

[72630,304]

by Graeme Cree

\*TURN THE WHEEL TO PORT

TOTAL POINTS IN SCENE: 55  
POINTS SO FAR IN GAME: 55

SHOGUN: SCENE 1 - The Erasmus

GRAPHICS  
Picture of

SHOGUN: SCENE 2 - Anjiro

Erasmus  
 \*STRAIGHTEN THE WHEEL  
 LASH THE WHEEL  
 SPECZ, TAKE THE WHEEL  
 DOWN  
 FORE  
 Crewmen in their bunks  
 EXAMINE THE CREW  
 VINCK, GO ON DECK  
 GINSEL, GO ON DECK  
 MAETSUKKER, GO ON DECK  
 \*GRAB MAETSUKKER  
 AFT  
 AFT  
 PORT  
 EXAMINE THE DESK  
 \*OPEN THE DESK  
 TAKE THE QUILL AND THE KEY  
 UNLOCK THE CHEST WITH THE KEY  
 OPEN IT  
 TAKE MY RUTTER  
 READ IT  
 \*WRITE IN IT  
 PUT MY RUTTER AND THE QUILL IN THE CHEST  
 CLOSE THE CHEST  
 LOCK IT WITH THE KEY  
 STARBOARD  
 STARBOARD  
 ASK ROPER ABOUT MY APPLE  
 EXAMINE ROPER  
 \*TAKE MY APPLE  
 PORT  
 \*EAT THE APPLE  
 AFT  
 EXAMINE THE DESK  
 \*OPEN THE DESK  
 TAKE THE FLAGON  
 \*GIVE WATER TO THE CAPTAIN  
 FORE  
 FORE  
 UP  
 UNLASH THE WHEEL  
 Z, Z, Z, Z, Z, Z, Z  
 [Ginsel should now spot reefs ahead, with an  
 opening to port]  
 TURN THE WHEEL TO PORT  
 STRAIGHTEN THE WHEEL  
 Z, Z, Z, Z, Z  
 [The foresails should now be torn away by the wind]  
 \*RING THE BELL  
 Z  
 \*RAISE THE FORESAILS  
 Z [Hendrik should now be washed overboard]  
 Z, Z, Z  
 [You should now spot a break in the reefs to  
 starboard]  
 TURN THE WHEEL TO STARBOARD  
 TURN THE WHEEL TO PORT  
 TURN THE WHEEL TO PORT  
 STRAIGHTEN THE WHEEL  
 TURN THE WHEEL TO STARBOARD [The wheel should now  
 spin out of control]  
 VINCK, HELP ME  
 STRAIGHTEN THE WHEEL  
 Z, Z, Z, Z, Z  
 [You should now spot an opening to port]

EAT THE FOOD  
 EXAMINE THE CRUCIFIX  
 POINT TO THE TRAY  
 Z  
 \*EAT THE FOOD  
 WEAR MY CLOTHES  
 OPEN THE DOOR  
 House  
 EAST  
 WEAR MY BOOTS  
 EAST  
 Harbour  
 Z, Z, Z  
 \*HIT THE JAPANESE  
 Z, Z  
 PRIEST, I AM ENGLISH  
 PRIEST, I SAILED FROM HOLLAND  
 \*PRIEST, I AM THE LEADER  
 BOW TO OMI  
 EAST  
 ENTER THE BOAT  
 TAKE THE OAR  
 ROW EAST  
 ROW EAST  
 UP  
 \*AFT  
 TOTAL POINTS IN SCENE: 20  
 POINTS SO FAR IN GAME: 75

GRAPHICS

Mura's

Anjiro

SHOGUN: SCENE 3 - Yabu

SEBASTIO, I AM JOHN BLACKTHORNE  
 SEBASTIO, I SAILED FROM HOLLAND  
 SEBASTIO, I AM THE PILOT  
 \*SEBASTIO, I SAILED THE STRAITS OF MAGELLAN  
 GRAB CRUCIFIX  
 \*BREAK THE CRUCIFIX  
 BOW TO YABU  
 TOTAL POINTS IN SCENE: 10  
 POINTS SO FAR IN GAME: 85

SHOGUN: SCENE 4 - Pit

[NOTE: This scene has a random  
 element. Either you or Vinck  
 may draw the short straw when deciding who  
 is to be killed. This  
 walkthrough assumes that Vinck draws the  
 short straw. If you  
 draw the short straw, simply replace  
 commands 6 & 7 (STOP VINCK),  
 with the single command WAIT. Then take up  
 the transcript again,  
 beginning with the command ATTACK SAMURAI.]  
 YELL  
 down into pit

GRAPHICS  
Omi looking

EXAMINE OMI  
 Omi  
 Z, TAKE A STRAW  
 Z, STOP VINCK  
 \*STOP VINCK  
 ATTACK THE SAMURAI  
 \*ATTACK THE SAMURAI  
 Z  
 KILL THE SAMURAI  
 UP  
 \*OMI, HAI  
 \*LIE DOWN  
 GET UP  
 NORTH  
 REMOVE MY BOOTS  
 REMOVE MY CLOTHES  
 DROP BOOTS AND CLOTHES  
 ENTER THE TUB  
 \*WASH ME

TOTAL POINTS IN SCENE: 25  
 POINTS SO FAR IN GAME: 110

SHOGUN: SCENE 5 - Rodrigues

Closeup of \*ENTER THE SKIFF  
 ENTER THE SKIFF  
 ROW EAST  
 EXIT THE SKIFF  
 SOUTH  
 SOUTH  
 SOUTH  
 NORTH  
 \*LOOK DOWN  
 POINT TO RODRIGUES  
 DOWN  
 Z  
 climbing down rockface  
 Z  
 Z  
 Z  
 TAKE THE KIMONO  
 TEAR THE KIMONO  
 \*TIE THE STRIPS TOGETHER  
 LOWER THE ROPE  
 \*POINT TO LOINCLOTHS  
 \*SEARCH FOR LEDGE  
 \*POINT TO LEDGE  
 Z  
 Z

Yabu

EXAMINE YABU  
 Yabu  
 EAST  
 Z  
 RODRIGUES, YES  
 \*RODRIGUES, I TRAINED AT TRINITY HOUSE  
 \*RODRIGUES, THE LATITUDE IS 50 DEGREES NORTH  
 \*TELL RODRIGUES ABOUT THE ERASMUS  
 ENTER THE BOAT  
 EXAMINE THE ARCHER  
 \*EXAMINE THE ARCHER  
 TELL RODRIGUES ABOUT THE ARCHER  
 UP  
 Z  
 AFT  
 PORT

TOTAL POINTS IN SCENE: 20  
 POINTS SO FAR IN GAME: 130

SHOGUN: SCENE 6 - Voyage to Osaka

GRAPHICS  
 Picture of TOTAL POINTS IN SCENE: 55  
 POINTS SO FAR IN GAME: 185

SHOGUN: SCENE 7 - Toranaga

GRAPHICS  
 Osaka  
 Toranaga  
 Castle  
 mending falcon wing  
 BOW  
 \*SIT DOWN  
 EXAMINE TORANAGA  
 EXAMINE HIRO-MATSU  
 ALVITO, SPEAK LATIN  
 \*POINT TO ALVITO THEN SAY TEKI  
 EXAMINE ALVITO  
 \*MOVE AWAY FROM THE OUTER DOOR  
 EXAMINE ISHIDO  
 Ishido

TOTAL POINTS IN SCENE: 15  
 POINTS IN GAME SO FAR: 200

Closeup of

crashing on deck  
 EXAMINE RODRIGUES  
 Rodrigues  
 UNTIE LINE  
 FORE  
 \*GRAB GUNWALE  
 \*SHIP THE OARS  
 \*ROW  
 AFT  
 TAKE THE HELM  
 STRAIGHTEN THE HELM  
 TURN THE HELM TO STARBOARD  
 STRAIGHTEN THE HELM  
 washed overboard  
 TAKE THE OAR AND THE RING  
 \*THROW THE OAR TO RODRIGUES  
 grasping the oar  
 Z  
 FORE  
 \*LOWER THE ANCHOR  
 LOWER THE SKIFF  
 ENTER THE SKIFF

GRAPHICS  
 Wave

Closeup of

SHOGUN: SCENE 8 - Prison

EXAMINE THE APELIKE MAN  
 ATTACK THE APELIKE MAN  
 ATTACK THE APELIKE MAN  
 \*ATTACK THE APELIKE MAN  
 TAKE THE GRUEL  
 BOW TO THE BULLDOG-LIKE MAN  
 EAT THE GRUEL  
 Z  
 EXAMINE THE OLD PRIEST  
 \*SPEAK SPANISH TO THE OLD PRIEST  
 ASK THE OLD PRIEST ABOUT HIMSELF  
 \*ASK DOMINGO TO TEACH ME JAPANESE  
 Z Z Z Z Z Z Z  
 \*GET IN THE LINE  
 Z  
 WEAR THE CLOTHES  
 Z Z Z Z  
 WEST

Rodrigues

Rodrigues

\*DUCK  
Z  
\*GET IN YABU'S PALANQUIN  
  
TOTAL POINTS IN SCENE: 30  
POINTS IN GAME SO FAR: 230

SHOGUN: SCENE 9 - Mariko

\*WOMAN, KONNICHI WA  
TELL MARIKO ABOUT DOMINGO  
EXAMINE MARIKO  
Mariko  
\*SMILE AT YAEMON  
Z Z Z  
\*ASK MARIKO ABOUT THE PREDICTION

TOTAL POINTS IN SCENE: 15  
POINTS IN GAME SO FAR: 245

SHOGUN: SCENE 10 - Escape

preparing to depart  
WEST  
ENTER  
\*EXAMINE KIRI  
EXIT  
WEAR THE SANDALS  
EAST  
Z  
\*EXAMINE KIRI  
Z  
SOUTH  
SOUTH  
Z Z  
\*ACT CRAZY  
dancing  
\*TAKE THE PARCHMENT  
\*GIVE IT TO KIRI  
SING  
SING  
SING  
STOP  
SOUTH  
SOUTH  
\*SOUTH  
GET UP  
GET IN MARIKO'S LITTER  
EAST

[At this point you will have to pass through the maze of Osaka city streets, whose layout changes from game to game. Before reaching the harbour at the far end you must deal with an ambush and find your detachment of ronin. Explore the map until your group comes under arrow attack, then:]

GET OUT OF THE LITTER  
\*GRAB MARIKO  
Z  
pulling out an arrow  
Z  
GET UP  
ATTACK THE MAN  
\*ATTACK THE MAN

Z Z

[At this point, the attack is beaten off. Continue mapping the maze until you link up with your ronin.

\*[Direction] (You meet your ronin here, and get 5 points)

[Continue on through the maze, exiting onto the harbour at the east side of town. Mariko will then tell you the plan, and ask if you understand.]

GRAPHICS  
Closeup of

MARIKO, YES  
EAST  
EAST  
MARIKO, YES  
\*HELP MARIKO  
\*MIZU  
INVENTORY  
\*THROW KNIFE AT THE MAN  
DUCK  
TAKE THE KNIFE  
\*THROW KNIFE AT GRAY  
GET UP

GRAPHICS  
Caravan

TOTAL POINTS IN SCENE: 65  
POINTS IN GAME SO FAR: 310

SHOGUN: SCENE 11 - Earthquake

Blackthorne

Z Z  
MOVE  
\*GRAB TORANAGA  
saving Toranaga  
GRAB MARIKO  
DOWN  
\*BOOST MARIKO  
UP  
Z  
Z  
INVENTORY  
\*GIVE MY SWORDS TO TORANAGA  
giving sword  
\*PEE IN THE FISSURE

Zataki

TOTAL POINTS IN SCENE: 20  
POINTS SO FAR IN GAME: 330

SHOGUN: SCENE 12 - Journey to Yedo

[NOTE: This scenario has a random element. Yoshinaka's movements vary. The Commands marked with [Random] must be executed at a time when Yoshinaka is not in the hall to see you. If he is in the hall, wait a turn]

Toranaga

REMOVE SANDALS  
REMOVE SOCKS  
REMOVE KIMONO  
DROP ALL  
Anjin entering tub

GRAPHICS

Blackthorne

Blackthorne

Saigawa

GRAPHICS

Mariko &

ENTER THE TUB  
ENTER THE TUB  
\*MARIKO, WASH ME  
TAKE THE DICTIONARY  
EXAMINE IT  
EAST  
Z Z Z N W [Random]  
\*SCREW MARIKO  
E [Random]  
S  
\*W

TOTAL POINTS IN SCENE: 15  
POINTS IN GAME SO FAR: 345

SHOGUN: SCENE 13 - Ochiba

\*CHECK MY SWORDS  
BOW TO OCHIBA  
\*GIVE CAMELLIA TO OCHIBA  
OCHIBA, YES  
Z, Z  
\*ISHIDO, I AM A SAMURAI  
Z, Z, Z, Z

TOTAL POINTS IN SCENE: 15  
POINTS IN GAME SO FAR: 360

SHOGUN: SCENE 14 - Departure

Z  
ATTACK YAMAZAKI  
G, G, G, \*G  
Z, Z, Z

TOTAL POINTS IN SCENE: 5  
POINTS IN GAME SO FAR: 365

SHOGUN: SCENE15 - Seppuku

ENTER  
KISS MARIKO  
EXIT  
EAST  
SOUTH  
Z Z Z Z  
Mariko about to commit seppuku  
Z Z Z  
\*HELP MARIKO

TOTAL POINTS IN SCENE: 5  
POINTS IN GAME SO FAR: 370

SHOGUN: SCENE 16 - Ninja

EAST  
TAKE ALL  
WEST  
SOUTH  
\*ASK YABU ABOUT THE PLAN  
YES  
FOLLOW YABU

G G G G  
LOOK  
\*D  
\*HIDE  
NORTH  
TELL MARIKO ABOUT YABU  
SOUTH  
SOUTH  
WEST  
Z, Z, Z, Z, Z, Z  
\*MARIKO, FOLLOW ME  
\*SHOOT NINJA

shooting Ninja  
EAST  
CLOSE THE IRON-BARRED DOOR  
LOCK IT  
NORTH  
NORTH  
NORTH  
CLOSE THE SECRET DOOR  
BOLT IT  
BOLT IT  
BOLT IT  
OPEN THE BALCONY DOOR  
HIT THE TOP CATCH WITH THE PISTOL  
HIT THE TOP CATCH WITH THE PISTOL  
HIT THE BOTTOM CATCH WITH THE PISTOL  
HIT THE BOTTOM CATCH WITH THE PISTOL  
OPEN THE BALCONY DOOR  
LOAD THE PISTOL  
Z, Z, Z, Z  
Mariko caught in explosion  
Z, Z, Z  
GET UP  
\*BLESS MARIKO

TOTAL POINTS IN SCENE: 30  
POINTS IN GAME SO FAR: 400

SHOGUN: SCENE 17 - Yokohama

EXAMINE VINCK  
Z, Z, Z  
\*HELP VINCK  
carrying Vinck

TOTAL POINTS IN SCENE: 5  
POINTS IN GAME SO FAR: 405

SHOGUN: SCENE 18 - Aftermath

OPEN THE SCROLL  
\*READ IT  
TELL TORANAGA ABOUT THE SCROLL  
Z  
TORANAGA, YABU BETRAYED YOU  
\*TORANAGA, YABU LET IN THE NINJA  
\*TORANAGA, I AM KASIGI YABU  
Z  
Z

TOTAL POINTS IN SCENE: 15  
FINAL GAME POINT TOTAL: 420

Blackthorne

GRAPHICS

GRAPHICS

Blackthorne

GRAPHICS