



Seinarukana

- The Spirit of Eternity Sword 2 -

Game Manual





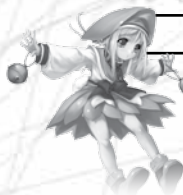
A journey across infinite worlds.

The Time Tree. Countless branches extending through space, each a world of its own. In one such world, a boy holds within him the soul of an ancient god yearning to break free. He tries to live a normal life, but must constantly struggle against the destructive urges threatening to overwhelm him.

Little does he know that his closest friends also carry the burdens of an age long forgotten. With this destiny comes power; Eternity Swords with incredible might and Guardian Spirits manifested from their very souls. The gods are reborn, friend turns on friend, and an ancient war erupts once more.

Thrown into a world not his own, Nozomu must fight to bring his friends home. He must also discover the true nature of the being within him before it consumes him utterly.

Thus begins a journey that will shake the very foundation of the universe.



REIME

Nozomu's Guardian Spirit. Though only 18cm tall, she is a reliable partner who supports Nozomu in battle.

SETOKI NOZOMU

The reincarnation of the god of destruction. Serious and thoughtful, but often slow when it comes to understanding how those around him feel, especially the opposite sex. Thrown into another world, he fights to bring his friends safely home. At the same time, he struggles desperately against the being inside him even as he feels himself slipping away.

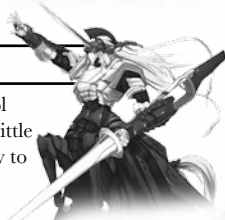
Eternity Sword:

Aurora - The Twin Blades



CHEIRON

Satsuki's Guardian Spirit. A cool and collected warrior who says little and thinks much. Has the ability to suppress enemy mana.



IKARUGA SATSUKI

Student president of Mononobe Academy. A reincarnation who became aware of her Eternity Sword many years ago. She worries about Nozomu, knowing what's inside him. Generally good-natured, but meddlesome and more than a little bit of a show-off.

Eternity Sword:

Brilliance - The Armaments of Light



NANASHI

Zetsu's Guardian Spirit. The same size as Reime, Nanashi is serious and speaks little. Her bond with Zetsu is so strong that they need no words to communicate.



AKATSUKI ZETSU



Once Nozomu's classmate and best friend, he was drawn into the war between gods long before they ever met. Now he is a loner who opposes both the Brigade and the Lightbringers. He travels between branch worlds seeking to fulfill his own purpose. The harsh destiny of his Orichalcum Name weighs heavily on him.

Eternity Sword:

Daybreak - The Katana



MONOBE

Nozomi's Guardian Spirit. She is able to fly between branch worlds, and large enough to carry Mononobe Academy on her back as she does. She can also create a copy of herself to aid Nozomi in battle.

NAGAMINE NOZOMI

Nozomu's childhood friend who has known him all his life and never stops thinking about him. Considers the school's idol, Ikaruga Satsuki, her personal rival, but has a hard time asserting herself. Although shy around strangers, she is actually a cheerful, easy-going girl. She likes cooking and writing in her diary.

Eternity Sword:

Pristinity - The Halberd



RUPUTNA

A girl of the Elemental World who was raised by elementals and fights against humans. Relies on her instincts and quick wits. Open, honest, and emotional about everything she does. Since she's never lived among humans, she has a hard time trusting and understanding them.

Guardian Spirit: Sea God - The Leviathan

Eternity Sword:

Wellspring - The Frozen Step



KATIMA AIGIAS

Princess of a fallen country in the Swords World. Very strong sense of justice and will allow no evil to go unpunished. She dislikes underhanded tricks and believes wholeheartedly in chivalry. Perhaps too much. She looks out for Nozomu like an older sister, and often acts as mediator when Satsuki and Nozomi fight.

Guardian Spirit: Aigias - The Horror Elemental

Eternity Sword:

Soul - The Greatsword



DRAV URZA

General and king of the nation of Grun Dras in the Swords World. He led the rebellion against Aigia and is feared all over that world as the devil himself. He has absolute confidence in his abilities and is willing to slaughter even innocents if it will further his aims. He has no mercy for any citizen of Aigia, but fate has inexorably bound him to that kingdom.

Guardian Spirit: Lestores - The Elemental

Eternity Sword:

Nightshine - The Greatsword





NAYA TATCA NANAFE

President of the Magic World and an expert programmer. Even though she's the youngest member of the Brigade, she acts like an older sister to Nozomu. Incredibly smart and optimistic to the core. Insists that she's nothing like a cat despite her ears and tail. Has a bottomless stomach and thinks she knows a lot more about sex than she actually does.

Guardian Spirit: Crowlance - The Sorcery Engine

Eternity Sword:

Purity - The Staff

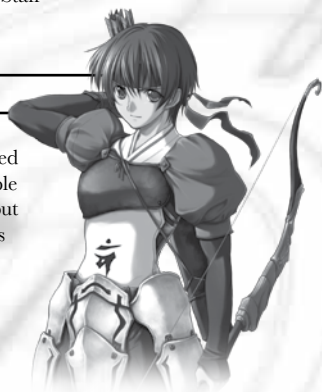
SUBARU SERAPHCA

A serious and softspoken young man from the Future World. Born to a rich family, but rejected his wealth and privilege to try to help the people struggling to live in the slums. Hates to fight, but will never hesitate to step into battle to help his friends.

Guardian Spirit: Sparth - The Griffon

Eternity Sword:

Blue Sky - The Longbow



SHOU EPIRMA



Subaru's friend in the Future World. Comes from a poor family, but gets along with Subaru and is helping him make life better in the slums. Has trouble getting along with most people, but will do anything to protect his best friend, no matter the cost.

Guardian Spirit: Bloodthirst - The Bat

Eternity Sword:

Icy Dread - The Bow

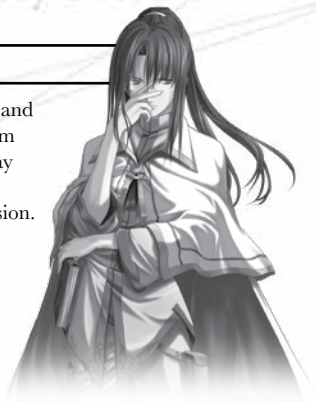
SALLES QUARKS

The leader of the Brigade, he recruits Nozomu and his friends in order to protect branch worlds from the Lightbringers. Says only what he needs to say and rarely reveals his true intentions. Willing to sacrifice his companions for the sake of the mission.

Guardian Spirit: Wise Titan - The Treant

Eternity Sword:

Insight - The Grimoire



THALIA

A member of the Brigade who fights on the front lines. Gentle and delicate, but hides her true self completely in battle. Will obey Salles's orders to the death. Not happy about all the newcomers to the Brigade. Constantly squabbles with Sorluska. Fastidiously neat and tidy.

Guardian Spirit: Drifting Foam - The Jellyfish

Eternity Sword: Gale - The Glaive



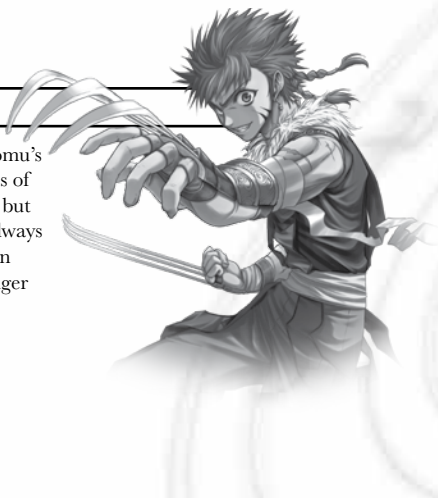
SORLUSKA

A hot-blooded soldier of the Brigade. Nozomu's friend and rival. Born a warrior and dreams of ruling the world. Brash and quick to anger, but also easily moved to sympathy and tears. Always ready to eat and willing to eat anything. Can sleep anywhere. Has a sister five years younger than him.

Guardian Spirit: Dark Fang - The Wolf

Eternity Sword:

Wargod - The Claws



JATZIETA

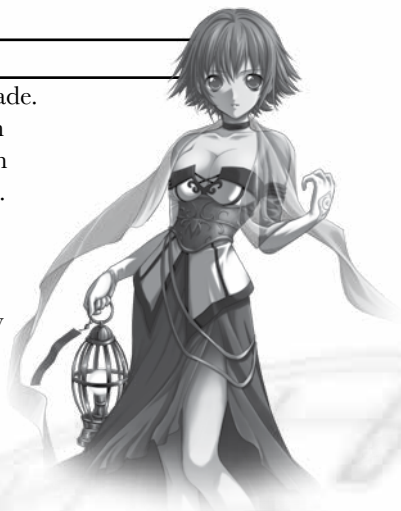
Second in command of the Brigade. Easy-going, but loves to tease. An expert in medicine, knowing both magical and scientific techniques. Very devoted to her friends. Her past is lost to her and she doesn't know herself who she truly is, so she's terrified of losing the family she now has.

Guardian Spirit:

Ignis Barasterda - The Dragon

Eternity Sword:

Redeemer - The Lantern



EUPHORIA THE EVERLASTING

A mysterious girl with power far beyond her age. She's forgotten everything but her name and how to fight. Innocent, enthusiastic, and generally a good girl all around. Misses her parents, even though she can't remember them.



Guardian Spirit:

Blue Existence and Photon Desire -
The Twin Dragons

Eternity Sword:

Aevum - The Spear



EVOLIA

Leader of the Lightbringers, a group bent on destroying small and weak branch worlds to take their mana and use it for their own purposes. Prefers to act covertly through others without taking part in battle herself. An expert in manipulating people even without using her vast magical abilities.

Guardian Spirit: Gims - The Golem

Eternity Sword:

Thunderbolt - The Bracelet

NARAKUNA

A mysterious girl who appears in Nozomu's dreams, reaching out to him before being torn away. She is linked tightly to his past life as the god of destruction, and to the very nature of the Time Tree itself. But is she truly interested in Nozomu? Or merely in the god who sleeps inside him?

Guardian Spirit: ???

Eternity Sword: ???



IMPORTANT

This is a work of fiction intended for **adults only** which contains artistic depictions of mature sexual content. You must be of legal adult age to play or view this game. Characters engaged in sexual activity are at least 18 years of age, and no minors were used in their creation. This game depicts fictional situations which are not intended to be performed or otherwise re-created. Any similarity to real persons or places is purely coincidental.

INSTALLING THE GAME

Place the DVD-ROM in your computer's DVD-ROM drive. The installer menu should start automatically. If it does not, click on "My Computer" (Windows 7) or "This PC" (Windows 8/10), open your DVD-ROM volume and double-click the SETUP icon. Follow the on-screen instructions to install the game.

NOTE: If you don't have an optical media drive, please contact support for assistance.

STARTING THE GAME

Begin playing by clicking on the Seinarukana game icon in the Start Menu or the shortcut on your desktop.

UNINSTALL THE GAME

Open Programs and Features by clicking the Start button, clicking Control Panel, clicking Programs, and then clicking Programs and Features.

Select Seinarukana, and then click Uninstall.

TECHNICAL SUPPORT

Visit www.jastusa.com to get assistance with installation and game-play issues.

seinarukana

The Spirit of Eternity Sword 2

Ikaruga Satsuki

Level 22

HP 6621 / 6621

Strength 228%

Endurance 196%

Magic 187%

Resistance 229%

Act IP 18

Combat Mana 2

To Level 12870

Total Mana 115830

Divinity

Reinforcer Lv5
 Summoner Lv5
 Strength Up Lv3
 Resistance Up Lv4
 All Up Lv4

Supporter I

Status Skills Profile Guardian Spirit Swap Exit

Level: The character's current level. The maximum level is 30 on Normal difficulty, 60 on Hard, and 99 on Eternal.

HP: The amount of damage the character can take before dying.

Strength: Boosts the Material damage of offensive skills.

Endurance: Boosts the Material mitigation of defensive skills.

Magic: Boosts the Force damage of offensive skills.

Resistance: Boosts the Force mitigation of defensive skills.

Act IP: The amount of Initiative Points (IP) the character generates per Initiative Turn (IT). Higher Act IP means the character is able to move more often. The effective Act IP of a unit is the average of the Act IP of its characters.

Combat Mana: The amount of combat mana the character has available.

To Level: The amount of mana needed to perform Divine Reinforcement on the character.

Total Mana: The amount of mana the character possesses. For your characters, this is equal to the mana spent Reinforcing them. When you defeat an enemy in battle, you gain mana equal to its Total Mana. When you lose a character in battle, you lose mana equal to that character's Total Mana.

SKILLS

Click a skill to view detailed information.



SKILL WINDOW

■ Timing

This is the phase in which this skill activates.

■ Material

The power of this skill to deal or defend against physical damage. Boosted by the Strength attribute.

■ Uses

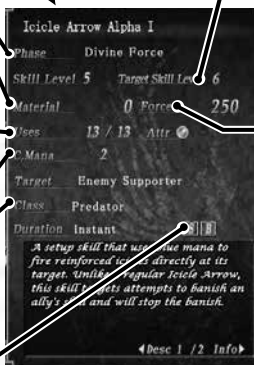
The number of times this skill can be used. Uses are replenished over time while at a stronghold.

■ Cost

The amount of Combat Mana needed to use this skill.

■ Type

The type of skill.



■ Target Skill Level

Unique to Banish skills, this is the highest level of skill that this skill can banish.

■ Force

The power of this skill to deal or defend against magical damage. Boosted by the Magic attribute.

Special Effects Icon



...Penetration

: Ignores the Protection and Reverse effects.



...Anti-Defense

: Strongholds are the backbone of your advance. Control of a stronghold confers the following benefits.



...Anti-Interrupt

: Interrupt skills do not activate in response to this skill.



...Reverse

: Converts a percentage of the damage prevented to HP.



...Protection

: Prevents all damage from skills of the named color. It also nullifies special effects attached to those skills.



...Counter

: Returns to the attacker a percentage of the damage received.



...Set up

: This skill is placed in the Setup Zone to be triggered when conditions are met.



...Interrupt

: This skill activates in response to other skills.



...Banish

: Cancels enemy support skills.



...Anti-Banish

: Immune to enemy Banish skills.

STRATEGY PART

The Spirit of Eternity Sword 2

Free Mana

The mana controlled by your army. You must convert it into Bound Mana before it can be used.

Bound Mana

The mana available for Artifact summoning and unit Reinforcement.

Mana Conversion

The rate at which free mana is converted into bound mana.

Total Playtime

Compass



Player IP Gauge

Enemy IP Gauge

IT (Initiative Turn)

Measures in-game time.

As IT increases, units move to the right along the IP gauge.

When a unit reaches the end of the gauge, it is able to act.

RIGHT-CLICK MENU



Return

... Close the right-click menu.

Save

... Open the save menu.

Load

... Open the load menu.

BGM

... Toggle music.

SFX

... Toggle sound effects.

Voice

... Toggle voices.

System

... Toggle system sounds.

Configuration

... Open the config menu.

Title Screen

... Return to the title menu.

Screen Mode

... Toggle fullscreen.

Tutorials

... View tutorials.

Mission Info

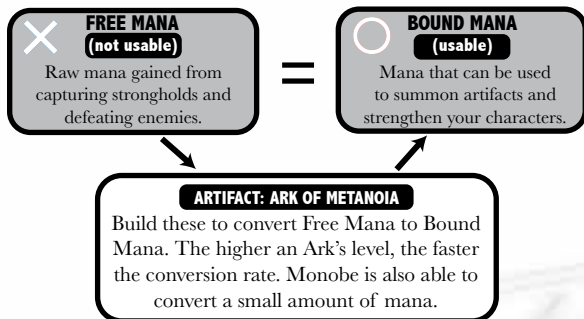
... View mission briefing.

Retry

... Retry the mission.

THE MANA CYCLE

In order to use the mana you acquire, you must first convert it to Bound Mana using Arks of Metanoia.



ACTION MENU

This menu appears when your active unit is selected.



■ Return

...Close the menu.

■ Move

...Give the unit move orders.

■ Standby

...Skip the unit's turn.

■ Artifact

...Summon an artifact.

■ Reinforce

...Reinforce your characters.

■ Formation

...Open the unit formation screen.

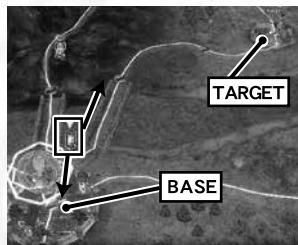
■ Skill Swap

...Open the skill swap screen.

■ Status

...View unit information.

ADVANCE/RETREAT



When you order a unit to move, you can specify a nearby stronghold as the **TARGET**. The closest stronghold on the same path is automatically designated as the **BASE**. You can then use the **ADVANCE** and **RETREAT** commands to move between the **TARGET** and the **BASE**.



■ Advance

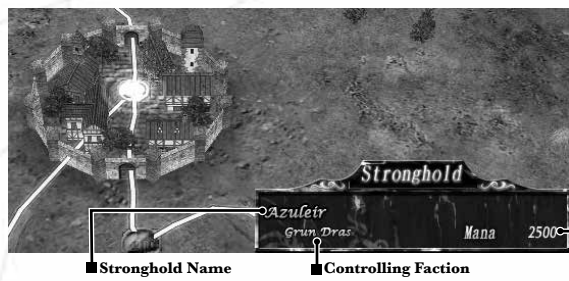
Move one space towards the **TARGET**.

■ Retreat

Move one space towards the **BASE**.

STRONGHOLDS

- A fixed amount of free mana upon conquest. Some strongholds also hide Divine Relics.
- Units at a stronghold regain HP and skill uses over time.
- Artifact summoning and Divine Reinforcement can only be performed at a stronghold.



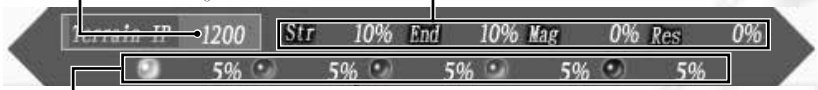
The amount of free mana gained upon capturing this stronghold.

TERRAIN EFFECTS

Each space on the map has terrain effects that can be harmful or beneficial to units. Understanding these effects is an essential component of victory.

Terrain IP
This affects the speed of units on this space. A unit is able to act when it has generated IP (based on its Act IP value) equal to the Terrain IP of the space. A higher number means it will take longer for units to act.

Fortification Modifiers
During battle, these modify the stats of the defending unit only.



Color Modifiers
During battle, these modify the effectiveness of skills of the indicated color. These modifiers affect both the attacking and the defending unit.

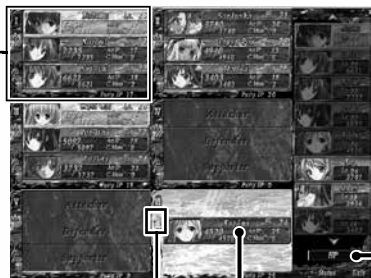
FORMATION

You can field up to six units of three characters each. How you assign your characters will determine their effectiveness in battle.

During a mission, characters can be exchanged between units occupying the same space.

UNIT1

You can assign an attacker, defender, and supporter to each unit.



Pool of Available Characters

HP/Stats Toggle

Click to change the information displayed.

All-Rounder Toggle

Click this button to turn a single-character unit into an all-rounder unit.

All-Rounder

An all-rounder is a single character that fills all roles in a unit. This position is suitable for your strongest characters.

SKILL SWAP

A character can only have three skills equipped for each role. Additional skills are stored on the Swap screen, where you can change them out any time before battle.

Swap Area

Where skills not currently equipped are stored.



Swap Button

Click to Swap the selected skills.

ETERNAL RELICS



As you progress, you will acquire Eternal Relic items from defeated enemies and captured strongholds. Give these to a character's Guardian Spirit to teach that character a new skill. The skill learned depends on the character and the Eternal Relic.

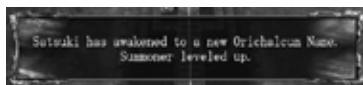


The skill to be learned.

Characters who can learn new skills from this Permanent Will.

ORICALCUM NAMES

As the game progresses, your characters will awaken new Orichalcum Names, their inheritance as the reincarnations of gods. New Orichalcum Names add new passive abilities, strengthening combat stats or unlocking higher levels of Artifact summoning and Divine Reinforcement.



Orichalcum Name effects are listed here.

ARTIFACTS

Characters with the Summoner ability are able to summon Artifacts to aid you in battle. Each stronghold can support one artifact. Summoning costs mana and takes time (IT) to complete.

Characters who can summon at this stronghold.



The bonuses provided by this artifact. Stat and healing bonuses apply to friendly units at this stronghold. IP bonuses apply to all friendly units on the map.

Artifacts available to summon.

Lv. Level of the artifact to be summoned. Use the arrows to change the level.

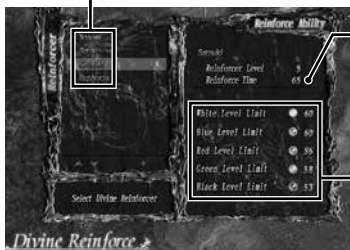
Mana The cost of this artifact in mana.

Time The time in IT before summoning. The summoner does not need to remain in the stronghold for summoning to complete.

DIVINE REINFORCEMENT

Divine Reinforcement is how your units gain levels and increase their stats. Units with the Reinforcer ability can reinforce units occupying the same stronghold. The maximum level to which a unit can be reinforced varies with the reinforcer and the color of the unit to be reinforced.

■ Characters with the Reinforcer ability at this stronghold.



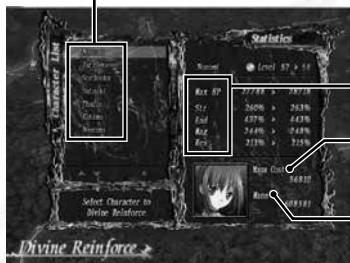
Reinforce Time

The time in **IT** before reinforcements performed by this character will take effect. The reinforcer does not need to remain with the target for reinforcement to complete.

Level Limits

The maximum level to which this character can reinforce characters of each color.

■ Characters who can be reinforced at this stronghold.



■ Stat changes from this reinforcement.

Mana Cost

The cost of reinforcing this character in mana.

Mana

The amount of bound mana currently available.

ALL-ROUNDERS



As the game progresses, you will gain the ability to use some of your units as All-Rounders. An All-Rounder is a unit composed of a single character who fills all roles — Attacker, Defender, and Supporter.



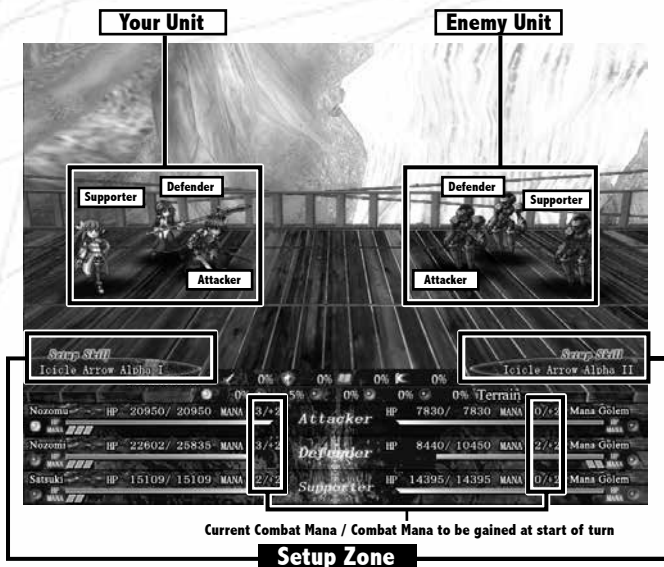
Unlike normal units, All-Rounders are able to change skills during battle, which gives them great versatility. This advantage is offset, however, by the risk an All-Rounder faces as the sole target for enemy attacks. Strong defenses are essential.

Most bosses you will face are All-Rounders. Expect them to make full use of their skill set.

BATTLE

The Spirit of Eternity Sword 2

Battles take place between units. Each unit can have up to three characters, with each character assigned to one of three roles: Attacker, Defender, or Supporter. In battle, a unit will use the skills appropriate to its role.



ROLE CHANGE AND TIMING

During combat, you can change the roles to which characters in a unit are assigned. You can also set the timing at which your role change takes place.

Setup Screen



Aggressive Style

Role change takes place before attacking.

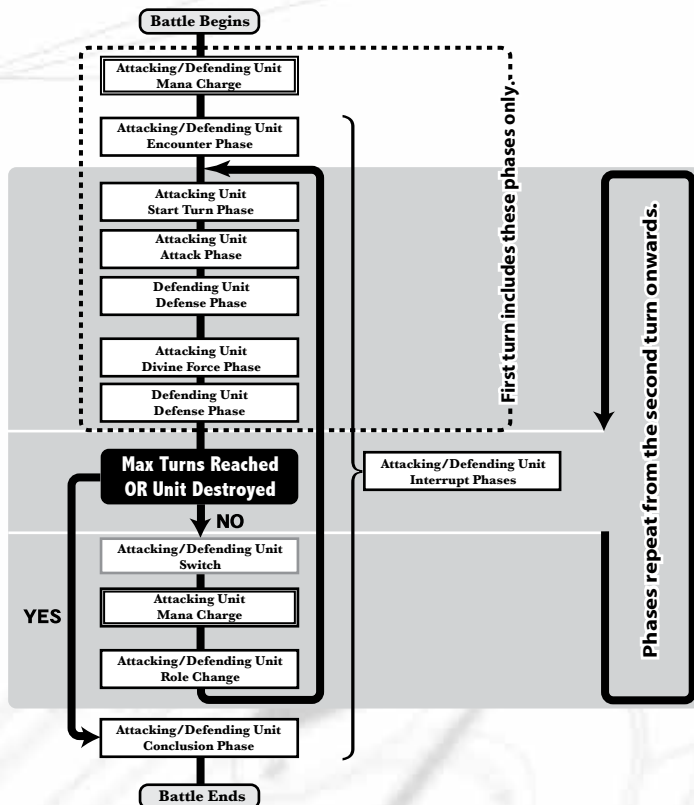


Defensive Style

Role change takes place before defending.



FLOW OF BATTLE



SETUP SKILL

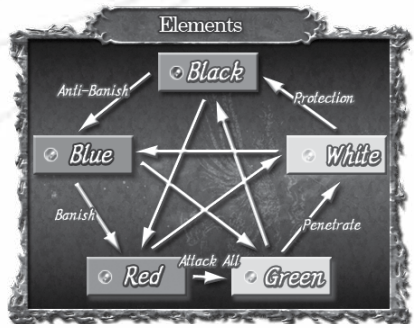


The S icon signifies a setup skill.

A Setup Skill is a special Interrupt Skill that is placed into reserve when cast. It remains in reserve until a specific condition is met, at which point it activates like a regular Interrupt Skill. Because the Setup Skill activates automatically, the character who cast it does not need to stay in the Supporter role. This allows you to change roles while keeping a powerful Interrupt Skill in reserve. You may only have one active Setup Skill at a time.

COLORS

Every character has a color, which determines whether that character is affected by certain skills and terrain modifiers, and also serves as an indicator of that character's strengths and weaknesses.



WHITE

White characters are able to strengthen their allies with powerful Support Skills that are immune to interrupts. They also have Defense Skills with the Protection effect, which blocks all damage from one or more colors. Pay attention to White Defense Skills when fighting, and remember that skills with the Penetrate effect ignore Protection.

BLUE

Blue characters have powerful Attack Skills that deal high damage to a single target. They are also able to Banish enemy Support Skills, canceling their effects. This ability is important when facing Red characters, but remember that Black and White Support Skills can't be banished.

GREEN

Green characters have strong Material Defense Skills, and can even protect the entire unit from damage. However, they are vulnerable to Force damage, so be careful when facing Red characters. They also have Support Skills that heal friendly characters, which makes them invaluable in difficult fights and extended campaigns.

RED

Red characters deal high Force damage and have Support Skills that can attack the entire enemy unit. When facing Red characters, be ready to Banish their powerful Support Skills. Red characters also have strong Force Defense Skills, but are vulnerable to Material damage.

BLACK

Black characters have a variety of Support Skills that weaken enemy units and are immune to Banish effects. They also have skills that attack from unusual angles, bypassing the Defender to strike the Supporter or Attacker directly. Black characters tend to have low base defense, so be wary of exposing them to powerful attacks.

Q. What's the difference between Aggressive Style and Defensive Style?

In Aggressive Style, your characters change roles after the end of the enemy's turn and before the start of your turn. This lets you see which skills the enemy will be using when you attack, thereby allowing you to attack more effectively.

In Defensive Style, your characters change roles after the end of your turn and before the start of the enemy's turn. This lets you see which skills the enemy will be using when they attack, thereby allowing you to defend more effectively.

Q. What do the Material and Force numbers mean?

For damage-dealing skills, these numbers are the base amount of damage the skill deals. Material damage is boosted by the character's Strength. Force damage is boosted by the character's Magic.

For defensive skills, these numbers are the base amount of damage against which the skill protects. Material defense is boosted by the character's Endurance. Force defense is boosted by the character's Resistance. In general, if the enemy's Defense Skill has a high Material or Force value, it is better to use an Attack Skill with the opposite value.

Q. What are the Encounter and Conclusion phases?

These phases each occur once per battle. The Encounter phase occurs at the very beginning of the battle, before any other skills can be used. The Conclusion phase occurs at the very end of the battle, after all turns have been taken or the enemy unit has been destroyed.

Q. What does it mean when a skill lists its damage as a percentage?

These skills deal damage as a percentage of the target's current HP. A 30% attack against an enemy with 10,000 HP will do 3,000 base damage before defense and support effects are applied. Percent damage skills are an excellent way to deal damage to powerful enemies. But enemies can use them too, so be careful.

Q. A character isn't using his or her skill. Why not?

At least one of the following is true:

- The character has insufficient combat mana.
- The skill has no uses remaining.
- The character is under the influence of a silencing effect.
- The skill is attempting to target a skill that exceeds its target skill level. (Applies to Banish and Silence Skills)
- The skill is attempting to target a skill that has the Anti-Banish property. (Applies to Banish Skills)

Q. What does it mean when a skill has Duration: 1 Turn?

The skill's effect will wear off at the end of the turn in which it is used.

Q. Why can't I Reinforce my Cryst characters?

Crysts gain levels as the game progresses. You can also strengthen them by finding Drops of Life.

Q. After combat or changing formation, the unit's icon on the IP gauge becomes transparent and stops moving temporarily. Why?

This happens when a skill's effect or the cost of changing formation reduces the unit's IP.

Q. During battles with no turn limit, what happens if all units run out of skill uses. Does the battle last forever?

After 8 turns during which no skills are used, the battle will end in an automatic Game Over. Be sure to check your skill uses before starting the battle.

Q. The enemy captured one of my strongholds. I got a message saying "your mana has been exhausted," followed by a Game Over. Why?

When the enemy captures a stronghold, you lose some mana. If the total amount of Free Mana and Bound Mana you control drops to zero or less, you lose the game. You gain mana by capturing strongholds and defeating enemy units.



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