

Not Polyoptics:

Sengoku Jidai is a war game combining both strategic and tactical elements in a simulation of medieval Japanese warfare in the 16th century AD. This was a period in Japanese history known as the Age of Warring States, or Sengoku Jidai.

The object of the game is to possess and hold four castles. If this is not accomplished within 30 moves the player with the most castles is the winner. The number of moves left is reported on the screen at the beginning of every cycle of turns.

First the computer asks if two or three people are playing. If there are two players the green castle becomes a neutral yellow castle. Then each player gives the computer his name.

After a wait for initializing the screen shows the map-board. The terrain elements (see chart 1) have been placed randomly, making every game different.

Each army has been given 100 soldiers, composed of random numbers of foot soldiers, archers, and samurai. To find out how many of each type an army has press SHIFT 7 when it is that army's turn.

Every turn an army is outside a castle each type of soldier is augmented by a random amount up to three. Every time an army captures a castle each type is augmented by a random amount up to 15.

Each group of four armies of the same color is given a random battle cry, which sounds when one of its armies gives battle.

When it is an army's turn it flashes on and off four times. The army may then maneuver in a combination of moving and/or shifting position.

Movement

When it is an army's turn it may move in any of the eight points of the compass. Press E to move north, S for west, D for east, X for south, W for northwest, R for northeast, Z for southwest, and C for southeast. Each army has three moves every turn, but to go on to some terrain costs more moves (see Chart 1). An army may not move on to a lake, an enemy or friendly army, an enemy castle, or off the edge of the screen. Press SPACEBAR to end the turn.

To shift the position of an army costs one move. From the defensive position the player may point an army up (J), down (H), right (Y), or left (U). An army not in defensive position may turn clockwise using H or counterclockwise using Y (see Chart 3). The position of an army relative to an enemy army in attack or defense is important in calculating the results of the battle (see Chart 2)

In addition to affecting the number of moves, the terrain causes certain types of soldiers to fight more or less effectively (see Chart 1).

An army may go into one of its own castles.

Battle

An army which lost a battle in defense cannot give battle in its following movement turn. An army which lost on offense cannot give battle again in that movement turn. To check whether an army whose turn it is may attack press SHIFT 7.

Given the above restrictions, an army pointed at an enemy army or castle will attack at any point in its movement turn. The results of the battle are then reported on the screen. Casualties are calculated slightly in favor of the attacker. Samurai are more resilient than other types. An army inside a castle is strengthened in effectiveness.

Attacking an unoccupied castle is similar to attacking an army, in that the attack will either be successful or not successful. A successful attack will turn the castle into the attacking army's color and it may move in. Attacks by an army of less than 45 men have no chance of succeeding.

To capture an occupied castle the army inside must first be routed, then the castle captured

A routed army will never reappear.

Sengoku Jidai — Chart 1				
Type	Name	Cost to move into	Color	Effect on combat
	Clear	1	Green	Samurai more effective.
	Mountains	3	Black	Cannot attack or be attacked from mountains.
	Swamp	3	Black	Armies unchanged.
	Hills	2	Green	In hills all types of soldiers doubled in effective strength.
	Forest	2	Green	In forest foot soldiers doubled in effective strength.
	Lake	Can't move into	Blue	No attacks.
	River	3	Blue	In river all types of soldiers halved in strength.
	Occupied castle	Can't move into	Black White Green	May not be captured until army inside is routed. Archers more effective on attack and defense, other types of soldiers are less
	Castle	3 (if owned)	Black White Green	May be captured if attacked.

From the defensive position

Press O to get		Defensive formation
Press Y to get		Facing right
Press U to get		Facing left
Press H to get		Facing down
Press J to get		Facing up

If not in defensive position, to turn an army press Y to go counter-clockwise, press H to go clockwise.

Attacker	Defender	Effect
		Slightly good for attacker
		Good for attacker
		Very good for the attacker
		Very good for the attacker
		Very, very good for the attacker