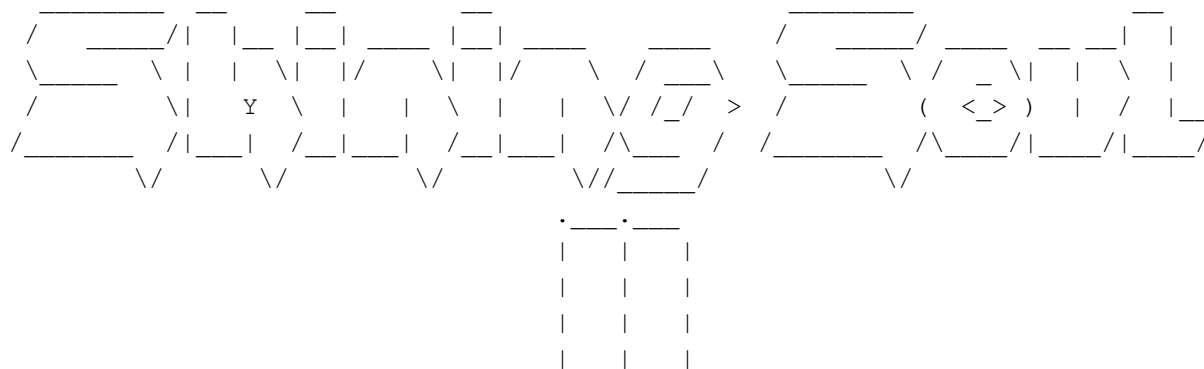


Shining Soul II Boss FAQ

by Ace Whatever

Updated to v1.11 on Aug 8, 2005



Boss Guide V 1.11 (8/8/2005)
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In short, currently ONLY GameFAQs can host this guide. If you want to put this on your website, simply e-mail me and ask. I check my inbox regularly and I don't get a lot of mail anyway, so don't worry about not getting a reply unless it's summer vacation time.

UPDATE: This FAQ can now be found at Supercheats (www.supercheats.com)
& Neoseeker.com

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Version History:

1.0 (4/9/2004)

-All bosses and their Advance mode counterparts done. Not much details about the Clone boss, though.

-Uploaded the FAQ and it got accepted. YES!

1.1 (18/9/2004)

-E-mail from Tony Streamo gave me a tidbit on the Grove Giant boss and also some helpful info about the Clone boss

1.11 (8/8/2005)

-E-mail from YBMC finally cleared up the missing info about the Clone boss, plus a small addition to the Clione boss

Introduction:

When the original Shining Soul came out, I was very tempted to buy it since I enjoy the action dungeon hack genre quite a bit, but I withheld on the account of having other matters to attend to. Then the sequel came out and I was still busy. Then summer vacation came and I needed something to kill time with on my 24+ hour bus trip (aside from Final Fantasy Tactics Advance), thus this little gem was bought.

The purpose of the guide is to show how to beat the various bosses in the game. Granted, some of them can be beaten by simple hit n' run tactics but others need a touch more than that. Also, like any good game with several difficulty settings, some bosses gain new attacks in Advance mode. I'll do my best to point out the differences.

Note: If you've played Advance mode then you'll have a good idea of how tougher all the enemies and bosses become. Not all bosses get new attacks, but they all become a lot stronger and harder to defeat. Also, the strategies assume you're a melee character (magicians have long range spells and thus have an easier job when felling bosses) and that you don't have any potions on you at the time of the battle (if you do then you'll just last longer).

****Goblin Fort****

Captain Gully: Gully is the goblin dressed blue if you haven't noticed. He'll come at you with four goblins backing him up. Just hack away at them (or toss your best spell if you're a mage) and don't get swamped. You might want to stand at the entrance to the room if you're a melee character in order to take them on one at a time.

Advance mode: No difference here. Avoid getting surrounded at all costs or you'll surely get killed.

Colonel Gobovich: Gobovich starts by breathing fire (While you ponder how goblins can breathe fire, notice that his balls of flame are the prettiest visual effect in the entire game) around himself in eight directions at once. He'll start at your direction then continues in a single circle, meaning he's vulnerable in the direction he already fired from. Simply stay a way from him when he starts then rush in and attack. You have a good few seconds until he finishes his attack and goes through his tired animation. Don't wait too long though, his next attack is spinning with his axe outstretched while following you slowly. Despite the bad animation, he can still hit you if you come at him from above and below. Run around and wait until he skids to a halt, then attack him again. He'll soon get up and do his flame attack again, repeating the

cycle. Shouldn't be too hard to beat.

Advance mode: Instead of breathing fire at close proximity, Gobovich will now shoot the balls out so you'll have to dodge them before you attack.

****Giant's Graveyard****

Grove Giant: This hulking brute may be slow, but that doesn't mean he can't kill you easily. He only has one attack: He stomps the ground with his fist, causing a small shockwave that hurts you if you're close and makes 3-4 rocks fall down. You can easily dodge them by watching their shadows. If the giant gets too close, you can run around the coffin and come at him from the other side.

Advance mode: No change. Still an easy boss if you can dodge his attacks.

UPDATE: Tony Streamo gives his two cents on the big G:

"The Grove Giant, boss of Giant's Graveyard, DOES get a tiny improvement in Advance Mode, although it took me about 3 runs through to realize it. When he punches into the ground, after the shockwaves, the rocks that fall afterward fall 1.3 seconds faster than in Normal Mode. Giving you a bit less time to dodge them. Easy to miss, but I just wanted to tell you."

****Wizari's Palace****

Wizari: Soon after the battle starts, you'll find out that you can't hurt the transparent Wizari or her two red knights. All you have to do is destroy the picture above her while avoiding the knights and she'll reveal her true form. Destroy the knights first. Wizari will move around the room doing nothing for a while, so attack her at this point. Soon enough she'll stop and surround herself with a purple barrier (which damages you if touched), charge up then fire four purple orbs that fly outwards in a growing circle formation, then start moving again. Maneuver through the spaces between the orbs (easier than it sounds) and attack Wizari until she repeats the pattern. The only thing you need to worry about is getting hit by the orbs.

Advance mode: Boy, Wizari sure gets nasty in Advance mode. For starters, instead of waiting idly for you to destroy her portrait, she'll fire a slow homing orb that you have to dodge in addition to the knights. In her true form, she'll launch eight orbs instead four, which makes dodging more difficult. Occasionally she'll also split into three transparent versions of herself and circle around the room, attack the one with a shadow underneath it. During this, she and her clones might engulf themselves in a purple flame barrier that can damage you. Since her knights are now a lot tougher, this battle might take a while to finish.

****Fairy Spring****

Clione: Clione has two attacks. First, she forms a small ice cube underneath her that grows to half your size then shoots it at you 2-3 seconds later. This is easy to dodge if you put enough distance between you two. After the second ice attack, she'll shoot four white orbs that are similar to Wizari's but smaller. Then she kinda randomly alters between these two attacks and I'm not too sure if there's a pattern. Also, she'll sometimes command a waterfall to activate, causing water to cover the whole screen and forcing you downwards. When this happens, run upwards to give yourself enough space to dodge her ice

cube. When you're not avoiding her attacks, hit Clione with everything you've got because she's always vulnerable.

Advance Mode: No change. Remember to run upwards when the water gushes down and try to use the small bridge to your advantage.

UPDATE: From Nathaniel Herbert:

"The pattern is first the ice cube then the orbs then waterfall and ice cube and orbs (waterfall stops) then moves to the other side and does the same thing. On Advance mode it's the same thing except it the waterfall happens twice in a row."

****Robert's Pirate Ship****

Captain Robert: Robert looks more like a viking than a pirate. Then again, I wouldn't want to fight some peg-legged, eye-patched hook-for-a-hand weirdo who yelled "arrr" in every sentence. Anyway, Robert uses one of two attacks depending on how far away you are from him. If you're within five paces, he'll spin his axe around while standing still, but his tornado-like speed will create a vacuum that draws you in. Run in the opposite direction and hope he stops spinning before you get hit. At this point, you have a few seconds to land in a few blows before he starts spinning again, however, if you're too far for a spin attack to be effective, Robert will charge at you and will stop if he hits you or a wall. Run up or down when this happens and be careful, if you didn't move far from where Robert charged at, he might change his direction slightly at the last moment and still hit you. After he charges you can attack him again before he does another spin or charge.

Advance mode: His spin seems to draw you in faster and his charges do a lot more damage. It's best to hit him two or three times at most then run as far away as you can.

Giant Squid: Although the squid follows a set pattern, it's in your best interest to finish him off as quickly as you can. Attack the squid directly (even though it seems that he's a mile away from the ship) as he moves left and right. He'll lash out with one his tentacles, randomly hitting the middle, left or right side of the deck. It's hard to avoid getting hit if the tentacle comes out where you're standing so just whack away and hope for the best. After the second tentacle strike, he'll shoot a purple blob of ink that floats and homes in on you. When that happens, run along the edges of the deck in a clockwise or counter-clockwise direction until the squid attacks with his tentacles again. The force of the blow (which hopefully didn't hit you) will rock the deck and the blob up and down. This is your chance to run over or under the blob and go back to hitting the squid (if the blob touches you, you'll receive damage and be afflicted with darkness). It's highly recommended that you have a soul ready to summon in this battle.

Advance mode: No change. Dodging the blob is imperative to your survival.

****Driazhek Desert****

Giant Worm: When did worms have claws and a head that looks like a monstrous mole? The worm moves around the area diagonally and rebounds off the walls. After a while he'll stop and the boulder-like segments of his body will split and waltz around the area, not very hard to dodge. After that they'll reattach to his head and he'll move again. The worm can only be damaged by destroying the balls (you can only damage the "tail") one by one until he's down to only

his head. You can only do this when the worm is moving around and not when he splits. However, when he stops you have a second or two to hit his tail before he separates. When only the head remains, he'll move around indefinitely until you destroy him.

Advance mode: No change. An easy boss if you're not too reckless.

General Oswald: Now I know that centaurs are a prominent race in the Shining Force universe but what the hell is Oswald supposed to be?! He first walks slowly towards you and does a regular slash that has little range but releases a circular wind blade that spreads in eight directions. After that is a normal slash without the wind blade. A good strategy is to simply stand still and wait for him to come at you and slash at the air while you can hit him with ease, the wind blade won't hurt you until it splits so be ready to dodge.

Advance mode: Say hello to Mr. Nasty No.2. Instead of having his wind blade splitting in eight directions, the eight wind blades home in on you! Other than that, he's pretty much the same.

Koldazhek Cave

Yeti King: The Yeti King will come at you flanked by two normal yetis. Simply whack away at them and use your charge attacks to keep them at bay.

Advance mode: Since the trio is now stronger, charge attacks are a must in order to survive.

Vaitali: Compared to the Yeti King and his goons, this guy's a joke! His attacks are trying to ram you with his spinning spike shell (just run around him) and a rarely hitting bite. You must first take out his three legs before going after his head. When you've taken out two of his legs, sometimes his third leg won't appear when he stops spinning (either a glitch or it came out at the top). Just let him spin again and it should appear on his next stop.

Advance mode: No change. Seriously this guy is just too easy.

Demon's Tower

Clone: Halfway through the tower you'll be confronted by your doppelganger. The strategy for him varies with each character (See "Notes" below) but magicians have an easier time since they have long range attacks. As for melee characters, the trick is to let him chase you around and get just close enough for him to attack you but he'll miss you by a hair since you're moving (easier said than done thanks to the small size of the room). I hope you've been nice to your Dexterity up to this point 'cause you'll need her, and having a strong summon helps.

Advance mode: He's still the same, but I've heard that clones get huge HP in Advance mode though I can't confirm it. However, having your character's Soul weapon makes this fight easier.

UPDATE: Here's the 411 on the Clone from Tony Streamo:

"The clone in Demon's Tower is fixed. It's STR/ATK is your STR/ATK +80 in Normal Mode, and +175 in Advance Mode. Making it extremely hard for mages, who get VERY weak armor in the game, but also quite hard for melee characters. And it's HP is your HP + 1500 in Normal Mode, and your HP + 4000 in Advance Mode. That's real fun... Every other one of its stats, including resistances, are the

exact same as your character's. Which makes sense, I guess. As far as weapons and such go, the game tried to predict what your character would do, and every clone uses a set weapon/spell and weapon.

Warrior Clone: Uses a Sword.

Ninja Clone: Uses a Sword. The main reason people whine about their clone is because the Ninja's sidesweeping sword attack is hard to dodge in the small area, due to its range of attack.

Archer Clone: Uses a Bow. I don't know if the clone's range of his attacks are influenced by your character's Range skill or not, but it's REALLY hard to dodge... for me, at least.

Brawler Clone: Uses Claws.

Priestess Clone: I have to play a game with the Priestess to find out what the Priestess Clone uses.

UPDATE: YBMC has the answers:

"I am here to answer your problem concerning the Clone boss for the Priestess. I happen to use the Priestess, and I happen to know that the Clone always uses the Flail attack. Fortunately, the Clone never uses healing stats, otherwise I'd have a terribly hard fight every time I re-fought in the Demon Tower. Oddly enough, the Clone doesn't use the rod, despite the fact that I used it instead of the flail. I am assuming from this that the clone uses your strongest weapon or ability."

Sorceress Clone: Here's where it gets annoying. First, you're cased around with the Rod, but THEN, you get Level 4 Blast Magic shot at you. That's in Normal Mode. In Advanced Mode, it's Level 7. Little space? Yes. Huge magic attack? Yes. Prepare to die? YES!!! I had to battle about 60-70 times before I finally killed the clone.

Dark Wizard Clone: Somewhat easy. Just tries to hit you with the Rod, then blasts at you with Level 4 Demon Breath in Normal Mode, and Level 7 in Advanced Mode. Which is god-hard to dodge. :(

Dragonute Clone: Uses an Axe.

??? Clone: Same as Dark Wizard Clone."

Note: "???" refers to the secret character, who is basically a stronger version of the Dark Wizard.

Dark Angel: (Insert Jessica Alba joke here) You'll find that the emissary of darkness is nothing to laugh about, though. She'll decimate you in seconds if you're not careful. When she's on the ground, she's vulnerable for about 3-4 seconds. Strike her a few time then back away quickly. She will swing her scythe around her and if you get caught, you're in for a world of hurt. She'll pick you up and fly into the background, and while she cracks her hiccup laugh, you'll take 6-7 hits of dark damage before being tossed back onto the platform (you'll also get inflicted with darkness). After that she'll do a flyby and throw crescent shaped projectiles downwards. Stand in the middle lower part of the platform to avoid them. When she comes back down you can hit her again. When she flies again she'll stop at the top of the screen and fire a barrage of her dark feathers at you in a zigzag pattern. She's also vulnerable at this point. If you managed to dodge her attacks and persist with yours, you should be able to kill her when she gets to that attack.

Advance mode: She now goes off-screen and fires her feathers at you like darts. If the first one hits then you're as good as dead. Run around the edge of the platform to avoid this. She also sometimes swoops from the side to pick you up. Stay at the bottom of the platform for this one, NEVER GO UP or you'll get caught.

****Hottazhek Volcano****

Gillespie: For your first encounter with the Gillespie, he'll fight just like the melee clones: Just chasing you and trying to hit you with his sissy rod. The rod still does considerable damage so don't take him lightly. Hit him after he attacks.

Gillespie (Rematch): Now Gillespie will alternate between the rod attack and firing a level 3 Demon Breath spell (which damages and inflicts darkness). Use the same strategy from before and dodge the Demon Breath and you'll send him packin' in no time.

Advance mode: Both Gillespie fights don't differ that much in Advance mode, other than him getting tougher, that is.

Holy Guardian of Fire: This is another fight where recklessness is frowned upon. Take it slow and the guardian won't lay a finger on you. As he slowly lumbers towards you, you can attack him at your leisure until you see him raise one of his arms. That's your cue to back up and veer to his other side to avoid the flame wave he's about to send. I told you to back up because immediately afterwards he'll attempt to uppercut you. If the blow connects you'll be sent to the far end of the area and suffer fire damage from the lava on the way back, so make sure you have high fire resistance.

Advanced mode: No change. A bit harder than old man Vaitali but still easy to beat.

****Chaos Castle****

Gillespie (Final Duel): And when I say duel I don't mean that Gillespie will challenge you to a game of Yu-Gi-Oh. He uses the same pattern from the rematch along with a new trick. His Demon Breath is now at a higher level (5, I believe). After doing some damage to him, he'll pull a disappearing act by warping to another part of the area and summoning a random monster to help him (so far he summoned a Reaper, a Vampire and one of those annoying green gargoyles). He can have no more than two monsters onscreen and will continue to summon new ones as needed while pestering you with his rod and Demon Breath. If he summons a Vampire (the gray flying demon), kill it ASAP because it too can use Demon Breath, making your already daunting task more tedious.

Advance mode: This fight is now ten time harder because of all the monsters he summons, especially the Vampires which have their Demon Breath upgraded to level 7! You'll definitely need a lot of Healing Waters to outlast this onslaught.

Deatharte: The hot shot centaur from whom we haven't heard since the game's intro turns out to be the big cheese running the Chaos Knights, and boy is he big! Thankfully he has an easy pattern. He'll start by attempting to ram you, run down when that happens and he should miss you, at which point he becomes vulnerable to attack, but be careful. Shortly after that he'll get up and fire a level 7 Blast spell (the homing green tornado) from his halberd and ready

himself to charge again while you're running around. Now here's the thing: Never be in the left or right of the circular arena then run up when he charges because you'll surely get hit, and if the Blast catches up to you then BLAM! Goodnight! After dodging the charge, wait for the Blast to dissipate then attack Deatharte quickly before he repeats the pattern. And just to be safe, bring some Healing Drops.

Advance mode: No change thankfully.

****Chaos' Domain****

Chaos: Shining Soul 2's final boss looks like an Alien with a human head! At the start of the fight position yourself to the right or left of Chaos as it summons a random monster (it could ANY regular monster in the game) then run like mad along the edges when he shrinks into his shadow and begins chasing you. If he catches up you'll get hit two or three times before he reemerges (the damage is of a random element). Now he'll be vulnerable for a few seconds but don't stay close for too long or you'll get hit by his Demon Breath. Like Gillespie, he can't have more than two monsters onscreen at once. However, you can use his murderous intent to your advantage. When he chases you, if you lure him into one of the summoned monsters it will damage the monster and often kill it if it's weak enough. An advantage to keeping both summoned monsters onscreen is that he'll spend every other stop doing nothing! Hack away! As long as you keep the pattern in mind (Summon, shadow rush, Demon Breath, shadow rush, repeat) you should have no trouble defeating him.

Advance mode: Now you have to worry about the stronger monsters but it's not nearly as tough as the Gillespie fight in Chaos Castle. Good Luck!

----<Notes>----

1. In regards to the Clone boss in Demon's Tower. I have only fought him twice up to now, and in both cases he used the same weapon I was using (Sword and Demon Breath, respectively), whether this was a coincidence or not, I don't know yet what determines the weapon your clone will use. Either he'll use the skill that you have the most levels in or he'll use the weapon that's a standard for that character (Sword for ninjas and warriors, axes for dragonites, etc...) although that doesn't explain what magician clones (Sorceress and dark wizard) will use. If anyone can explain this to me, I would be very grateful.

UPDATE: Thanks to Tony Streamo & YBMC, the Clone boss issue has been cleared up. And my standard skill theory seems to have been the valid one for all characters but the Priestess.

2. I've yet to fight the creature that hatches from the egg in Chaos Castle on Advance mode. So any info sent to me pertaining to it will not be posted in the following update until I actually fight the thing.

3. If you want to contact me via the e-mail mentioned above, keep the following guidelines in mind:

-Don't use the all caps/133t language combo or you're just begging to be ignored.

-Include "Shining Soul II Boss FAQ" in the title or you will be ignored as well.

-Here's an all time classic: Don't send me questions about how to beat a particular boss. I've tried my best to make this guide thorough and the game

isn't that hard anyway. But if you must ask, tell me in detail why my methods aren't working. Just a question asking "How do you beat the X boss?" will be ignored.

- Don't send me gameplay questions that have nothing to do with the bosses (fusing, sidequests, etc...). There are already FAQs covering that.
 - Someone asked me to include the bosses' HP in the FAQ. I never bothered looking for them and frankly I don't find it necessary. As I already said, the game isn't that hard. If anyone has the HP info or knows where to find it, though, feel free to tell me and I'll see what I can do.
-

----<Credits>----

- Nintendo: For creating Game Boy, the love of my life.
 - Sega: For making this game.
 - Atlus: For still having the guts to bring games in English that other companies won't.
 - You: For reading this guide.
 - GameFAQs.com: For always being there when I needed it.
 - CJayC: For accepting and posting my FAQ.
 - Tony Streamo: For his helpful info on the Clone Boss.
 - YBMC: For info on the Priestess Clone.
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