

# Shining Force FAQ/Walkthrough

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Shining Force: Resurrection of the Dark Dragon

FAQ/Walkthrough FAQ

Version 1.4

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Table of Contents:

1. Introduction
2. Disclaimer
3. Version History
4. Sites that can use this guide
5. Info about the game
6. Characters
7. Walkthrough
8. Credits
9. E-mail policy

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\*\*\*1. Introduction\*\*\*

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I just got this remake of Shining Force 1 for Gameboy Advance and my first impression of it was that it's a very different game. I was impressed with the graphic changes and I'm writing this walkthrough while playing through the game. My first impression is that it seems to be a very different game from the original and I will just have to see how different.

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\*\*\*2. Disclaimer\*\*\*

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This FAQ is copyright 2004-2005 Albert Cho and can not be used on your site unless you have my permission. If you want to post this FAQ on your website then send me an e-mail telling me specific information. (URL etc.) I will probably say yes 99% of the time if asked. This FAQ shall not be changed in anyway. If you decide to post on your site without my permission legal action will take place.

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\*\*\*3. Version History\*\*\*

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Version 1.4 (5/08/04)- Haven't really looked at the guide for the last couple of days. Anyway I got up to Battle 21 and went through another chapter and now I'm at six. Went through several boss fights so the descriptions were a bit longer. My guide got posted on [www.neoseeker.com](http://www.neoseeker.com) yay! And soon I will submit it to gamefaqs. Anyway enjoy the update.

Version 1.3 (5/05/04)- I'm going at a pretty fast pace with this guide. Made it to Battle 17 on my walkthrough and went through another chapter. All the other sections are still incomplete? so bear with me.

Version 1.2 (5/04/04)- Got up to Battle 14 on my walkthrough. All the other

sections are still incomplete. Bear with me.

Version 1.1 (5/03/04)- Up to Battle 10 on my walkthrough. Went past 2 chapters and I'm going at a good pace. This is time consuming work.

Version 1.0 (5/02/04)- Started this guide today. It's my new project in about a year so I might be a bit rusty. I have written a guide on its sequel Shining Force 2 for Genesis which was a great game so I decided to play this game and see how good it is. The only section that has some stuff is the walkthrough section. The other sections won't be done for a very, very long time.

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\*\*\*4. Sites that can use this guide\*\*\*  
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These are the only sites that have my permission to post this guide on their site

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseekers.com](http://www.neoseekers.com)  
[www.cheats.de](http://www.cheats.de)

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\*\*\*5. Info about the game\*\*\*  
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Shining Force is different from other Rpg games because it is a strategy Rpg meaning that the point of the game is for your army to be superior to the enemy army. There are no random battles. All the battles are planned and you have to fight them, you can't run. Each character is different in its own way, meaning that some characters will have more life then others while others are faster. The game play is simple and doesn't require much practice. Well that is all the basic info about the game, on to the walkthrough.

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\*\*\*6. Characters\*\*\*  
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UNDER CONSTRUCTION!

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\*\*\*7. Walkthrough\*\*\*  
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\*\*\*A. Chapter 1: Runefaust Invasion\*\*\*  
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\*\*\*a. Guardiania\*\*\*  
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Party Recommended level: 1

You start out the game in a sparring match with your teacher Varios. After the fight Varios gets called up to the castle and you have a chat with your friend before you can advance. Head up to the castle which is in a north direction. This is all before your little chat with the priest about various things you need to know about this game. If you already played the first Shining Force for Genesis you can literally just ignore him. Anyway head up and talk to the king.

After he talks about some invasion, you have to talk to Varios and the 2 advisors next to the king before talking to the king once more. Head out and a soldier will instruct you on where the base is. Once you go inside you are introduced to your party and several characters will join you including your

best friend Lowe. After doing all this head back to the king and talk to him. Accept the mission and he will give you 100 gold coins to start you off. He suggests buying herb, but I don't find that useful because you have a healer.

Anyway after doing all of this head out and the guard south of the town will let you pass. You get in the caravan, but somewhere on the road you are transported elsewhere and a strange creature tells you about some cards. As of now I have no idea what he is talking about, but sooner or later I'll find out. Anyway the caravan heads into the castle for your first battle of the game.

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\*Battle 1\*

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Victory Condition: Defeat the Rune Knight

Clear Bonus: In 8 turns 250 gold coins

Whoa so this game did get a lot better. The one for Genesis didn't have a clear bonus or the victory condition. Anyway this is the basic battle so it shouldn't be all that hard. I'll be here to give you some tips and pointers to get past this battle.

Monsters: 5 Goblins, 2 Dark Dwarfs, 1 Rune Knight

Difficulty: 2/10

After the initial earthquake the battle starts. The enemy is a bit far from you. First head out with your melee fighters up in front. The goblins will form a wall in front of you. This is not that hard to break. The rest will thankfully be in the back. If they all attacked at once you might get overrun. Anyway get accustomed to the controls of this game. First defeat the goblins and you will notice they get experience. Every time it reaches 100 they level up.

This map is not hard at all. Just beat the crap out of everything. I recommend egressing out of the battle and talking to Gong outside of the house so you can have him join you. He is a monk who can heal. I recommend being level 3 before you try and go any further. Keep egressing and repeating until you reach the desired level.

After you head out of the ruined temple you are immediately thrown into another battle. It's just a little harder than the first one so be a little more wary, but if you took my advice and leveled to 3 then this battle will be easy so no worries.

Recommended level after battle: 3

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\*Battle 2\*

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Victory Conditions: Destroy all enemies. Get to Guardiania.

Clear Bonus: Clear in 12 turns DwarfBuster

The first look on this map shows that you need to take the long route back to Guardiania. If you want the clear bonus then you must move fast and not waste any turns stalling. Otherwise the monsters are the same from the last battle, just there are a lot more of them. No worries. If any of your members died in the previous battle then egress out and heal them.

Monsters: 6 Goblins, 3 Dark Dwarfs, 2 Rune Knights

Difficulty: 3/10 (5/10 if you want to clear it in 12 turns)

Okay if you want the clear bonus which is a better sword for Max then I suggest

you get moving. I was able to clear this map at exactly the 12th turn. You need to move as fast as possible while clearing out all the monsters. If you are level 3 like I recommended to you then this is an easy task. Just mop up the monsters with your hard hitters Luke, Max, and Ken and provide back up with Tao. This is once again another easy map.

Recommended level after battle: 4

Head into Guardiania after the battle to see what happened. After you enter the town you'll see the destruction that just occurred. If you want to add in another hard hitter into your force who is really good, then head in a north east direction from the entrance. Enter the bar and talk to the old man. He joins up.

After this head to the castle to see the incident that is occurring. The king and Varios dies by Kane and as his final wish the king wants Max to stop the evil from spreading. Then he dies. You will get another addition to your force with Mae. She is a knight like Ken just in my opinion better. After this buy an axe for Luke and then head out for yet another battle.

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\*Battle 3\*

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Victory Condition: Destroy all enemies. Get to Alterone  
Clear Bonus: In 10 turns 400 gold coins.

Hmmmm. At the start of the battle Nova recommends that you set up a decoy so you can run into Alterone without killing everything. I guess that is an option, but I never liked running away. The clear bonus is also not as enticing, because if you egressed and leveled up in the first few battles you should more then enough gold. So I'm going to take this battle slow and kill everything. It's up to you on what strategy you're going to use.

Monsters: 5 Giant Bats, 5 Dark Dwarfs, 5 Rune Knights

Difficulty: 5/10 (3/10 if you plan to use a decoy and run into the castle)

Goblins are now gone and in their place are the giant bats which are very annoying. From my previous experience with Shining Force they can put your members to sleep on random occasion plus they dodge a lot so I suggest you take them out with magic. First start out with rushing forward. The dwarfs can't hurt you much and just chop your way through. When you reach the knights I would be careful, because they do tend to gang up on one character and can kill them in 1 turn. Otherwise not very hard at all. You should have Blaze 2 by now so whenever they pack together destroy them. Save a blaze or two for the Rune Knights though, you will need it.

Recommended level after battle: 4-5

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\*\*\*b. Alterone\*\*\*

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Head into the first house and go downstairs to take a Bronze Lance and 70 gold coins. I know its immoral but it's just a game people ^\_^ . Head into headquarters and talk to all your teammates. I managed to get cards out of Ken, Lowe, Hans, and Luke. Mae and Gort wouldn't finish their story. You must talk to them repeatedly. I'm still a little fuzzy on what the cards do though. I must experiment with them.

Stop by the weapons shop to get some more gold and a healing seed. You can buy a new staff for Lowe, but otherwise you don't need anything here. You should

already have the Dwarf Buster as a clear bonus from battle 2, but if you don't I highly suggest you go buy it now. After that talk to the merchant standing by statue and say yes that you are Max. You need to do this if you want to advance with the story. One way to get a nifty item for later use then head north of the weapon shop. You will see a girl standing by a river bank. Head to the right of her and push the cart into her direction. Then talk to her and she will throw you in the river. Get the item from the chest and now head up into another house and go downstairs. Raid the old man of his items and equip your new sword to Max. Head into the castle.

Before talking with the King explore the castle and start getting the useful items around. You will get an abundance of healing seeds as well as another middle sword. The best item here is the DEF Potion for later use. After getting all the items, talk to the King. Follow the King and you will meet with Kane. It seems you have been tricked. They throw you in prison. You can save with the priest inside of your jail cell, but search the door and Khris will come save you. Khris then joins your party. You will be at headquarters, but once you leave it will trigger the fourth battle.

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\*Battle 4\*

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Victory Conditions: Destroy all enemies.

Clear Bonus: In 12 turns Jagged Flash

Hmmm I want the item so I'll try and do this as fast as possible. The enemies seem to be spread out and 2 new enemy units are now here. One is a mage and the other 2 are snipers. The mage has Blaze level 2 so be careful not to group your units tightly together when you are near it. Anyway onto the battle strategy.

Monsters: 4 Giant Bats, 4 Dark Dwarfs, 4 Rune Knights, 2 Snipers, 1 Dark Mage  
Difficulty: 5/10 (6/10 if you want to try to do the clear bonus)

My first time through I realized that it would be very hard to win this battle with the clear bonus if you don't separate your troops. So I sent my whole party north to engage the Dark Mage and the bats, but I sent Max and Gort to the right to engage the Dark Dwarfs. This way I can engage both groups at once and get the clear bonus. All the enemies should only be doing about 1 damage or so at this point of the game. If you are level 5 then no worries. Get rid of the Dark Mage in 1 hit and hit the enemy with Blaze level 2 because they like to group together. Otherwise it's not very hard at all.

Recommended level after battle: 6

You start outside of the castle of Alterone. Head into the castle and talk to the king. He will speak about how sorry he is and how he made a big mistake. After you forgive him (I don't know what happens if you don't) then head to the dragon statue that he showed you before. Search the statue to open up the hidden passageway and continue on your quest to rid the world of evil. Heh.

CHAPTER 1 OVER!

In the epilogue you meet up with a princess named Narshe and some dialogue between the big foes. Some trouble seems to be brewing. Interesting a surprise battle, well anyway let's find out how to beat it.

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\*Battle 5\*

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Victory Conditions: Didn't state

Clear Bonus: None stated

This battle can not be won. You are introduced to Zuika and then once Narshe gets wounded the battle is over. Heh it was a joke battle. How sad? I wanted to beat more bad guys.

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\*Chapter 2: Spirit of the Holy Spring\*

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The map starts right outside of Rindo. Head into the town and let's see what's happening next in our quest.

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\*\*\*c. Rindo\*\*\*

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Head inside Rindo and I suggest going to the weapon store and buying your healers some power staves. You can go watch the play, but it sucks so I suggest you conserve time. There isn't too many things to do except talk to the mayor and tell him about Guardiania. He tells you go to Manarina and talk to them about it saying it doesn't concern him. Anyway take his advice and exit the town. Time for yet another battle.

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\*Battle 6\*

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Victory Conditions: Destroy all enemies. Get to Manarina.

Clear Bonus: In 18 turns Doll Hater

Ok from the first look of this battle you notice how far everything is. I suggest you take things slow the first time around and egress back to get more experience. It's your choice. Nova warns you against the giant bats? but trust me your focus is on the zombies and the dark mages further above. You will need Tao's magic to make things easier here.

Monsters: 4 Zombies, 3 Dark Mage, 4 Giant Bats, 3 Dark Dwarfs, 2 Snipers

Difficulty: 6.5/10

If Luke or Gort has the Jagged Star have them target the flying creatures, because they will obviously be able to hit them better. At least that's what the description guarantees. Hurry along and demolish everything in your path until you get to the zombies. If you are at least level 5 then everything should be insanely easy before the zombies. When you reach the zombies group your units together and prepare for a brawl which can kill off a lot of your units. Just fight through it. Note the desert makes your movement minimal so it might be hard to run into Manarina without dying and I'm not a coward anyway. I like to fight my way through this and you should try to do it too. If not for the challenge then for the experience.

Anyway for some additional help against the zombies. The reason it seems difficult is that they also poison as well as with the minimal movement with the sand its hard to have all your characters moving at the same pace. Make sure you have 0 characters stuck outside wandering on its own or else the zombies will kill it. The dark mages in are protected by the zombies so its hard to reach them. The plan is to hurry along and then in one turn go in and kill all the zombies. Your mages should have decent attack power if they have power staff equipped and they can deal decent damage to it. If you have characters at least 6-7 then you can kill the zombies in 2 hits. Make sure you have Lowe at a decent level too so he knows detox as that can save your life. If you want to get the clear bonus then try and have the giant bats not put you to sleep or else it will be hard.

Recommended level after promotion: 6-7

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\*\*\*d. Manarina\*\*\*  
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Make sure you heal any characters that died or are poisoned. This town has lots of stuff to do so let's get down to business. Head into the castle and talk to Anri about the events that happened in Chapter 1 about her father dying. Anri then grieves for a bit and then joins your party. I highly recommend training her, because she is a very powerful mage and in my opinion a lot better than Tao.

Head in a north east direction from the entrance of the castle. Make your way through the library and in the room next to the stairs leading up you will see a witch with a strange machine next to her. Talk to her twice and she will tell you to search the machine. Search the machine to receive Domingo Egg and trust me Domingo owns.

Now it's time to get a few cards. Head upstairs and head south and talk to the women standing next to another weird capsule like building. Talk to her and agree to be turned into a chicken. After you get turned into a chicken head upstairs then go up the stairs that are next to a white knight standing next to laundry. At the top go back down. From this room you will see stairs leading up and down head up. Keep going up until you reach the top. Head left and push the witch (might take a few tries) down the slide. Head down the slide and go downstairs. Talk to the guard and he will let you pass. Talking to the witch here will turn you back into a man. Get the chest for Tao's Card. Now head back to where a witch is standing in front of a weird machine. This time instead of heading up the stairs go down the stairs and search the book case for Anri's Card.

Now talk to the knight standing next to the laundry so he will join you later. If you don't talk to him now he won't join up later. Wheww I told you there was a lot of stuff to do. After doing all these tasks it's time to head back to our quest. Head back to the entrance and talk to red mage named Otrant. She tells you to prove yourself and you should oblige her and do so. It is time for another battle.

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\*Battle 7\*  
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Victory Condition: Defeat the skeleton  
Clear Bonus: In 10 turns 500 gold

The clear bonus isn't too impressive and defeating the skeleton seems to be the objective. There are lots of giant bats and those are very annoying. This is a good map to build up Anri's level and I suggest you train here a bit. Egress out and get to at least level 7 or 8 here.

Monsters: 3 Zombies, 2 Snipers, 4 Dark Mages, 1 Skeleton, 5 Giant Bats  
Difficulty: 6/10

The beginning isn't very hard. Dispose of the zombies at the beginning of the map quickly with either hard melee hitters or just blaze them to death. I would preserve your MP and just have your melee take care of them. Against the group on the bridge use a Blaze level 2 and then quickly mop up with your melee hitters. This is a great map to level Anri and I got her to level 6 before leaving. Once the bats enter the fray it's not that much harder, because the worst they can do is put you to sleep. Just attack them and gang up on all five

and try and get rid of them all by turn 1. Now quickly head up to where the 3 mages and the skeleton is. DO NOT GROUP YOUR UNITS TOGETHER too tightly. Or else those mages will burn you to death. Have a formation similar to this.

X X X  
X X

This way Blaze will never hit more than 1 person. The person that gets hit by blaze should be healed quickly and then take out the mages with 3 hits. Not very hard at all. Take care of the skeleton using magic because physical attacks do not do much damage to him and he hits hard so kill him fast. Blaze will get rid of him quick. This battle wasn't too difficult.

Recommended level after battle: 7

Pick up all the items after the battle as there are some nifty items.

Follow Otrant's directions and head back to the room with stairs leading down into the Cavern of Darkness. Instead this time head north and the wall with the eye will move away and will let you progress with the story.

The lady will come out and inform you more of what the quest is. She obviously knows more than she is telling, but after she is done talking she disappears and you need to go back to where Otrant is. She will tell you that you are the Shining Force and that you must go to Prompt.

Before you leave make sure you talk to Arthur so that he joins you. From my opinion Arthur seems weak at first but from level 15-20 unpromoted he gains godly stats and that's one of the reasons I train him. It's up to you, because he can be very hard to deal with early on. I recommend giving him the power ring or else he won't be able to kill anything.

Head back to Rindo and you'll see that the circus is in town. First talk to the old guy by the boat and then head to the mayor's house so you can try and get the boat for yourself. The mayor then says that he will only lend you the boat if you do him a favor. Agree to do so and then find his grandson. Hint his grandson is in a place where clowns dwell and I mentioned it in on my first sentence of this paragraph. If you can't figure it out? then you need help?

Enter the circus for another battle and this one is a doozie.

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\*Battle 8\*  
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Victory Condition: Defeat the Marionette  
Clear Bonus: In 8 turns Zombie Charmer

From the look of things you may underestimate this battle, but don't? This is arguably the hardest battle in Shining Force. I highly recommend mages with a lvl 2 spell and have your party members be at level 7 or 8. I was level 8 here and I had trouble defeating it.

Monsters: 3 Giant Bats, 3 Mannequins, 3 Evil Puppets, 2 Dire Clown, 1 Marionette  
Difficulty: 8.5/10

The marionette has Freeze level 3 and uses it often. It can deal 17 damage to about 4 characters. If you don't kill the other monsters then they will mop up and the odds of the character dying are about 90%. The plan here is to destroy the mannequins to your left quickly and the bats by Turn 4. Then by turn 5 kill off the 3 evil puppets and then at turn 6 rush in and quickly dispose of the



Dire Clowns. Set Max away from everyone else because I noticed that the marionette targets him if he can about 95% of the time. Just pray that he doesn't kill Max and heal him every time he gets hit.

With the rest of your team gang up on the Marionette and kill him in that turn. Magic will do almost no damage to him as Anri's blaze level 2 when I casted it on the marionette it did 0 damage. Physical attacks work nicely, but be very careful because his Freeze level 3 can easily take out 3 or 4 of your group if you group them closely with Max. Spread out your team. Trust me if you don't it's the fastest way to losing. I highly suggest you are level 8 by now to make this easier.

Recommended level after battle: 7-8

After the battle you save the mayor's grandson. You end up outside of the circus tent, but head back in to get the 3 treasure chests you missed from before. There are some very useful items for Hans (if you use him, I don't) and a DEF potion. Those are always handy. By now you should have trained Arthur to a decent level. Arthur was level 7 when this battle was over.

Anyway after all this head back up to where the mayor is. He thanks you and says you can use the boat. Head back to where the boat is and get on it. However before you head over to the boat head to the right of the mayor's house. Head inside the house to meet Guntz for the first time. He will join you later, but you want to talk to him now. Talk to the old man to trigger a comic scene. After doing this head to the ship.

Mishaela comes and destroys the ship. What a shame? now you have no way to reach your destination. Could your quest be over? Obviously not or else I wouldn't be writing this guide. Sorry for rambling; anyway head out of the ship and go talk to the mayor again for an alternate way. The mayor will tell you to talk to his son and your next destination is the Shade Abbey which is north of Rindo. So let's get moving.

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\*\*\*e. Shade Abbey\*\*\*

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You notice a bird warrior right next to you and saying that her husband needs help. Obviously you should assume that something is very wrong. Be cautious as another battle is headed your way and it's not a piece of cake. If you talk to the people they say some funny things that don't make too much sense. Head to the right room and you will see 3 bookcases. Search the farthest right one to get Balbaroy's card. All you can do after that is head straight north and talk to the statue. When you talk to the bird statue it warns you of a trap, but it's already too late.

Darksol has taken over this abbey and obviously wants you dead. Here comes yet another battle.

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\*Battle 9\*

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Victory Condition: Destroy all enemies

Clear Bonus: In 8 turns 1000 coins

The clear bonus is sort of enticing I guess? If you train a bit gold usually isn't a problem. Well anyway you hear that Darksol killed the priest to learn more information about the Dark Legacy. You will notice that Max is separated from the rest of your group so hurry up and get him to safety and have your force move up to cover him or else he will die.

Monsters: 6 Zombies, 3 Skeletons, 1 Ghoul  
Difficulty: 6/10

If you don't move Max down by the end of Turn 1 it's game over. Unless you somehow got him to a really high level he won't survive. Move your party up and form a box with the melee fighters outside protecting the mages and healers inside. The ghouls, and skeletons hit hard and you don't want your mages exposed. Blaze works really well in this level and I suggest you go fire happy.

The ghoul's attack is really high and for some reasons the zombies have a better attack then the skeletons. I don't know why that is? but anyway this battle shouldn't be too difficult as long as you keep your mages protected. If you don't then they will get slaughtered. My party had Luke, Gort, Max and Arthur up front and they took minimal damage. Great place to get levels too and I suggest level 9 by this time.

Recommended level after battle: 8-9

After this battle, Balbaroy thanks you for saving him. Then Balbaroy and Amon join the force to aid you in your quest. Hmm I also decided that I will use Balbaroy but not Amon, because I had success with the birdman in the past. Amon also gives you her card before the scene ends.

CHAPTER 2 END!

I'm not going to even bother calling this a battle. It's just like last time. Once Zuika and Narsha dies the scene switches over and the three characters talk just like last time about how they must not yet die.

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\*\*\*Chapter 3: Secret Weapon of Runefaust\*\*\*  
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\*\*\*f. Bustoke\*\*\*  
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There are no males in this town or so the description says when you first enter. If you talk to the villagers you find out that Runefaust is forcing them to work. Obviously you must stop this, but before you go act all heroic buy some new weapons from the dealer. If you want to train Balbaroy or Amon then give them the Power Ring because they are much too weak right now.

Head to the house above headquarters and talk to the women. She will mention Zylo and how the men in the town are being forced to work at the quarry. Talk to the girl who is named Diane and she will join you. She is a lot better then Hans, so you might want them to switch spots. After doing this you will learn that Zylo is a beastman who went insane, but needs the Lunar Dew to get better. Head back to where the entrance is, but this time head right and go inside the house to talk to the old man. He says how he needs a Moonstone to make the Lunar Dew and save Zylo.

Now is the time for yet another battle so I suggest you get your party set and ready to do battle.

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\*Battle 10\*  
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Victory Conditions: Defeat the Master Mage  
Clear Bonus: In 15 turns Elf Slayer

This is a great area to train Balbaroy, Amon, or Diane. I suggest getting your characters to about level 9 or so here. I managed to get my party to level 10 and it paid off in the long run.

Monsters: 8 Skeletons, 4 Dark Elfs, 4 Dark Priests, 2 Dark Mages, 1 Master Mage, 1 Lizardman

Difficulty: 6.5/10

You can easily start this battle off by killing off the skeletons. By now it shouldn't be that hard. Then move to the right. Here you have 2 options. The first is have your knights and Balbaroy pick off the Dark Elfs because they can be a major pain. Or the second option is to use Blaze level 2 and then mop up quickly. I suggest take option 1 and then Blaze the group below with the skeletons and the high priests. Make your priority the mages because in that tight spot they can wreak havoc on your party. After you kill this major group the hard part is over. Head south killing off the remaining 2 skeletons quickly and make sure you move fast to get the clear bonus.

Once you reach the area where the Master Mage is just rush the group. There should only be 4 units and its quick work for your party by now. You can start things with a Blaze but its not necessary, as you can just overrun them. The master mage from my experience stays in that spot so you can't attack its back without a flyer. Overall this battle is only hard at the part where you need to kill the 2 Dark Mages as they can be a pain.

After the battle head into the cave and get the Moonstone from the chest. Now give it to the old man so he can make the Lunar Dew to make Zylo better. Before we go heal Zylo lets have it so that Kokichi another hidden character will join us later on in the game as a playable character. Head into the house that's 2 doors right of the weapon store. Head down the stairs and examine the machine from above it. If you talk to Kokichi nothing happens. After you inspect the machine he demonstrates by flying it outside. Later on he joins your party.

Now to save Zylo head to where Diana's house was. Go to the right of it and head up and then go to the right and then straight down. Talk to Diana's mother and if you have the Lunar Dew she will open the door. Go in talk to Zylo and give him the potion. Zylo then joins your force and boy o boy I suggest you keep him in your party. Now head outside for yet another battle.

Recommended level after battle: 9-10

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\*Battle 11\*

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Victory Conditions: Destroy all enemies. Get to the Lone Bridge

Clear Bonus: In 15 turns 2000 gold coins

There is a lot of forest here so mobility can be problem for all of your characters except Zylo who is not affected by the forest and Balbaroy who can fly. I wasn't too giddy about the clear bonus because I have enough gold coins as it is. Well anyway onto the battle plan. Note: There are new enemy units here.

Monsters: 5 Pegasus Knights, 2 Dark Priests, 5 Skeletons, 2 Dark Elfs, 2 Lizardman

Difficulty: 4.5/10

Ok there is a big enemy group in the beginning and there is another one in the back. The plan here is to kill the first group by Turn 7 so you can take about 6

turns walking up. The skeletons should barely be hurting you by now and the only real threat is the lizardman and the pegasus knights. I suggest just mowing through them quickly. It's not a very hard battle at all. If you train Zylo (highly recommended) he already has an insane attack and he can move great distances in this battle because forest doesn't affect his movement range.

After you kill the first group then head straight up and kill the 3 or 4 enemy units left. The Pegasus knight in the back is stronger than the normal one so I suggest you gang up on it. It does hefty damage. After you kill the Pegasus knight you get his card and clear bonus of 2000 gold coins. The next battle should be a doozy?

Recommended level after battle: 10

Nova suggests that you go back to Bustoke to re-equip but I really see no point. Head right into the bridge for another tough battle.

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\*Battle 12\*

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Victory Conditions: Defeat the Silver Knight

Clear Bonus: In 16 turns Duelist

Okay at the start of this battle, the silver knight pushes a mercenary named Pelle down the bridge. After this Nova gives you a little information about the Laser Eye. Well to start out with the basics.. The Laser Eye does damage to both friendly and non-friendly units regardless. Once you move on the bridge you better start moving. Do not waste time dawdling or else it will deal 10-12 damage to every unit you have and that can be a pain to heal. On to the battle plan.

Monsters: 1 Laser Eye, 1 Silver Knight, 6 Pegasus Knights, 6 Lizardmen, 2 Dark Priests, 3 Dark Elfs

Difficulty: 7.5/10

The hard part about this battle is the massive amount of damage laser eye can do to your party if you are hit while on the bridge? However it hits all units so you can take advantage of it. For the first 5-6 turns move all your characters north and just south of the laser eye's range. Then once it fires and hits and critically injures all the enemy units along the bridge rush out and just mop up. They should all die with 1 hit and the only ones that should give you trouble are the Pegasus knights that didn't get hit. Speed is the key here and you must move as far as possible and get to the laser eye before it fires or else it will hurt.

For the most part ignore the elfs to the south of you and try and keep your healers away from them. They should do pitiful damage to your melee fighters, but can hurt your healers and mages so keep them away. Once you get rid of the laser eye then just kill the Knight to end the battle and get the Duelist. If you do get hit hard by the laser eye it's not over. Just make sure you heal Max quickly and then go for the silver knight to try and end the battle as fast as possible. Remember you must be fast.

Recommended level after battle: 10-11

END OF CHAPTER 3!

Some more scenes with Narsha, Zuika and Mawlock so just watch and get them over with to start chapter 4. Once again this battle is over after Narsha dies and then the scene shifts? I wonder what the hell is the point of these battles

anyway? Bleh anyway start Chapter 4!

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*****  
***Chapter 4: The Great Fortress of Balbazak***  
*****  
*****  
***g. PaO***  
*****
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Lots of stuff to do in this town. The first thing I would do is head into the left part of the caravan and buy new weapons as they will come in handy for your fight with General Elliot in the next battle. Now head to one of the makeshift houses below the caravan and talk to General Elliot. It should be the bar. After he is done talking just go around and start opening the treasure chests to get some decent items. In the sheep pen you can obtain Diane's card as that might come in handy at a later time.

At the priest's house go as far left as you can of the priest and head north and look through the window. You will see Jogurt and he will join your party. He is a useless character and probably meant as a joke. His stats are pitiful at 1 overall and I do not suggest you train him?

After doing this head to the right caravan and talk to the girl and she will say she doesn't want to see you and Elliot fight. They leave after you talk to her again and say yes.

Now after the caravan leaves, if you talked to Kokichi like I told you to back at Bustoke then he will come and join you right after the caravan leaves. Kokichi is a quick character that uses lances and not a bad one to train. It's entirely up to you.

Now move around a bit and in the middle of the now deserted town you will see yet another knight. Vankar is a mediocre knight in my opinion, and there are so many already so I decided not to train him. It's again entirely up to you.

After you are ready head out to engage the enemy in combat.

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*****  
*Battle 13*  
*****
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Victory Conditions: Defeat Elliot  
Clear Bonus: In 10 turns Raging Drum

This is a classic fair fight. Your army is on side, while theirs is on the other and the side with superior units is the victor. It seems like General Elliot is an honorable man and this fight is the last big boss fight since the fight with the Marionette. On to the battle plan.

Monsters: 5 Lizardmen, 3 Dark Priests, 4 Silver Knights, 4 Pegasus Knights, 1 Artillery, General Elliot  
Difficulty: 7.5/10

Ok first off do not underestimate the Pegasus knights or the lizardmen because I did and I got hurt pretty badly because of it. From the 5 lizardmen in this battle one of them must have a very powerful weapon, because he did 15 damage to Max and he has very good defense. One of the Pegasus knights do more damage then the other ones, so quickly dispose of them.

First off head as far right as you can. We need to win this battle before 10 turns for the clear bonus. I was able to clear it in 9 so it's not impossible to do. The lizardmen will come out and 2 high priest. By turn 3 you should be able

to attack them. Hit them hard and hit them fast and don't give them a chance to counterattack. They all have high attack and can easily kill off crucial characters. I had to egress out once, because they killed Gort, Luke and Anri.

After you dispose of them the Pegasus knights will be in attack range. Defeat them by Turn 5 ideally so you can have some time to heal and get ready for Elliot. The silver knights are jokes and you can easily kill them off. Now all that's left is the dark priests, artillery and Elliot himself. Kill off the artillery and the high priest then focus on Elliot. I was able to kill Elliot in one turn as it wasn't that hard. He does move so be wary of that. He also hits hard so make sure your mages are out of the way. If Max knows it his lighting spell is highly effective against Elliot. When I casted it Max did 20 damage and that is 1/3 of Elliot's overall HP. This battle isn't too hard as long as you know what you are doing.

After you defeat Elliot you obtain his card and you finally meet up with the 3 mysterious characters that would always come out during the chapter prologues.

After General Elliot passes on (?I liked him too) the three characters start talking about what has been transpiring. Mawlock finally teaches Max about the cards and if you have been collecting cards then you should have an ample supply. This will all make sense so hear out Mawlock. Now all three will join your party. HMMMMMMMMM this is very interesting. Anyway let's move on.

Recommended level after battle: 12-13

\*\*\*\*\*  
\*\*\*h. Pao (again)\*\*\*  
\*\*\*\*\*

Ok now there are lots of things to do again in Pao. First off let's have a new character join us in our quest. Remember the egg you obtained back in Manarina. Well it's time to hatch it. Head south and in the item shop talk to the person sitting to the right of the shop. The egg will hatch and Domingo will now join you. He is a great mage I highly recommend training him.

Now head a bit to the right and you will see the sheep pen. Head inside and talk to Guntz and he will join you!!! He is an insanely strong character. He has the best defense in the game and his attack and HP isn't shabby. His only let down is his movement range, but that can be fixed later.

This is also the time that I promoted most of my party. I know that some people say promoting at level 20 is the best, but I prefer to keep this game somewhat challenging. I promoted everyone, but my 2 mages, Arthur and the new characters that I got. I need to experiment with them a bit. You will learn that Earnest invaded the fortress all by himself and they are requesting that you go help him. I suggest we do to move along with the story.

Before you leave Pao you need a bomb to blast open the fortress door. Talk to the man below the queen and he will give you a bomb. Now let's head out.

\*\*\*\*\*  
\*Battle 14\*  
\*\*\*\*\*

Victory Conditions: Defeat the Hellhound  
Clear Bonus: In 10 turns 4000 gold coins.

Now is the perfect time to experiment with and to test our your new characters. This is also a great map to level up and I highly suggest you do. Keep egressing out over and over again until you reached your desired level.

Monsters: 10 Silver Knights, 3 Dark Priests, 2 Artillery, 3 Pegasus Knights, 1 Hellhound

Difficulty: 6.5/10

Okay I'll be honest. I must have egressed in and out of this battle at least 15 times. I went on a training spree and it was fun. I promoted most of my characters here except for my mages and Arthur. The promoted characters got 48 exp from just hitting the enemy and it wasn't very long until I was level 10 promoted. I don't expect all of you to do the same, but man was it fun to watch those insane stat growths. For the first 5 or so levels the stat bonuses will suck badly, but starting from level 6+ you see defense stat go up 5+ attack 5+ and you just laugh. This is why I love this game. You get lots of unexpected stat growth. Anyway I suggest you get to at least level 5 promoted? trust it?s not hard when you get 48 experience for just hitting them.

The battle plan for this battle is quite hard actually. The 2 knights right in the beginning shouldn't be a problem, but the stairs do pose a big problem. My best advice is to send the character with the best defense so they can take the brunt of the attack from the Pegasus knights and the Silver knights. Then quickly kill off one with the help of Domingo, Balbaroy and break through the stairs bringing all your characters up quickly. Then kill off the Pegasus knights and heal when necessary. For the monsters ahead just hurry up to meet the clear bonus and wipe them out. The hardest part is right in the beginning where the Pegasus knights and the silver knights gang up on you. They can easily kill off 1 character if they aren't a big enough level.

Recommended level after battle: Anywhere from 5-10 promoted/ If you don't want to promote then 13-14.

After this battle ends you can either return back to Pao to revive dead characters or continue on. Continue down and you meet up with a knight in a room named Earnest who asks if Max is here to save him. Earnest will then join you and makes you promise him to put him on the front lines. I'm mixed about whether I should train him or not. However, Balbaroy has been sucking mightily so I am going to have a member change and test our Earnest and take out the sucking birdman.

Now you will be at some harbor. Head south and into that big building. Head up the first stairs you see and search the book case for another card. Now it?s time for another boss fight similar to General Elliot?s.

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\*Battle 15\*

\*\*\*\*\*

Victory Conditions: Defeat Balbazak

Clear Bonus: In 8 turns Merman Buster

There are several new enemy units here. If you plan to use Earnest then I highly recommend that you train him here and promote him. It might be a bit hard, because he is a low level, but you don't want to do it later? Anyway let?s do this.

Monsters: 5 Sea Bats, 2 Silver Knights, 3 Artillery, 1 Dark Priest, 2 Hellhound, 1 Blue Dragon, Balbazak

Difficulty: 3.5/10

This battle was so easy I was laughing? My characters were level 11 promoted and I just went through this level like a hot knife through butter. The bats in this level can't put you to sleep so there was no worries about that. Other than that the silver knights can barely damage you. You can easily slaughter the

artilleries in one hit and the only enemy units that should give you trouble here are the hellhounds, the dragon and the Balbazak.

Once Balbazak comes out just surround and kill him. He will die easily in one turn. This battle is not that hard, it's so much easier than the General Elliot battle. This is a great place to level up by the way.

Recommended level after battle: 8-10 promoted

END OF CHAPTER 4!

We are really moving along. Anyway let's head to chapter 5 and see where our quest leads us now.

\*\*\*\*\*  
\*\*\*Chapter 5: Gateway to the Hidden Shrine\*\*\*  
\*\*\*\*\*

In the Chapter 4 epilogue Mishaela comes back out and starts talking about her revenge. She also mentions a sword.

Your party starts out at sea in a boat and after some dialogue a battle starts.

\*\*\*\*\*  
\*Battle 16\*  
\*\*\*\*\*

Victory Conditions: Destroy all enemies  
Clear Bonus: In 8 turns 5000 gold coins

Now this is a very strange battle. You have Pegasus knights to your back and they also haven't appeared in the last battle either. You have some new enemy units up in front. And there are sea bats on the side of the ship. I highly suggest you promote now if you haven't already (unless it's Arthur and the mages) and level them up here. It's a great place to level.

Monsters: 6 Conch, 2 Shellfish, 4 Seabats, 3 Pegasus Knights  
Difficulty: 2/10

This is hands down the easiest battle I have ever been in. What a joke. I just had Anri and Domingo kill off the Pegasus knights in the back with their magic and moved everyone else forward. The seabats came rushing in and they got slaughtered. The conches do crappy damage and the only thing to really watch out for would be their poison attack. By now you should have at least 30 HP and losing 2 per turn isn't life threatening at this stage. Live with it. Anyway just slaughter and egress if you need to train, because this is the place to do it.

After your encounter with this pathetic enemy force your ship somehow magically gets injured. And it's in need of repair. A mermaid appears from the water and thanks you for getting rid of the monsters and she leads you to the island of Waral.

Recommended level after battle: 12-13 promoted? Don't whine it's easy to do.

\*\*\*\*\*  
\*\*\*i. Waral\*\*\*  
\*\*\*\*\*

I had a lot of spare gold so after I bought all the new weapons I needed I bought Wind rings for all my party members. Sure it only adds 5% more evasion but that 5% could be critical later on in the game. Plus I had some chump change no point in it sitting around.



Anyway after you are done buying all this stuff from the king, go talk to the king when he is sitting in his throne room. The king tells you that he will fix the boat as long as you advertise about the island. It's not a bad deal. Anyway raid the king of his treasure chests below and lets start exploring this small island. The items you can get from those chests are really, really good. The agility ring which increases a character's mobility by 2 is very useful and I highly recommend giving it to Guntz.

Now head to the right passing the bridge and you will need to use a small boat to navigate some parts of this island. Get on the boat and if you head south you will see a priest as well as mermaids swimming in the water. If you need any characters healed then head over to the priest, and after you are all done talk to Shell's mother and head down.

\*Note Shell's mother is the one blocking your path further down. She is in between the red markers. Tell her yes both times and she will move out of the way and let you pass. She does warn you that you will more then likely crash.

After your boat crashes you will be in a bed. Head upstairs and the priest says something about how he got stuck here and he gave up going back. He tells you to rest some more and after you wake up head back up and start exploring this part of the island. You will see some weird android open up a weird looking building. Follow it.

Keep following the robot until it turns around and yells out your name. The robot will then run to the right. There is no point in chasing it as he goes some route where you can't follow. Just head north from on of the passageways to run smack into another battle. This one will be a lot harder then the last one unless you seriously over leveled like me.

\*\*\*\*\*

\*Battle 17\*

\*\*\*\*\*

Victory Condition: Defeat the Master Mage

Clear Bonus: In 10 turns 6000 gold coins

This battle features new enemy units and you will remember some from the past. The mage was chanting some weird hymn before you entered but it is obviously time to fight. Onward to victory.

Monsters: 4 Seabats, 5 Skeletons, 5 Hellhounds, 3 Worms, 1 Master Mage

Difficulty: 3.5/10

I think that I over leveled? The first clue is when every monster in this level does only 1 damage to me. Anyway if you are at least level 11+ promoted then the game is now officially a joke. However to give some advice to players who did not over level like me then I would split up my forces into 3 groups. Have 3 people go left and 3 people go right and the rest straight up. I would send melee and maybe a healer with the groups going right and left, and keep the mages going north.

Take out all the enemy units from the side and have your big middle group go up and slaughter everything. The skeletons aren't that big of a threat and the worm only has 17 hp so it does fast. The master mage only has freeze level 2 which can hurt you if you get hit by it for 2 turns in a row. Kill the mage to end this not so hard battle and collect your 6000 gold coins as your clear bonus.

Recommended level after battle: 12-13 promoted

The spirit of the spring comes out again and starts to talk. Right when she says she will open the portal the master mage before he dies blocks the entrance so now you need to find another way to reach your destination.

Head back to the castle and talk to the king. The ship will be repaired but he will ask for 1 million gold coins as the payment. It was a joke by him (not very funny), anyway let's head out for Prompt and see what else happens on this quest. Another sea battle, how interesting?

\*\*\*\*\*

\*Battle 18\*

\*\*\*\*\*

Victory Condition: Destroy all enemies

Clear Bonus: In 6 turns Soul Buster

The clear bonus sounds enticing so we want to finish this map in 6 turns or less. If this fight is anything like the last sea battle then it will be a cinch. Anyway onto the battle plan.

Monsters: 2 Pegasus Knights, 3 Seabat, 1 Gargoyle, 6 Conch

Difficulty: 1/10

Very strange indeed. There seems to be not that many monsters in this level. Well anyway just move out your forces as far as they can and just prepare to slaughter them. There is only one new enemy unit and I highly doubt it will pose a huge problem for you.

Oh I see. More enemy units will appear as you progress through this level. This fight is very easy. It's just a teensy bit harder than the last one, but otherwise only the gargoyle can really hurt you with his flame attack. I finished this battle in 5 turns. There really is no need for a battle strategy, just go out and kill everything. It's as simple as that.

Recommended level after battle: 12-13 promoted

The rudder of the ship is broken so now the ship is just floating to who knows where.

CHAPTER 5 END!

During the epilogue scene Darksol has the king pretty much under his control. A mage comes and warns Ramladu that sending troops to the dragon land will not be successful, but Darksol comes and once again "hypnotizes" the king. On to chapter 6!

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\*\*\*Chapter 6: Descendant of the Sacred Dragons\*\*\*

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\*\*\*\*\*

\*\*\*j. Rudo\*\*\*

\*\*\*\*\*

Your ship crashes and you wake up in a room filled with little children. What a strange town this is. Once you talk to Karin you realize that she is the leader of this village. It seems that all the adults are gone and all that's left are the children. Now is time to do a bit of exploring. First enter the building that is the house north west of where you started. It's in the corner and there is an old man walking in front or near it. Head inside and walk upstairs and talk to the guy holding the cannon. His name is Lyle and he will join you. I highly recommend training him as he is the best sharpshooter in the game.

After this head back to the building where you first exited. Head northwest a little bit and go in that building. Go right and down the stairs and you will see a dog. Talk to it and a girl will tell it to simmer down. Talk to her about the Dark Dragon to learn more. After you are done buying new weapons and stuff head to the north right corner and talk to the boy and he will move the stones so you can leave. O yea before you go talk to Karin and she will tell you to say to Bleu that he is not a coward. Here is going to be another battle and it's a big step up in difficulty compared to that last pathetic sea battle.

\*\*\*\*\*

\*Battle 19\*

\*\*\*\*\*

Victory Conditions: Defeat Dullahan. Get to Dragonia.

Clear Bonus: In 10 turns 7000 gold coins.

At first glance this battle doesn't seem very intimidating at all, but there will be a few surprises in store for our party. Also be wary of Dullahan as it does very nice damage.

Monsters: 1 Dullahan, 5 Artilleries, 4 Golems, 3 Master Mages, 4 Worms,

1 High Priest

Difficulty: 4.5/10

Enemy units will appear in this battle just like last time once you venture out far enough. Golems will appear as a new enemy unit and they have very good defense, but their attack is mediocre. Nevertheless be wary.

Head out as far right as you can so you can get the clear bonus. Kill off the artilleries with ease and continue on. Once you hit the mountain area is when the enemy units will appear. Once they group up start to hit them level 2 spells. Have your melee up in front taking the heat of the battle and try and live. Dullahan is weak against ice so I had Domingo mop him up with Freeze. Anyway this battle is harder then the last one, but not that much harder. Once Dullahan dies you get his card and he says something about how he failed Kane. Anyway enter Dragonia.

Recommended level after battle: 13-14 promoted

\*\*\*\*\*

\*\*\*k. Dragonia\*\*\*

\*\*\*\*\*

This is a pretty big town. There really aren't any weapons to buy so start visiting all the places so you can pick up some nifty items. A halberd is available here as well as a Broad Sword and they will all be useful in the upcoming boss fight.

Now head into the house that is to the left of the Dragon Shrine building and head down the stairs. Go north and then up the stairs and you will see a baby dragon named Bleu crying. At first he keeps telling you to go away, but Karin comes in and scolds him. She then gets captured by an enemy knight and Bleu saves her and then joins your party.

Kane then calls out to you. Head outside of the building and talk to Kane and he will talk a bit. He tells you to go inside your HQ and then come out once you are ready. Prepare for a pretty hard boss fight. Whenever you decide to come out is when the battle starts.

\*\*\*\*\*

\*Battle 20\*

\*\*\*\*\*

Victory Conditions: Defeat Kane  
Clear Bonus: In 12 turns Ogre Slayer

The battle with Kane starts. After some verbal arguments between some of the party members and Kane it is now time to start this battle. This battle isn't too hard to beat you just need to have some sort of an idea of what to expect from Kane.

Monsters: 3 Gargoyles, 4 Golems, 3 Master Mage, 2 High Priests, 2 Dullahan, Kane  
Difficulty: 4.5/10

Wow Bleu is not what he used to be? In the original Shining Force Bleu could have taken on the whole game by himself after he got to a certain level. Now all Bleu gets is defense and too much defense but no attack. The bad part is that since Bleu can't use a weapon it doesn't even out? and what you get is a character with insane defense but no attack. I dropped Bleu and decided to try out Vankar and to my amazement he is a good knight. He has been much improved since the original version.

The plan here is to first send 2 people north to take care of the gargoyles and move the rest of your party forward. The golems will come forward with the mages in the back. On your next turn mop up with the gargoyles and start attacking the golems. They should easily fall if you use magic like Freeze level 2 and then just mop up with your melee. Get rid of those pesky master mages as quickly as possible, because they are quite annoying with their Freeze level 2. After this move forward and start to get near Kane. Once you get within striking range, gather your forces and prepare to just rush this group. First and foremost get rid of the Master Mage. Since your units are grouped together they can cause havoc to your party. Then take out the enemy in this order: High Priest, Dullahan, then finally surround and kill Kane. This is just a mediocre boss fight if you trained hard enough.

Recommended level after battle: Promoted 15

After this battle you learn that dun dun dun. Kane is your brother? I didn't see that coming. Wait take that back I sort of did. Anyway head into the Dragon Shrine and talk to Kane and he will ramble about how sorry he is for a bit. Anyway both of you will head to the door and it will open. Kane pushes you out saying that this fight is between him and Darksol and then both of them are gone. Darksol also took the book with him.

Now head back to the town of little children Rudo. Head inside and talk to Karin. She is in the building right to the left of the entrance. She tells you to go talk to Krin, so head to the building to the left of the building and listen to what Krin has to say about the Dark Dragons. Krin basically tells you that you should head to Prompt and that they might be able to help Max. Ok now it is time to leave Rudo and head to Prompt. Exit Rudo and there will be another battle. Bleu tells the children before he leaves that he will go with Max to become strong. Such a disappointment that he isn't what he used to be in the original Shining Force.

\*\*\*\*\*  
\*Battle 21\*  
\*\*\*\*\*

Victory Conditions: Destroy all enemies. Get to Demon Castle  
Clear Bonus: In 20 turns 8000 gold coins

I trained so much back at the Kane battle that I already have over 100k gold so the clear bonus doesn't interest me one bit. One mistake I do make all the time is that I over level and the game gets too easy. Anyway if you are level 15

promoted then this battle should be easy.

Monsters: 3 Gargoyles, 2 Bowriders, 2 High Priests, 4 Golems, 4 Master Mages, 3 Belials

Difficulty: 5.5/10 (Really annoying)

This level will be slow moving literally. The mountain and the forest terrain slows down almost every member of your parties unless they are flyers. If you have lots of centaurs then this battle will be really frustrating, because their movement ranges are shot to hell. Even Zylo is affected by the mountain terrain. I guess that is why the clear bonus is in 20 turns. However, the monsters are spread out so you shouldn't have too much trouble taking care of them.

Watch out for the belials because they have a bolt spell that can hurt your party. The master mages shouldn't pose too much trouble because even if you get by one your aura spell should heal it up quickly. \*Note you should be now have a healer with Aura? if you don't go train a healer now!\* After this long trek head inside the castle for another big boss fight. It's time to go beat Mishaela.

\*\*\*\*\*

\*Battle 22\*

\*\*\*\*\*

Victory Conditions: Defeat Mishaela

Clear Bonus: In 16 turns Destroyer

Hmm I am noticing that a lot of boss fights are coming up lately. Anyway this shouldn't be too hard if you know what you are doing. The previous bosses were melee based, but Mishaela is a magic caster. Be wary of her spells as they can devastate your party if you are not prepared.

Monsters: 3 Gargoyles, 3 Bowriders, 2 Dullahan, 4 Master Mages, 1 High Priest, 3 Belials, Mishaela

Difficulty:

Okay first off a warning Mishaela has Bolt 3 and will use it. She is very powerful magically and her defense is good so its hard to do any more then 10 damage to her with melee and magic will hardly effect her. First off just go out and massacre the Gargoyles. They should not be giving you trouble by now. When I fought this battle the Bowriders never moved from their spot so I went and just killed them off with my knights. I suggest you get all the items here and pick them up during the battle as you won't have time after the battle ends. You can get some nifty items here such as the white ring etc. I highly recommend you get a character with high mobility to pick them up.

Moving on Mishaela and her 2 Dullahans will move to the throne spot and all you have to do for now is get past the Master Mage group. I suggest just rushing them and killing them off with 1 hit blows. If you give the 4 of them a chance to cast then that means you will get with 4 level 2 freezes and they hurt? Her Belials will start to move out and get those killed quick because they have Bolt spells themselves. After all this move to the stairs near the throne and get ready to fling yourself at Mishaela.

Have everyone move in and then attack with your strongest melee figher in front of her and have ranged fighters attacking her from the back. Don't bother with magic, because her resist is godly and the only magic I was able to hurt her with was with Max's Supernova level 3. If you have any flying fighters then hit her from the back and the side or else you can only attack her with 1 melee at a time. This is why having ranged units are important. I have one myself with Lyle. Anyway her Bolt spell is very powerful and I suggest you do not get hit with that thing often and make sure you counter her bolt spell with aura. By the

way Bolt has a huge radius while Freeze doesn't. Make sure to note that and keep inactive players away or else they will get hit for no reason.

Recommended level after battle: Promoted level 16

After you defeat her she warns you about Darksol and then gives you the Light sword. She then dies and the story continues on. It's obvious we have to defeat Darksol.

END OF CHAPTER SIX!!!!

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***Chapter 7: The Lost Civilization***
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***1. Prompt***
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UNDER CONSTRUCTION! Will finish as soon as I can!

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