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If the M's and periods don't line up, switch your browser's default font to 'Courier New' or 'Terminal'.

~::~::~::~::~

Author's note [ANOTE]

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Parts of this guide may be very long. I strongly recommend using the search codes and only reading what you need.

Table with 2 columns: Page Number and Page Title. Row 1: 1 Introduction [01IN]

Here you are in Shining Force, one of the many games in the Sega Smash Pack 2. In this game, you will encounter many characters, some of them are optional; some of them will be extremely hard to find, and some are not worth the trouble. I have documented everything about each character in this FAQ. Enjoy.

|WHAT THIS GUIDE CONTAINS|

This FAQ started as a character FAQ being done for an unFAQed game by someone with nothing better to do. It's still for an unFAQed game, by someone with nothing better to do, but it's more than a character FAQ. It's a fully functional enemy FAQ, a boss FAQ, partial character FAQ, a weapon FAQ, and you can expect to see updates coming with more.

|MY STANDING ON THIS GAME|

I've played through this twice before, and currently have two files in it: A personal file and an FAQ file. That means this FAQ is being written as I play along, which is why the characters are lacking. I documented enemy stats on my last playthrough, hoping to do an FAQ on it. I'm adding more and more as I go along.

GAME CONTROLS'

This FAQ was originally written for the PC version of the game, as I no longer have a genesis. Therefore, I will include the PC default controls as well as the Genesis controls.

You can configure the controls on the menu, but here are the basics, using the default controls. The format will be:

PC Key-Genesis Key-Action

A-A-Confirm things, scroll through text, and open menu.

S-B-Opposite of A; use to cancel selection or choose opposite from highlighted option.

D-C-Same as A

Enter-Start-Confirms things on the escape menu and scrolls through text in the opening menu.

Escape-N/A-Opens the escape menu during gameplay. This menu allows you to continue or quit (PC Only).

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  _/ \_| | _____ \
|2      Swordsman [02SDMN] \
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These are characters that use swords, and some of them use different ones. The Swordsman type has two classes: Swordsman upgraded to Hero and Birdman upgraded to Sky Warrior.

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|2      Max [02MX] \
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SDMN>HERO

Max is your first character. I recommend training him because, whether you like it or not, you have to have him in your party. If you don't train him, he'll be a complete waste of space 'til you get the Chaos Breaker, at which point he'll be strong enough to throw into the fray once in a while.

NOTE: Max actually is the name of the character, although you can name him.

Stats [Starting]

LEVEL: 1

HP: 12/12

MP: 8/8

EXP: 0

ATK: 14

DEF: 4

MOVE: 6

AGILITY: 4

WEAPON: MIDDLE SWORD, EQUIPPED

MAGIC: Egress, LVL 1

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  _/ \_| | _____ \
|2      Balbaroy [02BR] \
|B_____ \
\_/_| |
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```

Balbaroy is a Birdman. He is strong in the beginning but becomes weak. He'll probably leave your part quickly.

Stats [Starting]

LEVEL: 5

HP: 14/14

MP: 0

EXP: 0

ATK: 17

DEF: 12  
MOVE: 7  
AGILITY: 12  
WEAPON: Middle Sword, EQUIPPED  
MAGIC: N/A

```
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  / \ | | _____ \
 |2   | | Amon [02AN] |
 |C   | | _____ /
  \_ / | |
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```

Balbaroy isn't great, but he's someone who can become good if you train him. That's not the case here. Amon is a useless character who is only outsucked by Jogurt.

Stats [Starting]

LEVEL: 5  
HP: 15/15  
MP: 0  
EXP: 0  
ATK: 16  
DEF: 9  
MOVE: 7  
AGILITY: 10  
WEAPON: Middle Sword, EQUIPPED  
MAGIC: N/A

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  / \ | | _____ \
 |3   | | WARRIOR [03WARR] |
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```

Warriors are powerful characters. They specialize in fighting with axes, and rival the strength of some of the most powerful characters in the game. High attack and defense allows them to hold the fort for a long time, kill the crap out of enemies, and smash horrible run-on sentences that go on a long time without providing any useful information.

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  / \ | | _____ \
 |3   | | Luke [03LK] |
 |A   | | _____ /
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```

WARR>GLDR

Luke is the first warrior you'll get. He is well powered, especially when trained, but still inferior to Gort. When faced with a choice between the two, I don't recommend Luke as your first choice.

Stats [Starting]

LEVEL: 1  
HP: 9  
MP: 0/0



|\_ |

KNT>PLDN

Ken is your first Knight. I do reccomend using him because at first you don't have many knights, but later, after the acquisition of Pelle and Vankar, you'll want to drop him to make way for better characters.

Stats [Starting]

LEVEL: 1  
HP: 8/8  
MP: 0/0  
EXP: 0  
ATK: 13  
DEF: 6  
MOVE: 7  
AGILITY: 5  
WEAPON: Spear, Equipped  
MAGIC: N/A

```
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  / \ | |
|4   | | Mae [04MA]
|B   | |
 \_/ | |
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```

KNT>PLDN

Mae is like Ken. She's good at first but I don't recommend keeping her past chapter III. She's got moderate attack and defense, but you get better Knights.

Stats [Starting]

LEVEL: 2  
HP: 12  
MP: 0/0  
EXP: 0  
ATK: 14  
DEF: 7  
MOVE: 7  
AGILITY: 7  
WEAPON: Bronze Lance, equipped  
MAGIC: N/A

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  / \ | |
|4   | | Arthur [04AT]
|C   | |
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```

KNT>PLDN

Arthur is pathetic. He starts at a low level with very little HP. His advantage? He can cast magic eventually. Whoop-de-doo. You get 4 characters who are all about casting magic. For your own sake, leave Arthur alone.

Stats [Starting]

LEVEL: 4

HP: 9  
MP: 0/0  
EXP: 0  
ATK: 15  
DEF: 6  
MOVE: 7  
AGILITY: 7  
WEAPON: Bronze Lance, equipped  
MAGIC: N/A

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      | |
  / \ | |
|4   | Earnest [04ES]
|D   |
 \_/ | |
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```

KNT>PLDN

To tell the truth, I've never actually tried Earnest. There are Knights that are much better than him, so I never saw a point. If you want good power and other stats, use Pelle or Vankar.

Stats [Starting]

LEVEL: 8  
HP: 21  
MP: 0/0  
EXP: 0  
ATK: 21  
DEF: 11  
MOVE: 7  
AGILITY: 11  
WEAPON: Bronze Lance, equipped  
MAGIC: N/A

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  / \ | |
|4   | Pelle [04PL]
|E   |
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```

KNT>PLDN

Pelle is among the best characters in the game. He starts off very powerful, and only gets better. In the later chapters, give him a Halberd or the Valkyrie to use him to his full potential.

LEVEL: 8  
HP: 18  
MP: 0/0  
EXP: 0  
ATK: 30  
DEF: 19  
MOVE: 7  
Agility: 15  
WEAPON: Bronze Lance, equipped  
Magic: N/A



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|4    | | Vankar [04VK]
|F    | |
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```

KNT>PLDN

Vankar is among the best characters in the game. He starts off with decent stats, but, with some work, you can make him the kickass guy that I have him as now.

LEVEL: 8  
 HP: 29  
 MP: 0/0  
 EXP: 0  
 ATK: 21  
 DEF: 12  
 MOVE: 7  
 Agility: 11  
 WEAPON: Bronze Lance, equipped  
 Magic: N/A

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  /  \ | |
|4    | | Guntz [04GZ]
|G    | |
  \  / | |
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```

SMKN>SBRN

Guntz is among the characters in the game. He does massive damage, and takes minimal. My overall recommendation for Knight weapons: Give Pelle a Halberd, Vankar the other Halberd, and give Guntz the Valkyrie, which is as powerful as the Halberds but it has a longer range.

LEVEL: 8  
 HP: 15  
 MP: 0/0  
 EXP: 0  
 ATK: 25  
 DEF: 18  
 MOVE: 4  
 Agility: 11  
 WEAPON: Bronze Lance, equipped  
 Magic: N/A

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      | |
  /  \ | |
|4    | | Kokichi [04KK]
|H    | |
  \  / | |
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```

WKNT>SKYL

Notes: FLY

Kokichi is an amazing character. He is able to fly, but is still amazingly strong, if you'll invest time into him. By the end of the game, if you invested enough training in him, Kokichi should be rivaling Guntz's power.

LEVEL: 7  
HP: 16  
MP: 0/0  
EXP: 0  
ATK: 22  
DEF: 10  
MOVE: 6  
Agility: 12  
WEAPON: Bronze Lance, equipped  
Magic: N/A

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_ / \ _____ | | _____ \  
|5          ARCHER [05ACHR] | | _____ \  
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```

Archers are long-range masters. They lean towards low defense-high speed, but are fairly well-rounded. They start off with a long range, but still unable to attack close, but eventually their range lengthens, but they're hand-to-hand handicap remains.

They start off with a range like this (C being archer and A being range):

```
  A  
  A A  
A C A  
  A A  
  A
```

And eventually get like this:

```
  A  
  AAA  
  AA AA  
AA C AA  
  AA AA  
  AAA  
  A
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```
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_ / \ _____ | | _____ \  
|5          Hans [05HN] | | _____ \  
|A _____ | | _____ | | _____ | | _____ | | _____ \  
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```

ACHR>BWMS

Hans starts off fairly powerful. In chapters one and two you will be deceived by his adequacy. By chapter three, that adequacy will be gone, which is okay since you have to trade off some characters at that point and you get Diane in that chapter. Use him until you get Diane.

Stats [Starting]  
LEVEL: 1

HP: 12/12  
MP: 0/0  
EXP: 0  
ATK: 14  
DEF: 5  
MOVE: 5  
AGILITY: 6  
WEAPON: Wooden arrow, Equipped  
MAGIC: N/A

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      | |
      | |
  / \ | |
  |5   | | Diane [05DN]
  |B   | |
  \_/  | |
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```

ACHR>BWMS  
COMING SOON

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  |5   | | Lyle [05LL]
  |C   | |
  \_/  | |
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```

ASKT>SKNT

Unlike the other knights, Lyle doesn't fight with polearm weapons. He is an amazing Archer-type character. He can pick off with high attack from a safe distance. He is one of your must-haves from chapter 6 on.

Stats [Starting]

LEVEL: 8  
HP: 14/14  
MP: 0/0  
EXP: 0  
ATK: 32  
DEF: 8  
MOVE: 7  
AGILITY: 9  
WEAPON: elven arrow, Equipped  
MAGIC: N/A

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  |6   | | HEALER [06HLR]
  |     | |
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```

Healers are extremely useful characters. It is recommended that you have at least one in your party at all times. They cast magic that restores HP or removes curses. Weak in attack, but essential for a good party.

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|6           Lowe [06LW]
|A _____
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HLR>VICR

Lowe is a decent character that you should use for a few chapters. He's a good healer, but you get much better. Keep him awhile, but I recommend dropping him for Torasu eventually.

Stats [Starting]

LEVEL: 1  
HP: 11/11  
MP: 11/11  
EXP: 0  
ATK: 10  
DEF: 5  
MOVE: 5  
AGILITY: 5  
WEAPON: Wooden Staff, Equipped  
MAGIC: Heal (1)

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|6     Khris [06KS]
|B _____
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```

HEAL>VICR

Khris is a very good healer, and, after giving her the power staff, can be pretty powerful too. You may or may not want to keep her, I have no strong opinions either way, but she's good.

Stats [Starting]

LEVEL: 2  
HP: 11/11  
MP: 10/10  
EXP: 0  
ATK: 10  
DEF: 5  
MOVE: 5  
AGILITY: 4  
WEAPON: Wooden Staff, Equipped  
MAGIC: Heal (1)

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  _/ \ | |
|6     Gong [06GN]
|C _____
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MNK>MSMK

Gong is a decent healer, he even gets AURA (2) eventually, but, once promoted, unless constantly trained, he falls behind. If he falls too far behind in stats, he will no longer be of any use. In that case, you'll have no choice but to bench him.

Stats [Starting]

LEVEL: 1

HP: 11/11

MP: 8/8

EXP: 0

ATK: 11

DEF: 4

MOVE: 5

AGILITY: 6

WEAPON: N/A

MAGIC: Heal (1)

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  / \ | | _____ \
 |6   | | Torasu [06TU]
 |D   | | _____ /
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COMING SOON

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  / \ | | _____ \
 |7   | | MAGE [07MGE]
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Mages are characters who specialize in spellcasting. It's recommended that you have at least one in your party at all times but it's not as pressing as having a healer.

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 |7   | | Tao [07TO]
 |A   | | _____ /
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MAGE>WIZD

Tao is a decent mage. Use her for a while, as she can gain up to Blaze (4). I eventually stopped using her, but you can use here for the whole game.

Stats [Starting]

LEVEL: 1

HP: 10/10

MP: 7/7

EXP: 0

ATK: 8

DEF: 4

MOVE: 5

AGILITY: 6

WEAPON: Wooden Staff

MAGIC: Blaze (1)

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  |7   | | Anri [07AN]
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MAGE>WIZD

Anri has one downside: she has to keep up. Seriously, she gets Blaze level 2, Freeze 4, and if I recall correctly she also gets Bolt 1 or 2. She's an amazing mage, but, you have to keep up. Much like Gong, if she drops behind for a little bit, she falls short for the whole game. With dedication, she can become a strong character.

```

LEVEL: 3
HP: 10
MP: 12/12
EXP: 0
ATK: 16
DEF: 4
MOVE: 5
Agility: 8
WEAPON: Power Staff, equipped
Magic: Blaze (1)

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  |7   | | Domingo [07DG]
  |C   | |
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MGCR

Domingo is a flying character that casts magic. If you train him, he'll probably get good, but you get him in chapter four. The chapter with the most characters. You'll have to make the choices of who to keep and who to leave behind.

```

LEVEL: 1
HP: 15
MP: 15/15
EXP: 0
ATK: 11
DEF: 15
MOVE: 5
Agility: 20
WEAPON: N/A
Magic: Freeze (1)

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  |7   | | Alef [07AF]
  |D   | |
  \_/  | |
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```

MAGE>WIZD

COMING SOON

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  /  \ | | _____ \
 |8   | | MISCELLANEOUS [08MISCELL] |
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There are certain characters that don't have a class in particular. Most of them have a strange class that only one of them belong to. These characters are documented in here because it's a waste of space to make a new class header for one character.

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  /  \ | | _____ \
 |8   | | Adam [08AD] |
 |A_____| | |
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COMING SOON

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  /  \ | | _____ \
 |8   | | Bleu [08BU] |
 |B_____| | |
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COMING SOON

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  /  \ | | _____ \
 |8   | | Jogurt [08JG] |
 |C_____| | |
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```

YGRT

Jogurt is arguably the worst character in the game. For one thing, his stats never exceed 1, also his level never increases. If by some miracle he manages to kill an enemy, you get a Jogurt ring. It makes whatever character it is equipped to look like Jogurt. Who cares? Leave him alone.

LEVEL: 1

HP: 1

MP: 0/0

EXP: 0

ATK: 1

DEF: 1

MOVE: 7

Agility: 1

WEAPON

Magic: N/A

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  / \ | | _____ \
 |8   |      Musashi [08MS]
 |D   | _____ /
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COMING SOON
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      | |
  / \ | | _____ \
 |8   |      Hanzou [08HZ]
 |E   | _____ /
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COMING SOON
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  / \ | | _____ \
 |8   |      Zylo [08ZY]
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```

Zylo is amazing at first. Until he's promoted, he does 30+ damage (remember, it's chapter 3, so this is amazing), moves amazingly far and can automatically move anywhere in a wooded area. When he's promoted, he starts to suck. If you invest time in him, he'll catch up, but he'll fall short and require shaftage if you don't.

Stats [Starting]:

LEVEL: 9  
HP: 22  
MP: 0/0  
EXP: 0  
ATK: 28  
DEF: 14  
MOVE: 7  
Agility: 13  
WEAPON: None  
Magic: N/A

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 |9   |      BOSS PROFILES [09BP]
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|9    | | _____ \
|A    | | _____ /
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```

Now, if you're anywhere in the game far enough from battle one that you've forgotten, let me clear it up. The Rune Knight is a boss in battle one, in the sense that if you kill him, you win automatically. Otherwise, the Rune Knight is just a normal enemy.

HP 14  
 MP 0  
 ATK 16  
 DEF 7  
 MOVE 7  
 AGILITY 7  
 BRONZE LANCE

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|B    | | _____ /
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```

The skeleton is the second boss in the game. In Manarina, in the cavern battle, that's where this is. You win the battle if you kill him.

HP 15  
 MP 0  
 ATK 21  
 DEF 16  
 MOVE 6  
 AGILITY 7  
 MIDDLE SWORD

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|C    | | _____ /
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COMING SOON

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COMING SOON

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  / \ | | _____ \
|9   | | Master Mage [09MM] |
|E   | | _____ |
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```

The Master Mage is a boss in chapter 3. It is a powered version of Dark Mage. It's also a boss in the only non-filler battle (battle 2) in chapter 5.

HP 22  
MP 32  
ATK 33  
DEF 13  
MOVE 5  
AGILITY 26  
POWER STAFF

```
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|9   | | Laser Eye [09LE] |
|F   | | _____ |
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```

The Laser Eye isn't a boss in the sense that killing it wins you the battle, but it's an important enemy in chapter 3.

HP 30  
MP 0  
ATK 14  
DEF 19  
MOVE 0  
AGILITY 27  
NONE

NOTE: The Laser Eye will target characters. Each time it targets, the timer goes down 2. When the timer reaches zero, after it targets again it will attack everything within its range.

```
      | |
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  / \ | | _____ \
|9   | | Silver Knight [09SK] |
|G   | | _____ |
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```

The Silver Knight is really the boss in the Laser Eye battle. There are two Silver Knights there, but the one that pushed Pelle off the mountain before the battle is the boss.

HP 16





Agility: 14  
Spells: None

Cerberus:  
HP: 27  
MP: None  
ATK: 42  
DEF: 26  
MOVE: 7  
Agility: 38  
Spells: None

Chimera:  
HP: 56  
MP: None  
ATK: 65  
DEF: 30  
MOVE: 6  
Agility: 40  
Spells: None

Dark Dwarf:  
HP: 12  
MP: None  
ATK: 12  
DEF: 8  
MOVE: 4  
Agility: 5  
Spells: None

Dark elf:  
HP: 16  
MP: None  
ATK: 26  
DEF: 9  
MOVE: 6  
Agility: 10  
Spells: None

Dark mage:  
HP: 13  
MP: 26  
ATK: 10  
DEF: 6  
MOVE: 5  
Agility: 9  
Spells: Blaze level 2

Dark Priest:  
HP: 16  
MP: 25  
ATK: 21  
DEF: 9

MOVE: 5  
Agility: 10  
Spells: Heal(1)

Demon Master:

HP: 27  
MP: 46  
ATK: 43  
DEF: 24  
MOVE: 6  
Agility: 45  
Spells: Freeze level 3

Dire Clown:

HP: 15  
MP: None  
ATK: 18  
DEF: 11  
MOVE: 5  
Agility: 7  
Spells: None

Durahan:

HP: 22  
MP: None  
ATK: 39  
DEF: 28  
MOVE: 5  
Agility: 13  
Spells: None

Evil Puppet:

HP: 14  
MP: 15  
ATK: 14  
DEF: 10  
MOVE: 5  
Agility: 7  
Spells: Freeze(1)

Gargoyle:

HP: 18  
MP: 20  
ATK: 26  
DEF: 15  
MOVE: 6  
Agility: 20  
Spells: Muddle(1)

Giant Bat:

HP: 14  
MP: None  
ATK: 11  
DEF: 6  
MOVE: 7  
Agility: 9  
Spells: None

Goblins:

HP: 12  
MP: None  
ATK: 9  
DEF: 6  
MOVE: 5  
Agility: 5  
Spells: None

Golem:

HP: 17  
MP: None  
ATK: 28  
DEF: 28  
MOVE: 4  
Agility: 16  
Spells: None

Hellhound:

HP: 19  
MP: None  
ATK: 10  
DEF: 13  
MOVE: 7  
Agility: 13  
Spells: None

High Priest:

HP: 20  
MP: 33  
ATK: 13  
DEF: 14  
MOVE: 6  
Agility: 13  
Spells: Heal 4

Horseman:

HP: 24  
MP: None  
ATK: 53  
DEF: 16  
MOVE: 7  
Agility: 17  
Spells: None

Ice worm:

HP: 30  
MP: 12  
ATK: 40  
DEF: 25  
MOVE: 5  
Agility: 26  
Spells: sleep

Jet:

HP: 28  
MP: None  
ATK: 45  
DEF: 32  
MOVE: 7  
Agility: 33  
Spells: None

Lizard man:  
HP: 20  
MP: None  
ATK: 24  
DEF: 12  
MOVE: 6  
Agility: 12  
Spells: None

Mannequin:  
HP: 16  
MP: None  
ATK: 16  
DEF: 10  
MOVE: 5  
Agility: 8  
Spells: None

Master Mage:  
HP: 22  
MP: 32  
ATK: 33  
DEF: 13  
MOVE: 5  
Agility: 26  
Spells: Freeze level 2

Minotaur:  
HP: 31  
MP: None  
ATK: 46  
DEF: 30  
MOVE: 5  
Agility: 31  
Spells: None

Pegasus Knight:  
HP: 18  
MP: None  
ATK: 21  
DEF: 16  
MOVE: 7  
Agility: 12  
Spells: None

Rune Knights:  
HP: 14  
MP: None  
ATK: 16  
DEF: 7  
MOVE: 7  
Agility: 7



Spells: None

Sea bat:

HP: 22

MP: None

ATK: 20

DEF: 14

MOVE: 7

Agility: 14

Spells: None

Shell fish:

HP: 25

MP: None

ATK: 23

DEF: 16

MOVE: 6

Agility: 23

Spells: None

Silver Knight:

HP: 16

MP: None

ATK: 18

DEF: 12

MOVE: 7

Agility: 11

Spells: None

Skeletons:

HP: 15

MP: None

ATK: 21

DEF: 16

MOVE: 6

Agility: 7

Spells: None

Sniper:

HP: 13

MP: None

ATK: 15

DEF: 5

MOVE: 5

Agility: 7

Spells: None

Steel Claw:

HP: 25

MP: None

ATK: 43

DEF: 31

MOVE: 5

Agility: 31

Spells: None

Torch Eye:

HP: 28

MP: None

ATK: 42  
DEF: 32  
MOVE: 6  
Agility: 27  
Spells: None

Worm:  
HP: 17  
MP: None  
ATK: 20  
DEF: 16  
MOVE: 4  
Agility: 16  
Spells: None

Wyvern:  
HP: 32  
MP: None  
ATK: 39  
DEF: 30  
MOVE: 7  
Agility: 31  
Spells: None

Zombie:  
HP: 15  
MP: None  
ATK: 18  
DEF: 13  
MOVE: 5  
Agility: 7  
Spells: None

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|12  | | GAME SCRIPT [12GS]
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```

#### Health Warning:

This section covers word-for-word everything that was said in the game. It is extremely long and I don't recommend you read the whole thing at once. If you need to skip to the next chapter (Classes and promotion), use the code below:  
[13CP1]

#### Opening screen:

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 Power of Light. Dark Dragon was defeated and cast into another dimension. The Lord of Darkness vowed to return in 1,000 years. Time passed, and Dark Dragon was forgotten by all. Ten centuries of peace ruled the land of Rune. Until the kingdom of Runef Faust 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!

#### Simone:

Wow! Dark Dragon, Ancients... Let's see now, what else does this old book say?

Hmmm. One thousand years have passed since they vanquished Dark Dragon. And this book says Dark Dragon threatened to return right about now. I bet anything that Dark Dragon is behind the evil hordes of Runefaust! I need to tell someone about this! But who would listen to a kid like me? I think Dark Dragon's coming back! Will you help us? C'mon, it'll be an adventure!

(Select new game and name your character. Although you can choose a name, his name really is Max. I'll refer to him as Max)

Nice to meet you, Max! I'm Simone. Come back often and tell me everything! You need to get going! Evil spreads farther across Rune with every passing day.

=.=.=.=.=.=.=.=.=.=

CHAPTER 1:

Runefaust Invasion

=.=.=.=.=.=.=.=.=.=

[01C1]

Varios:

Max? Max? C'mon, kid, wake up! I didn't hit you that hard. Keep your guard up, kid. Those beasts of Runefaust will tear you to pieces! OK, that's enough for today. You'd better take it easy for a while.

(You go into the building closeby and meet Lowe)

Lowe:

Well, Max, had enough swordplay for today? I don't know how you keep at it hour after hour. I'm dead tired after about 15 minutes!

(You return to speak to Varios)

Varios:

You have the makings of a great fighter, Max. You'll be tested soon enough.

Guard:

Lord Varios, the king has sent for you. You must come at once!

Varios:

Of course. Lead the way, guardsman. I fear the worst, Max! Prepare yourself for true battle immediately!

(Varios and the guard head for the castle while Max heads back inside to see Lowe)

Lowe:

Did you see Varios's face? He went pale! Something really big is happening. Let's split up and see if we can't find out what's going on. I'll see you later.

(Max goes up to the castle)

King of Guardiana:

...that is the story, Varios.

Varios:

Mmmm... Then, your majesty, we have no choice but to send Max, a young fighter. Oh, Max. Good. I was going to look for you. First, listen to the King.

(Max goes up to the king and talks to him)

King of Guardiania:

For centuries, our people have watched the Gate of the Ancients, as its guardians. Beyond that gate lies we know not what, not even if it is of the Light or the Darkness. But the Ancients knew, and they sealed it beyond the gate and set us as guards. And now we find that we may have failed in our mission, our reason for existence. Signs have been seen that forces of Runefaust are at the Gate of the Ancients! Whatever evil they are planning, we must stop it at all costs and at once!

Varios:

But we must not panic the people. A small group of young but skilled warriors...

Nova:

Yes! He could do it. He could leave town unnoticed and have a chance to succeed, perhaps.

King of Guardiania:

Yes, Nova, I agree. Max! Will you take the task?

(At this point you are given an option. Select yes)

Very well! Now, return to town and gather your troops. Come back when you're ready.

(Max leaves the castle to rally his troops. They find him first)

Luke:

Wait, Max! Nova sent us. We're going with you. I am Luke the warrior.

Ken:

Ken the knight, at your service, Max! I'll follow wherever you lead.

Tao:

I am Tao. I'm only an apprentice mage, but I'll do my best.

Hans:

I am Hans, an elven archer. I'm coming, but don't put me in the front lines, OK?

(Luke, Ken, Tao and Hans join the Shining Force)

(They go to Headquarters; Lowe comes down the path)

Lowe:

Hey, Max! Don't try to sneak out of town without me!

(Lowe joins the shining force)

(Nova comes down the path)

Nova:

Now that you have your comrades, return to the king and hear his final commands. I'll follow your progress and offer advice as you face the vile hordes of Runefaust.

Lowe:

Well, that's settled. See you at headquarters!

(Lowe goes to headquarters. Max returns to the castle)

King of Guardiania:

You have your troops, but you need supplies. Take this to purchase what you need. A cart will take you to the Gate of the Ancients. Go now and carry out your task!

(The Shining force now leaves Guardiania and is taken to the Gate of the Ancients)

Lowe:

Max! Goblins! Runefaust must be up to something!

Tao:

We can take them, Max!

(Several monsters are up ahead searching for something)

Rune Knight:

Move it, vermin! Find the key to this blasted door! C'mon, we're almost in! Where is that blasted key? What? Blast it! Those fools from Guardiania are here!

(An earthquake destroys part of the area)

Shining Force:

Earthquake!

Rune Knight:

Attack, goblins and dwarves! Strike a blow for the honor of Runefaust!

(The Shining Force decides to leave before fighting. Max casts Egress and goes instead to a nearby Monastery)

Gong:

I am Gong. I have fought the evil of Runefaust for many years. I will aid you.

(Gong joins the Shining Force)

(The Shining Force returns to the gate and defeats the Rune Knight)

Rune Knight:

Fools... you have won here, but Lord Kane of Runefaust is even now attacking Guardiania!

(Rune Knight dies)

Nova:

If that creature spoke truly, we must return to help defend Guardiania!

(They leave the gate of the ancients. The Earthquake has blocked their short route and soldiers from Runefaust block the other way)

Nova:

The earthquake blocked the road. Head north, but be ready for battle.

Rune Knight:

No one enters Guardiania while we live! For Darksol!

Dark Dwarf #1:

Death to Guardiania!

Dark Dwarf #2:  
Death to Guardiania!

(Max and the Shining Force fight the Runefaust soldiers and win. They then enter Guardiania to find it in ruins)

Nova:  
Well done, Shining Force! Now, enter Guardiania and find out what's happened there!

Guard:  
You made it back! You're a little late. We were almost overrun by Runefaust! We held them off, but we've suffered greatly, as you'll see as you wander around. Most of our knights were lost in the battle... many homes were damaged. But we held! We'll keep watch here. Runefaust is bound to attack again, sooner or later.

(Max goes up to the castle and speaks to a guard)

Guard:  
Hurry, Max! Kane of Runefaust has injured the King and Lord Varios!

(Max goes into the throne room)

Varios:  
Go away, Kane! I don't understand what you are talking about!

Kane:  
Anyway, the treasure of Guardiania is in my hand now.

Varios:  
I won't let you take that! Just leave!

Kane:  
Sword of Darkness! Show me your power!!

(Varios dies)  
(Mae, his daughter, enters the room)

Mae:  
No! Father! I... I can't believe it! I'll, I'll...

(Mae attacks Kane, but fails)

Kane:  
Now, Guardiania is unworthy of my attention. Farewell, fools!

(Kane suddenly disappears)

Mae:  
Max! Look to the king!

King of Guardiania:  
Max... Mae... I don't think I'll live much longer, though Varios protected me. Listen, the gate of the Ancients is the only access to the Tower. And the gate can be opened only by the key. You must find it before it falls into the hands of evil! You should never let them open the gate! Find out why Runefaust is interested in the gate... Please... Mae... Daughter of the great Varios, help Max... Avenge your father! And be strong...

Mae:  
Your Majesty...

King of Guardiania:  
Please tell my daughter, Anri, in Manarina... to stay strong,  
for her people...

(The King dies)

Mae:  
Now is not the time for tears and grief. Alterone should be our next  
goal. Max! Let's go find that key! I don't want to see any more of these  
tragedies.

(Mae joins the Shining Force)

Mae:  
I'll await you at headquarters. Be quick!

(Max leaves the castle and goes to the tavern, which was untouched by the  
monsters from Runefaust. The barkeep explains that Gort, an old warrior, fought  
the monsters off)

Barkeep:  
The monsters would have wrecked my shop, but the old guy drove them off.

Gort:  
You know, that little fracas made me want to fight again. Max, I'm  
joining up!

(Gort joins the shining force)

Gort:  
I'll be at headquarters.

(Max exits Guardiania and heads northeast in the direction of Alterone)

Nova:  
Max! Enemies await you on the road to Alterone. Take all precautions!

(Max and the Shining Force destroy the monsters and enter Alterone)

Nova:  
Excellent! Kane will have to do better than that to stop you. On to  
Alterone!

(The town was quiet. Max found few to talk to)

Mishaela:  
Greetings, Max. With my powers I can see the future. Care to know your fate?  
(Select Yes)  
Death lies to the north. Go back to Guardiania, for your doom awaits if you  
continue.

Man:  
You must be Max, right?  
(Select Yes)  
I knew it! I lived in Guardiania until a few months ago. I just heard a rumor.  
A friend of mine told me that Guardiania was totally wiped out. Is that true?

(Select Yes)

I hoped it wasn't true. The friend who told me about it went to inform the castle.

(Max goes up to the castle)

King of Alterone:

What? Runefaust attacked Guardianana? Hard to believe. Follow me, Max. I have a... tactician we should consult on this matter.

(Max follows the king into a basement)

King of Alterone:

I'm sorry about this, but I must protect Alterone.

(The tactician turns out to be Kane)

Kane:

Surprised, Max? Alterone has already surrendered! Put him in a prison cell! I'll decide how to best dispose of him in a day or two.

(Guards take Max to a prison cell)

King of Alterone:

Kane, you promised that Alterone would not be involved in any of this!

Kane:

Quiet, fool! Or I'll throw you in the cell with him! Take him away.

(The guards take Max to a cell. There is already someone in the cell: A friar. He offers to perform his duties)

Friar:

I came to tell the king to fight, but Kane had already convinced him to surrender. Even though I am in prison, I can still perform my duties.

(Allows you to save, promote, cure, and raise)

(Examine the door)

[The bars are solid. There's no way to break them.]

(Max hears footsteps drawing closer)

Khris:

The time has come to strike back at Runefaust! I'm letting you out. Please help me save Alterone! I'll fight alongside you. I can heal too!

(Khris joins the Shining Force)

Khris:

We can't go this way. They'll spot us for sure. There's a secret passage. Use it to escape. I'll be at headquarters.

(Khris turns to the Friar)

Khris:

Please be patient a little longer. I'll get you out of here soon.



(Khris pulls up the floorboards to reveal a secret passage. The passage leads to Headquarters, which lead into town)

(After coming into town, they were immediately discovered)

Kane:

Lowly worms, I shall crush you beneath my heel. Attack, soldiers of Runefaust!

Rune Knight:

Lord Kane, Lord Darksol commands you to return to Runefaust immediately.

Kane:

Tell him I'm on my way.

Rune Knight:

Yes, sir.

(Rune Knight leaves)

Kane:

A shame I can't stay to watch you meet your doom! My troops can handle the likes of you.

(Kane leaves)

(Max and the others fight off Kane's soldiers and return to the castle)

Nova:

Max, there's no time to lose. Kane must be found and stopped at all costs. Find out all you can and be sure to talk to the king of Alterone!

King of Alterone:

Max, I wasn't myself. Kane had some power over me. Can you forgive me?

(Select Yes)

Thank you! I want to help you. Search the dragon head to reveal a secret passage!

(Max searches the Dragon Head and finds a chain. He pulls it and the waterfall stops, revealing a door. He goes through the door)

Game:

The Legacy of the Ancients, the Door, the Key... What can it all mean? No matter what the cost, the mystery must be solved, and Runefaust's plans foiled.

END CHAPTER 1

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Chapter 2:

Spirit of the Holy

Spring

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[12C2]

Game:

Max and the Shining Force followed Kane's trail to the town of Rindo...

(Max enters Rindo. He finds out that Kane bought all the ships in town except

the mayor's ship, which isn't for sale. He also meets a crazy inventor named Dr. Crock. After that, he goes to the mayor's house and talks to him.)

Mayor:

Yes, I'm the Mayor, Kane of Runefaust bought all our ships and sailed away. So sorry, no ships are left. My ship? You can't have it! Now please leave.

(They leave Rindo and head northeast to Manarina. They are suddenly attacked. After a long and hard battle, they enter Manarina.)

Nova:

Max, now enter Manarina! We must inform Anri about Guardiania!

(They find out that Manarina attacked them thinking they were from Runefaust)

Anri:

Yes, I am Anri. What? What about Guardiania, and my father? Who are you? I don't have to listen to this nonsense from someone I don't even know. Go away now!

Nova:

Wait, Princess Anri! Please listen to Max!

Anri:

Nova!

Nova:

This is Max. He is leading the fight against the Runefaust army.

Anri:

But my father... the Sword of Light... and Guardiania... is it true, Nova?

Nova:

Yes, your majesty, it is all true, I'm afraid.

Anri:

I... I need to be alone for a while...

Nova:

We understand, your majesty. But do not let your grief overwhelm you...

Anri:

I... I must be alone now...

(Anri leaves)

Nova:

Max, Princess Anri is in great sorrow. Please go to her and talk to her. Remind her of her duty to Guardiania. Our people need her now.

(Max goes to the second floor. He'll pass Arthur on the way)

Anri:

I know my duty now, Max. It is to hunt Kane down and make him pay for what he did. I'll fight with you. I'm sure that's why my father would want me to do.

(Anri joins the Shining Force)

Anri:

I'll be at headquarters. Vengeance shall be ours!

(Max goes downstairs and talks to Otrant)

Otrant:

Do you want to find the key to the Accursed Door before the Runefaust army finds it?

(Select Yes)

A legend tells that the Pool of the Ancients below is tied in with the Accursed Door. To reach the pool, you first need the Orb of Light from the Cavern of Darkness. Defeat the monsters in the cavern, and the orb is yours. Then return to me. Max! Enter the cavern and retrieve the Orb of Light!

(They enter the cavern. There are several monsters there)

Nova:

Behold the dreaded Cavern of Darkness! You must defeat the monsters to gain the orb!

(They fight through the forces and get the orb)

Skeleton:

No! It cannot be! After all these centuries...

(Skeleton dies)

Nova:

Max, the Orb of Light must be within that chest. Take it quickly!

(Max leaves the cavern and talks to Otrant)

Otrant:

Use the orb at the pool behind the secret door below!

(Max goes down to the pool and meets the spirit)

Spirit:

How long I have waited for this summons! Max, you are a hero without peer! The legacy of the Ancients is an evil being that has been sealed away for 1,000 years. Darksol now searches for the key to unlock that seal. You must stop him!

(The spirit vanishes. Max goes back to Otrant)

Otrant:

The Orb of Light has chosen you, Max, to battle the evil that threatens Rune. You are truly the servants of the Powers of Light, the Shining Force! Cross the sea from Rindo and go to the Eastern Continent. You must stop Kane!

(Max goes upstairs and talks to Arthur)

Arthur:

I want to fight again. I can help you against Runefaust. I'm coming with you!

(Arthur joins the Shining Force)

Arthur:

I'll be at headquarters. Call me when you're ready to go into battle!

(Max returns to Rindo. The circus has arrived, but the Mayor's Grandson is lost

in the circus.)

Mayor:

I have a favor to ask of you. Grant it and the ship is all yours. What do you say?

(Select Yes)

My grandson is missing. If you find him and bring him back, my ship is yours. So, Max, please find my grandson!

(Max goes into the circus. He finds not he Mayor's Grandson, but Mishaela and her troops)

Mishaela:

Well, Max, remember me? You'll soon wish you'd taken my advice in Alterone! Come, my pets! Look who's come to play with you. Why, it's the Shining Force! I leave you in good hands, Max. I have more vital matters to attend to right now!

(Max and the Shining Force fight Mishaela's Marrisonette)

Marrisonette:

Fools! Light will never defeat the Darkness...

(Marrisonette dies. The mayor's grandson comes out from behind a crate)

Grandson:

She... that evil woman... was going to take me to Runefaust to feed me to a dragon! Thank you! I'm going home and I'm never leaving!

(Max goes back to the Mayor)

Mayor:

Thank you so much, Max. Take my ship. It's all yours now!

Nova:

This ship will do just fine. Let's gather the Shining Force and leave at once!

(Max goes to the ship, only to find Mishaela on it. She begins to burn it)

Mishaela:

You defeated my pets, but you won't bother me any more. You're going to burn!  
(She burns it more)

Mishaela:

Burn, Max, burn! You'll serve as an example to all who dare oppose Runefaust. Good riddance, insect!

(She disappears)

Nova:

Max, run! The ship's going down!

(Max returns to the mayor)

Mayor:

What! They burnt your ship? Now we have no single ship in this town! The only other town with ships is Uranbatol. But it's a long way from here. Are you still determined to go?

(Select Yes)

Uranbatol is very remote. It's far to the northeast. Go to Shade Abbey first. Ask my son all the details about the journey.

Son:

Head north to Shade Abbey. You shouldn't have much trouble finding it.

(Max goes north to Shade Abbey)

Amon:

Help! My name is Amon. Please save Balbaroy. He'll die unless you help.

(Max passes the graveyard on his way into the church. Lots of graves have been dug up. Some of the locals follow him in. Suddenly, the Friar comes in)

Balbaroy:

Run! It's a trap!

Friar:

Been praying, and well you might!

(The Friar turns into Darksol and all the people turn into undead monsters)

Darksol:

You and your pitiful Shining Force cannot be saved by prayers! You won't escape! How fitting that you perish in a former chapel of Light! I leave you now in the care of my minions, who know well what to do with you... Undead! Dispose of these pests once and for all!

(Max fights Darksol's monsters and wins)

Balbaroy:

I am Balbaroy! I was turned to stone by Darksol when he took the bodies of the dead.

(Balbaroy joins the Shining Force)

Balbaroy:

I will join you to fight Darksol's evil.

(Max goes outside and talks to Amon)

Amon:

Thank you for saving Balbaroy. Let me go with you so I too can fight evil.

(Amon joins the Shining Force)

Amon:

To reach Uranbatol, you must go through Bustoke. We will guide you there. I will join your friends.

Game:

Max and the Shining Force head toward Bustoke. What awaits them there? The legacy of the Ancients is still a mystery. Will they ever solve it?

END CHAPTER 2

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CHAPTER 3:

The Secret Weapon  
of Runefaust

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[12C3]

Game:

The Shining Force arrived in Bustoke, a town built into a mountainside.

(All the men in town have been taken to work in the quarry by Runefaust. Their only warrior capable of saving them was insane and dangerous)

Alchemist:

I am a master alchemist. I can make anything! Can I help you?

(Select Yes)

First you must help me. To cure Zylo, I need to make Lunar Dew. But to do that, I need Moon Stone! You must go to the quarry, find Moon Stone, and bring it back to me!

(Max enters the small one-room castle. He finds the queen and Diane the Archer in there)

Queen:

I have been waiting for warriors of the Shining Force. Are you one of them?

(Select Yes)

Great! You must help us. The Runefaust army took our men to dig in the quarry. They're looking for a weapon of the Ancients, a Laser Eye. Diane can lead you there. If Zylo were sane, he could surely help.

Diane:

If you're going to the quarry to rescue the men, you can count me in!

(Diane joins the Shining Force)

Diane:

I'll be at headquarters.

(Max heads into the quarry)

Dark Priest:

Master, we have found it!

Master Mage:

The Laser Eye! At last! This is the end of that cursed Shining Force! Get rid of those men from Bustoke. They are of no further use to us.

Skeleton:

Alert, intruders.

Master Mage:

What? The Shining Force! Stop them! We must have time to remove the Laser Eye!

(Max fights them and ploughs through into the cave)

Master Mage:

You think you've won, but you've failed. The Laser Eye is ours now!

(Master Mage dies)

Nova:

Max, the Moon Stone lies inside the cavern.

(Max gets the moon stone and takes it back into town)

Alchemist:

You! Did you bring Moon Stone?

(Select Yes)

Yes, that is Moon Stone. I will make Lunar Dew immediately. Here you go. Lunar Dew! Zylo will make a full recovery.

(Max goes further up the mountain to Zylo's cell and opens the door)

Zylo:

What do you want? Leave me alone or I'll tear you apart!

(Max pours the Lunar Dew in Zylo's mouth)

Zylo:

Yuk! Awful taste. But I'm myself again. What a relief! I can never repay you for this, but I'm going to join the Shining Force!

(Zylo joins the Shining Force)

Zylo:

I'll wait at headquarters.

(Max returns to town and goes into the house of an inventor named Kokichi. Kokichi is working in the basement. Max searches the machine)

Kokichi:

What are you doing? Don't touch anything, you meddler! New in town, eh? Go out back and I'll show you my latest invention.

(Max goes out the door in the basement. He comes onto a ledge.)

Kokichi:

Watch carefully! Here I go!

Kokichi's Assistant:

Good luck, Kokichi.

(Kokichi flies around for a while then loses control, and eventually crashes)

Kokichi's Assistant:

Well, it didn't work this time either...

(Max leaves Bustoke and heads north for Pao bridge)

Nova:

Look, they are trying to block our way to the bridge. Attack them, Shining Force!

(Max fights and wins. He proceeds to the bridge)

Nova:

Head for the bridge. We need to get across quickly!

(Max goes onto the bridge. There are monsters there to guard it. Across on the other side he sees a Silver Knight and a Knight talking. He also sees the Laser Eye)

Silver Knight:

Traitor! You've betrayed Lord Kane!

Pelle:

I own no allegiance to you or him, foul fiend that he is!

Silver Knight:

You are only a mercenary. You do what we pay you to do!

Pelle:

Here, I return your gold. I shall no longer follow your orders, toad!

Silver Knight:

If you are not with us, then you are against us! I will have the pleasure of killing you myself!

(The Silver Knight charges and Pelle backs up. He falls off the side of the bridge)

Pelle:

Vile fiend! Aiiiiieeeee...

Silver Knight:

Ha, ha! Thus fall all who dare to oppose the will of Darksol!

(Max fights through and kills the Laser Eye and the Silver Knight, but still sustains heavy casualties)

Silver Knight:

You may have beaten us here, but General Elliot will stop you in Pao!

(Silver Knight dies)

(Pelle climbs back up the side of the mountain)

Pelle:

Whew! I thought I was a goner, but I caught a branch and just hung on. A great battle! I don't know who you are, but I want to tag along!

(Pelle joins the Shining Force)

Nova:

A good job of getting to that Laser Eye. Hurry on to Pao. Evil is afoot!

Game:

With Laser Eye gone, the Shining Force heads toward the moving town of Pao. Knowing that Runefaust is gathering its forces, our heroes hurried onward.

END CHAPTER 3

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CHAPTER 4: The  
Great Fortress of  
Balbazak

=.=.=.=.=.=.=.=.=.

[12C4]

Game:

The Shining Force reached the Pao Prairie to discover that Pao was a town of wagons!

(It seems that they are preparing to leave. There are various barrels and crates out on the ground. Max goes to meet the Friar. Inside the Friar's house, max looks out the window to see Jogurt, the one he met at Gong's Monastery, lying on a carpet. Suddenly Jogurt jumps, then goes to headquarters. He then



goes to the local pub and meets Elliot)

Elliot:

Greetings, Max! I am General Elliott of Runefaust. Will you listen to me?

(Select Yes)

Good, for what I have to say should interest you...

Runefaust has been corrupted by Darksol. He came from nowhere to sway our king. Darksol told King Ramladu that the world would be his to rule forever. All he needed was the legacy of the Ancients, Darksol claimed. Our King listened. Though I hate Darksol and his plans, I am a loyal subject of King Ramladu. When we meet next, Max, it will be on the battlefield! Our king is fully under Darksol's influence. All this warfare is Darksol's doing. If you defeat me in battle, please free Runefaust from Darksol's clutches!

(Max wanders around the village. He finds Earnest, a knight from Uranbantol whose town had been destroyed by General Balbazak. He then talks to the Queen of Pao who decides it's time to leave)

(Pao Leaves)

Kokichi:

Wow! What a flight! I've never been this far from Bustoke before! Hey down there! I want to help you fight those nasty Runefaust beasties. Whoa! It won't stop! I'll be right back, I think. Just wait a moment. I'm joining up, youngster. I figure you need some experience on this team!

(Kokichi had flown in, still on his machine)

(Kokichi joins the Shining Force)

Kokichi:

I'll be at headquarters.

(Max also finds Vankar, a knight from Pao)

Vankar:

Hey, are you Max? My name is Vankar. Did you hear about me in Pao?

(Select Yes)

Good, good, I was pretty famous there. But now I'm looking for adventure.

(Select yes)

I heard about you in Pao. I'm joining up! No, no, don't thank me, it's my pleasure!

(Vankar joins the Shining Force)

Vankar:

I'll be at headquarters.

(Max goes out to the Pao Prairie)

Elliot:

The time for battle has come. For King Ramladu!

Nova:

General Elliott is said to be the finest swordsman in all of Rune. Take care, Max!

(Max fights Elliot and wins)

Elliot:

Perhaps you have the strength to rescue King Ramladu and Runefaust! Stop

Darksol! Promise that you will free Runefaust, known as Protectora before Darksol came...

(Elliot dies)

Nova:

Elliott was a great warrior...too bad he was our enemy. But look, the traveling town of Pao is coming up again!

(Pao stops not too far from where Elliot lay. Max enters the town)

(Max goes into the item shop and finds a man with an incubator. They hatch the Domingo egg)

Domingo:

...Thing indeed! How rude!

(Domingo joins the Shining Force)

Domingo:

I'll be at Headquarters.

(Max meets the shepherd, who tells him that a giant metal monster is terrorizing the sheep. It turns out to be Guntz, from Rindo)

Guntz:

Hey, I'm Guntz. I came looking for you. I'm a great fighter in this steam suit! Look at these moves! The ol' Doc finally got it working!

(Guntz joins the Shining Force)

Guntz:

I'll be at headquarters.

(Max leaves town and goes north to Uranbantol and Balbazak's fortress. He finds guards their waiting for him)

Nova:

Max, you must break through to reach the harbor. Be careful, but be quick!

(Max fights and wins)

Earnest:

Get away, you overgrown mutt! I'm not stopping until I finish Balbazak!

Hellhound:

Grrrrr! Snarrl.

(Earnest gets attacked)

Earnest:

Arrrgghh! I've...got...to get through. Eat steel, you mutt.

(Earnest stabs the Hellhound with his lance)

Earnest:

Now if I can ...just find...Balbazak...before I die...

(Earnest leaves. Max follows him)

Earnest:

Back off or...it's you! Let's join forces. We can help each other you.

(Earnest joins the Shining Force)

Earnest:

I'll go ahead...wait! The secret door vanished! But that won't stop me! Charge! Charge! I really could use some rest. I'm going back to your headquarters. Seen you soon!

(Earnest has made a hole in the wall. Max enters it and comes out in the devastated town of Uranbantol. After hearing of Elliot's death, Balbazak became frightened and holed up in the harbour guarding their only ship)

Balbazak:

At last we meet, Max. Soon you and your misfits will trouble us no longer!

Nova:

Yes, that is Balbazak, a commander of the Runefaust army. You must destroy him!

(Max fights through the docks and comes to the ship. Balbazak is still alive)

Balbazak:

Max! Take the ship, but please, spare my life! Please!

(Select Yes)

Thank you! Take the ship, go after Darksol!

Darksol:

Balbazak, you betrayed me!

Balbazak:

No, no, please Darksol! Leave me in peace!

Darksol:

You disgust me, Balbazak! Leave you in peace? I will leave you in pieces!

Balbazak:

Forgive me!

Darksol:

Too late, worm! Receive your punishment for failure!

(Darksol casts Desoul on Balbazak)

Balbazak:

I am dying, Max...You must kill Darksol...free Runefaust...

(Balbazak dies)

Darksol:

Take the ship, as that fool said. You will not survive the voyage! Ha, ha, ha!

Game:

Thus did the Shining Force free Uranbatol and set sail for a land of legend...

END CHAPTER 4

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First off, my class guide:

Name	Unpromoted	Promoted
Max	SDMN	HERO
Balbaroy	BDMN	SKYW
Amon	BDMN	SKYW
Luke	WARR	GLDR
Gort	WARR	GLDR
Ken	KNT	PLDN
Mae	KNT	PLDN
Arthur	KNT	PLDN
Earnest	KNT	PLDN
Pelle	KNT	PLDN
Vankar	KNT	PLDN
Guntz	SMKN	SBRN
Kokichi	WKNT	SKYL
Hans	ACHR	BWMS
Diane	ACHR	BWMS
Lyle	ASKT	SKNT
Lowe	HEAL	VICR
Khris	HEAL	VICR
Gong	MNK	MSMK
Torasu	HEAL	VICR
Tao	MAGE	WIZD
Anri	MAGE	WIZD
Domingo	MGCR	N/A
Alef	MAGE	WIZD
Adam	RBT	CYBG

Bleu	DRGN	GRDR
Jogurt	YGRT	N/A
Musashi	SMR	N/A
Hanzou	NINJ	N/A
Zylo	WRLF	WFBN

Class name	Stands for	
SDMN	Swordsman	
HERO	Hero	
BDMN	Birdman	
SKYW	Sky Warrior	
WARR	Warrior	
GLDR	Gladiator	
KNT	Knight	
PLDN	Paladin	
SMKN	Steam Knight	
SBRN	Steam Baron	
WKNT	Winged Knight	
SKYL	Skylord	
ACHR	Archer	
BWMS	Bowmaster	
ASKT	Assault Knight	
SKNT	Strike Knight	
HEAL	Healer	
VICR	Vicar	
MNK	Monk	
MSMK	Master Monk	
MAGE	Mage	
WIZD	Wizard	
MGCR	Magic Creature	

RBT	Robot
CYBG	Cyborg
DRGN	Dragon
GRDR	Great Dragon
YGRT	Yogurt
SMR	Samurai
NINJ	Ninja
WRWF	Werewolf
WFBN	Wolf Baron

PROMOTION

Some things to know about promotion before I go in-depth:

- \* Characters cannot be promoted until level 10
- \* Unpromoted characters can only advance to level 20 before promotion
- \* Upon promotion, a character's stats decrease and the characters level is reduced to 1, but they get a new class and the stats come back and increase eventually
- \* Characters that cannot be promoted can exceed level 20
- \* YGRT, MGCR, SMR and NINJ are the classes that have no promotion

The absolute best time to promote is level 20 (see above). You can promote any time before level ten, but level twenty is the best. When you promote, stats go down a certain amount. They go down the same amount no matter what level you promote at. Ergo, if you promote later, you will end up with higher stats at level 1 promoted than if you promoted at level 10.

Summary: Late Promotion = Pwnage.

14	SHOP GUIDE [14SG]
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WEAPONS

Weapon Name	Weapon Stats
Short Sword	X X

```

-----
| Middle Sword | | |X|X| | | | | | |
-----
| Long Sword  | | | | |X| | | | | | |
-----
| Steel Sword | | | | | | |X|X| | | |
-----
| Broadsword  | | | | | | | | |X|X|
-----
| Spear       |X|X|X| | | | | | | |
-----
| Bronze Lance|X|X|X|X| | | | | | |
-----
| Power Spear | | | |X|X| |X| | | | |
-----
| Steel Lance | | | | | | |X| | | | |
-----
| Chrome Lance| | | | | | | |X| |X|X|
-----
| Hand Axe    |X|X| | | | | | | | |
-----
| Middle Axe  | | | |X|X| | | | | | |
-----
| Battle Axe  | | | | | | |X|X| | | |
-----
| Great Axe   | | | | | | | | |X|X|
-----
| Wooden Staff|X|X|X| | | | | | | |
-----
| Power Staff | | |X|X|X| |X| | | | |
-----
| Guardian Staff| | | | | | | |X| | | |
-----
| Holy Staff  | | | | | | | | |X|X|
-----
| Wooden Arrow|X|X|X| | | | | | | |
-----
| Steel Arrow | | | |X|X| | | | | | |
-----
| Elven Arrow | | | | | | |X|X| | | |
-----
| Assault Shell| | | | | | | | |X| |
-----
| Buster Shot | | | | | | | | | |X|
-----

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Items

```

-----
| Item name    |G|A|R|B|P|U|W|R|D|P|R| Price |
-----
| Medical Herb |X|X|X|X|X|X|X|X|X|X|X| 10   |
-----
| Healing Seed |X|X|X|X|X|X|X|X|X|X|X| 200  |
-----
| Antidote     | | |X|X|X|X|X|X|X|X|X| 20   |
-----
| Angel's Wing |X|X|X|X|X|X|X|X|X|X|X| 40   |
-----

```

In this game, there are several characters that are optional. If you don't get them, it's still possible to play through the game. Here is a list of who they are and how to get them.

~`~`~`~`~`~`

Gong

~`~`~`~`~`~`

CHAPTER 1

After you get to the Gate of the Ancients, cast Egress with Max and you'll be transported outside. Go east to a thing that looks like a farm. That's the Monastery. Gong is chopping wood in the farthest northwestern

~`~`~`~`~`~`

Gort

~`~`~`~`~`~`

CHAPTER 1

After you beat battles 1 and 2, go to the tavern in Guardiania (on the eastern side. There is a narrow path between some trees leading up to it) and talk to Gort. He'll join you.

~`~`~`~`~`~`

Guntz

~`~`~`~`~`~`

CHAPTER 2

Go into Dr. Crock's house (Furthest building northeast in Rindo) and have the little skit there. Unless you do this, you will not acquire Guntz in chapter 4.

CHAPTER 4

After Pao moves, go to the pen with all the sheep in it. Talk to Guntz there (if you saw him in chapter 2, he'll be here. If not, you can't get him). He'll join you and go to HQ.

~`~`~`~`~`~`

Kokichi

~`~`~`~`~`~`

CHAPTER 3

Talk to him in Bustoke. It's the house above the ridge with a board on it. He's in the basement. Talk to Kokichi and his assistant and they will give a demo of the wings he's using. While Kokichi is flying, it breaks down and he crashes.

CHAPTER 4

After Pao moves the first time, Kokichi will crash there (as long as you met him in Chapter 3). He'll then join you and show up at HQ.

~`~`~`~`~`~`

Vankar

~`~`~`~`~`~`

CHAPTER 4

Talk to Vankar before Pao leaves. After they leave, he'll stay behind. Talk to him and he'll join you.

~`~`~`~`~`~`



Domingo  
~`~`~`~`~`~`

CHAPTER 2

In Manarina, get the Domingo egg from a machine. The machine is in a room branching off the library. Keep it with you.

CHAPTER 4

After you beat Elliot, there is someone in the Item Shop who has a hatching machine. Use that to hatch Domingo.

~`~`~`~`~`~`

Jogurt

~`~`~`~`~`~`

CHAPTER 1

In the monastery where you get Gong, Jogurt is there at the southeastern corner. Talk to him.

CHAPTER 4

Before Pao leaves, go into the Friar's hut and behind his desk (You will see a vase blocking your way. Move so the vase is directly to your left, go down one square, and go left to get behind). Go beside the bed. If you look in the top-left corner of the screen, you'll see Jogurt lying on a carpet. When you go beside the bed, you'll see Jogurt jump. He has now joined you and will be at headquarters.

~`~`~`~`~`~`

Arthur

~`~`~`~`~`~`

CHAPTER 2

In the library, go up the set of stairs. You'll see Arthur there. Talk to him. Now go fight the cavern battle.

CHAPTER 2

After the cavern battle, retrn to where you talked to him originally and he'll join you.

~`~`~`~`~`~`

Lyle

~`~`~`~`~`~`

CHAPTER 5

In Rudo, in the tower, you'll see a centaur with yellow hair. This is Lyle. Talk to him and he'll join you.

~`~`~`~`~`~`

Musashi

~`~`~`~`~`~`

~`~`~`~`~`~`

Hanzou

~`~`~`~`~`~`

-----  
L E G E N D F O R N O T E S

| Shown as | Denotes |  
 -----

| C | Curse; curses user and |  
 | | hurts user every turn |  
 -----

| B | Blaze; Weapon can cast |  
 -----

| F | Freeze; Weapon can cast |  
 -----

| T | Bolt; Weapon can cast |  
 -----

| 1 | Level of spell |  
 -----

| 2 | Level of spell |  
 -----

| 3 | Level of spell |  
 -----

| 4 | Level of spell |  
 -----

| D | Desoul; Weapon can cast |  
 -----

| U | Unable to buy; weapon |  
 | | only available specially |  
 -----

| P | Class must be promoted |  
 | | to use |  
 -----

| I | Increased range |  
 -----

| S | Able to steal MP |  
 -----

| /K | Unable to break |  
 -----

-----  
 | Weapon | ATK| Price | Notes |  
 -----

S W O R D S

| Short Sword | 5 | 100 | |  
 -----

| Middle Sword| 8 | 250 | |  
 -----

| Long Sword | 12 | 750 | |  
 -----

| Steel Sword | 18 | 2500 | P |  
 -----

| Broad Sword | 20 | 4800 | P |  
 -----

| Doom Blade | 25 | N/A | UP |  
 -----

| Katana | 30 | N/A | UP |  
 -----

| Sword of | 36 | N/A | UPT2 |  
 | Light | | | /K |  
 -----

Sword of	40	N/A	UPD1	
Darkness			/K	

Chaos	40	N/A	UPF3	
Breaker			/K	

-----  
A X E S

Handaxe	7	200		
---------	---	-----	--	--

Middle Axe	11	500		
------------	----	-----	--	--

Battle Axe	16	2600		
------------	----	------	--	--

Heat axe	22	N/A	UPB2	
----------	----	-----	------	--

Great Axe	26	10000	P	
-----------	----	-------	---	--

Atlas Axe	33	N/A	UPB3	
-----------	----	-----	------	--

-----  
A R R O W S

Wooden Arrow	8	320		
--------------	---	-----	--	--

Steel Arrow	13	1200		
-------------	----	------	--	--

Elven Arrow	18	3200	I	
-------------	----	------	---	--

Assault	27	4500	IP	
Shell				

Buster Shot	35	12400	IP	
-------------	----	-------	----	--

-----  
P O L E A R M S

Spear	6	150		
-------	---	-----	--	--

Bronze lance	9	300		
--------------	---	-----	--	--

Power Spear	15	900		
-------------	----	-----	--	--

Steel Lance	18	3000	P	
-------------	----	------	---	--

Halberd	25	N/A	UPT1	
---------	----	-----	------	--

Chrome Lance	22	4500	P	
--------------	----	------	---	--

Devil Lance	35	N/A	UPC	
-------------	----	-----	-----	--

Valkyrie	35	N/A	UP	
----------	----	-----	----	--

-----  
S T A V E S

Wooden Staff	4	80		
--------------	---	----	--	--

Power Staff	12	500		
-------------	----	-----	--	--

Guardian	18	3200	P	
Staff				

| Holy Staff | 26 | 8000 | P |

| Demon Rod | 35 | N/A | UCS |

-----  
W E A P O N C O M P A T I B I L I T Y

| Weapon | Classes |

| Short Sword | SDMN BDMN WARR |

| Middle Sword | SDMN BDMN WARR |

| Long Sword | SDMN BDMN |

| Steel Sword | HERO SKYW |

| Broadsword | HERO SKYW SMR NINJ |

| Katana | HERO SKYW SMR NINJ |

| Doom Blade | HERO SKYW SMR NINJ |

| Sword of  
| Light | HERO |

| Sword of  
| Darkness | HERO SKYW |

| Chaos  
| Breaker | HERO |

| Handaxe | WARR |

| Middle Axe | WARR |

| Battle Axe | WARR |

| Heat Axe | GLDR |

| Great Axe | GLDR |

| Atlas Axe | GLDR |

| Wooden Arrow | ACHR |

| Steel Arrow | ACHR ASKT BWMS SKNT |

| Elven Arrow | ACHR ASKT BWMS SKNT |

| Assault  
| Shell | BWMS SKNT |

| Buster Shot | BWMS SKNT |

| Spear | KNT SMKN WKNT |

| Bronze Lance | KNT SMKN WKNT |  
-----

Power Spear	KNT SMKN WKNT PLDN SBRN	
	SKYL	
-----		
Steel Lance	PLDN SBRN SKYL	
-----		
Halberd	PLDN SBRN SKYL	
-----		
Chrome Lance	PLDN SBRN SKYL	
-----		
Devil's	PLDN SBRN SKYL	
Lance		
-----		
Valkyrie	PLDN SBRN SKYL	
-----		
Wooden Staff	MGE HEAL	
-----		
Power Staff	MGE HEAL WIZD VICR	
-----		
Guardian	VICR WIZD	
Staff		
-----		
Holy Staff	VICR	
-----		
Demon Rod	WIZD	
-----		

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That's it for Shining Force Characters. I hope this gave you an informed decision of which character to use. For any questions/comments send an email to dtroi50@ignmail.com. If any information in here is inaccurate or missing, I would like to know. Please in that case send an email with the correct information and you will be credited.

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Thanks to...

My brother, who bought SSP2  
 My other brother, who gave me his file to gather data for this FAQ  
 Sega, for making such a great game  
 Everyone, for not making an FAQ for this game yet  
 Alexander Davidson, creator of Metapad, the ultimate text editor

Credits...

Written by dtroi50  
 game created by Sega  
 Featured in Sega collection: Sega Smash Pack 2

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|E     | | VERSION HISTORY [AEVSNHIS]
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VERSION 0.25

15149 bytes long. Finished sections 1, 2, 2A, 3, 3A, 4, 4A, 9, 10, 11, 12.

Partially finished sections 3B, 4A, B, C, D, E, F, G, H.

COMING IN LATER VERSIONS

Character locations, boss profiles, enemy profiles.

VERSION 0.41

51.14551 KB long. Finished sections 1, 2, 2A, 3, 3A, 3B, 4, 4A, 4B, 5, 5A, 6,

6A, 6B, 6C, 7, 7A, 7B, 10, 13, 14, AA, AB, AC, AD, AE, PRFCE

VERSION 0.60

80.26074 KB long.

VERSION 0.64

87.72949 KB long. Missing sections 5C, 6D, 7D, 8A, 8B, 8D, 8E, 9C, 9D, 9J, 9K,

9L, 9M, 9N, 9O, 9P, 9P1, 9P2, 9P3, 9Q, 9R, 11, 12, 12E, 12F, 12G, 12H.

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