Genghis KHAN II

CLAN OF THE GRAY WOLF

REFERENCE CARD

SYSTEM REQUIREMENTS

Genghis Khan II is designed to run on the IBM PC or 100% compatible machines with at least 640 KB RAM. You will need a hard drive with DOS Version 3.3 or above.

For maximum video quality, use an RGB monitor. The game supports the VGA graphics card.

NOTE: If you have problems starting the game, read the Problem Solving section at the end of this card. Be sure to back up your game disks before playing. The game disks are not copy protected.

MUSIC AND SOUND

Genghis Khan II supports the AdLib and SoundBlaster synthesizer cards, allowing you to play with digitally mastered music and sound effects.

INSTALLING TO HARD DISK

You should have at least 4 megabytes of free space on your hard drive to install the game. The files are standard DOS files, and can be modified as desired.

1. Create a subdirectory called GK2.
   Type: MD GK2 [ENTER]
2. Access this directory.
   Type: CD GK2 [ENTER]
3. Insert game disk A into drive A.
4. Use the DOS commands COPY or XCOPY to transfer the game files onto your hard disk drive.
   Type: Copy A:*.* [ENTER] or XCOPY A: [ENTER]
   Repeat this step for all game disks.
5. Start the game.
   Type: KOEI [ENTER]

STARTING A NEW GAME

The game begins with an opening story. By pressing any key or by clicking the mouse, you can skip to the game set-up menu.

1. Select **Begin a New Game.**
2. Select a scenario.
3. Decide the number of players who will play.
4. Select the country you wish to rule.
5. Decide whether to view wars where your ruler is not directly involved and whether to view combat between units (Combat Mode).
6. Select a rival strategy for your computer opponent: Hostile or Intellectual.
7. Check the set-up and verify your selections. If you select YES, the game will begin. NO will allow you to change the set-up.

Demonstration Game

You can watch a computer demonstration by selecting **DEMO** when selecting the number of players. Press **ESC** to end the demonstration at any time.

SAVING A GAME

In order to save a game, the main map must be on the screen. Games cannot be saved during battle. To save a game, open the **Options** menu and select the **Save** command. A list of save slots will come up where you may save up to 5 games. Highlight "——————————" and click or hit **Enter** to save to a new slot. If you wish to replace a previously saved game with your current game, highlight the previously saved game and click or hit **Enter.**

QUITTING A GAME

Once you have started the game, do not press reset or turn off the computer's power source. If you do so, you risk damaging the disks and game. Quitting a game must be done from the main map.

In order to quit a game, select the **Options** menu and the **Quit** command. Then select **Yes** to confirm your choice. You may select to have the computer continue your game for you. Press the **ESC** key to end the computer demonstration.

LOADING A SAVED GAME

To load a saved game, select **Resume a Saved Game** from the opening menu, or select **Quit** from the **Options** menu on the main map. A list of saved games will appear on the screen. Highlight the game you wish to play, then click or hit **Enter.**

Note: Mouse driver must be installed in order to use the mouse to enter commands.

MOUSE	KEYBOARD	FUNCTION
Left Button	Enter Key	Select icons and commands
		Enter numerical values
Right Button	ESC and 0 Key	Exit menus
		Cancel numerical input
	Cursor Keys	Move cursor through menus,
		commands, and options

- **Entering Numerical Values on the Calculator**

  MOUSE: Click left on a desired place on the red slide bar at the top of the calculator to automatically input a number. Or, click left to type out numbers and click left on OK to enter the value. To enter the maximum amount, click MAX. Click C to clear the input value and click BS to delete the input number. To move the calculator, hold down the left button on the lower right corner box, move the calculator to a desired place, and release the button. Click right to cancel the command.

  KEYBOARD: Make sure that the Num Lock is On. Use numerical keys to input a value. Hit Enter to enter the value. Press Delete or Backspace to delete the input value.

- **Moving Legions During Battle**

  MOUSE: Move the sword icon and click left on a desired space.

  KEYBOARD: Move the sword icon to a desired location by using the number keys as indicated in the chart to the right, and hit ENTER.

- **Moving Units During Combat**

  MOUSE: Move the square cursor within the highlighted area and click left on a desired space.

  KEYBOARD: Move the square cursor to a desired space by using the number keys as indicated in the chart to the right, and hit ENTER.

7 left & up	8 up	9 right & up
4	5	6
1 left & down	2 down	3 right & down

GAME DATA

Character Abilities

State Data

Unit Data

COMMANDS

Main Commands

Main Commands (continued)

Battle Commands

Combat Commands

If you are having problems starting Genghis Khan II, you may not have enough memory free to play the game.

Genghis Khan II is a complex simulation and requires 553K bytes of free conventional memory. If you have 32K of free EMS memory, you can play the game with as little as 533K bytes of free conventional memory.

• Free Memory Requirements

553,000 bytes without EMS   or   533, 000 bytes with 32,000 bytes EMS

• Finding Free Memory

Here are three methods you can follow to free more conventional memory:

- If you are using MS DOS 5.0 or above, check that your CONFIG.SYS file contains the line: DOS=HIGH.
- Load your TSR programs into high memory instead of conventional memory (Check your DOS manual or Memory Manager manual for more details).
- Or, create a Boot Disk to bypass loading any TSR programs. See details below.

• Creating a Boot Disk

If you are finding that you cannot free up enough memory, you may want to create a bootable floppy (Boot Disk) that you will use to start your computer before playing the game. The Boot Disk will temporarily bypass any memory hungry programs that are in your CONFIG.SYS and AUTOEXEC.BAT files.

1. Insert a blank, unformatted 1.2 MB 5.25" or 1.44 MB 3.5" disk into drive A.

2. Type the following command from the DOS prompt: FORMAT A: /S

This will format the disk in drive A and copy any system files needed by DOS to start the computer.

• Using the Boot Disk

After you have made the Boot Disk, insert it into drive A and restart the computer. Change to the directory where you installed Genghis Khan II and begin the game.

In case of difficulty with this product, please contact KOEI Corporation. Our address is:

KOEI Corporation

1350 Bayshore Hwy., Ste. 540,

Burlingame, CA 94010

Attn: User Support

You can also call our User Support Line for help. Our number is (415) 348-0500. Business hours are 9:00 A.M. to 4:45 P.M., Monday through Friday, Pacific Standard time.

If you wish to replace your 3.5" disks with 5.25" disks or vice versa, please write your name, address, phone number, and game title to exchange on a card and send it with your original disks and a check or money order for $5.00 and proof of purchase to the above KOEI address. KOEI recommends insuring all shipments. This exchange offer is valid for 90 days from date of purchase.