

# LORD MONARCH

LEGENDARY BATTLE ROYALE



SEGA



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Thank you for buying “Lord Monarch - Tokoton Sentou Densetsu” [Legendary Battle Royale] for Mega Drive. In order to fully enjoy this game, we suggest reading this manual in its entirety.

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Hi! My name's Spanky. I'm a fairy! I have some important business in the Monarch Kingdom, so I'm on my way there.



The Monarch Kingdom is governed by a very cool old man, King Monarch. Did you know he was known as a handsome man of steel in his youth? And he's still very strong! All of the citizens are good and hard-working people. It's a very peaceful country! Then there's the prince, Alfred. He's kind of a naughty boy, but he's very funny!



If you're wondering about my important business, well... You see, during my winter sleep, I had a terrible nightmare. The Monarch Kingdom was engulfed in darkness and destroyed. It was very scary! The dream of a fairy always comes true, so I've decided to inform the King about it. I have to hurry now. Bye!



# Characters introduction

These are the characters that participate in the game's story mode.



## ● Prince Alfred

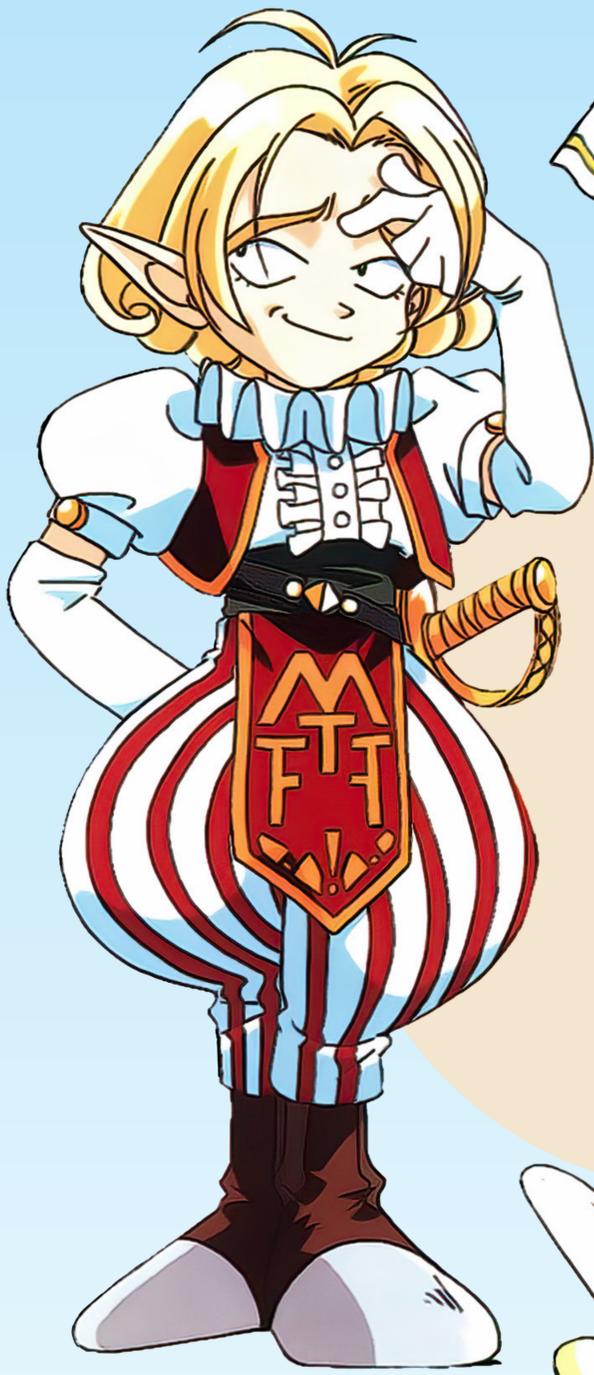
The main character.

Mischievous and a bit of a roughneck, he is the prince of the Monarch Kingdom. The story begins when he must prove he has the qualities to be heir to the throne. He is most commonly referred to as Prince Al.



● **Princess Rubia**

The princess of Martika, the country neighboring the Monarch Kingdom. Prince Alfred sets off to meet her for a marriage interview, but he must pass three tests before he can do so.



● **Prince Geis**

He is the First Prince of the Blighty Empire. Extremely proud, and a sore loser. He has been in love with Princess Rubia since they were kids, and as such considers Alfred his arch-nemesis.

● **Spanky**

A forest fairy. He leaves the forest to bring news of danger to the Monarch Kingdom.





## ● King Monarch

King of the Monarch Kingdom. It seems he was known as a “Handsome man of steel” when he was young. He is Alfred’s father.

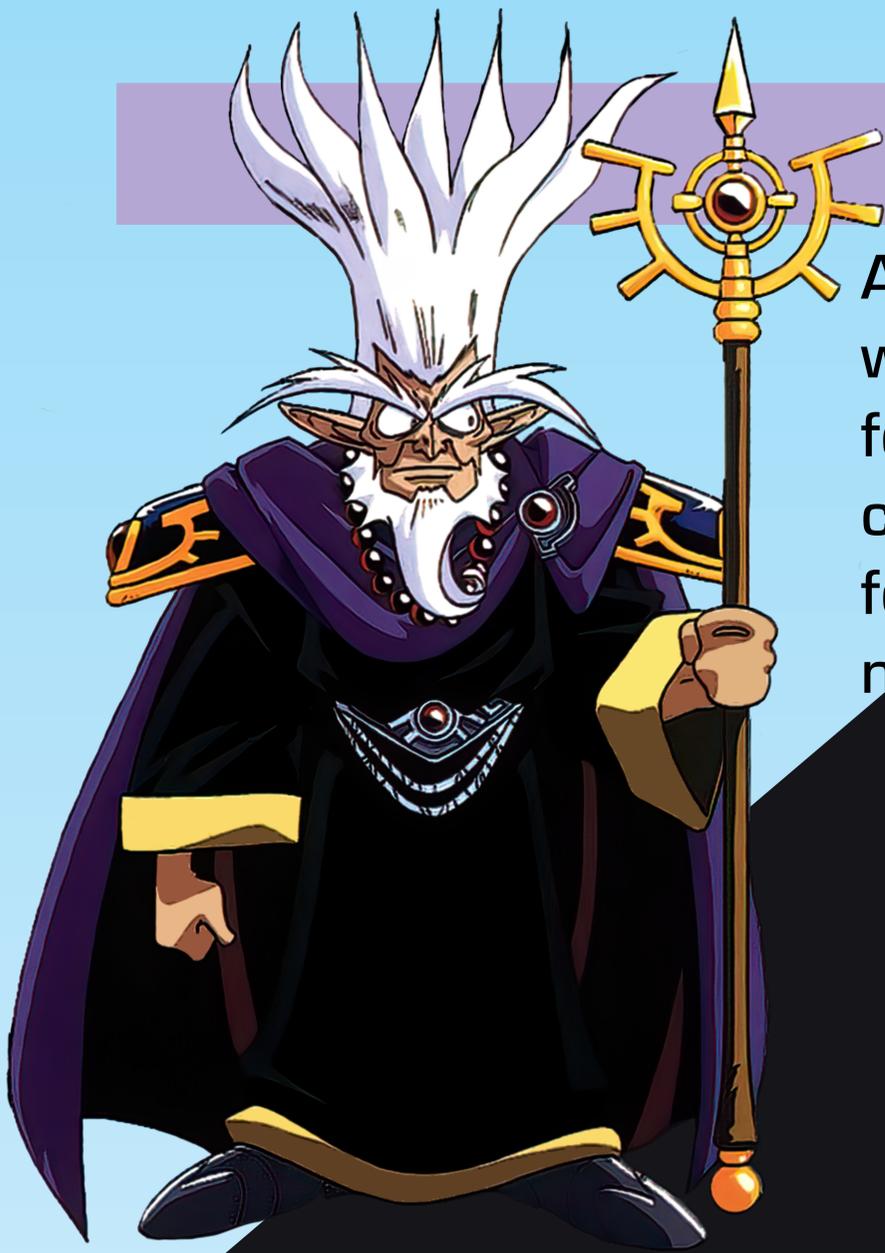
## ● Old Lance

King Monarch’s advisor. It seems he was a brave warrior when he was young, but it is unknown whether this is true or not. He has a hard time keeping up with Prince Al’s youthful vigor.



## General Geopaldon

A wild man of the mountains, extremely proud of his physical strength and endurance. He considers strategies useless, and only relies on frontal assaults.



## High Priest Woodhead

A mysterious magician who lives in the Cibalt forest. He uses his charms to control the forest; normal armies are no match for him.

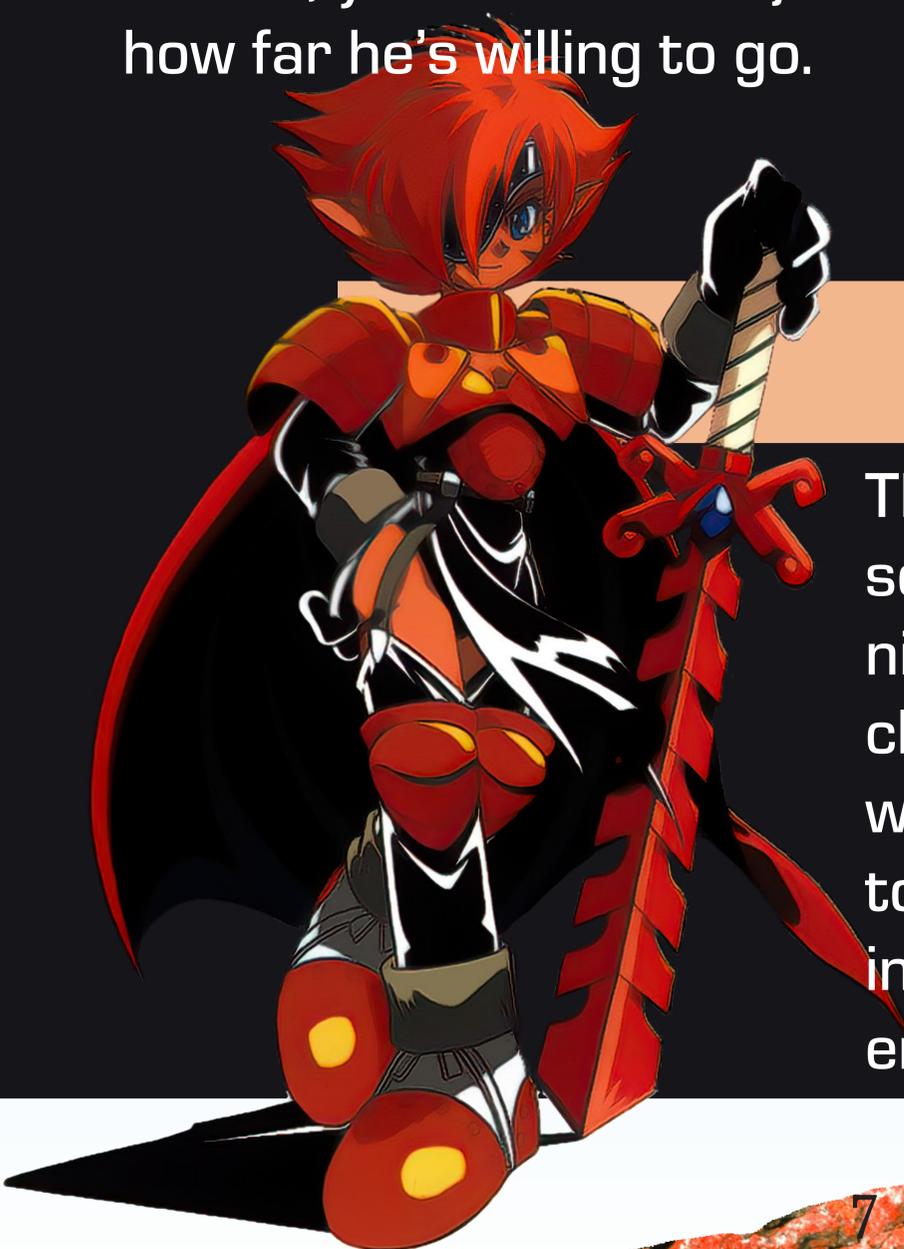
## Count Manta

He can be considered the master of waters. As cunning as he is cruel. He stops at nothing to achieve his goals. When the time comes, you will find out just how far he's willing to go.



## Shakuren

The Flame Warrior. Her soldiers are all veteran ninjas. Her battlefield of choice is a volcanic zone, which she has learned to use to her advantage, including flowing lava and erupting volcanoes.



# The world of Lord Monarch

This game is tougher than it looks at first glance! Here are the characteristics of "Lord Monarch".

## There are multiple countries in a single map

In "Lord Monarch", you complete a stage when you conquer the territory of your enemies. Up to 4 countries can participate in a map, including yours. Just like you, the other countries will attempt to conquer the rest, so be on your toes!



▲ The countries are displayed in different colors: red, blue, yellow and white. Your country is displayed in white.

## Put your soldiers to work and expand your territory



▲ Your soldiers will always follow your orders, and expand your territory accordingly.

There are many soldiers in your country, and they're all hard-working. In order to clear a stage, you must put them to good use and expand your territory as much as possible.

## So many worlds!

There are many different worlds in "Lord Monarch". The story focuses on the Monarch Kingdom, but there is also a Foodstuff World, a Mechanical World, and more!



## 😊 The world moves in real time

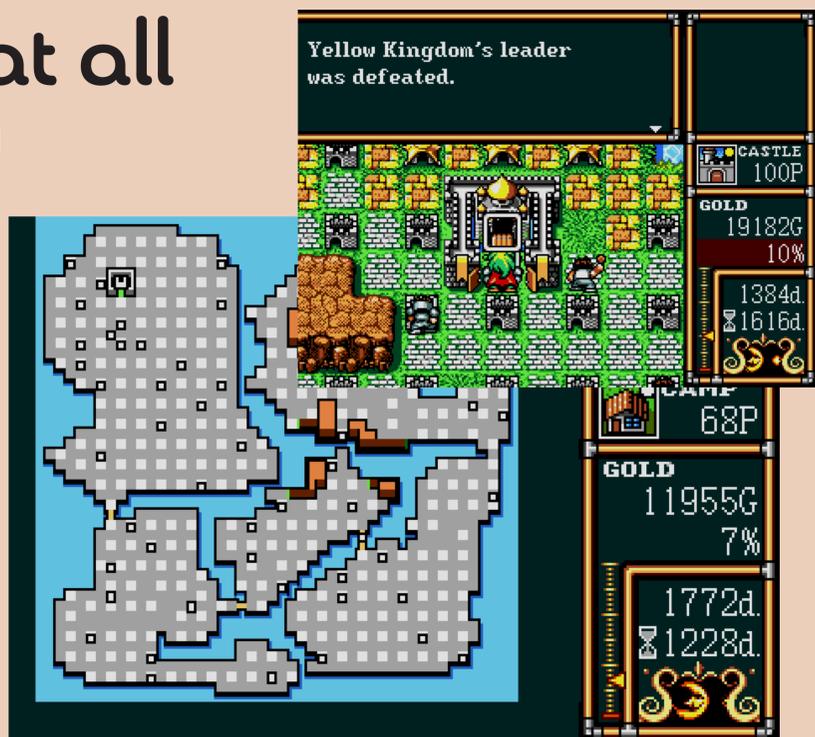
This is a real time strategy game. Both the player and the enemies act during the same time flow. The keys to victory are quick thinking and sharp wit!



▲ Every unit acts in real time.

## 😊 You must defeat all enemies to win

As mentioned, up to four countries can participate in a single map; however, there can only be a single winner. You must defeat every other country to achieve victory.



▲ Defeat every enemy king to clear the stage.

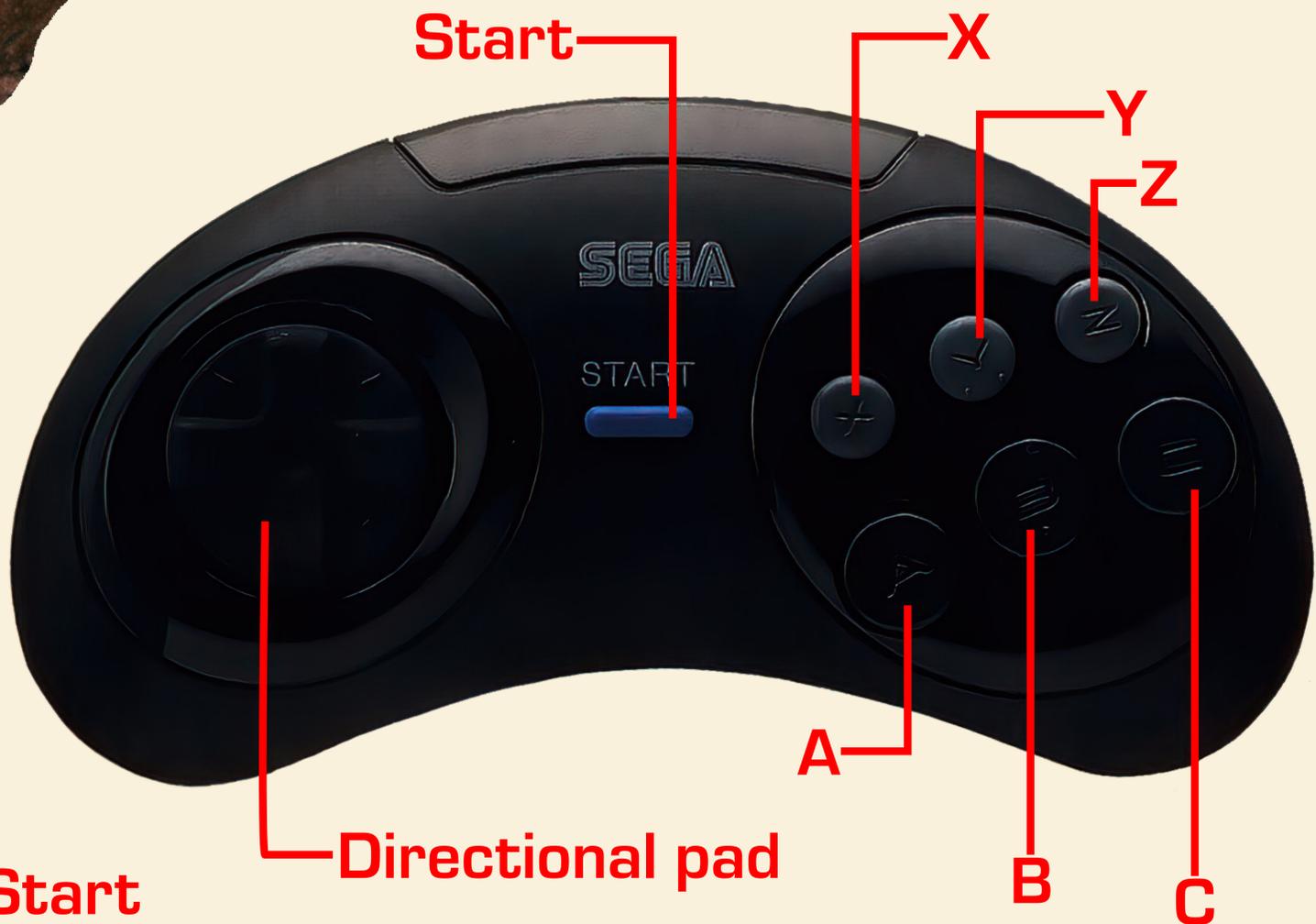
## 😊 Remember your day limit!

Every stage has a day limit. If you go over the limit, you'll get a game over. You must think up a plan that lets you finish the stage within the limit!

The Monarchs' war of succession		
Used	=	1392 d.
Occupation	=	97.2 %
Penalty	=	46 d.
Efficiency	=	207.7 %
Bonus	=	107 d.
Total used	=	1331 d.
Remaining	=	1669 d.

# Using the Controller Pad

This is a single player game. Please connect your controller pad to the the first controller port.



## Start

- Begins the game;
- If pressed while a message is on screen: skips messages;
- If pressed during a stage: opens the System Command Menu (refer to P.18). Press Start again to close the menu.

## Directional pad

- Moves the cursor up, down, left and right;
- Highlights commands.

## X

- If pressed during a stage: lowers the tax rate.

## Y

- If pressed during a stage: calls the VIEW Command. Press Y again to go back.

## Z

- If pressed during a stage: raises the tax rate.

## A

- If pressed during a stage: calls the Tax Rate Change Command. Hold A and press up or down to modify the tax rate.

## B

- Cancel;
- If pressed during a stage: calls the Map Zoom Change Command. Hold B and press left or right to modify the zoom factor of the map.

## C

- If pressed after selecting a command: confirms;
- If pressed while the cursor is over a unit: opens the Unit Command Menu (refer to P.24);
- If pressed while the cursor is over an empty spot: opens the Cursor Jump Menu (refer to P.20). This menu allows you to quickly place your cursor over any country's King.

## Using a 3-button pad or a mouse

This game can also be played with a 3-button controller or a mouse. The following table shows the controls for both.

Pad	Function	Mouse
Start	<ul style="list-style-type: none"><li>• During a stage, opens the System Command menu</li><li>• If a message is on screen, skips message</li></ul>	Right click
Directional Pad	<ul style="list-style-type: none"><li>• Moves cursor</li><li>• Highlights commands</li></ul>	—
C	<ul style="list-style-type: none"><li>• Opens the Cursor Jump menu</li><li>• Opens Unit Command menu</li><li>• Confirms</li></ul>	Left click
B	Cancel	Right click
Holding B and pressing left or right	Changing the map's zoom level	Selecting S, M or L in the System Menu
Holding A and pressing up or down	Changing the tax rate	Operating the tax rate in the System Menu

# Starting the game

Insert the game cartridge into your Mega Drive and turn on the power. You will be brought to the title screen. If you wait for a few moments, the game will automatically play an introduction followed by a short tutorial. If you are new to the game, we recommend watching it at least once.



▲ Title screen

## ① Selecting your file

When you press Start at the title screen, you will be brought to the Data Menu screen, where you can select your file.

**1 ~ 3.....**When you first begin the game, this will only display “New game”. If you are continuing from your last session, your progress will be displayed.

**Erase Data.....**This will allow you to erase a file.

Please note that once erased, the data cannot be recovered.

**Copy Data.....**This will allow you to copy a file into another. Once selected, choose the file to copy, and then its destination.

If the destination file already contains data, please note that its contents will be irremediably overwritten.



## Your file is saved automatically

This game autosaves whenever you complete a stage. You cannot save during a stage.



## ② Choosing a game mode

After selecting a file from the Data Menu screen, you will be brought to the Mode Selection screen. There are two different game modes.



### 😊 Story Mode

In this mode, you will play as Prince Alfred. If you are new to the game, we recommend playing this mode first.



### 😊 Challenge Mode

In this mode you will be tasked to play all maps within a specific day limit. This mode is split in two sub-modes. Once you select a sub-mode, you will be brought to the Stage Select screen. You cannot select a stage if the previous one hasn't been cleared yet; however, once a stage has been cleared you can freely select it again.

**Normal/Advanced.....**These are the same maps from the PC games "Lord Monarch" and "Advanced Lord Monarch".



◀ Once selected a mode and a stage, the game will begin.

### 😊 Options

In this menu you can modify various game settings (refer to P.15).

❖ Modified settings are saved in your selected game file.



# Overview of the interface and using the commands

There are two main kinds of interfaces: the overworld map, unique to the story mode, which allows you to move between different stages, and the actual game stage maps. Each interface has its own set of commands, which we are now going to explain.

## Overworld Map

In the story mode, the plot progresses as your characters move along the overworld map. While they are moving between one spot to the next, you can speed them up by holding B.

### 😊 Overview of the interface



**Characters:** Prince Al and his friends. They also represent your current location.

**Game Stages:** These represent the various stages you must complete to progress.

**Command Menu:** This menu shows the commands you have access to (refer to next page)

**Message Window:** Dialogue and status messages will be displayed here. Whenever you see the ▼ symbol in the lower-right corner, press A, B or C to continue.

## ☺ Commands explanation

The Command Menu shows a series of commands related to the overworld map. The following is an explanation of each command.

**MOVE:** Moves on to the next game stage. If there happens to be a fork in the road, place your cursor over your desired destination and confirm your selection.

**STATUS:** Shows the results of the cleared stages.

If you are in possession of the “Time Machine Fruit”, you can redo stages that you have already cleared. Simply highlight a stage you want to replay and confirm your selection.



No	Rate	Map name	Map Elapsed	Total remaining
1	95.7%	Beat the bad	3d.20h.	156d. 3h.
2	96.7%	Beat more of	9d.13h.	146d.14h.

146 days, 14 hrs, 15 min. left.

**OPTIONS:** Allows you to modify various gameplay settings. Move your cursor up and down to select the setting and press C to make a change.



OPTIONS	
SPEED	▶▶
SOUND	ON
MUSIC	ON
CONTROL	P1 ○ P2 ○
KEY SET	NO 1
X TAX↓	Y VIEW Z TAX↑
A TAX	B MAP C OK
EXIT	

**SPEED:** Modifies the speed of the cursor. The higher the amount of arrow symbols, the faster your cursor will move.

**SOUND:** Turns the sound effects ON or OFF.

**MUSIC:** Turns the music ON or OFF.

**CONTROL:** Allows you to select what Controller Port to use. Normally they are both active. This game only requires a single controller port to play, so you can turn off the one you're not using if you wish.

**KEY SET:** Allows you to change the function of the controller buttons. You can choose one of three different settings.

Please note that this has no effect on the Mouse controls.

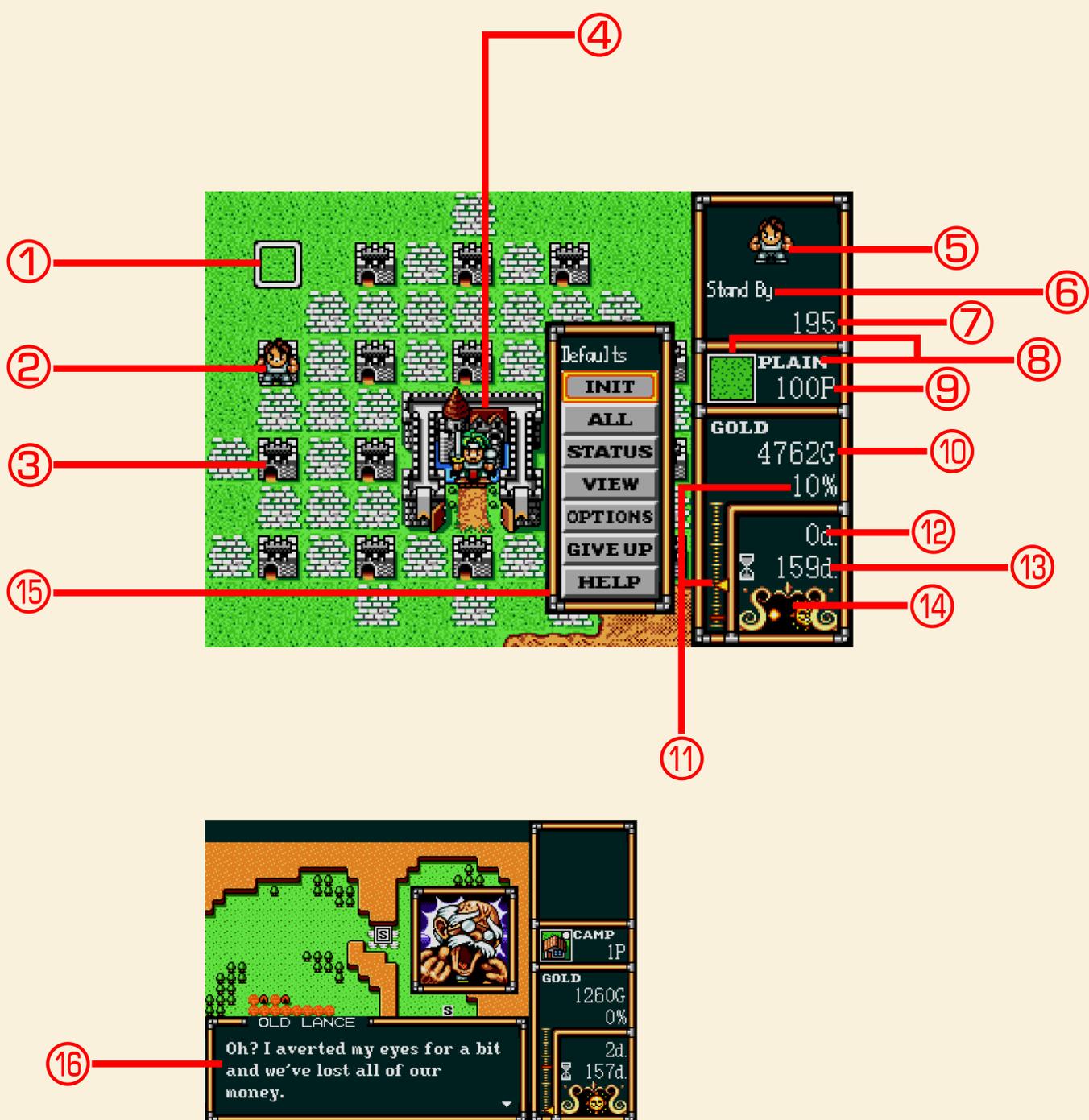
**EXIT:** Leaves the OPTIONS screen.

## Inside a game stage

In simple terms, a game stage is where all the fighting happens. There is much information visible on screen, which you always keep an eye on in order to properly order your troops.

When you first enter a stage, the game will be paused as the VIEW command is open. In order to actually begin playing, press Start to open the System Command Menu, and close the VIEW command.

### Overview of the interface



**① Cursor:** This is what you will use to give orders to your characters. Note that whenever the cursor is moving, the game flow is temporarily halted.

**② Unit:** One of the many characters moving on the stage. The color of the unit indicates which country they belong to.

- ③ **Territory:** Buildings of the color of your country indicate the territory you own. Expanding your territory is your first objective when attempting to clear a stage.
- ④ **King:** The leader of a country. Defeating the Kings of your opposing countries will end the stage.
- ⑤ **Unit symbol:** This indicates the unit you are currently highlighting with your cursor.
- ⑥ **Unit action:** This indicates the action of the unit currently highlighted.
- ⑦ **Unit number/health:** This indicates the amount of units represented by the icon (in other words, the unit's health).
- ⑧ **Terrain symbol:** This indicates the terrain highlighted by the cursor (refer to P.28).
- ⑨ **Durability:** This indicates the durability of the highlighted terrain (refer to P.29).
- ⑩ **Funds:** This indicates the amount of money owned by your country. Without money, this will turn red, and you won't be able to expand your territory or build bridges.
- ⑪ **Tax rate:** This indicates the tax rate of your country. It can be set between 0% and 30% (refer to P.30).
- ⑫ **Elapsed days:** This indicates the amount of days that have passed since the beginning of the stage.
- ⑬ **Remaining days:** This indicates the amount of days left to clear the stage. When this value becomes zero, you will automatically lose.
- ⑭ **Day display:** This indicates the passage of time graphically. A cycle of sun→moon→sun indicates the passage of one day.
- ⑮ **System Command Menu:** This allows you to give orders to all troops and more. Press Start to open it.
- ⑯ **Message Window:** Displays dialogue and other messages during the game.

# How to use the System Commands

## ▼ System Commands in Challenge Mode

When inside a game stage, press Start to open



the System Command Menu. These commands allow you to give orders to all of your units, and more. Confirm with C, and press Start or B to close the menu. Note that the System Command Menu has some differences between Story and

## ▲ System Commands in Story Mode

Challenge Mode.

**INIT:** Sets the order that will be followed by every unit spawned in your country henceforth. The default order is "Auto", so you should change this to suit your strategy.

**ALL:** Gives an order to every unit currently present on the map.

**STATUS:** Shows various informations of every country present on the map. You should make use of this command to check the condition of your enemies. Countries in an alliance are grouped together.



① Unit symbol. Shows the country's King.

② King's health.

③ Occupation rate. The formula is: Owned terrain ÷ Full map.

④ Amount of units.

⑤ Total health of units.

⑥ Amount of owned terrains.

⑦ Total durability of owned terrain.

⑧ Current tax rate.

⑨ Current funds.

**VIEW:** Selecting this command pauses the flow of the game's world (in other words: it pauses the game). Even though the game is paused, you can still give orders to your units. This is a real time strategy game; if you're not used to the genre, it may become a bit too hectic. If you feel overwhelmed by the situation at hand, pause the game with this command, take a deep breath and take a look at the situation calmly, giving orders to your units as you see fit. When you are ready to resume the game, open the System Command Menu and press Start or B to interrupt VIEW mode.

**OPTIONS:** Allows you to change various game settings.

**GIVE UP:** This command lets you restart the game.

**Keep going:** Cancels the command.

**Restart level:** Restarts the current stage.

**Back to world map:** Brings you back to the overworld (Story mode)

**Back to stage list:** Brings you back to the stage select screen (Challenge mode)

**HELP:** Gives you some advice on how to clear a stage.

**Clearing the stage:** Gives you a hint.

**Special rules:** Explains the special rule of the stage at hand, if present. We recommend hearing this hint whenever you enter a new stage.

**Listen to Lance/Spanky:** Listen to whatever Old Lance or Spanky may have on their minds.



**ALLY:** Allows you to ally with an enemy country.

Highlight the country you want to ally with and confirm your selection. Allied countries won't attack each other, and will collaborate in order to win the stage. When you form an alliance, the other two countries will also automatically ally. Please note that this command is only available at the beginning of a stage and only in Challenge Mode maps.



▲ Allied countries are grouped together in the Status screen.

## Other commands

Here are other important commands you should use while playing.

### Tax Rate Change

During a stage, pressing A will display the Tax Rate Bar. While holding A, press Up or Down on the directional pad to modify your tax rate. If you are playing with a 6-button pad, you don't need to press A; pressing X will decrease the tax rate, while pressing Z will increase it.



▲ Tax rate is one of the key mechanics of the game. Keep an eye on it often, and modify it accordingly.

### Cursor Jump

Place your cursor over an empty spot and press C to open the Cursor Jump Menu. While holding C, press Left or Right on the directional pad to perform a cursor jump.

— **(hyphen):** Returns to the previous position.

**K (King):** Jumps to each country's King.



## ☺ Map Zoom Change

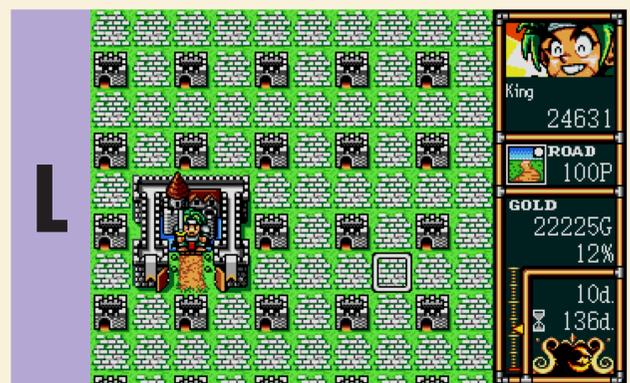
During a stage, pressing B will call the Map Zoom Change command. While holding B, press Left or Right on the directional pad to switch between three grades of scale: S, M or L.



**S:** Shows the entire map in a single screen. Useful to check the occupation rate of all countries.

**M:** Shows 1/4 of the map in a single screen. The units are also represented with S, M and L symbols, and are easier to see compared to the S scale. We recommend playing with this scale factor.

**L:** The most detailed zoom level. If there's trouble, you should switch to this scale to check what's causing it.



# Commanding your units

“Units” are those characters who move around the map. In order to properly progress through a stage, you must learn how to give them orders.

## How to give an order

Your units can do more than simply expand your territory, but you must tell them to do so first by giving them orders. As this is a real time strategy game, knowing what orders to give, and giving them quickly, is extremely important.

### ① Catching a unit

By default, your units will act on their own, deciding the best course of action (the “Auto” order). In order to give them a different command, you must move your cursor over your desired unit and press C to “catch” it.



### ② Choosing a destination

After catching a unit, you must then select a destination, where your order will be executed. A small window, the Range Meter, will appear on screen, informing you of the distance between the unit's current location and the destination.



### ③ Choosing a command

After choosing a destination, press C to confirm. The Unit Command menu will be displayed on screen, allowing you to select an order your unit will perform on your target position. Orders that cannot be performed will be crossed out.



### ④ Choosing what the unit will do after

After choosing the order that your unit will perform at the target location, you will be tasked to select how the unit will act after the order has been executed. Note that this is not the same list of commands as the previous step.



## Giving orders to the King

Your King can only perform a single action: marching. It cannot perform the variety of commands your troops can do. You can only point your King to a location.



▲ Put your King to good use, but keep an eye out on the health!

## Types of commands

After choosing a unit and a destination, the Unit Command menu will appear on screen. Commands that cannot be performed will be crossed out; however, the situation may have changed by the time your unit has reached its target location, so even if a command is crossed out it can still be selected. If a unit cannot perform its order after reaching its destination, it will switch to "Auto".



**Standby:** The unit will stop and wait for new orders after reaching the destination. Be aware that its health will constantly drop if it's not standing over your territory.



**Build Fort:** Builds a fort (expanding your territory) at the target location. Building one fort costs 100G. Be aware that forts cannot be adjacent to each other: there must be at least one square of distance between two forts.



**Destroy Fort:** Destroys a fort, leaving an empty field. Note that this can also be used on your own forts.



**Auto:** Your unit will act automatically, choosing what it believes to be the best course of action. This is the default behavior of newly spawned units.



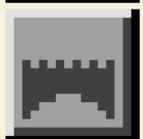
**Build Fence:** Builds a fence at the target location. The cost for increasing the durability of a fence by 4 is 1G.



**Destroy Fence:** Takes apart a fence at the target location.



**Guard:** Builds a fort at the target location and stays there to protect it.



**Build Bridge:** Builds a bridge at the target location. The cost for increasing the durability of a new bridge by 1 is 30G. Repairing a broken bridge costs 2G per durability.



**Destroy Bridge:** Destroys a bridge at the target location. Make sure not to leave your King stranded, unable to return to the castle, when you choose to destroy a bridge!



**Reinforce:** Merges selected unit with the target one. After merging, the unit will resume the task of the target unit.



**Clear out:** Cuts down a forest, leaving an empty field. You should execute this command before expanding in an area full of trees.



**Seal:** Blocks the opening of a monster cave. Monsters keep spawning out of a monster cave, and if not blocked soon you may find yourself overwhelmed by them.

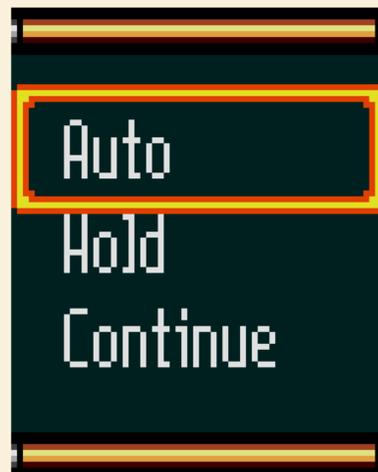
## Post-command actions

After selecting a command, you must tell a unit how to behave after executing it.

**Auto:** The unit will decide what to do on its own.

**Hold:** The unit will stop and wait for new orders.

**Continue:** The unit will keep executing that command if possible. If continuing is no longer an option, it will switch to "Auto".



# Rules of battle

In this section we will talk about the game's rules. However, there's no need to learn about all of them before playing. We suggest you play the game normally, and come back to these pages whenever you have a question about one of the mechanics.

## About the units

The characters that move around the map are called "units". We will now explain the various kinds of units and the rules they follow.



## Kinds of units

There are various kinds of units, with different colors depending on their country. Moreover, in Challenge Mode you will find units that are not necessarily human, such as robots or even delicious food.

### Your country



Soldier



King

### Enemy country



Soldier



King

### Monster



## Merging units

When two allied units bump into each other, they will merge together. The merged unit's health value is the sum of the previous two units. When the health surpasses a certain value, the appearance of the unit will change. The graphic will be different in a zoom scale of L, while in a zoom scale of M the icon will change from the letter S to M, and finally to L. Once merged, the unit will start executing a command, following this list of priority:

- ① When merging with the King, the King has topmost priority;
- ② When following the "Reinforce" command, the backed unit has priority;
- ③ Commands issued by the player have priority;
- ④ The unit that had a higher health value has priority.



Ⓢ

1-999 men



Ⓜ

1000-9999 men



Ⓛ

More than 10000 men

## ☺ Units' behavior

When a unit leaves the domain of your country, it will gradually lose health. For example in Story Mode, a unit with 10000 men will lose 80 men every 15 minutes (that is, one in-game tick. There are 96 ticks in one day). If you intend to build a fence or a bridge, we suggest first building a fort next to it. Furthermore, if a unit has nothing specific to do, it will standby on one of your forts.



▲ When doing big work, it's best to have a fort nearby.

## ☺ The power of the King

While it's true that the King unit can only be told to walk, do not underestimate its great strategic value. Thanks to its mighty health value, it will make short work of most enemy troops, enemy forts and monsters. The King is the only unit able to open treasure chests and capture cities. The standard health of the King is the sum of the total durability of your territory and the total health of your units. The King unit gradually loses health as soon as it leaves the castle, but it will recover it to its standard value as soon as it returns on the throne.

Losing terrain and units will lower the standard health value of the King, but the King's health won't fall immediately. However, when the standard health value is reduced to half of the King's current health, a unit (corresponding to 1/4 of the King's health) will split from the King, leaving them weaker.

Furthermore, as soon as the King leaves the castle, the tax rate will be considered as 0% (no matter how high it was set to).

Money sent from captured cities will still be added to your funds.



▲ When the King leaves the castle, the tax rate will turn red and will be considered as 0%.



◀ Only the King can open the treasure chests scattered over the map.

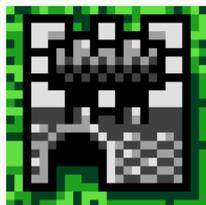
# About terrain

There is a variety of terrains and structures that you may find on a map. In this section we will describe them and explain their rules.

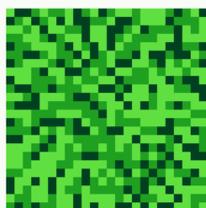


## Terrain variety and traits

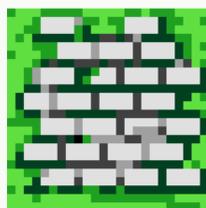
There is a variety of terrain and structures in this game. In order to confirm what they are, highlight them with your cursor, and they will be displayed in the “Terrain Symbol” in your interface. The colored dot in the top-right corner of the symbol, when present, indicates the country affiliation.



**CAMP:** One of the forts of your territory. Your troops will spawn from these. Building a fort costs 100G, and there must be one empty space of distance between them. Destroying a fort does not cost money.



**PLAIN:** Can be turned to forts and roads. Fences can only be built here.



**ROAD:** Constructed automatically around forts, they contribute to your funds.



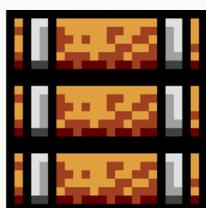
**WOODS:** Can be turned into PLAIN by using the “Clear out” command.



**CLIFF:** Cannot be passed through, and nothing can be built over them.



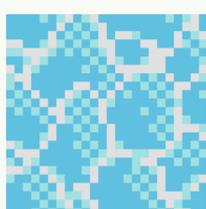
**FENCE:** Prevents units from passing through. Building a fence and raising its durability by 4 costs 1G. Destroying a fence does not cost money.



**BRIDGE:** Allows you to cross SEA terrain. Repairing a broken bridge by 1 durability costs 2G, but building a new bridge and increasing its durability by 1 costs 30G.



**CAVE:** A hole from which monsters spawn from. It can be blocked by using the “Seal” command.



**SEA:** Can only be crossed with bridges. Forts and fences cannot be built over it.



**OCEAN:** Unlike SEA, bridges cannot be built over it.



**WASTE:** A barren wasteland. Forts cannot be built over it.



**CASTLE:** While your King sits on its throne, taxes will be collected.



**CITY:** When a King occupies it, they will raise a flag of the color of that country. If there is no flag, it is a neutral city, ready to be captured.



**TREASURE:** When the King walks over it, it will be opened. Inside there will be money or other treasures.

## Terrain durability

Structures like fences or bridges have a certain value called “terrain durability”. In simple terms, that value indicates the health of that structure. Structures will be displayed in the Terrain Symbol when highlighted with your cursor. A newly built fence or bridge will have a durability value of 1; while it is technically complete, it is only barely holding together. A fence with a durability of 1 will barely slow down an incoming enemy. What you need to do is reinforce your structures. After issuing the order to build a fence, select the “Continue” post-command action; that way, your unit will continue reinforcing the fence, up to a durability value of 255. Now that’s a sturdy fence!

If the situation calls for it, please remember to reinforce your structures.



▲ To protect yourself from an enemy invasion, remember to issue the “Build fence” command followed by the “Continue” post-command action. With a durability of 255 you should be safe for a while

# About money

Money isn't needed just to build forts, bridges or fences: it's also needed to maintain a large army. Your main source of income is taxes, generated by each fort you own (please note that money will NOT be transferred to the next stage). The amount of money you receive depends on the tax rate, which you can set by moving the yellow cursor on the Tax Rate Bar to select a value between 0 and 30%. The red cursor is the suggested value.



◀ Be sure to check the tax rate value suggested by Lance, Spanky or the computer.



## Tax rate and unit numbers

There is a certain connection between the tax rate and the spawn rate of your units. The lower the tax rate, the higher the spawn rate, and viceversa. If you have need of many units, you should minimize your tax rate, and if you need a lot of money, you should increase it to the max.



▲ At the start of the stage, minimize your taxes to produce a lot of units.

## Taxes and funds

While your main source of income will be taxes, you should keep in mind the following:

### 1 Fort's income

When a fort is constructed, its neighboring spaces will start being converted to roads. The amount of roads surrounding the fort determines the amount of income it generates. Part of its income will be sent as taxes to the castle. However, when the King leaves the castle, or when the path between the fort and the castle is blocked, the tax rate will be calculated as 0%. After deducting taxes, the remaining income is converted to people, thus becoming the fort's durability value. When durability surpasses its limit value, it will return to 1 and one unit will leave the fort. The limit value depends on the amount of roads surrounding the fort.



▲ Your main source of income depends on the amount of forts and the roads surrounding them. Be sure to build forts in such a way as to optimize their income.

### 2 Tributes from cities

When a King touches one of the cities on the map, that city will become property of their country. An occupied city raises a flag of the color of the country that controls it. Periodically, the cities will send tributes to their King, carried by Johnny the Courier. As soon as Johnny reaches the castle, the tributes will be added to that country's funds. However, Johnny has no fighting capabilities: if an enemy unit so much as touches him, he and the tribute he was carrying will disappear immediately. Johnny is also unable to build bridges, so if the only bridge leading to the castle is broken, Johnny won't be able to progress.



◀ A conquered city will send tributes, which are added to the funds.

### 3 Contents of treasure chests

Treasure chests contain money, which are added to the funds as soon as the chest has been opened. When starting a new stage, you should use the VIEW command to confirm the location of treasure chests. You should send your king to open them as soon as possible.



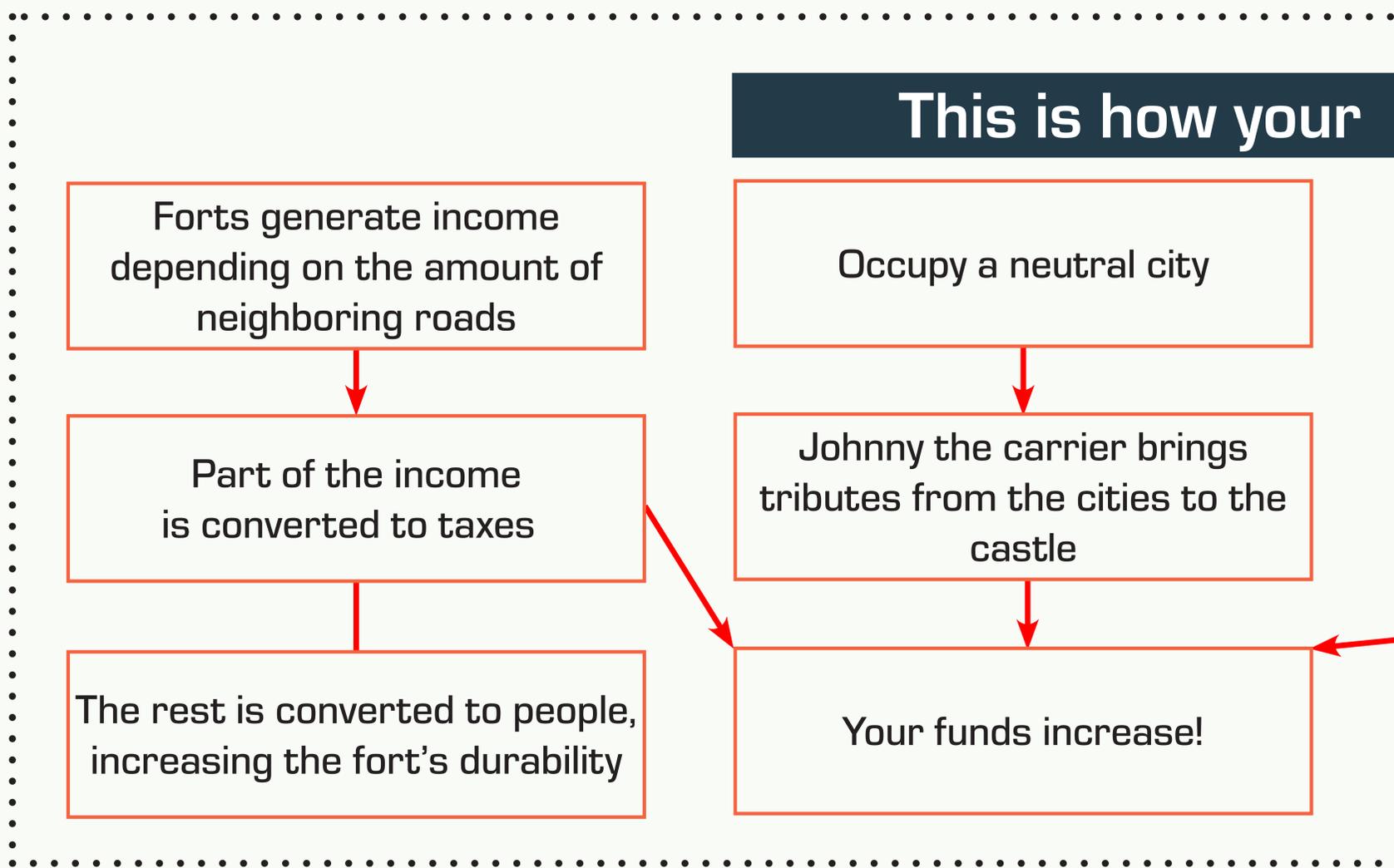
▲ Treasure chests contain money. Reach them quickly, before one of your enemies does.

### 4 Usurping enemy countries

When you defeat the King of one of the enemy countries, their remaining forts will automatically become yours, and their funds will be added to your own.



▲ Defeat an enemy country and make their forts and funds yours.



## Regarding your funds

As previously stated, building structures costs money; also, when a unit surpasses a value of 2048, money will be needed to maintain it. In Story Mode, this is the amount of money needed:

- 2048 ~ 4095: 1G every 15 minutes (one in-game tick);
- Beyond 4096: 1 G will be added each 2048 men. If you lack the funds to maintain the army, their numbers will start decreasing.

Furthermore, if a fence, an enemy fort, a powerful enemy unit or a broken bridge is blocking the path to the castle, money will stop coming in. Make sure there is nothing preventing you from increasing your funds.



▲ Building forts, bridges and fences costs money. Be sure not to waste your funds.



▲ Any obstacle in front of your castle (apart from one of your own forts) will prevent you from receiving funds.

## income works!

Defeat an enemy country and steal their funds

Find money in treasure chests



# About constructing and destroying

The changes made by the units and the King to the terrain follow certain rules.

## Cost of building

- Building forts costs 100G each.
- Building a new bridge costs 30G per durability point.
- Repairing a broken bridge costs 2G per durability point.
- Building a fence costs 1G per durability point.



▲ Without money, you cannot build anything. Keep an eye on your funds.

## Limits of building

There must always be at least one space separating each fort.

If the size of the unit continuously destroying a bridge or a fence is of 4096 men or more, it will be impossible to stop them, no matter how large the unit repairing your structures is. If that unit is set to Auto, it will give up on building fences/bridges and choose another behavior.

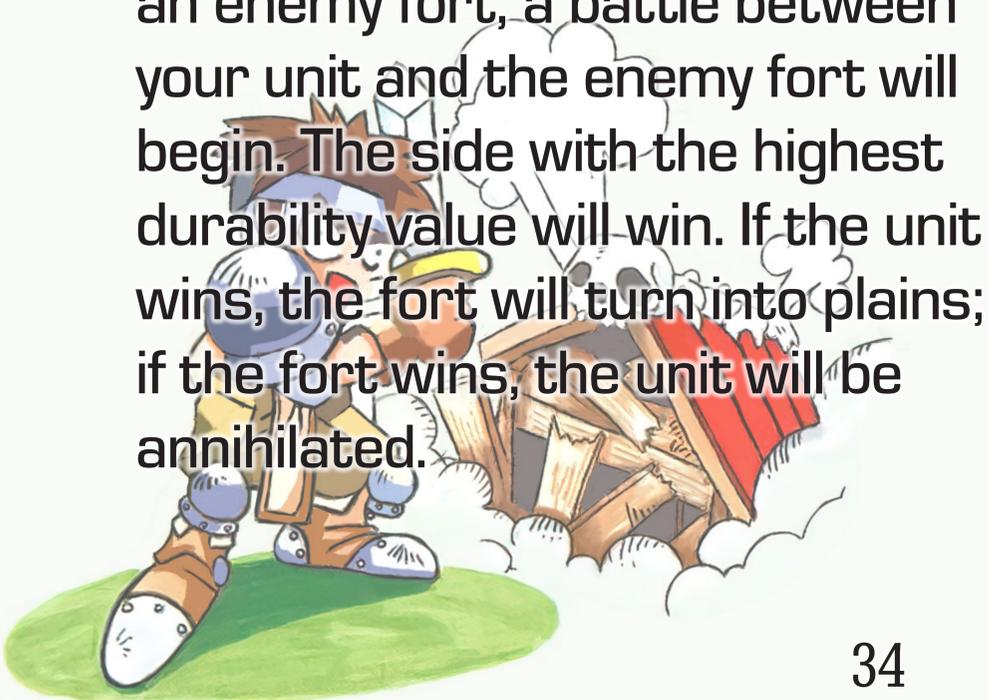
## Destroying terrain

When a unit destroys an allied fort, the durability of that fort will be converted to manpower and added to the unit.

When a unit attempts to destroy an enemy fort, a battle between your unit and the enemy fort will begin. The side with the highest durability value will win. If the unit wins, the fort will turn into plains; if the fort wins, the unit will be annihilated.



▲ Destroying terrain has no cost. If you find yourself lacking funds, you should start destroying enemy forts while you save up some money.



# About fighting

When two units of opposing sides collide, they will start fighting. Their effectiveness depends on the amount of men they have in their army. A larger unit will inflict more damage. If you're sending a unit to battle, you should first gather a large army into a single unit in order to minimize losses.

In order to defeat the King or the army defending the castle, you will require a large amount of men in a single unit. As a rough estimate, you will need 3 or 4 times as many men as the King/army inside the castle.

## During an alliance



When two units of allied countries collide, there will be no battle. Forts belonging to an allied country cannot be tampered with.

### In Story Mode

Since alliances in Story Mode are predetermined, they require no player input.



### In Challenge Mode

At the beginning of the stage, open the System Command Menu and select "ALLY" to attempt to form an alliance with one of the enemy countries.

Note that the country can refuse the alliance.

Once only the two allied countries remain on the map, the alliance will be broken and battle will continue until only one remains.



# Stage Clear and Game Over

In this section we will explain about clearing a stage and getting a game over.

## Destroying terrain

The stage is cleared when every country besides your own has been defeated. However, there may be some extra conditions required for winning in Story Mode. Be sure to read the conversations that take place before and during the stage.



## Results sheet

**Days used:** The amount of days that have passed during the stage.

**Occupation rate:** The percentage of your territory compared to the full map.

**Penalty:** If your occupation rate is not 100%, you will receive penalty days. You should always try to fully expand your territory while playing.

**Battle efficiency:** The percentage of your losses compared to the enemy's losses.

**Bonus:** Bonus days, depending on your battle efficiency. Defeating a high amount of enemy troops while minimizing your losses will provide a better bonus.

**Total days used:** Days used + Penalty - Bonus.

**Remaining days:** Amount of days remaining from previous stages - Total days used.

A screenshot of a "VICTORY" results sheet. The sheet is titled "VICTORY" and "Beat some more!". It lists various statistics and their values:

Beat some more!			
Used	=	12 d.	12 h.
Occupation	=	83.5 %	
Penalty	=	22 d.	3 h.
Efficiency	=	293.9 %	
Bonus	=	2 d.	0 h.
Total used	=	32 d.	15 h.
Remaining	=	113 d.	23 h.

## Stage List

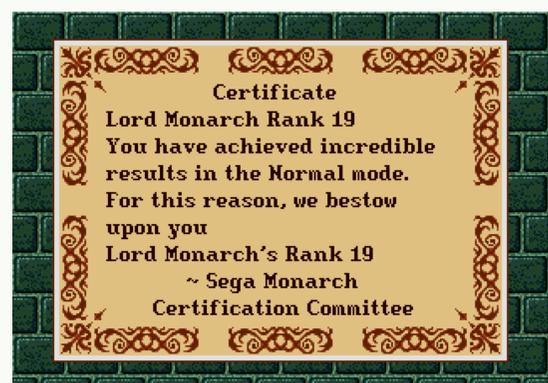
In Challenge Mode, after the report sheet you will be brought to the Stage List. Stages must be cleared in order from top to bottom, but once a stage has been cleared you can freely play it again without resetting your progress.

No	Rate	Map name	Map remaining	Total remaining
1	98.0%	The Monarchs'	1672d.	1672d.
2	82.2%	Nightmarish a	1504d.	3176d.
3	92.9%	Demon canyon	2035d.	5211d.
4	96.8%	Cross that pas	764d.	5975d.
5	98.6%	Those who wan	1322d.	7297d.
6	0.0%	Ambition of de	Now Playing	

Certification: Rank 15  
Remaining days: 7297

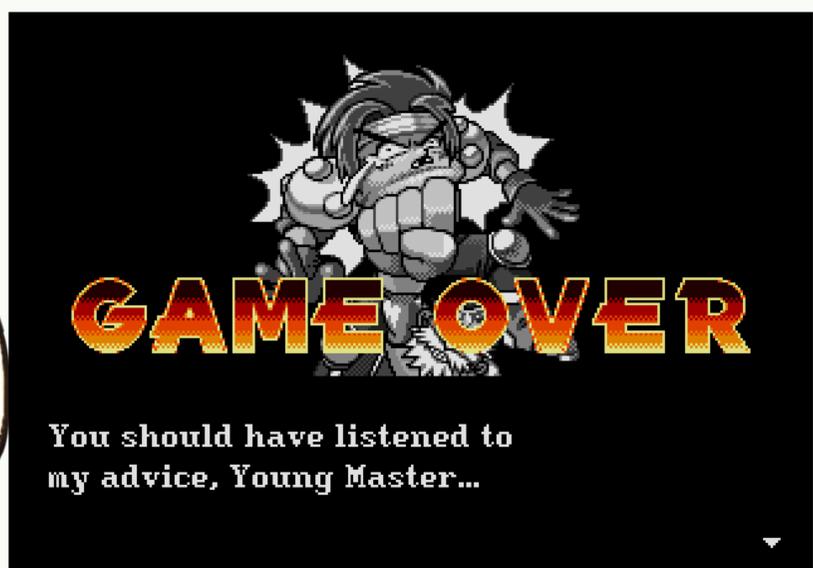
## Certificate

During Challenge Mode, achieving certain results while clearing the stages will bestow you with a Certificate. Aim for the top rank!



## Game Over

When your King dies, or every unit and fort besides the King has been destroyed, your country will fall. If your country has fallen, or the remaining days have reached 0, you will get a Game Over. In Story Mode, there may be extra conditions that may cause a Game Over depending on the stage.



# 16 steps to victory

In order to clear a stage, you will require a strategy. Here are some suggestions to help you achieve victory.

## 1 Pay attention to conversations and advices

The stages in Story Mode may have some special conditions from time to time. You should read the dialogue leading to the stage, and also check the “Special rules” topic in the HELP command.



▲ Saving up a certain amount of money is one of the special conditions you may find in your quest.

## 2 Only form an alliance if necessary

In Challenge Mode, you can form an alliance with one of the enemy countries at the beginning of a stage; however, it is not necessarily a good idea to do so. Allied countries cannot tamper with each other's forts; while it could be beneficial in some cases, it could also hinder your progress.



## 3 Keep building forts as long as you have money

As soon as the stage begins, or when you have a lot of money, you should lower the tax rate in order to increase the spawn rate of your troops. Once you're satisfied with your numbers, return the tax rate to your preferred value in order to accumulate funds and expand your territory by building forts. Those forts will soon pay for themselves with the taxes you'll receive from them.



## 4 Spread your forts efficiently

You should try to build your forts in the most efficient way. As you can see in Picture (1), you can fit four forts in a 3x3 area by placing them in the four corners. While a single fort in the middle seems tempting, having four forts will yield a higher tax revenue. When you find some time during the game, you should look for spots with inefficient fort distribution and perform some readjustments. You should also try to foresee enemy invasions, thus building forts in front of bridges or narrow corridors first, then placing a powerful unit to guard that position; we like to refer to this as an “outpost”. If there are several narrow corridors the enemy could use against you, you should build outposts in front of all of them. Once the area is secured, you can expand your territory without interruption from those pesky enemies. You can also use the same tactic to slowly cut your way into the enemy’s own territory.



▲ Picture (1). Building forts in the four corners maximizes your tax revenue.



▲ Build outposts in front of corridors and bridges to defend against enemy invasions and then expand your territory.

## 5 Keep an eye on the tax rate and your funds

As this game plays in real time, it’s easy to focus your attention on the units moving on the field, making sure battles are going in your favor or giving orders meticulously; however, without funds you won’t be able to expand your territory by building forts. From time to time you should keep an eye on your income, modifying the tax rate as needed.



## 6 When your funds decrease, go on the defensive

If you find yourself without enough funds to expand your territory, you should gather your troops to form a single, mighty unit. While a unit with a large amount of men requires funds to maintain, it is a lower cost than building new forts. This powerful unit can help you defend your country while you save up money.



## 7 Prepare a mighty unit to attack

When you decide to go on the offensive, you should prepare a powerful unit first. Units with a small amount of men won't be very effective; on the contrary, they could be defeated and leave you open to a counteroffensive. Instead, you should first build outposts, expand your territory as much as possible to increase your income, and then start gathering your men into a single powerful unit. If you prepare multiple powerful units, you could even defeat your enemies with a single swoop.

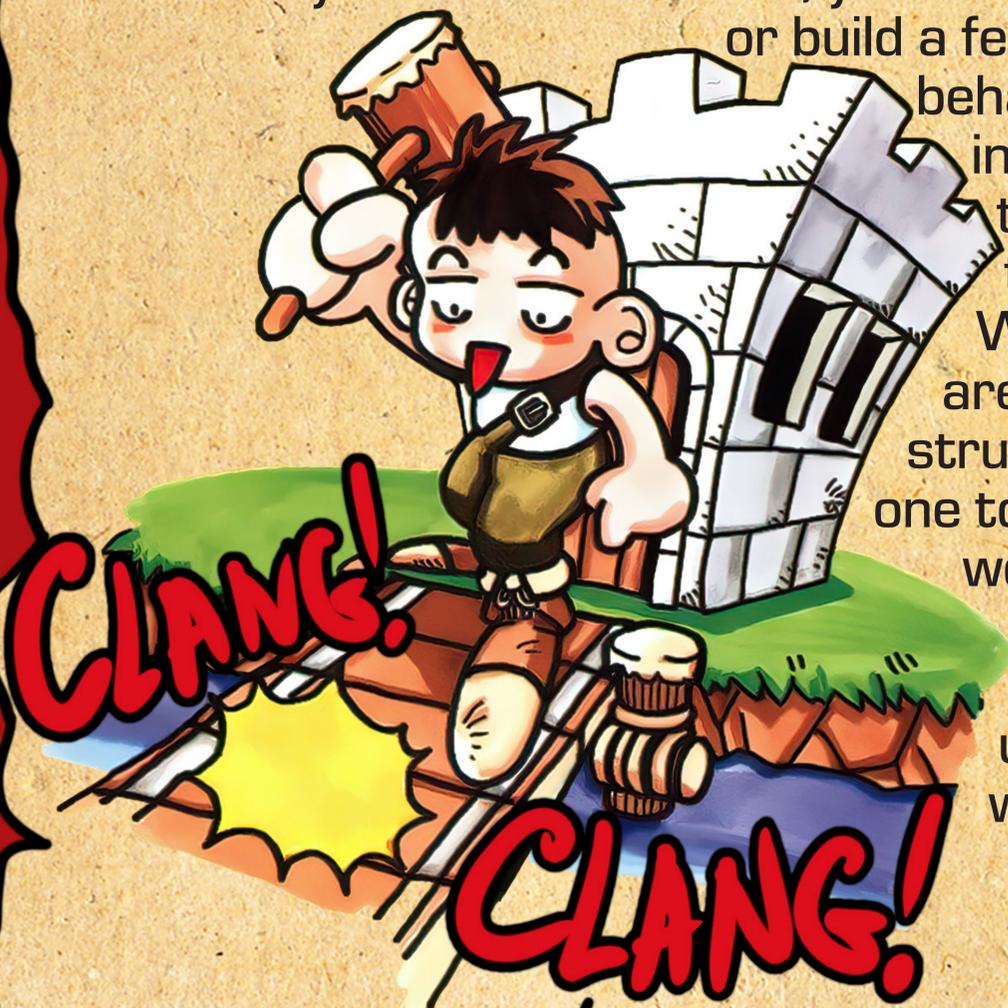


## 8 The theory of working over forts

When building or destroying bridges and fences, or sealing caves, it's always a good idea to do so from one of your forts. Without a fort to protect them, the unit will constantly lose men to the point it won't be effective at all. When your enemies invade, you should destroy their bridge

or build a fence, using the "Continue" behavior to keep working indefinitely, but remember to place a fort in front of those structures first.

When two opposing units are working on the same structure (one to repair it, one to destroy it), the unit working from a plain tile or on top of the bridge will constantly lose its men until it is extinguished without even a fight.



## 9 Make your enemy waste money

While building structures costs money, destroying them is free; due to this rule, a possible strategy is forcing your enemy to waste their funds until they cannot afford to expand their territory. First you should build a fort in front of the bridge leading to the enemy territory, then start destroying their bridge, with a "Continue" behavior. The enemy should move to repair it, but since your unit keeps destroying it, it will never manage to repair it in full. The continuous repairs will steadily consume the enemy funds.



## 10 Defeat monsters before they grow

Monsters will continuously spawn from caves until they're sealed. Not only that, monsters can merge into a bigger, more powerful monster. At the beginning of a stage, you should check the map with the VIEW command to confirm the presence of caves and move to seal them as soon as possible.



## 11 Manipulate enemies and monsters to your advantage

When you face multiple enemy countries, facing them all at once may be problematic. In maps where it's easy to bump into enemy units, you shouldn't rush, but keep to your side and let the enemies fight among themselves. Build outposts as needed, and try to build up your strength and money while the enemies are fighting among themselves, attacking them once they've been weakened. Another viable strategy is to block the monsters access to your country by breaking bridges or placing fences, leaving a path open for them to reach the enemy countries.



## 12 Cut the enemy income at its destination

As stated, taxes from forts must be able to reach the King inside the castle in order to be added to the country's funds. If the path leading to the King is blocked, there will be no income. You can use this rule to your advantage: prepare a powerful unit, and place it on standby on a fort in front of the enemy castle. Another strategy, though more costly, is to continuously build a fence in front of the enemy castle, repairing it as they attempt to destroy it. Without an open path to the castle, the enemy will have lost its source of income; before long they won't be able to expand their territory, and that country will begin to decay.



## 13 Put your King to good use

Unlike normal troops, the King recovers its health by returning to the castle. The King is the best unit to deal with a powerful enemy army or a large monster. Furthermore, only the King can open treasure chests. If you notice chests on the map, you should send your King to open them as soon as possible; however, watch out for the enemy, who may try to attack the castle while the

King is away. If the King is unable to return to its castle, it won't be able to restore its health, which can quickly lead to the country's fall.



▲ Let the King deal with powerful units and monsters, but watch out for its health.



▲ Only the King can open treasure chests. Try to reach them before the enemy can.



## 14 Fight a King with a King

Compare the health of your King to that of the enemy's King. If your country's King is about four times higher than the enemy's, you should be able to quickly dispatch them. However, keep in mind that once the King leaves the castle, its health will begin to fall. If the distance between the two castles is long, a value that was originally 4 times higher may end up being half of it instead once you reach the destination. Before you start fighting, check your King's health, and consider merging some of your troops with it to restore its health.



## 15 Clearing a difficult stage

In Challenge Mode, you have 3000 days each stage, with the remaining days carrying over to the next stage. While you may find some stages to be easy, others may be so hard that you may not be able to finish them within your allocated days. In that case, you should go back to the stage list and replay stages you have already cleared, trying to improve your time and getting more bonus days; the extra days may help you beat that particularly difficult stage.

No	Rate	Map name	Map remaining	Total remaining
1	99.1%	The Monarchs'	2301d.	2301d.
2	83.4%	Nightmarish a:	1570d.	3871d.
3	97.1%	Demon canyon	2309d.	6180d.
4	96.9%	Cross that pas	1700d.	7880d.
5	80.9%	Those who wan	663d.	8543d.
6	98.7%	Ambition of de:	963d.	9506d.

Certification: Rank 9  
Remaining days: 25703

## 16 Aim for 100% occupation rate

You shouldn't simply try to finish a stage; ideally, you should try to finish it in the lowest amount of days and the highest occupation rate possible. You will need to make quick and accurate decisions in order to do so. Is that tax rate correct? Are your forts distributed efficiently? Try to aim for a 100% occupation rate!



## What to do in this case?

When you first play the game, it's easy to find yourself at a loss. "Why aren't my funds increasing?" is a question that pops up to most players. In this section we will answer the most common questions that a new player may have while playing.

### The game won't start

**Q.** I'm on the game map, but nothing is happening...

**A.** When you first enter a stage, the VIEW command will be active, pausing the game and letting you take a look at the entire map leisurely. You can exit VIEW by opening the System Menu by pressing Start, and closing it from there. It should be noted that time is also temporarily halted while you move the cursor.

### Unable to expand territory

**Q.** My units won't build new forts...

**A.** When you lack funds, you will be unable to build new forts, bridges or fences. Check your funds on the right side of the screen; if the value has turned red, you should raise your tax rate, but note that the more you increase it, the less new units will spawn, so you should set a balanced value.

Another reason for your units not building forts may be their INIT command. Have you changed it during the stage? The default order is "Auto", which tells new spawned units to act on their best judgment (which includes building new forts when appropriate).



## Units won't spawn

Q. No matter how long I wait, I'm not getting any new unit...

A. Have you tried lowering your tax rate? The spawn rate of your troops is strictly dependent on your tax rate. At 0% they will spawn at a higher rate, while at 30% their spawn rate is the lowest possible. Unless you need to quickly increase your funds, you should avoid setting your tax rate higher than 20%.

## Funds won't increase

Q. Why am I not getting any funds?

A. There are multiple possible answers:

- Have you set your tax rate at 0%? A 0% tax rate means 0 income from your territory. Try raising it a little.
- Has your King left the castle? When the King leaves the castle, the tax rate is considered as 0%, no matter the value it's been set at. Return the King to the castle in order to receive your taxes.
- Is there something wasting your funds? A unit with a large number of men will consume funds by simply existing. Try avoiding forming massive armies while your funds are low.

Also, when you set a unit to continue working on a bridge or a fence, that unit will continue even once the structure is complete, which is a waste of money. Check your map to see if you have units working needlessly.

• Is there something blocking the way to the castle? You only receive income if the path to the castle is free; if there is something blocking the way, you will not receive any funds. The most critical position is right in front of the castle: even a simple fence will completely prevent you from receiving funds. Check your map to see if there's anything blocking the way to the castle and fix the situation.



# Safety warnings

- **Be sure the console is turned off!**



Before inserting or removing the cartridge, make sure the console is turned off.

- **Cartridges are delicate!** Be sure that the cartridge does not suffer a powerful shock. Do not hit, throw or disassemble your cartridge.



- **Do not touch the pins!**

Touching the pins or allowing water to wet them may cause damage to the cartridge.



- **Store the cartridge in a safe location!**

When storing the cartridge, make sure it is not a place with extremely hot or cold temperatures.



- **Do not use chemicals to clean the cartridge!**

When you clean your cartridge, do not use chemicals such as thinner or gasoline.



- **When playing the game**

Make sure to play the game in a well-lit room, and to keep a good distance from your tv. Also, we recommend resting between 10 and 20 minutes every hour of playtime, and to avoid playing altogether if you are feeling tired or are not getting enough sleep.

## ● ● ● ● Health concerns ● ● ● ●

There have been reported games of players suffering from convulsions or loss of consciousness after being exposed to powerful light stimuli or flickering, which is something that may come out of a television screen. If you have had similar experiences in the past, please consult your physician before playing this game. Furthermore, if you have experienced these symptoms while playing the game, stop playing immediately and receive medical attention.

If you are using a Megadrive with a CRT or rear-projection television set, be mindful that prolonged projection of a fixed image may cause a screen burn-in.

## Sega Joy Joy Telephone

Sega's hotline will provide informations on new games and other interesting gaming news.

**Sapporo 011-042-8181**

**Sendai 022-285-8181**

**Tokyo 03-3743-8181**

**Nagoya 052-704-8181**

**Osaka 06-333-8181**

**Hiroshima 081-292-8181**

**Fukuoka 092-521-8181**



❖ Please confirm you have the right number before calling.

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