

Shining Force FAQ/Walkthrough

by Irving

Updated to v1.0 on Feb 24, 2008

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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 the Light.
Dark Dragon was defeated and casted 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 and fear to Rune.
Hordes of evil creatures ravaged every land.

Here and there, strongholds of Good still held out...
... awaiting a Hero who could wield the Powers of Light!

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                        Shining Force
                        FAQ/Walkthrough
                        By: Dark Vortex (Quan Jin)
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                        Version 1.0
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This guide may be found on the following sites:

- [<http://www.gamefaqs.com>]-----[GameFAQs]
- [<http://www.gamespot.com>]-----[GameSpot]
- [<http://faqs.ign.com>]-----[IGN FAQs]
- [<https://www.neoseeker.com>]-----[Neoseeker]
- [<http://www.dlh.net>]-----[Dirty Little Helper]
- [<http://www.cheats.de>]-----[Cheats.de]
- [<http://www.supercheats.com>]-----[SuperCheats]
- [<http://www.honestgamers.com>]-----[HonestGamers]

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--- 1. Introduction ---                               [1000]
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It's been many years since Shining Force first hit the Sega Genesis. Now, over a decade after its release, the strategy RPG genre has grown to cover titles such as Final Fantasy Tactics and Fire Emblem and other franchises that are still going strong. Much of their success can be attributed to one of the first pioneers of the genre, Shining Force.

Shining Force features many standard RPG element, though it takes the turn-based RPG genre a step further. Your characters' movement, strategy, and orders are all under your control.

I hope you find this guide, which includes a walkthrough and various appendices, helpful!

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--- 2. FAQ ---                                       [2000]
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[Q] How can I change my party lineup for battles?

[A] Speak with Nova at the Shining Force HQ and use the "Join" command to switch around characters.

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[Q] How and when can characters be promoted?

[A] Most characters can be promoted at a church at level 10. Simply ask the priest to "Promote" a unit. However, it's a common practice to promote at level 20 for higher preset statistics.

+-----+
[Q] What does it mean when a piece of equipment is cursed?

[A] When a cursed piece of equipment is equipped, it cannot be removed by anyone other than a priest. Occasionally in battle, the equipped character will take minor damage.

+-----+
[Q] Who/What is Jogurt?

[A] Jogurt is a quirky little hamster-like creature. You can pick him/her/it up in Pao on your first visit by checking the building at the town's upper-left corner. Jogurt's stats never change, meaning he can only deal 1 HP damage at most in battle. However, when you do manage to kill an enemy with him/her/it, you will be gifted a Jogurt Ring. Any character equipped with a Jogurt Ring will be transformed into a Jogurt in battle.

The Jogurt Ring doesn't affect stats or abilities in any way; it's just a neat little novelty item. With enough patience, you can transform your entire force into a team of Jogurts!

+-----+
[Q] Where is the Moon Stone?

[A] It's located in a cave on the Bustoke Quarry. You can access the cave after having run the Runefaust forces from the area.

+-----+
[Q] Where is the Heat Axe located?

[A] One of the Lizardmen in Battle 12 is carrying it. Make sure that you kill it with a unit that has a free spot in his or her inventory. Otherwise, you won't be able to attain it.

+-----+
[Q] How do I attain a Doom Blade?

[A] One of the Durahans in Battle 22 is carrying it. Also, Hanzou joins your party with it already equipped.

+-----+
[Q] How do I attain the Demon Rod?

[A] The Demon Master in Battle 23 is carrying it. Defeat him to steal it. Note that you must have at least one empty slot to collect it.

+-----+
[Q] How do I attain the Valkyrie?

[A] You will find it in the chest in Battle 23. Note that you must

collect it DURING battle. Otherwise, you will not be able to grab it.

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--- 3. Battle Overview ---

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For those unfamiliar with the mechanics of Shining Force or strategy RPGs in general, this section will provide an overview of the basics.

[-----]

On the battlefield, you can have a maximum of 12 units at once. Different units have their own weaknesses, strengths, and abilities. Some units can wield ranged units such as arrows whereas others can cast spells with a wide range of effects.

The order of turns is determined by the speed of every unit on the field. The higher the speed statistics, the faster a particular unit will be able to act. Enemies on the field will move automatically to try to kill your party members.

When it's your turn, the cursor will flash over a particular unit on your side. Then, the ground will flash surrounding the character, indicating the areas you can move to. The amount of distance a particular unit can travel is determined by his or her movement stat. For example, a fighter with a MOVE of 5 can move a total of five steps. Keep in mind that influences such as terrain will affect mobility. Some characters are better fit for different types of terrain. Some are even capable of flying, thus eliminating any issue the terrain may pose. These characteristics are up to you to discover.

After you move, you can perform a number of different actions. First of all, if you are in no position to attack your enemy, you can use the STAY command, which ends the selected unit's turn. The ITEM command allows that unit to use any item which he or she is carrying. An item can be used on the selected unit or an adjacent ally (or enemy).

Should you be in range to attack an enemy, you can use the FIGHT command, which allows you to attack an enemy. Upon doing so, the tiles around the selected unit will flash, indicating the range of that particular unit. If an enemy is in range, you will be allowed to attack. If there is no enemy in range, then you will not be able to attack. Simple, no?

Alternatively, you can use MAGIC, which brings up the various magic spells the selected unit is capable of casting. Needless to say, if the selected unit cannot cast any magic, you won't be able to use this tab. Various magic spells have different effects. Some, for example, deal offensive damage to enemy targets. Others heal HP or inflict status ailments.

The battle system is very easy to pick up after playing through a few times. While you're moving, the enemy will be moving at the same time. Your objective is to defeat the enemy forces (unless there is a separate objective, which will be specifically stated) while the enemy attempts to defeat you.

Capiche?

=====

--- 4. Characters ---

[4000]

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Throughout your journey, you will encounter new characters who will join your party. Listed below is a rundown of every single character attainable.

[-----]

Max ~

==

Class: SDMN --> HERO
Acquired: Beginning of game
Magic Spells:
* Egress

Max is the main silent protagonist of the game, meaning he is a required member in every battle. That isn't a disadvantage though, as Max boasts good attack and defense growth. It should be noted that Max must be kept alive through the course of every battle or else it's game over. In tough situations, do not hesitate to cast Egress to escape from battles - he has this spell for a reason.

Ken ~

==

Class: KNT --> PLDN
Acquired: Guardiania
Magic Spells: None

Ken, the first knight to join your Shining Force, will see his use early in the game (when you have no choice but to send all of your units into battle). He does have a fair attack and defense growth; however, as better knights are recruited, Ken will become overshadowed by their stronger stat growth overall.

Mae ~

==

Class: KNT --> PLDN
Acquired: Guardiania
Magic Spells: None

Mae is one of the first knights you will acquire in Shining Force. If trained properly and leveled up, she has the potential to be a beneficial addition to your team. Although her attack does not exceed some of the other fighters, Mae has an extremely high defense and HP growth. For a good portion of the game, Mae will likely have the most HP out of all your members.

Arthur ~

=====

Class: KNT --> PLDN
Acquired: Manarina
Magic Spells:
* Blaze
* Freeze
* Bolt

Although he starts off as a horrid knight, Arthur will eventually grow to become one of the, if not the best, paladins in your party. His stat growth will really explode once he's promoted (best to promote at level 20, mind) as to completely leave the other paladins in the dust. Couple that with the fact that he learns three magic

spells along the way, and you have quite a formidable unit on your team.

Pelle ~

=====

Class: KNT --> PLDN
Acquired: Pao Bridge
Magic Spells: None

This knight begins with extremely strong stats when you first recruit him. However, his growth beyond that is stifled as you level him up further until his stats are around the same league as your other knights (or possibly worse). Even so, Pelle is a good fighter with above-average attack and defense growth.

Vankar ~

=====

Class: KNT --> PLDN
Acquired: Pao
Magic Spells: None

Vankar has the potential to be a very strong knight, even if his stats early on do not show it. His HP and defense growth are quite good, as is his attack growth. As is the case with all knights, Vankar is best used when you need fighters with mobility over sheer power.

Earnest ~

=====

Class: KNT --> PLDN
Acquired: Uranbatol
Magic Spells: None

For the last knight to join your party, Earnest does not really have much to offer. His stat growth is comparable (and occasionally worse) to the other mediocre knights, of whom grew obsolete earlier in the game.

Luke ~

=====

Class: WARR --> GLDR
Acquired: Guardiania
Magic Spells: None

Luke will prove to be an instrumental fighter from the point you attain him early on through a good segment of the game. His defense growth is phenomenal, as is his attack and HP growth. These advantages make him perfect for running the front line of a battle to soak up enemy attacks.

Gort ~

=====

Class: WARR --> GLDR
Acquired: Guardiania
Magic Spells: None

Gort is a tank! His defense and HP growth render him nearly impervious to enemy attacks. This aspect makes him ideal for protecting weaker units by acting as a shield. Gort can also push an offensive; he's capable of dealing heavy damage with whatever weapon

he is wielding.

Guntz ~

=====

Class: SKNT --> SBRN

Acquired: Pao

Magic Spells: None

The huge ironclad Guntz benefits from one of the highest, if not the highest, defense growths out of all the characters. Where he exceeds in defense though, Guntz falls in terms of agility and mobility. Also, all magic spells ignore defense.

Tao ~

==

Class: MAGE --> WIZD

Acquired: Guardiania

Magic Spells:

* Blaze/Blaze 2/Blaze 3/Blaze 4

* Sleep

* Dispel

* Boost

Although she is the first mage acquired in the game, Tao is useful throughout the game. Her Blaze spell, when fully maxed out, becomes extremely powerful. Along with that, she learns Boost (at a very late level though), which increases a unit's attack power. As is the case with most spellcasters, Tao suffers from low HP and defense growth; keep her protected in battle or else she'll fall to enemy attacks quickly.

Anri ~

===

Class: MAGE --> WIZD

Acquired: Manarina

Magic Spells:

* Blaze/Blaze 2

* Freeze/Freeze 2/Freeze 3/Freeze 4

* Bolt 1/Bolt 2

* Muddle

Anri is a versatile spellcaster. She not only maxes out Freeze, but can cast both Blaze and Bolt up to level 2. Strategically, her skills don't do her too much justice. Muddle can be useful in some instances, but otherwise, you are better off just casting offensive spells. In battle, keep Anri protected because her low defense and HP can't take too many hits.

Alef ~

===

Class: MAGE --> WIZD

Acquired: Tower of the Ancients

Magic Spells:

* Blaze/Blaze 2

* Freeze/Freeze 2

* Bolt/Bolt 2/Bolt 3/Bolt 4

* Desoul

Bolt is an extremely useful spell because of its huge range of damage. Positioned strategically, enemy groups can be reduced to

ashes with a few castings of Bolt 3. Bolt 4, though it doesn't deal damage over an area, is the strongest offensive magic spell in the game. Unfortunately, Alef suffers from low HP and defense.

Domingo ~

=====

Class: MGCR
Acquired: Pao (from Domingo Egg)
Magic Spells:
* Freeze/Freeze 2/Freeze 3/Freeze 4
* Muddle
* Desoul
* Boost

Domingo is easily the best spellcaster in the game. Freeze, once completely mastered, can devastate enemies with its ice damage. Domingo's strategic value can not go unmentioned either. Desoul instantly kills (though has a high chance of missing) its target and Boost increases an ally's attack power by 15 points! Furthermore, Domingo's HP and defense trumps the other spellcasters.

Lowe ~

====

Class: HEAL --> VICR
Acquired: Guardiania
Magic Spells:
* Cure/Cure 2/Cure 3/Cure 4
* Slow
* Detox
* Quick

Lowe appears very early in the game. At first, his healing spells go a long way in keeping your party members alive through the early missions. However, once you begin to pick up better healers, Lowe's usefulness goes down the drain. He doesn't learn Aura, a spell that is essentially Heal but with an area of effect (Aura 4 heals every single party member on the battlefield).

Khris ~

=====

Class: HEAL --> VICR
Acquired: Alterone
Magic Spells:
* Heal/Heal 2/Heal 3/Heal 4
* Aura/Aura 2
* Slow/Slow 2
* Quick/Quick 2

Though she learns Aura quite late, Khris is a great support unit to keep on the battlefield. Both Slow and Quick are extremely useful in battles. For a good majority of the game, Khris should be a staple member of your party. As always, be sure to keep her protected, for her low HP and defense won't be able to take a beating.

Torasu ~

=====

Class: HEAL --> VICR
Acquired: Tower of the Ancients
Magic Spells:
* Heal/Heal 2/Heal 3/Heal 4

- * Aura/Aura 2/Aura 3/Aura 4
- * Detox
- * Shield

Torasu is the definitive healer for a number of reasons. First of all, not only does he master Heal, but he is the only character in the game to master Aura 4, which heals every single party member on the battlefield. That aspect alone should warrant a position in any force. Furthermore, Shield is a great support skill that renders an ally invincible to all magic spells for a few turns.

Gong ~

====

Class: MONK --> MMNK
Acquired: Cabin outside Guardiania
Magic Spells:
* Heal/Heal 2/Heal 3/Heal 4
* Aura

Gong, I guess you can say, is a cross between a fighter and a healer. He can master the Heal spell and learn Aura. Although his spells aren't incredible, Gong redeems himself with a good attack growth. In battles, he can both engage the enemy and heal your party whenever necessary. After promotion, Gong becomes very powerful.

Hans ~

====

Class: ACHR --> BWMS
Acquired: Guardiania
Magic Spells: None

As a ranged unit, Hans does have his advantages in battle. Early in the game, you'll be relying on his arrows to deal damage from far away. Eventually though, Hans will become significantly overpowered by the various other ranged units who join your party.

Diane ~

=====

Class: ACHR --> BWMS
Acquired: Bustoke
Magic Spells: None

Diane has the advantage of range, but her attack and defense stats don't do her much justice against the tougher monsters in the game. At close ranges, she'll fall quickly to stronger enemies. In battles, keep her protected.

Lyle ~

====

Class: ASKT --> SKNT
Acquired: Rudo
Magic Spells: None

Lyle outshines the other ranged characters in nearly all aspects. He exceeds in mobility, allowing him to move further with each turn. His attack and defense stats are quite high in comparison to Diane and Hans. When fully equipped with the strongest of weapons, Lyle can deal very heavy damage to monsters from a good distance.

Balbaroy ~

=====

Class: BDMN --> SKYW
Acquired: Shade Abbey
Magic Spells: None

The flying birdman, Balbaroy, has the ability to fly, allowing him to overcome obstacles and zip over ledges with no problem at all. Although Balbaroy isn't as strong as some of the other warriors in the game, his attack is not horrible. When equipped with strong swords, Balbaroy can become quite a force to be reckoned with.

Amon ~

====

Class: BDMN --> SKYW
Acquired: Shade Abbey
Magic Spells: None

With the ability to fly, Amon can traverse most obstacles with ease and position herself in areas where other ground units can't travel. In battle, this advantage has plenty of strategic value because terrain won't affect you. Granted, her overall stats aren't incredibly amazing, but she can hold her own in battle.

Kokichi ~

=====

Class: WKNT --> SKYL
Acquired: Pao
Magic Spells: None

Kokichi has the advantage of flight in his odd, clunky flying contraption. His stats are excellent overall. With his high attack, he can deal heavy damage to the enemy. In addition, his speed and agility stats are above-average. All in all, Kokichi could do well in any party setup.

Bleu ~

====

Class: DRGN --> GRDR
Acquired: Dragonia
Magic Spells: None

When Bleu is first acquired in Dragonia, he starts off extremely weak. Since he can't equip any weapons, you really can't do anything to make him any stronger except by leveling up. But as he slowly gains in levels, he'll pick up stats like no other. His HP, attack, and defense will skyrocket way past your other units. When fully promoted and leveled up, Bleu will likely be your strongest unit on the battlefield. Oh, and did I mention that he has the advantage of flight as well? Do yourself a favor and train Bleu - he'll make the game that much easier.

Adam ~

====

Class: RBT --> CYBG
Acquired: Metapha
Magic Spells: None

Adam has the potential to become extremely powerful in his later levels. However, he suffers from a painful lack of mobility. His speed is horrid - you'll frequently see him lagging behind in

battles while your other units have already zipped past. Adam, however, does boast good defense and attack growth. If you can deal with his lack of mobility, use him for his strength by all means.

Zylo ~

====

Class: WRWF --> WFBN

Acquired: Bustoke

Magic Spells: None

Zylo's attack stats are quite high, making him the ideal unit for dishing out heavy damage. Unlike many of the other units, Zylo is unaffected by woodsy or mountaineous terrain. For those forest battles, Zylo is a great choice because he can easily traverse the terrain.

Musashi ~

=====

Class: SMR

Acquired: Prompt

Magic Spells: None

When Musashi first joins your party, he will already be fully promoted in his final state. Once you've leveled him up fully, his prowess will truly shine in battle. Fitted with high attack and defense, Musashi can cut down enemies without taking much damage himself. The only problem with Musashi is his unfortunate lack of mobility and speed.

Hanzou ~

=====

Class: NINJ

Acquired: Runefaust

Magic Spells:

* Dispel

* Sleep

* Shield

* Desoul

Hanzou joins your party very late in the game. This is unfortunate because Hanzou is one of the most useful fighters you'll come across. Shield, which renders an ally impervious to all magic spells temporarily, is a godsend against those pesky enemy spellcasters. After a few level-ups, his stats grow rapidly, turning him into quite a deadly ninja indeed.

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--- 5. Walkthrough ---

[5000]
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The walkthrough follows below. It will follow a general layout with each battle listed with its strategies in chronological order. The various battles will be marked to make navigation easier.

As a supplement to this walkthrough, I'd strongly recommend checking out Sky7707's battlefield maps on GameFAQs.com.

If you choose to use this walkthrough, keep in mind that there are spoilers scattered throughout. Read ahead at your own risk.

=====
 GUARDIANA
 =====

At the offset, you will meet Lord Varios, who manages to wake you up (after having kicked your butt). He'll recommend that you take it easy for a bit.

Head inside the chapel and walk in. You'll be greeted by Lowe, who compliments your determination. Now, walk back outside and talk with Lord Varios once again. You'll be told that you'll soon be tested. With that, a messenger appears to inform the old man that the king has sent for him. Varios will take his leave on that note.

Go back inside the chapel and speak with Lowe again. He'll leave, allowing you to get out and walk around. Feel free to move around and talk to people. Most of them don't have anything important to say although a few, including the priest of the chapel, remark that they've been having bad nightmares with visions of their homeland in ruins.

In the quaint little town of Guardiaana, you'll find a few houses. There's an item shop (which also functions as a weapon shop) in the center, but you obviously can't purchase anything because you're completely broke. Head towards the northeast corner of Guardiaana, where you will come to a bar. Inside, speak with Gort, the man sitting. Agree to hear his story and he'll tell you a little secret. Hear him out and then leave.

To the north of Guardiaana is Guardiaana Castle, where Lord Varios left for a little while ago. Feel free to snoop around and witness some REAL knights in training. You'll find that a lot of areas are off-limits to you. For now though, go straight up to the throne room. Inside, you'll find Varios telling the King that they have no choice but to send none other than you for some undisclosed task. Walk up and speak with the King, who will inform you of your objective: to form a team to investigate some activity surrounding the Gate of the Ancients.

Recruiting your party members will be quite easy. Return to the town you'll be met with a group of four enthusiastic characters. With that, Luke (warrior), Ken (knight), Tao (mage), and Hans (archer) join your Shining Force. As they leave, Lowe (healer) will appear and fix himself a spot in your party as well. Lastly, Nova will come along to "advise" you.

Return to the castle and speak with the King. He will give you some money (YES!!) to purchase whatever supplies you need for the coming journey. Afterwards, he'll inform you that a cart will be waiting to take your party to the Gate of the Ancients. Head back to town and pay the shop a visit. Unfortunately, the weapons seller still won't deal with you. You can still purchase items though.

| | |
|-------------------------|---|
| O=====O | All you can really afford at the moment are |
| Guardiaana Item Shop | some Medicinal Herbs and Angel Wings. |
| O=====O | Purchase one or two Herbs for the road and |
| * Medical Herb.....10G | leave the shop. There's not much else to |
| * Healing Seed.....200G | stick around for, so head south and leave |
| * Angel Wing.....40G | the town of Guardiaana. The cart will bring |
| O-----O | you to the Gate and let you off. Inside, |
| | your party will discover some bumbling |

goblins looking for some key. An earthquake will hit and the first battle of the game subsequently begins.

But before you actually start, you should take a slight detour. Escape from the battle by moving Max to the bottom edge of the battlefield. You will be asked if you want to retreat from the battle. Confirm and voila, you're out of danger!

Outside on the world map, walk a bit to the east and enter the cabin with the red roof. Inside, you can talk to the friar to save your game. More importantly though, speak with the man outside by the tree stump. He will introduce himself as Gong and join your party. With that, you can return to the battle with a new comrade.

BATTLE 1: GATE OF THE ANCIENTS

Victory Condition -

* Kill the Rune Knight.

Enemies -

* Goblin x5

* Dark Dwarf x2

* Rune Knight x1

Being the first battle of the game, this fight is not too difficult. You are facing a few weak Goblins, some Dark Dwarves, and a Rune Knight. For the first part of the battle, you will have to fight through the Goblins because the Rune Knight and other monsters will move to the far end of the battlefield and wait there.

Move your melee units (Max, Luke, Gong) up to the front of your party. Leave your ranged units slightly behind and lastly, have Lowe stay back to heal if necessary. With the combined forces of your attackers, bring down the first wall of three Goblins. Assign one of the three Goblins to every one of your close-combat warriors and let your ranged units hit them from a distance, behind your line of warriors. Do your best to avoid getting in the range of the Dark Dwarves until you have successfully eliminated the first three Goblins. If you take any hits, be sure to restore their HP using Lowe's Heal spell.

Next, lure the two Dark Dwarves and two Goblins away from the Rune Knight by positioning one of your warriors nearby. Then, mob the Dark Dwarves and do them in quickly. Try to take at least one of them down in one turn; Dark Dwarves are stronger than Goblins and can take a healthy chunk out of your HP.

The Rune Knight has a strong hit, so avoid letting your units get too close to him until you're prepared to take him down. It won't take too much of an effort though because he has little HP. You ought to be able to kill him in three hits. Doing so will end the battle.

It's time to return to Gardiana, where Kane of Runefast is planning a full invasion. Once the battle is over, head south and exit the battlefield, where a full legion of enemies awaits.

BATTLE 2: OUTSIDE GUARDIANA

Victory Condition -

- * Defeat all enemies.

Enemies -

- * Goblin x5
- * Dark Dwarf x3
- * Rune Knight x2

An earthquake has destroyed the path leading south; therefore, in order to reach Guardiania, you'll have to head north and around the mountain. Unfortunately, a number of enemies block the path there. The first group consists of three Goblins. Send in your close-combat fighters to deal with them. You will have to chase the first group as they retreat to the north. Do your best to eliminate the first three Goblins before they manage to get too close to their allies. Keep in mind that due to the mountain, you have limited room to maneuver.

Once you have eliminated the three Goblins, you can proceed to the next group, which consists of two Dark Dwarves and three Goblins. This part of the battle is a bit tougher because you're dealing with more foes. The best way to go about this fight is to position Luke and Max in such a position as to plug up the opening between the mountain to the south and the edge of the water. This way, you would only have to deal with two monsters at a time. Using this strategy, you should be able to easily eliminate the group of enemies. Be sure to use Gong or Lowe to heal when necessary.

Make your way down to the bridge leading toward Guardiania, where the remainder of the enemies are waiting. The units across the bridge will not budge from their position. Take advantage of this by placing both your ranged units directly across from the two enemy units on the other side. You can basically kill them with impunity from the other side of the river. Once the two are down, cross the bridge and kill the last remaining foe.

Enter Guardiania and some soldiers will tell you that the town has taken a severe beating. Many of the buildings in town have been damaged in the fighting, though the store is still open. If you need to, return to the Guardiania Chapel and talk to the priest

| | |
|-------------------------|--|
| O=====O | inside to revive any units you lost in |
| Guardiania Weapon Shop | battle. Afterwards, make your way to |
| O=====O | Guardiania Castle. |
| * Short Sword.....100G | Head to the throne room and someone will run |
| * Spear.....150G | out to inform you that the king and Varios |
| * Hand Axe.....200G | have been injured. Inside, you'll encounter |
| * Wooden Staff.....80G | Varios being stuck up by Kane of Runefaust, |
| * Wooden Arrow.....320G | of whom is demanding some sort of treasure. |
| O-----O | Kane will subsequently leave, but Varios |

meets a tragic end. The king, who has been mortally wounded, tells you of a key that will open the Gate of the Ancients. It's now up to you to find out why Runefaust is so interested in the gate and to prevent the key from falling into the hands of evil. With that, Mae, the daughter of the deceased Varios, will join you.

Leave the throne room and make your way to the northwest corner of the castle area. There, you'll find a door. Head inside to discover seven chests. No one is going to stop you from running off with their contents, so open them to find an Antidote, a Medical Herb, an Angel Wing, a Power Potion, a Defense Potion, and 50G. Not a bad haul at all.

Return to Gardiana and pay the local bar (which, interestingly enough, still seems to be in good condition) a visit. Remember the old man from before? Speak with him again and he'll join your party. Now there's not much left to do. Stock up on whatever items you need at the shop and then leave Gardiana. As you do so, another force of Kane's minions will meet you in battle.

BATTLE 3: TO ALTERONE

Victory Condition -
* Defeat all enemies.
OR...
* Reach Alterone.

Enemies -
* Dark Dwarf x5
* Rune Knight x5
* Giant Bat x5

When the battle begins, two Giant Bats will begin to fly toward your party. Have your units cross the bridge just east of Gardiana and engage the Giant Bats directly. Be wary of their ability to induce sleep with their regular attack. It does not often happen, but do your best to kill them quickly anyway. Unfortunately, they have very high agility, so you'll probably miss more often than you'd like.

Move back across the bridge and make your way north, where five Dark Dwarves await. Try to isolate the Dark Dwarves closest to you to avoid getting swarmed by all five of them. Focus on killing one at a time and work your way north through the pack. Keep your weaker units away from any immediate danger because Dark Dwarves can hit for some hefty damage. If your units become severely wounded, don't hesitate to use Gong or Lowe to heal.

At this point, head due north toward the three last Giant Bats. Avoid moving your warriors too far to the east lest you attract the attentions of the Rune Knights surrounding Alterone. Once again, charge and surround the Giant Bats to eliminate them. Then, work your way toward the five Rune Knights. Pick one off and swarm it before moving on to the next. Let your close-combat fighters take most of the hits with your healers in the back row. Don't neglect to use Tao's Blaze spell either; it works wonders against them. It's strongly recommended that you bring her to at least level 4 for Blaze 2.

Once the last of the Rune Knights is down for the count, the mission will end. Alternatively, you could've just waltz into Alterone without having killed every opponent on the field.

=====
ALTERONE
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Alterone is a rather large town. Inside, you'll find an item shop along the west side of town. Feel free to stock up on Medical Herbs. There's really no need for Healing Seeds at this point and and considering their price tag, you probably couldn't afford too many of those anyway. It should also be noted that there

| | |
|------------------------|--|
| O=====O | |
| Alterone Weapon Shop | |
| O=====O | |
| * Short Sword.....100G | |
| * Spear.....150G | |

| | |
|-------------------------|---|
| * Hand Axe.....200G | is a weapons shop along the east side of |
| * Wooden Staff.....80G | town combined with a bar. |
| * Wooden Arrow.....320G | |
| O=====O | Once you are finished exploring, you can |
| Alterone Item Shop | loot some of the treasures hidden around |
| O=====O | Alterone. From the entrance, head to the |
| * Medical Herb.....10G | left and enter the first house you come |
| * Healing Seed.....200G | across. Inside, the old lady will inform |
| * Angel Wing.....40G | you of an underground passage in the |
| O-----O | castle. That little bit of information will |

come into play later. For now, descend the steps into the house's basement, where you'll find four chests (though only two of them contain anything. Snag the Bronze Lance and 70G. Afterwards, leave the house and make your way to the building at the very northwest corner of town. The single chest inside contains a Medical Herb.

Next, make your way to the eastern side of town. If you go to the northeast house's basement, you will discover another four chests. Take the Healing Seed and Middle Sword before leaving. Next, make your way to the house below the one you just left. This is the Alterone Chapel. I know, it isn't too fancy-looking. Unfortunately, the priest isn't around to do sacraments and stuff so you can't save your game or anything. You can also commit sacrilege and steal a Medical Herb from the chest inside.

Leave the chapel and find the cart just past the wooden bridge. Push it to the left as to make it wheel into the girl by the river. Speak with the girl and she'll push you into the water for getting mud all over her dress. You'll end up swimming (more like splash violently) onto a wooden platform with a chest. Open it for a Power Potion. Return to dry ground by stepping back into the water and "splashing" your way back.

Now, make your way over to the weapon shop (and bar) and break open the chests inside to find a Healing Seed and 100G. With that collected, speak with the man by the bartender and he'll ask you about Guardiania. Confirm both of his questions and he will inform you that a friend has went to Alterone Castle. That's exactly where you should head next. In case you haven't already noticed it, Alterone Castle is situated at the north end of town.

The first thing you want to do when you enter the castle is steal whatever you can. A chest to the left contains a Wooden Arrow. In order to reach the chest near the waterfall, go straight up from the castle entrance, left, and then down the steps. It contains a Healing Seed. Once you've collected that, head to the throne room, which is at the top-center region of this floor. Before you speak with the King, check out the room to the left. Inside are four chests containing a Defense Potion, a Middle Sword, a Bread of Life, and 100G. Finally, you can go ahead and talk to the King.

The King will ask you to follow him to see a 'tactician' to consult on the matter. Go after him to the right and through the door. Before you head downstairs though, you can find another chest further to the left containing a Wooden Staff. When you meet up with the King, he will reveal that in order to protect Alterone, he must hand you over to Kane. With that, you'll be thrown into a jail cell with the missing priest! He can still perform his duties for you so feel free to save your game.

Use the "Search" command on the jail door and a fellow by the name of Khris will break you out and join the Shining Force. Khris will reveal a secret passage in the floor, which you should follow to freedom. After two long corridors, you'll come to two staircases. If you go downstairs to the headquarters, Nova will be available to advise you on the next battle. Head

upstairs and outside to begin the next battle.

BATTLE 4: ALTERONE

Victory Condition -

* Defeat all enemies.

Enemies -

- * Dark Dwarf x4
- * Rune Knight x4
- * Giant Bat x4
- * Sniper x2
- * Dark Mage x1

At the start, Lord Kane will be forced to leave to some other business, leaving just his minions behind to deal with you. Your party will face some considerable opposition, but with careful planning and strategic fighting, you should have no trouble beating them down.

There are bridges: one leads to the north and the other leads to the east. Group your party together and opt for the east bridge, which is defended by four Rune Knights. As you move along, the four Giant Bats will immediately fly to you and attack. Most of them will reach you before you manage to get to the Dark Dwarves. As they come into range, keep your closest units away from the edge of the water. You've probably noticed by now that the Giant Bats can fly. If they manage to attack you from over the water, you will not be able to use your units to mob them, allowing for only one unit to fight back from the ground.

Once the Giant Bats are eliminated, move on to the Dark Dwarves defending the bridge. You shouldn't have much trouble dealing with these Dark Dwarves anymore. Try to keep your stronger units in the front to take most of the damage. I doubt you'll need to heal at this point, but do so if necessary with Lowe, Gong, or Khris.

Make your way north toward the last batch of enemies. When you begin to get close, the Rune Knights will break off from the group. Hold your units where they are and wait for them to come to you. Then, surround them with your warriors and do them in. Finally, send your units further north to engage the Dark Mage and Snipers. When approaching, do not group your units together because the Dark Mage is capable of casting Blaze 2, which can toast up to five units. Keep in mind that the Snipers are able to deal ranged damage. Move your warriors in and attack. It shouldn't take too long to kill them because they don't have considerably high defense stats.

When the battle ends, go back to Alterone Castle and speak with the King. Grant forgiveness and he will tell you search the dragon head to find a secret passage. The dragon head (in case it wasn't obvious) is located to the right of the waterfall. Step up to it and pull the chain inside. With that, the waterfall disappears, revealing a door in its place. Move to the end of the corridor to the end of Chapter I.

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At the entrance to Rindo, you'll find your headquarters and the town weapon shop to the left and right, respectively. Most of the weapons inside the weapon shop, you've already picked up from various treasure chests. However, feel free to upgrade your mages to Power Staves - they won't increase your magic attack at all, but they do deal more damage per physical hit. Leave the weapon shop and head into the center of town. The huge building is the Rindo Theater. Feel free to go inside and watch the free play, which basically depicts a wimpy Max getting his ass handed to him by a Runefaust knight. Haha...

Further east is the local item shop (which also doubles as a bar). To the right of that building is a stone house. Go inside and take the Speed Ring from the chest.

Leave the building and speak with the old man blocking the pier. He will tell you that soldiers had bought nearly all of Rindo's ships. The remaining ship is the mayor's. Now, head over to the mayor's

house, which is at the top-center region of Rindo. Speak with him and he will inform you that Kane had purchased all of the ships. He also refuses to loan you his ship. After that, check out the house at the northeast corner. Inside, you can speak with Guntz and Dr. Crock. Once you're done hanging around, leave town and you'll be thrust into battle.

 BATTLE 5: OUTSIDE RINDO

Victory Condition -
 * Defeat all enemies.

- Enemies -
- * Dark Dwarf x3
 - * Giant Bat x4
 - * Sniper x2
 - * Dark Mage x3
 - * Zombie x4

This is a large battlefield and, for the most part, enemies are spread out quite nicely. This is a good thing because you won't have to contend with hordes upon hordes of monsters at once. The first group you will face consists of three Dark Dwarves across the small wooden bridge. Send in your strongest attackers and deal with these as you see fit. Try to take them down before the Giant Bats manage to arrive on your position.

Cross the bridge and proceed progressively north. Fight off the Giant Bats as they come to you. The next group consists of two Snipers and a Dark Mage. Rush your units in and kill them swiftly. Unfortunately due to the desert terrain, your units will not be able to move as far as usual. Again, make sure that you do not cluster your units together or else the Dark Mage's Blaze 2 will make quick work of your warriors. Get your strongest units to defeat them (they might even be able to take a Dark Mage or Sniper down in one hit).

The last cluster of enemies consists of four Zombies and two Dark Mages. Hopefully, you have kept Tao alive all of this time. Use her Blaze 2 spell on the Zombies, which should be able to eliminate them effortlessly. While fighting these Zombies, keep Max away from any immediate danger. It's very important that you heal when necessary. Defeat the last of the remaining enemies to finish the battle.

With the battle over, make your way to the next town, Manarina.

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MANARINA
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The town of Manarina is full of shady people cloaked in gray garbs. When you enter, head inside the first building you come across. Inside, speak with the white-haired girl, Princess Anri. She refuses to believe what happened to Guardiania and tells you off. Once Nova appears though, she will see the truth and run off to be alone for a bit.

Head right through the corridor and go into the library. At the top end of this room, you'll find a door into a small laboratory with an odd-looking robot contraption. Check the machine to obtain a Domingo Egg. With that in tow, leave the lab and head up the stairs nearby. On this floor, there's a cooky scientist who offers to change you into an animal (a hen, to be exact). Take my advice and don't say yes. Well, if you do, talk to the mage in red garb (you'll need to do a bit of walking) to change back to human.

Head upstairs onto the next floor and you'll discover Anri up some steps. She will come to realize her duty and join your party. Also speak with the knight near the two hanging white shirts named Arthur. Now, return to the building entrance and go straight up. Speak with the red-garbed mage named Oltrant and say yes to her question. Head down the staircase nearby with an odd panel depicting an eye hanging over it. On the lower floor is the dreaded Cavern of Darkness.

BATTLE 6: THE CAVERN OF DARKNESS

Victory Condition -
* Kill the Skeleton.

Enemies -
* Giant Bat x5
* Dark Mage x4
* Zombie x3
* Skeleton x1

Do not worry about the chests strewn throughout the battlefield; you can pick up the treasures after the battle. Anyway, as for the fight, you are up against some tough opponents. Two Zombies block the path immediately in front of you. Move your warriors up close and pound them. It's recommended that you save your MP for later, but if things get tough, cast a Blaze 1 spell to facilitate the task. Try to kill both Zombies before the forces across the bridge manage to move in.

As soon as the Dark Mage gets in range, scatter your units and focus your attacks on him. Once he's taken out, mob the remaining Zombie and afterwards, the two Snipers. This task should not prove to be difficult at

all. Unless a unit is gravely injured, don't waste any MP healing. Beyond this group, a cluster of five Giant Bats will be on approach. At this point in the game, these monsters should pose no threat at all. Cut them down and then proceed to the last group of enemies to the northeast.

The three Dark Mages will position themselves in front of the Skeleton, so you'll have to contend with them first. Once again, don't cluster your units together unless you are asking for a swift Blaze 2 spell to light up your party. It's best to just send in two strong hitters of whom can kill a Dark Mage in one hit. In my case (and most likely yours), those warriors were Max and Luke. Those units will have enough HP to survive one casting of Blaze 2. If your mages have enough MP remaining, use Blaze 2 on the clustered Dark Mages. Lastly, cast Blaze 2 on the Skeleton and then finish him off with a physical strike from one of your fighters.

As Max, open the chest that the Skeleton was guarding to find the Orb of Light. That's not the only treasure here though. At the southeast corner of the cavern is a chest containing a Power Ring. To the left of that chest, beyond the cavern wall, you'll find a Medical Herb. The chest at the top-center region of the cave contains a Wooden Staff. The last chest, which can be found at the northwest corner, hides a Power Staff.

Ascend the staircase and make your way north. The wall here will split allowing you to access the area beyond. At the end of the path, use the Orb of Light and a spirit will appear to tell you of your destiny. It's your task now to stop Darksol from carrying out his evil designs. Return to Oltrant and you'll be told to cross the sea from Rindo to the Eastern Continent. Before you go, find Arthur on the third floor - he will join the Shining Force.

Make your way back to Rindo and find the mayor again. He will ask you for a favor in return for giving you the ship. Your job is to find his missing grandson. Head down to the open area before to find that the circus has finally arrived. Speak with the man blocking off the entrance, who remarks that he did notice the mayor's grandson enter. Enter the tent to discover the witch from Alterone causing mischief.

BATTLE 7: THE RINDO CIRCUS

Victory Condition -

* Kill the Marionette.

Enemies -

* Giant Bat x3

* Mannequin x3

* Evil Puppet x3

* Dire Clown x2

* Marionette - Boss

At the very start, you will be approached by two Mannequins and a Evil Puppet on the left. Move all of your strong characters to block your left flank and allow them to clash. At the same time, three Giant Bats will approach on your left. By now though, they should be no threat at all, so have your weaker units deal with them. The primary threat at this point is on the other side. Plug up the path and prevent the two Mannequins from going any further. Eliminate the Evil Puppet quickly because it has the ability to cast Freeze, which can deal heavy damage. In addition, they can also absorb HP from their targets.

Kill the three as quickly and painlessly as possible. Then, heal any units that took damage in the process. Afterwards, take down the Giant Bats flying around the right side of the battlefield. Don't climb onto the main platform yet until you have your entire force ready to move in at the same time. This segment of the battle is quite tough. The Marionette boss can cast Freeze 3, which can deal upwards of 15 HP damage to up to five units clustered together.

The first thing you want to do is to lure the two Evil Puppets and one Mannequin away from the rest of the pack. Do this by wavering your units along the south end of the platform. When they engage you, surround them with your units and do them in. Heal any wounded units and ready your warriors for the Dire Clowns and Marionette.

The most painless (and cheapest) way to take out the Dire Clowns would be to position a ranged unit exactly two tiles below each one. The Dire Clowns won't budge and the Marionette is too far away to hit you in this position. You can essentially attack the two with impunity. It's a slow method, but it's guaranteed to work. Once the two are down, you can finally work your way to the boss.

As mentioned before, Freeze 3 can hit multiple units grouped together for very heavy damage. On the approach, avoid clustering your units together lest you be devastated in such a way. Move in your strongest warriors and surround the boss. At this point, he will be more inclined to just physically attack the surrounding units than to cast Freeze 3, which is in your favor because his normal attack is far less devastating. Simply slash at him until he falls. In the process, it's not recommended that you bring in a unit to heal because that may provoke the Marionette to cast Freeze 3 again.

After the battle, the mayor's grandson will pop up from behind some boxes. He will return home (and hopefully never run off again). Anyway, feel free to loot the various chests strewn throughout the circus tent. Steel Arrows and 50G can be found in the two chests on the main platform. The chest near where the little boy appeared contains a Defense Potion. With all of that done, return to the mayor's house and he will grant you his ship, as promised.

Make your way down to the pier and step onto the ship. But due to some circumstances involving a meddling bitch... uh I mean witch, your beautiful vessel meets a tragic end. Now with no ship to use, speak to the old man by the pier. He will recommend that you go see the mayor again. Go speak with him to be informed that the only town with ships is Uranbatol. When he asks if you're truly determined to go, nod your head and he will tell you the way. First, you must venture to Shade Abbey. Speak with his son (the man, not the little brat you saved from the circus), who will explain all the details. Leave Rindo and head north on the narrow path between the mountains. You will end up arriving at a small settlement.

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SHADE ABBEY
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When you enter Shade Abbey, speak with the birdwoman (named Amon). She will implore you to save one of her friends, Balbaroy. No other details, no nothing. Well, enter the building up ahead and go through the second door from the right. Inside, you'll find a priest who shoos you off. Return to the main entrance and the doorway that was previously blocked by the young lady will be open. Walk straight into the main abbey building to find that you're... being followed?

Suddenly, Balbaroy will tell you that it's a trap (pretty late for that now). It is time to fight.

BATTLE 8: SHADE ABBEY

Victory Condition -
* Kill the Ghoul.

Enemies -
* Zombie x6
* Skeleton x3
* Ghoul x1

The battle begins with Max separated from the rest of the party. The first thing you should do is move him back to the safety of the main group. Your units are surrounded by enemies, and the area is quite small. The strategy of isolating monsters one by one won't work as well here due to the confined space. Fortunately, that does create one definite advantage because Blaze 2 becomes that much more effective. The Zombies will inadvertently cluster themselves together, allowing for many opportunities to cast Blaze 2.

Work on taking out the group of five Zombies on the right first. The four to the upper-right region are in prime position for a nice cooking with Tao's Blaze 2. Be wary of the Skeletons and keep your weaker units out of their range, for a single hit from a Skeleton will be enough to take down your units with lower HP. Healing is very important in this battle because all of the enemies are capable of dishing out devastating damage. Your primary attackers like Max should be kept at full HP for the entirety of the battle.

Don't bother attacking the Ghoul until you've managed to eliminate every other enemies on the map. The Ghoul won't move and will only attack units that wander right next to it. As for the Skeletons, use your magic! With their high defense, physical attacks are too slow to kill them quickly enough. If you get lucky and the Skeletons clump up, a well-aimed Blaze 2 will devastate them. Once the Skeletons are down, send your strongest attackers to take down the Ghoul.

Finishing the battle will free Balbaroy from his petrified state brought on by Darksol. He will then join your party. Return to Shade Abbey's entrance and you'll encounter Amon, who will also join your Shining Force. With that, she'll inform you that in order to reach Uranbatol, you must first go through Bustoke.

5.3. Chapter III: Secret Weapon of Runefaust [5300]

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BUSTOKE
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Bustoke is a quaint little village situated up in the mountains. Ask around and you'll learn about a man named Zylo who was made insane by the Runefaust bad guys. To protect Bustoke, Zylo has been locked up in a cage on the west edge of town. If you speak with the old man

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O=====O   in the red-roofed house on the first level,
|   Bustoke Weapon Shop   |   he will tell you that in order to cure
O=====O   Zylo, he needs to make Lunar Dew, and in
| * Middle Sword.....250G |   order to make Lunar Dew, he needs a Moon
| * Power Spear.....900G |   Stone, of which can be found on the quarry.
| * Bronze Lance.....300G |
| * Middle Axe.....600G |   Before you do anything else, I'd suggest
| * Power Staff.....500G |   checking out the Bustoke Weapon Shop - it's
| * Steel Arrow.....1200G |   located inside the first doorway you see
O=====O   as you enter Bustoke. Upgrade your knights
|   Bustoke Item Shop   |   to a Power Spear and purchase Middle Axes
O=====O   for all of your warriors. If your mages
| * Medical Herb.....10G |   aren't upgraded, purchase Power Staves for
| * Healing Seed.....200G |   them as well. Sell off all your old
| * Antidote.....20G |   equipment to free up space.
| * Angel Wing.....40G |
O-----O   Once you finish exploring the town, make
              your way to the building at the upper-left.

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Inside, speak with the lady and nod your head when she asks if you are the Shining Force. It seems that the Runefaust forces have enslaved the men of Bustoke to work in the quarry in search of a Laser Eye, some sort of weapon. Then, speak with the other person, Diane. She will join your party as an archer. At last, you have a new ranged unit.

Before you head out, check out the chapel (red-roofed building on the second floor) and do your business. Also note that the headquarters is through the door just left of the chapel. Anyway, leave Bustoke by descending one level and walking as far right as possible. On the quarry, you will stumble upon the Runefaust forces just as they discover the Laser Eye.

 BATTLE 9: BUSTOKE QUARRY

Victory Condition -
 * Kill the Master Mage.

Enemies -
 * Dark Mage x2
 * Skeleton x6
 * Dark Elf x2
 * Dark Priest x4
 * Lizardman x1
 * Master Mage x1

This is the first battle in which you actually have to select the units you want to use. It's purely up to your preference, but definitely leave a spot for at least one of your birdmen. Also, have at least one ranged unit in the battle as well. It's recommended that you send in more than one healer because you're dealing with some strong units.

Have your units descend the steps and engage the two Skeletons there. Defeat both and heal any fighters that got hurt in the process. Next, you need to kill the two Dark Elves on the ledge further to the right. This is where your birdman and ranged units come into play. Harass the Dark Elves and eliminate them as the rest of your party moves on the Dark Priest and Dark Mage further ahead.

The Dark Priest should be killed first because it can heal its allies. Then, focus on taking out the Dark Mage to end the threat of Blaze 2. Due

to the tightness of the ledge, it's impossible to spread your units out to avoid Blaze 2. Have your healers stay back and heal any unit that gets wounded. Don't proceed any further until you've managed to bring your party back to adequate health.

Descend the steps into another group of enemies. If you can, kill any Skeletons down here before the Dark Priests manage to use Heal. Once the enemy's attacking force is gone, the Dark Priests will be helpless. Work your way down to the bottom of the quarry, where numerous foes await. The Lizardman down here is particularly dangerous; be sure to protect your weaker units from its powerful strike. As for the Master Mage, beware of his Freeze 2 spell. Minimize the amount of damage by spreading out your units.

Following the battle, walk inside the cave and open the chest for the Moon Stone. With that item in tow, return to Bustoke the same way you came from and find the alchemist again. After he works some magic with it, you'll receive Lunar Dew.

Now, while staying on the same level, head as far west as possible and go through the door there. Inside, descend the staircase and speak with Kokichi in the corner. Then, examine his machine to draw a comment from the old man. Then speak with him again, head out through the south doorway, and watch Kokichi fly around (and crash).

Anyway, as for Zylo, head to the house where you met Diane and go through the door just right of the main room. In here, you'll find an opening in the back you can go through. Make your way left around the rear of the building and down the long ladder. Order the lady nearby to open the cage. Head inside and use the Lunar Dew on Zylo by prying open his mouth and just pouring it in. Yeah, that's the way to get things done! As thanks for helping him return to his normal self, Zylo decides to join you.

Leave Bustoke by heading up the path to the right of the chapel. As you might have expected, more Runefaust forces manage to get in your way.

BATTLE 10: TO PAO BRIDGE

Victory Condition -

* Defeat all enemies.

Enemies -

- * Skeleton x5
- * Dark Elf x2
- * Dark Priest x2
- * Lizardman x2
- * Pegasus Knight x4

For this battle, you will not have to deal with uneven terrain. Therefore, the birdmen will not be all that necessary. Instead, I'd suggest bringing Zylo in their place. As for healers, have one or two available. Ranged units are also strongly recommended.

This battlefield is huge, allowing you a plenty of room to maneuver. Begin by directly engaging the first three Skeletons. As you attack these, the group of enemies further north will begin to move in your direction. Have a strong attacker diverge from the main party and eliminate the two Dark Elves before they get a chance to shoot even a single arrow.

The Skeletons are more difficult to defeat because their defense is quite strong. Be sure to take advantage of Blaze 2 whenever more than two Skeletons group themselves together. Otherwise, just cast Blaze on single targets to avoid wasting MP. Defeat the Lizardman and Dark Priest, along with any remaining enemies in the immediate vicinity. While fighting, keep your weaker units protected at all times. Afterwards, heal up and proceed further north.

There will be four Pegasus Knights flying over the mountain from the east and northeast. Although they are fast and agile, there's really nothing to fear from them. However, they can still threaten your weaker units if you leave them unprotected, so don't get lax in your formation. Down the four Pegasus Knights and then head north toward the wooden bridge. The last two enemies should be no problem to defeat. Kill the Lizardman and then the helpless Dark Priest afterwards.

Once the battle is over, Nova will tell you to quickly move onto Pao Bridge. Before you do that though, go back to Bustoke to save your game and revive any fallen party members. Then, return to the bridge and you'll witness a scene leading up to yet another fight. This time with the Runefaust secret weapon, the Laser Eye.

BATTLE 11: PAO BRIDGE

Victory Condition -
* Defeat all enemies.

Enemies -
* Dark Elf x3
* Dark Priest x2
* Lizardman x5
* Pegasus Knight x3
* Silver Knight x2
* Laser Eye x1

The battlefield consists of one long land bridge connecting your side of the cliff to the other mountain. Enemies are strewn all over the place, but the biggest danger lies in the Laser Eye positioned at the other end of the cliff. At the start of the battle, it will begin charging up to fire. It will take 10 turns to fully charge up and when it does, it'll unleash a deadly beam hitting all units in a line on the land bridge. However, it should be noted that the Laser Eye also affects its own allies! If you are patient enough to do nothing for the first 10 turns, the Laser Eye will fire on the three Lizardmen and Dark Priest on the bridge, damaging them heavily.

The less boring strategy would be to send your units over the bridge and just take the hit. You will lose some units in the process, but you should still be able to finish the mission. Send your units north and get on the land bridge. Engage the Lizardmen as you make your way across. As you get closer to the Laser Eye, take down the three Pegasus Knights that approach. When the Laser Eye fires, it will hit your units still on the bridge (and hopefully some other enemies that happened to get in the way). Heal immediately and then proceed down the rest of the way.

The rest of the enemies along the bridge should be in a weakened state after having been blasted by the Laser Eye as well. Once you have cleared

the remaining Lizardmen and the Silver Knight closest to the Laser Eye, make a beeline for the Laser Eye and destroy it. Once it's gone, you can go ahead and waste the remaining monsters.

At the end of the battle, the mercenary Pelle will manage to climb back up the side of the cliff. He will join you on your fight against the Runefaust army. Now, onwards to Pao!

5.4. Chapter IV: The Great Fortress of Balbazak

[5400]

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PAO
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Pao is a town that's constantly moving, hence the wheels on the buildings.

| | |
|-------------------------|--|
| O=====O | The man on the blue carpet sells items. |
| Pao Weapon Shop | If you head inside the building he's by, |
| O=====O | you can speak with General Elliott of |
| * Long Sword.....750G | Runefaust. Agree to hear him out and he |
| * Bronze Lance.....900G | will tell you that Runefaust has been |
| * Power Spear.....300G | corrupted by Darksol. Though he hates |
| * Middle Axe.....600G | Darksol with a passion, Elliott is on the |
| * Power Staff.....500G | Runefaust side. Therefore, on the |
| * Steel Arrow.....1200G | battlefield, you will be enemies. |
| O=====O | After that... uh... confrontation, leave |
| Pao Item Shop | that tent building and head into the |
| O=====O | building to the right. Steal a Long Sword |
| * Medical Herb.....10G | from inside the chest. Just above this |
| * Healing Seed.....200G | building is a huge wagon on wheels. Inside |
| * Antidote.....20G | is a chest that contains Legs of Haste. |
| * Angel Wing.....40G | Two wagons down to the left, you'll find |
| O-----O | another chest holding a Bread of Life. The |
| | man behind the table nearby sells weapons. |

It's recommended that you upgrade your sword-wielders to Long Swords. From all of your prior engagements, you should more than enough gold to suffice. Once you are done here, head into the wagon to the right and speak with the knight inside, Earnest.

Make your way to the head wagon and speak with Queen Koron, the woman dressed in red. The captain will tell you that Pao can leave at any moment. Talk to the queen again and nod your head when she asks if you're ready. When the town disappears, Kokichi, the quirky man from Bustoke, will fly in and join your party. There is also one knight, Vankar, standing in the middle of the open expanse. Speak to him and he will join your Shining Force as well.

Now, head to the chapel, which is located further to the northwest. It's the only building that really looks solidly constructed. Speak with the priest inside and do whatever you need to do. Observe the odd-looking creature further at the corner. He will fall over and just lay there for a little bit. Although you won't know it right away, this little fellow is Jogurt and he will join your party. Leave the chapel and go to your headquarters where you should ready yourself for the coming fight. Leave the area via the east exit.

Victory Condition -

* Kill Elliott.

Enemies -

* Dark Priest x3

* Lizardman x5

* Pegasus Knight x4

* Silver Knight x4

* Artillery x1

* Elliott - Boss

The battlefield area is vast, allowing you plenty of room to maneuver. Begin by sending your forces due east toward Elliott's forces on the other side. Some of the enemy forces will begin to move toward you at the same time. Elliott, the Artillery unit, and the Silver Knights will stay behind. Spend the first few turns moving your warriors into position in preparation to engage the incoming forces. Move stronger units to lead the group and have weaker units follow behind.

When you finally clash, target at least one of the Dark Priests first to prevent the enemy from being able to heal too often. Then, focus on clearing the Lizardmen. It should be noted that one of the Lizardmen is carrying a powerful Heat Axe. Determine which one is and make sure that you kill it with a unit that has a free spot in his inventory! Otherwise, you will not be able to pick it up. Also, if you leave and re-enter the battle, the same Lizardman will still be holding a Heat Axe. If you repeat the battle again and again, you can collect multiple Heat Axes.

To help your units survive the brunt of this huge group, focus your attacks on one enemy at a time. Do not allow any one of your units to wander too far away from the rest of the party because the enemy will be quick to overwhelm. Keep your units in close proximity with one another and heal when anyone's HP drops dangerously low. Overall though, this fight should not be too tough because you have faced these enemies before.

As you gradually get closer to Elliott, the Silver Knights will break off and come toward you. Kill all four of these pushovers and then proceed to take out the Artillery unit and the Dark Priest. As for Elliott, make sure that you engage him with only fully-healed units with high HP units. He has a very strong strike that can instantly kill most weaker units with ease. Surround him and have a healer ready at all times. While he's surrounded, you can send in ranged units to pelt him from far away. Once you have eliminated Elliott, the battle will end.

Elliott will die, telling you to free Runefaust from Darksol with his dying breath. The moving town of Pao will happen to arrive right near your position after the battle.

The general layout of the town has been changed slightly from before. The wagon-building just south of where you entered is the weapon shop. There's a chest inside as well, but it contains nothing. Boo... The item shop is located in the tent further to the east. If you attained the Domingo Egg from Maranina, the other guy there will incubate the egg and hatch Domingo out of it.

Afterwards, go to the pigpen (even though the pigs are not actually inside). Speak with the metal thing named Guntz and he'll give you a demonstration of his sick moves. He will also join your party. Now, make your way to the main wagon and speak with the queen. She will deliver to you a message from Elliott about Prompt. Then, check the chests behind her for an Elven Arrow and a Steel

Sword. Finally, leave Pao and head north to the fortress.

BATTLE 13: URANBATOL FORTRESS

Victory Condition -
* Enter Uranbatol.

Enemies -
* Dark Priest x3
* Pegasus Knight x3
* Silver Knight x6
* Artillery x1
* Hellhound x2

There's a noticeable height difference on this battle. There are various ledges to climb onto. For that reason, it would certainly help to have Amon, Barbaroy, or Kokichi (or all three!) available to take advantage of their flying ability. As for your walkers, there's a lot of ground to traverse and many instances where you have to climb.

Engage the first two Silver Knights in the first area of the fortress. The rocks really crowd things up, so you will have to fight the Silver Knights one-on-one, most likely. Your flyers, though, will have no problem just hovering over the rocks. Next, climb up the ladder and kill the Silver Knight stationed around there. The Pegasus Knights and Hellhound in the general vicinity will begin to approach you at this point. Be wary of the Hellhound's strong fire attack (although it's physical attack deals worthless damage).

Begin to approach the gray ladder leading up to the highest ledge. There's another Silver Knight and a Dark Priest by the right doorway. Then, go up the ladder and defeat all of the enemies stationed up on the ledge. The last remaining foes will likely be clustered around the left door. You can quickly kill them with a strategic casting of Blaze 2 or Freeze 2. Alternatively, you can just run in there and do them in the old-fashioned way.

Depending on how you finished the battle, one of the two doors will be open. Both will end up leading to the same place. Follow the series of hallways and staircases to reach the knight, Earnest, dealing with a stubborn dog. After that scene, speak with him to have him join your party. With that, he will ram into the wall (ouch), creating an opening into Uranbatol.

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URANBATOL
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| <p>O=====O</p> <p> Uranbatol Item Shop </p> <p>O=====O</p> <p> * Medical Herb.....10G </p> <p> * Healing Seed.....200G </p> <p> * Antidote.....20G </p> <p> * Angel Wing.....40G </p> <p>O-----O</p> | <p>are running short on supplies, now would be an ideal time to purchase some items. Otherwise, there is nothing much of interest. You will notice that some of the knights standing around were once fighters of Runefaust. Apparently, you've done enough damage to make some of them just give up. Note that your headquarters is located down the stairs in the east room of the interior of the Uranbatol Fortress.</p> |
|--|--|

When you are ready for the next battle, speak with the guard standing at the wooden gate. He will let you through because you're a friend of Earnest.

BATTLE 14: URANBATOL DOCKS

Victory Condition -

* Kill Balzabak.

Enemies -

* Dark Priest x1
* Evil Puppet x1
* Silver Knight x2
* Artillery x3
* Hellhound x2
* Seabat x5
* Balzabak - Boss

The battlefield is set up with the Seabats over the water along the right side of the level. The ground units have the path to Balzabak walled up. At the start, move up your units slowly toward the two Silver Knights blocking the path. You will be engaged by the Seabats, which your units should have no trouble killing. Seabats aren't particularly strong, but make an effort to avoid allowing any one unit to be surrounded by them. Be wary of their ability to induce sleep on occasion.

The line of Artillery will pose the biggest threat because of their ability to deal huge amounts of damage in a single turn. Confront them with a line of your strongest instead of sending just one fighter in by himself. Otherwise, you might find that unit gone after a few consecutive Artillery attacks. Once the Artillery units have been destroyed, the rest of the battle becomes a piece of cake.

Two units will break off from the rest of the enemy group and stay behind to protect Balzabak. Send in some ranged units to attack their position from far away. The three units won't even budge from their position, so you can essentially attack with impunity. The Evil Puppet has the Heal spell, but it won't be too effective by the time you've mortally wounded all of them. As for Balzabak, you can kill him without even taking a single hit by utilizing your ranged knights and bow-wielders; he will not move at all for the entire battle.

The victory will give you Balzabak's ship. Darksol will subsequently make his presence known, but allows you to set sail without much trouble.

5.5. Chapter V: Gateway to the Hidden Shrine

[5500]

The start of this new chapter puts you right into battle against some sea monsters en route. Note that if you are not prepared for the battle, you can simply retreat down the stairs where you will discover a priest (wow, this guy sure comes in handy) and of course, the headquarters.

BATTLE 15: SEA MONSTERS

Victory Condition -

* Defeat all enemies.

Enemies -

- * Pegasus Knight x3
- * Seabat x4
- * Conch x3
- * Shellfish x2

This is a ridiculously easy battle. The ship deck has plenty of space to maneuver your units, allowing you mob enemies as they jump onto your ship. Most of the monsters you face here are very easy to defeat.

Move your party from the upper decks to the main decks of the ship. Here, you will meet the Conches and Shellfishes as they climb up onto the ship. Beware of their ability to induce poison with their regular attack. Other than that though you do not have much to worry about.

Once the Conches and Shellfishes have been eliminated, you can begin to focus on clearing the outlying flying units. You've faced Pegasus Knights before so at this juncture in the game, they should be easily killed. Remove every enemy from the battlefield to end the fight.

Unfortunately, the attack dealt some damage to the ship. A mermaid, Shell of Waral, will invite you to dock at the island civilization of Waral.

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 WARAL
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There are plenty of items to pillage from the castle of Waral, which is where you should head first. It's the tan building north of the Waral inn. If you go to either door on the side, the king will appear to greet you (and offer to sell you weapons and items). It's recommended that you upgrade your knights to

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|-------------------------|---|
| O=====O | Steel Lances if your wallet can afford the |
| Waral Weapon Shop | cost. You will also notice five chests |
| O=====O | behind the counter - access these by |
| * Steel Sword.....2500G | walking inside the castle and taking the |
| * Power Spear.....900G | respective staircase down to both rooms. |
| * Steel Lance.....3000G | Steal the Mobility Ring, Shower of Cure, |
| * Battle Axe.....2600G | Bread of Life, Defense Potion, and Medical |
| * Power Staff.....500G | Herb found inside the five chests. |
| * Elven Arrow.....3200G | Speak to the king and he will agree to |
| O=====O | repair your shop if you spread the word |
| Waral Item Shop | about the wonderful island of Waral. After |
| O=====O | that, leave the castle and head east, where |
| * Medical Herb.....10G | you will find the floor covered with... |
| * Healing Seed.....200G | fish. Step on the pink fish on the rock to |
| * Antidote.....20G | make Boken appear, who informs you that |
| * Angel Wing.....40G | there is an enormous building underneath |
| O-----O | Waral. Now, go southwest and step onto the |
| | boat off the dock to take control of it. |

Feel free to go around at your leisure, but note the line of red buoys along the southern edge of the water. Speak to the mermaid, Shelra, blocking one of the gaps in the line. Say yes when she asks you if you are planning to go further.

Ignore her warnings and proceed. You will end up being caught by the current and pushed off a waterfall (ouch!). Later, you will appear again in a small room. Go upstairs to find a priest, who managed to rescue you from the wreck.

Leave his cottage and travel north. Descend the staircase and step into the odd, blue building. Chase the Skeleton you encounter inside until you are again thrust into battle.

BATTLE 16: THE RING REEF

Victory Condition -

* Kill the Master Mage.

Enemies -

- * Hellhound x5
- * Seabat x4
- * Skeleton V2 x5
- * Worm x3
- * Master Mage x1

It should be noted that the Skeletons in this battle are stronger than the other Skeletons you encountered earlier in the game. Even so, they only pose a significant threat to your units with lower defense. Apart from them the remaining enemies have been encountered before except for the Worm, which is ridiculously easy to kill.

Split up your force into three groups. Each should consist of at least one strong fighter unit that can take a good deal of damage. The group that will head through the middle ought to be the strongest of them all. Send the other two up the openings to the left and right. With your outlying forces, engage the four Seabats occupying the lower corners of the battlefield. Your center group should engage the Skeletons and Worms blocking that route. Be wary of the Skeletons' strong attack and heal when necessary.

When your two outside parties manage to eliminate the Seabats, have them move up through the opening and attack the enemy units beyond. Then, move your three parties and have them combine again into one force. Some of the enemy units will have moved back to reinforce the Master Mage at the north end of the map. As you approach, they will retreat further and cluster together around the Master Mage. Take advantage of their position and blast them with any area-affecting magic spell. Be wary of the Master Mage's Freeze 2 spell, which deals heavy damage to units grouped together. Once you have reached his position though, he can do little to stop you from wiping the floor with him.

Once you have cleared Darksol's minions from the area, the spirit of the Holy Spring will call out to you. The Shining Path is located behind the gigantic door in front of you; the key you are questing for is located just beyond. But before you manage to get in, the Runefaust mage will block the path, preventing you from getting through. Your next destination is Dragonia, where the Manual of the Seal, one of the two items needed to unleash Dark Dragon (the other being the key, obviously) will be found.

Back outside, the entire depression will flood with water, preventing any further access down to the Holy Spring. In order to return to Waral, take the boat conveniently docked nearby and just go north, where you'll find the familiar line of red buoys. Return to the castle and speak to the king. The repairs on your ship are done with the bill coming to 1,000,000G (of course, he is only joking... maybe).

On the seas, your force, once again, runs into a pack of sea monsters.

BATTLE 17: SEA MONSTERS REDUX

Victory Condition -
* Defeat all enemies.

- Enemies -
- * Pegasus Knight x2
 - * Seabat x5
 - * Conch x6
 - * Shellfish x4
 - * Gargoyle x1

Ah, yet another sea battle. The only thing to note is the Gargoyle, who can be a formidable opponent by himself. Beyond him though, none of the other enemies will really pose too much of a threat during this mission.

Move your party down along the deck to engage the monsters. Try to focus your strongest attacks on the Gargoyle first before working on anything else. Be wary of his Muddle spell, which will bring about fog status on whoever Muddle hits. Afterwards, you can kill the remaining enemies anyway you choose. Be aware that the Conch monsters can inflict poison with their physical attack.

Over the course of the battle, new monsters will appear out of nowhere. Deal with any arrivals as you see fit. Defeat all enemies to finish the mission. Try to be somewhat expedient in killing monsters lest the reinforcements manage to overwhelm you.

Just like before, the ship will be heavily damaged in the battle. As a result, the Shining Force is now adrift at sea! Oh, what a fate.

5.6. Chapter VI: Descendant of the Sacred Dragon [5600]

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RUDO
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You start off this chapter in the town of Rudo. Speak to the red-haired child nearby and you'll be told to speak with Karin before you leave - she's the other red-haired child garbed in red. She will inform you that the Runefaust army is near Dragonia, where a young dragon named Bleu is stranded. Since it wouldn't be very nice not to do anything, you should help out.

After leaving the building, you will notice that the town of Rudo is, interestingly enough, inhabited by children (except for the priest and other random people). The weapon and item shops are located at the southwest corner of town, to the west of the local church. Chrome Lances and Guardian Staves are the new arrivals; upgrade your units as much as your wallet permits. There will be other opportunities to purchase new weapons later in the game.

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| O=====O | |
| Rudo Weapon Shop | |
| O=====O | |
| * Steel Sword.....2500G | |
| * Chrome Lance.....4500G | |
| * Battle Axe.....2600G | |
| * Guardian Staff.....3200G | |
| * Elven Arrow.....3200G | |
| O=====O | |

Head to the building west of the dragon

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|--------|-------------------------|---|---|
| | Rudo Item Shop | | statue in the middle of town. Make your |
| O===== | | O | way up two flights of stairs and speak with |
| | * Medical Herb.....10G | | Lyle, who will join your Shining Force. |
| | * Healing Seed.....200G | | With that, leave the building and and make |
| | * Antidote.....20G | | your way to the stone structure north of |
| | * Angel Wing.....40G | | the dragon statue. Follow the hallway and |
| O----- | | O | descend the staircase at the end. In here, |

converse with the dog, Brit, and go through. Inside, you'll meet Krin. Listen to her information, which I'm too lazy to transcribe here, and head back outside. Go east and find the boy moving the rocks away from the gates. Before you leave, go up the nearby ladder and in through the door. Open the two chests here for a Healing Seed and Holy Staff. Finally, leave Rudo and disembark for Dragonia.

 BATTLE 18: RUDO TO DRAGONIA

Victory Condition -
 * Kill the Durahan.

Enemies -
 * Master Mage x4
 * Artillery x5
 * Worm x3
 * High Priest x1
 * Golem x5
 * Durahan x1

Most of the battlefield is covered with woods and mountains. Terrain will definitely prove to be an issue for your ground units. Movement will be inhibited significantly. A few flying units are strongly recommended for this battle. However, don't sacrifice all of your power for mobility. Have your primary fighters as the driving force behind your attack force.

Move your warriors toward the first three Artillery units. Although you have been fighting these things for a while now, they can still do heavy damage to your characters with weaker defenses. Killing them, though, should pose no problem whatsoever. Once they are out of the way, proceed in the direction of Dragonia. On the way, three Master Mages and three Worms will appear in the forest. Have your units prepared for them as they pop up amongst your party.

If you can successfully kill all three Master Mages in one turn, you will not have to worry about scattering your units to avoid their Freeze 2. The Worms should be ignored for the time being. Once the Master Mages are defeated, kill off the remaining Worms and continue. At the edge of the mountain, five Golems will appear out of nowhere. These monsters are best defeated using magic spells because their defense makes it tough to deal significant damage. Also, keep weaker units protected because Golems can hit for hefty damage.

The final leg of this battle requires you to remove the force blocking off Dragonia. The Durahan will be a tough foe to defeat because of his heavy defense and extremely strong attack. If possible, kill him first to quickly end the battle. Pelt him with your strongest magic to deal the most damage. Because the Master Mage can cast Freeze 2, do your best to avoid grouping your units together. Let your ranged units occupy the outlying area, staying out of the field of battle.

After the battle, enter the nearby town of Dragonia.

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DRAGONIA
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At the entrance, you can find an item shop to the west. If you're in dire need of supplies, refresh your inventory there.

O=====O Once you are done there, go to the building
| Dragonia Item Shop | directly north of the Dragonia entrance.

O=====O Inside is a chest containing a Halberd.

| * Medical Herb.....10G | Next, head to the building at the northeast
| * Healing Seed.....200G | corner, where you will find a Broad Sword
| * Antidote.....20G | inside a chest.

| * Angel Wing.....40G |
O-----O Return to the same building where you found
the Halberd and descend the staircase

inside. Follow the path into another building. You'll find Bleu, a young dragon. Speak to him and follow him when he shoos you off. Karin, the girl from Rudo, will subsequently appear to set things straight. After speaking with Karin again, she will leave... only to get herself into some trouble. Her screams alarm Bleu, who flies off to save her. Before you follow suit, check the chest nearby for a Shower of Cure.

You will eventually end up finding Bleu and Karin again. Speak with Bleu after he toasts a Runefaust knight to have him join your party. With the path clear, Karin will run back to Rudo, leaving you to deal with the remaining Runefaust forces. Outside, you will find Kane standing around doing nothing. He will fight you, but first of all, go to your headquarters to the west. Finish whatever business you need to finish. Leave the headquarters when you are prepared to fight.

BATTLE 19: DRAGONIA

Victory Condition -
* Defeat Kane.

Enemies -
* Master Mage x3
* Gargoyle x3
* High Priest x2
* Golem x4
* Durahan x2
* Cain - Boss

This battle has the potential to be an extremely difficult fight if you are careless in your moves. All of the enemies on the field are capable of dealing very heavy damage. It's been said before, but I'd like to stress again how important it is to keep your weaker protected! You will be in bad shape if all of your healers and mages fall before you even reach Kane (Kane is mistakenly translated as Cain in this battle).

The first thing you should do is eliminate the three Gargoyles to the north. Move your close-combat attackers in first and engage them as soon as you get the chance. Try to save your MP for the other monsters, and just kill these through conventional means. The only thing you really need to worry about with these monsters is their ability to cast Muddle.

The next group of enemies consists of four Golems strategically positioned in front of two Master Mages and a High Priest. Take advantage of their clustered position and fire off an area-affecting magic spell to deal damage to all of them. The Golems won't budge from their positions unless you provoke them. If you want to kill them off safely, just pelt them from a distance with your ranged units and spellcasters. The High Priest in the group will continually use Heal 4 to replenish their HP. Once the wall of Golems is down, move your fighters in and tear apart the Master Mages and High Priest behind them.

Heal up any of your units that got hurt before moving on to Kane and his group of minions further to the east. This leg of the battle is the toughest by far, so make sure your warriors are prepared. As you have your fighters climb the steps to engage, keep your mages and ranged units at the base of the ledge to protect them for the time being. Have them support the fighters on top of the ledge directly engaging the enemy.

Kane, along with his powerful physical attack (which deals enough damage to kill most units in one hit), can use his Sword of Darkness attack to automatically eliminate its target, regardless of HP. If he happens to land it on Max, the battle will be over for you. To take him down, surround him with strong warriors (with 35+ HP to actually survive one of his hits) and just let loose. Use your spellcasters and ranged units to deal some support damage. 70 HP is a lot of HP to eat away, but Kane will fall quickly with a combined effort from all of your characters.

Kane's defeat will cause his mask to break, revealing a human underneath. All this time, Kane's atrocities were the direct result of Darksol possessing him. After the battle, make your way into the Dragon Shrine. If you came here before, you would have been stopped at the second double door. Go up there again and activate the message stating that the door will only open for two heroes. Then, head back to the entrance to find Kane again. Let him walk with you to the door. When it opens, follow him down the steps.

The two of you will encounter Darksol, who reveals that he's acquired both the key and the manual. With that, Kane pushes you out and dishes it out with Darksol. Return into the room to find that both of them have disappeared. Hmm... Well, there's nothing left for you to do. Leave Dragonia and go back to Rudo. There, find Karin again and speak with her. She will direct you to Krin, who is located in the house just west of this building, if you recall. Go down the steps to find her. Listen to her story, which describes a sword called the Chaos Breaker. Return to Karin, who suggests that you head to Prompt. Before you leave, save your game and do whatever else you need to, for outside Rudo, you will engage in another battle.

BATTLE 20: MOUNTAIN PASS

Victory Condition -

* Defeat all enemies.

Enemies -

* Master Mage x4

* Gargoyle x3

* High Priest x2

* Golem x4

* Bowrider x2

* Belial x3

Once again, you will need to contend with the horrible terrain. Flying units are recommended to make the travel easier. If you haven't already, put Bleu in your party.

Begin moving east toward the pass through the mountain and engage the single Gargoyle to the left of said pass. Then, work your way toward the Bowrider blocking off the pass. Eliminate the two Gargoyles further to the east before going any further. Beyond that, a few Golems and a High Priest occupy the rocky area. To prevent the enemy from healing themselves, kill the High Priest first.

By now, the Belials will probably be harassing you with their Bolt 1. Try to spread out your units to avoid getting your entire party fried by it. It would be a good idea to send your flying units after the Belials because they will be hovering somewhere near the mountain, where your ground units can't reach. While they're doing that, let your other units take out the Master Mages further ahead. Then, make your way toward the southeast corner of the map to round the mountain.

The corner can be a bit of a tough spot to get through because of the lack of space. Of course, your flying units should have no problem just floating on above. A Golem and two Master Mages occupy the general vicinity. Use your flying units to take on the Master Mages from their west flank, letting your other units come around from the east after having defeated the single Golem. After sandwiching the two Master Mages, bring your units west to the remaining enemies. Again, kill the High Priest to prevent them from healing. Then, remove the remaining enemies to complete the battle.

Finishing the battle will put you right at the entrance to Mishaela's lair. Consider running back to Rudo if you need to revive units or save your game because entering will thrust you into another battle immediately.

BATTLE 21: MISHAELA'S LAIR

Victory Condition -

* Kill Mishaela.

Enemies -

* Master Mage x4

* Gargoyle x3

* Durahan x2

* High Priest x1

* Bowrider x3

* Belial x3

* Mishaela - Boss

In this map, you will have to deal with a few tight spots. Flying units are strongly recommended because they can easily fly over ledges and attack enemies. You'll notice that all of the same monsters here are grouped together. This setup allows for your units to take advantage of their weaknesses.

To start, send your flying units over to the three Bowriders grouped up on the right ledge. At the same time, move your other units up toward the three Gargoyles and wait for them to engage your party. The Bowriders can easily be eliminated due to their low defenses. If you are quick, they will not even be able to squeeze off a shot. The Gargoyles on the other side will quickly engage your units. Let them move to you and then swarm them.

Once the Bowriders and Gargoyles are defeated, send up your party up the steps in the middle.

The next group of enemies consists of four Master Mages and a High Priest. They will position themselves to block the path up to the right. Killing these will not be too tough. Your stronger units might even be able to take one down in a single hit. As always, be wary of Freeze 2. Since there are four Master Mages here, they can easily kill off a group of your units if they manage to attack consecutively. The High Priest is hardly an issue at all; kill him last.

Mishaela and her Durahan allies will move themselves onto the slab of rock near the rear end of the battlefield. Before you climb up, lure the Belials in the area toward you. Because they can cast Bolt 1, avoid clustering your fighters together. Apart from their irritatingly high evasion, these really shouldn't be much of a problem. While you're fighting these, avoid climbing the ladder and attempting to engage Mishaela at the moment.

When you are ready, move your fighters up the ladder. The two Durahans should be killed immediately. Afterwards, you can focus on Mishaela. Her Bolt 2 spell has a huge area of effect, capable of encompassing up to 13 units in the blast. You won't be able to prevent her from casting it, meaning your units will have to take a few hits. Minimize the damage by scattering your units, sending only one or two warriors in at a time to engage her. Be sure to heal whenever necessary. Keep in mind that Mishaela regenerates about 15 HP a turn.

The first thing you should after finishing the battle is to open up the various chests in the area. Whatever you do, DO NOT open the chest on Mishaela's platform first (unless you want to miss everything else). Loot the area for a Shower of Cure, White Ring, Evil Ring, Healing Seed, Black Ring, and Power Potion. Once you have collected everything, crack open the final chest for the Sword of Light!

5.7. Chapter VII: The Lost Civilization

[5700]

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PROMPT
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The yellow building immediately to the left is the town weapon and item shop. Drop in and say hello. The weapons are strong but they come at a hefty price. To avoid wasting every single cent in your inventory, purchase only the essentials. For your ranged units, definitely buy Assault Shells to significantly boost their attack stat. Assault Shells aren't extremely expensive either, so it should work out. Upgrading some of your units to Chrome Lances wouldn't be a bad idea either. The Holy Staff can only be equipped by vicars, so unless you are planning on using them to attack enemies, upgrading their weapons would be a useless thing to do.

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|---------------------------|--|
| O=====O | |
| Prompt Weapon Shop | |
| O=====O | |
| * Broad Sword.....4800G | |
| * Chrome Lance.....4500G | |
| * Great Axe.....10000G | |
| * Holy Staff.....8000G | |
| * Assault Shell.....4500G | |
| O=====O | |
| Prompt Item Shop | |
| O=====O | |
| * Medical Herb.....10G | |
| * Healing Seed.....200G | |
| * Antidote.....20G | |
| * Angel Wing.....40G | |
| O-----O | |

Once you are finished shopping, leave the

building and head southwest. If you need it, the Prompt church/school is located at the lower-right corner of the town. Make your way down to the Prompt castle at the very southwest corner of town. It's the roofless structure with the destroyed piece of wall - yeah, it isn't tough to find. Go down the steps until you reach the main part of the castle. In the middle of the room is another staircase you should ascend. Speak with King Kusoko, who immediately marks you as a spy and tosses you in prison. Way to go!

In your little cell, walk up to the iron bars and examine them. Boken will arrive to save the day. Speak with Boken again to get him out of the way; then, head up the steps. None of the guards seem to care that an escaped convict is on the loose. Speak with Kusoko again, who does appear surprised at all that you managed to escape. After conversing with him, go up through the doorway and around to the lower-left corner of the area. In the bed is none other than Kane, who somehow managed to survive the encounter with Darksol some time ago.

Now, leave the castle the same way you came in. Once you're back outside, head north until you come across a house with two doors and a small sign in-between. The note has been left by Musashi, who has already joined your party. If you need to fix up your party, return to headquarters further to the north. When you are ready for the next fight, exit through the path east of the Prompt castle.

BATTLE 22: OUTSIDE PROMPT

Victory Condition -

* Defeat all enemies.

Enemies -

* Durahan x4

* Belial x2

* Jet x2

* Torch Eye x2

* Wyvern x2

* Minotaur x1

You are up against some newer and tougher enemies for this battle. Hopefully, your own party has become stronger over the course of time. Also note that the terrain will be tough to traverse; for this reason, flying units (and of course, Zylo) are recommended. The key here is to keep your units together, without allowing any one fighter to wander too far ahead or fall too far back.

Begin sending your units east toward the Runefaust forces. First, target the two Belials that approach from the south. Try to kill them before they manage to cast Bolt 1 on your party. Next in line are the four Durahans positioned further to the east. By now, the two Jets have probably made their way near their position as well. If the enemies grouped themselves together, take advantage of your mages and use area-affecting magic spells to dish out significant damage. It should be noted that one of the Durahans is holding a Doom Blade - make sure you pinpoint it and kill it ONLY with a unit with a free item slot.

The next area is full of monsters, so you will have to make an effort not to get overwhelmed. Keep your fighters in close proximity and slowly progress toward the Wyverns and Torch Eyes. These enemies are capable of

dealing very high damage. Make sure you have a healer standing by ready to use Heal or Aura. The best course of action would be to focus on one enemy at a time. If possible, use Sleep or Muddle on enemy targets to make the course of battle easier. Finish off every monster on the field to end the battle.

Once the battle is over, return to Prompt to revive units if necessary. Then, make your way to the Tower of the Ancients. Once inside the first room, open the only closed chest near the staircase for a Devil Lance. Then, go up the stairs and check the chest there for a Turbo Pepper. Note that this is the only item in the game that permanently increases movement. You can only get it once, so use it wisely! Once you've picked that up, head south through the doorway to another battle.

BATTLE 23: TOWER OF THE ANCIENTS

Victory Condition -

* Kill the Demon Master.

Enemies -

* Jet x3

* Torch Eye x3

* Wyvern x2

* Ice Worm x5

* Steel Claw x4

* Demon Master x1

Before I get into any battle details, there's one thing that should be noted. There's a single chest on the battlefield near the base of the long ladder leading up to the Demon Master. This chest contains the Valkyrie: the strongest spear in the game (next to the Devil Lance, except the Valkyrie isn't cursed). You MUST collect this weapon during the battle because you will not be able to revisit the battlefield after the fight. Don't miss it!

Anyway, this fight is not easy. You're up against the strongest of monsters thus far. However, due to the way that the map is set up, you won't have to worry too much about getting mobbed all at once. The layout follows a distinct path that's walled off from the non-flying units. Feel free to use your own flying units to take advantage of the various ledges.

Begin by moving your party east and up the steps. Your flying units can fly directly up the ledge. However, I'd recommend against attacking the enemies with them until the rest of your party comes back around. It's best to engage the enemy with a combined force. Otherwise, you might be overwhelmed by the monsters before your ground units manage to come around.

Once you've reached the first set of steps, clear out the Ice Worm blocking the way. I'd suggest using a strong unit likely to eliminate it in a single hit for efficiency's sake. As you're making your way up, watch out for any Jets trying to approach you from various directions. Jets are fairly weak and easily dealt with. Now, move down and west along the edge of the ledge. Clear out the Ice Worms any way you see fit. Beware of their powerful ice attack though; it can really knock off a good deal of HP.

Kill the Steel Claw hanging out around the corner. Physical attacks will be enough to knock it out. Now, advance down the ledge. Another Ice Worm will block your path at the corner. Just past that is a Steel Claw in front

of the steps leading further up the tower. At the top of the steps, an Ice Worm, Torch Eye, and Steel Claw will meet you. After clearing them out, lure the Wyvern at the top of the screen toward you. Then, defeat it with the combined efforts of your party.

Fight your way to the base of the ladder leading up to the Demon Master. Again, don't forget to snag the Valkyrie before you go. Finally, go ahead and engage the Demon Master. You can only send one ground unit to attack him at once. Keep a healer nearby just in case. Do not group your fighters together because of Freeze 3, etc. etc. If possible, cast Shield to negate any magic damage taken. Defeat the Demon Master to finish the battle. Make sure the killing blow is dealt by a unit who has a free item slot (so you can steal his Demon Rod).

Once inside the Tower of the Ancients, Alef and Torasu will tell you to go on. However, the Castle of the Ancients is already beginning to rise from its depths. Kane appears to save the day, sacrificing himself in the process. With his dying breath, he tells you to quickly head to Metapha. You will be notified that Alef and Torasu have joined your party.

Return to Prompt and save your game. I'd recommend that you switch out your current healer for Torasu because he's already loaded with a nice arsenal of support spells. Return to the castle (the underground castle, right?) and speak with the king. Though the king has given up all hope, an odd hooded figure by the name of Otrant will explain a special weapon called the Chaos Breaker. Take the Sword of Darkness from the king and leave for Metapha.

Well, how do you get to Metapha you ask? Leave the throne room first of all and walk left and up through the doorway. At the end of the path is a staircase leading further down. Proceed through the underground chamber and walk up to the eye in the wall. You've seen something like this before. Use the Orb of Light and it will open, revealing a path. Step into the warp at the end.

=====
METAPHA
=====

Metapha is the Lost Civilization, now in ruins and decay. Head up and a bit to the right, where you'll find the robot, Adam. He will tell you to use the Orb of Light on the eye symbol. Do just that and a spirit will appear. Speak with Adam again. He will lead you to Chaos, who has been reprogrammed by Darksol to carry out his evil designs. Unfortunately, Adam's orders do nothing to turn him.

BATTLE 24: CHAOS

Victory Condition -
* Kill Chaos.

Enemies -
* Jet x4
* Torch Eye x4
* Minotaur x2
* Ice Worm x4
* Demon Master x3
* Chaos - Boss

You will start the battle in very close proximity of the enemy forces. At the very beginning, waste no time in taking down the nearby Demon Master. It's very important that you kill him in the first turn before he can cast Freeze 3. Afterwards, focus your attacks on the two Jets sitting atop the raised platform. As you do this, you will likely face some trouble from the outlying Jets further to the east. Allow them to come to you and kill them as they approach.

Next, begin to focus on dealing with the four Ice Worms to the left. This segment of the battle isn't easy because of the Ice Worms' powerful ice attack. My suggestion here would be to heal whenever necessary and focus only on a single Ice Worm at a time. I can't stress how important the latter point is. If you try to attack all the Ice Worms at once, your party will be overwhelmed in no time.

Past this point, be prepared to meet Chaos. Instead of going around and hunting down the rest of the monsters, it'll be in your best interest to immediately focus on killing Chaos. Otherwise, he'll just chase you around the battlefield like an annoying insect. Heal your strongest units and have them surround Chaos. Cast Boost if possible to increase your damage. His physical attack is strong, but you should keep an eye out for his deadly laser, which can deal 20+ HP damage.

Have your spellcasters sit outside of the battle to help reinforce your own fighters. Magic spells will work wonders against Chaos, whose defense is high enough to negate much of your physical attack damage. In the process, try to get rid of the two Minotaurs and the various other monsters defending Chaos. However, if they're not bothering you at any moment, do not provoke them. Defeat Chaos to finish the battle.

Having defeated Chaos, the path will open up. Continue and use the Orb of Light on the eye symbol. A spirit will appear to tell you to read the slabs. Those will instruct on what to do, though the actual steps are pretty obvious. Walk up to the left and position the Sword of Light on the altar. Then, walk up to the right and position the Sword of Darkness on the altar. Finally, step onto the middle and grab the Chaos Breaker.

Wow, feels good to wield the strongest sword in the game, huh? Once you have it equipped, step through the path to the north that just opened. The spirit at the end will speak to you and disappear. To get out of here, simply walk onto the portal to the right - it will return you to the Shining Path. Return to the king, who'll tell you a boring story about the history of Runefaust (which was originally Protectora) and Guardiania. Your next destination is the civilization of Runefaust. There, you are to find Mahato, who will lead you down the final leg of your quest.

Return to Prompt and finish any business that you need to. As soon as you leave Prompt, Runefaust forces will engage you yet again.

BATTLE 25: TO THE GATE

Victory Condition -
* Defeat all enemies.

Enemies -
* High Priest x1
* Minotaur x3
* Demon Master x2

- * Horseman x3
- * Cerberus x4
- * Armed Skeleton x4

The forest terrain will prove be a major setback on your part because it significantly inhibits movement. As always, flying characters will have the best advantage versus the enemy. Begin the fight by engaging the two Demon Masters to the southeast. Avoid getting hit by the full brunt of their Freeze 3 spell by scattering your units. By the time you've finished this task, the two Minotaurs just beyond will probably have made their way up to your position. Kill them anyway you see fit.

Hold your units in their position for now and wait for the two nearest Cerberus dogs to approach you. When they get close, let loose your strongest attacks to put them down. The Cerberus isn't very hard to kill. However, watch out for their magic attack that can deal upwards of 15 HP damage.

As you approach the Horsemen to the south, I'd recommend casting Quick to up some of your units' defense. The Horsemen are equipped with Buster Shots, which deal very heavy damage from far away. The only dangerous point is when your units are on the approach when they can fire at you from a range. The Horsemen, with their low HP and defense, are easily killed once you manage to reach their position.

This portion of the battle is pretty tough because of all of the Armed Skeletons hanging around. Use your strongest magic against these units because their defense is high enough to significantly decrease your physical damage. If possible, avoid drawing all of the Armed Skeletons to your group at once. Try, instead, to lure them one-by-one to your position to avoid getting overwhelmed. Work your way through the remaining monsters to the gate.

At last, step through the gates into Runefaust... at last!

 5.8. Chapter VIII: Rise of the Ancient Castle [5800]

=====
 RUNEFAUST
 =====

When you first arrive in Runefaust, you should notice a bush with a yellow flower (something at least) in it. Examine it to find Hanzou. He will join your party.

| | |
|--|--|
| <pre> O=====O Runefaust Weapon Shop O=====O * Broad Sword.....4800G * Chrome Lance.....4500G * Great Axe.....10000G * Holy Staff.....8000G * Buster Shot.....12400G O=====O Runefaust Item Shop O=====O </pre> | <p>Runefaust has a weapon and item shop at its lower-left corner. As for weapons, there's really no need to upgrade anything except for Buster Shot. By now, you've probably picked up the strongest weapons thus far in terms of swords, spears, etc. The Buster Shot, however, is the strongest projectile available for your ranged units. Purchase as many as you need for the fighters that can use it.</p> <p>The guards are currently blocking the path, so you can't go anywhere until you talk to Mahoao. You can find him waiting inside</p> |
|--|--|

| * Medical Herb.....10G | Runefaust Manor, which is located to the
| * Healing Seed.....200G | north. Step through the front door and
| * Antidote.....20G | speak with the man garbed in red, Mahato.
| * Angel Wing.....40G | Upon doing so, the guards positioned near
0-----0 | the lower-left corner of Runefaust will
have moved. Make your way there and proceed
down the path to reach the Runefaust Castle. Head up and Darksol will appear
to pit you up against his lackey, Ramladu. Step through the grey door to
enter battle.

BATTLE 26: RUNEFAUST CASTLE

Victory Condition -
* Defeat all enemies.

Enemies -
* High Priest x2
* Horseman x3
* Cerberus x3
* Armed Skeleton x3
* Chimaera x5
* Blue Dragon x3

At the start of the battle, have two of your units branch off to the right to take the treasures from the two chests on top of the platforms (Atlas and Halberd). While they're doing that, have the rest of your party sit tight while the group of Chimaeras slowly makes its way toward you. Against these foes, you'll want to be wary of their magic attack. When they engage your party, have your strongest attackers surround every one and put down the threat.

Return the two units you sent off to your party. Then, slowly progress toward the remaining enemies. Three of the Chimaera's will have set up a wall in front of the Horsemen and Blue Dragons. To their flanks will be a group of three Cerberus monsters and three Armed Skeletons, with a High Priest supporting both.

Take advantage of their grouped positions by setting up one of your spellcasters for a devastating magic spell. I'd suggest you begin with the western-most group first (three Cerberus monsters). Slowly approach them from their lower-left as to not provoke the other groups to attack. Get a spellcaster to use Freeze 3 or Blaze 3 (or anything similar) on the entire group. Then, send in your warriors to piece away at their remaining HP.

Next, engage the party to the right. The Chimaeras, with their high agility, will probably pose the biggest threat. If possible, land a Bolt 3 right in the middle of the enemy group. The damage will be catastrophic, leaving the task at hand much easier to finish. As for the final group at the end, magic spells will prove once again to be very useful because the Armed Skeletons have solid defenses. Simply kill off the remaining enemies to end the fight.

As soon as that fight is over, Ramladu will instantly thrust you into another battle.

BATTLE 27: KING RAMLADU

Victory Condition -

- * Kill Ramladu.

Enemies -

- * Torch Eye x6
- * Steel Claw x6
- * Ramladu - Boss

For such a powerful king, Ramladu doesn't really do well in the whole strategizing scheme. He pits you up against his robot army but leaves himself vulnerable at the top end of the battlefield. The easiest method of finishing him would be to simply send your strongest units straight up to him and engage him directly.

Fit your party on the ledge surrounding Ramladu and block the staircases leading up to the top ledge with your tank characters. This will prevent any of the Steel Claws or Torch Eyes below from intervening in the fight. As for Ramladu, just pound him with all you've got. Surround him with your most powerful attackers, pumped up with Boost and Quick 2. Ramladu has a tendency to cast Aura 3 on himself constantly to replenish any lost HP. He also will regenerate 24 HP at the end of every turn. Therefore, a strong attacking force is absolutely necessary in Ramladu's destruction.

There's really not much else to say. Heal whenever necessary and just keep up your attacks until Ramladu falls.

Following the battle, Ramladu will come to understand that Darksol was using the same treatment on him as he used on Kane. With his dying breath, he bids you stop Darksol from releasing that abomination, the Dark Dragon.

Return to Runefaust to revive any units that fell in battle. Save your game and promote any characters you need to. Afterwards, return to Runefaust Castle and find the staircase on the left side of the first room (not the room that you battled in). Once outside, step on the edge of the peninsula and use the Chaos Breaker. Upon doing so, the Castle of the Ancients will rise out of the ocean. (It looks kind of like a futuristic pseudo-"Star Wars" city, doesn't it?)

Now, enter the small stone building nearby. The gate at the other end will have been opened. Go through and step on the red teleportation device to be transported to the castle.

BATTLE 28: THE COLOSSUS

Victory Condition -

- * Kill all three parts of the Colossus.

Enemies -

- * Jet x3
- * Horseman x2
- * Armed Skeleton x3
- * Chimaera x6
- * Blue Dragon x3
- * Colossus x3 - Boss

The boss you're facing in this battle is somewhat unique. Instead of one entity, the Colossus is composed of three separate entities, each with its

elemental affinity. The one on the left is capable of casting Freeze 3, while the ones in the middle and on the right are capable of casting Bolt 3 and Blaze 3, respectively.

The battlefield itself is difficult to navigate. A good number of the enemies are capable of flying, so they immediately have an advantage over your ground units. Start off the fight by holding your position. At the very beginning, the six Chimaera's strewn through the map will fly their way over to your position. Prepare a warm welcome and kill them as they appear on your platform. Take advantage of your area-affecting magic spells and use them whenever the Chimaera's group themselves up.

Heal up and proceed to fight off the three Blue Dragons approaching from the right. Again, let them approach you. When you've eliminated the greater majority of the flying units in the battle, you can begin to slowly progress toward the center of the field. By now, the two Horsemen will have probably positioned themselves there. Send in a fast unit to make quick work of the Horsemen. After that, engage the Armed Skeletons and defeat those as well.

As for the three Jets further to the north, you should not have any problem defeating those at this point in the game. Quickly rid the battlefield of them before moving further north to engage the three Colossus entities. Before attacking one, let it position itself over land first. This way, you can send in your ground units to mob it. Because they do not have any regenerative capabilities, defeating them one-by-one shouldn't pose too much of a problem. As always, avoid grouping your units together lest they be obliterated by a magic spell.

The final Colossus is the most dangerous of them all. Bolt 3 can affect up to 13 units clustered together in a group. As you approach it, scatter your unit. Before you can even hit the Colossus, it must be lured out because it's impossible to hit it without the use of ranged weapons while it's still positioned on top of the body. Once it's in the open, surround it with your strongest attackers and beat it to death. Pretty simple, no?

After the battle, the huge statue will crumble, revealing a staircase leading further into the Castle of the Ancients. Before you go though, you can head back to Runefaust to save your game and revive any dead warriors.

After dealing with all of that, ascend the staircase to meet Darksol at last.

BATTLE 29: RAISING THE DARKNESS

Victory Condition -

* Kill Darksol.

Enemies -

* Torch Eye x8

* Steel Claw x5

* High Priest x2

* Blue Dragon x2

* Darksol - Boss

This battle leads up directly into the final battle. Make sure that your units are fully prepared for the coming fight. You're up against numerous monsters on a battlefield that's unfortunately very difficult to navigate. Select your strongest units while maintaining a good balance of melee

units, ranged units, spellcasters, and healers.

The safest way to proceed would be to have the majority of your party move either to the left or right. If you go straight up over the bridge to Darksol, you'll likely be overwhelmed by the multitude of enemies to the left and right. First though, move your ranged units equipped with Buster Shot straight up. From the platform surrounded by the red walls, your ranged units can fire down upon the Torch Eyes on the ground floor. At the same time, move your other units west and head north along the west wall. Defeat the Steel Claw that approaches you and proceed.

Your ranged units should be able to eliminate the four Torch Eyes on the floor surrounding them. You might take a few hits from their lasers, but you should be able to take out the four before they damage you too heavily. Once that task is completed, let the ranged units sit tight while your other party progresses further north. When you hit the red barrier, let a flying warrior zip over the barrier and attack the Torch Eye that's stationed there. Have a healer hanging around to maintain HP.

Once your party exceeds the barrier, eliminate the Steel Claw and the High Priest, in that order. Afterwards, heal up. Then, ascend the staircase leading up to Darksol. Before you attempt to approach him, try to lure the various Steel Claws, Torch Eyes, and Blue Dragons away from him. You can do this by having a fast unit (like Hanzou) get close and then retreat. Clear out the resistance surrounding Darksol before you move in yourself.

Darksol is fitted with 150 HP, making him the toughest enemy you've fought thus far. Well, I guess that makes sense considering he is the evil prick who's led you this far. Darksol's physical attack is pathetic. However, you will want to be wary of Demon Blaze, which deals extremely heavy damage to a group of units (25+ HP damage). I can't stress enough how important it is to heal. If all your healers were killed, well, there's not much hope left. Don't waste any Shower of Cures unless you're extremely desperate and the end is in sight. It might just be better to Egress out of battle, so you can try again without consequence.

With his dying breath, Darksol manages to summon the fearsome Dark Dragon. Oh now the shit hits the fan.

BATTLE 30: DARK DRAGON

Victory Condition -
* Kill Dark Dragon.

Enemies -
* Armed Skeleton x2 (constantly regenerating)
* Dark Dragon x3 - Boss

Any units that were killed in the previous battle won't be available to you in this battle. If your healers or primary fighters were killed, you might as well just Egress and restart the Darksol battle as well (hey, it's still good experience). Unless you're planning on getting extremely lucky, don't count on finishing this battle without any healers.

Off to the side of the battlefield are two black squares. Both will spawn Armed Skeletons every turn. This might be a problem if it wasn't so easy to counter. At the start of the battle, send off a few units to either side to eliminate the Armed Skeletons positioned there. Then, just place a unit

on top of the black squares to prevent any more Armed Skeletons from appearing.

Now you can focus on taking down Dark Dragon. All three of his heads have 250 HP. First of all, send your strongest warriors to attack the center head. This head is by far the most dangerous because it's capable of casting Demon Blaze, an even stronger version of the same spell used by Darksol. This Demon Blaze has a wider range and deals out around 25 HP damage with each hit. Needless to say, you'll want to focus EVERYTHING you have got on this head first. Pound it with your strongest magic and strongest attacks. Have Torasu standing nearby ready to cast Aura whenever necessary. If any warriors fall along the way, have another unit ready to go in as a replacement.

Once the first head falls, the battle is essentially over. The side heads are equipped with Demon Blaze, rather they cast some basic elemental spells. Bolt 4, which is cast by the left head, is the only one really worth watching out for. Cast Dispel on the left head to prevent it from using its magic. Like the center head, the side heads also have 250 HP. As always, have your healers standing by at all times. Be sure to keep your units on top of the black squares to prevent anymore Armed Skeletons from coming in. Surround and take down both remaining heads. Once they're gone, the battle is yours.

Congratulations, you've finally finished Shining Force. Enjoy your ending, Hero of the Light.

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--- 6. Enemy Listing ---
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[6000]

Every enemy you will encounter in-game is listed below in chronological order (from the very beginning of the game to the very end). Note that in different battles, the equipment and spells that enemies have will vary. All combinations will be listed though.

All boss characters will be marked.

[-----]

Goblin ~

=====

| | |
|---------|------------|
| HP: 12 | Attack: 9 |
| MP: 0 | Defense: 6 |
| Move: 5 | Agility: 5 |

Weapon: Short Sword
Spells: None

Goblins are encountered very early in the game. They are not remarkably powerful and can easily be killed. They disappear quickly from battles as the game carries on.

Dark Dwarf ~

=====

| | |
|---------|------------|
| HP: 12 | Attack: 12 |
| MP: 0 | Defense: 8 |
| Move: 4 | Agility: 5 |

Weapon: Hand Axe

Spells: None

These lumbering behemoths can pack a hard punch. Luckily, they're fairly slow and can't move too far per turn. With their low HP, regular attacks will be enough to do them in.

Rune Knight ~

=====

| | |
|---------|------------|
| HP: 14 | Attack: 16 |
| MP: 0 | Defense: 7 |
| Move: 7 | Agility: 7 |

Weapon: Bronze Lance

Spells: None

Rune Knights are dangerous early in the game due to their wide movement range. They can also hit for some serious damage, especially against weaker units. Be sure to protect your units with lower HP and defense from confrontations.

Giant Bat ~

=====

| | |
|---------|------------|
| HP: 14 | Attack: 11 |
| MP: 0 | Defense: 6 |
| Move: 7 | Agility: 9 |

Weapon: None

Spells: None

Giant Bats are annoying because they have the ability to induce sleep with their regular attack. Not only that, but their high agility makes them very easy to miss.

Sniper ~

=====

| | |
|---------|------------|
| HP: 13 | Attack: 15 |
| MP: 0 | Defense: 5 |
| Move: 5 | Agility: 7 |

Weapon: Wooden Arrow

Spells: None

These ranged bow-wielders aren't too difficult to deal with when you first encounter them. They are frail and easily taken down due to their low defenses.

Dark Mage ~

=====

| | |
|---------|------------|
| HP: 13 | Attack: 10 |
| MP: 26 | Defense: 6 |
| Move: 5 | Agility: 9 |

Weapon: Wooden Staff

Spells: Blaze 2

Dark Mages can be dangerous with their Blaze attack. Avoid grouping your units together because they can use Blaze lvl.2. With their low defense, they are easily eliminated with physical attacks.

Zombie ~

=====

HP: 15 Attack: 18
MP: 0 Defense: 13
Move: 5 Agility: 7

Weapon: None
Spells: None

Zombies have high defense, so physical attacks won't be the best to combat them. However, they have a weakness against fire attacks. Light them up with Blaze and they will fall quickly. Keep in mind that Zombies can induce poison with their physical attacks.

Skeleton ~

=====

HP: 15 Attack: 21
MP: 0 Defense: 16
Move: 6 Agility: 7

Weapon: Middle Sword
Spells: None

Skeletons, with their strong attack, are dangerous opponents. It's recommended that you use magic to deal with these from a distance.

Mannequin ~

=====

HP: 16 Attack: 16
MP: 0 Defense: 10
Move: 5 Agility: 8

Weapon: None
Spells: None

The Mannequins only make their appearance in one battle (the Rindo Circus). By themselves, they aren't remarkably tough to take down. However, when faced, they have the potential to deal a lot of damage. They are also capable of inducing poison with their physical strike.

Evil Puppet ~

=====

HP: 14 Attack: 14
MP: 15 Defense: 10
Move: 5 Agility: 7

Weapon: None/Power Staff/Shield Ring
Spells: Freeze, Heal

Evil Puppets are dangerous not only for their Freeze spell but also because they steal a huge amount of HP from their target. Only pit your units with the highest HP against these things and eliminate them quickly to prevent too much trouble.

Dire Clown ~

=====

HP: 15 Attack: 18
MP: 0 Defense: 11
Move: 5 Agility: 7

Weapon: None
Spells: None

Dire Clowns are quite unremarkable as far as enemies go. They do have a fairly strong attack though. It's recommended that you fight these using ranged units.

Marionette (boss) ~

=====

HP: 35 Attack: 25
MP: ?? Defense: 13
Move: 6 Agility: 13

Weapon: None
Spells: Freeze 3

The Marionette is mostly dangerous due to his deadly Freeze 3 spell. Considering how early in the game you encounter this boss, getting hit by his spell will be devastating. To prevent him from casting, move your strongest units up close as to force him to physically attack you. His smack is strong, yet not as brutal as Freeze 3. Once you have him surrounded, simply exchanging blows will be able to do him in. Unfortunately, his HP regeneration will elongate his life considerably.

Ghoul ~

=====

HP: 25 Attack: 23
MP: 0 Defense: 14
Move: 6 Agility: 9

Weapon: None
Spells: None

Ghouls, with their high attack power, can be quite dangerous, especially against weaker units with little defense. Overall, Ghouls aren't terribly tough to kill. Their defense is quite strong but not impenetrable.

Dark Elf ~

=====

HP: 16 Attack: 26
MP: 0 Defense: 9
Move: 6 Agility: 10

Weapon: Steel Arrow
Spells: None

Armed with arrows, Dark Elves can deal strong damage from far away. However, their weakness lies in their defense, which is very low.

Dark Priest ~

=====

HP: 16 Attack: 21
MP: 25 Defense: 9
Move: 5 Agility: 10

Weapon: Power Staff/Shield Ring
Spells: Heal

Dark Priests should be prioritized because they have the ability to heal their comrades. With low defense, they're easily killed by your warriors.

Lizardman ~

=====

| | |
|---------|-------------|
| HP: 20 | Attack: 24 |
| MP: 0 | Defense: 12 |
| Move: 6 | Agility: 12 |

Weapon: Middle Axe
Spells: None

Lizardmen are strong attackers. They do pose a threat to weaker units, so try to eliminate these quickly in battle.

Master Mage ~

=====

| | |
|---------|-------------|
| HP: 22 | Attack: 33 |
| MP: 32 | Defense: 13 |
| Move: 5 | Agility: 26 |

Weapon: Holy Staff
Spells: Freeze 2

The Master Mage is a powerful spellcaster on the battlefield. As always, do not cluster your units together to avoid getting decimated by Freeze 2.

Pegasus Knight ~

=====

| | |
|---------|-------------|
| HP: 18 | Attack: 21 |
| MP: 0 | Defense: 16 |
| Move: 7 | Agility: 12 |

Weapon: Bronze Lance
Spells: None

Pegasus Knights have the ability to fly, so they are immune to the effects of terrain. They are fairly powerful and can move a long distance per turn.

Silver Knight ~

=====

| | |
|---------|-------------|
| HP: 16 | Attack: 18 |
| MP: 0 | Defense: 12 |
| Move: 7 | Agility: 11 |

Weapon: Bronze Lance
Spells: None

Overall, Silver Knights are pretty weak compared to their comrades. Regular attacks will be enough to kill them easily.

Laser Eye ~

=====

| | |
|---------|-------------|
| HP: 30 | Attack: 14 |
| MP: 0 | Defense: 19 |
| Move: 0 | Agility: 27 |

Weapon: None
Spells: None

This powerful Runefaust weapon takes 10 whole turns to charge up to fire. When it does, it not deals devastating damage to your units but also damages its own allies in a straight line. This fault can be used to your advantage.

Artillery ~

=====

HP: 14 Attack: 24
MP: 0 Defense: 15
Move: 4 Agility: 14

Weapon: None
Spells: None

The Artillery is a ranged weapon that can deal considerable amounts of damage. It suffers from poor mobility and low HP though, rendering it easily defeated.

Elliott (boss) ~

=====

HP: 60 Attack: 32
MP: 0 Defense: 17
Move: 5 Agility: 16

Weapon: Long Sword
Spells: None

Elliott is a tough enemy to take down. Even his physical strike has the potential to instantly kill your stronger units. Round up your fighters with the highest HP (25+ is safe, I'd say) and surround Elliott with them. It's necessary to have a healer around to run around every turn. Since Elliott doesn't have any ranged attacks, using spells or arrows is an effective way of safely attacking him.

Hellhound ~

=====

HP: 19 Attack: 10
MP: 0 Defense: 13
Move: 7 Agility: 13

Weapon: None
Spells: None

Hellhounds, despite their menacing appearance, have a weak physical attack. However, you will have to be wary of their fire attack that deals a bit more damage to a single unit.

Seabat ~

=====

HP: 22 Attack: 20
MP: 0 Defense: 14
Move: 7 Agility: 14

Weapon: None
Spells: None

Sea Bats are quite powerful with above-average agility. With their

agility, they can evade attacks more easily, making them a nuisance rather than a real threat.

Balzabak (boss) ~

=====

| | |
|---------|-------------|
| HP: 65 | Attack: 34 |
| MP: 0 | Defense: 18 |
| Move: 5 | Agility: 20 |

Weapon: Steel Sword

Spells: None

Balzabak has an incredibly strong hit. However, he isn't very mobile, meaning you can simply pelt him with ranged attacks and spells from far away. He does have a lot of HP, meaning it'll take quite a few hits to take him down. Also note that his HP regenerates every turn.

Conch ~

=====

| | |
|---------|-------------|
| HP: 21 | Attack: 20 |
| MP: 0 | Defense: 15 |
| Move: 6 | Agility: 16 |

Weapon: None

Spells: None

Encountered only on the ship, these sea monsters are easy to defeat. Their high agility, can make battles with these quite irritating. The only other thing to note is that they are capable of inflicting poison with their attacks.

Shellfish ~

=====

| | |
|---------|-------------|
| HP: 25 | Attack: 23 |
| MP: 0 | Defense: 16 |
| Move: 6 | Agility: 23 |

Weapon: None

Spells: None

Shellfish, sea monsters encountered only while sailing, are quite strong and agile. Be wary of their ability to inflict poison status on their targets.

Skeleton V2 ~

=====

| | |
|---------|-------------|
| HP: 15 | Attack: 25 |
| MP: 0 | Defense: 20 |
| Move: 6 | Agility: 7 |

Weapon: Long Sword/Shield Ring

Spells: None

Even though Skeletons have low HP, their defense more than makes up for it. They also hit hard, so protect weaker units from direct confrontations. Magic spells are recommended.

Worm ~

=====

HP: 17 Attack: 20
MP: 0 Defense: 16
Move: 4 Agility: 16

Weapon: None
Spells: None

Worms are not tough to defeat. Low defense coupled with low HP makes for an easy kill. Note that they can inflict sleep status with their physical attack.

Gargoyle ~

=====

HP: 18 Attack: 26
MP: 20 Defense: 15
Move: 6 Agility: 20

Weapon: None
Spells: Muddle

Gargoyles are a formidable enemy. With the ability to cast Muddle, they can take a significant toll on your units. Keep weaker units shielded to avoid getting seriously injured or killed by these monsters.

High Priest ~

=====

HP: 20 Attack: 13
MP: 33 Defense: 14
Move: 6 Agility: 13

Weapon: Holy Staff
Spells: Heal 4

High Priests are capable of using Heal 4 to replenish the HP of their comrades. Prioritize these whenever you run into them to prevent the enemy from healing themselves. Their low defense makes them easy targets.

Golem ~

=====

HP: 17 Attack: 28
MP: 20 Defense: 28
Move: 4 Agility: 16

Weapon: None
Spells: None

These rock-creatures are quite strong with a hard defense. Their disadvantage is their lack of mobility, which you should take advantage of whenever possible. Utilize magic spells to deal the most damage against these.

Durahan ~

=====

HP: 22 Attack: 39
MP: 0 Defense: 28
Move: 5 Agility: 13

Weapon: Broad Sword/Shield Ring

Spells: None

Durahans are extremely powerful attackers. Do not allow weaker units to direct confront these monsters because they can easily be killed in a single hit. Plus, they have the ability to put units to sleep. Unfortunately, Durahans are fitted with high defense, making them quite difficult to kill. Magic spells are highly recommended.

Cain (boss) ~

=====

| | |
|---------|-------------|
| HP: 70 | Attack: 65 |
| MP: 24 | Defense: 30 |
| Move: 6 | Agility: 29 |

Weapon: Sword of Darkness/Broad Sword

Spells: None

Cain (or Kane) is a tough boss to take down with his extremely high HP and defense. His regular physical attack is strong enough to take down most of your units in one hit. If you're looking to keep your units alive, only confront him directly with your units with the highest HP (35+ HP is a safe bet). Beware of his Sword of Darkness skill, which automatically kills its target, regardless of HP. He has a tendency to only use it when your units are far away though, so keep your warriors in close proximity to hopefully keep him from using it.

Bowrider ~

=====

| | |
|---------|-------------|
| HP: 18 | Attack: 40 |
| MP: 0 | Defense: 11 |
| Move: 7 | Agility: 14 |

Weapon: Assault Shell

Spells: None

Bowriders can deal heavy damage from a range, making them an irritating enemy in most cases. Their defense won't hold up to a good beating though.

Belial ~

=====

| | |
|---------|-------------|
| HP: 21 | Attack: 26 |
| MP: 35 | Defense: 20 |
| Move: 6 | Agility: 22 |

Weapon: None

Spells: Bolt 1

Belials are fairly tough to defeat because of their high evade stat. They are capable of casting Bolt 1, which can fry your units quite easily.

Mishaela (boss) ~

=====

| | |
|---------|-------------|
| HP: 65 | Attack: 42 |
| MP: ?? | Defense: 30 |
| Move: 6 | Agility: 35 |

Weapon: None

Spells: Bolt 2

Bolt 2 can be devastating to any large group of units. It can affect up to 13 fighters grouped together. When you engage her, it's impossible to avoid getting hit by this spell. However, you can significantly decrease the damage taken by simply scattering your units. For this reason, it's best to send one or two strong warriors at a time to attack. Let your ranged units and spellcasters deal damage from far away if applicable. Keep in mind that Mishaela regenerates 15 HP per turn.

Jet ~

==

| | |
|---------|-------------|
| HP: 28 | Attack: 45 |
| MP: 0 | Defense: 32 |
| Move: 7 | Agility: 33 |

Weapon: None
Spells: None

Jets are extremely versatile killing machines. Their ability to fly, combined with their high mobility, allows them to quickly gang up on your units. When facing these, cast Sleep or Muddle if you feel you are getting overwhelmed.

Torch Eye ~

=====

| | |
|---------|-------------|
| HP: 28 | Attack: 42 |
| MP: 0 | Defense: 32 |
| Move: 6 | Agility: 27 |

Weapon: None
Spells: None

Torch Eyes are capable of firing a ranged energy beam that deals very heavy damage. Kill these off quickly whenever encountered they are encountered in battle.

Wyvern ~

=====

| | |
|---------|-------------|
| HP: 32 | Attack: 39 |
| MP: 0 | Defense: 30 |
| Move: 7 | Agility: 31 |

Weapon: None
Spells: None

With the ability to fly, Wyverns can be a huge threat to your party. They can breathe fire, which can inflict heavy damage.

Minotaur ~

=====

| | |
|---------|-------------|
| HP: 31 | Attack: 46 |
| MP: 0 | Defense: 30 |
| Move: 5 | Agility: 31 |

Weapon: None
Spells: None

Minotaurs are extremely strong. Their weakness, however, is their

lack of mobility. Even so, keep your weaker units from these abominations.

Ice Worm ~

=====

| | |
|---------|-------------|
| HP: 30 | Attack: 40 |
| MP: 12 | Defense: 25 |
| Move: 5 | Agility: 26 |

Weapon: None
Spells: None

Ice Worms, when they attack are capable of inflicting an ice-based attack that deals heavy damage. Overall though, Ice Worms are fairly easy to kill due to their low defense.

Steel Claw ~

=====

| | |
|---------|-------------|
| HP: 25 | Attack: 43 |
| MP: 0 | Defense: 31 |
| Move: 5 | Agility: 31 |

Weapon: None
Spells: None

Steel Claws are somewhat difficult to damage because of their above-average defense. However, they don't have as much HP as other monsters. In terms of attack, Steel Claws can deal a good amount of physical damage, so keep your weaker units away.

Demon Master ~

=====

| | |
|---------|-------------|
| HP: 27 | Attack: 52 |
| MP: 46 | Defense: 24 |
| Move: 6 | Agility: 50 |

Weapon: Nothing/Demon Rod
Spells: Freeze 3

Demon Masters are very formidable spellcasters. Freeze 3 can be catastrophic to your party if you have any units grouped together. With high mobility and high agility, Demon Masters are difficult to kill. However, with their low defense, they will fall to relentless physical attacks.

Chaos (boss) ~

=====

| | |
|---------|-------------|
| HP: 65 | Attack: 50 |
| MP: 0 | Defense: 35 |
| Move: 6 | Agility: 32 |

Weapon: None
Spells: None

By himself, Chaos is not that big of a threat. Along with a strong physical attack, he is also equipped with a deadly laser that does upwards of 20 HP damage. This laser ignores defense, so even your strongest units are vulnerable to its attack. Due to his high defense, magic spells are more effective in dealing damage than

conventional physical attacks. Note that Chaos recovers 15 HP with every turn, so make sure you focus all of your attacks to quickly eliminate him.

Horseman ~

=====

| | |
|---------|-------------|
| HP: 24 | Attack: 53 |
| MP: 0 | Defense: 16 |
| Move: 7 | Agility: 17 |

Weapon: Buster Shot

Spells: None

These elite ranged units should be prioritized in battles because they can deal a huge amount of damage from a long range. Their low HP and defense makes them easy targets.

Cerberus ~

=====

| | |
|---------|-------------|
| HP: 27 | Attack: 42 |
| MP: 0 | Defense: 26 |
| Move: 7 | Agility: 38 |

Weapon: None

Spells: None

These dogs from Hell are quick and agile. Though their normal attack isn't too strong, they are capable of unleashing a magic attack that deals much more damage.

Armed Skeleton ~

=====

| | |
|---------|-------------|
| HP: 36 | Attack: 62 |
| MP: 0 | Defense: 33 |
| Move: 5 | Agility: 32 |

Weapon: Great Axe

Spells: None

Armed Skeletons are fitted with extremely high attack and defense stats. Use magic spells, which ignore defense, to deal the most damage.

Chimaera ~

=====

| | |
|---------|-------------|
| HP: 56 | Attack: 65 |
| MP: 0 | Defense: 30 |
| Move: 6 | Agility: 40 |

Weapon: None

Spells: None

Whenever these monsters are encountered, they will appear in huge numbers. By themselves, Chimaeras are strong attackers with a formidable attack. Try to take advantage of their usually high numbers by using magic spells that can deal damage over an area.

Blue Dragon ~

=====

| | |
|--------|------------|
| HP: 50 | Attack: 63 |
|--------|------------|

MP: 0 Defense: 32
Move: 5 Agility: 42

Weapon: None
Spells: None

In addition to a fairly strong physical attack, Blue Dragons are capable of casting an ice-based magic attack for heavy damage.

Ramladu (boss) ~

=====

HP: 99 Attack: 93
MP: ?? Defense: 40
Move: 6 Agility: 49

Weapon: Holy Staff
Spells: Aura 3

Ramladu is a tough boss to take down. Not only is he fitted with extremely high HP and defense but he can also regenerate 24 HP after every round. Unless you're pounding him with your strongest attackers, you can do little faze him. Ramladu will also constantly cast Aura 3 on himself, replenishing even more of his lost HP. Lead Ramladu out into the open and then mob him with your strongest warriors. Have ranged units and spellcasters standing outside the battle to add some extra damage in there. Be wary of Ramladu's physical attack, which can kill even your stronger units in a single hit. Cast Quick 2 to soak up some of that heavy damage.

Colossus (boss) ~

=====

HP: 65 Attack: 50
MP: ?? Defense: 40
Move: 4 Agility: 37

Weapon: None
Spells: Bolt 3/Blaze 3/Freeze 3

The Colossus is composed of three separate entities, each with the same stats. However, each Colossus has its own unique elemental affinity. Despite this unique ability, the three aren't incredibly difficult to take down. Their individual defense and HP are quite low (for a boss at least). When facing these, just avoid grouping your party together to avoid getting destroyed by their magic spells.

Darksol (boss) ~

=====

HP: 150 Attack: 40
MP: ?? Defense: 35
Move: 6 Agility: 54

Weapon: None
Spells: None

Darksol's regular physical attack is pathetic. If you're lucky, he will use this more often than his deadly Demon Breath attack. This attack deals upwards of 25 HP damage to a group of units. Two or three hits from Demon Blaze will be enough to put down even your strongest units. Therefore, it's very important that you heal every

turn. Darksol doesn't regenerate any HP, but bringing down his life will take quite a few turns. Use support skills like Boost to facilitate his destruction significantly. Apart from that, there's not much else to say. Surround him on all sides with your most powerful warriors and attack until he finally falls.

Dark Dragon (boss) ~

=====

HP: 250 Attack: 65/67
MP: ?? Defense: 40
Move: 0 Agility: 60/52

Weapon: None

Spells: None

I don't think it makes sense that the FEARSOME Dark Dragon can't even move. Even so, Dark Dragon is still not to be underestimated. Each of the heads has 250 HP, making this battle a long fight. Focus at first on the center head because it can cast a stronger version of the Demon Blaze of Darksol. This version can cover up to 13 tiles on the battlefield, dealing 25+ HP damage with each casting. Needless to say, you'll want to get rid of this head as quickly as possible. It's 250 HP, but if you use Boost on your attackers, the process will go by much quicker. Have a healer on standby at all times to keep your fighters alive. Once the center head is dead, the rest of Dark Dragon will be a piece of cake. The side heads can only cast basic elemental spells that shouldn't be any threat to your party at this point in the game. If you have any trouble, a simple Dispel casting will be enough to disable them (Dispel only works on the left head, mind).

--- 7. Weapons Listing ---

[7000]

Below is a list of every weapon attainable in Shining Force. Keep in mind that different weapons can only be used by certain classes.

[-----]

- - Swords - -

Short Sword ~

=====

Attack: +5
Equip: [SDMN]; [WARR]; [BDMN]

Middle Sword ~

=====

Attack: +8
Equip: [SDMN]; [WARR]; [BDMN]

Long Sword ~

=====

Attack: +12
Equip: [SDMN]; [WARR]; [BDMN]

Steel Sword ~

=====

Attack: +18

Equip: [HERO]; [SKYW]; [SMR]

Broad Sword ~

=====

Attack: +20

Equip: [HERO]; [SKYW]; [SMR]

Doom Blade ~

=====

Attack: +25

Equip: [HERO]; [SKYW]; [SMR]; [NINJ]

Katana ~

=====

Attack: +30

Equip: [HERO]; [SKYW]; [SMR]; [NINJ]

Sword of Light ~

=====

Attack: +36

Equip: [HERO]

Sword of Darkness ~

=====

Attack: +40

Equip: [HERO]

Chaos Breaker ~

=====

Attack: +40

Equip: [HERO]

- - Axes - -

Hand Axe ~

=====

Attack: +7

Equip: [WARR]

Middle Axe ~

=====

Attack: +11

Equip: [WARR]

Battle Axe ~

=====

Attack: +16

Equip: [WARR]

Heat Axe ~

=====

Attack: +22

Equip: [GLDR]

Great Axe ~

=====

Attack: +26

Equip: [GLDR]

Atlas ~

=====

Attack: +33
Equip: [GLDR]

- - Spears/Lanes - -

Spear ~

=====

Attack: +8
Equip: [KNT]; [SKNT]; [WKNT]

Bronze Lance ~

=====

Attack: +9
Equip: [KNT]; [SKNT]; [WKNT]

Power Spear ~

=====

Attack: +15
Equip: [KNT]; [SKNT]; [WKNT]

Steel Lance ~

=====

Attack: +18
Equip: [PLDN]; [SBRN]; [SKYL]

Chrome Lance ~

=====

Attack: +22
Equip: [PLDN]; [SBRN]; [SKYL]

Halberd ~

=====

Attack: +25
Equip: [PLDN]; [SBRN]; [SKYL]

Devil Lance ~

=====

Attack: +35
Equip: [PLDN]; [SBRN]; [SKYL]

Valkyrie ~

=====

Attack: +35
Equip: [PLDN]; [SBRN]; [SKYL]

- - Staves - -

Wooden Staff ~

=====

Attack: +4
Equip: [HEAL]; [MAGE]

Power Staff ~

=====

Attack: +12
Equip: [HEAL]; [MAGE]

Guardian Staff ~

=====

Attack: +18
Equip: [VICR]; [WIZD]

Holy Staff ~

=====

Attack: +26
Equip: [VICR]

Demon Rod ~

=====

Attack: +35
Equip: [WIZD]

- - Arrows - -

Wooden Arrow ~

=====

Attack: +8
Equip: [ASKT]; [ACHR]

Steel Arrow ~

=====

Attack: +13
Equip: [ASKT]; [ACHR]

Elven Arrow ~

=====

Attack: +19
Equip: [ASKT]; [ACHR]

Assault Shell ~

=====

Attack: +27
Equip: [SKNT]; [BWMS]

Buster Shot ~

=====

Attack: +35
Equip: [SKNT]; [BWMS]

--- 8. Ring Listing ---

[8000]

The following is a list of every ring attainable in Shining Force. Rings function by enhancing the stats of the unit it's equipped on. Different rings have different effects. Certain rings actually come with magic spells that the equipped unit can use.

[-----]

Black Ring ~

=====

Effect: ATT +6
Equip: All

Evil Ring ~

=====

Effect: ATT +8
Equip: All

Mobility Ring ~

=====

Effect: MOV +2

Equip: All

Power Ring ~

=====

Effect: ATT +5

Equip: All

Shield Ring ~

=====

Effect: DEF +4

Equip: All

Speed Ring ~

=====

Effect: AGIL +4

Equip: All

White Ring ~

=====

Effect: DEF +6

Equip: [HERO]; [VICR]

=====

--- 9. Magic Spells ---

=====

[9000]

Below is a list of the various magic spells that can become available to you through the game.

[-----]

Aura ~

====

MP Cost: 7

Area of Effect: 5

Description: Heals approximately 15 HP.

Aura 2 ~

=====

MP Cost: 11

Area of Effect: 13

Description: Heals approximately 15 HP.

Aura 3 ~

=====

MP Cost: 15

Area of Effect: 13

Description: Heals approximately 25 HP.

Aura 4 ~

=====

MP Cost: 18

Area of Effect: All allies

Description: Heals all allies for approximately 40 HP.

Blaze ~

=====

MP Cost: 2
Area of Effect: 1
Description: Deals weak fire damage to a single target.

Blaze 2 ~

=====

MP Cost: 5
Area of Effect: 5
Description: Deals medium fire damage to multiple targets.

Blaze 3 ~

=====

MP Cost: 8
Area of Effect: 5
Description: Deals strong fire damage to multiple targets.

Blaze 4 ~

=====

MP Cost: 8
Area of Effect: 1
Description: Deals very heavy fire damage to a single target.

Bolt ~

====

MP Cost: 8
Area of Effect: 5
Description: Deals weak thunder damage to multiple targets.

Bolt 2 ~

=====

MP Cost: 15
Area of Effect: 13
Description: Deals medium thunder damage to multiple targets.

Bolt 3 ~

=====

MP Cost: 20
Area of Effect: 13
Description: Deals strong thunder damage to multiple targets.

Bolt 4 ~

=====

MP Cost: 20
Area of Effect: 1
Description: Deals very heavy thunder damage to a single target.

Boost ~

=====

MP Cost: 15
Area of Effect: 1
Description: Raises an ally's attack by 15.

Desoul ~

=====

MP Cost: 15
Area of Effect: 1
Description: Chance of instantly killing target.

Detox ~

=====

MP Cost: 3
Area of Effect: 1
Description: Cures poison status.

Dispel ~

=====

MP Cost: 5
Area of Effect: 1
Description: Prevents target from casting magic spells.

Egress ~

=====

MP Cost: 8
Area of Effect: All allies
Description: Returns party to last town.

Freeze ~

=====

MP Cost: 3
Area of Effect: 1
Description: Deals weak ice damage to a single target.

Freeze 2 ~

=====

MP Cost: 7
Area of Effect: 5
Description: Deals medium ice damage to multiple targets.

Freeze 3 ~

=====

MP Cost: 10
Area of Effect: 5
Description: Deals strong ice damage to multiple targets.

Freeze 4 ~

=====

MP Cost: 10
Area of Effect: 1
Description: Deals very heavy ice damage to a single target.

Heal ~

====

MP Cost: 3
Area of Effect: 1
Description: Heals approximately 15 HP.

Heal 2 ~

=====

MP Cost: 6
Area of Effect: 1
Description: Heals approximately 15 HP.

Heal 3 ~

=====

MP Cost: 10
Area of Effect: 1
Description: Heals approximately 25 HP.

Heal 4 ~

=====
MP Cost: 20
Area of Effect: 1
Description: Replenishes HP completely.

Muddle ~

=====
MP Cost: 6
Area of Effect: 1
Description: Inflicts confusion status.

Quick ~

=====
MP Cost: 5
Area of Effect: 1
Description: Raises an ally's defense and agility by 5.

Quick 2 ~

=====
MP Cost: 16
Area of Effect: 5
Description: Raises allies' defense and agility by 10.

Shield ~

=====
MP Cost: 5
Area of Effect: 1
Description: Creates temporary barrier around ally that blocks all magic.

Sleep ~

=====
MP Cost: 6
Area of Effect: 1
Description: Inflicts sleep status.

Slow ~

=====
MP Cost: 5
Area of Effect: 1
Description: Lowers an enemy's defense and agility by 5.

Slow 2 ~

=====
MP Cost: 20
Area of Effect: 5
Description: Lowers enemies' defense and agility by 10.

--- 10. Shop Listing --- [10000]

Listed below are all of the shops you can visit as you progress through the game. In all cases, certain items and weapons can be purchased at each shop. The inventory of shops can differ town by town.

[-----]

Guardiana Weapon Shop ~
=====

- * Short Sword -- ATT +5
Cost: 100G
- * Spear -- ATT +8
Cost: 150G
- * Hand Axe -- ATT +7
Cost: 200G
- * Wooden Staff -- ATT +4
Cost: 80G
- * Wooden Arrow -- ATT +8
Cost: 320G

Guardiana Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Angel Wing -- Return to last town.
Cost: 40G

Alterone Weapon Shop ~

=====

- * Short Sword -- ATT +5
Cost: 100G
- * Spear -- ATT +8
Cost: 150G
- * Hand Axe -- ATT +7
Cost: 200G
- * Wooden Staff -- ATT +4
Cost: 80G
- * Wooden Arrow -- ATT +8
Cost: 320G

Alterone Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Angel Wing -- Return to last town.
Cost: 40G

Rindo Weapon Shop ~

=====

- * Middle Sword -- ATT +8
Cost: 250G
- * Spear -- ATT +8
Cost: 150G
- * Bronze Lance -- ATT +9
Cost: 300G
- * Wooden Staff -- ATT +4
Cost: 80G
- * Power Staff -- ATT +12
Cost: 500G
- * Wooden Arrow -- ATT +8
Cost: 320G

Rindo Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.

- Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Bustoke Weapon Shop ~

=====

- * Middle Sword -- ATT +8
Cost: 250G
- * Bronze Lance -- ATT +9
Cost: 300G
- * Power Spear -- ATT +15
Cost: 900G
- * Middle Axe -- ATT +11
Cost: 600G
- * Power Staff -- ATT +12
Cost: 500G
- * Steel Arrow -- ATT +14
Cost: 1200G

Bustoke Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Pao Weapon Shop ~

=====

- * Long Sword -- ATT +12
Cost: 750G
- * Bronze Lance -- ATT +9
Cost: 300G
- * Power Spear -- ATT +15
Cost: 900G
- * Middle Axe -- ATT +11
Cost: 600G
- * Power Staff -- ATT +12
Cost: 500G
- * Steel Arrow -- ATT +14
Cost: 1200G

Pao Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Uranbatol Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Waral Weapon Shop ~

=====

- * Steel Sword -- ATT +18
Cost: 2500G
- * Power Spear -- ATT +15
Cost: 900G
- * Steel Lance -- ATT +18
Cost: 3000G
- * Battle Axe -- ATT +16
Cost: 2600G
- * Power Staff -- ATT +12
Cost: 500G
- * Elven Arrow -- ATT +18
Cost: 2300G

Waral Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Rudo Weapon Shop ~

=====

- * Steel Sword -- ATT +18
Cost: 2500G
- * Chrome Lance -- ATT +22
Cost: 4500G
- * Battle Axe -- ATT +16
Cost: 2600G
- * Guardian Staff -- ATT +18
Cost: 3200G
- * Elven Arrow -- ATT +18
Cost: 2300G

Rudo Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Dragonica Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Prompt Weapon Shop ~

=====

- * Broad Sword -- ATT +20
Cost: 4800G
- * Chrome Lance -- ATT +22
Cost: 4500G
- * Great Axe -- ATT +26
Cost: 10000G
- * Holy Staff -- ATT +26
Cost: 8000G
- * Assault Shell -- ATT +27
Cost: 4500G

Prompt Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

Runefaust Weapon Shop ~

=====

- * Broad Sword -- ATT +20
Cost: 4800G
- * Chrome Lance -- ATT +22
Cost: 4500G
- * Great Axe -- ATT +26
Cost: 10000G
- * Holy Staff -- ATT +26
Cost: 8000G
- * Buster Shot -- ATT +35
Cost: 12400G

Runefaust Item Shop ~

=====

- * Medical Herb -- Restores 10 HP.
Cost: 10G
- * Healing Seed -- Restores 20 HP.
Cost: 200G
- * Antidote -- Cures status ailments.
Cost: 20G
- * Angel Wing -- Return to last town.
Cost: 40G

