

Shining Force FAQ/Walkthrough

by skye7707

Updated to v0.25 on Aug 17, 2004

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- Resurrection of the Dark Dragon -

For GameBoy Advance

Version 0.25 (Last updated 8/17/2004)

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<> 1. Introduction <>

Hello and welcome to my guide, yes I remade the layout and I changed things here and there, I'm switching things, I'm going to finish this one first instead of my dutch guide.

<> 2. What's New <>

0.25 (8/17/04) - Added a lot of things.

0.2 (8/16/04) - Added some card locations, walkthrough.

8/14/04 - Decided to remake my guide.

<> 3. Frequently Asked Questions <>

Q: On what systems is this game available?

A: Genesis (original version) and GBA (new version)

Q: Why can't I choose a difficulty?

A: The game gets harder every time you beat it.

Q: What differences are in this "new version"?

A :

You have 3 new characters :

Narsha, Mawlock, and Zuika

You also use them in battles during the epilouge.

Max has a new spell "supernova"

Ninja master hanzou can now be promoted as can samurai musashi

The new card system that Mawlock uses.

Hanzou, Pelle & Musashi are different.

The battles are slightly different.

Changes in the storyline (+epilogues).

Item box added.

Changed/added locations for girls' outfists.

Stories of every character.

Different Inventory/Equipped

New weapons

Clear Bonusses

Changes in music

Opening chests in battle no longer takes a turn

Glitch: Getting 2 Gongs (thanks to Busta Dust)

First, get Gong normally.

In the first battle, Egress right away.
Go back to the priest house east of the first battle, and save, then quit.
BEFORE the girl reading the book (Simone) shows up to ask you to read her
the story some other time, reset the game.
Load the saved file you just saved.
There will be another Gong outside the house.

<> 4. Story <>

"In ages long forgotten... Light fought Darkness for control of the world.
Dark Dragon led the evil hordes of darkness.
The Ancients fought back with the Powers of Light.
Dark Dragon was defeated and cast into another dimension.
The Lord of Darkness vowed to return in 1,000 years.
Time passed, and Dark Dragon was forgotten by all.
Ten centuries of peace ruled the land of Rune.
Until the kingdom of Runefaust brought war to Rune.
Hordes of evil creatures ravaged the land.
Here and there, strongholds of Good still held out...
awaiting a Hero who could wield the Powers of Light"

<4.1 Character Story>

Max

Ken

Ken is a knight in training, he thinks you're really great.
His father was a knight at the castle, just like Mae's. His name is Thomas.
But he passed away when Ken was small...

Tao

A mage that has still lots of things to learn.
Before she became a mage, she was a maid at the castle. The castle was way off
in Pipory Village, in the west of Guardiania. It's a small forest village
inhabited by elves. Tao and her parents lived happily there in peace. Until
a monster showed up...

Hans

Hans is an archer, he tells you he's not good at fighting.
He is also good at fortune telling.

Luke

Luke is a fighter, he joined the Knights so he could become like the legendary
Gort, he's as tough as anybody, put him in the front line.
Luke is from the Guardiania Band of Warriors.

Lowe

He's a good healer and a fighter.

<> 5. Characters <>

<5.1 Hero Characters>

-----[Max]-----

This is the hero in the game, you can't battle without him, if he dies the battle is lost, in the beginning of the game he's just a pupil of Varios, the experienced knight. When learning things travelling around the world he becomes stronger and finally defeats all the evil! How did he come to Rune? He doesn't remember, it's over a year ago since he came.

<5.2 NPCs>

-----[Simone]-----

This little girl is reading a book when you come into her grandfather's shop, she decides to read the old book along with you.

-----[Varios]-----

This is the knight that is training Max to become the best swordsman in Rune.

-----[Nova]-----

Your tactical advisor, he was once the advisor of King Guardian.

<5.3 Devils>

<> 6. Walkthrough <>

<6.1 Runefaust Invasion>

[Insert story here]

A thousand years passed...

Fearing that the dark power would once again rise up...

We secretly left behind a force capable of protecting the seal.

You are that force...

Wise words for such a little girl, Simone. She reads a book about the ancients when you come and walk into her grandfather's shop. He's gone so while you wait, Simone invites you to read the old book until her Grandpa is back. You can now start a new game. Choose a name for your hero, the default

one is Max. Max huh? That's a cool name XD. You'll start off with a battle between Varios and Max. Varios is training Max so he can become the best swordsman in Rune. The old knight needs to rest a while. Go inside and Lowe will show up. He thinks Max is great because he can hold his own against Lord Varios. You're now forced to go back to Varios because Lowe is blocking your way.

When you're back Varios will ask you if you remember anything from your past, but no Max can't remember a thing. He tells you you're going to be a knight when a soldier interrupts the conversation, ..., it seems it is a secret because you can't hear it. Varios decides to go to the castle along with the guard. Go inside and talk to Lowe. He wants to check out whats it all about Varios and things at the castle, you have to meet him there.

You're in chapter one!

Chapter 1 Runefaust Invasion

Your first view in the new chapter is the map of Guardiania. You'll now go automatically to the priest, he tells Max he had an odd dream last night, and asks if you can guess what it is, now choose yes or no, it makes no difference

He dreamt about the first time he saw you, Lowe an apprentice found Max lying on the beach a year ago. He thinks it's fate that brought you here. The father explains you can save your game at any priest in the game, now do it, save your game. Go outside and explore the city. Go to the bar on the right and talk to Gort select yes when he asks if you want to hear his story.

Now go to the castle and enter it, a conversation between King Guardiania & Varios will start. He tells this is grave news, now speak to the king of you want to know what's going on. He tells about the Gate of the Ancients, the gate where the relics of the gods are sealed, and a strange aura surrounding it. You must go an protect the gate. First talk to the king again and also to Nova, Ward and Varios. Now speak with the king angain and he agrees with Varios so he'll send you to the Gate of the Ancients. Accept this mission. You now have to gather your companions, once you have done so you have to go back to the king.

When you try to go back to the town a sentry will stop you and show you the way to the Headquarters. Go inside the HQ and you'll meet Ken, Tao, Hans, Luke and Lowe. When the first four have introduced themselves they join your party After that Lowe will come and join you too. Nova will come and tell you to report to the king. Before you do, you can talk to the other members of your Shining Force and get to know them a bit better, and even get some cards you can use later in the game.

When you're back in Guardiania's castle talk to the king, he tells you there is a carriage for you at the gate of the town, this one will take you to the Gate of the Ancients. He also gives you 100 coins to buy some herbs but if you're familiar with the gameplay of Shining Force you don't need to buy any.

<> 7. Card List <> (some from the codes page)

<7.1 Hero Cards>

Name: Adam
Location: In Runefaust castle's entrance hall.

Copy: Robot with high ATK

Effect: Attack with enemy's own ATK power

Name: Alef
Location: In a chest in Prompt.

Copy: Attack with Bolt spell

Effect: Attack from any distance

Name: Amon
Location: Balbaroy will give this to you upon joining.

Copy: Increase movement range

Effect: +3 to ally's movement

Name: Anri
Location: Search bookshelves in Manarina Castle

Copy: Attack with Freeze

Effect: Attack enemies within a range of 2

Name: Arthur
Location: After acquiring the Orb of Light, speak to Arthur in Manarina and
he'll give you his card.

Copy: Fast-moving knight

Effect: Attack from any Range

Name: Balbaroy
Location: Search a bookshelf in Shade Abbey after meeting Amon but before
the battle where you meet Balbaroy

Copy: Increase movement

Effect: Ally movement type = "Flying"

Name: Bleu

Location: After the battle with Kane, in Rudo talk to Karin, then Krin, then Karin twice.

Copy: Great ATK and DEF

Effect: Attack enemies within 2 spaces

Name: Diane

Location: In the first Pao location, in the pigpen.

Copy: Archer with distance of 2

Effect: +2 to ally's distance

Name: Domingo

Location: When Pao is on its second location go to the pig pen and talk to all the pigs wandering outside the pen until one of them gives you the card.

Copy: Attack with Freeze

Effect: Attack enemies within 2 spaces

Name: Earnest

Location: Hidden in a bookshelf in Urbanatol

Copy: Fast moving knight

Effect: Attack from any distance

Name: Gong

Location: After recruiting Gong, talk to the woman inside the cabin.

Copy: Monk with super attack

Effect: Cancel one enemy turn

Name: Gort

Location: After you recruit Gort, speak to his granddaughter in the basement near the center of town

|Copy: Well-balanced warrior

|Effect: Increase ally attack/defence

|Name: Guntz

|Location:

|Copy: Superior defense

|Effect: Reduce ally's damage to 1

|Name: Hans

|Location: Talk to Hans twice in the Gardiana HQ

|Copy: Archer with distance of 2

|Effect: +1 to ally's distance

|Name: Hanzou

|Location: In a tree in Runefaust, near the pub.

|Copy: Ninja with high speed

|Effect: Raise 1 ally's speed

|Name: Ken

|Location: Talk to Ken twice in Gardiana's HQ

|Copy: Fast-moving knight

|Effect: Attack from any range

|Name: Khris

|Location: After the fourth battle of the game, speak to Khris' admirer.

|Copy: Restore one ally's HP

|Effect: Restore all allies' HP

|Name: Kokichi

|Location: Watch Kokichi's demonstration of his flying suit, then talk to his assistant.

|-----|
Copy: Increase movement

|Effect: Ally movement type = "Flying"|
+-----+

+-----+
Name: Lowe

Location: Talk to Lowe twice in the Guardian's HQ.

Copy: Restore attacked ally's HP

|Effect: Restore 1 ally's HP|
+-----+

+-----+
Name: Luke

Location: Talk to Luke twice in Guardian's HQ

Copy: Well-balanced warrior

|Effect: Raise ally's defence|
+-----+

+-----+
Name: Lyle

Location: In a chest, in the northwest corner of Rudo.

Copy: Knight with distance of 3

|Effect: +2 to ally's distance|
+-----+

+-----+
Name: Mae

Location:

Copy: Fast-moving knight

|Effect: Attack from any range|
+-----+

+-----+
Name: Mawlock

Location:

Copy: Return to original form

|Effect: Restore used cards|
+-----+

+-----+
Name: Max

Location: Acquired when you beat the game once.

|-----|
Copy: Attack with Supernova

|Effect: Super Egress|
+-----+

+-----+
Name: Musashi

|Location: After talking with Kane in Prompt, search the large building with|
two doors. The card is on the wall between the doors.

Copy: Super attack

|Effect: Ally's next attack is super attack|
+-----+

+-----+
Name: Narsha

Location:

Copy: Boost ally's strength

|Effect: Restore 20MP to ally|
+-----+

+-----+
Name: Pelle

Location:

Copy: Fast-moving knight

|Effect: Attack from any distance|
+-----+

+-----+
Name: Tao

|Location: After speaking with Anri in Manarina, find the mad scientist to be|
turned into a chicken. Tao's card is with the wizard who changes you back.

Copy: Attack with Blaze

|Effect: Attack from any range|
+-----+

+-----+
Name: Torasu

Location: In Prompt castle, on the bookshelf near the left elder.

Copy: Restore attacked ally's HP

|Effect: Shield for all allies|
+-----+

+-----+
Name: Vankar

Location:

Copy: Fast-moving knight

|Effect: Attack from any distance
+-----

+-----
Name: Yogurt

|Location: In the front carriage of the Pao caravan in both settlements.
Examine the control panel to receive it.

Copy: Rendered useless

|Effect: Something BAD happens
+-----

+-----
Name: Zuika

Location:

Copy: Warrior with high speed

|Effect: Instant death attack on enemy
+-----

+-----
Name: Zylo

Location: Check the church sign in Bustoke.

Copy: Increase MOV in forests

|Effect: Ally's movement type = "Beast"
+-----

<7.2 Villin Cards>

+-----
Name: Balbazak

Location: Deliver the final blow to Balbazak with Earnest.

Copy: Great stat balance

|Effect: Raise ally's ATK/DEF/SPD
+-----

+-----
Name: Colossus

Location: Deliver the final blow to Colossus' center head using Luke

Copy: Attack with Bolt

Effect: Raise allies' defense

+-----+
+-----+
Name: Chaos
Location: Deliver the final blow to Chaos with Adam.

Copy: Robot with great ATK

Effect: Attack with enemy's ATK power
+-----+

+-----+
Name: Darksol
Location: Deliver the final blow to Darksol using Max.

Copy: Excel in all areas

Effect: Attack all enemies
+-----+

+-----+
Name: Dark Dragon
Location: Deliver the final blow to Darksol using Max.

Copy: Huge dragon of darkness

Effect: Attack all enemies
+-----+

+-----+
Name: Demon Master
Location: Have Narsha kill him.

Copy: Attack with Freeze

Effect: Attack from any range
+-----+

+-----+
Name: Dullahan
Location: Have Domingo kill it.

Copy: Regain HP

Effect: Instant death to 1 enemy
+-----+

+-----+
Name: Elliot
Location: Have Max kill him.

Copy: Balanced stats

Effect: Attack from any range
+-----+

+-----+
+-----+
Name: Ghoul
Location: Max has to finish it off.

Copy: Regain HP automatically

Effect: Poison 1 enemy
+-----+

+-----+
Name: Gobgovitch
Location: Narsha has to finish him off.

Copy: Well-balanced warrior

Effect: Extreme random damage
+-----+

+-----+
Name: Hellhound
Location: Guntz has to finish him off.

Copy: Powerful beast attack

Effect: Attack from any range
+-----+

+-----+
Name: Kane
Location: Deliver the final blow to Kane using Max.

Copy: Attack with Desoul

Effect: Cast Egress to return to town
+-----+

+-----+
Name: Laser Eye
Location: Anri must deliver the finishing blow.

Copy: Attack with Bolt

Effect: Damage all enemies in range
+-----+

+-----+
Name: Marionette
Location: Gort has to finish her off.

Copy: Attack with Blaze

Effect: Attack from any range
+-----+

Name: Master Mage

Location: Have Mae kill him.

Copy: Attack with Blaze

Effect: Attack enemies within 2 spaces

Name: Mishaela

Location: Max must deliver the finishing blow.

Copy: Attack with Bolt

Effect: Attack all enemies

Name: Pegasus Knight

Location: Zylo must deliver the finishing blow to the final Pegasus Knight.

Copy: Fast-moving knight

Effect: Attack from any rang

Name: Ramladu

Location: Deliver the final blow to Ramladu using Narsha.

Copy: Excel in all areas

Effect: Prevent enemy from acting

Name: Rune Knight

Location: Max has to finish him off.

Copy: Fast-moving knight

Effect: Attack from any range

Name: Silver Knight

Location: Tao or Anri must deliver the finishing blow.

Copy: Fast-moving knight

Effect: Attack from any range

+-----+
+-----+
Name: Skeleton
Location: Have Anri kill it.

Copy: Regain HP automatically

Effect: Put 1 enemy to sleep
+-----+

+-----+
Name: Soul Eater
Location: Have Zuika kill it.

Copy: Regain HP

Effect: Ally regains HP for 5 turns
+-----+

<> 8. Items <>

<8.1 Restoring>

+-----+
Name: Medical Herb
Description: Restores 20 HP to a single ally. Use during battle.

Effect: Health Points + 20

Cost: 10 coins

Locations: Guardian's Shop
+-----+

+-----+
Name: Healing Seed
Description: Restores 40 HP to a single ally. Use during battle.

Effect: Health Points + 40

Cost: 50 coins

Locations: Guardian's Shop
+-----+

<8.2 Boosting>

<8.3 Rings & Accessories>

```
+-----+
|Name: Steel Ring                               |
+-----+
|Description: Increases defense power by 1.     |
+-----+
|Effect: Effect Defence +1                     |
+-----+
|Cost: 500 coins                               |
+-----+
|Locations: Equipped by Max in the beginning  |
|of the game, Guardiania's Shop               |
+-----+
```

<8.4 Battle>

```
+-----+
|Name: Angel Wing                               |
+-----+
|Description: Retreat from battle and return  |
|to the nearest town.                         |
+-----+
|Effect: Escape from battle                   |
+-----+
|Cost: 40 coins                               |
+-----+
|Locations: Guardiania's Shop                 |
+-----+
```

<8.5 Important>

<> 9. Weapons <>

<9.1 Swords>

```
+-----+
|Name: Short Sword                             |
+-----+
|Description: Minimal attack power, but even |
|novice fighters can use it.                 |
+-----+
|Effect: Attack +5                           |
+-----+
|Cost:                                         |
+-----+
|Locations: Max' initial weapon.              |
+-----+
```

<9.2 Spears & Lances>

```
+-----+
|Name: Spear                                   |
+-----+
|Description: Small throwing lance. Basic    |
|weapon of a knight. Distance 1-2.          |
+-----+
|Effect: Attack +6                           |
+-----+
```

Cost:

Locations: Ken's initial weapon.

<9.3 Axes>

<9.4 Staffs>

+-----+
Name: Wooden Staff

Description: Sacred cane. Basic tool of a mage or healer.

Effect: Attack +4

Cost:

Locations: Tao's initial weapon.

<9.5 Arrows>

+-----+
Name: Wooden Arrow

Description: Distance 2

Effect: Attack +8

Cost:

Locations: Hans' initial weapon.

<> 10. Spells <>

<10.1 Learning Levels>

+-----+
Name: Egress

Max learns on lvl : 1

+-----+
Name: Blaze LV1

Tao learns on lvl : 1

+-----+

|Name: Heal LV1

|Lowe learns on lvl : 1

<10.2 Spell Details>

|Name: Egress

|Description:

|MP Cost:

|Name: Blaze LV1

|Description:

|MP Cost:

|Name: Heal LV1

|Description:

|MP Cost:

<> 11. Bookshelves <>

"The Way of the Swordmaster"

"A warrior's Heart"

"War Tactics and Strategies"

"The Lended of Light and Dark"

"The Era of the Gods"

"Warrior Code"

"Arms Almanac"

"Guardiana Warriors' Memoires"

"How to Discipline Kids"

"How to be Resourceful"

"Magical Manarina"

"Magic for Beginners"

"My First Blaze"

"The Heart of a Mage"

"Bolt Spells 101"

"Ottorand's Tale"

<> 12. Nova's Battle Tactics <>

Battle 1:

The first battle. Let's start from the basics. This'll take time, but be patient. Know your enemy! You can get info on a class of enemy after fighting just one of them. Don't drop your guard on the battlefield. And watch out for enemy counterattacks. Beware of Dwarf Rune Knights when fighting at the Gate of the Ancients. They're tough. We're still weak. Advance with care and make sure you have one Medical Herb per person. There's a limit to MP even for a Healer, you know. Mages and Archers have low Defence, so be careful when putting them at the front. And lastly, if things get dangerous, retreat! Using battles to improve your level is also a worthwhile strategy.

<> 13. Credits <>

Thanks to:

CJayC : For adding this & copyright text

www.network-science.de/ascii/ : For the nice ASCII art

Moogie : For the TOC

DWM66, Jaymaster600, LanceHeart Gothann, Relle, Tyma : For the cards

Busta Dust : Gong Glitch

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skydragonlord7707 (at) hotmail.com. I'll give you full credit when I posted it
Thanks for reading and if you have some time why don't you take a look at my
other guides... or my website : <http://skye.fragism.com>

Note that I only will update my guides on www.gamefaqs.com if you are reading
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<>----- End -----<>

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