
KELLERMAN France
Francois Kellerman was a magnificent officer in the French army, though he was of German descent. In battles at Marengo and Austerlitz his troops came through victorious and without many losses. At Waterloo he fought under General Ney.

DAVOUT France
Louis Davout was a steadfast Republican and devoted militarist. In 1804, he was promoted to General of the Army. In the war against Prussia he proved a worthy commander and was the first to occupy Berlin. After Napoleon escaped from Elba Island, Davout served as Minister of the Continental Army.

WELLINGTON England
His true name was Arthur Wellesley. He won fame for recapturing Madrid in the war against Portugal. At Waterloo he was the key officer who brought about Napoleon's defeat. Later in his career he was appointed Prime Minister of England.

KUTUSOV Russia
Mikhail Kutusov was an elder general in the Russian army. He preferred negotiation to combat whenever possible, but during the Austerlitz campaign, Tsar Alexander I forced him to go to arms. During the Russian campaign he retreated and succeeded in drawing the fatigued French troops after him. When they were forced to withdraw, Kutusov was credited for masterminding the Russian victory.

NEY France
Michel Ney was appointed Minister of War in 1804. When the French army withdrew from Russia he took up the rear guard to fend off pursuers. Thus he won praise as "a hero among heroes." At Waterloo he took La Haye Sainte with a cavalry of merely 10,000 men. Yet after the French were defeated, the royalist party sentenced him to his demise.
Napoleon, now First Consul, turned his men towards Italy. He dispatched Victor for Marengo, south-west of Milan, and led in reserve forces through the St. Bernard Pass. Melas, who held the region for Austria, was in for a surprise. Then on the 14th of June, the fighting began.

Melas suddenly attacked Napoleon, thinking he led the main offensive. The French were clearly outnumbered, 10 to 1, but they anticipated reinforcements. Napoleon rode to the front line and encouraged his soldiers: "Take courage! You must hold out until our reinforcements arrive!"

He looked to the south-east sky, wondering when his trustworthy officer Desaix would arrive. His men were being demolished on the battlefield. And, there were rumors that Melas had already reported victory to his superiors in Vienna.

Finally Desaix arrived, straight from the deserts of Egypt. He thrust his men into the Austrian advance. With new faith in their commander, Kellerman and Lannes added to the assault. Victor could not bear anymore losses and withdrew, but Marmont covered with his artillery. In the confusion of the battle Desaix was pierced through the heart by an enemy bullet, and his body was found afterward on the field.

The French were triumphant in the end, but having lost a brilliant officer in Desaix, it was a costly victory for Napoleon.

DESAIX  France

Louis Desaix lead a glorious career. He became one of Napoleon’s most trustworthy officers. In the Battle of Marengo he rushed back from Egypt to help overthrow Austria. However, in the chaos of war he was shot and died.
Napoleon was at the peak of his career when France clashed with Russia and Austria. Outnumbered from the start (55,000 to 93,000), he stalled for time with negotiations. He had to create time for Bernadotte and Davout to lead in reinforcements. His strategy worked well with Kutusov, the elder Russian general. Kutusov was more interested in discussion than war.

Buxhowden carefully observed the French battle array from the Russian camp and concluded they would fall with ease. The Pratzen Plateau was almost empty but for Soult, left guarding the path of retreat from the right flank. Buxhowden charged his men straight towards the right flank and challenged Soult to war. Suddenly he was surrounded; he played right into Napoleon's trap! Behind Soult, Davout swept in with reserves and ravaged the Russian troops.

Tsar Alexander I ordered Kutusov out from his central position to reinforce Buxhowden. However, once the central area weakened, Murat and Lannes had a clear path to descend from the highlands. Kutusov called in reserves, but Napoleon intercepted their advance. BOMBARDED from every direction, the coalition neared collapse.

When the coalition retreated they had incurred losses of 15,000 men, 20,000 fallen prisoner, 200 cannons, and 40 émises. French morale soared after victory at Austerlitz, which fell upon the one year anniversary of Napoleon's coronation. Cries of "Vive l'Empereur! Long live the Emperor!" echoed across the Pratzen Plateau in celebration.
Napoleon escaped from Elba Island and returned to the throne, only to be challenged by 700,000 soldiers of the new coalition army. The French army was only 200,000 strong. At the front were Wellington of England, and Blucher of Prussia. Napoleon knew he had to crush the spirit of the coalition in these two generals in order to win the next war. In early strategy he successfully repulsed Blucher and Grouchy routed them as they fled. Then with an army 72,000 strong, Napoleon challenged Wellington to send his 68,000 men forward for a decisive battle.

The soldiers faced a battlefield sodden with the water of recent rains. Their heavy artillery churned the ground and their cannons sank deep into the mud. Napoleon grew anxious watching his men push their heavy artillery through the mire. He resorted to cavalry, and sent out 10,000 men under Ney to occupy a central position at La Haye Sainte. Yet Ney misunderstood his orders and began an all-out attack with neither infantry nor artillery to support him. As a result, the French army was put in a vulnerable situation.

Napoleon needed support desperately and sent a messenger to Ney requesting reinforcements. Although Ney's men had fought bravely and captured La Haye Sainte, they had no strength to go to battle again. In a last effort to break free, Napoleon called up his last resource, the imperial guards, and sent them out in the advance. His army was ready for battle. At the same time a new foe rushed onto the scene from the east. Napoleon hoped it was Grouchy with French troops, but it was the Prussian army led by Blucher.

Napoleon refused to surrender at Waterloo despite his defenseless position. Inevitably, the French army suffered great losses in their final defeat.
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This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Reorient the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by Federal Communications Commission helpful; **How to Identify and Resolve Radio-TV Interference Problems**. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.
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