



# EIYU ✽ SENKI

## THE WORLD CONQUEST

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# Game Installation

## ■ Installation

To play the game, you must first install it.

Insert the Eiyu\*Senki install DVD-ROM into your optical media drive. Double-click on the Setup.exe icon from your computer's drive, or from the auto-play prompt.

Install the game normally by following the on-screen instructions.

## ■ Uninstallation

To erase the game from your computer, please run the included uninstaller.

To uninstall, double-click the "Uninstall" shortcut in your Eiyu Senki program folder, or go to the Programs and Features in Windows and choose "uninstall" from the menu.

When the uninstaller runs, choose "uninstall" then follow the on-screen instructions.

## ■ Starting the Game

Select the Eiyu\*Senki game icon in the Start menu to play.

## ■ Advanced Settings

You may set advanced gameplay, audio and graphic settings by going to the top menu of the game window and selecting "Advanced Settings..." under Configuration. This may be required for certain systems.

## ■ System Requirements

OS	Windows 7/8/10
CPU	1.6GHz or better
RAM	1GB
HDD	3GB
VIDEO	1280 x 720 or better
GRAPHICS	DirectX 9.0c
OTHERS	1x or faster DVD drive or internet connection required for installation





# Title Screen



1. New Game: Starts a new game.
2. Continue: Loads a saved game.
3. Gallery: Opens the Gallery Screen.
4. Configuration Menu.
5. Quit Game.



# Save / Load Screen



## 1. Data Panel (Save)

Your saved game appears in the Data Panel. Clicking on an existing saved game causes it to be overwritten with the current game.

## 2. Move Button

Move save data to another panel.

## 3. Duplicate Button

Duplicate existing save data to another panel.

## 4. Delete Button

Delete save data from a panel.

## 5. Page Button

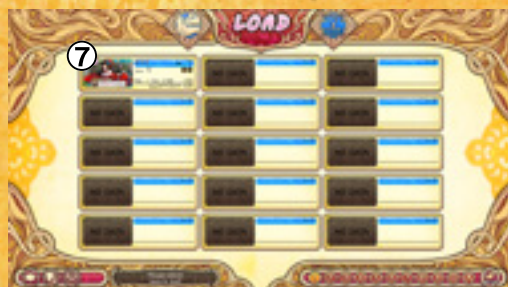
Change the page currently being displayed.

## 6. Back Button

Return to the previous screen.

## 7. Data Panel (Load)

Load the selected game data.







# Adventure Screen



- 1. Wait Icon**  
Shows the input status.
- 2. Hide Window Button**  
Hide the Message Window temporarily.
- 3. Backlog Button**  
Show the backlog to display past messages.
- 4. Replay Voice Button**  
Play the current spoken line again. Will not function with lines with no spoken dialogue.
- 5. Auto Play Button**  
Game will automatically proceed. Press again to speed up playback.

- 6. Skip Button**  
Skips forward at a high speed. Will not function for lines that haven't been viewed at least once.
- 7. Quick Save Button**  
Saves the current game in the "quick save" location.
- 8. Quick Load Button**  
Loads the "quick saved" game.
- 9. System Button**  
Calls up the System Window.



- 10. End Game Button**  
Ends the current game.
- 11. Return to Title Screen**  
Returns to the Title Screen without saving the current game.
- 12. Config Button**  
Opens the Configuration Screen.
- 13. Backlog Button**  
Opens the backlog. You usually use this on the Map and Battle Screens.

- 14. Save Button**  
Opens the Save Screen.
- 15. Load Button**  
Opens the Load Screen.
- ❖ Right-clicking or clicking outside of the window closes the system window.





# Map Screen



## ■ Movement on the Map

Click on the mini-map or else drag (left-click) on the main map screen to move around the map during gameplay.





- ①  **Turn counter. Shows the current country.**  
Shows the current turn number and country name.
- ②  **Spot**  
Opens the Spot Screen.
- ③  **National Flag Display Button**  
Toggle display of country flags on the map.
- ④  **Country Name Display Button**  
Toggle display of country names on the map.
- ⑤  **Info Display Button**  
Toggles display of Spot Info on the screen.
- ⑥  **Mini-Map Display Button**  
Toggles display of the Mini-Map.
- ⑦  **Mini-Map**  
A reduced size of the world map.
- ⑧  **Troops Button**  
Opens the Troops Management Screen.
- ⑨  **Items Button**  
Opens the Equipment Management Screen.
- ⑩  **Cities Button**  
Opens the City Management Screen.
- ⑪  **Missions Button**  
Opens the Mission List.
- ⑫  **System Button**  
Opens the System Window.
- ⑬  **Action Points**  
Shows how many actions per turn the player can take.
- ⑭  **Funds**  
Shows how much money the player has.
- ⑮  **End Turn Button**  
Press this button to end the current turn.





# Troop Management Screen



## 1. Hero Name

The name of the Hero who is in your party is displayed here.

## 2. Class

The Class of the Hero.

## 3. Troops

The current Troops and maximum Troops. Click to open the Troop Management window.

## 4. Stats

Attack = Attack Power. It affects how much damage is done to enemies.

Defense = Defensive Power. It affects how much damage is received.

Speed = Speed of Movement. It can affect combat initiative.

## 5. Techniques

The skills the Hero possesses are shown here.

❖ Clicking on ①~⑤ will allow you to change the sort order.

## 6. Restock All Button

Allows you to add Troops to all characters who need it.

Restocking Troops requires money.

## 7. Back Button

Closes the list and returns to the Map Screen.

## 8. Hearts

A rating of how the character feels about the you.

## 9. Technique List

Shows the techniques and skills the selected character can use.

## 10. Passives

The Passive Skill of the selected character will show.

## 11. Equipped Items

Shows the items the selected character is using.

## 12. Troop Management

Using money, allows you to restock troops or reinforce troops.





# Item Management Screen



## 1. Hero Name / Item Name

The name of the Hero who has joined you will show here.

Click and the item slot will appear, showing the list of items you own.

## 2. Equipped Items

The Hero's Item Slot is displayed here.

Items that are equipped will show here.

Click the frame and you can equip items easily.

## 3. Item Slot

The Item Slot Frame will show.

## 4. Items

Shows the name and bonuses of the current item.

## 5. Remove All Equipment Button

Immediately removes all equipped items with one press.

## 6. Back Button

Closes this list and returns you to the Map Screen.





# City Management Screen



## 1. Area Button

Each city's attached area is shown here.

## 2. Flag Button

The city's affiliation is displayed here.

## 3. City Name Button

Show the name of the cities.

## 4. Income

Shows how much income is produced each turn.

## 5. Mission

Shows missions currently under way in each city.  
Each icon represents one mission.

- Click on a city's name and you'll go to that city on the map.  
Or, click on one of the above five areas to change the list sorting.





# Mission List Screen



## 1. Area

Displays which area the mission is in.

## 2. Flag

Shows which country the mission takes place in.

## 3. Place

Shows which city the mission takes place in.

## 4. Mission Name

The name of each mission will show here. Character Clear missions will show the Hero's face icon.

## 5. Requirements

What expertise and characters you need to start the mission.

■ Click on a mission in the list, and you'll be taken to the city the mission takes place in. Click ①~⑤ to change the sort order.







# Spot Menu Screen



## 1. Spot Name

The name of the currently selected spot will be displayed.

## 2. City Information: Income Production

How much income this spot will produce each turn.

## 3. City Information: Defenses

How many defensive walls the city has.

## 4. Mission Name

The missions that take place in this spot will show.

## 5. Conditions / Requirements

The expertise and characters needed to start this mission.

## 6. Back Button

Returns you to the Map Screen.



## ■ Battle Missions

In missions which have battles, you will see a warning message like this. Only characters taking part in the mission can participate in the battle.





# Mission Preparation Screen



## 1. Mission Name

The name of the selected mission.

## 2. Requirements

The requirements you must meet to start the current mission.

❖ This mission requires the following:

- Lancelot is present
- Search Expertise is 10 or higher and Craft Expertise is 10 or higher.

## 3. Hero List

Choose the heroes you want to use in this mission.

## 4. Participating Heroes

The heroes who will be participating in the mission are displayed here. Up to nine heroes can take part in a mission.

## 5. Start Button

Starts the currently selected mission. If you don't meet the requirements, pushing it will have no effect.

## 6. Back Button

Returns to the Spot Menu Screen.

## ■ About Expertise

There are six categories of expertise needed to start missions.



Research



Diplomacy



Crafting



Searching



Sailing



Climbing





# Battle Screen (Unit Layout)



## 1. Selected Character Information

The name and stats of the selected character will be displayed.

## 2. Field (Field Panel)

Combat takes place on two 3x3 panels, for a total of 18 squares.

You can place your characters on any of the lit up panels.

Click on a panel, then left click the character you want to place there.

## 3. Hero List

The selected character is displayed in the field.

You can't select characters who are busy with other missions or don't have enough troops.

## 4. Remove Button

This removes a character from that panel.

## 5. Battle Start Button

This ends the battle preparation and begins the actual battle.

## 6. Maximum Mission Participants

The maximum number of characters that can be placed in battle position.

## 7. Information Button

You can view various information about placed characters.

You can use this button during the actual battle too.

## 8. Retry Button

Use this to start a battle over from the beginning.

You can use this button during a battle too.

## 9. Retreat Button

This lets you retreat during a battle (resulting in a loss).

This can only be used in the middle of the battle.

## 10. Undo Button

This allows you to return to before the battle was initiated.

You can use this button during a battle too.

## 11. System Button

Open the System Window.





# Battle Screen (Detailed Display)



During the battle, click the "information" button on the left side of the screen, and various information on the currently selected character will be displayed: Troops, stats, techniques, etc. Hover over the technique you want and more information on it will pop up.



## ■ Technique Details

1. **Technique Name**  
The name of the technique is displayed.
2. **Brave Points**  
The number of Brave Points required to use this ability. Brave Points can be acquired by gaining Brave Balls in combat.
3. **Wait**  
The number displayed here shows how much time is required to prepare this technique. During this period a critical hit or interrupting counter-attack will canceled the technique.
4. **Delay**  
The time you have to wait after using a technique. The larger the number, the slower it is for your turn to come back around. Some techniques can affect this delay time, as well.





# Battle Screen (Action Selection)



## 1. Brave Meter

In order to use techniques you must store up Brave Points. Your Brave Meter will fill when acquiring Brave Balls during combat when dealing damage, taking damage, via special techniques or as turns pass.

## 2. Army

Your units' names and flag, and your opponents' names and flag.

## 3. Turns Remaining

The number of turns remaining before the end of the battle. If you don't eliminate all of your opponents' units by the end of the battle, you lose.

## 4. Active Character Name

The name of the current character who is performing an action or who is selected.

## 5. Turn Order Display

The order of battle is displayed here. The one on the top is the currently active character.

## 6. Character Action Panel

Shows class, name, current troops of the character and actions that can be taken.

## 7. Command Panel

Different battle screen commands that you can use. These commands doesn't affect the characters' development as the game progresses.





# Battle Screen (Target Selection)



## 1. Current Attack

The selected technique will be displayed.

## 2. Active Character

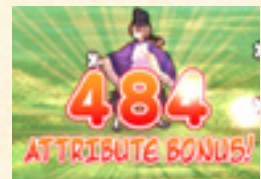
The name of the character currently performing an action will blink white.

## 3. Selected Attack Range

The selected technique attack range will blink white. If you select a character that's in range, the attack will be performed. You can't select characters who are not in range of your attack.

## 4. Attribute Bonus Display

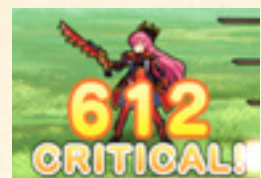
If the attack is effective against your target (attribute bonus), the icon will blink red. These special attacks grants 2x the damage of normal attacks, but the Brave Balls for damage will be given to the enemy instead.



## About Critical

### ■ Critical Display

During an attack, "critical" will sometimes be triggered. A critical hit ignores the opponent's defensive power, giving extra damage. The chance of each character making a critical hit differs based on their weapons, skills, and so on. If paired with an attribute bonus attack, the opponent will lose even more of their troops.







# About Classes

○ Character    ■ Attack Range

## Close Range Classes



- **Melee (Fists, Kicks, Claws, Dagger, etc)**  
Attack range of 1 square only. They are fast and have a high chance of making a critical hit.

MEL



- ◆ Marco Polo
- ◆ Montezuma



ADV Effective against Medium Ranged Classes

WEAK Weak against Sword, Throwing and Gun Classes



- **Blunt (Axe, Staff, Hammer, etc)**  
Attack range of 1 square. Sword Class killers. Slow but powerful.

BLT



- ◆ Sanzou Houshi
- ◆ Geronimo



ADV Effective against Medium Ranged and Sword Classes

WEAK Weak against Melee, Throwing and Gun Classes



- **Sword (Sword, Katana, etc)**  
Attack range of 2 squares and are good all rounders. Good for center positions.

SWD



- ◆ Yoshitsune
- ◆ Lancelot



ADV Effective against Long Ranged and Melee Classes

WEAK Weak against Blunt and Gun Classes

## Medium Range Classes



- **Spear (Spear, Naginata, etc)**  
Attack range of 3 squares and are good all rounders. Good for front and back defenses.

SPR



- ◆ Vlad Tepes
- ◆ Alexander



ADV Effective against Long Ranged Classes

WEAK Weak against Melee, Blunt and Cannon Classes





### ■ Throwing (Kunai, Throwing Star, etc)

Attack range of 3 squares. Good for middle and back defense. Effective against Close Range Classes.

**THR**



- ◆ Ashoka
- ◆ Percival



**ADV**

> Strong against Melee, Blunt and Magic Classes

**WEAK**

< Weak against Melee, Blunt and Cannon Classes

## Long Range Classes



### ■ Gun (Rifle, Pistol, etc)

Attack range of 4 squares, but only in a straight line. High Critical Hit Chance.

**GUN**



- ◆ Oda Nobunaga
- ◆ Teach



**ADV**

> Effective against Close Ranged and Magic Classes

**WEAK**

< Weak against Close Ranged Spear Classes



### ■ Cannon (Cannon, etc)

Special long distance attack range but can't do any short range attacks.

**CAN**



- ◆ Magellan
- ◆ Napoleon



**ADV**

> Effective against Medium Ranged and Magic Classes

**WEAK**

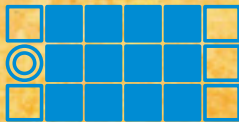
< Weak against Close Ranged and Spear Classes



### ■ Bow (Bow, Crossbow, etc)

Attack range of 4 squares. Effective against Magic Class.

**BOW**



- ◆ Kublai Khan
- ◆ Da Vinci



**ADV**

> Effective against Magic Classes only

**WEAK**

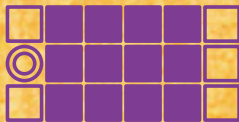
< Weak against Close Ranged and Spear Classes



### ■ Magic (Magic, Music, etc)

Attack range of 4 squares. Attacks have special effects. No advantage against any Classes.

**MAG**



- ◆ Himiko
- ◆ Tutankhamun



**ADV**

> Not effective against any Classes

**WEAK**

< Weak against all but Magic Class





# Class Matchup Chart

Defender's Class

🎯=Effectiveness

Attacker's Class

		🎯		🎯	🎯	🎯	🎯	🎯	🎯
			🎯	🎯	🎯	🎯	🎯	🎯	🎯
	🎯					🎯	🎯	🎯	🎯
						🎯	🎯	🎯	🎯
	🎯	🎯							🎯
	🎯	🎯	🎯						🎯
				🎯	🎯				🎯
									🎯

## Class Range

- |       |   |        |     |
|-------|---|--------|-----|
| Melee | 1 | Gun    | 4 ❖ |
| Blunt | 1 | Cannon | 6 ❖ |
| Sword | 2 | Bow    | 4   |
| Spear | 3 | Magic  | 4   |
| Throw | 3 |        |     |

❖ There are classes with unique attack ranges in the game.





# Passives



## 1. Passives

As a hero progresses through the game, they receive passive skills that give placement bonuses during battle.

- ❖ There are heroes that start out with these passives from the beginning. These traits do things like increase stats for yourself or allied units or reduce enemy stats.

Ex



### Passive: Embrace

Effect: The ally in front gains +2 Defense



### Passive: Enthusiasm

Effect: The allies on both sides gain +1 Attack



### Passive: Courage

Effect: The allies on both sides gain +1 Speed





# Brave Points



## ■ What are Brave Points?

In order to use some strong techniques, you need to store up "Brave Points" first. The more powerful the attack, the more Brave Points you might need, so keep this in mind.

### ■ How do I accumulate Brave Points?

When you get Brave Balls the meter in the upper left hand corner will fill up. When you fill the bar, you'll get one Brave Point. There are two ways to get Brave Balls.

#### ● Turn Brave

Brave Balls will be issued at the start of a turn automatically. Some special items also give you increased Turn Brave.

#### ● Damage Brave

When you attack an opponent, the amount of damage you do is granted to you as Brave Balls. The more damage you inflict, the more Brave Balls are granted. However, when an Attribute Bonus attack is made, your enemy will gain Brave according to your damage.



# About Brave Techniques



## ■ Brave Technique

Among the techniques, there are special ones called "Brave Techniques" that require Brave Points in order to be used. These techniques have higher than average damage, longer ranges or effects which increase your stats, but they will use up Brave Points. The Special Attack Icon shows how many Brave Points are required to use them. To see the effectiveness of the special attacks, click the "info" button in the lower left corner of the Battle Screen.

## Hero Skills



## ■ Hero Skills

Among the Brave Techniques are certain attacks that are even stronger than normal. These Hero Skills have long wait times and using them requires many Brave Points. However, they are very strong attacks, which can be effective if used properly. There are many different kinds of attacks, for example, ones that do repeated damage, rob your opponent of attack turns, change the order of combat, etc. You can experiment with them during combat.



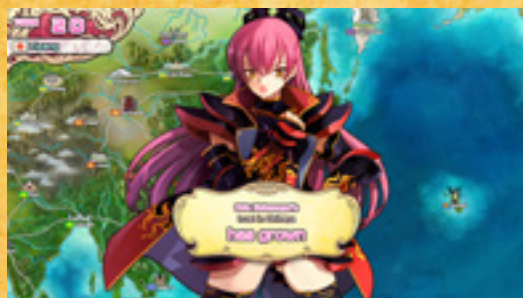


# Increasing Hero's Power

## Getting close to the Hero



There are special missions called "Character-Clear Missions" that require specific heroes. When you clear one of these missions, you will gain a Heart with that hero, and the hero's abilities may rise. Clearing these missions is a great way to strengthen your heroes.



■ When your Hearts with a hero increase, these are some of the benefits you get.

- Learning new techniques
- Getting new items
- Additional item slots
- Learning Passive Skills
- Learning Hero Skills

## Equipping Items



As you play the game, you'll get items. These items can be equipped by heroes, which will increase various abilities. Items can improve stats, make your characters harder to hit during combat, improve your Troops etc., so they are very important for combat.

### ■ Adding Item Slots

Raising your Hearts sometimes causes the number of item slots to increase for that hero. By equipping multiple items for that character, you can invent interesting new styles of combat.



## Reinforcing Troops



Reinforcing Troops is the simplest way to improve a character's effectiveness. Troops represents the number of soldiers a hero has under their command. The higher their Troops, the more damage they do. Having a high troop count also allows you to take more damage. You can use your funds to increase your Troops count.

### ■ Characters without Troops

There are some enemies, for example dragons, which have no Troops underneath them. In place of Troops, these units have Health Points. Health Points is different from Troops. Even if damage is taken (resulting in lowered Health Points), the amount of damage given in counter attacks will always be the maximum.

### ■ Victory Bonus

When you win a battle, all the heroes who participated in the battle will gain some Troops. If you win the battle within 25 turns, you receive a "Great Victory" bonus, gaining additional Troops. However, heroes who were defeated during the battle cannot get this bonus.







# Configuration Screen



## 1. Sound Settings

BGM, sound effects, system and voice volume can be set. You can set the character voices separately with the Voice Details button.

## 2. Game Speed Settings

You can set the message display speed, action speed, auto play delay time and so on.

## 3. Graphics Settings

Set screen mode, system effects quality, and adventure effects quality.

## 4. Control Settings

You can set up various options such as, automatically skipping through already read text, stop skipping at unread text, replaying voice files, to continuously play back voices and more.

## 5. Settings Reset Button

Restores all settings to the original.

### ❖ Detailed Settings

Choose "Configuration" from the game window menu, then "Advanced Settings..." to see even more detailed settings.





# Additional Information

## ■ Important - Please Read

- This game is intended for mature adults only. All characters are involved in adult situations, implied or otherwise, are 18 years of age or older.
- This game is a work of fiction. Any similarity to actual persons, places, or organizations is purely coincidental.
- Tampering with or altering the disc may cause the data to not load properly. Following use, please return the disc to its case and store it in a cool, dry place.

## ■ Health Warnings

- Please ensure that the room is well-lit, and that you are sitting a reasonable distance from the screen while playing.
- Take a break of at least 10 minutes after every hour of playtime.
- Some individuals may experience seizures or loss of consciousness when exposed to certain imagery. People with a history of seizures should consult a doctor before playing. If you experience any discomfort while playing, please stop playing and consult a doctor immediately.

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