

SHINGEN™ the RULER™

GAME MAP ~ THE AGE OF WARS IN JAPAN

HOT-

HOT-23-USA

- 1 KAI
- 2 SHINANO
- 3 SAGAMI
- 4 MUSASHI
- 5 KOZUKE
- 6 WEST SHINANO
- 7 NORTH SHINANO
- 8 ECHIGO
- 9 SURUGA
- 10 TOTOUMI



- 11 OWARI
- 12 MIKAWA
- 13 MINO
- 14 HIDA
- 15 ETCHU
- 16 NOTO
- 17 KAGA
- 18 ECHIZEN
- 19 OUMI
- 20 ISE
- 21 YAMASHIRO

*The lords are not confined to a particular territory.
Thick black lines represent unpassable mountain ranges.*

LICENSED BY NINTENDO
FOR PLAY ON THE



QUICK REFERENCE

COMMAND OF DOMESTIC AFFAIRS

Mi (military)	ENLIST(army), GOING(into attack enemy), MOVE(soldiers, \$\$, and PRD within your side).
Fc (flood control)	May prevent river from overflowing. Use Fc to decrease DST (disaster).
Mr (merchant)	Choose BUY/SELL for PRD (product) and weapons.
Ni (ninja)	SPY and create CRISIS in other territories.
Ca (castle)	Command to enlarge and strengthen the castle. Related to CLT (culture).
Gm (gold mine)	DIG: find a new mine. PRODUCE MORE: produce a temporary increase in gold.
Dr (doctor)	Medical treatment command against diseases. Related to EPI. Choose PREVENT/CURE.
Fa (farm policy)	To control agriculture. Related to LOY, WEL, YLD. Choose DEVELOPMENT/AID.
Al (alliance)	An agreement not to invade each others territory. It takes one PRI plus \$\$ to make an alliance.
He (heir)	To educate heir choose ST (strength), IQ, or MO (morality).
Sv (save)	Preserves the current game situation.
Ps (pass)	Spend a month doing nothing.



PARAMETER OF DOMESTIC AFFAIRS

YLD (yield)	The amount of rice harvested in the territory. Use Fa (farm policy) to increase.	HE (heir)	The educational level of the heir.
DST (disaster)	The possibility of a disaster occurring. Use Fa (flood control) to decrease.	RNK (rank)	The actual strength of the army. Battle experience increases rank.
CLT (culture)	The level of cultural development. Use Ca (castle) to increase.	HDQ (head-quarters)	The number of armed units with a Field General.
LOY (loyalty)	The loyalty of the people to the ruler. Use Fa (farm policy) - AID to increase.	RM (riflemen)	The number of riflemen units. Buying RM from Mr (merchant) will change INF (infantry) to RM.
WEL (wealth)	The wealth of the people of the territory. Use Fa (farm policy)-DEVELOPMENT-AID to increase.	LNC (lancers)	The number of lancer units. Buying LNC from Mr (merchant) will change INF to LNC.
\$\$ (money)	The amount of money of the territory.	EXP (experience)	The level of the soldiers battle experience in the territory. Related to RNK (rank).
PRD (product)	The amount of rice owned by the territory.	CAV (cavalry)	The number of cavalry units. Buying CAV from Mr (merchant) will change INF to CAV.
G-M (gold mine)	The number of gold mines of the territory. \$\$ (money) increases 5 units every month per G-M. Use Gm - DIG to increase.	AR (archers)	The number of archery units. Buying AR from Mr (merchant) will change INF to AR.
PRI (princess)	The total number of princesses. Princesses are able to help make alliances with other territories.	INF (infantry)	The number of infantry units. The basic force to increase the other units.
EPI (epidemic)	The existence of an epidemic disease in the territory. Use Dr (doctor) to resolve.		

Use select key to switch screens.