

Japan

JAPAN

Daimyo Toyotomi Hideyoshi, who sought to unify this divided country, has passed away. Where now there is peace, war will soon blossom. Many Daimyos move to consolidate their power and vie for the honor of ruling this nation. One stands above the rest, ready to unite the country under one leader—Tokugawa Ieyasu.

The time has come for Japan to submit to a new master.

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THE SIEGE OF OSAKA

Joined by Lord Torii Mototada, General Kichiro, Tokugawa's loyal general, prepares to take Osaka Castle. However, the defenses are stronger than he anticipated and a headlong charge would result in wholesale slaughter. To succeed, you must work with the surrounding villages to exploit the castle's weaknesses.

PRIMARY OBJECTIVES:

Destroy the Osaka Town Center. (4000 XP)

SECONDARY OBJECTIVES:

Destroy the Ronin Camp. (500 XP)

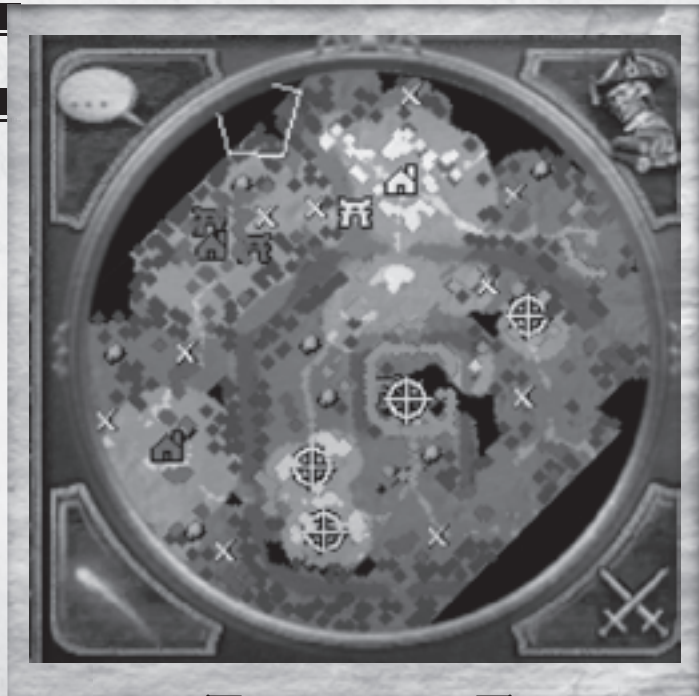
Free the Captive Woodcutters of Osaka. (500 XP)

Build a Wonder so your army can Age up. (400 XP)

Build 3 Shrines. (400 XP)

Build a Castle in the Western Village. (500 XP)

Destroy the Outposts that guard the farmers. (500 XP)



10 Treasures

STARTING RESOURCES:

General Kichiro

Daimyo Mototada

2 Yabusame

2 Naginata Riders

4 Yumi Archers

4 Ashigaru Musketeers

100 Exports

600 Food

600 Wood

600 Coin

6 Villagers

Start by using the rickshaw provided to build your Cherry Orchard and set the two idle Villagers to harvesting it as soon as it is built. You want to build a sizeable army before storming the castle, so build and harvest the things you need to increase the population you can support.

AN IDLE VILLAGER IS A USELESS VILLAGER

In many ways, Villagers are the most important part of your empire. They harvest the raw materials necessary to keep your troops fed. They build the structures needed to maintain and expand your empire. They even construct the Wonders that allow your empire to Age up. However, Villagers only do any good if you keep them working! If a Villager becomes idle, you see a flag in the upper left corner of the screen alerting you to this grave problem. Click on the flag to quickly reach the offending Villager and set them to another task. This ensures that your empire keeps running smoothly!

Meanwhile, move your military units south until you reach a small village. Here you receive the secondary objective to build a castle. This village desperately needs a castle to protect itself from the forces of Osaka. Build a castle here to protect the village. As soon as it is built, the castle can manufacturing a few siege weapons for your army.

Once your castle is complete, Osaka Castle sends an army out to quell the rebellion.

Leave your forces near the castle until they get there so that you can wipe them out! Although your victory here may make you anxious to take on more of the Osaka defenders, be patient and wait for the castle to manufacture a few siege weapons to take with you. Once these are ready, follow the road east until you reach the wall guarding the road. Destroy this to gain access to this area of the map.



DEFEND OR NOT TO DEFEND

If you wish to keep this castle intact, you need to place a handful of troops here to guard it. If left undefended, troops from Osaka eventually destroy it. Once you have built the castle though, you have completed your objective, so you can just take the siege engines you want and go.

Destroy the two guard towers to free the farmers. Each tower is guarded by men from Osaka. Make sure you have added some troops to your retinue before proceeding or these defenders may overwhelm you.

Build Barracks!

While your first priority on this board is harvesting resources, make sure you build a Barracks early on. You need to field a sizeable force to take Osaka Castle, and you want all the units you can support.

Once you have freed the farmers, continue counter-clockwise around the map, staying clear of Osaka in the center for now. Cross the river and head north until you get your secondary objective to free the Captive Woodcutters of Osaka. Destroy the stockade holding them to complete this secondary objective.

As your army moves around the board, make sure you are swelling your ranks by using Home City Shipments of troops and training them in your Barracks.

Continue around until you receive the secondary objective to destroy the Ronin Camp in the easternmost part of the map. Once you have taught them a lesson, the grateful northern Villagers destroy the northernmost wall guarding the approach to Osaka, giving you easy access to the castle once you are ready to attack

Before approaching the castle, make sure you have the necessary troops to take it. This map isn't timed, so take the time you need to bring your forces together for a concentrated assault.

Pass through the now defunct gate and start attacking the northern wall of Osaka Castle. The siege weapons your castle provides are a great help in this. The walls are strong, and can withstand an assault for some time. Make sure all your troops are concentrating on one section of the wall.

Once the wall is down, your troops can flood through the breach to take out the doomed Osaka defenders. Destroy the Town Center to claim your victory. In the future, these urchins will think twice before raising a sword against Tokegawa!



UPRISING!

Despite your recent victory, a number of the eastern clans have dropped their plows and are taking up swords against the army of Tokegawa. Rallying under the leadership of Uesugi Kagekatsu, these loyalists pose a considerable threat to the Daimyo's forces. Wipe out these scattered troops before they can become a serious threat.

Not everyone agreed with the uprising and many Villagers have been imprisoned within stockades in each village. Free these dissenters and they gladly join your cause!

PRIMARY OBJECTIVES:

Ride to the nearest town and free its Villagers. (1000 XP)

Destroy as many villages as you can before Uesugi arrives in 15 minutes. (6000 XP)

Destroy Uesugi's Army. (2000 XP)

SECONDARY OBJECTIVES:

Free the imprisoned Villagers from the Stockades. (600 XP)

Rebuild all of the Trading Posts along the Trade Route. (600 XP)

Select an ally nation at your consulate. (500 XP)

Destroy the Disgraced Barracks. (600 XP)

STARTING RESOURCES:

General Kichiro

Daimyo Mototada

2 Naginata Riders

8 Yumi Archers

2 Samurai

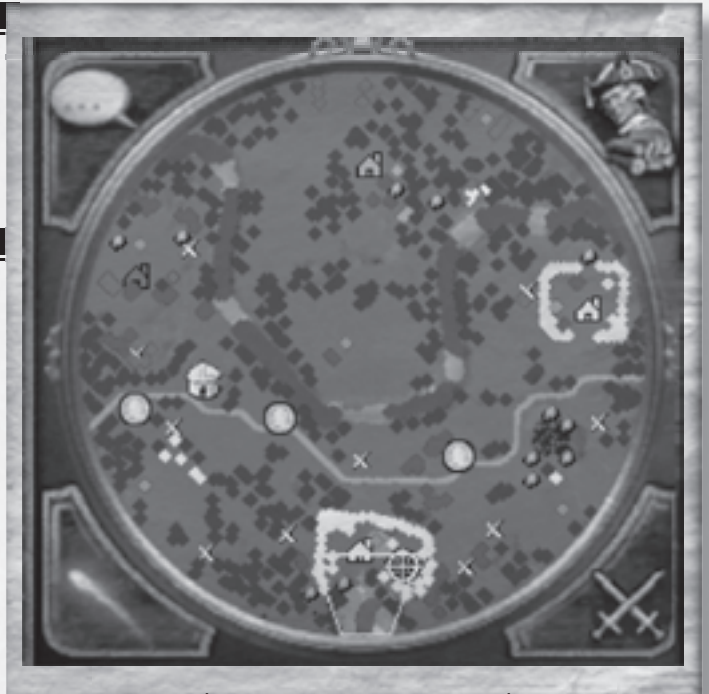
6 Ashigaru Musketeers,

100 Exports

600 Food

600 Wood

600 Coin



10 Treasures

Take your units North, to free the imprisoned Villagers from the Stockades. Here you face Samurai, Ashigaru Musketeers and Yumi Archers. They are small in number and you have no problem clearing them out using your complete force.

Once you have eliminated the loyalists here, destroy the stockades to free the Villagers. This village is now loyal to you and these six Villagers can start work right away.

When you have freed the Villagers you receive another Primary Objective—to destroy as many villages as you can before Uesugi arrives with his army in 15 minutes.

The village already contains a Town Center, a Consulate, three Shrines, Barracks and an Orchard Rickshaw. Put some of your Villagers to work harvesting wood while the others begin working the Cherry Orchard you build with the Rickshaw.

YOU CAN NEVER HAVE TOO MUCH WOOD

It is a good idea early on to switch your shrines to produce wood, as well as to send any wood resources you may have in your Home City. This enables your Villagers to start building the things you need fairly quickly.

Once you have rebuilt all four of the posts, these five humble traders reveal themselves to be Hatamoto Samurai who join your army!

Head north from this trading post to reach another village. The resistance is minimal here. Destroy the Town Center and break open the Stockades to free the Villagers. It is a good idea to have these Villagers work the two Gold Mines here for coin.

Return to the trade route and follow it east a small distance until you reach a Zen Temple. Build a Trading Post on the spot provided. Creating this relationship with the temple allows you to access the temple services.



Move your military units out the western gate to grab the treasure here. Then travel northwest until you reach a small village with a stockade. Teach these loyalists to bow to the rule of Tokegawa! Free the Villagers to gain their help in collecting resources.

Take your army northwest until you reach a small village. Defeat these defenders and free the Villagers from the stockade!

North of the village is a destroyed Trading Post near the western edge of the map. Uesugi destroyed the Trading Posts of the Villagers that would not join his cause. Rebuild the posts to gain the Villagers' trust. Here you receive the secondary objective to rebuild all the Trading Posts along the Trade Route.





Follow the Trade Route east to rebuild the two remaining Trade Posts.

Zen Temple Services

Once you have built your Trading Post on the temple grounds, you can make use of its services. You can train Sohei, a Japanese warrior Monk armed with a Naginata who is good against cavalry and buildings. You can take advantage of the very useful Zen lessons taught here. Meditation gives you increased experience towards your next shipment. Master Lessons increase your infantry attacks. Meritocracy decreases unit upgrade costs.

With age comes wisdom. Once you reach Age 3 you can take Zen Discipline Training which increases the attack and hit points of Zen warriors.

Select an Ally

After playing for several minutes, you receive the secondary objective of selecting an ally at your Consulate. Click on the consulate and select an ally. The Dutch are the best choice at this point because they increase your coin gathering rate, and you don't need the ships of the Portuguese right now.

Head east to reach another stockade. Free the Villagers before heading northwest, across the trade route to find another lightly guarded stockade, just north of the river.

Once you have broken these stockades and set the grateful Villagers to work, head to the northwest to encounter a group of samurai whose dojo has been polluted by Uesugi. Destroy the barracks to the north to help them reclaim their honor! They gladly join your force once this is done.

Continue north to reach the town near the top center of the map. Destroy the town center here to keep Uesugi from gathering more troops for his army from this village.

By now, Uesugi should be coming in with his army from the north. Move your troops to meet him. Uesugi brings a decent force with him, but they are no match for your growing army. As long as you move to meet him, you have no need to guard your village and should use every available unit to face him. If you have shipped troops from your Home City, and trained more in your Barracks, you should have plenty of men to defeat him. Uesugi's annihilation could have been avoided if only he had sided with your master.

MARCHING SPEED

Freeing the Villagers and building those Trading Posts takes time, a valuable commodity during this uprising. If you don't make it to all of the villages, don't worry.

You can still defeat Uesugi. Be sure to move to cut him off from the loyalist villages as soon as he appears.

CLEARING THE ROAD

The Tokaido Road is a vital supply line and General Kichiro has been ordered west to capture it. Whoever controls this artery of commerce holds an undisputed advantage. Daimyo Mototada has been called back to Fushimi Castle to defend his estate. It is up to General Kichiro to take the road!

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PRIMARY OBJECTIVES:

Gain Control of all 3 Trading Sites on the Tokaido Road. (1200 XP)

Keep at least one Trading Post alive. (500 XP)

Maintain control of the Tokaido Road for 5 minutes. (8000 XP)

SECONDARY OBJECTIVES:

Find and destroy the enemy Barracks and Stables. (1000 XP)

Destroy Ishida's Tower by the Wokou Docks. (800 XP)

STARTING RESOURCES:

General Kichiro

10 Yumi Archers

4 Samurai

100 Exports

500 Food

500 Wood

500 Coin

8 Villagers



4 Treasures

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You start off with some pretty good resources. Have your Villagers harvest the Huge Crates of Food and Chests of Coin lying near the Town Center to start. Build your Cherry Orchard from the rickshaw provided and you are well on your way to collecting highly needed resources. Your Barracks have already been built, so your Villagers can concentrate on building other useful structures like a Rice Paddy, Shrines, and a Stable.



While your castle is being built and your Villagers are working to create stockpiles, move your troops to the northwest. Here you receive the secondary objective to destroy Ishida's tower guarding the docks. Take it down and the fishermen here gladly join your cause, provided you promise to deliver a painful death to Ishida!



Once you gain control of the docks, head back to the road and follow it until you reach the first enemy Trading Post. Attack the gates, giving you access to the interior. Take out the few defenders and destroy the buildings within. Once this is done, set up your own Trading Post on the now clear spot. Here you receive the secondary objective to destroy the enemy barracks and stables. You need a sizeable force to accomplish this. If you need to wait a bit to build your army, take the time you need. A little patience saves you having to rebuild from scratch if your force is annihilated because you weren't prepared.

Head south down the road, trampling any opposition in your way. Make sure you bring at least a couple of Morutaru with you to destroy the buildings more efficiently. Follow the road around the map as it turns back north until you reach the main part of the Tokaido road again in the northeastern part of the map. Follow it west until you hit the last Trading Post. Take out the defenders here and build your own Trading Post.

When you gain control of all three Trading Posts along the road, you must retain control for 5 minutes. Split your forces, placing them along the road near each Trading Post. This allows you to respond quickly and to crush any threats. Maintain control for the allotted time to claim your victory. You have successfully choked off Ishida's supplies while ensuring Tokegawa's army can keep fighting!

Begin training more troops at your Barracks. While Yumi Archers and Ashigaru Musketeers are useful troops, make sure to train some Samurai. This unit is more effective against buildings than the others and you need that strength to tear down enemy Trading Posts along the road.

Castles Not Just for Royalty Anymore

Use some of your precious resources to build a castle in your village and have it manufacture Morutaru, artillery that fires exploding shells at buildings or ships once you reach Age IV. This is a great help when you want to tear down the enemy's fortifications.

A WARRIOR'S WORK IS NEVER DONE

Completing the secondary objectives on each map isn't necessary to move through the campaign, but they often provide boons above and beyond the experience you gain from completing them. By freeing the docks from Ishida's rule you gain two Fishing Boats to help gather resources, a Hiei Maru, a powerful warship which can transport your troops, and control of the docks and all its benefits.

LAST STAND AT FUSHIMI

Though reassured by Mototada, General Kichiro is troubled by recently revealed truths about his past. Nevertheless General Kichiro leads his men towards Fushimi Castle and what he fears may be their doom. Defend the castle at all costs or Tokegawa's cause is lost!

PRIMARY OBJECTIVES:

Destroy all enemies along the eastern road. (1250 XP)

Escort 30 Villagers to freedom before the Castle falls. (10000 XP)

SECONDARY OBJECTIVES:

Make contact with roaming Ninja. (700 XP)

Destroy the prisoner camp. (750 XP)

Free the Naginata Riders. (800 XP)

Destroy the enemy Trading Post at the Zen encampment. (800 XP)

Free the captive Yabusame. (750 XP)

STARTING RESOURCES:

General Kichiro

Daimyo Mototada

3 Yabusame

2 Naginata Riders

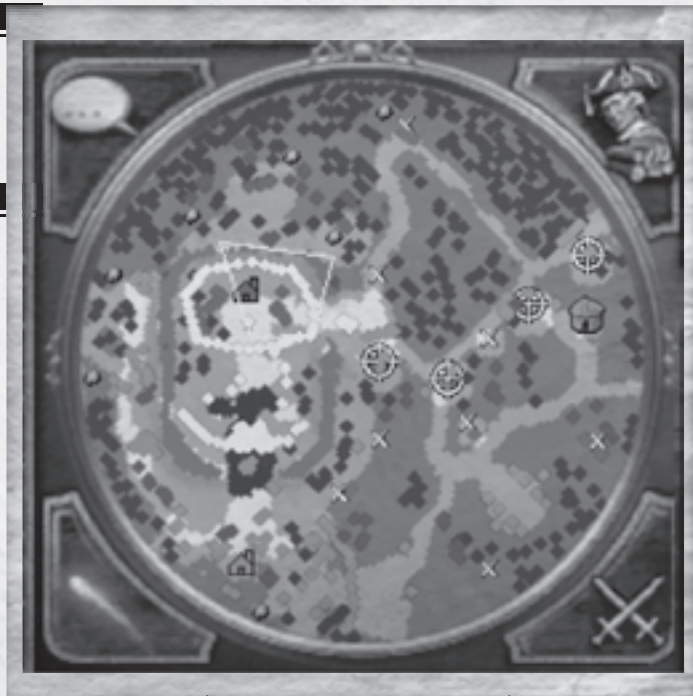
100 Exports

1000 Food

1000 Wood

1000 Coin

12 Villagers



8 Treasures

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Exit the wall and follow the road a short way east to encounter a few of Ishida's troops. Destroy them all and head north to discover five roaming Ninja who join you, completing one of your secondary objectives.

DON'T OVEREXTEND YOUR RESOURCES.

It is tempting to quickly expand your small band with troops from the Home City or from the barracks, but be careful. You gain units as you free them while completing your secondary objectives and it can be easy to end up with more troops than you can support.

Continue to follow the road up and stay on it as it curves back down to the southeast. When you reach the intersection destroy Ishida's troops and the two outposts along the short stretch of road here. Once these have been dealt with, continue south to reach the Zen Temple. Destroy the Trading Post and build your own. The Zen Temple now offers it services to you.

Take the road south and follow it as it curves to the southwest. Ishida has imprisoned warriors in these prison camps. If you are cautious and approach from the east, you can destroy the first stockades before alerting the guards. Free these troops and they join your cause!

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Continue following the road south until you reach two more lightly guarded stockades. Free the captive Yabusame and Naginata Riders. Retrace your steps until the road forks. Follow it north to take out the last remaining Ishida outpost.

Unfortunately, Fushimi Castle won't hold much longer. You must escort 30 Villagers to safety along the eastern road. Position your troops along this route, starting at the first junction in the road closest to the castle and ending at the last junction near the eastern edge of the map. If you break them up into three groups you have enough mobility and force to stop the small groups of enemy troops that attempt to stop the Villagers as they flee.

Once 30 Villagers have successfully made it through, Fushimi Castle falls! It is a sad day for Daimyo Mototada but at least you were able to bring the Villagers to safety.

THE BATTLE OF SEKIGAHARA

Fushimi Castle has fallen, and with it Daimyo Mototada. Kichiro must now face a difficult choice, be true to the child he once was, or to the man he has become. It is time to take the fight to the enemy's doorstep. Destroy Daimyo Ishida and end this struggle once and for all!

PRIMARY OBJECTIVES:

Destroy Daimyo Ishida. (10000 XP)

SECONDARY OBJECTIVES:

Send a coin wagon to the eastern village to win its support. (2000 XP)

Damage the Castle in the center of the battlefield. (2000 XP)

Assassinate Daimyo Otani of the northern clan. (2000 XP)

STARTING RESOURCES:

General Kichiro

Shogun Tokugawa

5 Samurai

4 Ashigaru Musketeers

11 Yumi Archers

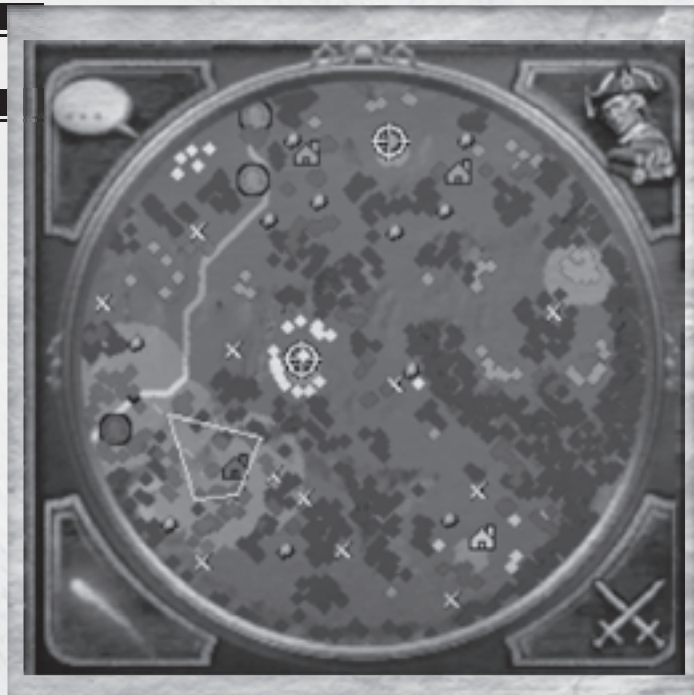
200 Exports

500 Food

200 Wood

100 Coin

11 Villagers



11 Treasures

Use your troops to escort the Coin Rickshaw to the eastern village in the southeast edge of the map. Place the rickshaw near the four blue flags to buy this greedy Daimyo's loyalty. Make sure you don't send the gold undefended or it is quickly overwhelmed and claimed by your enemies.



CRACK THAT WHIP!

You start this map with plenty of Villagers to take care of your needs. Make sure that you keep them working at all times and that you pay attention to your resources. It is often necessary to switch the focus of your harvesting to fulfill a current need. Don't be afraid to move your Villagers from task to task as often as necessary and don't forget to configure your shrines to give you the gathering bonus where you most need it.

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Once you have delivered the gold, march to the northwest until you reach Otani's camp which lies directly northeast of your starting village. Assassinate this foolish Daimyo as an example to others so that they bow to the rule of Tokégawa. Once Otani is dead, his village becomes loyal to you and adds to your number of units. Use these troops to swell your ranks.

Once this is done, head north to take care of Ishida once and for all. Make sure that by this point you have used your Barracks and Home Shipments to build a sizeable army. Take out the Trading Posts and Town Center along with any opposition you face on your way to Ishida's castle. Once the castle falls he is exposed and it is little work for your troops to take him out.

Congratulations! You have crushed the opposition and paved the way for a new, united Japan!