

# Shining Force III Weaponcraft Guide

by Mech Gouki

Updated to v3.2 on Jan 21, 2004

=====

SHINING FORCE III

=====

-----

WEAPONCRAFT GUIDE

-----

-----

TRANSFERRING SCENARIO GAME SAVES GUIDE

-----

-----

SHOP AND ITEM SYSTEM

-----

## CONTENTS

-----

1. Introduction
2. Version History
3. Basic Crafting
4. Crafting Mithril Weapons
5. Crafting Accessories
6. Crafting Cursed Weapons
7. Crafting Orihalcon Weapons
8. Transferring your Game Saves from one Scenario to Another.
9. Shop and Item System
10. Frequently Asked Questions
11. Other Resources
12. Credits

---

## INTRODUCTION

-----

This guide is done by:  
Chen Guojun / Cyber Akuma / Mech Gouki  
guojun83@hotmail.com  
cyberakumamechgouki@yahoo.com

This guide is compatible with Shining Force 3 all 3 Japanese Scenarios as well as English Scenario 1.

If you find any errors, or if you find a better list, do inform me. This guide is to help you with building your weapons and accessories using the blacksmiths found in various towns.

This guide does not tell you what the weapons do, or how to get the minerals. If you require such help, you can try the other FAQs at [GameFaqs.com](http://GameFaqs.com).

Many Items listed here may be by both their US and JAP names.

It is highly recommended that you get Snarf's FAQ if you wish to use this guide effectively.

This guide now offers help with transferring game saves from one scenario to another. It also details the Shop and Item System used by this, and 2 other games. An FAQ section is available and it covers more than just Weapon Forging.

(Best viewed in Wordpad. Use 600x800 screen resolution.)

(You may face problems viewing this with your web Browser. If that happens, tell me. Also inform me if the tables below do not align.)

Yeah, and I know this FAQ sux, thank you very much.

---

## VERSION HISTORY

-----

Version 3.2 [current version]

06/04/03

Some changes, additions and updating of information. Many thanks goes to DBowie for his help.

I just wish CjayC would put this on all 3 Scenarios, not just the first one.

It's been over a year, but I still remembered the lame April Fool's joke CjayC played last year. Sheesh. And I thought webmasters, especially CJayc, would be too busy to do something like that.

Version 3.0

28/09/02

About time I updated this FAQ. It has been a whole year since I last updated.

Added miscellaneous descriptions and frequently asked questions. Almost everything in this FAQ was reformatted, reworded, and corrected.

This guide covers more than just weaponcrafting. Advices on transferring save files are added.

However, this guide will still not have the Weapon Statistics. That information belongs to Snarf, and putting it right here would be plagiarism. I was not able to figure out weapon stats on my own, and I even had to refer to his guide.

Version 2.5

08/08/01

(added orihalcon weapons)

Version 2

(added cursed weapons)

Version 1.5

(added accessories)

## BASIC CRAFTING

-----

There are blacksmiths in certain towns who will craft equipment for you.

There are 4 types of items that may be used to forge equipment. They are as follows:

Mithril

Mithril Pieces

Dark Matter

Orihalcon

How to craft an item:

- 1) First, talk to a Blacksmith.
  - 2) He will ask for raw materials for crafting. Show him one of the 4 items stated above to continue.  
(Note that if you show him anything other than the 4 items usable for crafting weapons, he will just say he can't craft anything out of it.)
  - 3) He will then ask who should he craft the weapon for. Choose one of the characters.  
(If he is unable to craft anything for the chosen character using the chosen item, he will say it here.)
  - 4) If he is able to craft an equipment for that character, he will then ask for a specific price. Choose Yes to pay him and continue, or choose No to cancel.
  - 5) Choose Yes, and you will give him the gold and the chosen Item. He will then ask you to pick up the Equipment later.
  - 6) To get the Equipment, simply leave his shop, then enter again. Talk to him. He will then hand you the Equipment. Choose one of your characters to hold on to it. Note that it does not have to be the chosen character to be holding it. If no one can hold any items, you will have to come back later with some space for one item, before he will give it to you.
  - 7) The item you get will be listed in the sections to follow.
- 

## CRAFTING MITHRIL WEAPONS

-----

First, talk to a blacksmith. When he asks for an item, show him the Mithril. Then chose a character. The blacksmith will ask for a specified sum of money. The weapon type he will craft depends on the chosen character's weapon equipped.

e.g if you chose Synbios, and he is equipped with a Sword, the blacksmith will craft a sword. If that character is currently not equipped with a weapon, the weapon type last equipped by the character will be taken into consideration.

If the chosen character is equipped with a Weapon that the Blacksmith can't forge for, he will

just say that he is unable to make anything for him. Examples include Horns and Claws.

For each weapon type, you will get a possibility of 3 different weapons. The possibilities are entirely random. (Exception here being the beak.)

First, save your game, then ask the blacksmith to make the weapon. If you didn't get the exact weapon what you want, reset and recraft. This will ensure that you get what you want. (If you save after you made your deal with the Blacksmith, but before you collect the item, then the item is already set. So you should save before you make the deal.)

#### MITHRIL WEAPON LIST:

Sword (10000)- Counter Sword Shiva Sword* Leviathan*	Rapier (8000)- Mist Rapier Magic Rapier* Shiny Rapier*	Blade (9000)- Luster Blade Rune Blade Photon Blade*	Knife (4000)- Mithril Dirk Butterfly Knife Killer Knife*
Lance (12000)- Nelson/ Gale Lance Holy Lance Dragon Lance*	Halberd (13000)- Holy/Brave Halberd Star/ Lord Halberd Ark Halberd*	Spear (9000)- Silver Spear Counter Spear Rune/Lancelot spear*	Wing (11000)- Silk Wing Sonic Wing* Cosmic Wing*
Axe (8000)- Heat Axe Gigantic Axe* Dragon/Sharp Axe	Mace (9000)- Saint's Mace Revenge Mace Power/Thor Hammer*	Tomahawk (6000)- Accurate/Rune Axe Super/Killer Axe Arrow Axe*	Katana (12000)- Wind Cutter* Bone Eater* Rumbling Sea*
Shuriken (7500)- WindStar/Violet Storm* Octagon Star* Deadly Star*	Short Bow (13000)- Moon Bow* Dragon Bow* Breaker Bow*	LongBow/Shell (15000)- Magnum Bow Storm Bow* Meteor Bow*	X-bow/Quarrel (12000)- Hunter/Mithril X-bow Flame X-bow* Sonic X-bow*
Glove (5000)- Spike Glove Muscle Glove* Spark Glove	Claw (6000)- Mithril Claw Tiger Claw* Berserk Claw	Cetsus (5500)- Giant cetsus* Mist Cetsus* Wire cetsus*	Wand (14000)- Fool/Jester wand Jewel/Charm Wand Witch Wand
Rod (13000)- Torture Rod Sleepy/Milky Rod Soul Rod	Ankh (12000)- Tornado Ankh Silence Ankh Seraphim/Blessed Ankh	Anchor (15000)- Spin Anchor* Crash Anchor* Gravity Anchor*	Whip (13000)- Smooch* Whip of love Queen Whip*
Beak (500)- Silver Beak			

#### Advice:

The numbers in the brackets are cost for crafting the weapon type. The cost of crafting is dependant on the Weapon type being forged.

The weapons placed with an asterisk (\*) means that this is the weapon I will recommend you to craft if you wish to make this weapon type. I will recommend most weapons with a Special

Attack or Effect.

I will not recommend you to make Wands, Ankhs or Rods, since the better ones are usually those that can cast Summon Spells.

By the way, Arrow Axe is the only Tomahawk that hits a 1 to 3 range. Even though it's attack power is lower, and it does not add any Special Moves, you might want to try it. It's very useful.

Additional Notes:

Applicable only for Scenario 3: All weapons listed are arranged in order of sales. Eg. you can buy a Counter Sword and Mist Rapier somewhere in the game, and later in the game, you'll be able to buy the Shiva sword and Magic Rapier. YES, you didn't hear me wrongly, you can buy them like normal items in Scenario 3.

In the English Version Scenario 1, there is a mix up between Mist Rapier and and Magic Rapier.

Don't be too alarmed.

Take note that some of the Items in the list above are also taken from the Japanese versions and are translated here, so there may be some mistakes. If so, inform me.

The Whip and Beak are added for Scenario 2 and 3. You won't get them in Scenario 1.

Beaks can't be crafted in Scenario 1 and 2. They can't even be removed. You can unequip them or even get new beaks only in Scenario 3.

I don't know if there are any more beaks than the ones I have listed. I managed to find only one variation.

Horns and Claws can't be crafted.

---

#### CRAFTING ACCESSORIES

-----

To craft such accessories cost 1500, using Mithril Pieces. Show him Mithril Pieces instead of the normal Mithril. It doesn't matter who you choose to craft them, unless you plan to get the

Artemis Pin and Apollo Pin. Accessories made this way may be equipped by almost anyone.

All accessories from the Blacksmith are gotten randomly. Like using Mithril, you should save before you go to the blacksmith.

#### ACCESSORY LIST:

Gale Ring	Def+5	Agi+5
Master Ring	Counter up	Critical up
Power Ring	Att+5	Def+5
Protect Ring	Def+5	Use effect: Heal Lv 2
Magic Ring	Elemental Defense up	Use effect: Restore MP
Attack Ring	Att+5	Use effect: Attack Lv1

In addition to these 6 accessories, you can also get the rare Apollo Pin and Artemis Pin. The Apollo Pin is exclusively for the Male, while the Artemis Pin is exclusively for the Female. (Robby is considered male. Surprising, huh?) You should be considered lucky to get one of these. Chances are estimated to be much rarer than the ones stated above.

Apollo Pin           Att+5, Critical up, Luck+2  
Artemis Pin         Def+5, Counter up, Luck+2

---

#### CRAFTING CURSED WEAPONS

-----

Dark matter looks like a black cube. They are rarer than Mithril.

To craft Cursed Weapons, bring Dark Matter to the Smith. Like before, you will be asked to choose a character for the Weapon to be crafted for. Unlike using Mithril, this time what is crafted is more dependant on what the character can equip rather than what he is equipped with.

The Weapon type which the chosen character will be checked. (Unlike previously, where the currently equipped weapon is checked instead.)

If you craft a cursed weapon for Synbios, the weapon forged will be a Dark Sword, regardless of what weapon he is currently equipped with. Likewise, if you choose to craft for Dantares, he will always craft a Dark Halberd.

In short, the smith will craft a Weapon your character can equip.

Only certain Cursed Weapons will be made. You can't craft a Cursed Rapier or Wing.

None of the Weapons here are recommended.

#### CURSED WEAPON LIST

Dark Sword	- Sword	(12000)
Dark Halberd	- Halberd	(14000)
Demon Rod	- Rod	(16000)
Kantar's Bow	- Bow	(15000)
Sorrow Axe	- Axe	(10000)
Pokey Claw	- Claw	(8000)
Muramasa	- Katana	(12000)

---

#### CRAFTING ORIHALCON WEAPONS

-----

To craft Orihalcon Weapons, bring the Orihalcon to the Smith. The Orihalcon has the

appearance  
of a blue rectangle.

Crafting Orihalcon weapons are similar to Mithril ones, except there is only one variation to each type of weapon. Orihalcon Weapons can only be equipped by those who reached their Final

Stage Promotion. If you wondering why you haven't gotten one yet, that's because they are available only in Scenario 3. The cost to forge such Weapons is exactly 2000 more than to craft

Mithril Weapons of the same weapon type.

So, to get the cost of getting an Orihalcon Sword, add 2000 to 10000(which is the cost to craft a mithril Sword), and you'll get the price, 12000.

Remember that they are available in only Scenario 3.

#### ORIHALCON WEAPON LIST:

Sword (12000)- Sword of Lord	Rapier (10000)- Nebula Rapier	Blade (11000)- Varion Blade	Knife (6000)- Reaper Knife
Lance (14000)- Bozorn Lance	Halberd (15000)- Buster Halberd	Spear (11000)- Mercurius Spear	Wing (13000)- Full-Metal Wing
Axe (10000)- Apollon Axe	Mace (11000)- Geo Hammer	Tomahawk (8000)- Flaming Tomahawk	Katana (14000)- Masamune
Shuriken (9500)- Dark Magic Shuriken	Short Bow (15000)- Sagittarius Bow	LongBow/Shell (17000)- Hot Rod Shell	X-bow/Quarrel (14000)- Doppler Quarrel
Glove (7000)- Kokyutos Glove	Claw (8000)- Gehena Claw	Cetsus (7500)- Aura Knuckle	Wand (16000)- Eternal Wand
Rod (15000)- Rod of Will	Ankh (14000)- Golgoda Ankh	Anchor (17000)- Plasma Anchor	Whip (15000)- Silk Whip
Beak (2500)- Rainbow Beak			

#### ADDITIONAL NOTES:

Like before, Horns and Claws can't be crafted.

Take note that this is translated from the Japanese version, so there may be inaccuracies.

When you complete a Scenario, you are allowed to make a Complete Save. This complete save will no longer be able to play the Scenario you have. (Exception for Scenario 3.)

Then what is this Save for, you might ask. This save is for playing the next Scenario.

If your Save File is Complete for Scenario 1, you may transfer it to Scenario 2. If your Save File is for Scenario 2, you may transfer it to Scenario 3.

Is it possible to transfer a Scenario 1 save into a Scenario 3 save? It is possible. However, you can't do stuff like spare Stella, or get Produn.

Now, how exactly do you transfer saves? It is recommended that you do so with a Back-up cartridge.

(Note that the Sega Saturn system will be able to recognize normal back-up cartridges, allowing you to directly save and load game datas from it. But it doesn't recognize Action Replay, 4-in-1 and such, therefore, you are not allowed to directly save or load. In this case, you will have to save on the cartridge screen.)

First, back up the data into your Cartridge, regardless of whether it is a normal back up cartridge, or 4-in-1 types.

Next, load the next Scenario's Disc, and start a new game. When the game starts, it will ask you if you wish to use an existing data to start the game. Choose yes, and select the Complete Save File from the previous Scenario. You will start a new game, using the data from the previous Scenario.

How do you save this new data? You will have no other choice but to delete the old one, as you will most likely not have enough memory space to keep 2 save datas.

The game can read, use, and delete game data from the previous Scenario, but it cannot Overwrite it with a new one from the current Scenario. This is why after you start the next Scenario, you will have to delete the previous data, before you save.

This is why a back up is recommended, as the internal memory has little space.

What happens if you used a Scenario 1 English save, and transfer it to Scenario 2 (JAP)? It will still work. The only difference is that, all your characters from Scene 1, as well as the 3 leaders, will keep using their English names!

You can still Save a Complete Game in Scenario 3. What is this Save File for? This Save File is for use with the Shining Force 3 Premium Disc.

But here's the good news. You can use the Scenario 3 Complete Data, to re-play Scenario 3 once more! Just start a new game, and choose to use this data, and you can play Scenario 3 again, with your stats and items, right from the start! You will have to recruit allies again, though.

Is it possible to do this with the other Scenarios? Like using a Complete Save Game in Scenario 1, to re-play Scenario 1 again? Or using Scenario 2 complete data to play Scenario 2 again?

I have never tried it, but reliable sources tells me that it is only possible for Scenario 3.



Tell me when you have tried.

Note that you can't transfer a save file backwards, such as from Scenario 2 to 1.

I have some other advices regarding transferring save files.

Note that when you transfer Save Files, all Items that you have given to your Advisor to store are lost. Items held by your Characters are still kept.

Even though you control Synbios' Medion's and Julian's army at the end of Scenario 3, items given to your advisor in Scenario 3 are shared between all 3 armies.

Items given to your advisor in Scenario 1 and 2, are lost. Which is why it is a good idea to give your characters to store the important items before the Final Battle.

Items that should be held on to by your characters, include non-salable non-discardable important key-items, like the Elbesem Orb and such.

You should also store rare items, such as powerful Weapons, like Tiamat Rod, Phoenix Sword and Gaia Axe. Useful accessories should also be kept by them.

Don't bother storing too much Elixirs and Goddess Tears. Try to stock up a few Mithril and Mithril type Weapons if you wish.

Basically, store every Important items, and store as much as rare items as possible. Just sell away normal items.

Remember, give good items to your characters to hold on to before the Scenario ends.

Is money carried over? Not a chance.

---

## SHOP AND ITEM SYSTEM

-----

Allow me to explain the item system.

You can classify items by:

Weapons, Accessories, Usable items, Armor(applicable only for Shining The Holy Ark and Golden Sun).

There is another way to classify Items:

Normal Items, Rare Items, Important items.

-

Normal Items:

Just basic items. You can sell them, or discard them.

Examples: Herbs, Antidotes.

Rare items:

Similar to basic items. If you try to sell a Rare Item in a Shop, the Shopkeepers will respond differently, compared to if you tried to sell them normal items. They will respond by saying that the item is rare, etc.

Also, what is special about Rare Items, are that if you sell, or discard them, you can still get them back. Whenever they are discarded or sold, they will appear in the Rare Items Section in one of the Shops, where you are allowed to buy them back.

What shop the Item appear in will depend on what item type it is, whether it is a weapon, or an item, and such.

If you use an item however, such as a Goddess Tears, then it will not appear in the Shop. It will be gone totally.

Examples:

(Shining Force 3)- Photon Blade, Phoenix Sword, Brave Apple

(Shining the Holy Ark)- Shining Sword, Attack Ring, Holy Rain

(Golden Sun)- Gaia Blade, Assassin Blade, Oracle's Robe

So if you discard a Photon Blade, you will find it back in the Weapon Shop Rare items section.

Important Items:

Also known as non-discardable / non-salable items. They are critical to plot and story, and you can't get rid of them unless the story itself allows.

Examples:

(Shining Force 3)- Elbesem Orb

(Shining the Holy Ark)- Sacred Sword, Mirror Shield, Magic Pendent

(Golden Sun)- Douse Drop, Lifting Gem, Shaman's Rod, Orb of Force.

-

----

Now, let me explain the Shop System.

Shining Force 3 has 2 kinds of Shops, the Weapon Shop, and the Item Shop. Shining the Holy Ark and Golden Sun have another kind of Shop, the Armor Shop.

You have 4 Icons:

Buy, Sell, Purchase, Deals/Sale Items/Artifacts.

-

Buy:

Just simply but what this particular shop has to offer. There is no limit on stocks.

Sell:

Sell an item in your inventory. Selling an item's Price is 3/4 of the buying price.

Repair:

This is to repair broken Equipment.

What is broken equipment? All equipment that have effects that may be used in battle, have the chance of becoming broken. When you use an Equipment as an item in battle, there is a random chance it might break.

Broken Weapons are till used normally like normal Weapons. No attack penalty or such. But you will not be able to use the Weapon's special effect again, until it gets repaired.

There are some items that will never be broken, like the Elbesem Orb.

Examples:

(Shining Force 3)- Magic Ring, Gaia Axe

(Shining the Holy Ark)- Sacred Sword, Shield Ring

(Golden Sun)- Fairy Ring, Virtuous Armlet, Mirrored Shield

The cost of fixing an item, is 1/4 of its buying price.

(Important items are non-salable, so the price is considered to be 0. That's the fixing cost of the Sacred Sword!)

Sale Items/Deals/Artifacts:

As mentioned, all rare items that are sold or discarded will end up here. What kind of shop it

appears in will depend on what items it is. Usable Items and Accessories will end up in the Item Shops. Armor will belong in the Armor Shop, and Weapons in the Weapons Shop.

Note that they won't just appear in one particular shop. Let's say you sell a Rare Weapon. This Weapon will now appear on the SaleItems/Deals/Artifacts section of all weapon shops throughout the game. It does not matter which town you are in.

Basically Rare Item Sales are shared by all the Shops. It makes no difference which shop you buy the RareItem from. If you can buy from one Weapon Shop, you can buy from all Weapon Shops.

Rare items are also limited in Stock. This means that you can only buy as much as the shop has.

E.g. Let's say there are currently no Holy Rains for sale. You have 3, and you sell away all 3 of them. The item shop will now have Holy Rains for sale. How many can you buy? A maximum of 3. (In Shining the Holy Ark, the stock amount will be listed.)

There are situations that cause Rare Items to appear in this section of Shops. Some of these situations include visiting a new town, or fulfilling a new task. This will cause certain items to appear in the Rare Items section.

-

There is also another method of getting rare items from Shops. It is called "pestering".

Basically, go to a shop, enter, exit from the menu. Pick all the 4 Options, then cancel, etc.

Sooner or later, when you try to exit, the Shopkeeper makes an offer to sell you a new rare item! If you do not wish to purchase it, it will appear in the Rare Item section.

Note that you can't keep doing this. Certain plot events have to happen first before you are able to get certain items.

I don't think this method works for Golden Sun. I don't remember the Shopkeepers making offers.

If it does, tell me.

Anyway, I heard that this method will also work for Genesis Shining Series, like Shining Force and Shining in the Darkness. However, I have not played the games, so I can't comment on those.

You will never get Rare items to appear in the normal "Buy" section.

EXCEPTION: In scenario 3, Weapon Shops will sell Rare Items in their normal "Buy" section.

---

## FREQUENTLY ASKED QUESTIONS

-----

You should read through this section. This section contains more than just Weapons. If there are some facts I know of that are not mentioned in other FAQs, they will be here.

Q: Why should I forge weapons?

A: Most of them are usually stronger and better than the ones you bought normally from shops. Of course, the better ones are those like Gaia Axe or Tiamat Rod, which can't be forged. Make sure you know exactly what you want first.

Q: Is there an unlimited supply of Mithril?

A: No there isn't. But there is an unlimited supply of Orihalcon. Not that Mithril will matter in Scenario 3, as you can buy almost all Mithril Weapons from Shops.

Q: Is it true that you can buy all Mithril Weapons in Scenario 3?

A: Yes it is, but the first 2 sets only appear for a limited time, so make sure you grab them.

Q: How do I get more Orihalcon?

A: In Scenario 3 Hero's test, whenever you beat a Boss you have already beaten in any level, you get an Orihalcon.

Q: What Accessories do you recommend?

A: Other than the Artemis and Apollo Pin, the best Accessories are often found, such as the Nimble Ring, which adds 2 to your speed (I forgot the Japanese name of this accessory). A good item for Healers to hold on to will be the Magic Ring, which restores MP, and can still give some good experience (for healers). A lot of the other Accessories aren't good enough, compared to these.

Q: Why are the Japanese and English translations so different?

A: Tell me about it! Did you know that the original character names used are Justice, Honesty, Chivalry, and such? Even Death Helen. Garvin's, Brutus' and Ratchet's were entirely different too. They were translated, until there was almost no resemblance at all. The Weapons aren't a surprise either.

Q: I heard that in Scenario 3, there is a scene where you can see Elise and Galm talking. I have never managed to get this scene. How do you get it?

A: After you have completed the game, and see the credits and such, in the picture where it says: The End (you should see a picture of Gabriel and Jane here), leave your controller there and don't press anything! After a few minutes, you should see this scene.

Q: What is this Navigation Function?

A: This is applicable only for Scenario 3. In a normal town area, press the "Z" button. This will cause an arrow to appear, pointing out the direction to get to an area. It will point out areas such as a Church, Item Shop, or HQ.

Q: What is the Library Function?

A: You get that in Scenario 2 and 3. It is basically a character reference guide, where you see a lot of the characters, including enemies. You can refer to their profiles here.

Q: I am in Scenario 3, and I just got Irene to her 3rd Class. Why is it that her Healing Spells only give her 1 exp point?

A: That's just the way it is. She is no longer a Healer. Her 3rd Class is different from that of Kahn and Hera.

Q: Help! I can't save any game data!

A: Try replacing the C 2032 Lithium Battery of your Sega Saturn. Use Energizer.

Q: Do you require any more help with your FAQ?

A: As a matter of fact, I do. As you may have read, I have problems recalling some things. I need more confirmations from people, regarding a few of the stuff here. I also have several other questions. If you are able to answer any of my questions, please do so.

Q: Is it possible to get items like the Spark Blade? Or Basanda's staffs?

A: These are dummied items. It is possible to get them with a Gameshark, but I know not much else about them.

Q: You said that Golden Sun shares the same Shop and Item system as Shining Force 3! Is this really true?

A: Yes it is. And it shouldn't be so surprising, since Camelot Co had developed both games. The wierd part is that Shining the Holy Ark uses the same Shop/Item System, even though it was solely produced by Sega.

I know what you're thinking, but Nope, Shining Soul uses a totally different system.

Q: In Scenario 1, is it possible to destroy the Colossus through combat?

A: From what I have heard, it is only possible with the Jap version. In the English Version, once you dealt him 1000 damage, a shield protects him, and prevents further damage.

Q: How will the Ending differ in Scenario 3?

A: The ending will depend on whether you killed Jane or not in the final battle. It is recommended that you leave her alive.

Also, I heard that if you use Gracia's Blessing Spell on Jane, before you kill Death Helen,  
and before she goes beserk, she will join your party temporarily. DBowie has confirmed that  
this is true. If anyone else has tried this, please tell me.

Anyway, you will be able to use her in the Premium Disc.

Q: In Scenario 3, for the Hero's Test, I don't think that I am getting the item I should be.

A: Did I mention that the Items gotten from this battle, depends on which team you are using? The items gotten will vary for each team. All 3 teams will not take the same item.

Also, when you beat a floor with a team that has already beaten that floor, you get an Orihalcon. This only applies for that team, not the others.

In other words, the game checks to see if you have already beaten that level, depending on what team you are using. One team does not affect the other.

Which means that E.g. If you beat the First floor with Julian, but not with Synbios, then when you beat the first floor with Synbios for the first time, his team will not get the Orihalcon. Julian however, if he beats the first floor again, will get the Orihalcon.

You can't get more than one Shining Sword, Force Blade, etc.

Q: How much HP does Thalos have?

A: Thalos have 5000 HP. Bulzome has 2400 HP. All enemies, with HP 600 and above, will be listed with "????".

Q: Why won't you add in Weapon stats in your FAQ?

A: Cos' I would have to plagiar from Snarf if I did so. Everything in this guide is original from yours truly. Unless I get permission from him, I won't be able to add in weapon stats.

Q: Is Jumsy, or Jumesyn correct?

A: Jumeshin is correct for the Japanese question. It will take 2 characters from Julian's name,  
1 character from Medion's name, and 2 characters from Julian's name. So it will be  
JUMESHIN  
on the Jap Version.

Q: Is the Shining Force Premium Disc good?

A: You're asking the wrong person. I don't have it. And I don't think I ever will.

Q: Do you have any Gameshark codes for any of the 3 Scenarios?

A: You are asking the wrong person for codes.

Q: Can you offer me some advice on Saturn emulation?

A: I am in need of such advice myself. Both my US Saturn and JAP Saturn can no longer function normally, which is why I think I can only go with emulation.

---

#### OTHER RESOURCES

-----

This section simply lists out the guides recommended. All guides listed are hosted on Gamefaqs, unless stated otherwise.

You should check out the FAQs listed.

---

All scenarios:

Snarf's Weapon listing-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_3\\_weapons.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_3_weapons.txt)

This guide offers comprehensive weapon listing. Check it out.

Dbowie's Character list and special deals guide-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_spells.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_spells.txt)

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_deals.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_deals.txt)

Rather useful FAQs.

Hahn's Information guide-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_all.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_all.txt)

Very useful information, such as Weapon's Special moves, and Class information. Not something

you would want to miss.

---

Scenario 1:

Joe Negron's Guide-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_a.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_a.txt)

The best walkthrough for Scenario 1 on GameFAQs. Not written according to the English version

though. Careful of the names.

---

Scenario 2:

Joe Negron's Walkthrough-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_scenario\\_ii\\_a.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_scenario_ii_a.txt)

Another useful guide by Joe Negron. Very bad translations, though.

NJwei's guide-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_scenario\\_ii\\_b\\_1.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_scenario_ii_b_1.txt)

His guide has 3 parts. This URL is just one of them. Well, his FAQs are rather good. You should check them out.

---

Scenario 3:

Yohu's guide-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_scenario\\_ii\\_b\\_1.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_scenario_ii_b_1.txt)

His guide is as good as Joe Negrón's. But he didn't detail the final stage, nor did he add in the Hero's Test.

Joe Negrón's Walkthrough-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_scenario\\_3\\_a.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_scenario_3_a.txt)

A very good Walkthrough. But once again, very bad translations! What on earth is Blue Mithril?

That's Orihalcon!!

Dbowie's FAQ-

[http://db.gamefaqs.com/console/saturn/file/shining\\_force\\_iii\\_scenario\\_3\\_e.txt](http://db.gamefaqs.com/console/saturn/file/shining_force_iii_scenario_3_e.txt)

Latest one to be released. A good guide, one that's definitely worth your time.

---

Notes:

All guides hosted to Gamefaqs that are not listed here, means that you shouldn't refer to those

guides. Much. Trust me, my recommendations are almost never wrong.

I hope you trust my recommendations. There are good reasons why I don't recommend Granchester's FAQ.

GrandChester's guide are far too highly overrated. His guide offers information that is far too obvious and mediocre. I don't know why other people praise him for his works. From Dragon Force 2, to Shining Force 3, there is absolutely nothing useful about his guides.

B2Centaur and I are both Singaporeans, but that doesn't mean I will support his guide.

---

Recommended Websites:

Guilherme's Shining Force 3 Knowledge Base-

<http://sf3.zophar.net/>

Hosts a list of good information, so you should check it out. It also has a message board. However, recently, the place has gone rather deserted.

Jumesyn.net -

<http://www.jumesyn.net>

This is a rather good site. Be sure to check it out.

Shining Force 3 Head Quarters-

<http://spiriel.nu/sforce>

Well, I guess this one is passable.

----



CREDITS

-----

Many thanks to:

Guilherme, for recognizing the worth of this guide, and putting it on his site.

Blademaster, for helping me out with this game.

Big thanks goes to DBowie for his corrections.

CjayC, for putting up this FAQ when it only had 8 KB. Except, it is now 30 KB. More than thrice

in size. (Not that size really matters. It's how you use it. ^\_^ )

Many thanks also go to most of the people at the Shining Force knowledge base people. Visit the

site at:

<http://sf3.zophar.net/>

---

---

This is my first FAQ, so if there is anything that I need to do, feel free to contact me at [guojun83@hotmail.com](mailto:guojun83@hotmail.com)

[cyberakumamechgouki@yahoo.com](mailto:cyberakumamechgouki@yahoo.com)

Copyright 2001 - 2003

Chen Goujun ~ Cyber Akuma ~ Mech Gouki

End of Document

---