

Shining Soul Walkthrough

by bobbyhe

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SHINING SOUL

SHINING SOUL- Walkthrough
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I) INTRODUCTION:

My first time writing a RPG Walkthrough. I love RPG games. If you have questions or comments about RPG Games. Feel free to contact me at Bobby_he@yahoo.com.

Note: I started off the game with the warrior but than I was having a hard time killing the bosses. I tried again with the Wizard. I will list the Book spell, which I got as a Wizard and the items.

Start game:

'The Dark Dragon that scorched the world with its destructive fire'

'The gods sent the Shining Warriors to defeat the Dark Dragon'

Wow! What's Going to happen...

Hmm...

Oh!

I think I have a visitor

I see, you are here to see my grandpa!

Sorry but I'm afraid he is not here at the moment

Oh yes...

Read this book while you wait!

It's very interesting!

II) CHARACTERS

Warrior:

His attack power is good and he can use a lot of weapon. His hint points are high. Start of with:

ATK:20

DEF: 3

DEX: 15

STR: 15

VIT: 15

INT: 0

Wizard:

She has no attack power and cannot use weapons at all but the best part is that she can use spell. I consider her the best character to be selected. Start with:

ATK: 0

DEF: 0

DEX: 10

STR: 5

VIT: 10

INT: 20

Note: The INT represent magic points and the power of the spell. The higher the INT, the more magic you will have and the powerful the spell will be.

Archer:

The weakest character in the game. You can equip with bows. Low hints points and attack power. Not consider a good to be picked. Unless you want to play a very challenging game. Start with:

ATK: 17

DEF: 3

DEX: 20

STR: 13

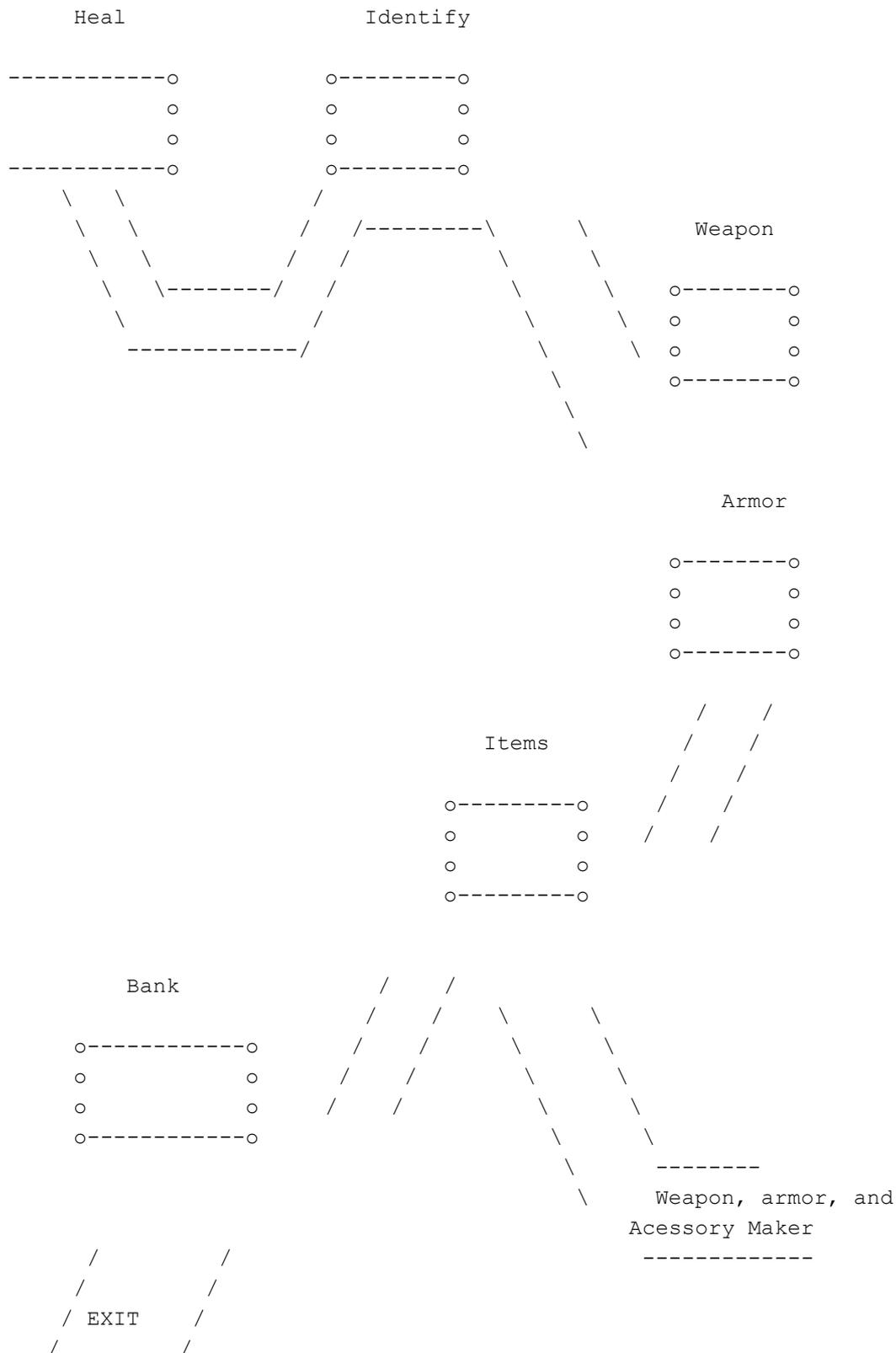
VIT: 12

INT: 0

Dragonute:

A dragon with a lot of attack power. He can equip a lot of weapons, high hit points but the defense is kind of weak. If you just want someone to attack and attack, he is the character to pick.

III) MAP



Heal:

When you start, you will see four people there. One is to recover your hint points and the others give information about what you should do. The two robots on the left and right tell you how to beat the boss.

Bank:

A place where you store your items, weapons, shields, Accessory, and Money. It is best to put your money in the bank before you go on a journey. If you die in a battle, all your hard-earned money is going to be gone.

Weapon:

A place where you buy weapons, to increase your attack power. It is the best choice to buy the most expensive weapon. When you see that the weapon is in blue color, it means that you cannot equip the weapon.

Armor:

Purchase armors. Best to buy expensive one. When you see it is blue. It cannot be equipped by your hero.

Identify:

When you get items, weapons, books and accessories that are in a question mark. Bring it to this place to identify it. Sometimes you can get a strong weapon, armor and etc.

Bird Maker:

When you get three Mythril. You can bring it to this place to make strong weapons.

Note: There is a NINJA in town. Talk to him to receive items. I only find him three times. First time, when I started the game. Second time when I beat Area 1 and Area 2. I am sure you can track him down from his hiding place. Remember the item is not very important. You can buy it or find it in your journey, to fight the black dragon.

IV) ITEMS:

Angel's Feather: Return to town when it is used

Valuing Scroll: A useless item. I don't know what it does.

Antidote: Recover from poison

Healing Water: Recover 200 hint points

Herb: Recover 50 hint points

Healing Drop: Recover 100 hint points

Toadstool: Recover hint points but some are Poisonous

Soul Return: Only useful when you have your two GBA connected.
It will revive the deceased hero.

Ray of Hope: Recover all your MP hit points

Goddess's Tears: Recover some magic points

Mythril: Bring three to the bird maker to make powerful
weapons, armor and etc.

Master Ring: Increase ATK by 8
Increase fire RES by 10

Gale Ring: Increase ATK power by 3
Increase DEX power by 3

Power Ring: Increase fire RES by 10
Increase ATK by 3
Increase DEF by 18

Protect Bracer: Increase fire RES by 10
Increase DEF by 18

Sapphire Charm: Increase your ice RES by 20

Topaz Charm: Increase your thunder RES by 20

Emerald Charm: Increase your ice and thunder RES by 10

Amethyst Charm: Increase fire RES by 60
Increase ice RES by 20

Dark Side Orb: Increase fire RES by 50
Increase thunder RES by 50

Note: When you attack you will lose hint points
if you equip this accessory.

Elemental Orb: Increase fire RES by 20
Increase ice RES by 30
Increase thunder RES by 20

Bandana: Increase ice RES by 20
Increase DEF by 10

Ruby Charm: Increase fire RES by 20

Magatama: Increase ice RES by 10
Increase ATK by 10
Increase DEF by 25

Gale Chicken: Increase DEX by 1

Wine of Strength: Increase your STR by 1

Moon Pendant: Increase fire RES by 10

Bronze Medal: Increase ice RES by 10

Silver Medal: Increase ice RES by 10

V) WALKTHROUGH

Note: I am using the wizard to write this walkthrough.

VI) Area 1: Best Mountain

Note: You have to kill all the enemies to open a door to the next level.

Attack all the monsters you see to get level and remember to increase the attack power of the spell to level one, especially the blaze magic. There are 3 levels before you face the boss. When you see a red teleporter, it means you have to enter and fight the best. If you feel like your hint points is too low, use the Angel feather and go back to town and heal and come back to the red teleporter and fight the boss.

Note: After you gain a level, press Start and go to the status menu to increase your hero power. You change the Status point or skill point. You will get 4 points when you reach a level but the skill point, you only will get one per level.

Boss: Beast Mountain.

Attack the boss with blaze and watch out for him when he turn into a ball. Attack him when he is standing.
Run when he turns into a ball.
He will round left, right, top, and bottom.
Repeat the process and you will kill him.
You will not have trouble killing him.
Beat him and grap the chest and head back to town.

VII) Area 2: Labyrinth Death Shadow

Attack your way through 7 leves. Increase your fire spell, ice spell and heal spell. These spell are very important when you get further into the game.

Boss: Titan Fighter

Attack the left metal. Watch out for the laser coming from the left and right size. The Titan also use the left and right hand to attack you. When it explodes, a ball comes out and attack you. Run and try to ignore the attack and keep attacking it with your fire. Charge your fire power to level 1 or leve 2 and releash it. Piece of cake. Grab the chest and head back to town.

VIII) Area 3: Equal Dungeon

Attack your way through a mountian of 10 levels. You will meet a lot of new enemies here, like the Horseman, stoneman and etc.

Grab every treasure chest you see and increase your magic power again.

Boss: Bulzam

Watch out for the dragon fireball attack. Stay away from the dragon when he is using fireball attack. He also uses laser. Attack when he is using laser and swaying fire attack. Watch out or the swaying fireball will attack you. Hit and run. You will defeat him in no time. Grab the chest after you are done.

IX) Area 4: Forest of Another World

Walk through a 10 levels forest. Grab the mushroom but beware. Some of the mushrooms are poisonous. You will meet enemies, like flying birds, archers and ice ghost. Watch out the archers. They attack you from the corner of the forest when you didn't see them. Also, some of the blue trees can be walked through.

Boss: Michaela

The boss is hard. There are four Michaelas, you have hit the right one. All of enemies throw ice and lighting at you. You can dodge the ice but you have to beware of the lighting. It can kill you easily. When you hit the right Michaela, she will disappear and reappear at a different location. Now, you know where is the real Michaela, keep attacking her until she is dead. Grab the chest and go back to town.

X) Area 5: Glaybull Temple

You will meet new enemies, like the red mummies, skeletons, mage and etc. Watch out the purple skeletons that use lighting. Kill it if you see them in sight. Also watch out for the gargoles that throw fireball. You can teleport to another location when you see a yellow teleporter. Ascend up to 10 levels.

Boss: I- Ohm

Kill the two enemies that keep following you first. They will freeze you and slow your speed down. Boost up your magic power and attack the enemy before the worms reappear again. Watch out for the flying spirits that are coming out of the boss. Continue the process of killing the worms and attacking the boss. You will the boss. Eventually, you will win. Get the chest and head back to town.

XI) Area 6: Deol Waterway

Walk your through your way in a Waterway, 10 levels. Watch out for the fire throwing wolf. It keeps throwing fireball at you. The fireball is much better than the one you are using. Also, watch out for the red dragon. They are strong and has a high hint points. Attack and run. Watch out for the PURPLE MAGES. They are the most powerful enemies you will fight in your journey. They kill on using lighting.

It can kill you easily. Kill them instant if you see them but run when they are a lot of purple mages. You will what I mean when you fight them.

Boss: Zeon

The boss will pop out of the holes. You will never know which one he will pop out. Charge up your fire ball and releash it when he comes out of the hole that is close to your hero. Watch out for the poisonous smoke. If it hurts you, you better go to the corner and heal yourself with the healing book. Zeon will also swim around the river, charge up your spell power and go to the left size and hit him. Repeat the process and you will beat him. Get the treasure chest and head back to town.

XII) Area 7: Dark Tower

Ascend your way up to the tower. Watch out for the PURPLE Mages. They will kill you easily. Watch out for the purple gargoles. They will or they can be annoying but throwing fireballs at you. There is a new enemy. The flying robtos. There are yellow spirts that use lighting. Kill the yellow spirts when you see one. Also, there are four leg robots. Kill them instantly if you find them or they are going damage your hero with lighting. You will encounter a new enemy, the ice dragon. Run and attack.

Boss: Dark Soul

Dark Soul has a lot of hit points. It took me about twenty minutes to kill him. Dark soul has four swords that surround him. Red, yellow, green and purple. When he picks red, he will throw powerful fireball at you. Green, nothing is going to happen. Purple, he is going to throw ice at you. Watch out for the yellow. Lighting, it is very hard to dodge this attack. The best way is to stand at the top of Dark Soul when he picks yellow. Run when the color of yellow is being picked. Dodge and attack. That is the only way to beat him. Remember to build your blaze power to level four and releash. Also, remember to head with your healing book. After he is defeated, grab the chest and go back to town.

XIII) Area 8: Dark Castle

Ascend your way up to the castle. The trip is long, longer than the other areas you have gone through. Killing all the enemy. There are new enemies, like white flying robots, white archery, purple birds and etc. Remember to change your magic to ice when you are fighting enemies that have high fire resistance.

Boss: Dark Dragon

Dark Dragon has three heads. Two on the left size and the middle one. The best strategy to defeat the boss is to destroy the two heads on the left size. Charge up your fireball to level four or five and releash it. The two heads will reappear after a few minutes but it give you some time to charge up your blaze power and hit the middle

head. The middle head only shoot out fireball, dodge it and hit it with your fireball. Remember to aim it right. You don't have to wait for the middle head to hit the group before you shoot out your fireball. Remember to charge up to level 4 with your fireball, aim and hit it. Continue the process and you will beat the final boss.

XIV) Conclusion

Yes. You have beaten the game. The quest is over. You will see that the Dark Dragon cannot be beaten. The only thing you can do is to use a sword and seal it for 1,000 years. The quest is over. You can exit the teleporter. Before you leave, you can save your game. The end.

I want to thanks Gamefaqs for posting my walkthrough and thanks sega for making a better Shining Soul than the one on SEGA Entertainment System. I am just joking.