Shining Force Game Genie Codes

```
   Original Sega Genesis Game Genie codes created by:

      Tony Hedstrom     t_hedstrom@yahoo.com

        http://www.angelfire.com/games2/codehut/

   These codes are copyright 2002 Tony Hedstrom

           Version 1.1    September 13, 2002
```

What's new: Added 22 new codes. The newest codes are
at the top.

What's new: Added 9 new codes (ver 1.0).

What's new: Added 14 new codes (ver 0.9).

    Shining Force

NOTES:
If you are using these codes with a real Game Genie (on
a real Genesis), you will probably not be able to save
your game (this is because of the Game Genie, not
because of the codes), but if you are playing on an
emulator, you should have no problems saving your game.

The code below only works during battle. There may be
a few characters that won't be able to use the Medical
Herb when the code is on.

All 4 codes must be entered.

LFNT-EAA0 +
LFNT-EAA2 +
ABNT-EKT4 +
NPNT-F4J8
When you use the Medical Herb (in battle), EVERYONE in
your party will level-up to level 19!! If you wait to
use the code until everyone in your party is past level
20 (and promoted), then EVERYONE in your party will
level-up to level 99!! When you use the Medical Herb
(with the codes on), it may seem like nothing happened,
but you will see that everyone has leveled-up.
IMPORTANT: It's best if you only use these codes once,
then turn the codes off. If you do use the codes more
than once, please note that the game may pause for about
60 seconds, then return to normal. (This only applies
to the "level-up" codes above.)

```
========================================================

ABWT-EAB2
The EGRESS spell costs 0 MP.


ABWA-EAH2
The BLAZE 1 spell costs 0 MP.


ABWA-EAH6
The BLAZE 2 spell costs 0 MP.


ABWT-EAAA
The BLAZE 3 spell costs 0 MP.


ABWT-EAA2
The BOLT 1 spell costs 0 MP.


ABWT-EAA6
The BOLT 2 spell costs 0 MP.


ABWT-EABA
The BOLT 3 spell costs 0 MP.


ABWT-EABE
The BOLT 4 spell costs 0 MP.


ABWT-EAAN
The FREEZE 2 spell costs 0 MP.


ABWT-EAAY
The FREEZE 4 spell costs 0 MP.


ABWA-EAD2
The AURA 1 spell costs 0 MP.


ABWA-EAD6
The AURA 2 spell costs 0 MP.


ABWA-EAEE
The AURA 4 spell costs 0 MP.


ABWA-EADJ
The HEAL 1 spell costs 0 MP.


ABWA-EADN
The HEAL 2 spell costs 0 MP.
```

```
ABWA-EADT
The HEAL 3 spell costs 0 MP.


ABWA-EADY
The HEAL 4 spell costs 0 MP.



=============================================================

C3WA-FNDG
When you use the HEAL 1 spell, it will cast a HEAL 3
spell instead!  (but it still only costs 3 MP.)


C7WA-FRDG
When you use the HEAL 1 spell, it will cast a HEAL 4
spell instead!  (but it still only costs 3 MP.)


F3WA-E6SG
When you use the MUDDLE spell, it will cast a BOLT 3
spell instead!  (but it still only costs 6 MP.)


F7WT-E8L0
When you use the SLEEP spell, it will cast a BOLT 4
spell instead!  (but it still only costs 6 MP.)



=============================================================

When using the 9 codes below, if you pick one code and
stick with it, you should have no problems.  If you
start switching back and forth between codes while
playing, the codes may not work right.  If you do switch
codes while playing and the code doesn't work right, try
this:  turn off all of the Game Genie codes, save your
game, reload your saved game, then turn on the new
code you want to use. (emulators only.)  Remember, this
only applies to the 9 codes below.


E3WA-ENS0
When you use the BLAZE 1 spell, it will cast a BLAZE 3
spell instead!  (but it still only costs 2 MP.)


E7WA-ERS0
When you use the BLAZE 1 spell, it will cast a BLAZE 4
spell instead!  (but it still only costs 2 MP.)


FKWA-EYS0
When you use the BLAZE 1 spell, it will cast a FREEZE 3
spell instead!  (but it still only costs 2 MP.)
```

```
FPWA-E0S0
When you use the BLAZE 1 spell, it will cast a FREEZE 4
spell instead!  (but it still only costs 2 MP.)


F3WA-E6S0
When you use the BLAZE 1 spell, it will cast a BOLT 3
spell instead!  (but it still only costs 2 MP.)


F7WA-E8S0
When you use the BLAZE 1 spell, it will cast a BOLT 4
spell instead!  (but it still only costs 2 MP.)


C3WA-FNH0
When you use the BLAZE 1 spell, it will cast a HEAL 3
spell instead!  (but it still only costs 2 MP.)


C7WA-FRH0
When you use the BLAZE 1 spell, it will cast a HEAL 4
spell instead!  (but it still only costs 2 MP.)


DPWA-F0H0
When you use the BLAZE 1 spell, it will cast a AURA 4
spell instead!  (but it still only costs 2 MP.)


=========================================================

9K4T-EAA6
Get 250 coins for defeating Goblins in battle.


1B4T-E0A6
Get 3000 coins for defeating Goblins in battle.


7B4T-F526
Get 65,000 coins for defeating Goblins in battle.


9K4T-EADN
Get 250 coins for defeating Dark Dwarfs in battle.


1B4T-E0DN
Get 3000 coins for defeating Dark Dwarfs in battle.


7B4T-F55N
Get 65,000 coins for defeating Dark Dwarfs in battle.


9K5A-EAE6
Get 250 coins for defeating Giant Bats in battle.
```

```
1B5A-E0E6
Get 3000 coins for defeating Giant Bats in battle.


7B5A-F566
Get 65,000 coins for defeating Giant Bats in battle.


9K5T-EAEN
Get 250 coins for defeating Pegasus Knights in battle.


1B5T-E0EN
Get 3000 coins for defeating Pegasus Knights in battle.


7B5T-F56N
Get 65,000 coins for defeating Pegasus Knights in battle


1B6A-E0A6
Get 3000 coins for defeating Torch Eyes in battle.


7B6A-F526
Get 65,000 coins for defeating Torch Eyes in battle.


===========================================================

NOTES: You can only use one code for each item.  Most of
these 8 codes (below) will only work during battle.


CKNT-F0A8
When you use the Medical Herb, EVERYONE in your party
will have their HP restored!!


HBNT-F0A8
When you use the Medical Herb, EVERYONE in your party
will receive the Turbo Pepper!!  Repeat as many times
as you want! (as long as you have Medical Herbs.)


HFNT-F0A8
When you use the Medical Herb, EVERYONE in your party
will receive the Bread of Life!!  Repeat as many times
as you want! (as long as you have Medical Herbs.)

--------------------------------------------------------

CKNT-F0BR
When you use the Healing Seed, EVERYONE in your party
will have their HP restored!!


HBNT-F0BR
When you use the Healing Seed, EVERYONE in your party
will receive the Turbo Pepper!!  Repeat as many times
```

as you want! (as long as you have Healing Seeds.)

HFNT-F0BR
When you use the Healing Seed, EVERYONE in your party
will receive the Bread of Life!! Repeat as many times
as you want! (as long as you have Healing Seeds.)

NOTE: If you use one of the codes below, remember that
the Antidote will not cure poison while the code is
turned on.

HBNT-F0B8
When you use the Antidote, EVERYONE in your party will
receive the Turbo Pepper!! Repeat as many times as you
want! (as long as you have Antidotes.)

HFNT-F0B8
When you use the Antidote, EVERYONE in your party will
receive the Bread of Life!! Repeat as many times as
you want! (as long as you have Antidotes.)

==

Keep in mind that the weapon codes below will also affect
any enemy that uses that weapon as well.

FBPA-EAH6
Makes the Middle Sword MUCH more powerful. This code
will make the Middle Sword one of the strongest weapons
in the game!

FBPT-EAA6
Makes the Steel Sword MUCH more powerful. This code
will make the Steel Sword one of the strongest weapons
in the game!

EPPT-EAHN
Makes the Spear MUCH more powerful. This code will make
the Spear one of the strongest weapons in the game!

EPPT-EAFN
Makes the Steel Lance MUCH more powerful. This code
will make the Steel Lance one of the strongest weapons
in the game!

EFRA-EAA6
Makes the Hand Axe MUCH more powerful. This code will
make the Hand Axe one of the strongest weapons in the
game!

```
EPRA-EADN
Makes the Wooden Staff MUCH more powerful.  This code
will make the Wooden Staff one of the strongest weapons
in the game!


EPRA-EAGN
Makes the Wooden Arrow MUCH more powerful.  This code
will make the Wooden Arrow one of the strongest weapons
in the game!

===========================================================


   Original Sega Genesis Game Genie codes created by:


        Tony Hedstrom     t_hedstrom@yahoo.com


       http://www.angelfire.com/games2/codehut/


     Shining Force


NOTES: These codes must be entered at the start of a
new game.

Since some of the higher level magic spells (below) use
lots of MP, you may want to also use this code (created
by Cheatmaster) to let you start with lots more MP:
GKJT-FEML Start a new game with 50 MP / 50 max MP.


Pick only one code from the 3 below:


3PJT-EBXW
Max (main character) starts a new game with Egress 1,
Heal 1, Heal 2, Heal 3, Heal 4, Bolt 1, Bolt 2, Bolt 3,
and Bolt 4 magic spells!!


3KJT-EDXW
Max (main character) starts a new game with Egress 1,
Aura 1, Aura 2, Aura 3, Aura 4, Freeze 1, Freeze 2,
Freeze 3, and Freeze 4 magic spells!!


2BJT-EXXW
Max (main character) starts a new game with Egress 1,
Blaze 1, Blaze 2, Blaze 3, Blaze 4, Heal 1, Heal 2,
Heal 3, and Heal 4 magic spells!!

===========================================================


   Original Sega Genesis Game Genie codes created by:
```

        Tony Hedstrom   t_hedstrom@yahoo.com

    Shining Force

93NT-F93E
Money code. This code lets you get lots of money very
quickly. Here's how: Go into any shop that sells
"Medical Herb", and with the code turned OFF, buy a
Medical Herb for $10. Next, turn the code ON and sell
the Medical Herb back for $49,150!

ABNT-EABY
Healing Seed is free (instead of $200).

ABNT-EACE
Antidote is free (instead of $20).

ABNT-EADE
Angel Wing is free (instead of $40).

ABPA-EAHY
Short Sword is free (instead of $100).

ABPT-EAAE
Middle sword is free (instead of $250).

ABPT-EABE
Steel Sword is free (instead of $2500).

ABPT-EABY
Broad Sword is free (instead of $4800).

ABPT-EAHY
Spear is free (instead of $150).

ABPT-EAFE
Bronze Lance is free (instead of $300).

ABRA-EAAE
Power Spear is free (instead of $900).

ABPT-EAGE
Chrome Lance is free (instead of $4500).

ABRA-EABE
Hand Axe is free (instead of $200).

ABPA-EAGY
Great Axe is free (instead of $10,000).

ABRA-EADY
Wooden Staff is free (instead of $80).

```
ABRA-EAFE
Power Staff is free (instead of $500).

ABRA-EAEY
Holy Staff is free (instead of $8000).

ABRA-EAGY
Wooden Arrows are free (instead of $320).

ABRT-EAAE
Buster Shot is free (instead of $12,400).

==========================================================


   Original Sega Genesis Game Genie codes created by:

         Tony Hedstrom     t_hedstrom@yahoo.com

        http://www.angelfire.com/games2/codehut/


     Shining Force


NOTE: The following codes must be entered at the start
of a new game.  You can use a total of 2 codes from
below (one code from each section).


Pick only one code from this section:


97JT-F9DR
Max (main character) starts a new game with the Long
Sword equipped (instead of the Middle sword).


AFJT-F9DR
Max (main character) starts a new game with the Long
Sword equipped (instead of the Middle sword), and a
Healing Seed.


APJT-F9DR
Max (main character) starts a new game with the Long
Sword equipped (instead of the Middle sword), and the
Shower of Cure.


BFJT-F9DR
Max (main character) starts a new game with the Long
Sword equipped (instead of the Middle sword), and the
Bread of Life.


BBJT-F9DR
Max (main character) starts a new game with the Long
Sword equipped (instead of the Middle sword), and the
Turbo Pepper.
```

S3JT-F9DR
Max (main character) starts a new game with the Long
Sword equipped (instead of the Middle sword), and the
Buster Shot (you can sell the Buster Shot for $9300).

==

Pick only one code from this section:

AFJT-ECDT
Max (main character) starts a new game with 2 Healing
Seeds (instead of nothing).

APJT-EGDT
Max (main character) starts a new game with 2 Shower of
Cures (instead of nothing).

BFJT-EWDT
Max (main character) starts a new game with 2 Bread of
Lifes (instead of nothing).

S3JT-F65T
Max (main character) starts a new game with 2 Buster
Shots (instead of nothing). You can sell the Buster
Shots for $9300 each.

==

NOTE: You can have Max (main character) start with ANY
items you want just by modifying the codes above. If
you don't know how to modify the codes, just get the
GG to hex conversion program from my website (in the
Download section) and enter one of the codes from above,
then change the 4 digits (on the right side of the
colon) to whatever item (or weapon, etc) you want. you
can get a list of all the items in the game (and which
numbers to use) from gamefaqs.com (Shining Force Save
State Hacking Guide).

Also, you can make Game Genie codes to let ANY other
character in the game start with any item you want by
just converting the Game Genie code (from above) into a
hex code, and then add $28 (hex) to the hex address to
get the right address for the next character's starting
items. So to find the right address for Mae, you would
do this... Take a code from above (AFJT-ECDT) and enter
it into the GG to hex conversion program. This is the
hex address you get: 025170. Take that address and add
$28 (hex) and you will have the right address for a
code that lets Mae start with any item. Like this...
025170 + 28 = 025198 (remember, this is hex math).
So 025198 is the right address for what items Mae starts

```
with.

To make a code for Pelle, just add $28 again and you
have your address... 025198 + 28 = 0251C0.  Just keep
adding $28 for each character.

Once you have the address, just add the numbers for
whatever items you want (you can pick 2 items for each
code) and convert it into a Game Genie code.




=====
Tony Hedstrom
Visit the Code Hut at:
http://www.angelfire.com/games2/codehut/
```