

# Nobunaga's Ambition FAQ/Strategy Guide

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Nobunaga's Ambition: Dzzy Strategies # 2

For the NES by Koei

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Nobunaga's Ambition (Version 1.0)

By Koei for the NES

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I-OVERVIEW

NOBUNAGA'S AMBITION, the best NES game you probably have never played. In this brilliant strategy/RPG, you assume the role of one of an ancient Feudal Lord of Japan trying to unite the various Kingdoms. This game is a historical Simulation and a very interesting one at that. Japanese history is not something we learn about in the USA and I became intrigued after playing Nobunaga. The game is very detailed but does not go overboard with commands and options. I have always felt it to be superior to the ROMANCE OF THE THREE KINGDOMS series (also by Koei).

II. FAQ

Q. Who is the best Lord/Fief to be?

A. It depends on if you are playing the 17 fief game or the 50 Fief game. In the 17, Hojo and Usegi are my favorites. In the 50 fief game, Chosokab of 43 is my absolute favorite. His location on an island with very weak Daimyos makes it easy to get strong quickly. Of course, Tokugawa and Oda are both very powerful to start off with, as are Date, Usegi, and Miyoshi. I sometimes like playing as Kakizaki of FIEF 1 because of his key location (only one border to the south, the relatively weak Tsugaru.)

Q. How do I get strong in the beginning of the game?

A. Hiring Ninjas to assassinate weaker surrounding daimyos is a great start (plus it has great animation!) Just make sure you have enough money to outbid your neighbors. This is a much better option than going to war early in the game, when you cannot afford to lose men and resources. Giving to the peasants, even a little, increases your charm and increases revenue. When you don't have rice or money to spare, training is a great and free option. Raising taxes to 60% helps your cash cow as well, just make sure you give a lot of the revenue back to

the people and BUILD your town up. Waiting until you have stats totaling over 500 pts when you first start is a pretty good idea.

Q. Help! Daimyos stronger than myself keeps invading me!! How can I survive these onslaughts??

A. As the game states, "Sometimes the best offense is a good defense." Keep your enemies running around long enough and they will have to give up. Assigning men to your unit 2 (cavalry) and unit 3 (arms) gives your troops added power and makes investing in arms a worthwhile purchase. Putting your strongest onto on the castle is always a good idea; if you can hide your commander behind a number 2 or 3 unit, it will keep your vital unit from being prone to attack. Finally, if your charm is much higher than your opponent's, bribery can woo soliders to join your force.

Q. My town is constantly getting racked by typhoons? What can I do to help this?

A. Build your dams to very high levels (90 or more) and your town will withstand even the mightiest storms.

Q. It's too hard to control many fiefs later in the game. Any suggestions?

A. I usually keep a few fiefs under my manual control to supply my troops if fiefs that border enemy daimyos. If I GRANT control to my fiefs, I will make them balanced so that revolts and uprisings are less likely. (Playing as Chosokab, I will keep the island that 43 is on under direct control at all times, which includes fiefs 42,41,44, and 43.)

Q. How come the enemies always have higher morale and better training?

A. Because the computer can do that and you can't. Suck it up and use your intelligence to overcome their might!

Q. Do you have any good war strategies?

A. Yes! As mentioned earlier, assigning troops to your cavalry (2) unit and arms (3) unit helps ( I often won't have unit 5 at all.) Use the land to your advantage: position your troops on the castle and mountains for the best offensive/defensive and strike first. "He who lives and runs away, lives to fight another day."

Q. I am REALLY close to beating the game, but I keep having revolts in my fiefs, even where my charm and loyalty are high! What gives with these pissant insurrectionists!?

A. No matter what you do, unless you have fiefs under direct control, uprisings are normal. When you are REALLY close ( one or two opponents left) take control and feed your border fiefs with men, rice, and gold. Otherwise, set the tax to zero or five and hope for the best.

III. What's coming?

I hope to list all the daimyos and the fiefs they start in. More tips and stuff when I get around to playing the game again (it's at my house in CT and I am in Colorado!)If you have any questions, email me at bruplex@aol.com. I'll add your question and hopefully an answer on this FAQ!-- Bru

