

SWORD OF THE SAMURAI

TECHNICAL SUPPLEMENT

IBM® PC, XT, AT, PS/2 and compatible computers

CONTENTS

Your *Sword of the Samurai* should contain a manual, this technical supplement folder, three 5.25" disks or two 3.5" disks, a full-color map, a registration card, and an order card for backup disks.

REQUIRED EQUIPMENT

Computer: This game requires an IBM PC, XT, AT, PS/2, Tandy 1000, Compaq 386, or a computer 100% compatible with those. The machine must have at least 512K of RAM (640 to use MCGA graphics) and DOS 2.x or 3.x. Due to the amount of disk-swapping necessary on floppy-only systems, a hard disk is recommended, though it is not required.

Controls: MicroProse recommends you use both a keyboard and joystick with this game. However, it can be run entirely from the keyboard.

Display: The game requires VGA (256-color), MCCA (PS/2 models 25 and 30), EGA 1 h-color, CGA 4-color, Tandy 1000 16-color graphics, or Hercules monochrome.

DOS: You must have IBM or Microsoft DOS, version 2.1 or higher. A version between 2.11 and 3.31 is recommended.

SAVING GAMES

You can save games only if you run the program from copies on either floppy disks or a hard disk. If you run from the disks in the box you cannot save anything. The original MicroProse disks are write-protected to avoid any inadvertent damage. To save a game, follow the instructions in the *Role-Playing Controls* section of this Technical Supplement.

INSTALLATION

Sword of the Samurai is copy-protected using a "key disk" technique. This means you can copy the game files from the original disks however you prefer: to other floppy disks, or to a hard disk. These files are normal in all respects. They can be backed up, restored, and optimized on a hard disk.

However, the original disks have special "invisible" markings that cannot be copied or removed. After you start the game the program asks you to insert an original disk into a floppy drive. Keep the original disks handy. MicroProse regrets that continuing casual and organized software piracy requires that we copy-protect this product.

RUNNING WITH FLOPPY DISKS

Installation on Floppy Disks

This game is designed to run using copies of the original disks supplied in the box. You can run the game using the original disks, but no information is saved. We suggest formatting disks before installation. This insures that the disk is "clean" and in good operating condition.

To Format a Floppy Disk: You must format disks before you install the game on them. Depending on the disk drives in your computer, you need either:

- three 5.25" 360K disks (PC or XT style disks)
- one 5.25" 1.2 MB disk (AT or 386 style disk)
- two 3.5" 720K disks (Tandy and PS/2 models 25 and 30)
- one 3.5" 1.44 MB disk (PS/2 models 50 and 90).

Formatting a disk requires that you boot your computer with DOS. At the ">" prompt, type the appropriate format command. On most machines this is "FORMAT A:" to format a floppy disk in the "A:" drive. For details, consult the description of "FORMAT" in your DOS manual.

Copy to Newly Formatted Disks: After formatting disk(s), use the DOS "COPY" command to copy the original disks with "*" as the file designators. Typically this command is entered as "COPY A:.*B:.*", even if you just have one floppy drive. For details, consult the description of "COPY" in your DOS manual.

Warning: Do not use the "DISKCOPY" command to copy disks. You must use the "COPY" command.

Loading from Floppy Disks

(1) **Boot your machine** using DOS.

(2) **Insert Disks:** When the "A:>" prompt appears, remove the DOS disk and insert the *Sword of the Samurai* "A" disk. If you have two floppy drives, put the "C" disk in the second drive. Use the copies made in the install instructions above.

(3) Set **Speed:** If you have a turbo or multi-speed computer, set the computer to its highest speed (frequently "Ctrl" and "Alt" and "+" together do this).

(4) **Start Program:** Type SAMURAI and press Return/Enter. The game starts loading.

(5) **Insert Key Disk:** When requested, insert the original "A" game disk in a disk drive. Then type the letter of the drive ("A" or "B") where you inserted the disk.

(6) **Replace Key with Installation Disk:** When requested, remove the key disk and re-insert your copy of disk "A".

Technical Notes: The key-disk system will work only if one of the floppy drives you are using is designated "A" or "B". You will not be able to run the game if you are solely using an external drive labelled "C", "D", etc.

To run in certain configurations you may find that you have purchased a version of *Sword of the Samurai* with the wrong disk type (for example, a PS/2 with internal 3.5" "A" and "B" drives and an external 5.25" "C" drive could not run the 5.25" version of the game). If this occurs, ask the retailer who sold the game to exchange it for the other version. If all else fails, contact MicroProse's Customer Service Department. (See the *Troubleshooting* section of this technical supplement.)

RUNNING ON A HARD DISK

Installation on a Hard Disk

You can copy the original disks onto a hard disk. The files copied are standard DOS files. They can be copied, erased, and optimized as desired.

Install **Program:** For your convenience, a program called "INSTALL" is included on disk C. It automatically installs *Sword of the Samurai* onto your hard disk.

- **If installing from 5.25" disks.** Insert disk C into your "A" drive and type A:INSTALL 5 and press RETURN (be sure to put a space between "INSTALL" and "5").
- **If installing from 3.5" disks.** Insert disk C into your "A" drive and type A:INSTALL 3 and press RETURN (be sure to put a space between "INSTALL" and "3").

After you enter the appropriate command, the install program will copy files and prompt you for the other disks as needed. Installation takes about three to six minutes, depending on disk drive speeds.

Warning: The INSTALL program assumes you install from floppy drive "A" onto hard disk "C." If your hardware configuration is different, do not use INSTALL. Instead, copy all the files from the floppies to the hard disk using the DOS "COPY" command. All *Sword of the Samurai* files must be in the same directory or subdirectory.

Technical Notes: The INSTALL program creates a subdirectory titled "SAMURAI" and copies all necessary files into it. It also places a file titled "SAMURAI.BAT" in your root directory to automate loading.

If the installation fails or you prefer to organize your own subdirectories and batch loaders, you can use DOS commands to create an appropriate subdirectory and copy all files into it. Be sure to copy all files from all disks. The file "SAMLOADR" is a batch file which you can copy to any appropriate location (typically the root directory). You should rename this file "SAMURAI.BAT" when finished.

OPENING SCREENS

Title and Credit Screens

If desired, you can move quickly through the title and credit screens by pressing Enter/Return, the Space Bar, or Joystick Button #1.

Clan Crest Identification

To prove you are worthy to represent your clan, you are required to

correctly identify a clan crest. Clan crests can be found on right-hand pages in the *Sword of the Samurai* manual. They appear in alphabetical order for easy reference.

Example: You are asked to identify the Takahashi crest. Flip through the last half of the manual ("T" comes late in the alphabet) until you find the Takahashi crest, then use your controller to select the crest on the screen that matches the crest in the manual.

If you select the wrong crest, you will be able to play only the duel, melee, and battle encounters, or an abbreviated version of a new full game.

OPTIONS

Graphics Options

EGA: Select this option if your machine has an "Enhanced Graphics Adapter" board with 256K of RAM. This option provides 16 colors on any RCB monitor (a high-resolution EGA monitor is *NOT* required).

Special Bonus: On certain screens in EGA mode, we have used MPS Labs' exclusive "Super-EGA 85-Color System" to give you graphics that are chromatically richer than you'll find in standard EGA games.

CGA: Select this if you have a "Color Graphics Adapter" board. This option provides four colors.

Tandy 1000: Select this option if you have a Tandy 1000. This option also provides 16 colors. Some Tandy computers also support CGA and/or EGA.

VGA/MCGA: Select this if you have a PS/2, or any other machine with a "Video Graphics Array" board. This option provides 256 colors.

Note: If you have a PS/2 model 25 or 30 you will find CGA faster and easier to play.

Sound Options

Note: Not all sound options may be available on the "A" disk. Check "READ.ME" file for latest information.

IBM Sound: This is appropriate to all IBM PC, XT, AT and PS/2 machines with no special sound hardware. These machines have a simple "beeper speaker" So don't expect too much from the music and sound effects.

Tandy 1000 Sound: Use this option only on Tandy 1000 computers, which include a special music chip that produces very nice sound effects.

AdLib Sound: If you have added the "Music Synthesizer Card" by AdLib, select this option. With an AdLib board you will hear beautiful and atmospheric Japanese-style music in *Sword of the Samurai*.

No Sound: This turns off all sound. To get sound again you must exit from the game to DOS and start over, selecting a different option.

MT-32 MIDI Interface: *Sword of the Samurai* supports the Roland MT-32 MIDI sound module with an MPU-401 (or compatible) MIDI interface and a MIDI cable. The cable must be routed from the interface's "MIDI out" to the MT-32's "MIDI in."

The MIDI drivers for Sword *of* the **Samurai** are specifically set up for driving the Roland MT-32. Custom timbres, patches, and system set-up are downloaded to the MT-32's RAM at the beginning of the game, so before loading the game be sure to save anything you've been working on. Of course, all Samurai RAM-stored sounds will be forgotten when the MT-32 is turned off.

AUTOMATED LOADING

You can automatically select your options when you first load Sword *of the Samurai* using "options parameters." After you type SAMURAI, but before you press Enter/Return, you can type additional characters to pre-select options. Separate each option with a space.

The parameters for **Sword of the Samurai** are:

- /J** Joystick will be used
- /NJ** No Joystick is used
- /GE** Graphics are EGA 16-color
- /GM** Graphics are MCCA or VGA 256-color
- /GC** Graphics are CGA 4-color
- /GT** Graphics are Tandy 1000 1 h-color
- /AI** Audio (sound) is IBM
- /AT** Audio (sound) is Tandy 1000
- /AA** Audio (sound) is AdLib
- /AN** Audio (sound) is None-sounds are off
- /AR** Audio (sound) for Roland MT-32 MIDI sound
- /VO** Both music and sound effects
- /V1** Sound effects only
- /V2** Silence — no sound

[Note: "Alt V" enables you to change the sound settings during the game.]

- /P** Pictures complete full role-playing graphics
- /NP** No Pictures that load from disk — partial role-playing graphics

[Note: "Alt Z" enables you to change the picture settings during the game.]

- /S** Single disk drive, so don't go to role-playing between melees and duels (saves a disk swap).

Example: If you use a standard PC or XT without joystick, CGA graphics, and standard PC sounds, you would load the game with SAM/NJ /GC /AI. A space must be placed between each parameter.

TROUBLESHOOTING

Notes

The latest notes regarding this program can be found on disk "C" in an

ASCII file named "READ.ME". You can read this file by using standard DOS commands, such as "TYPE READ.ME".

loading Problems

If the program does not load or run correctly, turn off your entire machine and restart it. Make sure DOS and Sword of the Samurai are the only programs loading into memory. Other RAM-resident programs or tools may conflict with **Sword of the Samurai**. Also, make sure your computer and graphics card have sufficient memory. The computer needs 512K of RAM (or 640K to run in MCGA mode), while EGA or VGA cards require 256K of Video RAM.

If you continue to have trouble, try the original **Sword of the Samurai** disks. Your copies may be bad. If the originals don't work, try the original **Sword of the Samurai** disks in another PC, preferably an IBM or Compaq machine. If the disks work in that, then your machine has compatibility problems (i.e., some aspect is not entirely IBM-compatible).

If you have trouble loading on other IBM/Compaq machines as well as your own, you may be one of the tiny percentage with a defective disk. In such cases, contact MicroProse Customer Service.

MicroProse Customer Service

MicroProse Customer Service can be reached at (301) 771-1151, Monday through Friday, 9 AM to 5 PM, Eastern time. Please have a pencil and paper handy when you call.

ROLE-PLAYING CONTROLS

The following controls apply when the text scrolls are on the screen:

<u>Control</u>	<u>Key</u>	<u>Joystick</u>
Controller	Cursor keys	Joystick
Selector	Enter/Return	Button #1 (top)
status Scroll (toggle on/off)	F1	
individual Status Scroll (from status Scroll)	Move cursor to portrait and press Selector; to return to Status Scroll, press Selector again.	
Strategic Map (toggle on/off)	F2	
Summary Scroll (toggle on/off)	F3	
Return to Role Playing (from scroll or map)	ESC	
Quit to DOS (destroys current game)	Alt Q	
Graphics Mode (toggle all/some pictures)	Alt Z	
Sound Level (all/effects/none)	Alt V	
Save Game*	Alt S	
Restore Game*	Alt R	
Re-initialize Joystick	Alt J	

***Save and Restore Game:** These options are available only from the Home Option Scroll, the one that begins "Considering the situation, you

decide to..." and includes such options as "Equip more samurai" and "Drill your troops." You cannot Restore (during the game) or Save from any other scroll. The Restore game option destroys your current game.

Playing Tip: Frequent reference to the Status and the **Summary Scrolls** will be a big help when it comes time to decide what to do next. Keeping track of your rivals' activities and status is the key to successful play. Note that your spies are not 100% accurate so information from the Summary Scroll may occasionally be misleading.

MELEE CONTROLS

Control

Move Your Samurai

Sword Attack (when enemy is close)

Bow Attack (when enemy is distant)

Pick Up/Put Down (when at object)

Pause the Melee

Quit to DOS (destroys current game)

Sound Level (all/effects only/none)

Retreat from Melee:

Village/Paddy

Castle

Key

Cursor keys

Enter/Return

Enter/Return

Enter/Return

Space bar

Alt Q

Alt V

Joystick

Joystick

Button #1

Button #1

Button #1

Move against the edge of the Melee Area.

Move against the outer door at the bottom of the lowest level.

Wounds: When you suffer one wound, your speed of movement and of attack slows considerably. When you suffer a second wound, you fall and the melee ends.

Doors: To open a door, move directly against it for a second.

Stairs: To climb stairs up or down, move along them and press directly against the end for a second.

Hostages: Move to where the hostage is lying, and press the Selector (Return or Button #1) to pick him/her up. Press again to put hostage down, and move away from him/her to fight.

DUEL CONTROLS

Control

Move Your Samurai

Swing Your Sword

Parry an Attack

Pause the Duel

Quit to DOS

(destroys current game)

Sound Level

(all/effects only/none)

Key

Cursor keys (only)

Cursor keys + Enter/Return

Cursor keys + Backspace

Space bar

Alt Q

Alt V

Joystick

Joystick (only)

Joystick+Button #1

Joystick+Button #2

Retreat from the Duel: Back off the bottom of the Duel Area.

Sword-Swinging Basics: Moving your Controller (cursor keys or joystick) with the Selector (Enter/Return or Button #1) held down swings your sword in the direction indicated.

Overhead Cut: **Back** on the controller to bring your sword up, then press forward to swing forward and down. You can cut left, right, or center, depending on how you position the controller. This cut can be parried.

Slash Across: To the **side** on the controller to bring the sword straight out, then across to the other side to slash. You can slash across from either the left or right side. This cut can be parried.

Over-the-Shoulder Cut: **Back** on the controller to bring your sword up, then **back** even farther until the sword stops, then finally **forward** to swing forward and down. You can cut left, right, or center, depending on how you position the controller. This cut cannot be parried.

Wounds: A duelist falls when he receives his fourth wound. Your wound indicator appears at the upper left; your opponent's is on the upper right.

BATTLE CONTROLS

Formation Orders

Choosing a Formation: When the battlefield first appears, your units appear at the bottom of the field. The name of their current formation appears above them in the center of the field. You can cycle through the available formations until you find the one you think best.

<u>Control</u>	KEY	<u>Joystick</u>
Show New Formation	Up/down cursor keys	Up/down on joystick
Flip Formation Left/Right	Left/right cursor keys	Left/right on joystick
Select Current Formation	Enter/Return	Button #1

(Selecting a formation starts the battle.)

Attack and Defense Formations: You will be either attacking or defending in the coming battle. If you are attacking, the formations shown during the Formation Orders period will have white lines leading from your units toward the enemy at the top of the field. These are the routes your attacking units will follow (unless you give them new orders once the battle starts). If you are defending, the formations shown will have no lines growing from them.

Unit Types: Armies are composed of four possible types of units.

Infantry: Represented by spearman symbols, as many as eight in two rows of four. These are the basic combat unit. An infantry unit's front edge must contact an enemy in order to attack it.

Archers: Represented by archer symbols, as many as four in a row. An archer unit can attack enemies at distance by shooting arrows into its position. It can also fight (weakly) in close combat.

Cavalry: Represented by horseman symbols, as many as four in a row. Like infantry, a cavalry unit's front edge must contact an enemy to attack it, but cavalry is generally faster and more powerful than infantry.

Musketeers: Represented by gunman symbols, as many as four in a row. Musketeers attack enemies at a distance like archers, but they have a shorter range. However, they do more damage at close range, and are more effective in close combat.

Unit Controls in Battle

Controlling Your Units: You can tell any unit on your side where to march and which way **to** face. To do this, a unit must be **chosen, directed,** and **ordered.** In other words, you must pick the unit you want, tell it where to go, and tell it how to get there.

Joystick Control: When using the joystick (with some keyboard input) to control your units, your directions are given in a different order from when using the keyboard alone. With the joystick, how you **choose your** unit also determines what **orders** you give it. You choose by using the joystick to move the warfan cursor near or to the desired unit, then pressing Button #1 or #2. Button #1 orders the unit to turn and march; Button #2 orders it to march without turning. **Holding the desired button down,** use the joystick to **direct** the unit by dragging a line to the desired destination. Release the button, and the unit will start its move.

Control

Turn and March

March Without Turning

Direct Unit to Destination

Commence Move

Turn Without Marching

Pause the Battle

Retreat from the Battle

Quit to DOS (destroys current game)

Sound Level (all/effects only/none)

Joystick Commands

Move cursor near/to unit, choose with Button #1

Move cursor near/to unit, choose with Button #2

Move cursor while holding button down

Release button when at desired destination

When cursor reaches destination, **without releasing the button,** press the "*" key

Space bar

R key

Alt Q

Alt V

Routed Units: A unit can sustain only so much damage before it decides to quit fighting and run away. Such a unit turns away from the enemy, goes into a wide open formation, and runs for it. A routed unit that runs off the field of battle is not destroyed, but it is out of the current battle for good.

A routed unit that stops before it leaves the field and regains its tight formation can be ordered back into the battle.

Withdrawing Units: Archers faced with intimidating enemies go into open formation and withdraw rather than fight. They regain tight formation once they are no longer threatened and can be ordered back into the battle.

Victory Conditions: The side which destroys or chases away all its enemy's units is the victor, i.e., the side with the last units on the field wins.

Keyboard Control: When using the keyboard alone to control your units (the designer's recommended method), you choose the unit you want with a number key, **direct** it by using the cursor keys to drag a line to the desired destination, then **order** it by pressing "+" (to turn and march), "-" (to march without turning), or "*" (to turn without marching anywhere). We strongly suggest you use the keypad to direct your units.

Control

Choosing a Unit

Directing a Unit

Orders:

Turn and March

March Without Turning

Turn Without Marching

Stop in Place

Retreat from the Battle

Pause the Battle

Quit to DOS (destroys current game)

Sound Level (all/effects only/none)

Keyboard Commands

number key that matches unit

cursor keys (warfan drags line to desired location)

+ key

key

* key

number key that matches unit

R key

Space bar

Alt Q

Alt V

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Barbara Bents, Mike Reis

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