# Rampart Walkthrough

This walkthrough was originally written for Rampart on the NES, but the walkthrough is still applicable to the GBC version of the game.

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****************************************************************************
                         Rampart (Japanese Version)
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VERSION 1.7


Rampart
   System: Nintendo Famicom (NES)
   Genre: RTS/Puzzle
   Players: 1-2 players


================================================================================
INTRODUCTION
================================================================================


Rampart was a very successful arcade game released by Atari Games in the
1990s. This combined strategy with tetris-like gameplay. It was a marginal
success but didn't spawn any sequels. There have been ports to many systems,
the latest would be the Playstation 3 and Playstation Portable versions.

Although most ports didn't add anything, the famicom version did! In the
japanese version, the difficulty curve was adjusted to make it fairer, and
the sea and boats are non-existent. Instead, the game presents 7 training
levels and 3 stories consisting of 5-7 missions each. This is a very
excellent port if ever there was one, and is definately worth playing!


================================================================================
RULES/GAMEPLAY
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In this game, you begin with a small castle surrounded by a square wall.
You must then place cannons inside it, from which you can shoot the enemy.
Once you and the enemy have exchanged blows, you must repair/expand your
castle. You will use tetris like blocks to do this. You can't build over
other units, walls or cannons. You must enclose an area in walls to make it
into your territory. Once this is done, you can build cannons there. The
number of cannons will depend on how many other castles you capture.

The enemy units will fire missiles at your castle to try and destroy it.
Small units will rush at your castle, and obstruct your building.
The best way to destroy these is by firing with your cannon, or surrounding
them with your walls, to capture them.

You get points for each piece of land you get, every castle you get, and
the number of enemies you defeat.

================
Beginner's Guide
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Some of you might not have played the origional Rampart. I will try to
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explain this as best I can. Hopefully at least you will have played Tetris,
but if you haven't, no worries.

------------------
BUILD/REPAIR PHASE
------------------


Alright, to start off, you have a castle. This is your stronghold. If it
gets destroyed, you will lose. You begin with a square wall, within the
wall is your TERRITORY. You must protect the territory by repairing the
walls and expanding the walls to make more territory.

Territory is important because it's the only place you can put your cannons,
and you get points awarded for the number of castles and amount of territory
you have.

To capture territory, you must build the walls so that it forms a complete
surface. By complete surface, all the walls are brought together to form a
shape, with no diagonal spaces there.

Here is an example;

```
 _ _ _ _ _ _ _ _
|_|_|_|_|_|_|_|_| The squares are pieces that you have laid down.
|_|x x x x x x|_| The Crosses are for every square that is now
|_|x x x x x x|_| a part of your territory. There are no diagonal
|_|x x x x x x|_| gaps or holes in the wall.
|_|x x x x x x|_|
|_|_|_|_|_|_|_|_|
```

As you can see, above is a good example of what territory you can grab.
However, the real game is not so simple, because when you lay the blocks,
they come in Tetris-like shapes. For those very rare few who haven't
played/heard of Tetris, the shapes are like 'L's, long lines, 'T's, 'C's,
'S's and many others. You must somehow place the pieces to form a border.

Here is are examples of an incomplete castle;

```
 _ _ _ _                       _ _ _ _
|_|_|_|_|                      |_|_|_|_|
|_|    X                       |_|   |_|
|_|_ _|_|                      |_|_ _|_|
|_|_|_|_|                      |_|_|_|X
 shape(i)                       shape(ii)
```

Shape(i) is easily recognized as being incomplete. There is no wall that
covers that gap. The X indicates where the territory 'floods out'.
Shape(ii) is in the same situaton. This is because the diagonal shape
(indicated by the X) is not filled in. The major difference between those
two shapes is that the little men cannot rush into the shape and block the
entry points.

Little men you ask? They will run into your castle and block the access
points, and therefore make it much harder to build your castle border, and
get territory. But more on that later. For now we'll continue with the
castle-building exercise.

```
           _
      _ _ _|_|_ _ _ _  Getting a lot of straight lines is unusual.
    |_|_|_|_|_|_|_|_|_ _   Your own borders are more likely to look
   _|_|x x x x x x|_|_|_| like this. Most of the time you won't get
  |_|_|x x x x x x|_|_    perfect lines from which you can form
   |_|x x x x x x|_|_|    a border. Leaving a single gap in the
```

```
    |_|x x x x x x|_|      wall will discount any territory within
    |_|_|_|_|_|_|_|_|      even diagonals, so be careful.
      |_|   |_|   |_|
```

There are no limits to what territory shape/size you choose. But of course,
more territory requires more walls, which in turn requires more open space
and more time to assemble. Training Stage 1 is a good place to practice
this technique.

One last thing about territory, you will need to surround a castle
completely for it to be captured and made yours. So it has to be completely
surrounded by your territory (this can include the spaces the castle
resides on).

Alright, that's castles underway. Now to explain about your weapons.

At the beginning of a stage you will be given 3-8 cannons. Every additional
round grants you 1 cannon per castle. 1 castle = 1 extra cannon per turn,
2 castles = 2 extra cannons... etc.

With these cannons you can fire at the enemy. The cannons will have to be
placed onto your territory. They take up 2x2 of space, and can be arranged
like so.

```
 _ _ _ _ _ _ _ _
|_|_|_|_|_|_|_|_| The diamond shapes represent a cannon. In the
|_|/ \ x x / \|_| basic starting square (unless blocked), you can
|_|\ / x_x \ /|_| place a maximum of 8. The castle will be in the
|_|x x [ ] x x|_| middle, as represented by the middle Boxes.
|_|x x [_] x x|_|
|_|x x / \ x x|_| This is just one of many formations you could
|_|x x \ / x x|_| create. You could also align them in a line or
|_|_|_|_|_|_|_|_| you could just place them in the corners.
```

However, they don't have to line up at all, you could just as easily have
something like this;

```
 _ _ _ _ _ _ _
|_|_|_|_|_|_|_|
|_|/ \ / \ x|_| You can place them on any 2x2 place. AS LONG AS
|_|\ / \ / x|_| IT IS INSIDE YOUR TERRITORY. There are certain
|_|x / \ / \|_| times when this is useful. Note: Castles cannot be
|_|x \ / \ /|_| removed, so it is not always a good idea to place
|_|_|_|_|_|_|_| them right next to the wall, especially if that wall is not
```
FORTIFIED in any way.

By fortified I mean to back it up with some more walls, like so.

```
           _
   _ _ _ _ _|_|_ _ _ _
  |_|_|_|_|_|_|_|_|_|_|   As you can see, this structure is much
 _|_|_|_|_|_|_|_|_|_|_|   more secure from any enemy fire, because
|_|_|_|x x x x x x|_|_|_  even if it takes a hit, the territory
  |_|_|x x x x x x|_|_|_| will be protected. Of course the
  |_|_|x x x x x x|_|_|_| disadvantage is that you have less place
 _|_|_|x x x x x x|_|_|   for cannons, but ultimately this is your
|_|_|_|_|_|_|_|_|_|_|_|   decision. In most maps there is a limit
  |_|_|_|_|_|_|_|_|_|_|   to the number of Cannons you can use.
      |_|_| |_|_|
```

A little note about cannons, they will only work when on your territory,

if a wall is broken, the cannon will become useless.

Ah, the castle-building exercise is almost complete. There is just one more
aspect to this. As I stated before, your main problem in the repair phase
is the little men that will rush into your castle. You cannot build ON them
directly, and they can only be destroyed with your cannons... or by
surrounding them by walls (and capturing them inside your territory).
Heres an example of what will happen during a repair phase.

```
 _ _ _ _                        _ _ _ _
|_|_|_|_|   3       5          |_|_|_|_|
|_|1   2        4              |_|   |_|            4     5
|_|_ _|_|                      |_|_ _|_|        3
|_|_|_|_|                      |_|_|_|1    2
 shape(i)                       shape(ii)
```

Above are examples of where the soldiers will rush to. 5 is the starting
position, and they will move along towards point 1, which is either your
castle wall, or inside your castle. They will work from 5 (the edge of the
map) to 1 (the inside). For demonstration purposes I have created some fake
waypoints 4,3,2. They are just examples of where a unit may go at any given
time. Ideally the best time to capture the unit is at stage 1. When you can
easily capture it inside your territory. However this is not always the case,
because sometimes the enemy units will all storm your castle, and capturing
them will prove impossible. Your best bet then is to try and stop them from
getting to your castle. Try and put the piece down before they reach
waypoint 3. Waypoint 2 is a last resort, but you can still stop them.
By the time they reach waypoint 1, it may be too late or you might get lucky.

There are only one type of small unit, and they all act the same, so don't
worry. These units consist of soldiers, spiders, undead and various other
forces, but like I said, they play out exactly the same.

This covers one half of the game. ONE HALF! I still have to tell you about
the most exciting part of this game!

------------------
ACTION/ATTACK PHASE
------------------

Aha, the real nitty gritty of the game, and one of the most fun. You now
use your cannons to fire against the oncoming enemies.
Your enemies in this phase will be 2x2 large, and they will shoot at you
and try and destroy the walls. THESE ARE YOUR MAIN THREAT. The small units
may be annoying, but the large units will potentially make you lose your
game. So defeat them at all costs. They will often spin right before they
move, so stay alert. With fast moving enemies, try and attack in the area
they will walk in.

E---> O

In the above diagram, E is the enemy, and it is moving along the arrow.
You need to aim at point O, when E reached O, hopefully you will have hit it.
It does take practice, again Training Stage 1 is useful for this.

Aim ahead when the enemies are moving fast. That way you are more likely to
hit them, especially if they are far away. It might be good to shoot in a
certain area around them, that way you will at least get a few hits in.

There are several types of enemies in this category, but most of them are

the same. Wolves, Tanks, Zombies, Trees, Druids, Dragons and Samurai make
up most of the enemies. They all attack the same way, by firing upon your
castle. Just so you know, when they get too close to your castle, they
will literally run through it, and destroy all the walls. Luckily cannons
cannot be destroyed by them, so use this to your advantage.

After a short time you will get a warning, and then your cannons will
become inactive. This signals the end of the Action/Attack phase.
From this you will be taken to the Repair/Build phase.

------------
CANNON PHASE
------------

This is a short phase which takes place after BUILD/REPAIR. In this turn,
you will be able to place cannons in your territory. If you cannot place a
cannon. Simply press the A button a few times, and the CPU will realise you
cannot place them.

Do not build your cannons too close together, or you won't be able to fill
in small gaps later. Try and keep your cannons covered at all times. You are
most effective when all your cannons are active.

Don't let the infantry capture the other castles. If you can get another
castle, thats an extra cannon per turn. Another castle on top of that will
be 3 cannons per turn. You can easily max out your cannon limit very quickly
and decimate any enemy you encounter.

You can have a maximum of 12 cannons belonging to you. You can get a maximum
of 8 cannons at the start of the level.

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THAT'S IT!
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Most of your training is now complete. Apart from different units and
landscapes, you know all there is to know about Rampart. I recommend trying
the training stages until you get good. It may take a while!

Be sure to note the number of enemy units left, it may be more benificial
to take it easy on certain turns, and make reinforcements on others.

Controls
--------
A-Select/Build
B-Fast Movement/Rotate
Start- Used to confirm things
Select- Nothing

Options Mode:
A-Place
B-Rotate (swap controls for player1/2)

Fixed Speed 1 Yes/No(1-10)
Fixed Speed 2 Yes/No(1-10)
Gamma Boost Yes/No

Winning Conditions
------------------
To win each of these battles you must either;

```
1) survive the turn limit
2) defeat all the enemy forces
3) gain the required points total

Losing Conditions
-----------------
You will lose if you can't control at least one castle, by having a fenced
wall around it. That is the only condition to lose.

Note: On Normal and Hard Modes, the number of turns can sometimes be your
losing condition, if you cannot complete the stage in the required number
of turns.


=====================
ENEMY UNITS - GLOSSARY
=====================
Training Mode
=============
Name:Tank
Type:2x2

Quite easy to hit, but can be annoying if it breaks through your castle
walls. Nothing special to say about the tank.

Name:Soldier
Type:1x1

This unit is quite hard to hit, as with most small units. They stay with
the tanks on the training level.


=========
Easy Mode
=========
Name:Wolf
Type:2x2

Quite easy to hit, but can be annoying if it breaks through your castle
walls. Fairly slow in most levels.

Name:Spider
Type:1x1

This unit is quite hard to hit, as with most small units. They appear
mainly in easy mode but also in normal mode too.

Name:Tornado
Type:2x2 (invincible)

You can't defend against these much, just try and repair your walls quickly.

Name:Haunted Tree
Type:2x2

These units are quite annoying. You only find them in the 3rd mission, and
they try and stay next to other trees. Thankfully there are no spiders to
worry about.


===========
Normal Mode
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```

```
Name:Dragon
Type:2x2

Quite easy to hit, but can be annoying if it breaks through your castle
walls. Fairly slow in most levels.

Name:Tornado
Type:2x2 (invincible)

You can't defend against these much, just try and repair your walls quickly.

Name:Spider
Type:1x1

This unit is quite hard to hit, as with most small units. They appear mainly
in easy mode but also in normal mode too.

Name:Zombie
Type:2x2

Annoyingly, when you kill these monsters, they leave a gravestone behind,
which cannot be destroyed.

Name:Haunted Tree
Type:2x2

Blend in quite well with the environment, watch out for them.

Name:Druid
Type:2x2

Beware! as soon as you defeat them they turn into a tree, if you accidently
shoot one, it may prevent you from finishing your mission.

Name:Golem (Gorem)
Type:2x2

Quite easy to hit, but can be annoying if it breaks through your castle
walls. Quite slow in most levels.

Name:Giant
Type:2x2

Quite easy to hit, but can be annoying if it breaks through your castle
walls. Slow in most levels.

Name:Evil Mage
Type:2x2

Don't fight this until all the small dragons have been defeated. He will
try and get you to attack your own castle, DONT.

Name:Large Dragon
Type:3x4 (BOSS)

You need to defeat this to win the last mission. Get rid of the mage and
the other dragons first. After you have weakened it, capture it by
surrounding it with your walls.

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```
Hard Mode
=========
Name:Samurai
Type:2x2

These units are somewhat fast, and use semi-random movements that may
confuse.

Name:Horse-Rider Samurai
Type:2x2

These units are very fast, and use semi-random movements that may
confuse. You need bullet-time reactions to beat them.

Name:Soldier (Asigaru)
Type:1x1

This unit is quite hard to hit, as with most small units. They appear only
in hard mode.

================
Tiles
================

 _
|_|

Number of squares covered: 1
Shape: 1x1
Difficulty of use: 1/10

This tile is very useful for filling in small gaps. It is not very good for
expanding castles though, because of it's small area. Useful for closing
diagonals and creating breakpoints for the small units.

 _
|_|
|_|

Number of squares covered: 2
Shape: 2x1
Difficulty of use: 3/10

Only slightly less difficult to use because of the shape. This one is again
useful for filling in small gaps, and gives a bit of a better use as a
castle extender. This should fit quite easily into your castle.

 _
|_|
|_|
|_|

Number of squares covered: 3
Shape: 3x1
Difficulty of use: 2/10

This piece is good at filling a gap, and also extending the castle in the
process. It is good as a castle extender and can trap units quite easily.
I'd say this is one of the most easiest pieces to use.

 _
|_|
|_|_
|_|_|
```

Number of squares covered: 4
Shape: 3x1 & 1x1
Difficulty of use: 4/10

This L shape is quite useful for plugging certain holes and extending the
castle. It's fairly useful as a corner piece, but in small situations, this
shape might not be ideal. There is also a reverse L shape which has the
same attributes.

```
 _ _
|_|_|
|_|
```

Number of squares covered: 3
Shape: 2x1 & 1x1
Difficulty of use: 2/10

The small corner piece is useful in quite a few situations. You could use
it to make a corner for your castle or use it to plug up a small gap in
your castle. You should have no problems with this.

```
 _ _
|_|_|
|_|_|
```

Number of squares covered: 4
Shape: 2x2
Difficulty of use: 4/10

The square piece is not ideal for capturing squares, but is great for
fortifications. I can't think of many situations where you would struggle
finding a place for this near your castle.

```
 _ _ _
|_|_|_|
  |_|
```

Number of squares covered: 4
Shape: 3x1 & 1x1
Difficulty of use: 3/10

The small T piece is very useful in many ways. Firstly, it is small so
there is not much chance of being stuck with it. It can fill small gaps
easily enough, you can use it like a 3x1 piece to extend the castle, and it
also provides a good corner piece.

```
 _ _ _
|_|_|_|
  |_|
  |_|
```

Number of squares covered: 5
Shape: 3x1 & 2x1
Difficulty of use: 5/10

The larger T shape is a bit harder to position into the battlefield, but is
still quite a useful piece. On later missions however this is much more of
a problem.

```
 _ _
|_|_|
  |_|_
  |_|_|
```

Number of squares covered: 5
Shape: 3x1 & 1x1 & 1x1
Difficulty of use: 6/10

Although this can be used to a great extent of improving your castle walls,
it is not very good to use in tight situations, because of it's awkward
shape.

```
 _ _
|_|_|
|_|_
|_|_|
```

Number of squares covered: 5
Shape: 3x1 & 1x1 & 1x1
Difficulty of use: 4/10

The C piece is useful for blocking small gaps, but not for much else.
Great as a fortifier, but because of its odd shape, it's not very useful in
tight situations.

```
 _ _ _
|_|_|_|
|_|_ _
|_|_|_|
```

Number of squares covered: 7
Shape: 3x1 & 1x1 & 1x1
Difficulty of use: 5/10

The large C piece is useful for blocking small gaps, but not for much else.
Great as a fortifier, but because of its odd shape, it's less useful in
tight situations.

```
===============================================================================
WALKTHROUGHS
===============================================================================
TRAINING MODE
-------------------------------------------------------------------------------
```

This mode teaches you how to play and will begin with some very easy tasks.

This scenario is in the style of modern warfare (ala Advance Wars) your
enemies will be tanks and soldiers.

Stage 1
-------
Simple flat ground, your castle is a square, and the enemy are tanks. Simply
repair your castle, lengthen the walls and build some more cannons.

Turns Remaining: 5
Point Target: 700
Tanks: 10
Soldiers: 0

Stage 2
-------
Choose a castle and then make some improvements. Capture the second castle
for more cannons. There will be up to 3 tanks on the screen at one time.

```
Turns Remaining: 6
Point Target: 1200
Tanks: 8
Soldiers: 0
```

Stage 3
-------
In this stage there are 3 castles to choose from. I'd suggest the middle one,
because then it's easier to expand.
In this stage you will come across some enemy soldiers. These will try and
get in the way of your blueprints for your castle.
If you don't stop them quickly, they will destroy the other castles.

```
Turns Remaining: 7
Point Target: 1350
Tanks: 12
Soldiers: 24
```

Stage 4
-------
In this stage there are 3 castles. Again i'd recommend the middle one.

```
Turns Remaining: 4
Point Target: 1000
Tanks: 12
Soldiers: 24
```

Stage 5
-------
In this one you only have one castle to start with. This is similar to stage 1,
however you will be facing against 4 tanks at the same time.

```
Turns Remaining: 5
Point Target: 1900
Tanks: 16
Soldiers: 48
```

Stage 6
-------
In this stage there are two castles, try and make a bridge between the two
castles, so you have more room for cannons.
This stage will take place at night, making it harder to pick out the units
among the trees.

```
Turns Remaining: 10
Point Target: 2500
Tanks: 30
Soldiers: 60
```

Stage 7
-------
The final stage contains many many trees. You'll have to be patient to deal
with this map. Try surrounding the trees with walls if you can. Pick the castle
with the least trees surrounding it, because you start with 6 cannons on this
map.

```
Turns Remaining: 12
Point Target: 3200
Tanks: 40
Soldiers: 85
```

```
--------------------------------------------------------------------------
EASY MODE
--------------------------------------------------------------------------
In this mode, you must protect little pink riding hood from the wolves.
Use your elves to fire at them and strengthen the castle walls.
You will gain one elf per round. Mice will sometimes block your blueprints.

Mission 1: Password ####
-----------------------


In this mission you are in the middle of a forest, simply defeat the wolves
and continue on. You should have no problems with this stage whatsoever.

Turns Remaining: 6
Point Target: 950
Wolves: 8
Mice: 30



Turns Remaining:
Point Target:
Wolves:
Mice:

Mission 2: Password Lion,Lion,Wings,Lion
----------------------------------------

In this mission you will only face one wolf per turn, however you will encounter
some tornadoes, unfortunately you cannot defeat them so you will just have to
build thin walls and concentrate on the defence.

Turns Remaining: 7
Point Target: 1100
Tornado: 5
Mice: 30

Mission 3: Password Castle, Swords, Castle, Swords
--------------------------------------------------

In this stage there are no wolves or mice, just TREES! EVIL TREES!
You must be careful to shoot the right ones (the ones that move).
This level shouldn't pose too much of a problem, just make sure you're hitting
the right kind of trees. You probably won't clear the point total.

Turns Remaining: 8
Point Target: 5000
Wood: 14
Mice: 0

Mission 4: Password Swords, Lion, Lion, Swords
----------------------------------------------

This time there are 3 fast moving wolves, this stage might be quite difficult
if you are not prepared for it. Just take your time and outwit the wolves.

Turns Remaining: 7
Point Target: 1300
Wolves: 15
Mice: 40
```

```
Mission 5: Lion, Castle, Lion, Swords
-------------------------------------


Look, it's grandma's house! Unfortunately you will encounter about 4 wolves at
a time here. Also, you won't be able to win by points, because the requirement
is very high, so just take your time and don't freak out.


Turns Remaining: 15
Point Target: 9998
Wolves: 20
Mice: 120


-----------------------------------------------------------------------------
NORMAL MODE
-----------------------------------------------------------------------------
In this mode, you will start in the middle of a town, where you have to defend
against warriors and tornadoes (faster, cannot be destroyed).


Mission 1: Password ####
-----------------------

In this mission you are in the middle of a town, the dragons will be annoying
but more dangerous are the tornadoes, unfortunately you can't destroy these,
so most of your efforts will be to repair the small gaps in the walls


Turns Remaining: 5
Point Target: 1300
Dragons: 14
Spider: 0


Mission 2: Password Castle, Swords, Lion, Wings
-----------------------------------------------

In this mission you are in the middle of a forest. In this map you will face
evil trees and druids. The druids are annoying because once you shoot them,
they turn into trees. Your mission depends on your ability to capture the tree
on the top left hand corner of the screen. Try not to kill too many druids or
capturing the tree will be impossible.


Turns Remaining: 13
Point Target: 8970
Dragons: 42
Spider: 160


Mission 3: Password Lion, Castle, Wings, Lion
---------------------------------------------

In this mission you are in the middle of a graveyard. Every big zombie you
defeat will leave a gravestone. This will be an obstacle that you cannot
destroy. Try and capture the other castle if you can, it will help you out.


Turns Remaining: 8
Point Target: 1500
Zombie: 21
Undead: 69


Mission 4: Password Swords, Lion, Wings, Swords
-----------------------------------------------

In this mission there are many columns, there are also Golems that will smash
```

your castle to bits. Your overall aim is to capture the castle surrounded
by the many columns, best to make a large parameter.

Turns Remaining: 13
Point Target: 8970
Golem: 80
Spider: 150

Mission 5: Password Lion, Swords, Swords, Wings
------------------------------------------------

In this mission there are trees to the north and south. There is a mysterious
dragon figure at the north of the map, I'm not sure if attacking it will help
or hinder you. But concentrate on getting rid of the giants anyway.
As usual, watch out for the enemy units.

Turns Remaining: 15
Point Target: 3000
Giant: 30
Undead: 60

Mission 6: Password Lion, Lion, Castle, Swords
------------------------------------------------

In this mission there are a large number of columns. Again your goal is to
capture the castle at the top of the map.

Turns Remaining: 12
Point Target: 8970
Dragon: 100
Undead: 127

Mission 7: Password Wings, Castle, Lion, Lion
---------------------------------------------

To the north of the map is a large dragon. When you have defeated all the
little dragons, attack the mage, and then attack the dragon. After a few tries
hopefully you will beat it. After that, you need to surround the dragon with
your castle walls, and capture it. Huzzah!

Turns Remaining: 10
Point Target: 8970
Dragon: 24
Undead: 200

-----------------------------------------------------------------------------
HARD MODE
-----------------------------------------------------------------------------
In this mode, you start in Ancient China, and go against samurai.
This is the hardest of the modes. You will be able to choose different
castles to fight from depending on the map.

The hardest part about this mode is knowing how many cannons you have
(the symbols are in chinese), you will get used to this after a while.

Mission 1: Password ####
------------------------

In this mission you begin in a forest. There are castles on the North and West
sides of the map. I choose North because it is easier to defend from. If you

can get both castles you have a good chance of winning.

```
Turns Remaining: 4
Point Target: 1400
Samurai: 9
Soldier: 64
```

Mission 2: Password Lion, Castle, Wings, Swords
------------------------------------------------

This mission's landscape is seperated by water. You cannot cross the water
until very late on in the stage. The best tactic is just to fortify your base
so much that the enemy units won't appear on your side at all. After a while,
capture the castle for more firepower.

```
Turns Remaining: 5
Point Target: 1500
Samurai: 13
Soldier: 40
```

Mission 3: Password Wings, Wings, Swords, Lion
------------------------------------------------

This mission is in an empty field, unfortunately most of the castles start
in the south (right where the enemy spawns). If you can capture the other
castles, do so... but it will not be easy.

In this mission you will encounter horse-back riders. These are a momumental
pain in the nether regions. They are fast and tough. Definately not easily
beaten. Good luck! (try making their routes less unpredictable by blocking
their paths).

```
Turns Remaining: 10
Point Target: 6000
Samurai: 36
Soldier: 100
```

Mission 4: Password Lion, Wings, Lion, Castle
------------------------------------------------

There is a forest to the north-east. I'd recommend the south-eastern castle.
Try and capture the other one as usual.

```
Turns Remaining: 7
Point Target: 1950
Samurai: 26
Soldier: 72
```

Mission 5: Wings, Lion, Swords, Castle
--------------------------------------

You start with two castles overlooking a river. You can build over the river,
but the enemies cannot cross it. Enjoy the Sakura Blossoms!

```
Turns Remaining: 15
Point Target: 3000
Samurai: 20
Soldier: 80
```

--- TO BE CONTINUED ---

```
================================================================================
MULTIPLAYER
================================================================================


In this mode you can play against a friend in a best out of 5 battle.
You must attack the other castle using your cannons.
To begin you can choose the location of two of your castles.
You can then put the cannons inside them.


Once you have beaten the game, you can tickle the opponent's feet by pressing A.


There are various options you can configure before a battle;


Score                  500-5000
Starting Cannons       1-8
Level (difficulty?)    0-8
Scenario               Army/Fantasy/Knight/Samurai
Map                    Easy/Normal/Hard (number of trees)


Edit Mode
---------
There are 4 more parameters to modify


???                    0-200
???                    10-30
Build Timer            10-50
Diagonal Split         on/off


================================================================================
THE LAST WORD
================================================================================


Thanks to Konami for releasing this superbly awesome game. I'd recommend
buying this game, especially if you own a famicom. It's a superb port and
definately worth buying, despite the age of the product.


Many thanks to my family and friends, who keep me sane!
Cheers to all who read this.
```