



The Sacred Tears TRUE

GAME MANUAL

Presented by AlphaNuts & Nyu Media 2014

Main theme by Hiroyuki Ojima,
performed by Shimotsuki Haruka
Art by Takashi KONNO

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■ Story



Genoseed City never sleeps...

Throughout the dark city nights, shadowy figures flit nimbly across the rooftops. They are the honorable, audacious, ever ambitious city thieves.

Dreams and ambition... are they two sides of the same coin? Or simply the same thing? Here in the city, two young thieves pursue their own dreams...

Seil is an up and coming fledgling city thief who hates to lose and is rapidly gaining renown together with his childhood friend Seana.

The flip side to their nights of daring and adventure are long, dull days they spend working in their private investigation agency, "Millionaire". On one such day, a new client enters their door, one that will draw the duo into a whirlwind of intrigue and danger.

Were they drawn in, or did they jump? Whichever the case, the darkness of the Genoseed night grows ever deeper...



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■ [System Requirements](#)

OS: Microsoft® Windows® XP/Vista/7/
CPU: Intel® Pentium®4 1.5GHz or better
RAM: 256MB or more
HDD: 120MB or more of available hard drive space

Processing requirements for actual gameplay are lower than for the opening movie, so any processing lag experienced during the opening movie should not affect gameplay.

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■ [Credits](#)

▼ HIDE

Production, Story, System Design

▼ Takashi KONNO

Character Design, Illustrations

▼ JILL

Pixel art, Battle Character Animation

▼ Nabecchi

Battle Character Animation

▼ Takaama

Battle Character Animation

▼ Bishu

Battle Backgrounds

▼ HIRO

Music

▼ Takumi

Music

Special Thanks

Tetsu-san

Magozo-san

Main Theme 'Futari'

Performed by: Shimotsuki Haruka

Composed by: Hiroyuki Ojima

Lyrics: HIDE

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▼ [Sound Effects \(customized before use\)](#)

The Matchmakers bell00.wav

SOUND LIBRARY se-015.mp3/se-014a.mp3

DTM Lecture (nishio-san) Order-made Combat Sound Effects

Super Neta Sound Pack

RPG Maker 2000 Sound Pack

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▼ Development Tool

RPG Maker 2000 by Enterbrain

▼ This Work Is Fiction

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Key Game Mechanics

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■ Selecting an Episode (48 available)



At the Episode Selection Room, select an episode to play and progress through the story. There is a total of 48 episodes to play: 24 episodes in the main story and 24 side stories.

Complete the main story to see the full game ending. The side stories are not necessary to complete the main game.

In the demo version, 5 main story chapters and 3 side stories are available. Save game data from the demo may be reused in the full game by copying the save files (savexx.lsd) to the game_files folder of the full game.)

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■ Shadow Knight Missions



Shadow Knight is Seil's thief identity and the name he goes by when night falls.

As story events unfold, Shadow Knight missions will become available and this is indicated by a gold bar on the right side of the screen. From this point, Seil can return to the home office and begin the mission at any time. Missions will not begin until Seil returns to the office, so the time until then can be freely spent preparing for the upcoming mission.

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■ Redistributable Skills Points

As their adventure progresses, both Seil and Seana game experience and parameter points that can be allocated across their respective skills to improve their abilities

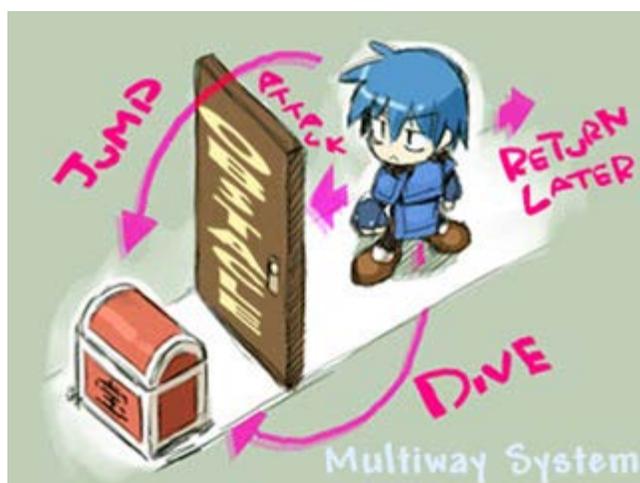
Even after allocation, parameter points can be returned to the Points pool and then freely reallocated across



skills, up to the maximum value of each skill. Use this to fine tune Seil and Seana's skills to your liking or tailor their strengths to suit particular battles or missions!

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Multi-way System: Hidden Options



At numerous points throughout the game a situation with a number of different ways to achieve the same objective or solve a problem will arise.

How you choose to resolve these points is up to you. Go for the obvious solution? Or search for the less obvious approach? The choices that you make will affect your Thief Level (see below), how big your rewards are, and effect how the story line progresses.

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Thief Level: Bounty Money!



A hidden parameter called Thief Level tracks Seil's ability and reputation as a thief based upon your actions in the game. (This is closely related to the Multi-way System.)

The bounty on Seil's head which is viewable from the inventory screen increases together with Seil's Thief Level. The wanted poster of Seil becomes more detailed as his reputation and bounty increases. If Seil fails to live up to his potential as a thief, his bounty poster picture will always look like a child's scribble.

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Dashing

Press the Accept key while moving to dash. While dashing, the Dash gauge at the bottom left of the screen which represents Seil's stamina will decrease. If battle begins with reduced stamina, Seil's HP at



the start of battle will be proportionately decreased. The Dash Gauge gradually increases to maximum while not dashing.

▼Stuttering Problem Incompatibility with certain PC environments may lead to the dashes being frequently interrupted, making it difficult to dash. To alleviate this problem please follow the following steps:

+++CAUTION+++

When the compatibility mode is adjusted as above, the save location for the game changes from the game folder to a folder in My Documents. Other games may use this location, which can lead to mixed up or overwritten save data files. Please use caution before adjusting the compatibility mode.

- Right click the game icon and select 'Properties'
- Select 'Compatibility' - From 'Compatibility Mode', select 'Windows 98 / Windows Me' - Confirm the change and restart the game.

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Game Objectives

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■ Game Objectives: Clear the Stories / Save 300,000 fil!



In addition to completing the main and side stories, TRUE completists have another goal to achieve: save 300,000 fil! Saving fil is by no means easy and there are only so many ways to earn or discover fil, so this is a challenging objective to clear.

Some chapters become playable only after a certain amount of fil has been saved, but 300,000 is far beyond what is necessary to unlock chapters. Good luck with this lofty goal!

▼ How to Obtain fil (These are the only available ways)

- Collect bonuses by clearing episodes
- Find money on the field map
- Sell saleable items

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■ Synthesizing Items



Jessica the Alchemist
(In the South-East Block)

Visit Jessica the Alchemist to synthesize collected items into potions for use in battle, or into items which can convert non-saleable items into saleable items. Some items are extremely rare, so give due consideration before using them for synthesis.

▼ Potions and Items

- Goddess' Smile: Recovers Seil from a downed state (Seana will use this automatically)
- Reductant: Oxidizes metal
- Filter: Converts mystery liquids
- Dye: Converts dye chips
- Healing Pack: Refills 6-9 healing potions
- Angelic Assault: Summons Tiara
- Goddess' Blessing: Makes Seil invincible for several turns
- Paint: ***???*



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■ Merchants

Visit merchants to sell saleable items for fil.



A Merchant
(Often stands by
a rucksack)

The purchase rate differs from merchant to merchant. Merchants are located at various points around the map and some are hidden from plain view. Locate the merchants that provides the best rates for the items your wish to sell to efficiently increase your savings.

Price	Rate	Total	Qty
1000	60%	600	0
1500	70%	1050	0
2000	80%	1600	0
1000	60%	600	0
1500	70%	1050	0
2000	80%	1600	0
1000	60%	600	0
1500	70%	1050	0
2000	80%	1600	0
5000	70%	3500	0
4000	70%	2800	0
3000	70%	2100	0
2000	70%	1400	0

Select Item

Select Quantity

Enter Confirm Sale

ESC Cancel

Sale Total

0 0 0 0 0 0 fil

Savings

0 1 1 4 0 0 fil

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***Secret* Sales Method**



There is one other method available to sell items that allows sale of event items as well as saleable items. However, this method is hidden and can easily be overlooked. Have a good look for it!

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Menus and Status

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Menu List



- ▼ Options
 - Status
View and manage Seil and Seana's ability parameters.
 - Item
View and held and equipped items.
 - Save
Save the current game.
 - Quit
End the game.
 - Mini Map
Objectives, next location, and a mini map are displayed at the bottom right of the screen.

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Status Menu



Seil and Seana's abilities and equipment can be viewed and managed on this screen.

- ▼ Other
 - Skills
Select which Special Attack Seil will use.
 - Shortsword
Attach accessories that modify Seil's abilities and attacks.
 - Cards
Up to 9 cards can be held in stock.

- ▼ Points
When Seil or Seana's level increases, they receive additional parameter points. The parameter points are held in Points stock and can be allocated to their skills at any time. Parameter points can be reallocated any number of times, so try adjusting these when particularly

- ▼ Seil
 - HP: Seil's Hit Points. 1 parameter point provides 4 Hit Points.
 - Attack: Affects the amount of damage Seil can do to enemies.
 - Defense: Affects the amount of damage received from enemies.
 - Evade: Affects the predicting and countering of enemy attacks.
- ▼ Seana
 - Magic: Affects the power of Seana's holy magic.
 - Judge: Affects Seana's decision-making.

difficult enemies are encountered.

▼ Sword Skill CL LV (Class Level) and Holy Magic CL (Class)

Sword skills and types of magic each have a class; the higher the class, the more powerful they are.

There are up to 4 Class Levels for Seil's sword skills, and 2 Classes of Seana's holy magic.

High class skills and magic cannot be learned until Seil and Seana's own class level is of equal or high level to the skill or magic they wish to learn.

Class Levels can be increased by 'Sword Skill Books' and 'Holy Magic Books'.

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■ Item Menu



View items carried, money saved, and use books.

▼ Useable Items

- Sword Skill Book
- Use to increase the level of Seil's sword skills up to level 4.

- Hidden Arts Book
- Use to increase the class of Seil's sword skills. Can be used on skills that have reached level 4.

- Holy Magic Book
- Use to increase the level of Seana's holy magic up to level 4.

- Divine Magic Book
- Use to increase the class of Seana's holy magic. Can be used on magic that has reached level 4.

- Wanted Poster
- View the bounty for Seil's capture.

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■ Skits



Press the Shift key while the Menu List is open to hear chat between Seil and the present party. The chat will change depending on the party members and current situation.

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Battle System

Battle Screen



Sacred Tears TRUE features a unique card-based battle system.

The controls are simple, but the system makes fun and varied play and that gets deeper as the game progresses! Below is a basic outline of how the Sacred Tears TRUE battle system works.

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Battle Flow



3 new cards will appear / a Recovery card appears (sometimes) / Tiara appears (rarely)
 ★ Recovery items can be used at any time during combat by pressing SHIFT ★

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Controls

Use the Up and Down keys to switch between 'Select Cards' and 'Use Items, etc.'

Press the Shift key at any time to use a Healing Potion.

Select 'Items / Others' to use items and, change sword attachments and hide the battle help screens*.

* Use the scroll icon at the top right of the screen to toggle ON/OFF the battle help screens. Once 3 cards have been selected, the game progresses to the battle.

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■ Types of Card

There are 3 attacks in each round and the victor is decided by comparing cards with the opponent. The highest cards win and in the in the case of a draw, the cards indicated by 【 】 below have priority.

 Attack 【 =  <  <  =  】

Perform a normal Attack.

The higher Seil's evasion ability compared to the enemy, the higher his critical hit rate.
The lower Seil's evasion ability compared to the enemy, the higher the enemy's critical hit rate.

 Special Attack 【 =  >  >  =  】

Performs the equipped Special Attack.

Some sword skills have the added effect of cancelling the opponent's ability to defend or evade. (Beware: this also applies to enemies.)

 Defense 【 =  <  =  <  】

Defend against the enemy's attack.

If successful, no damage will be received. Even if unsuccessful, the amount of damage received may be reduced.

 Evade 【 =  <  =  <  】

Evade the enemy attack.

If successful, no damage will be received. If the evade ability is high, Seil may be able to follow up with multiple counter attacks.

 Holy Magic 【 =  =  >  >  】

Seana performs her holy magic.

The magic performed is selected at random, but the higher Seana's judgment ability, the more appropriate her selection of magic will be.

If Seana is not participating in the battle, magic cards can be used to cancel out other cards.

▼ Special Combinations

- When new cards are dealt, the chance of receiving a Special Attack card is higher if the 3 cards previously used are were not all Special Attacks.
- When Defense or Evade cards succeed twice in a row, Seil will counter attack with a Special Attack.

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■ Predicting the Enemy's Cards

It is possible to anticipate the enemy's cards using the prediction system. The key points are as follows:

- After performing 3 attacks in a row against a special enemy: There is a chance that the enemy's cards includes a Special Attack.
- When the CAUTION warning is displayed: There is a possibility that the enemy holds a level 4 card.
- Color of the enemy's card backs: If the back of an enemy's card is **blue**, there is a possibility of that card being an Attack card; **red** indicates the possibility of a Special Attack; **green** indicates the possibility of something else.

Particularly strong enemies may perform a 'tell' action that warns they may hold a level 4 Special Attack card. But is the tell a bluff or is it real?

Beware: Some powerful enemies have attacks that can do massive damage if they connect.

The accuracy of predicting varies depending on the difference between Seil and the enemy's Evade abilities.

By reading the enemy's movements and using good judgment, it is possible to counter the enemy's cards in advance. In close battles, this can often make the difference between victory and defeat.

▼ Example Scenarios

- Enemy warns of a Special Attack, the CAUTION warning is displayed, and the color of the enemy's first card is red.

Prediction: High probability that the enemy's first attack will be a level 4 Special Attack.

Counter: If a card that can be used to counter the attack is available, place it as the Seil's first card.

- The enemy warns of a Special Attack, the CAUTION warning is displayed, and all of the enemy's cards are red

Prediction: High probability that there is a level 4 Special Attack among the enemy's cards. However, the location is uncertain.

Counter: Use high value cards for all 3 cards, guess and counter the location of the enemy's level 4 card, or take the hit.

- The enemy warns of a Special Attack, the CAUTION warning is displayed, and all of the enemy's third card is red

Prediction: The enemy's third card is a level 4 Special Attack.

Counter: The enemy's attack will succeed unless the third card can be countered.

- The CAUTION warning is displayed, and all of the enemy's cards are green

Prediction: There is a possibility that the enemy holds a level 4 card

Counter: It's not possibility to tell what type of level 4 card there is, but there is a high chance it is not an attack or Special Attack, so the prediction can be ignored.

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Characters



Seil Aqrail

An up and coming young City Thief.
His happy go lucky attitude borders on cocky,
but he holds in his heart a fervent dream.



Seana Rudy

Seil's friend since childhood.
Her personality is the perfect balanced
of kindness and sternness.



Jean

Seil's childhood friend.
Owns and runs a shop that is
always on the verge of
bankruptcy.



Seyla

The only employee at Jean's
shop.
She is friendly and popular,
but cold toward Jean.

The Orphanage Kids

Claudia



The energetic young urchins at the Genoseed city orphanage. They adore Seil and Seana.



The teacher at the city orphanage. She is the mother that Seil and Seana never had.



Leon

A lieutenant in the Imperial Army and protector of the peace in Genoseed City. He possesses excellent leadership ability and fighting skills.



Celia

A first lieutenant in the Imperial army and aide to Leon. As a fighter, Celia is even more fearsome than Leon, but she is also extremely short-sighted and somewhat of a clutz.



Garlyne

Chief of the Thieves Guild. A legendary thief to whom Seil looked up when he was aspiring to become a city thief.



Elfred

The young second-in-command of the Thieves Guild. A true denizen of the dark who has carried out numerous major heists so successfully that he still has no bounty on his head.



Milly

Lady mascot of the Thieves Guild. She works as the guild's receptionist but is also a skilled thief herself.



Arth

Joined the Thieves Guild at the same time as Seil. He despises Elfred and is determined to undermine him.



Grell

Seil's rival. Grell is forever at loggerheads with Seil and plots to defeat him.



Lufia

Also known as Red Celestial. She operates independently to the Thieves Guild and is the city's most capable lone wolf city thief.

Plus many more!

