YUMINA THE ETHEREAL

天空のユミナ

Fight, Yumina! Fight for your grades!

Midorishita Yumina is a struggling student whose only chance of making next year is to enter the Student Council Election, a fierce contest between rival clubs in which the victor wins not only the seat of Student President, but also the right to change any school rule. Together with her friend Akashima Ayumu, the small but sharp-tounged Debate Club captain Kurokawa Kirara, and the mysterious transfer student Okitsu Ai, Yumina must gather her strength and defeat the powers of Jinbu Academy or be doomed to repeat the year.

So begins an epic tale of love and friendship in which youthful passions run high and debates shake the foundation of the heavens.

Who will emerge victorious!?

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IMPORTANT INFORMATION - PLEASE READ

This computer game is a work of fiction intended for consumption by mature adults only. It contains artistic depictions of sexual acts as a central element of the story, and asserts that sex is an important aspect of adult relationships. You must be at least 18 years old to play this game or view its content. No character engaged in any sexually explicit activity is intended to be under 18 years of age, and no actual or identifiable minor was employed in the creation of this game. Any similarity to real or imagined persons, places, or organizations is purely coincidental.

Please note that the completely fictional sexual encounters depicted in this game do not always include safe sex practices, nor do they necessarily demonstrate the full range of sensitivity, communication, and intimacy necessary to sustain a real life interpersonal relationship.

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TECHNICAL SUPPORT / TROUBLESHOOTING

If you experience any unexpected problems with Yumina the Ethereal, please contact JAST USA support. Technical support is handled through our email helpdesk at http://help.jastusa.com/. Be sure to include:t
• a detailed description of the problem you're experiencing
• a description of your computer system, including OS, graphics card, sound card and processor

INSTALLATION

Place the DVD-ROM in your computer's DVD-ROM drive. The installer menu should come up automatically. If it does not, open the DVD-ROM volume on your My Computer page and double-click the SETUP icon. Follow the instructions in the installer to install the game.

STARTING THE GAME

Once installed, you can start the game by selecting the Yumina the Ethereal icon in the Start menu, or by double-clicking the shortcut on the desktop.

The first screen you will see after launching Yumina the Ethereal is the startup settings configuration menu. Before you begin playing the game, it is a good idea to use this menu to set up the game the way you would like to play it.

Select "Start Game" to start the game.

UNINSTALLING THE GAME

To uninstall Yumina the Ethereal, please go to Start Menu > Programs > JAST Densetsu and select Uninstall Yumina the Ethereal.

Akashima Ayumu
2nd Year Student / Debate Club Member

The hero. A young man doomed to clean up after Yumina's messes.

After joining the Debate Club together with Yumina, he finds himself the club's errand boy - investigating opponents, guarding the candidate, and generally doing whatever Kirara tells him to.

He has few memories of childhood and no knowledge of his parents. He was raised by a man named Akashima Takehito, who subjected Ayumu to a harsh regimen of martial arts and survival training.

One day, Takehito revealed the purpose of Ayumu's training. He was to enter Jinbu Academy and protect Midorishita Yumina, a girl whom Takehito claimed would one day save the world.

Little did Ayumu know that he would first have to save Yumina from her own bad grades.

Midorishita Yumina
2nd Year Student / Debate Club Member

The main heroine. Due to a failed test and bad grades, she will have to repeat the second year unless she can become student council president, a position that comes with the power to change any school rule. Led by Kirara, she charges towards the one bright spot in a dark and dismal future.

Yumina is a friendly and cheerful girl with stunning good looks. She does have more than a few screws loose, however, and completely fails to live up to her ideals of modesty and competence.

In her quest to become president, she will face many passionate rivals and harsh challenges. How will the experience change her? Will she ever make the third year?
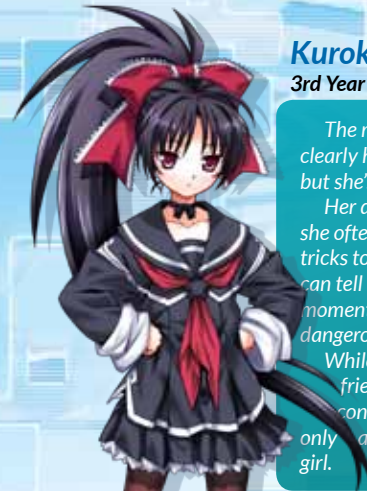
Kurokawa Kirara
3rd Year Student / Debate Club President

The mastermind behind Yumina's candidacy. She clearly has her own reasons for supporting Yumina, but she's not about to reveal them.

Her diminutive figure belies a powerful ego, and she often uses cunning ploys and underhanded tricks to lead the Debate Club to victory. No one can tell what she's really thinking at any given moment, but she is often seen wearing a dark and dangerous smile.

While few people would call themselves her friend, she does seem to have a vast network of contacts throughout the academy, a fact which only adds to the mystery surrounding this strange girl.

Okitsu Ai
1st Year Student / Debate Club Member

An eccentric girl who transfers to Jinbu Academy shortly after the Election War begins. Despite her spotless record and glowing letters of recommendation, she decides to join the underdogs of the Debate Club. While glad of the boost to their strength, the other members wonder at her motives. She does seem to be interested in a certain someone...

She claims to be an average girl born and raised in the heartland of Japan, but it is obvious from the things she says and does that there's something very off about this girl.

Loyal to her desires, Ai always eats and plays to the fullest. When something grabs her interest, rest assured that she will pursue it no matter what stands in her way, often dragging other people (usually Ayumu) along for the ride.

In contrast to her doll-like appearance, she shows incredible athletic ability.

Honma Maino
2nd Year Student / Library Committee Chair

A shy, mild-mannered girl who loves to read books and take care of the school library.

At Jinbu Academy, where athletics are king, culture clubs like the Library Committee occupy the bottom of the social pecking order. Even so, Maino works hard to make the voices of the minority heard across campus.

She recognizes her lack of self-esteem and hopes to become more confident through the campaign. Her goal is an academy where all students are equal.

Hinomiya Rei
3rd Year Student / Men's Tennis Team Captain

One of Yumina's rival candidates, and the very person whose vote of no confidence kicked off this Election War.

The leader of the Sports Clubs Alliance, Rei is a charismatic young man whose Casanova charm and dashing good looks have earned him the admiration of a large segment of the academy's female population. His fan club's membership is in the triple digits.

Rei is not only enormously popular. He is also a first-rate tennis player who has led his team twice to victory in the national championships. On the other hand, he does seem to be awfully fond of his little sister...

Sakaue Tsukuyo
Jinbu Academy 2nd Year Student
Shrine Maiden Committee Chair

Sakaue Youko
Jinbu Academy 2nd Year Student
Shrine Maiden Committee Vice-Chair

The Shrine Maiden Committee is a religious organization that boasts many devout followers. It is led by the younger Sakaue sister, Tsukuyo, who is worshipped for her mysterious ability to see the future. In private, however, Tsukuyo is a shy and quiet girl who defers to her elder sister Youko.

Tsukuyo's diametric opposite in attitude and approach, the forceful Youko leads the Shrine Maiden Committee against its rivals in the Election War.

Kagura Nayuta
3rd Year Student / Student Council President

The current student council president, Nayuta practically embodies the word "extraordinary", far outstripping the rest of the student body in both beauty and brains. Her regal, some would say imperious demeanor seems only natural coming from someone so gifted. This high-handedness has earned her the passionate support of those with certain... specialized tastes.

She declared an Election War and brought down the previous Student Council President when she was still only in her first year. Ever since, she has reigned unchallenged. The quintessential autocrat, she believes that the masses cannot be trusted with freedom and must be ruled by the firm hand of a capable leader.
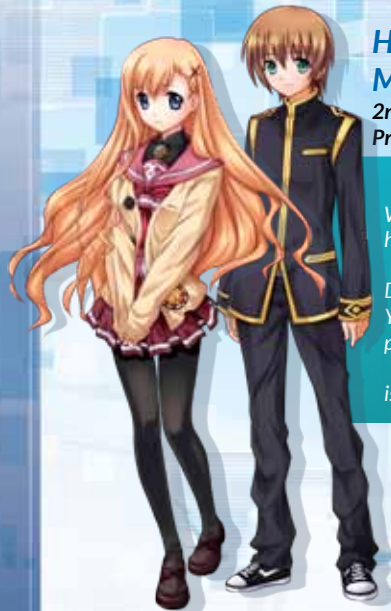
Hinomiya Tomori & Mizuki Naoto

2nd Year Students / Debate Club Provisional Members

Ayumu and Yumina's classmates. Without their help, Yumina would never have made it to second year.

Accepted by Kirara as provisional Debate Club members, they support Yumina in her bid for student council president.

As luck would have it, Tomori's brother is rival candidate Hinomiya Rei.
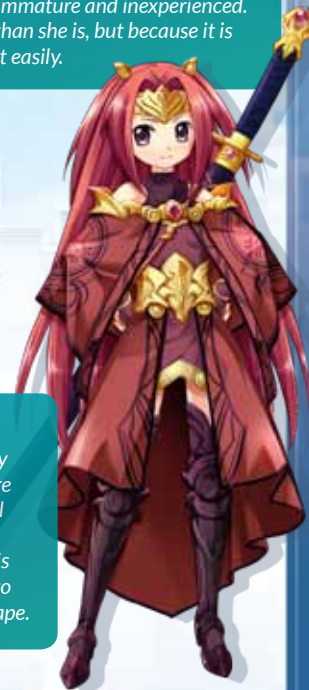
Veridadia Ephemerantsword

A resident of Tilscied, the virtual reality world and training simulation into which Kirara sends Yumina and friends. Veridadia is a royal knight of Midorstan whose honest and likable personality quickly endears her to the Debate Club crew. She does, however, have a tendency towards self-effacement, believing herself to be immature and inexperienced.

Her sword is larger than she is, but because it is part of her, she wields it easily.

Mutsukoshi Yaemi

1st Year Student / School Store Clerk

The cute and lively girl who runs the school store, which buys and sells everything from stationery and uniforms to weapons, armor, and otherworldly grimoires.

"There's nothing money can't buy!" is her motto, but she remains unable to acquire true love.

Yupcilla Dana Midorstan

The First Princess of Midorstan, Yupcilla is an energetic girl with a forceful personality who lives by her own rules. As Midorstan struggles under pressure from powerful neighboring nations, she acts to fulfill her royal duty and protect her people.

Friends with Veridadia since childhood, Yupcilla is also close with Kirara, and readily throws herself into the task of whipping Yumina and the others into shape.

Kotonashi Susumu

The principal of Jinbu Academy, though he certainly doesn't look the part. Can usually be found wandering the halls when he should be working. The students have taken to calling him Lazynashi.

Gunumio Varakarno

Yupcilla's loyal butler, who can always be found at his mistress's side, ready to defend her against any and all enemies.

A charming young man who never drops his warm smile, Gunumio also displays formidable prowess in combat. The scar on his face no doubt has a story behind it, but Gunumio isn't telling.

Matsubayashi Hiroaki

Ayumu and Yumina's homeroom teacher. A model educator who fights to protect the welfare of his students.

Visual Novel Screen

Kirara
It's just that kind of game.

SYSTEM TRAY

AUTO
Toggle auto mode.

QLOAD
Load a quick save.

SKIP
Toggle skip mode.

SAVE
Open the save menu.

LOG
Review previously read text.

LOAD
Open the load menu.

QSAVE
Make a quick save.

SYSTEM
Open the configuration menu.

WINDOW ICONS (bottom right)

HIDE WINDOW: Hide the textbox.
MODE INDICATOR: Indicates the current text mode (Default / Auto / Skip).
TRAY LOCK: Toggle the system tray display mode.
LOCK: System tray is always displayed.
UNLOCK: System tray is hidden. Move the cursor to the bottom of the screen to show tray.

Map Screen

On the map screen, you will select two actions each day to advance the story and prepare for the final debate.

Choose your action from the Select Destination menu or from the icons on the map.

TRAINING ICON: Collect skills and items in the simulated fantasy world of Tilscied.

EVENT ICONS: Give speeches to raise Yumina's approval rating or spend time with characters to improve your relationships.

THE ORDACLE: Select the TRAINING icon to enter this simulated fantasy world.

MARANE'S MAW / MIZELT TOMB
Explore dungeons for skills and items.

Ladda Village: The village offers the following commands.
  TAVERN: Get new quests or turn in completed quests for rewards.
  WAREHOUSE: Store your unneeded items.
  INN: View gameplay tutorials.
  LOGOUT: Leave the Ordacle and return to reality.

Portal Screen

When you enter a dungeon from which you escaped by using a Mirage Jar, you must choose from the following options:

- Start from a dungeon checkpoint.
- Start on the floor you escaped from.

Dungeon Screen

MOVIE WINDOW
When you encounter a treasure chest or monster, a short movie will play in this window. Depending on the outcome, you might get better treasure or a HYPER BATTLE.

HYPER BATTLE

TOTAL BATTLES
TOTAL HYPER BATTLES
TOTAL NORMAL BATTLES
KEYS AVAILABLE

DUNGEON MAP
This shows the location of distortions. Most floors are randomly generated.

DIRECTION BUTTONS
Use these buttons to navigate the dungeon.

ITEM: Open the item menu.
MENU: Open the main menu.

CHARACTER STATUS
This shows the level and HP of your characters.

About Dungeon Battles

Dungeon battles are the same as debate battles, except that all dungeon monsters fight alone.

Results Screen

After winning a battle, this screen shows how much experience you gained and what items, if any, your enemies dropped.

ITEM DROPS
Some items must be IDENTIFIED at the store.

Identify Items: Identify unknown items.
Buy Items: Buy items from the store.
Sell Items: Sell items for money.
Identify Skills: Identify unknown skills.
Buy Skills: Buy skills from the store.
Sell Skills: Sell skills for money.
Reset Ability Points: Reset a character's ability tree and return spent points to the pool.
Bag Rental: Increase your item carry limit for one training session.
Item Storage: Store items in the warehouse.
Skill Storage: Store skills in the warehouse.
Status Menu: Open the status menu.
Exit Store: Leave the store.

When not in battle, right-click anywhere to bring up the main menu, where you can check character stats, manage skills and abilities, and perform other important functions.

Use this menu to view and equip identified skills.

Experience points needed for next level.

①

NEXT

Money
Total Playtime

Choose NEXT to access the second set of options.

②

ACTIVE SKILLS
Each character can equip up to 8 active skills.

DEFENSE SKILLS
Each character can equip up to 2 defense skills.

BACKYARD SKILLS
Each character can equip up to 3 backyard skills.

CURRENT SKILLS

Click a skill slot to equip new skills.

EQUIP MENU

Click the magnifying glass to view detailed skill information.
Skill uses remaining.

①

REQUIRED ABILITIES
To equip a skill, you must have these abilities at the levels displayed.

②

③

SKILL DETAILS

① **ITEMS**: Open the items menu.
STATUS: View detailed character status information.
SKILLS: Open the skills menu.
ABILITIES: Open the abilities menu.
EQUIPMENT: Open the equipment menu.
FORMATION: Change the position of your party members.
QUESTS: View Ordacle quests and missions.

① **ACTION POINT COST** The number of action points needed to use this skill.

② **SPECIAL PROPERTIES** Lists any special attack or defense properties attached to the skill. See P. 23 for a list of properties.

③ **STATUS MODIFIERS**   Shows how this skill will change the target's stats. Some skills also change the user's stats.

② **SAVE GAME**: Open the save menu.
LOAD GAME: Open the load menu.
SCREEN MODE: Toggle fullscreen or windowed display mode.
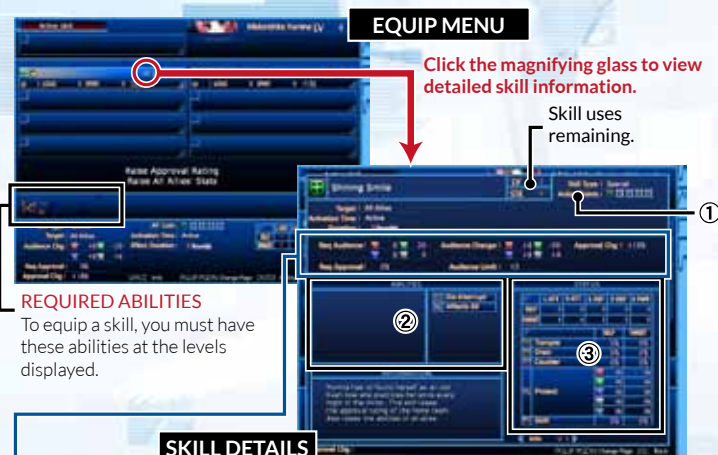**SYSTEM**: Open the config menu.

EXIT TO TITLE: Return to the title menu.
QUIT GAME: Quit the game.

REQUIRED AUDIENCE: The amount of audience needed to use this skill.
AUDIENCE CHANGE: Shows how audience ratings will change when this skill is used.
APPROVAL CHANGE: Shows how your approval rating will change when this skill is used.
AUDIENCE LIMIT: Shows how the total audience limit will change when this skill is used.
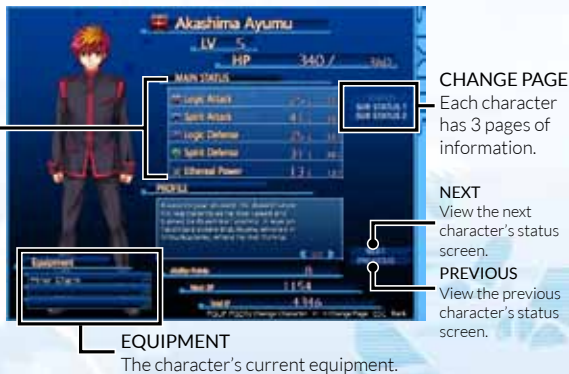
ABILITIES

Your characters gain ability points with each level. Spend ability points here to train abilities. Abilities unlock new skills and raise the character's stats.

Available Ability Points

Move the cursor over an ability to view detailed information about its effects.

STATUS

CHANGE PAGE
Each character has 3 pages of information.

NEXT
View the next character's status screen.

PREVIOUS
View the previous character's status screen.

EQUIPMENT
The character's current equipment.

MAIN STATUS: The character's primary stats. Numbers in parentheses are the character's raw stats with no equipment.

LOGIC ATTACK: The character's logic attack strength.
**SPIRIT ATTACK**: The character's spirit attack strength.
LOGIC DEFENSE: The character's strength against logic attacks.
SPIRIT DEFENSE: The character's strength against spirit attacks.
ETHEREAL POWER: This stat strengthens all of the character's skills.

SYSTEM

This is the system configuration menu. It can be accessed by choosing SYSTEM from the text window menu or the main menu.
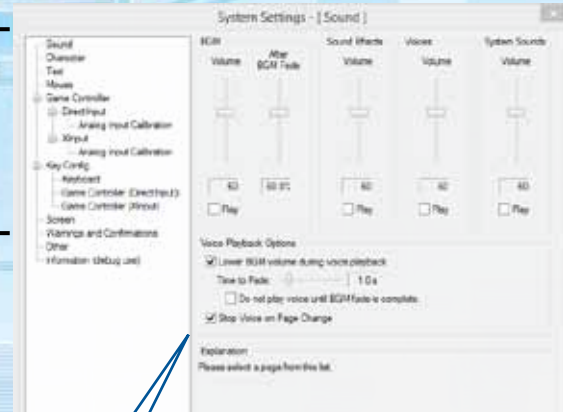
EXPLANATION: Mouse over a system option to see a brief explanation of its function.

Select a category to see more options.

BATTLE

Most battles take place between 4-man teams. Each team will have one "*forward*" as the primary debator supported by three characters in the "*backyard*." To win the battle, you must defeat all of the enemy party members. Some battles also require you to finish above a certain approval rating.

AUDIENCE These ratings will decrease when you use a skill of the same color and increase when you use a skill of a different color. You cannot use a skill unless its required audience rating is met.

APPROVAL Your current approval rating. Affects some skills and victory conditions.

Enemy forward's skills

Your forward's skills

※

ENEMY AP: The enemy's action points.
TEAM AP: Your action points.

Action points are expended when you change formation or use skills.

COMMAND WINDOW

ACTIVE SKILLS / BACKYARD SKILLS: Choose the skill that this character will use this turn.
DEFENSE SKILLS: Change the character's defense skill. Defense skills are only activated when the character takes damage.
ITEM: Use an item. Only backyard characters can use items.
WAIT: Skip this character's action. No action points will be spent.
EXECUTE: Use the currently selected active or backyard skill. You must have sufficient action points.

FORMATION

FORWARD
This character is the linchpin of your attack and defense. Switch your forward out during battle to adapt to your opponent's tactics.

BACKYARD
These characters support your forward by disrupting enemy arguments and strengthening your own. Some backyard skills are able to attack the enemy directly.

COLORS Every character in the game has a color.

RED Wields strong attack skills that hit all enemies at once.
GREEN Adept at healing and strengthening defense.
BLUE Able to cancel out enemy skills.
BLACK Specializes in weakening enemy characters.

ORGANIZE
At the beginning of each round of battle, you will be able to change your formation using this menu. Changing your formation is free for the first round, but will cost 2 ACTION POINTS on subsequent rounds.

ENGAGE
Confirm formation and proceed to command selection.

ACTIVE SKILLS / DEFENSE SKILLS (click to toggle)
ACTIVE SKILLS displays your active skills opposite your opponents' defense skills. DEFENSE SKILLS displays your defense skills opposite your opponent's active skills.

SURRENDER: Concede the battle. This may result in a game over.

RESET: Undo all position changes for this round.

LOGIC AND SPIRIT

All attack and defense skills have **LOGIC** and **SPIRIT** values. For maximum damage, use:
skills with *high LOGIC* attack against enemies with *low LOGIC* defense
skills with *high SPIRIT* attack against enemies with *low SPIRIT* defense.

ENEMY

Skill uses remaining

PLAYER

Attack skill

Defense skill

Attack skill

Defense skill

Choose the attack skill that beats your enemy's defense skill.

INTERRUPTS

When one of your interrupt skills activates, you can choose whether or not to use it.

Left-click: OK
Right-click: Cancel
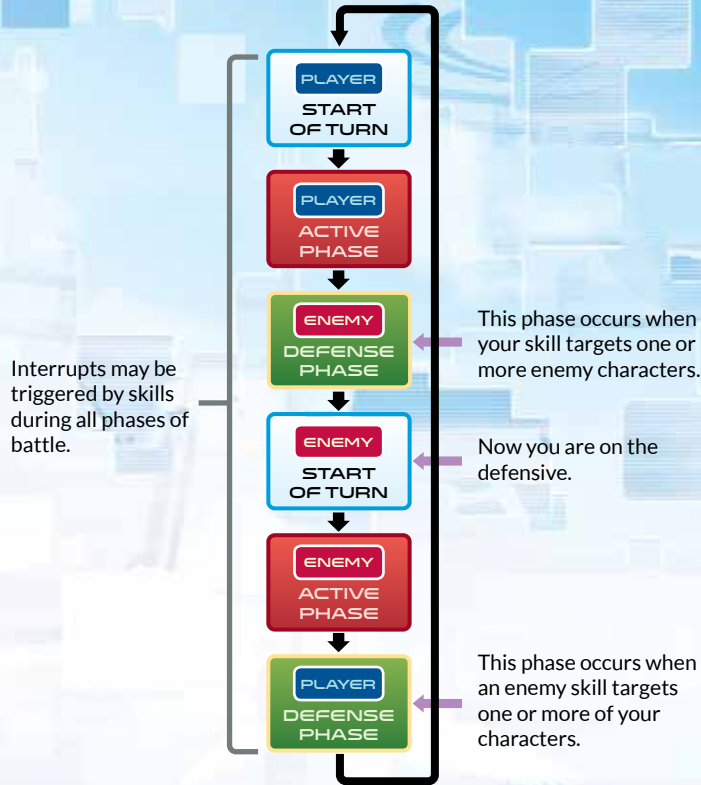
If you choose not to use the skill, you will be able to use it the next time there is an opportunity.

OK / Cancel Buttons

Each round of battle proceeds through the following phases.

```
PLAYER
START
OF TURN
   ↓
PLAYER
ACTIVE
PHASE
   ↓
ENEMY
DEFENSE
PHASE      ← This phase occurs when your skill targets one or more enemy characters.
   ↓
ENEMY
START
OF TURN    ← Now you are on the defensive.
   ↓
ENEMY
ACTIVE
PHASE
   ↓
PLAYER
DEFENSE
PHASE      ← This phase occurs when an enemy skill targets one or more of your characters.
```

Interrupts may be triggered by skills during all phases of battle.

SKILL ABILITIES
The chart on the next page lists the special attack and defense abilities that appear on skills. Use this information to your advantage.

	NAME		EFFECT
ATTACK	TRAMPLE		Reduces the effectiveness of enemy special defense abilities.
	DRAIN		Converts a portion of the damage dealt into HP.
DEFENSE	PROTECT		Protection from a color provides additional defense against skills of that color.
	COUNTER		Deals damage to the attacker equal to a percentage of the attack skill's raw power before defense skills take effect. This damage cannot reduce the attacker's HP to less than 1.
	SHIFT		Restores the defender's HP by an amount equal to a percentage of the attack skill's raw power before defense skills take effect. This healing takes place after damage, so Shift does not protect characters from lethal attacks.
POSITION	ADVANCE		After this skill resolves, the unit will move to the Forward position.
	RETREAT		After this skill resolves, the unit will move to the Backyard.
	ATTRACT		This skill forces the target into the Forward position.
	EXCLUDE		This skill forces the target into the Backyard.
	BIND		While this effect lasts, the target unit may not change position.
	ANCHOR		While this defense skill is active, the unit is immune to Attract and Exclude.
INTERRUPT	BLAST		This skill can cancel enemy skills of equal or lower level.
	ANTI-BLAST		This skill is immune to Blast skills.
	DIS-INTERRUPT		While this skill is active, the unit is immune to all backyard skills. (The unit is still affected by backyard skills that activate at the start or end of turn.)
EXTENSION	ATTACK ALL		This skill deals damage to all enemy units.
	DEFEND ALL		When the unit equipping this skill is in the Forward position, this skill defends all allied units from damage.
	HEAL ALL		This skill heals all allied units.