

**Micronet** CO., Ltd.

# WARRIOR OF ROME II™



SEGA  
**GENESIS**  
16-BIT CARTRIDGE



Thank you for purchasing the  
Sega Genesis cartridge  
WARRIOR OF ROME II.

Please read this instruction manual carefully  
to insure proper handling of your cartridge.  
Be sure to read the following safety  
precautions.

- Make sure the power switch is off when you insert the WARRIOR OF ROME II cartridge. Do not insert or remove a cartridge while the power switch is on. It may damage the system.

- Do not touch the terminal of the cartridge. Touching the cartridge or getting it wet could cause damage to the cartridge.

- Your eyes may become tired after long periods of play. To avoid this, take a ten to twenty minute break every hour. Be sure to keep a safe distance from the television monitor when playing the game.

- Keep cartridges away from any extremes in temperature. Do not expose the cartridge to direct sunlight, humidity or heat.

# WARRIOR OF ROME II

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**Warning to owners of Projection Televisions:**  
Still pictures may cause permanent picture  
tube damage or mark the phosphor of the  
CRT. Avoid repeated or extended use of video  
games on large screen projection televisions.



## WARRIOR OF ROME II

The game designers at Micronet have put all of their energy into creating a simulation game that would surpass all previous games in it's innovation and playing ease. This has lead to the creation of another episode of Caesar's adventures in WARRIOR OF ROME II.



The game is a real-time war simulation, set in ancient Rome. In previous simulation games, a player always had to wait his turn to respond during two player play. Now, in WARRIOR OF ROME II, both enemies and allies can move simultaneously. Repel and stop an enemy's advance as it happens. There is no need to interrupt your thoughts. Target your enemy's movements and give commands at any time as you strive toward victory.

## THE GAME OBJECTIVE

As Julius Caesar, command the armies of Rome and suppress the rebellion in Asia. Accurate judgment and rapid responses are necessary to achieve victory.

Victory is achieved when you destroy all enemy fortresses.

### VICTORY



### DEFEAT

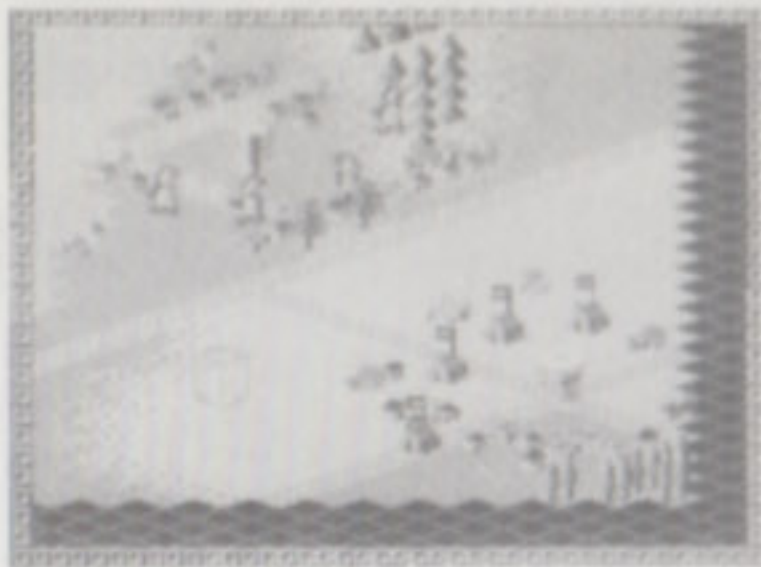




## THE MAPS

The map is viewed from a diagonal bird's-eye-view. This provides a 3D reality to the graphics depicting battle scenes, fortress construction and terrain surveys.

## A THREE QUARTER VIEW SCREEN



## THE STAGES



The game contains 15 different stages of play. With each successive stage, the enemy becomes stronger. Plot meticulously and make the appropriate moves to achieve victory.

## THE PLAYING MODES

The game has three different modes of play. There is the campaign mode, the one player, and two player mode. The rules are the same in all three playing modes.

## THE CAMPAIGN MODE

Caesar receives orders to suppress a rebellion in the outlying regions. The campaign mode contains the 15 maps for this quest. You must clear each map before proceeding to the next. The goal is to bring all 15 maps under your control.

## THE ONE PLAYER MODE

Select any of the 20 maps for game play.



## THE TWO PLAYER MODE

Two players can play against each other in simultaneous play. The screen will split in two sections for head to head combat. Player one is on the left with the red units while player two is on the right with the blue units. Select any of the 44 maps for game play.

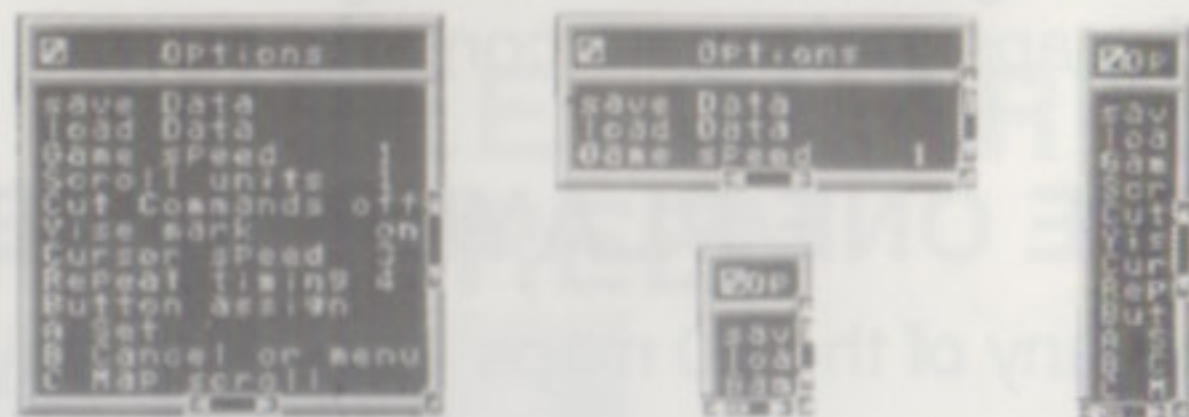


PLAYER ONE      PLAYER TWO



# ALTERNATING WINDOW SYSTEM

In this game, window size and placement can be altered at will.



It is possible to open only the windows frequently used and keep those not used closed. You can change the layout of the screen to suit your own personal viewing preference.

## Window Layout Samples

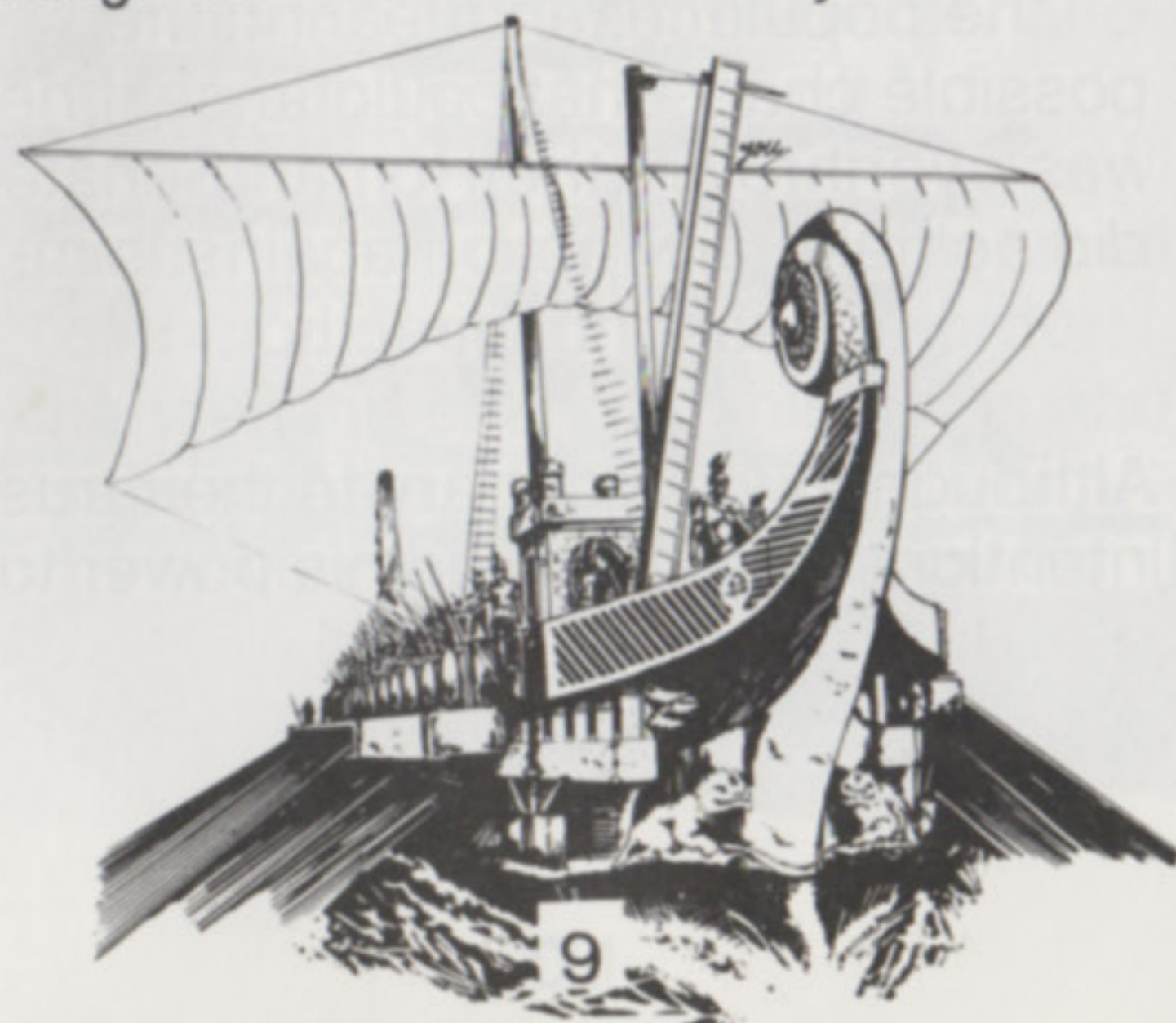
The screen shots below belong to the programmers from our game development team during the testing of WARRIOR OF ROME II. It is an example of the variety of layouts that can be created.



# ACTIVE AND INACTIVE WINDOWS



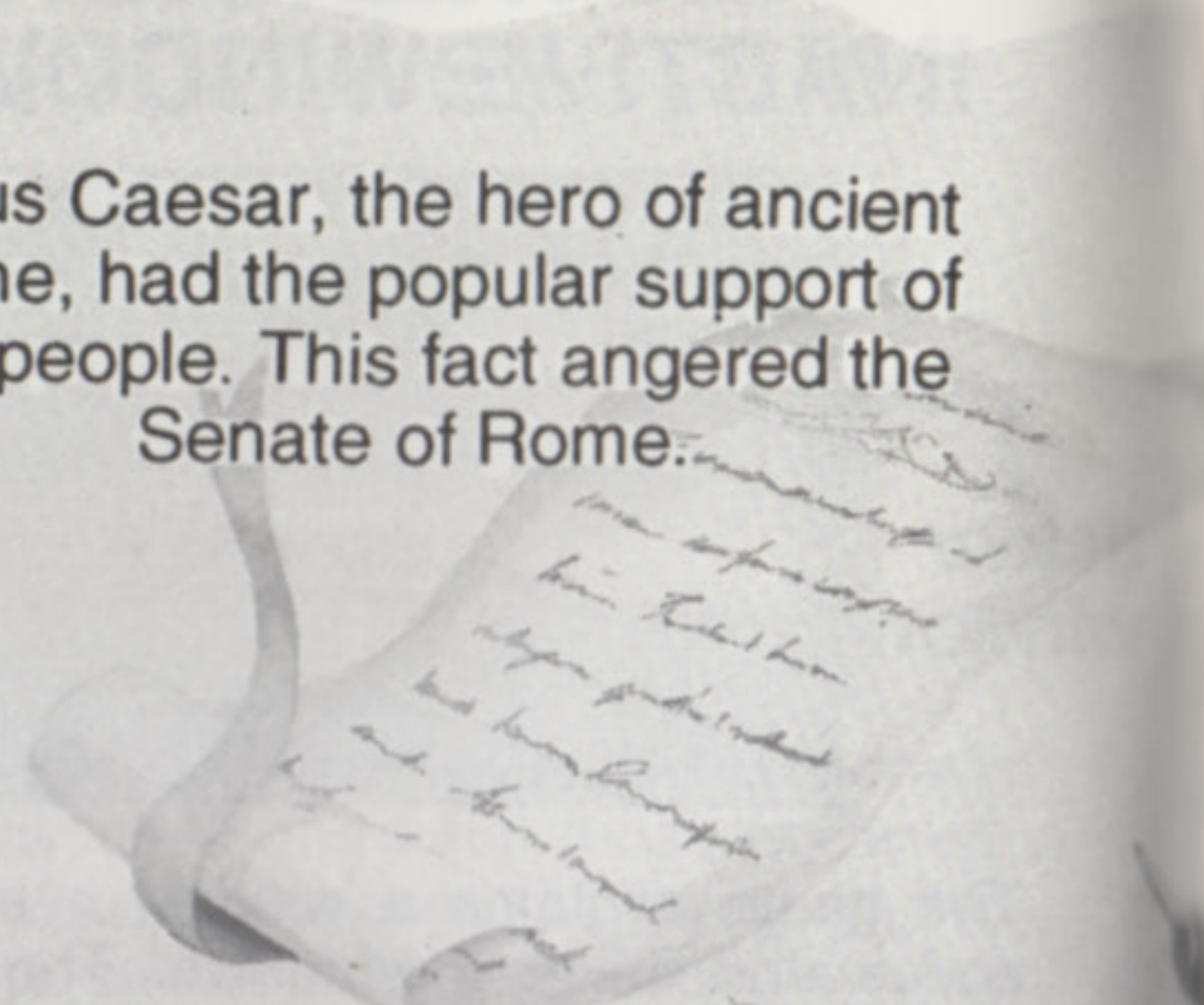
The game contains a window system of active and inactive windows. The bright window is active. The dark window is inactive. Only commands and actions in the active window can be operated, though data can be viewed and will automatically be updated in the inactive windows. Only one window can be active at a time, but you can change the active window at any time.





# THE STORY

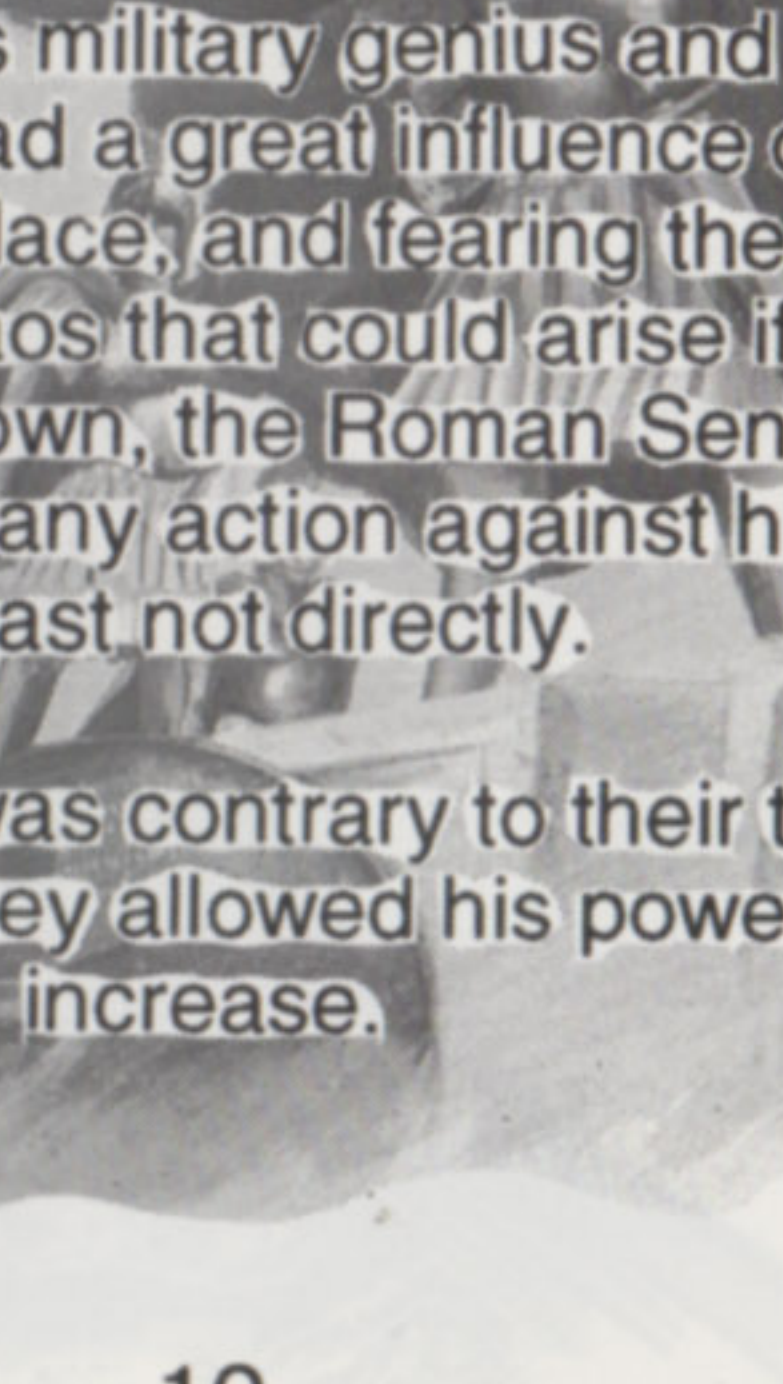
Julius Caesar, the hero of ancient Rome, had the popular support of the people. This fact angered the Senate of Rome.



Caesar's military genius and eloquence had a great influence over the populace, and fearing the possible chaos that could arise if he was overthrown, the Roman Senate did not take any action against him—at least not directly.

Although it was contrary to their true intentions, they allowed his power to increase.

In secret, The Senate of Rome turned to the other hero of the Roman army, Pompeii, and drafted a secret agreement, plotting a scheme to overthrow Caesar.



They planned to get him far away from Rome. To accomplish this, an order for an expedition was issued to inspect insubordinate troops.

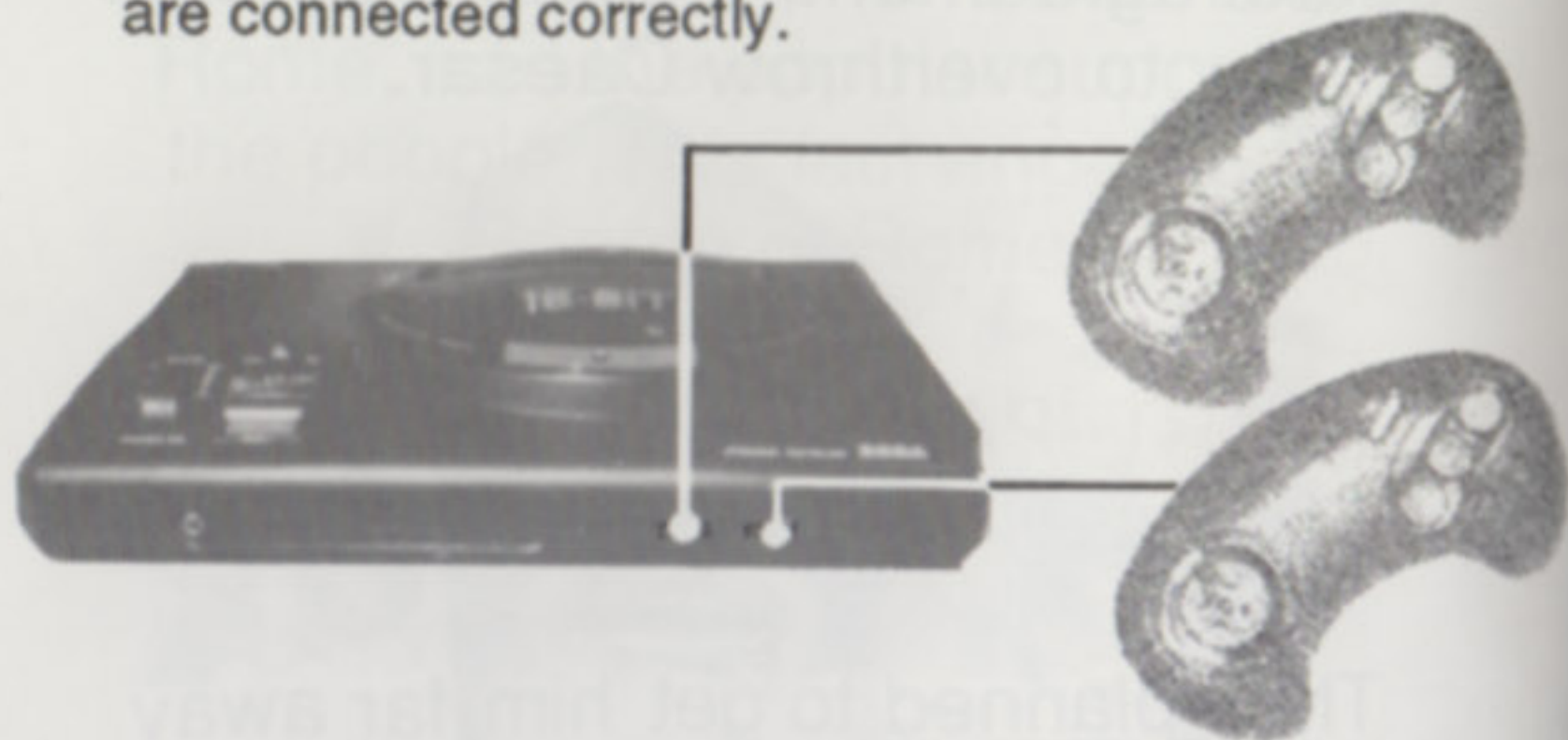
The order read:  
"There is unrest in Asia. Send your armies into battle immediately and suppress the revolt."

Caesar, while delighting in the smell of intrigue contained in the order, changes the course of his ships and sails to Asia, but what awaits him, only you will know when you do battle as Caesar.



# CONTROL PAD OPERATION

The game is designed for 1 or 2 players. Before starting, check to see that the control pads are connected correctly.



The 2 Player Mode has both players playing simultaneously. Two control pads will be needed. (Please purchase extra control pads separately.)

## POINT 1

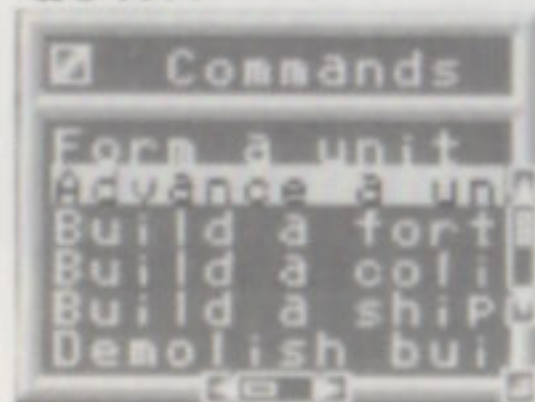
The following abbreviations will be used.

- A** → to press the A button
- B** → to press the B button
- C** → to press the C button

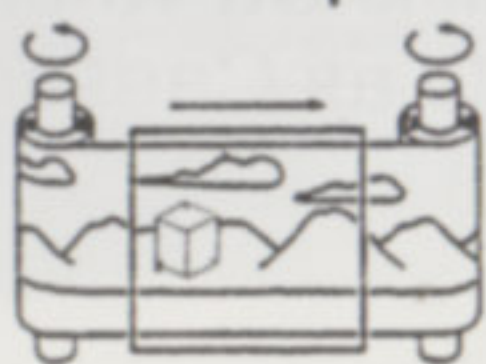
## DIRECTION BUTTON

## COMMAND SELECTIONS

Move it up and down



Scroll map



## CURSOR MOVEMENT

Cursor icon on map



Cursor icon in window



## POINT 2

**A** and a plus sign (+) will follow a button letter when the button is to be pressed continuously.

**A**+ directional button means to continuously press the A button while using the directional pad.

## START BUTTON

### START--PAUSE--RESUME PLAY

If you press the start button while playing, the button will act as a pause key. Press the button again to resume play.

## C BUTTON

Press C+ directional button to scroll to other areas of the map.

## B BUTTON

Press to: Call up menu windows, cancel selections or close windows.

## A BUTTON

Use the A button to set and put commands into action.

## POINT 3

The assignment of the A, B, & C button functions can be reset in the options window to the desired configuration.



# THE BASICS

The following information is essential to play the game.

The fundamentals of the game, and methods of operation will be introduced.



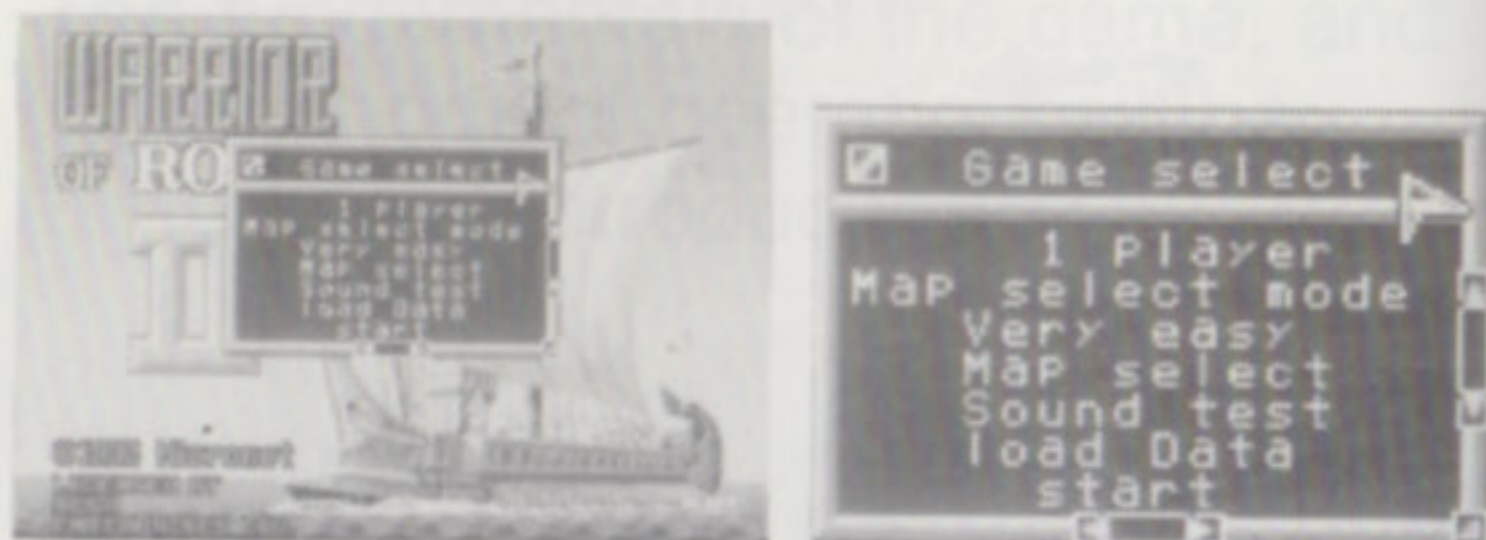
## CHAPTER CONTENTS

Getting Started	16
Viewing The Screens	20
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# GETTING STARTED

Place the cartridge into the Genesis system and turn the power switch on. The title screen will appear, along with a demonstration game.



If you press either the A, B, C or Start button, the GAME SELECT window will appear. You can select your mode of play, perform a sound test, load data or just start the game. Let's look at these functions in order.

## ONE PLAYER **A**

In the Map Select Mode, you can switch between 1 or 2 player modes. In the 2 player mode, two players can play simultaneously. **A** to switch between the two.

## MAP SELECT MODE **A**

Switch between the Campaign and Map Select Mode. **A** to switch between the two.

## VERY EASY

**A**

Adjust the difficulty level of the game. **A** to switch between the following five levels.

Very Easy--Easy--Normal--Hard--Very Hard

Difficulty levels do not apply in the Campaign Mode.

## MAP SELECT **A/C**+directional button

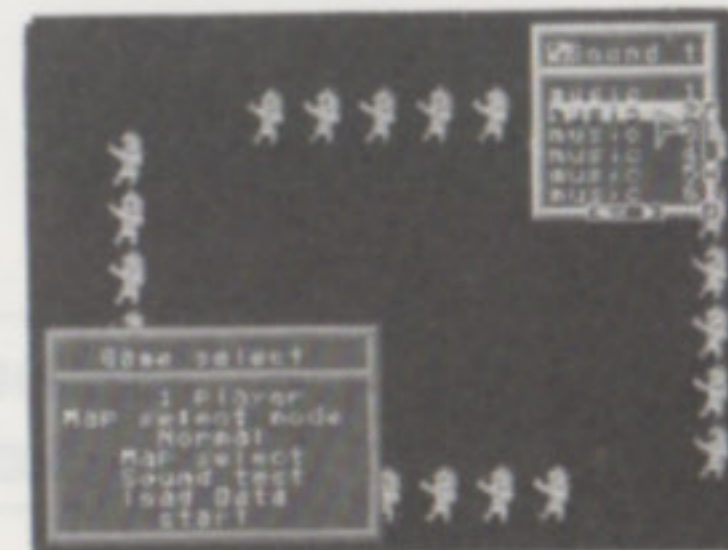
The map window opens, and you are able to select the desired map by **A**. The selected map will be displayed.

If you **C**+ the directional button it will enable you to scroll through the map. (See Window Operation on p.22) Maps cannot be selected in the Campaign Mode.



## SOUND TEST **A**

Select the desired music and **A**. The song will play as BGM throughout the game.





## LOAD DATA

A

This function allows you to load the data of a game in progress that was previously saved. Select either Data 1 or Data 2 and resume the game by **(A)**. Press A to start a new game in the selected mode.

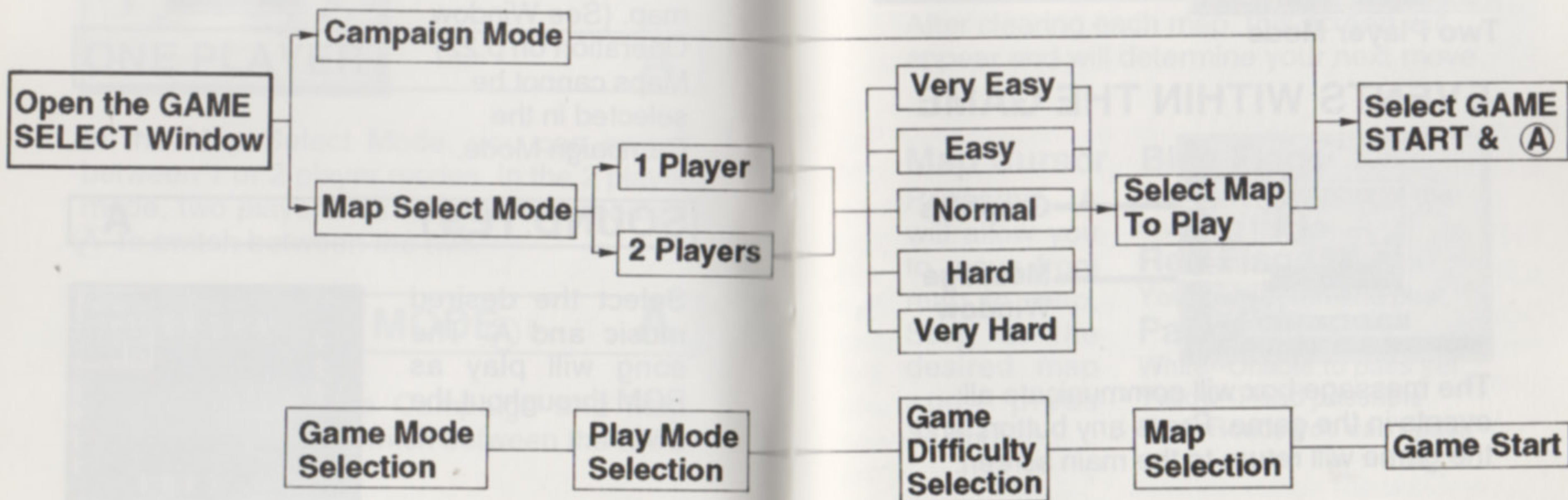
## START

A

Once you have finished setting the parameters of the game, select START and **(A)**. The game will begin.



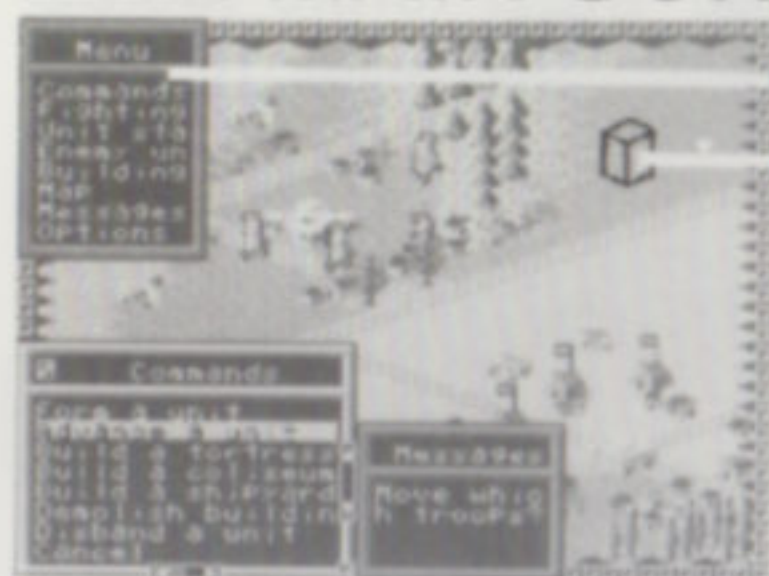
## GETTING STARTED





# LOAD VIEWING THE SCREENS

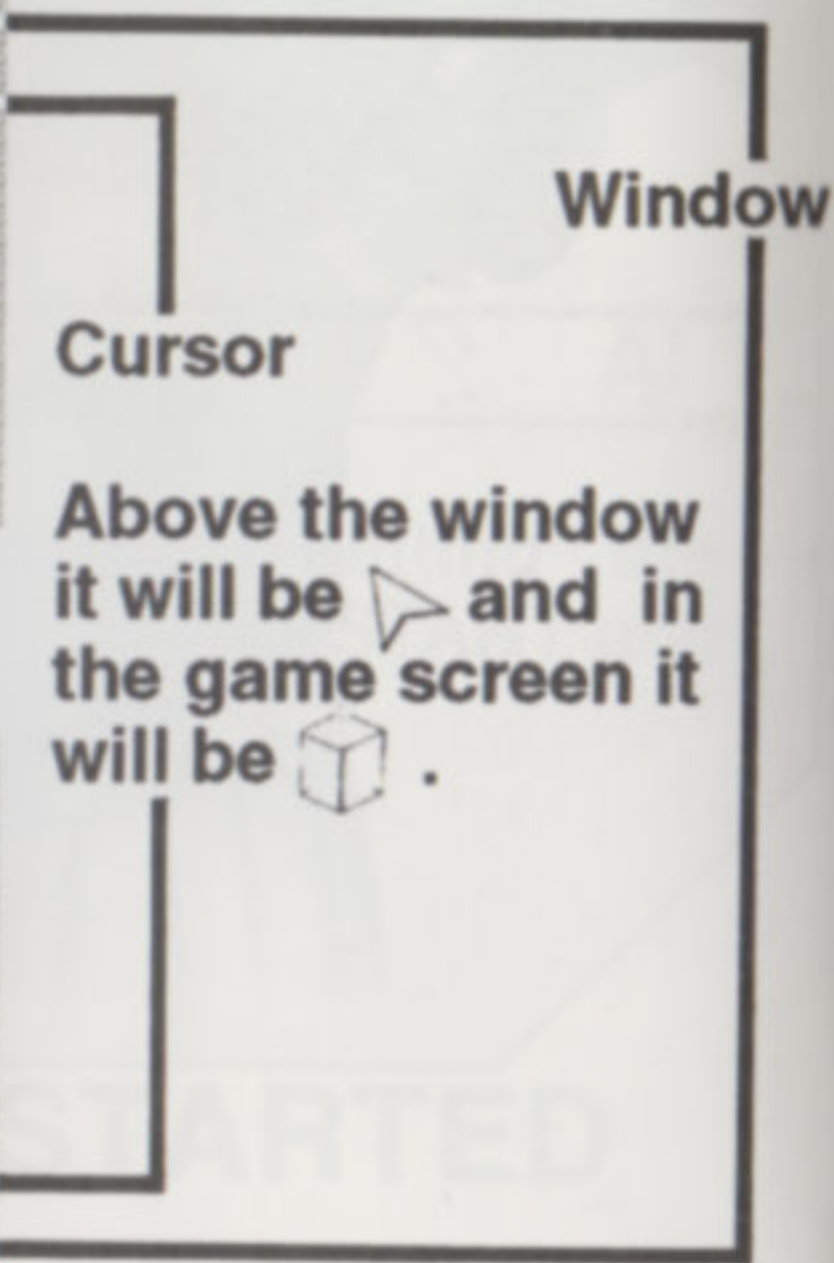
## THE MAIN SCREEN



Campaign Mode or One Player Mode



Two Player Mode



## EVENTS WITHIN THE GAME



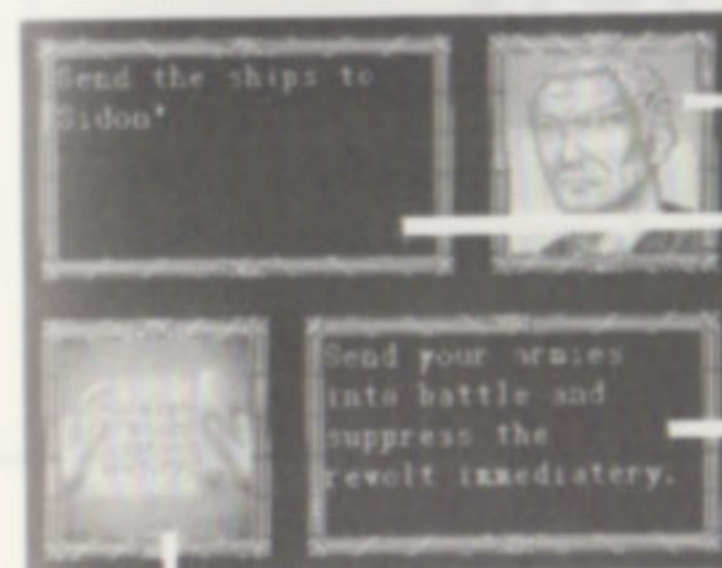
Graphics

Message Window

The message box will communicate all events in the game. Press any button, and the game will return to the main screen.

## THE STORY SCREEN

(Only in the Campaign Mode)



Graphics A

Dialogue for Visual A

Dialogue for Visual B

Graphics B

- Press the start button to pause the game action.
- **(A)** allows you to fast forward.

## THE ROAD MAP SCREEN

(Only in the Campaign Mode)

After clearing each map, this screen will appear and will determine your next move.

### Map Cursor

Pressing A will allow you to move from map to map. Stop at the desired map and press START.

### Blue Flags

The command post of the revolting forces.

### Red Flags

Your own command post.

### Paths

White--Unable to pass yet  
 Yellow--Road passable  
 Red--Roads you can't pass

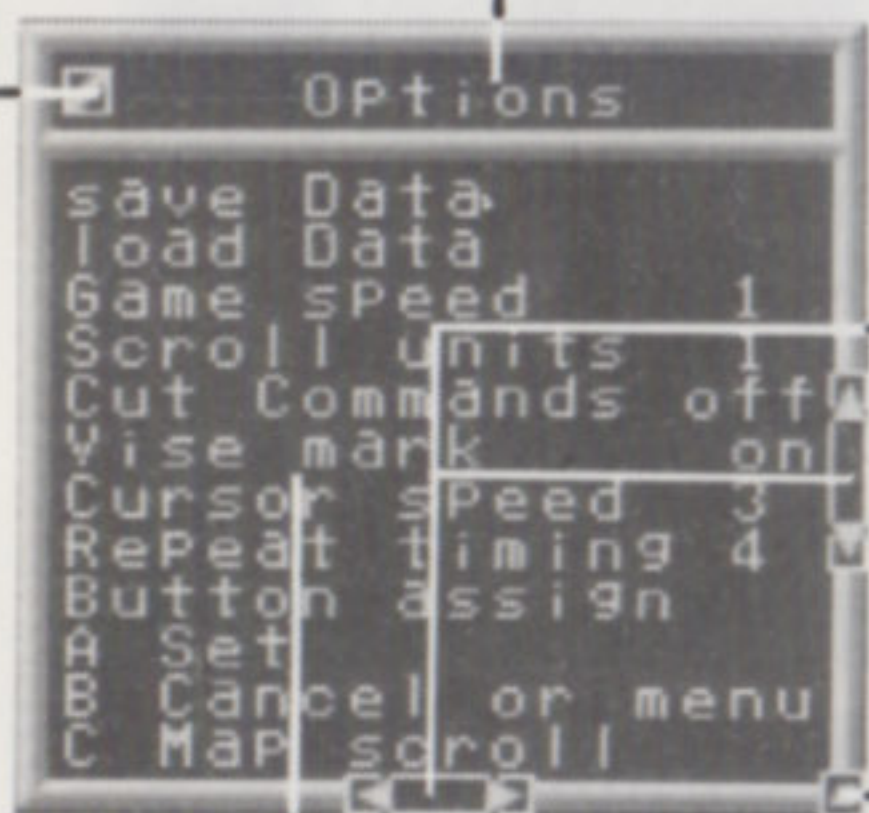


# WINDOW TITLES AND OPERATION

When units are waiting for commands, (B) and the MENU window will open. Place the cursor at the title of the window you wish to open and (A). The selected window will open.

## CLOSING A WINDOW

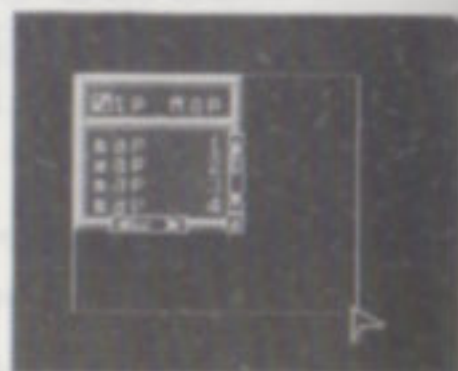
Place the cursor on the *Close Box* in the upper left corner of the desired window and (A). The window will close.



## THE DISPLAY AREA

Commands and gauges will be displayed here.

## IMAGE BOX



## WINDOW SIZE ALTERATION

Place the cursor in the *Adjustment Box* in the lower right corner. A white outline of a box (the *Image Box*) will appear. (A) + the directional button and the size of the image box will change. Release the A button and the window will appear in its new size.

## TITLES

The title of the window is displayed here.

## WINDOW MOVEMENT

Windows can be moved to any location on the screen. Place the cursor on the title of the windows you want to move. (A) and the image box will appear. (A) and use the directional button to move it to the desired location.

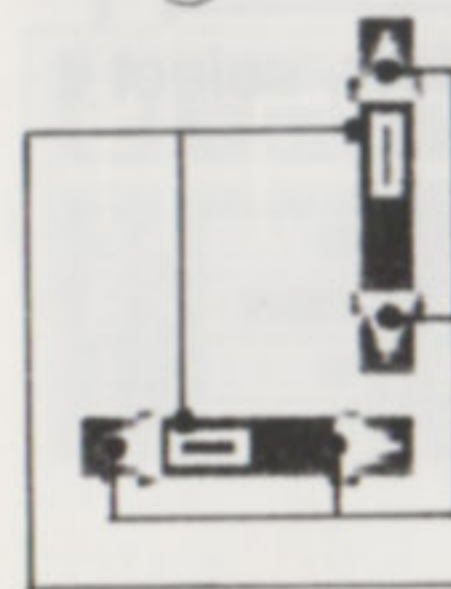
## IMAGE BOX

Determine the desired location for the window by moving the *Image Box* with the direction button. Release the A button and the window will appear in its new location.



## SCROLLING A WINDOW

When the window size has been reduced to the point where all elements in a window can't be seen, it is possible to scroll through the window to view the information. Place the cursor on the triangle in the *Scroll Box* and (A). The area visible will change.

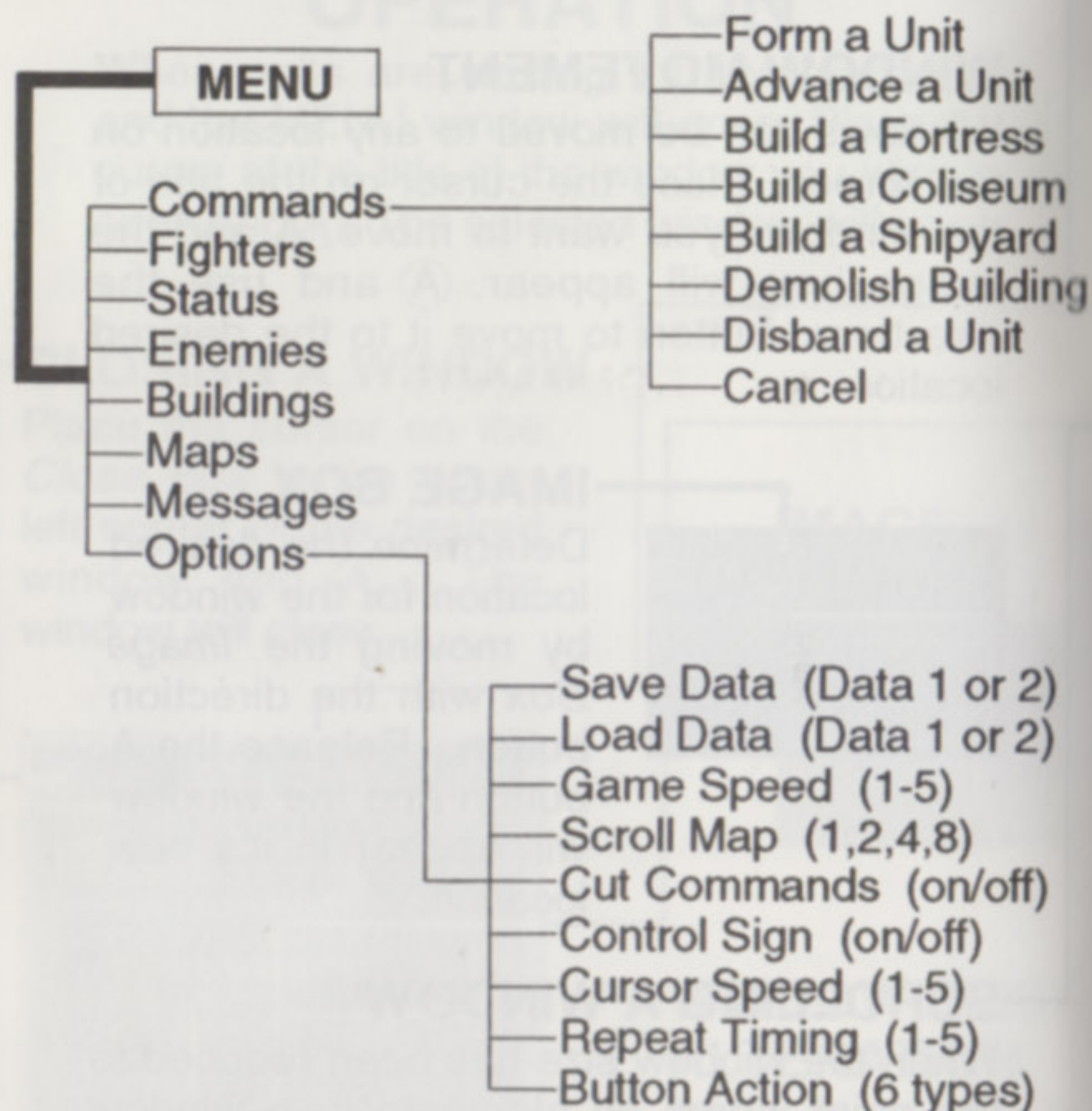


Place the cursor on either triangle and (A). The window will scroll in the direction selected.

The square indicates your location within the window.



## WINDOW STRUCTURE



The game windows are structured according to the above diagrams.

When you wish to open a window, select it from the MENU window.

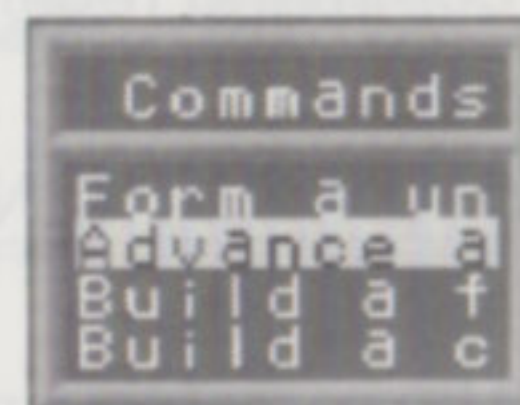
## WINDOW DESCRIPTIONS

### MENU

The MENU is for opening all other windows. Place the cursor on the window title desired and press A. The selected window will open.

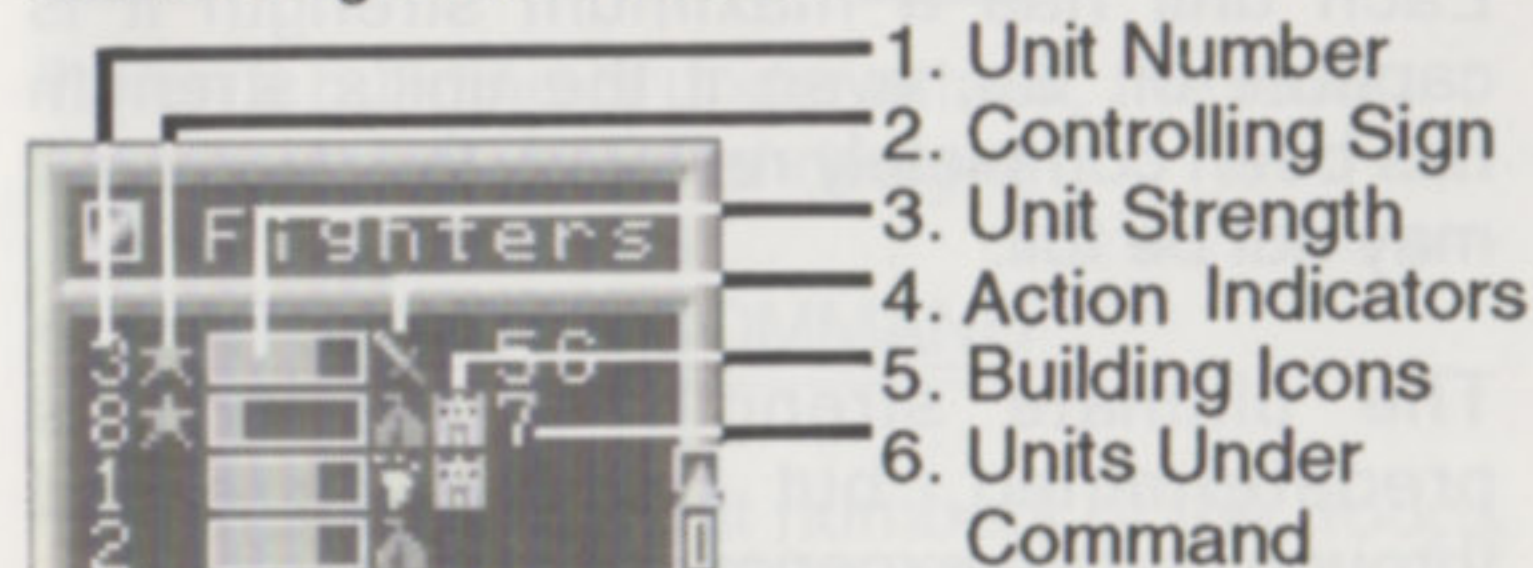
### COMMANDS

Select commands for the units to execute with this window. Place the cursor on the command desired and press A. The command will be executed.



### FIGHTERS

Observe the current status of all your units through this window. Similarly, when issuing commands to your units, select the desired unit through this window.





## FIGHTERS

### 1. UNIT NUMBER

Every unit is given a number. This is the number used to refer to the unit.

### 2. CONTROLLING SIGN



Units that have other units under their command receive this symbol.

### 3. UNIT STRENGTH

The remaining military strength of the unit is depicted by a gauge.

When it falls below 50%, the gauge turns red. When the gauge is entirely empty, the unit has been wiped out. The only way to regenerate the unit's strength is for the unit to stand-by inside a fortress. The longer the blue section of the gauge, the more cunning the unit.

Each unit has a maximum strength it is capable of. So, even if the unit's strength has been completely restored, the gauge still may not be full.

The ultimate strength of the unit is predetermined, but can be increased through certain experiences and training.

## FIGHTERS

### 4. ACTION INDICATORS

These icons indicate the orders the unit has received.



1. Stand-By Mode



2. Order to Advance



3. Order to Attack



4. Order to Demolish



5. Order to Build

### 5. BUILDING SIGNS

When a unit is inside a structure, this icon indicates what type of building the unit is in, and the amount of damage inflicted on the building.



1. Inside a Fortress



2. Inside a Coliseum



3. Inside a Shipyard



4. On a Ship

When a building is under attack, the icon turns red and warns of danger.

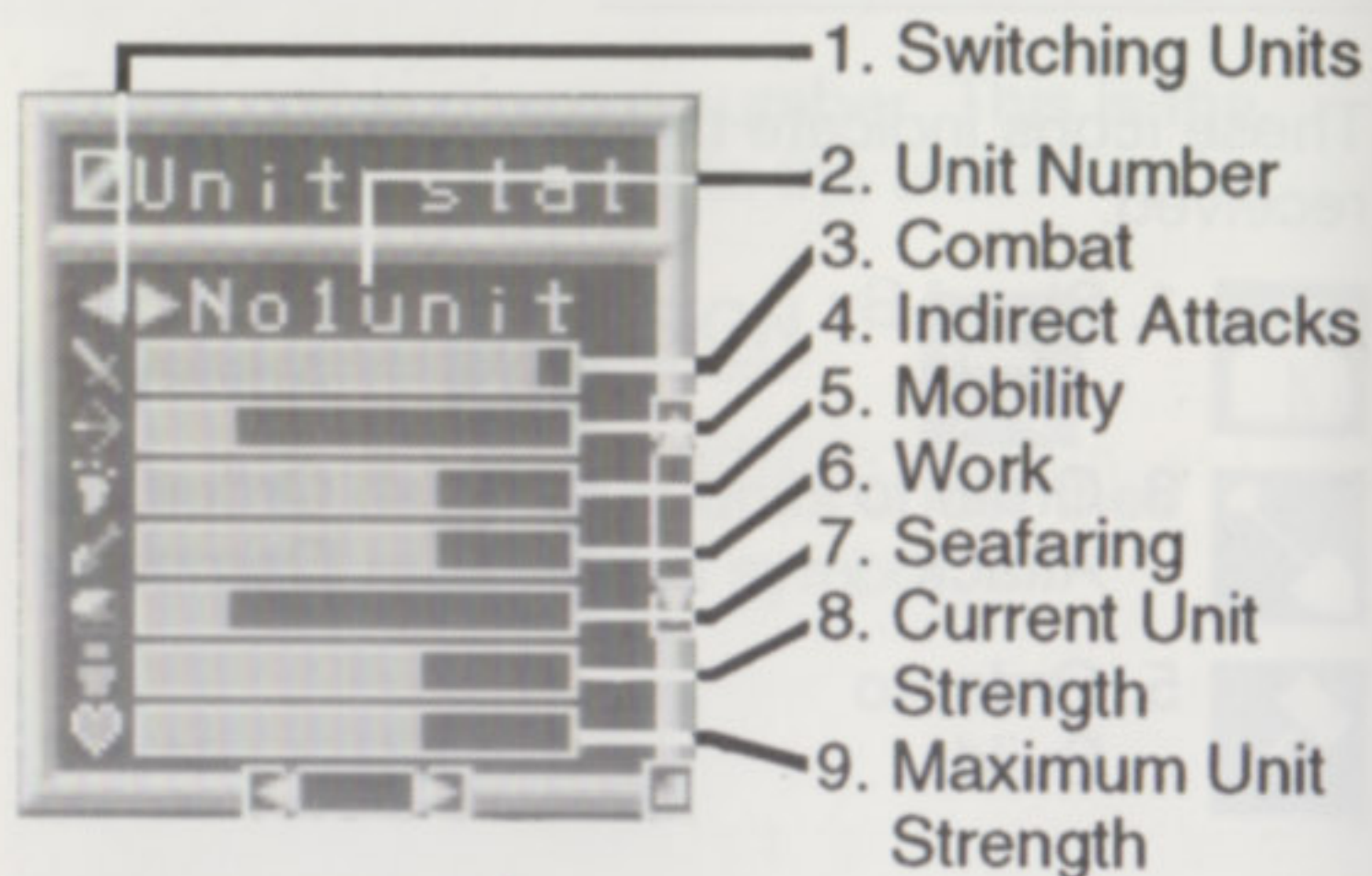
### 6. UNITS UNDER COMMAND

This indicates the unit numbers of the troops under one's command. The longer the gauge, the more abilities the particular unit possesses.



## UNIT STATUS

The unit's various attributes are indicated with gauges.



### 1. SWITCHING UNITS

Switch the unit whose status you are observing. Place the cursor on the  $\triangleright$  and  $\textcircled{A}$ . It will switch to the next unit. Place the cursor on  $\triangleleft$  and it will return to a previous, lower numbered unit.

### 2. UNIT NUMBER

This indicates the number of the unit whose status you are currently observing.

### 3. COMBAT



This indicates the combat abilities of the unit when it attacks enemy troops. Battle with the enemy will increase one's skills.

## UNIT STATUS



### 4. INDIRECT ATTACKS

This measures one's abilities for launching indirect attacks. Launching an indirect attack will increase one's skills.



### 5. MOBILITY

This measures the speed of the troop's movements. The more moves the troop makes, the faster the troop will be able to move.



### 6. WORK

This is the unit's ability to build and destroy buildings. By both building and demolishing buildings, units will increase their techniques and strength.



### 7. SEAFARING

This gauge measures the speed of the unit on the ship and its abilities for indirect attacks. Voyaging by sea and taking action will increase the unit's abilities.



### 8. CURRENT UNIT STRENGTH

This measures the strength of the unit with its remaining soldiers. One can see the same information in the FIGHTERS window. Power decreases as one battles the enemy. Power can be restored if the unit rests in the stand-by mode in a fortress.



## UNIT STATUS

### 9. MAXIMUM UNIT STRENGTH

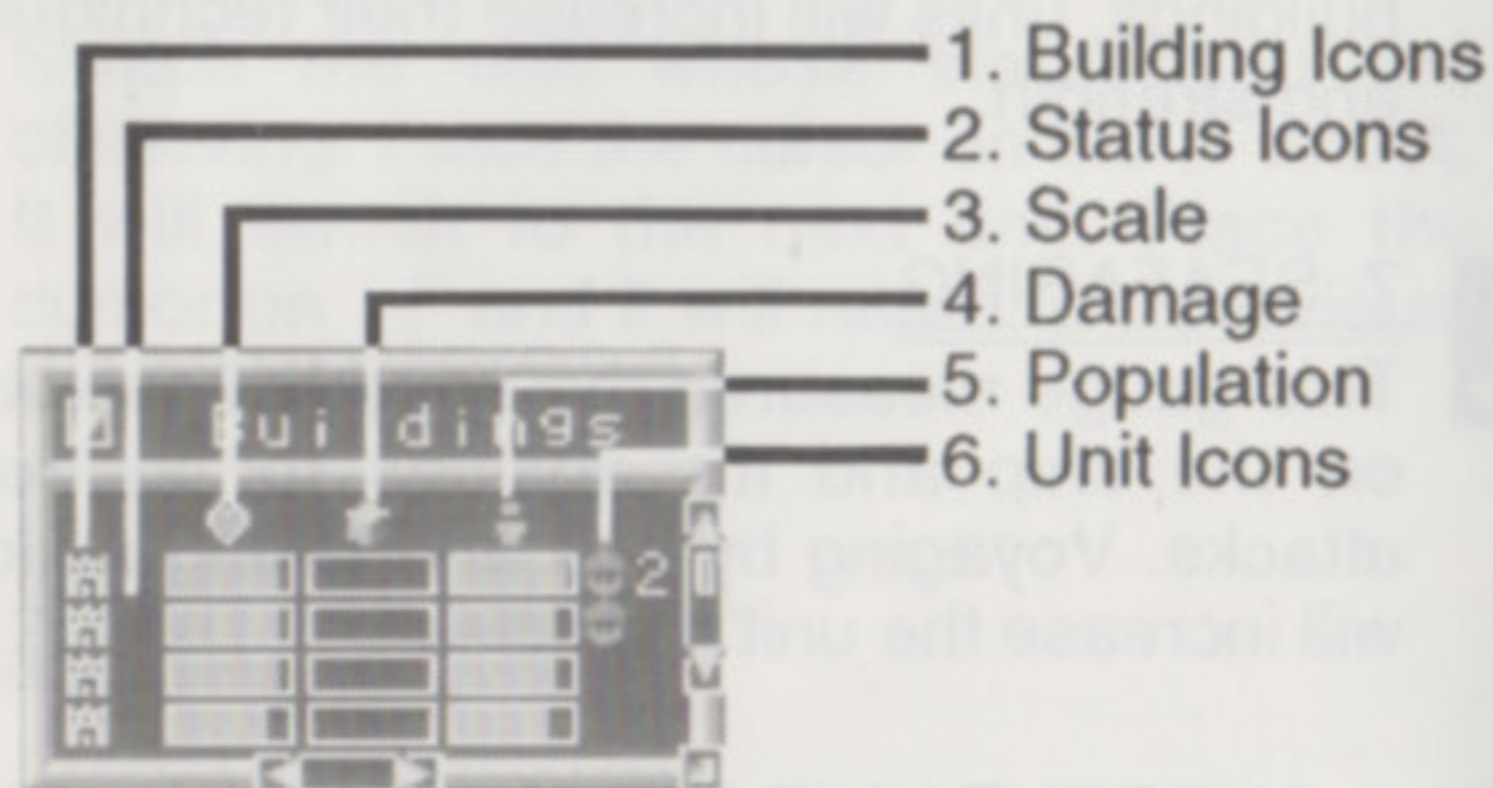
This indicates the ultimate level of strength the unit can possess. Through experience, the parameters can be expanded to even higher levels.

## ENEMIES

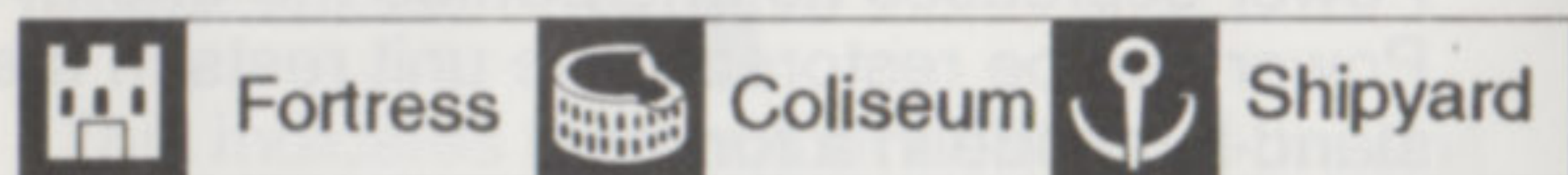
Information regarding enemy units is contained here. The chart is read identically to the FIGHTERS window.

## BUILDINGS

Describes the status of the buildings-- fortresses, coliseums and shipyards.



### 1. BUILDING ICONS



## BUILDINGS



### 2. STATUS ICONS

This icon indicates the building is still under construction. The icon disappears when the building is complete.



This icon indicates when the construction of the shipyard is complete. It will appear when ships are ready to be built.



### 3. SCALE

The gauge here indicates the scale of the structure. When a building is still under construction, it indicates the progress of the construction. The longer the gauge is, the larger the building.



### 4. DAMAGE

This gauge reflects the damage sustained from an attack. The longer the gauge, the more damage sustained. When the gauge is full, the building will have been completely destroyed.



### 5. POPULATION

This indicates the population of the villages under the fortress's jurisdiction. The longer the gauge, the larger the population of the village.



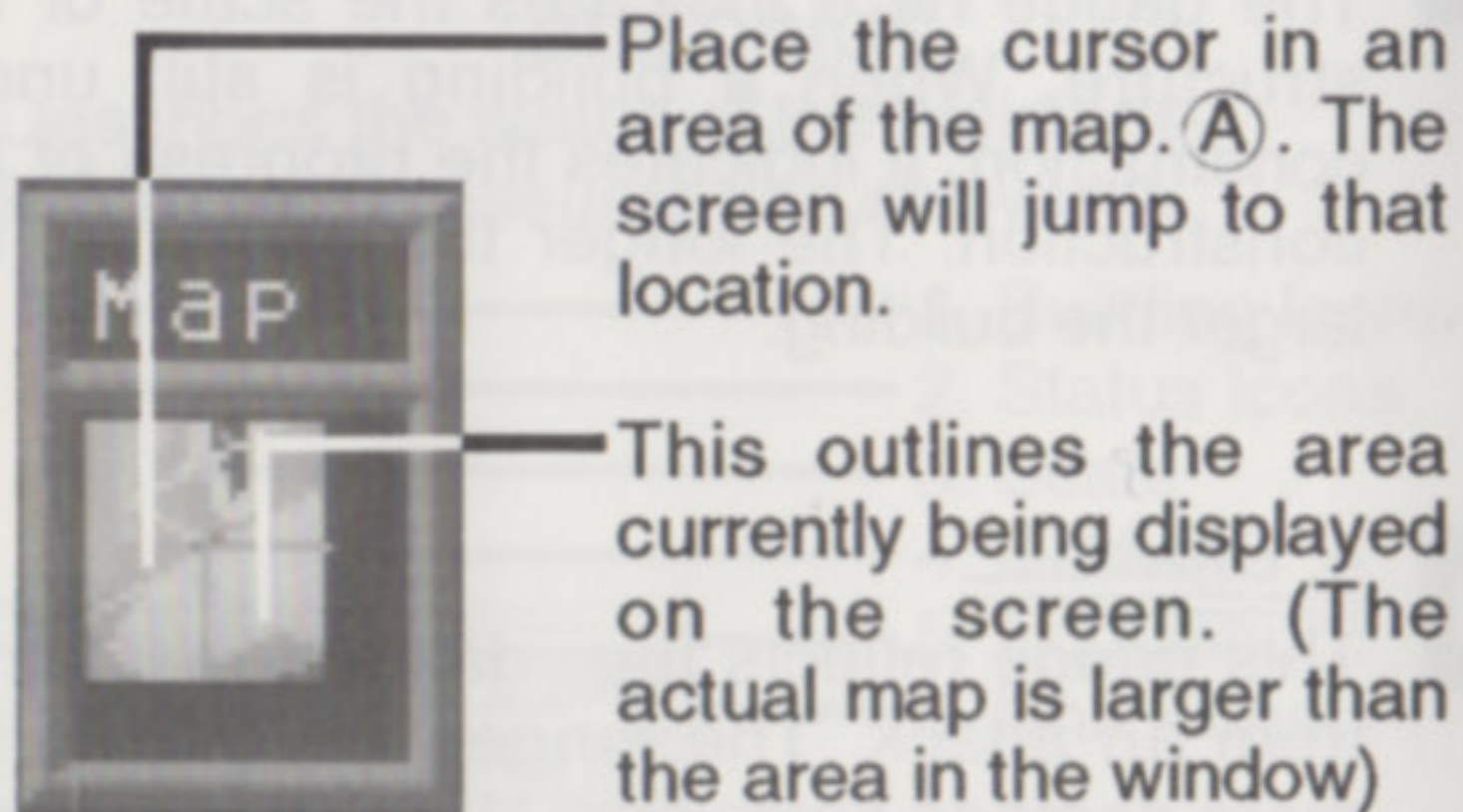


## 6. UNIT ICONS

The icon indicates if a unit is inside a particular structure. Up to 9 units may reside inside a fortress, so when two or more units are inside a structure, the number of units will appear here.

## MAPS

The topography of the entire area of the game currently being played will be displayed on the map.



## MESSAGES

The MESSAGE window displays the conveying and facilitating of orders. It is the dialogue of the staff officer who is conveying your orders to subordinates. Until you are familiar with the game, it is best to keep this window open.

## OPTIONS

This window allows you to set the parameters of the game environment, as well as save and load data. These options can be accessed and implemented at any stage of the game.

### SAVE DATA

Data will be stored exactly as it is when saved. Place the cursor on Save Data and (A). The SAVE window will open. Select either Data 1 or Data 2 to store your current data. Place the cursor on the desired line and (A). Your data will be saved in the appropriate file.

### LOAD DATA

This will load the data that has previously been saved. Place the cursor on Load Data and (A). The LOAD window will open. Select either Data 1 or Data 2 to load into the game. Adjust the cursor and (A). When the data is loaded, the game will start.





## OPTIONS

### GAME SPEED

Game Speed adjusts the overall speed of events in the game. Adjust the cursor, and (A). The speed will change. (1 is fast, 5 is slow)

### SCROLL MAP

Scroll Map determines the size of the map area that gets scrolled with each move. Adjust the cursor and by pressing the A button, the area scrolled will be altered. (1 is small, 8 is large)

### CUT COMMANDS

Commands (P.25,36) can be abbreviated by switching Cut Commands either on or off.

#### EXAMPLE:

If Cut Commands is off when a unit is advanced, the following 4 steps will be required to carry out a single command.

1. Move which troops?
2. Is this unit OK?
3. Move them where?
4. Move here?

If Cut Commands is on, the verifications in step 2 & 4 will be omitted and steps 1 & 3 alone will allow the command to be carried out.

Adjust the cursor and (A). You will be able to switch the cut commands on and off.

## OPTIONS

### CONTROL SIGNS

The Control Sign allows you to determine whether or not you want a symbol displayed when a particular unit is under the direct command of another unit. Adjust the cursor and (A) to turn the control sign on or off.

### CURSOR SPEED

The Cursor Speed allows you to adjust the speed that the cursor moves across the screen. Adjust the cursor and (A) to switch between the various speeds. (1 is fast, 5 is slow)

### REPEAT TIMING

Repeat Timing adjusts the amount of time between when the directional button is pressed and when the cursor actually starts to move. Adjust the cursor and (A) to switch between the various speeds. (1 is fast , 5 is slow)

### BUTTON ACTION

This allows you to change the functions assigned to the A, B, & C buttons. Adjust the cursor and press any button and the button functions will alter.



## COMMANDS

The game proceeds by giving commands to the units and having them carried out.

### TYPES OF COMMANDS

The commands you can give are found in the COMMANDS window.

- Form a Unit
- Advance a Unit
- Build a Fortress
- Build a Coliseum
- Build a Shipyard
- Demolish Building
- Disband Unit
- Cancel

### GIVING COMMANDS

Determine the command you want to issue. Set the cursor in the COMMAND window on the desired command and **A**.

#### 1. SPECIFYING UNIT OR BUILDING

Determine which troops or buildings the command will apply to.

Place the cursor on the unit or building the command will apply to and **A**. It is also possible to select units from the FIGHTERS window.

#### 2. UNIT OR BUILDING VERIFICATION

Verify whether it is the correct unit or building.

If it is correct, place the cursor on the blinking blue box and **A**. This function can be used in both creation and demolition modes.

#### 3. ADVANCEMENT OR BUILDING LOCATION

Specify the location the unit is to go to or the building built.

Place the cursor at the location you want the troops to advance to, or have building built and **A**.

#### 4. LOCATION VERIFICATION

Verify whether or not it is the correct location.

If the indicated location is correct, place the cursor on the blinking blue box and press **A**. The commands for advancing a unit or constructing a building will now be carried out.

When all the steps on these two pages have been followed, the command will be complete.

Canceling a command while in the midst of the above steps can be achieved by **B** (or the re-assigned Cancel button), or by opening the COMMAND window and placing the cursor on Cancel and then press **A**.

If Cut Commands in the OPTIONS window is on, steps 2 & 4 will be skipped.



# THE COMMANDS

## FORM A UNIT

### CREATING A NEW UNIT

- The maximum number of units allowed is 20.
  - Units can only be created inside a fortress.
  - Units are formed from the local villagers living around the fortress. When there are not enough villagers, a new unit can not be formed. One must either wait for the village population to increase, or form a unit in a different fortress.
1. Place the cursor on the fortress in which you want the unit formed and press A.
  2. Press A if the selected fortress is OK.

## ADVANCE A UNIT

### A VARIETY OF TASKS CAN BE PERFORMED BY ADVANCING A UNIT

- Depending upon the location specified, the command carried out may be different.
- Enemy buildings include fortresses, coliseums, shipyards and ships.

- Units that have completed their mission will go into stand-by mode at their current location and await further orders.

- Standing-by at locations other than a fortress will not permit the unit to recover. Troop rejuvenation must occur inside a fortress.

- Units standing-by inside a coliseum receive training. This training allows them to develop their skills to their maximum level.

- When units are inside a building, and are attacked by enemy troops, the ally units will automatically launch an indirect attack and attempt to protect the building.

- When detaching a unit from the controlling unit, one must provide a destination different from that of the controlling unit.

1. Select the unit you are to give a command to by placing the cursor on that unit. Press A. This can be done with a unit on the screen or by using the FIGHTING UNITS window.

2. If it is the desired unit, press A.

3. Indicate with the cursor the destination by pressing A at the desired location.

4. Press A if the location is correct.



## BUILD A FORTRESS

- A 3 x 3 plot of flat land is needed to build a fortress.
- Up to 10 fortresses may be constructed at any one time.
- Units can be formed and troops can rejuvenate only inside a fortress.
- When a fortress is complete, within a 9 x 9 radius of the fortress, people will gather and villages will be formed.
- As the village grows, the tax revenues and the labor force necessary for maintaining and expanding the fortress will expand along with the village.

1. Place the cursor on the unit to build the fortress and press A.
2. Press A to verify the selected unit.
3. Place the cursor at the desired location for the fortress to be built and (A).
4. Press A to verify the selected location.

## BUILD A COLISEUM

- A coliseum may be built on flat plains.
  - Up to 10 coliseums may be built at any one time.
  - Unit training is performed inside the coliseum, allowing the unit's strength to increase to its maximum level.
1. Place the cursor on the unit to build the coliseum and (A).
  2. Verify the selected unit by (A).
  3. Place the cursor at the desired location for the coliseum and press A.
  4. Verify the location for the coliseum by pressing A.

## BUILD A SHIPYARD

- Shipyards can be built on the plains facing or next to rivers or the sea.
- Up to 10 shipyards can be constructed at any one time.
- Once a shipyard is built, ships will automatically begin to be built.



• A shipyard acquires technical expertise through the experience of building ships, and will begin to grow in size with the experience. Larger and more powerful ships will eventually be built, up to 20 times their original size.

1. Place cursor on the unit to build the shipyard and press A.
2. Verify the shipbuilding unit by (A).
3. Place cursor on the desired location for the shipyard and (A).
4. Verify the selected location by (A).

## **DEMOLISH BUILDING**

DEMOLISH A BUILDING NO LONGER NEEDED OR DESIRED

• Once a building has been demolished (a fortress, coliseum, shipyard or ship), it will not return, so please use caution when utilizing this command.

1. Place cursor on the structure to be demolished and (A).
2. Verify that it is the correct building by (A).

## **DISBAND A UNIT**

DISBAND UNITS NO LONGER NEEDED

• Units disbanded will not be able to reappear, so exercise caution when using this command.

• Units disbanded will revert to villagers and reside in the local village.

1. Place cursor on units to be disbanded and (A).
2. Verify the unit to disband by (A).

## **CANCEL**

USE TO CANCEL A COMMAND BEFORE IT HAS BEEN COMPLETED

• This command acts as the B button does on the default setting. Place the cursor on a unit or building and (A). The message unit will display whether the unit or building is an enemy or ally.

1. Place the cursor on Cancel in the COMMAND window and (A).

## **HINTS FOR CURSOR PLACEMENT**

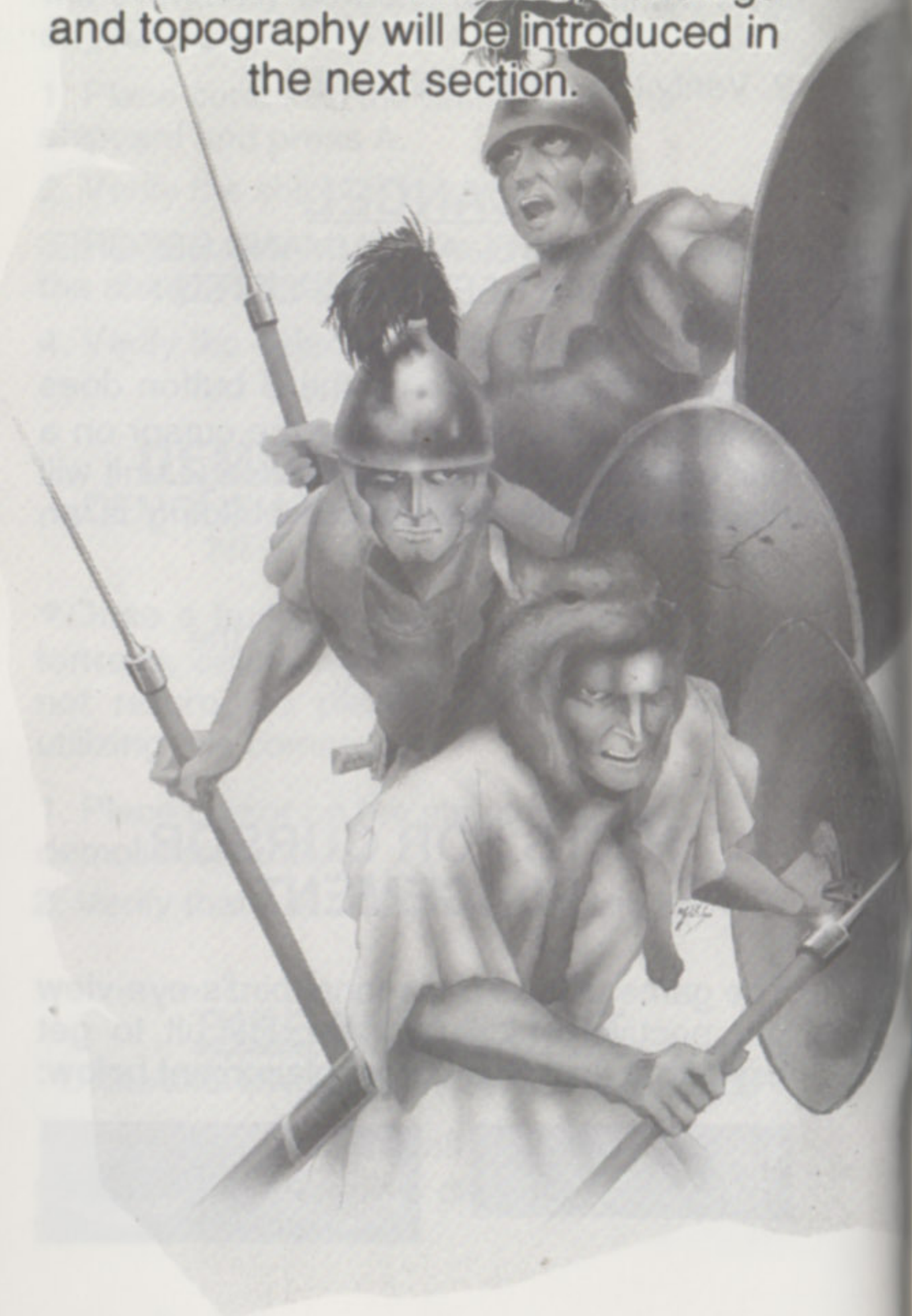
The game utilizes a diagonal bird's-eye-view perspective which may be difficult to get used to at first. See cursor placement below:





# THE RULES

The rules, maneuvers, characteristics of the units, buildings and topography will be introduced in the next section.



## CHAPTER CONTENTS

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## THE UNITS

- Units act only after having received orders.
- A maximum of 20 units may exist at any one time.
- Units will be referred to by an icon indicating their highest technical skills from the following categories: 1. combat 2. indirect attacks 3. mobility.
- A unit must be formed with one's own conscripted villagers and can only be formed inside a fortress.
- A unit can disband at any time, as long as it is not on a ship.
- By advancing, units gain experience, adding to their strength and skills.
- When a unit is attacked, soldiers die. When all the soldiers are dead, the unit ceases to exist. On the screen, the icon turns into an angel and floats off to heaven.
- When over half of a unit's soldiers have died, the unit turns red, signaling danger.
- By resting inside a fortress, units may recover lost strength and soldiers.
- Units may advance across rivers and the sea by boarding the ships. Only one unit can board a single ship.

- Units may not move directly from ship to ship.

- When there is an enemy attack on a building, the units residing in that building will automatically respond to the attack with an indirect attack of their own.

- When a unit's indirect attack abilities increase, the range of the unit's arrow increase, as well as it's potency.

- Units under the control of other units will move with the controlling unit. The unit under control is referred to as a sub-unit.

- When a unit has other units under it's command, it is referred to as the controlling unit and can have a ★ icon assigned to indicate this.

- A controlling unit may have up to 3 subordinate units under it's command.

- An order to the controlling unit alone will effect the sub-units as well.

- An order to the sub-unit, specifying a separate location from that of the controlling unit, will cause the sub-unit to detach from the controlling unit.



## ACTIONS A UNIT CAN PERFORM

ACTION	COMMANDS USED	LOCATION
Form a unit	Form a unit	Indicate a fortress
Advance	Advance a unit	Indicate plains, forest or ship
Stand-by or rest		Absence of orders
Stand-by or rest at current location	Advance a unit	Indicate current location
Rejuvenate unit		Standby-by in fortress
Training		Stand-by inside coliseum
Board a ship	Advance a unit	Indicate a ship
Go on land	Advance a unit	Indicate any area other than sea
Attach to controlling unit	Advance a unit	Indicate another unit
Detach from controlling unit		Give a different command from controlling unit
Attack enemy troops	Advance a unit	Indicate enemy troops
Indirect attacks		When invaded by an enemy while inside a bldg.
Demolish enemy bldg.	Advance a unit	Indicate enemy bldg.
Demolish village huts	Advance a unit	Indicate village huts
Build a fortress	Build a fortress	Indicate a 3 x 3 area on plains or road
Build a coliseum	Build a coliseum	Indicate plains
Build a shipyard	Build a shipyard	Indicate plains by river or sea
Disband a unit	Disband a unit	Indicate unit to disband

## BUILDING FEATURES

- Buildings include fortresses, coliseums, shipyards and ships.
- Buildings are constructed by giving orders to units to build them (with the exception of ships, p. 41)
- Up to 10 buildings may be built on a single map. Up to 20 ships may be built at once.
- Buildings can receive damage from enemy attacks and can be destroyed.
- Even though the building may be under attack, the units within them do not sustain any damage.
- Damage to a building will be repaired automatically over time.
- Buildings no longer needed can be destroyed at any time.

## FORTRESSES

- Fortresses may be constructed on flat plains or roads in an area 3 x 3 or larger.
- Fortresses are used to form units and have units recuperate from casualties.



## ACTIONS A UNIT CAN PERFORM

- When a fortress is formed, people begin to congregate in a 9 x 9 radius around the fortress and a village is formed.
- The tax revenues and labor necessary to sustain a fortress is collected from the surrounding village, and so as the village expands, so does the fortress. (levels 1-9)
- A unit is formed and rejuvenated by gathering soldiers from the nearby village, causing the village population to decrease every time this occurs.
- Sometimes when the population decreases, it is difficult for the current village population to maintain the scale of the fortress and the fortress will shrink.

## COLISEUMS

- Coliseums can be built on the plains.
- Units residing in coliseums receive training and are able to increase their unit strength.

## SHIPYARDS

- Shipyards can be built on the plains next to the rivers and the sea.
- Once a shipyard is built, it's technical abilities increase. (levels 1-4)
- A completed shipyard automatically starts manufacturing ships.
- When a shipyard's level rises, it is able to produce more powerful ships than before.

## THE SHIPS

- Ships are automatically constructed in the rivers and seas adjacent to the shipyard.
- By boarding a ship, units can cross rivers and seas.
- Ships cannot pass under bridges.
- If a ship is destroyed, the unit aboard the ship is also destroyed.



● If a lower level ship is placed near a high level shipyard, the ship automatically gets upgraded, and becomes more powerful.

● The power of a unit's attack and its firing range is restricted by the level of the ship.

● If a unit's seafaring abilities do not match the ship's level, the unit is unable to control the ship and it will sail in unexpected directions. Once the unit has gained experience, the ship will go to the desired location.



# CHARACTER CHARTS

## COLISEUMS

		UNITS	SHIPS	FORTRESS	COLISEUMS	SHIPYARD
PLAINS		○	×	○	○	△
WASTE LAND		○	×	×	×	×
ROADS		○	×	○	×	×
BRIDGES		○	×	×	×	×
OCEANS + RIVERS		×	○	×	×	×
FORESTS		○	×	×	×	×
MOUNTAINS		×	×	×	×	×

- Where units can go or build
- ×
- △ Shipyards can only be built on the plains next to rivers and seas



# THE UNITS

		COMBAT UNITS	OFFENSIVE UNITS	MOBILE UNITS TASK FORCE
MOBILITY BUILDING +	LV. 1			
	LV. 2			
	LV. 3			
ATTACK + DESTROY	LV. 1			
	LV. 2			
	LV. 3			
STAND-BY				
ANNIHILATION				
MOBILITY BUILDING +	LV. 1			
	LV. 2			
	LV. 3			
ATTACK + DESTROY	LV. 1			
	LV. 2			
	LV. 3			
STAND-BY				
ANNIHILATION				

# THE SHIPS

		EMPTY SHIPS	SHIPS WITH UNITS ABOARD
ALLY SHIPS	LV. 1		
	LV. 2		
	LV. 3		
	LV. 4		
ENEMY SHIPS	LV. 1		
	LV. 2		
	LV. 3		
	LV. 4		



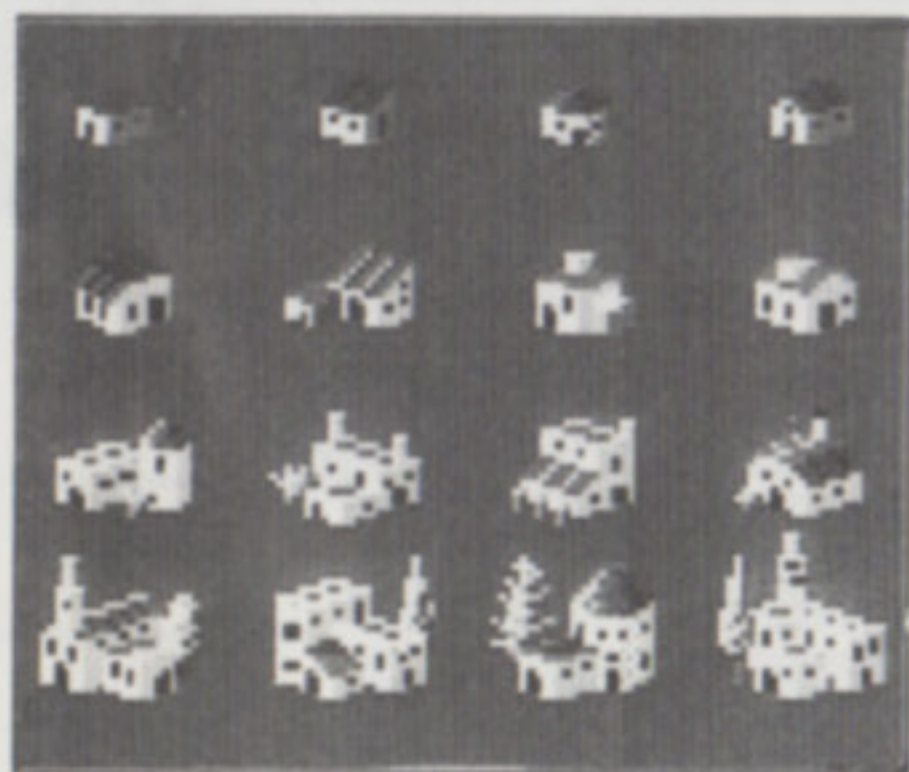
# COLISEUMS

		EMPTY	STAND-BY
ALLY COLISEUMS	UNDER CONSTRUCTION		
	RENDERING		
ENEMY COLISEUMS	UNDER CONSTRUCTION		
	RENDERING		

# THE SHIPYARDS

		EMPTY	STAND-BY
ALLY SHIPYARDS	UNDER CONSTRUCTION		
	LV.1		
	LV.2		
	LV.3		
	LV.4		
ENEMY SHIPYARDS	UNDER CONSTRUCTION		
	LV.1		
	LV.2		
	LV.3		
	LV.4		

# VILLAGE HUTS



# THE FORTRESSES

		EMPTY	UNITS PRESENT (FULL)
ALLY FORTRESSES	UNDER CONSTRUCTION		
	LV. 1~3		
	LV. 4~6		
	LV. 7~9		
ENEMY FORTRESSES	UNDER CONSTRUCTION		
	LV. 1~3		
	LV. 4~6		
	LV. 7~9		



## **STRATEGY TIPS**

For those of you having trouble getting through the game, these hints are for you.

### **1. STRENGTHEN UNITS LEGS**

Of all the attributes possessed by the troops, the most important is a soldier's legs. An important aspect of this game is that the units develop and learn through various experiences. At times, it is more important to stay alive, than it is to win the battle.

If a unit is slow, it will die in vain as they try to race back to the fortress for safety. Likewise, when chasing an enemy, the unit will often be unable to catch up with the enemy and lose them. The more the unit is mobilized, the quicker it gets. Simply put, the first step toward victory is to walk the troops and develop their strength to mobilize rapidly and eventually defeat the enemy.

### **2. USE YOUR TROOPS INCESSANTLY**

By performing an activity, the unit gains experience and becomes more skilled and stronger as a result. Likewise, the enemy also becomes stronger and more skillful through it's various activities. So, if you let your troops idle, it is the same as handing them over to the enemy on a silver platter. Leaving your troops idle has no positive effect. Have them advance or construct buildings arbitrarily. The more you use them, the stronger they will get.

### **3. LIMIT THE NUMBER OF UNITS**

It isn't necessarily true that the more units you have, the better. Especially on the smaller maps, when friend and foe get tangled in a crowd, you are not able to even rescue units that are about to die. If you create units without specific purpose and are unable to manage all your units properly, you will not have the chance to develop their skills so they can beat the enemy.

### **4. CREATE A BARRICADE**

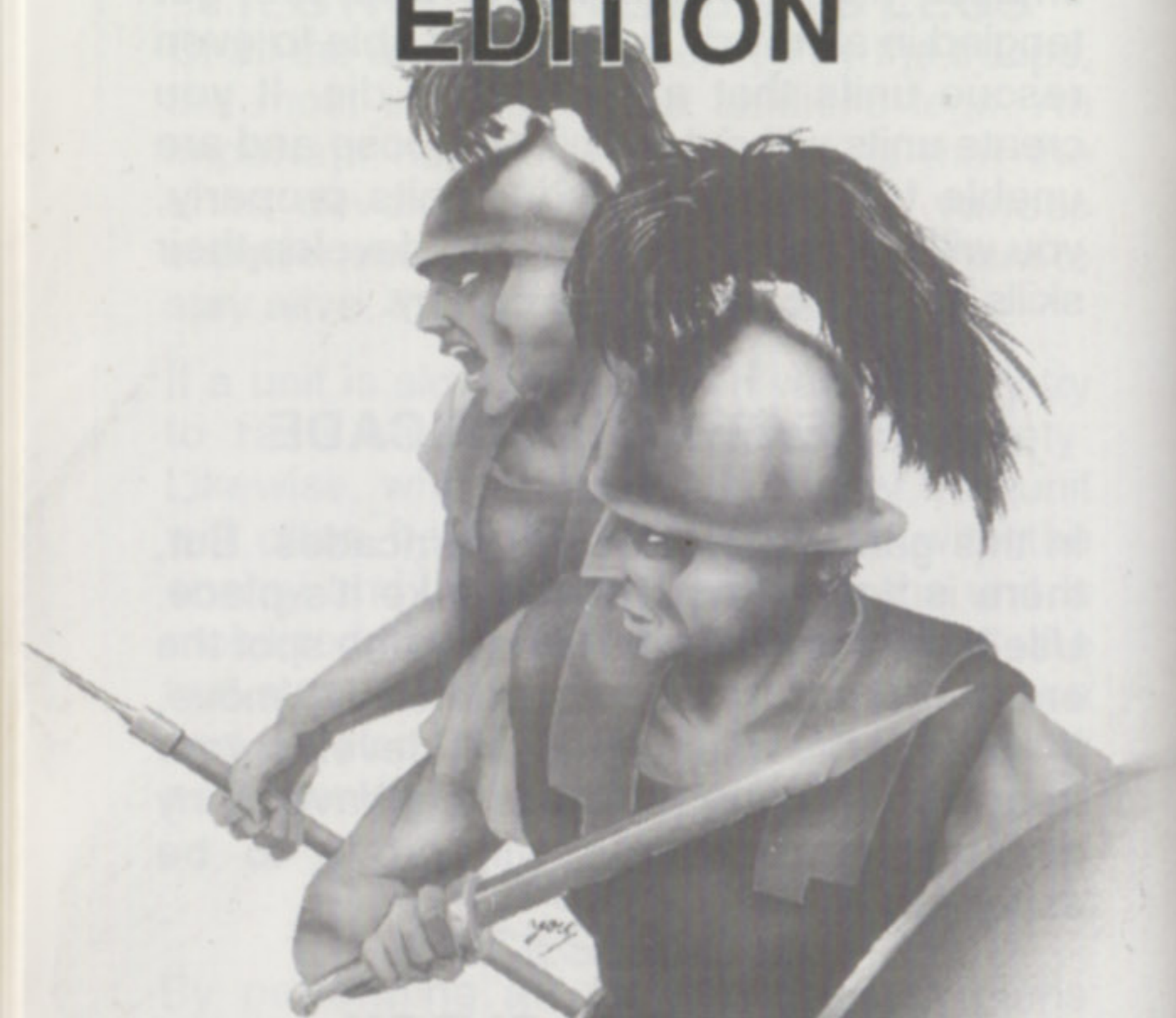
In this game, there are no barricades. But, there is something that can take it's place. Use buildings. Place buildings in the spot the enemy uses to invade. As a defensive move, it will stop the enemy and will develop your troop's strength. In the maps that have many rivers, this technique will prove to be especially useful.

### **5. STOP THE CLOCK**

When the game is in pause, you are able to continue to give commands normally, even though the game play has stopped. It is good to put the game on pause when giving commands, or verifying unit placement and general circumstances. It allows you to maximize your assessment time without wasting valuable game play time.



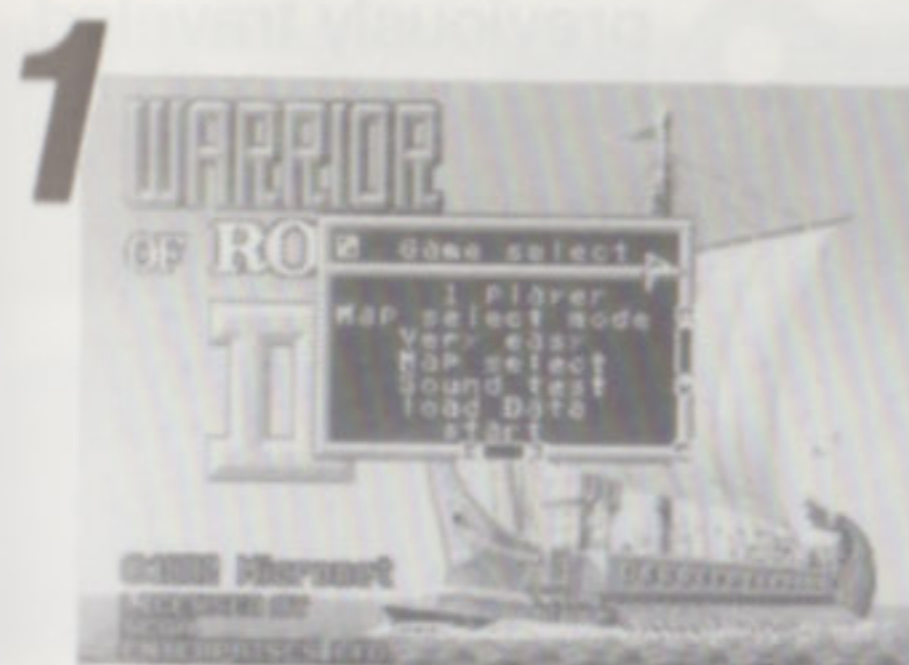
# THE BEGINNER'S EDITION



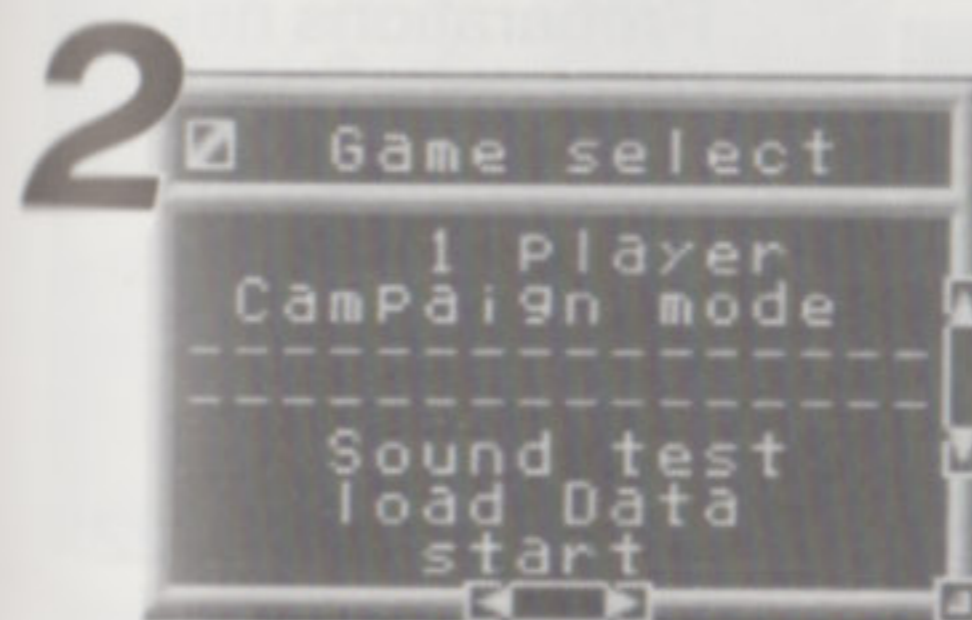
The following pages are for those who have never played a simulation game and are not sure how to maneuver their way through the game. We'll guide you through the game from the moment you turn on the game to when you clear the first map.

## START THE GAME

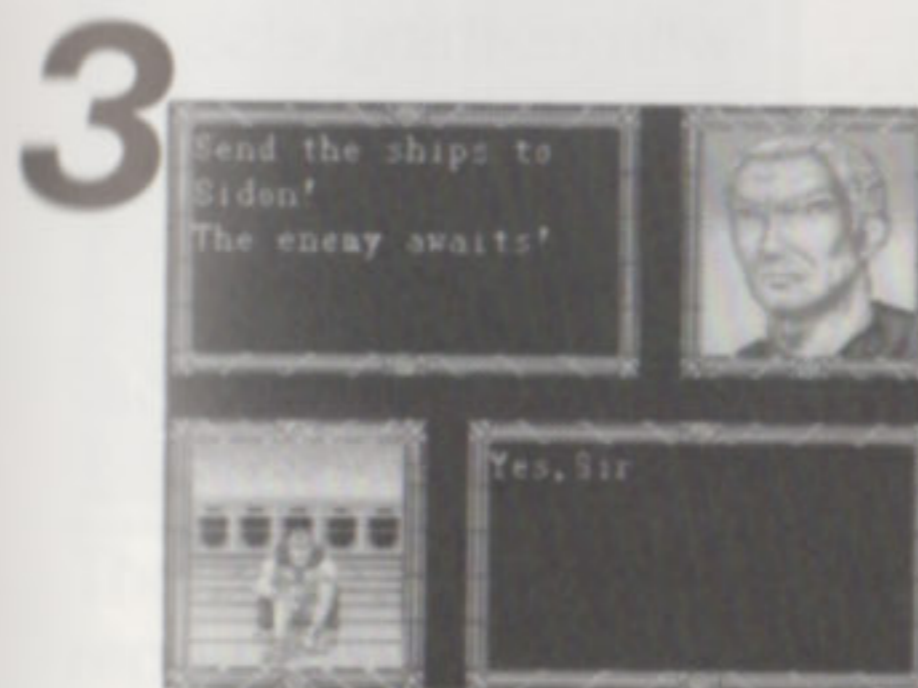
What you will be seeing here is how to start the game and maneuver your way through the first map. Beginners should use these techniques as a reference for creating your own personal conquest methods.



When the game title and demo screen appear, press either the A, B, or C button. The GAME SELECT window will appear for the initial set up.

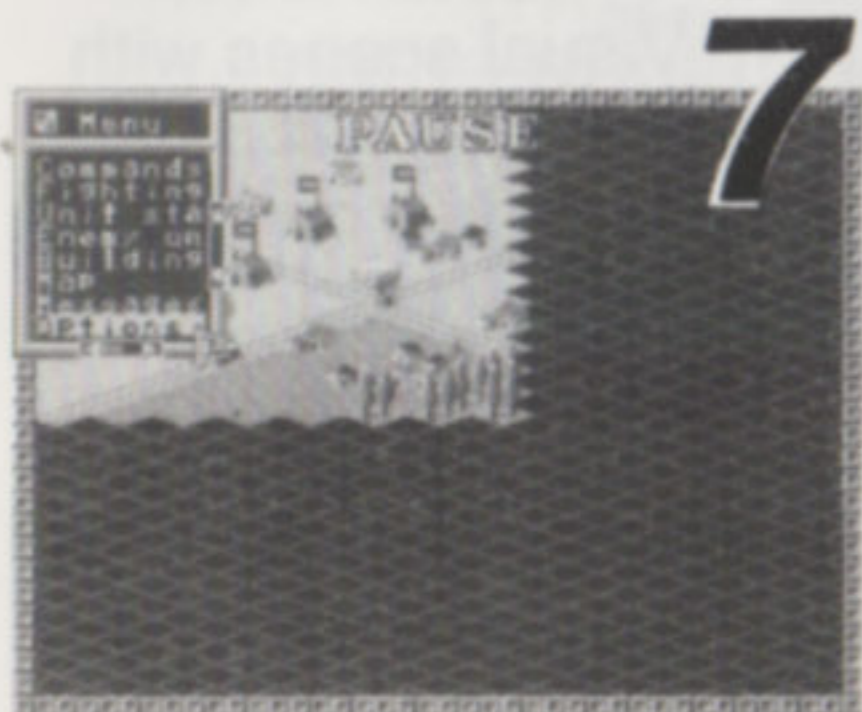


Let's proceed with the settings as they are in the diagram to the left.



**A** with the cursor on GAME START. Visual scenes with dialogue will appear. You may fast forward through the messages if you wish. **A**+ to fast forward.



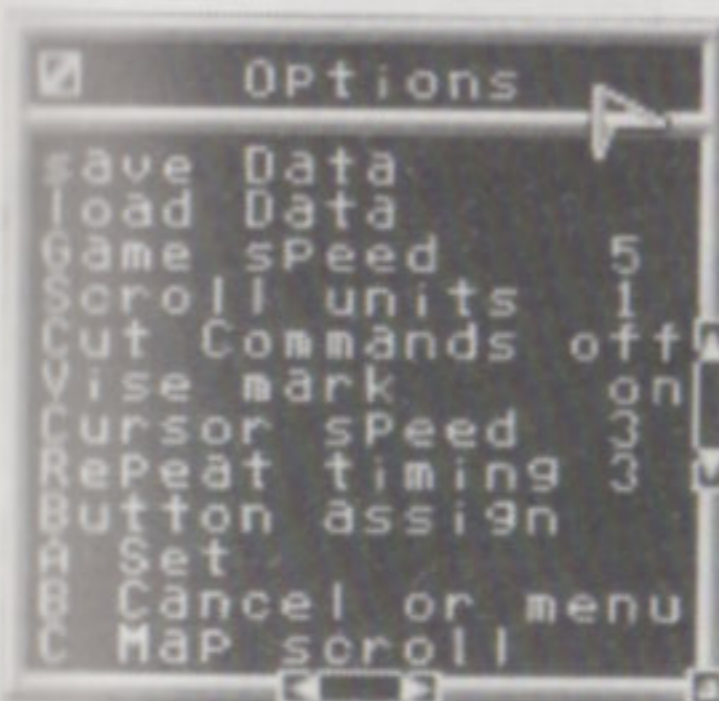
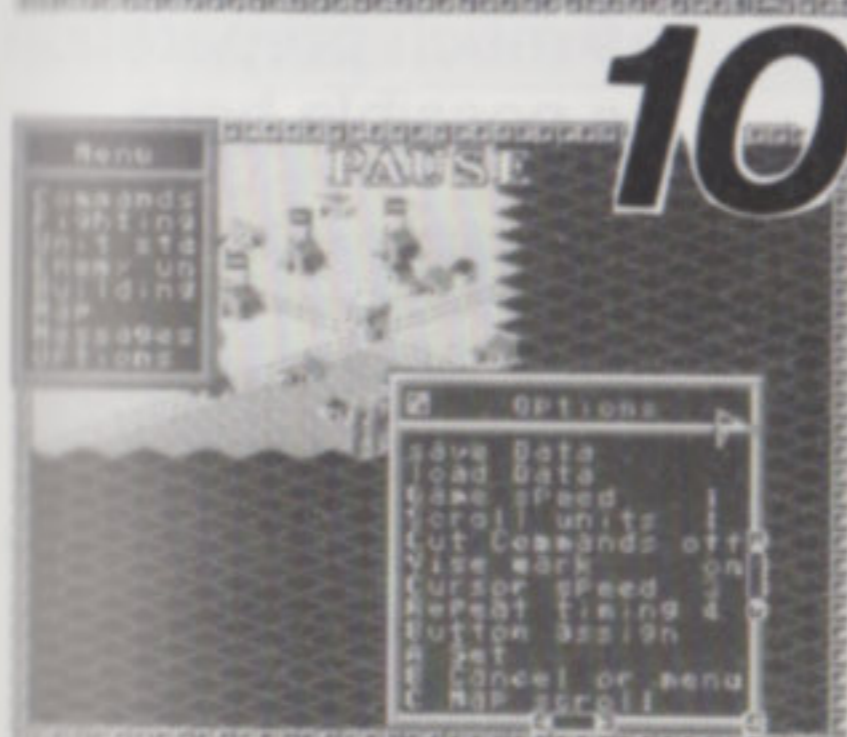


Next, the road map will appear. Refer to p.21 for instructions on how to read this map. Since you have just started the game, there will be no traces of routes previously traveled. Press the start button.

The map screen with windows will appear and the game will start. Press the start button again and the game will pause. Preparations need to be made to play the game, so we are stopping the clock. See p. 59.

Close all the windows See p. 22. Let's look at each window individually with nothing else on the screen.

Ⓑ. The menu window will open. See p.24. Place the cursor on **OPTIONS**. When the cursor is properly placed, it will flash.



The cursor speed and repeat timing settings can be adjusted to whatever is most convenient for you.

Ⓐ and the options window will appear. It will be in the lower right corner, so let's move it a little to the left. See p. 23. Enlarge the **OPTIONS** window to it's maximum size. See p. 22 . All categories can be adjusted. See p. 33

**SAVE DATA** We have just begun. It does not need to be set.

**LOAD DATA** There is no data to load.

**GAME SPEED** Beginners should start with the lowest speed of 5.

**SCROLL MAP** Each step should be observed. Set at 1.

**CUT COMMANDS** Turn it off, so every step can be verified.

**CONTROL SIGN** Leave it on.

**CURSOR SPEED** Set it at 3.

**REPEAT TIMING** Set it at 3.

**BUTTON ACTION** Leave it as is on the default setting.





# 11

When all the options have been set, close the window. Next, open the COMMANDS window.



# 12

Like in steps 8 & 9, enlarge the window to it's maximum size. The MESSAGE window will appear.

It is important to do as much preparation as possible here.



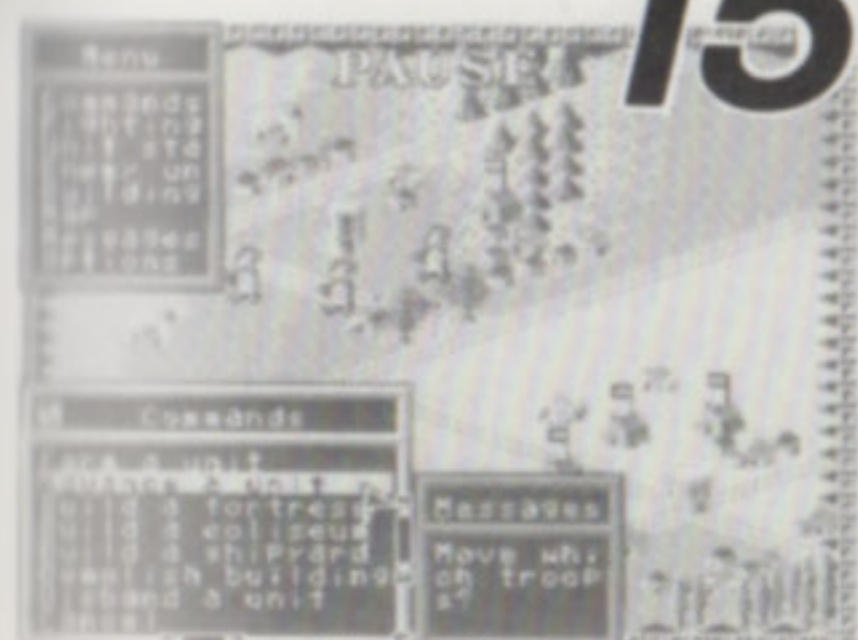
# 13

Let's look at the map. (If you cannot see the map well, bring the windows to the edges of the screen and/or reduce their size.)



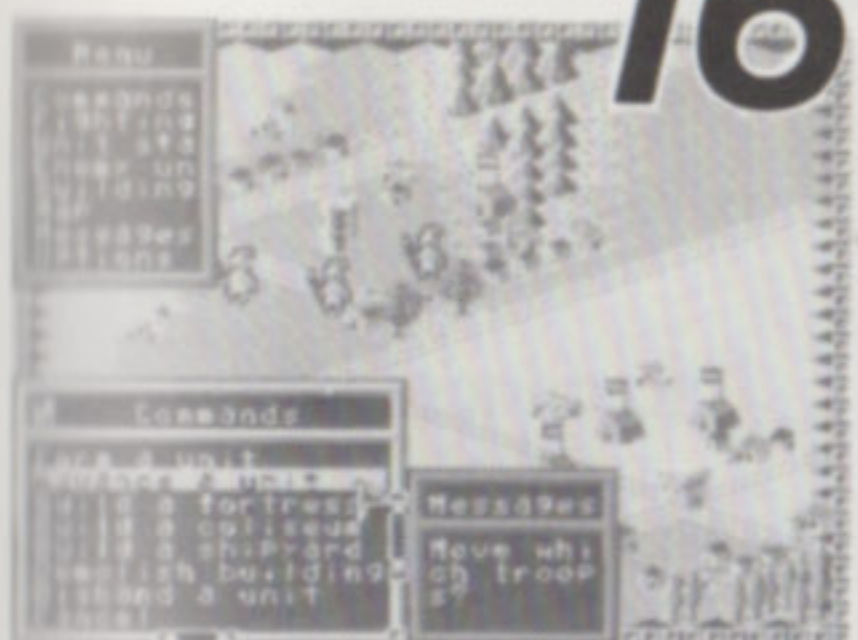
# 14

Press the directional button while holding down the C button, and the map will scroll. Having surveyed the territory, let the battle begin.



# 15

Adjust the cursor to the "Move a Unit" command and (A). The Move a Unit command will flicker. Now you are able to move units.



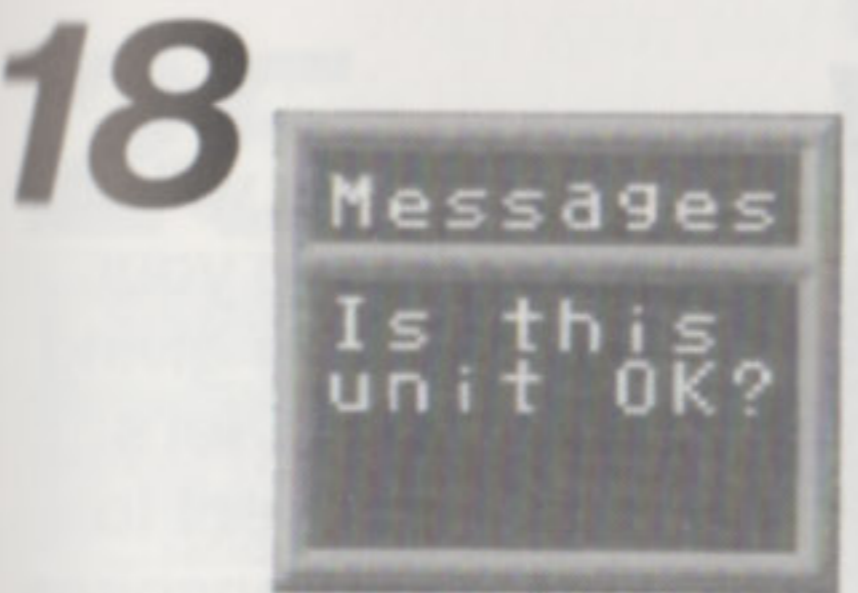
# 16

Remove the Pause by pressing the Start button. Remember the object of the game is to demolish enemy troops and fortresses.



# 17

Look at the screen. The red tents with red flags are the units under your command. Place the cursor on the units you want to mobilize and (A).



# 18

Read the message. It will query whether it is all right to move that particular unit. If it is OK, (A). If not, (B).



# 19



1. To move a unit, indicate the empty plains.
2. To attack an enemy unit, indicate an enemy unit.
3. To demolish an enemy fortress, indicate an enemy fortress.

- Ⓐ to put into action.  
 Ⓑ to cancel action.

# 20



# 21



The message window will ask you where to move them.

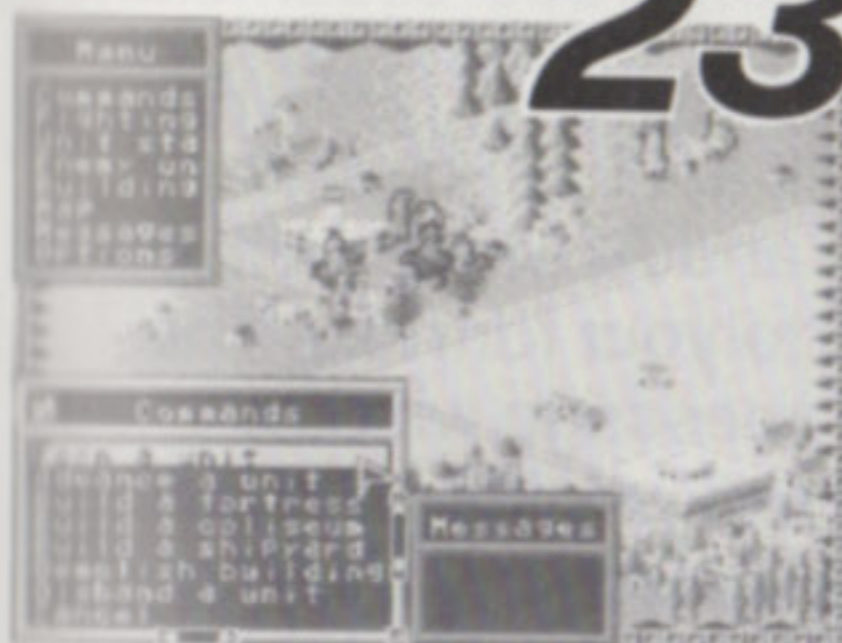
Read the message. It will ask if it is OK to carry out the actions indicated. Ⓐ if yes, Ⓑ to cancel.

Your troops will act according to your orders. After giving your orders, let's wait a moment to see what transpires.

# 22



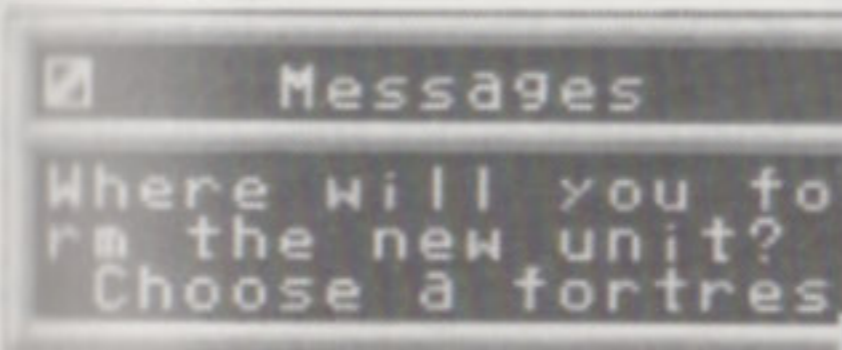
# 23



# 24



# 25



Units that have turned red will begin to appear. These soldiers are in danger of losing their lives. If they remain under attack, they will die. But, for the time being, leave them there.

Units are rapidly dying. This is a good time to create new units. Adjust the cursor to Form a Unit in the command window.

The Form a Unit command will flicker. **WARNING.** Please remember that units can only be formed inside a fortress. (see p.49 BLDG. Features) Adjust the cursor on the fortress and Ⓐ

Read the message. It will query whether you have selected the correct fortress. If it is OK, Ⓐ, and a new unit will be formed. If not, Ⓑ to cancel.



# 26

Continue to assault the enemy in this manner. Observe the situation and attack the enemy and demolish their fortresses.

You have achieved victory. You have cleared your first map.

## HOW TO SAVE THE DYING UNITS (STEP 22)

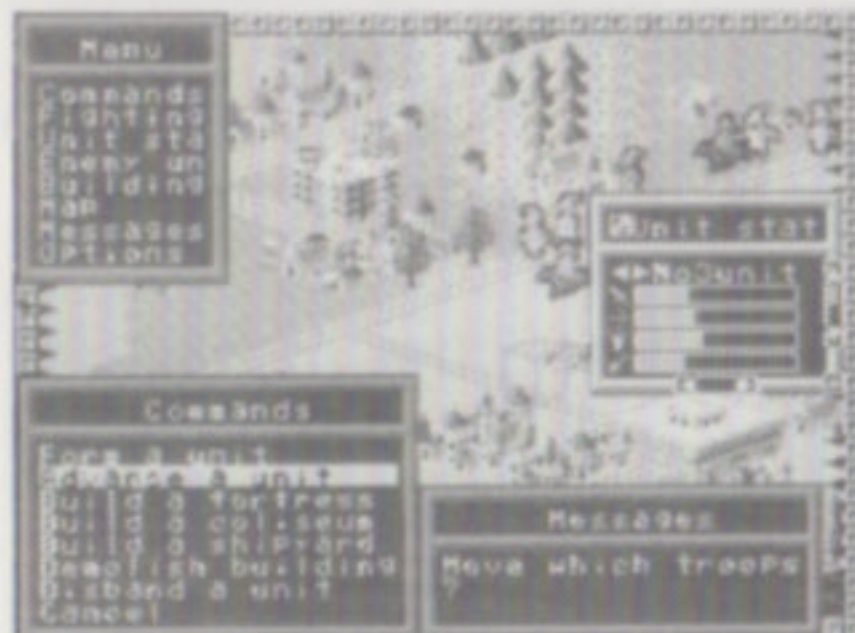
Rejuvenate units caught in dangerous circumstances.



- Select the unit you want to rejuvenate and **A**. Move them to your fortress. The message window will ask if it's the correct unit. **A** if it's correct.



- Adjust the cursor to the fortress and **A**. **A** to verify the fortress selection. This will allow your units to escape danger, and retreat into the fortress.



Remember that the unit may be attacked en-route and die.

- Once they are inside the fortress and are given time to rest, they will regain their strength and recover.

Check the unit's level of recovery by looking at the UNIT STATUS window.

(see p.28 UNIT STATUS)

# 27

The preceding has been an outline of the procedures from the moment you start the game to when you clear the first map.



Once you are familiar with the game, you will develop your own strategies and conquest methods. This is only the first map, but if you follow the procedures outlined here, it should be relatively easy to win. But, beware. The enemy will gradually become stronger and victory will not be so simple. Use the strategy tips on page 58 & 59 as reference, and experiment with different methods to achieve victory.

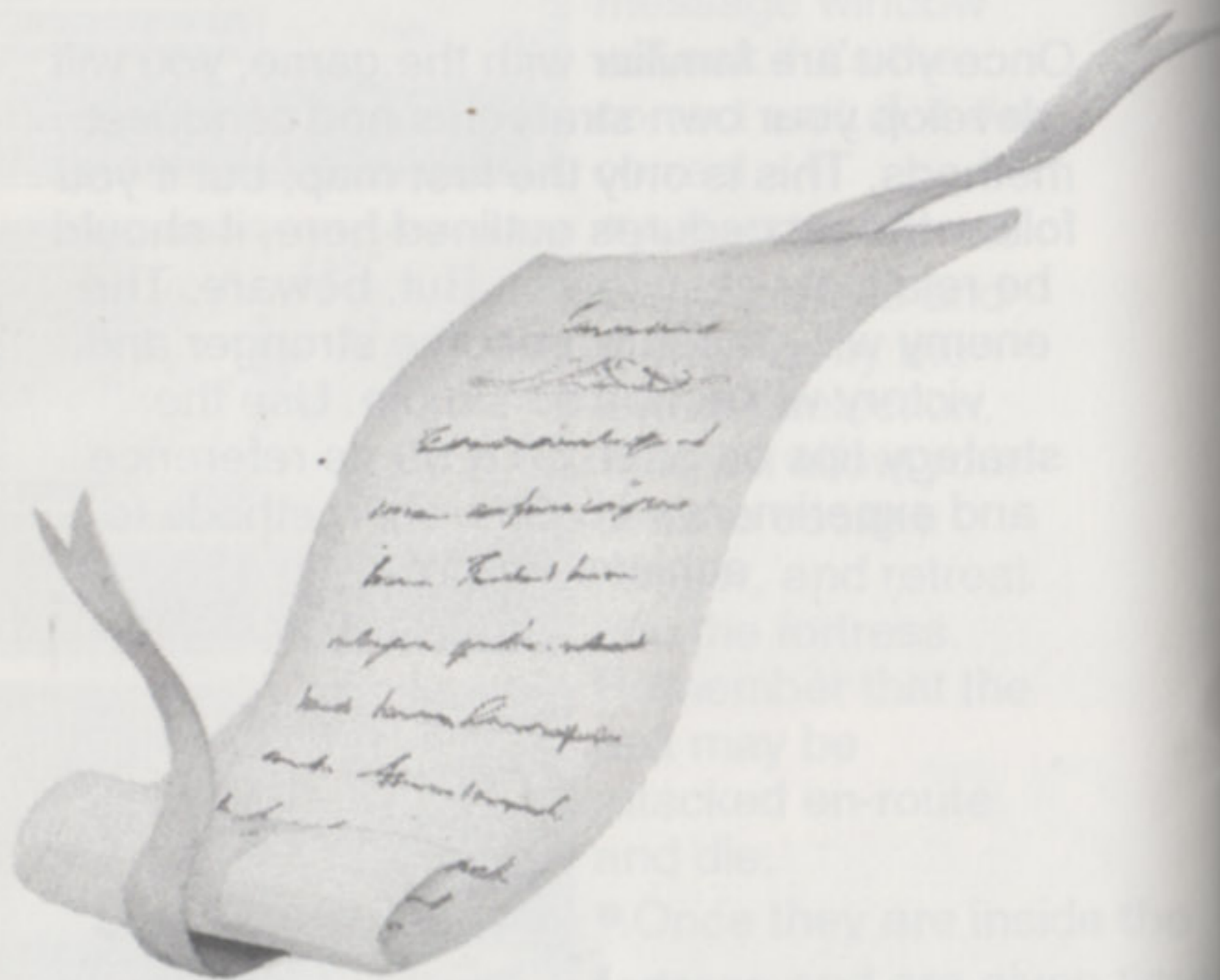
The cursor is...  
of a letter or for...  
and hand symbols...  
Normally the cursor...  
first flashes on...  
screens to indicate...  
In the game we use...  
and the marks that indicate commands...





# GLOSSARY

WARRIOR OF ROME II is a simulation game. We have created terminology unique to this simulation game, and will introduce the terms we have used in the pages that follow.



## WINDOWS

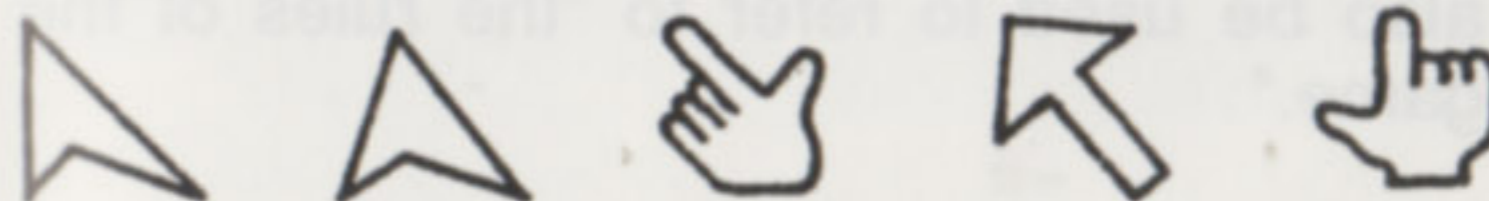
As the program expanded, the energy spent on retrieving the necessary data became cumbersome. In order to provide a visually simplified system of data retrieval that would display only the pertinent information needed at that time, "windows" were utilized. These are the same "windows" that you are probably already familiar with, utilized in other role playing or simulation games.

## OPTIONS

Options allow you to select and choose your own personal game play environment. If you use the options with the commands, you can select how these commands are displayed. In the game, options allow you to adjust the difficulty of the game environment and the speed of the cursor.

## CURSOR

The cursor is used to locate the placement of a letter or for selecting commands. Arrows and hand symbols are used as markers. Normally the cursor is the rectangular mark that flashes on computer or word processing screens to indicate it is ready for data input. In the game, we will call the  $\blacktriangleleft$  on the screen and the marks that indicate commands, all cursors.





## INDIRECT ATTACKS

Normally, in simulation games, unless units double up or join forces, they are unable to attack, but in this game, units with a long firing range are able to jump across a hex and attack enemy units.

This type of attack is being called an indirect attack, as a way of distinguishing it from regular, direct attacks. In this game, it is possible to launch an indirect attack on an adjoining hex.

## COMMANDS

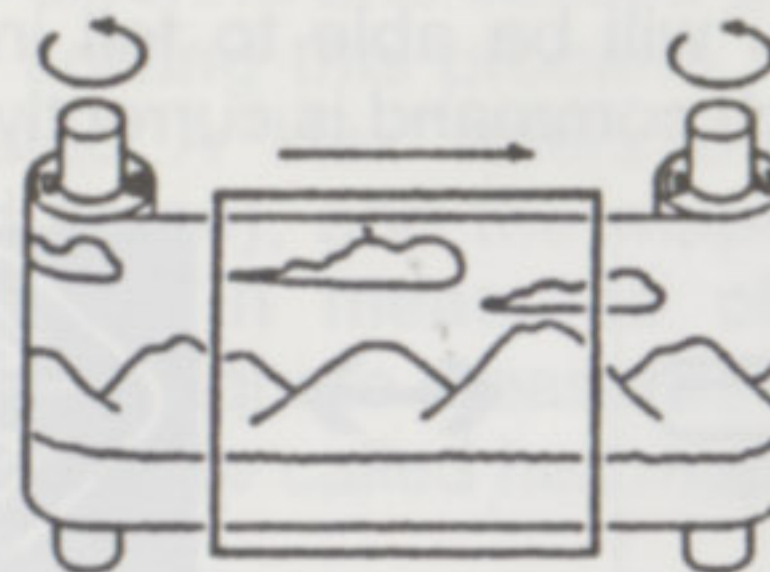
Commands refer to the orders the player gives to the units to carry out within the game. The commands appear either on the screen or in windows.

## SYSTEM

A system usually refers to the computer's basic structure and the software used to run the computer. In this game, it is used to refer to methods of operation and button assignments. In other words, the rules and play environment that will allow the computer to operate the game. System may also be used to refer to "the rules of the game."

## SCROLLING

Scrolling refers to movement across a hand scroll. Not all of the map may be visible at once, so you will need to scroll through the area to see other areas previously not visible. See diagram below.



## SAVE

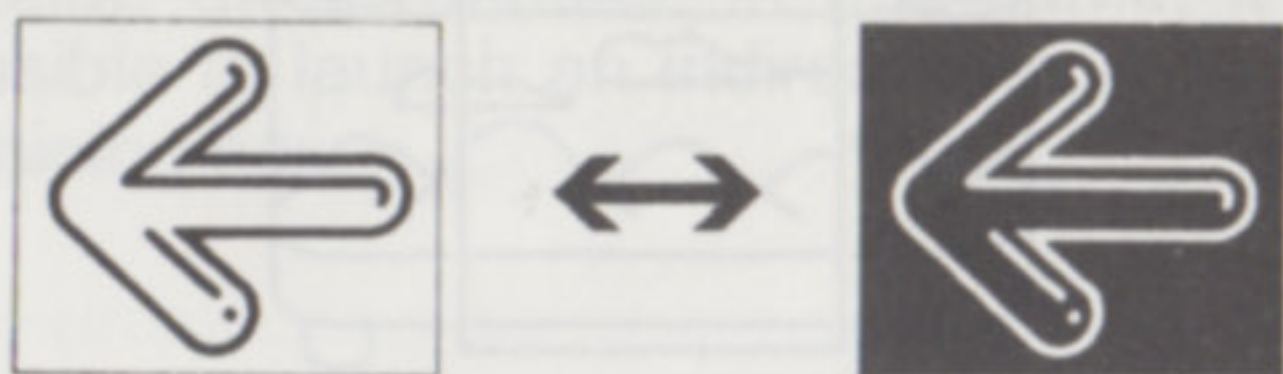
Inside the computer is recorded data that notes the current units locations and game play. Once the switch gets turned off, all data is lost. Because role playing and simulation games require long periods of time to complete, it is necessary to keep this information preserved. This is done with the "SAVE" command.



## REVERSALS

This refers to when, like a color film negative, the regular color is represented by it's reverse. (black-white, yellow-blue)

We use this technique with the commands, so that you will be able to tell in a single glance which command is currently active.



## VISUAL SCENE

In an effort to make the game more like film, this screen was prepared with animated figures and music for the telling of the story and displaying messages.

## LOAD

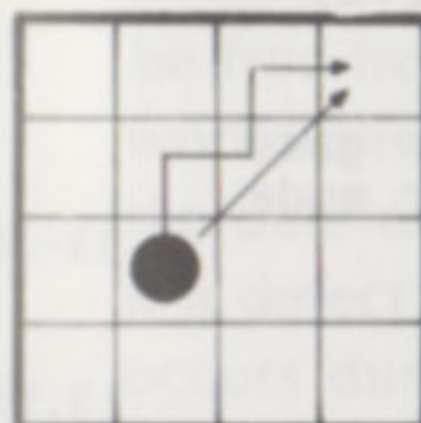
In order to continue the game play from where you left off, the data that was saved needs to be loaded into the computer once again. In this way the previously recorded data is retrieved into the game. This is referred to as "LOAD."

## HEX

In early simulation games, sections of the map were measured off with squares, and the maps were called "square maps." When the objective was diagonally away, even though the distance on the map was the same, the number of sections one had to pass was different and caused problems. As a way of solving this problem, "hex" maps were created. A "Hex" refers to a hexagon (a 6 sided figure), and the maps were now sectioned off in measures of six sided figures. Some square measures are lined up as a hex type are called hex maps.



Square types



The same distance covered diagonally would pass through 2 sections, while a move horizontally or vertically would require passing over 4 sections.



Vertically, horizontally and diagonally, the distance and number of sections are all the same.



Hex line ups



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## WARRANTY

Bignet U.S.A., Inc., the U.S.A. Subsidiary of Micronet Co. Ltd., Japan warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Bignet U.S.A will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive fast, reliable warranty service, call the Bignet Consumer Service Department at the following number:(415)296-3883



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Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return the cartridge to Bignet's Consumer Service. Please call first for further information.

If Bignet Consumer Service is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us.

The cost of returning the cartridge to Bignet's Service Department shall be paid by the purchaser.

### **Repairs after Expiration of Warranty**

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Bignet Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Bignet's Department with an enclosed check or money order payable to Bignet U.S.A. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### **Limitations on Warranty**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Bignet U.S.A., Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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### **Handling the Sega Cartridge**

1. The Sega Genesis Cartridge is intended for use exclusively on Sega Genesis System™.
2. Do not bend it, crush it, or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other source of heat.
4. Be sure to take an occasional break during play, to rest yourself and the Sega Cartridge.

GAME TIPS AND TECHNICAL INFORMATION  
Call our Hotline at 415-871-GAME.



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