

Nobunaga's Ambition: Lord of Darkness FAQ/Walkthrough

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[NOBUNAGA'S AMBITION: LORD OF DARKNESS]

[SUPER NINTENDO ENTERTAINMENT SYSTEM]

[BY DARKSUNDS]

[VERSION 0.8 (2008-06-24)]

=INTRODUCTION=

This is my third (published) guide in GameFAQs, and I've written this one to participate in the FAQ Bounty, since I saw that nobody has ever wrote any guide for the game, and I wanted to help people who needed some help in the game.

Note that if you want to publish this guide in your website, please ask me first, and make sure you have the integral, original copy of the guide on your site, and that you credit me. It doesn't cost you anything, and seeing as I own the FAQ, I have the right of suing you if you don't respect this paragraph's instructions. These websites are the only ones which are allowed to publish my guide yet:

-<http://www.gamefaqs.com>

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=VERSION HISTORY=

[BEGINNING] 0.1 - Added the basic stuff, a tiny part of the walkthrough and planned everything in the contents. The banal stuff...

[UPDATE] 0.7 - Added tactics and the Attacking section.

[REVISION] 0.8 - Whew, when I look back, this guide needs some cleaning up for the sake of good grammar and clarification.

=WHAT I NEED=

-Questions for the FAQ section!

=THANKS=

-To GameFAQs, for hosting this guide easily, without hour-long forms to fill.

-To everyone who is reading, read or will read this guide.

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I am willing to add new sections, but I'm not sure what more should be said about the game. I like to keep my guides simple (except in my Hunter x Hunter one, but hey, I don't even understand what the hell the game is about, how can I be brief about it?).

=1.BASICS=

1-1.Controls

Ugh... The stupidity of the original article makes me cringue.

The controls are very easy to learn. Sadly, I don't have the game with me right now so I can't take a look at the controls. But just try every button (not all at once) when you start the game. As in every game, you press the A button to select something (a menu, option or unit, in this case) and confirm actions, the B button to cancel actions and go back between menus, etc. Besides the occasional Pause buttons and other stuff, everything is very simple.

I don't see who wants to waste his/her life reading a Controls section in an FAQ/Walkthrough, but whatever.

1-2.Game Basics

This is an kinda boring game, where you have to choose a region and get turns to prepare for battle and conquer the country. The battles are one of the best parts of the game, though.

When I said it was boring, I was stupid. From my point of view, it's a silly game, but I'm sure some people love strategy and historical games. Have fun, grandpa.

Pros: The strategic fights are not so bad, there's a fun multiplayer mode, there's a very wide range of actions.

Cons: Takes a while to get used to, people who don't like strategic games will find the game long and boring.

=2.QUESTIONS AND ANSWERS=

Nothing yet, email me if you need to know anything in particular about the game, I STILL check my email very often after a year.

=3.WALKTHROUGH=

3-1.Starting

As you turn on your SNES (or open your emulator) and press Start to start the game (duh), you'll find yourself in a menu, so, indeed, select New Game, then choose between the two available scenarios. There's not so much difference between the two, except that you have a lot of computers attacking you in the second one. When you're done choosing, you have to select Multi-Play, Historical or Demonstration modes. Multi-Play is a better choice to pick when you want to make a multiplayer game, Historical mode is better as a single-player game, and the environment changes as the time advances in the game. Demonstration isn't really a mode, it's just like a long boring movie where you watch CPUs playing without being able to participate in the war.

Choose any mode, select your level, choose the number of humans who are going to play, and start the game.

3-2.Tactics

It'd be incredibly long to tell you what to do every turn, plus the game also depends on luck so my strategies may not work at all for you. Instead, I decided to help you (or simply annoy you) a little by telling you about good tactics.

1-Get Money

Early in the game, you will have enough money for a few turns, but you will soon realize that you don't have enough gold/whatever the currency is to do various actions, so make sure you trade rice for money and get some gold early so you don't waste your precious Governance Points when everyone is attacking you.

2-Pay And Train Your Men

When your soldiers have high Loyalty, they are a lot better (and less cowardly) in battle. Don't underestimate the power of salary! Training make them better in combat, so make sure your soldiers are all trained well and ready to conquer the sacred land of Japan.

3-Recruit Men

Paying is important, but recruiting is even more. Even ten strong soldiers are nothing against a thousand decent ones. Recruiting men might be the best move you can do in the game, depending on the circumstances, even though you also peasants and gold to do it.

4-Recruit Generals

When you win a fight against an opposing region, one of their generals may ask to join you. You should always consider those requests, especially early in the game. More generals means a better organization and less trouble sharing responsibilities between them.

5-Think Carefully About Your Moves

Have you ever thought "I shouldn't have done that" while playing a game, regardless of its genre? Have you ever died in Super Mario Bros. because of a delayed move? Your actions are even more important in Nobunaga's Ambition: Lord of Darkness, so don't be hasty.

6-Evaluate Opposing Regions' Forces

Before fighting an opposing region, make sure you know about how much men they have, and their strength. Remember: Knowledge is Power.

7-Be Original

Indeed, you must think carefully about what you're doing in this game, but you should also try out different tactics and strategies to master the game. This is one of the key elements in Nobunaga's Ambition: Lord of Darkness. Sorry if I keep contradicting myself like this, I just think about new stuff as I type the FAQ.

8-Vary Your Actions

Do not ALWAYS train men or trade your rice, also think about mastering your Skill, Economy, Fields, Castle, Gold Mine, and all the rest. There are a few useless actions, but most of them are equally important, so make sure you try enhancing all or most of your stats.

9-Attack Early

Before your enemy attacks you, attack him! Before everyone else gets strong,

destroy them! This is a cheap, but effective way to win the game, though you probably won't even have the time to kill everyone before they get as strong, or stronger than you.

10-Practice

Don't cry if you lose the game on your first try. The best thing you can do to master the game is to play a lot, practice, learn the important stats and actions, try different strategies, modes, regions, levels, practice with a friend in the multiplayer mode... The sky's the limit!

11-Have Fun

You will never improve in this game if you don't LIKE it. I can confirm this theory from my personal experience. Don't push yourself to play Nobunaga's Ambition, unless you've paid more than a hundred dollars to get it, or being paid to play.

3-3.Attacking

Attacking is one of the fun parts in Nobunaga's Ambition: Lord of Darkness. When you attack other regions, you get into a different screen where you can fight in a Fire Emblem-like system, without the cool attack sequences. You have to do a lot of complex decisions, assign soldiers to the different generals you have, take supplies of rice with you, then you will be prompted to the battle screen. The objective is to destroy all of the buildings and troops of the enemy. It's actually very simple, you get to move your soldiers, attack others, make them retreat, all of this to try to defeat the enemy and add another region to your empire. The only thing that could be improved is your troops' speed, but the system is overall pretty neat. You also have three different types of soldiers. The gunmen, the regular soldiers and horses. They all have different attack, defense, speed, etc. You also have a kind of castle, or base, where you can issue commands. This is the building that you MUST protect if you're getting attacked. If the enemy destroys it, you're dead. There are different kinds of attacks: Blitz, Normal and Rifle (Gunmen Only). The damage system is different for all of them but it's hard to describe, so try to figure that out by yourself (God, does bashing people feel satisfying). At night (the terrain changes from Day to Night constantly), your view is reduced, so you won't be able to see all of your enemies, but same goes for your antagonist. Oh, and there are different terrains, too. from rivers to castles, from forests to plains... There are many terrains that allow you to move differently, to gain protection bonuses, etcetera.

If you win the fight, you will get to choose what to do with the remaining enemy generals. If they accept to join you, that's good, if they refuse, finish them off. If you lose the war... well... Game Over, indeed... so you'd better be prepared before you start fighting (or use Save States on an emulator).